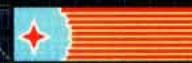


C.N.C.S. LEAGUEBOOK ONE

DP9-030

NORTHERN LIGHTS

CONFEDERACY



TN PEREG... TN 1507 MAMOUR DIES... TN 1508 SECOND...
 TN 1525 NCC IS FOUNDED... TN 1529 YELE JOINS...
 TN LIVINGSTONE JOINS NLC... TN 1535 KENEMA JOINS NLC...
 TN 1569 ZKAZIG JOINS NLC... TN 1570 EXETER AND SESSHU...
 TN 1576 KOSUTH JOINS NLC... TN 1669 BATTLE OF PIONEER... TN 1692...
 TN 1890 THOR HUTCHISON BECOMES SECOND FOLLOWER... TN 1913-1917...
 WAR OF THE ALLIANCE... TN 1918 ANDERS VON BRESLAU BECOMES NORLIGHT PRESIDENT... TN 1923 KATH ADJANNI BECOMES...
 NORLIGHT PRESIDENT... TN 1930 ANDERS VON BRESLAU DISAPPEARS...

HEAVY SOURCEBOOK

GEAR



LAND OF THE PROPHET



DREAM POD 9

C.N.C.S. LEAGUEBOOK ONE

NORTHERN LIGHTS



LAND OF THE PROPHET

"Tango Sierra Niner, you are clear all the way home."

Home. Jayne Pawn smiled at the word, keeping her Eagle straight and steady toward the Norlight border. The johar grass a thousand meters below her was blooming, giving the Northern Plain a wild kaleidoscopic tinge. Rolling hills broke the flatness of the fields and Jayne could see how railways and interstates linked the various population centers. Her positioning radar indicated that she should begin her approach and she turned the high-performance fighter toward the landship carrier that was patrolling the border areas.

The steel and polymer behemoth was her home for now, but the lands to the north called to her heart. She remembered her youth in Hossuth, her pilgrimages to Sorrento and her family's move to Valeria. It was only in Norlight territory that Jayne felt that she could relax, be free with her faith, and trust in her fellow man. She was a daughter of the Prophet and his peace was with her always.

Jayne remained oblivious to the gunfire far below.

The Northern Lights Confederacy brings Heavy Gear fans into the heart of the North. The largest league of the CNCS, the NLC is the driving force behind the policies of the great northern confederation. The home of the great Sorrento Revisionist Faith, the league is nevertheless a divided house. For every Norlight ready to follow the church wherever it might lead, another claims his own freedom. Truth and peace are increasingly neglected, replaced by fear and hatred.

The NLC Sourcebook gives Heavy Gear roleplayers and Gamemasters all the background they need to play in the confederacy. Information from across the league, from the religious center of Sorrento to the decadence of Sesshu, is covered in ample detail. The Sourcebook includes:

- A complete history of the NLC
- Details on Sorrento Revisionism and its role in North
- Full write-ups (including maps) on all 14 Norlight city-states
- Information on the Dorothean Order of warrior monks
- Details on the elite Quick Response Teams of the Henema Police
- Sample campaign set-ups
- New character archetypes

**HEAVY
GEAR®**

6132

Produced and Published by Dream Pod 9, Inc.
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DP9-030

ISBN: 1-896776-16-7



9 781896 776163

ISBN 1-896776-16-7
Printed in Canada

HEAVY GEAR®



Northern Lights Confederacy Sourcebook — Behind the Scenes

Faith. It has always been with us and always will be.

Religion is often noticeably absent, however, from science fiction and sci-fi gaming in particular. Looking to the future, we seem to imagine a time in which Man has somehow "moved beyond" the belief in a greater order to the universe, even if, in these same fictional settings, he seems to rarely move beyond such concepts as warfare and bloodshed. Even in settings where man has been decimated by environmental disaster or alien invasion, no one ever seems to turn to God. When religion is present, it is usually practiced only by fanatical humans or mystical aliens. This approach seems unlikely at best.

It is understandable to side-step the issue. Indeed, religion is a very sensitive topic and it is easy to offend when dealing with it. The payoff of a credible setting and the depth that faith can give to characters, however, make it all worthwhile. In the Northern Lights Confederacy Sourcebook, we have tried to give faith its due, showing both the wonders it can achieve and the crimes it can justify.

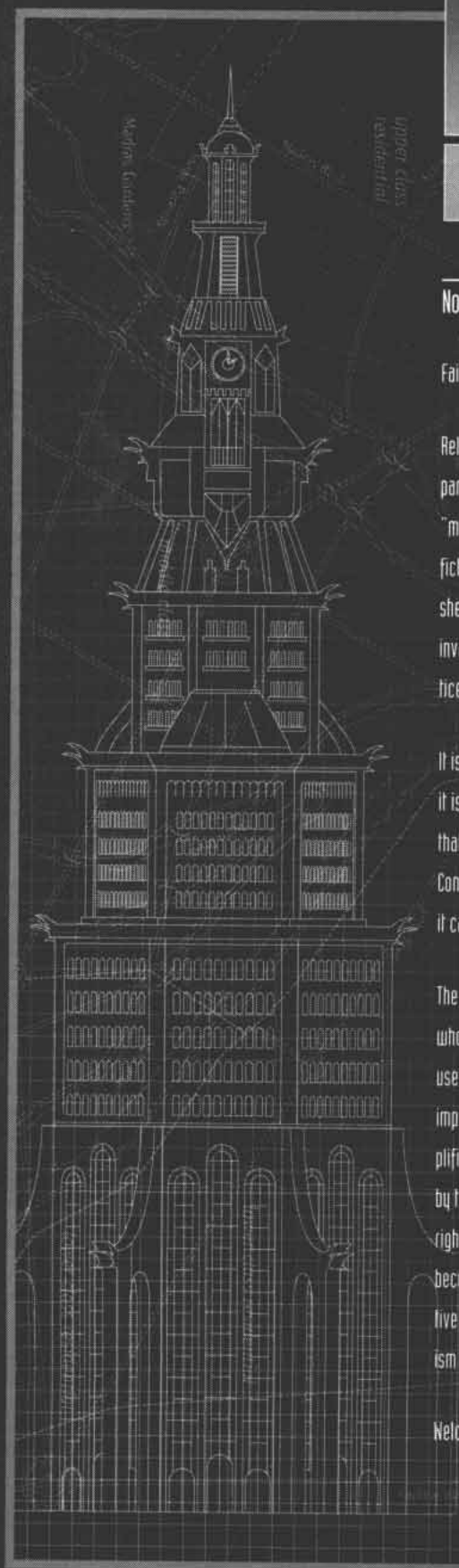
The NLC is caught in a grave conflict between secular and religious authorities, both of whom feel they have the only true answer to their league's problems. Both sides have used very dubious methods to support their agendas and it's easy to lose track of the importance of faith when dealing with religious politics. The Norlight Confederacy exemplifies all the good and all the harm that can come from a powerful sense of faith. Guided by the spirit of giving and philosophy of peace, the NLC is the greatest bastion of human rights and democracy on Terra Nova. Influenced by the same philosophy, Norlights have become intolerant of people who choose another faith, disdainful of those with alternative lifestyles, and patronizing to foreigners. More than once, the Gentle Way of Revisionism has led to a bloodbath. Both currents run strong through the sourcebook.

Welcome to the land of Mamoud. Choose your beliefs carefully.

THE PROPHECY OF THE LAND OF MAMOU



DREAM POD 9



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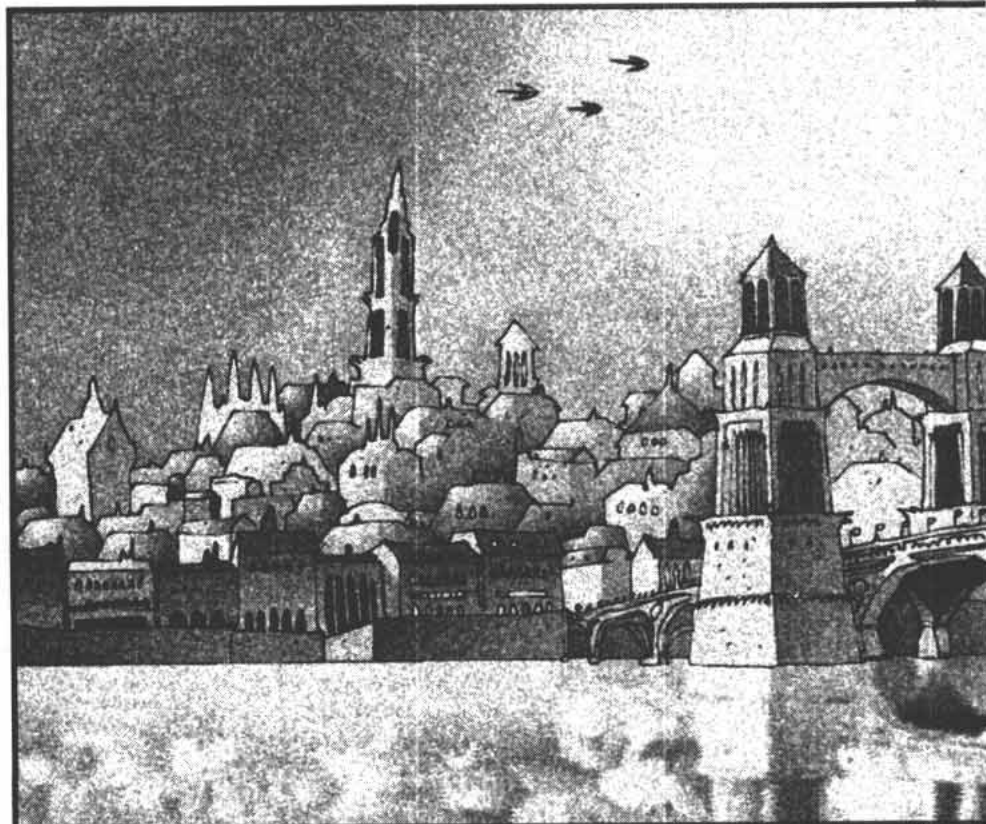
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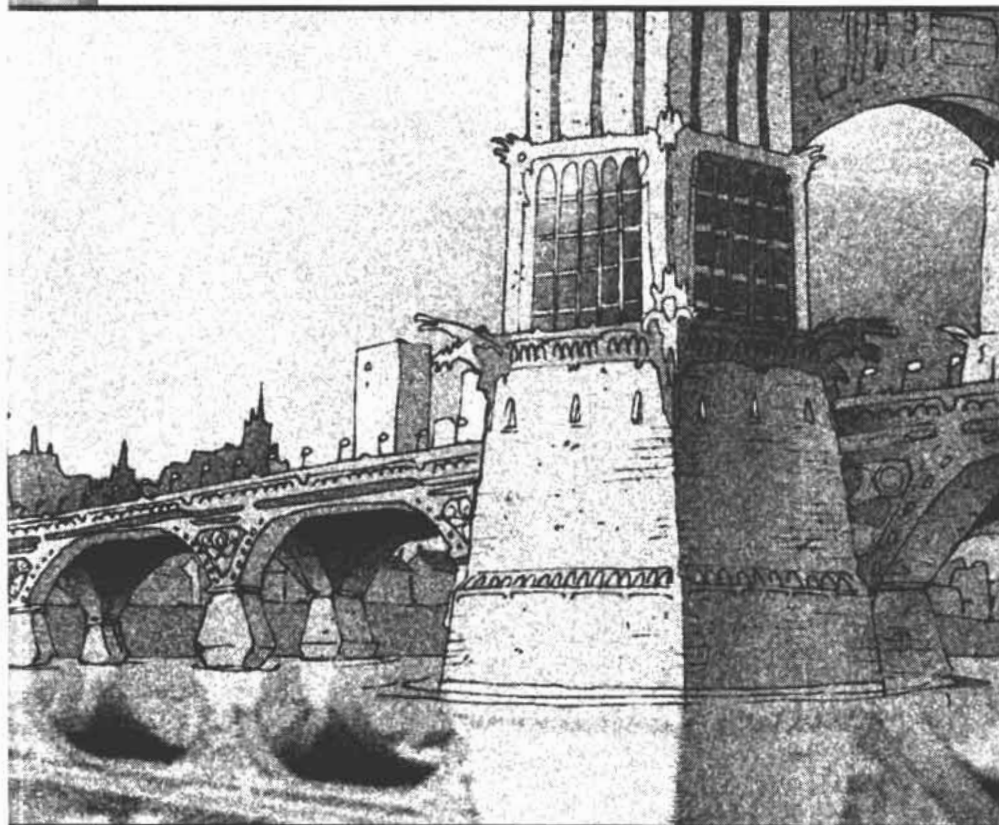
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Produced and Published by



DREAM POD 9

5000 Iberville, Suite 332
Montréal, Québec, Canada, H2N 2S6

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Stock DPS-030

Legal Deposit: May 1997
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 1-896776-16-7
Printed in Canada

A MATTER OF FAITH

Three shots rang out in quick succession and shattered the peaceful summer afternoon. Sister Raychel was in motion before the third retort's echo had faded and was darting down the alley towards the source of the gunfire. Her armored cloak barely slowed her down as she raced passed citizens and pilgrims diving for cover. Her fighting staff was drawn in her right hand. Reaching a marketplace, she poked her head around the corner.

"Raychel Noris here," she said into a communicator once she had popped back behind the corner. "Armed robbery in progress at Gorringer Square. Three assailants, two with pistols one with a shotgun, all on desert bikes. One citizen down already." Raychel heard the central monastery acknowledge her report; she knew that other brothers and sisters of the Order of Dorothea — responsible for the policing of Sorrento — would be on their way any minute. That might be too late, however. She switched her staff to her left hand and drew her Mezek 9mm pistol before turning the corner again.

The lead thug took a money bag and thanked the merchant he had robbed by pistol-whipping him on the head; a coworker was already bleeding to death thanks to three gunshot wounds. "Okay, let's get outta here —"

"Hold it!" Raychel was behind the flimsy cover of a vegetable stand and pointed her pistol at the thug. Her staff was leaning against the stand. "Drop your weapons."

Jaime turned his weapon on her without hesitation and Raychel responded with two rounds to his chest, knocking him off his bike. The leader returned fire, transforming a melon next to Raychel into a burst of orange mist. She quickly readjusted her aim and fired, catching him in the leg. The merchant he had just robbed, apparently only slightly dazed, finished the job with a blow to the back of the head. He crumpled to the ground. The merchant didn't keep track of the third crook, however, and he was suddenly facing a pistol to the back of his head. "You drop it, sister, and step on out of there."

The religious appellation was laced with so much spite it made Raychel's stomach turn. She didn't have a choice, though, and dropped her pistol and took a few steps out in to the square. Without being asked she raised her arms slightly, to show she had no weapons. She watched as the thug, holding the gun left-handed, turned the accelerator on his bike while keeping the citizen in his sights. Suddenly, he raised the kick stand and tore off down the swear toward Raychel.

She had only an instant to react. He wanted to run her down and her firearm was well out of reach. Not her staff, however. In one easy movement, she reached for the weighted traditional weapon of her order and spun clockwise to build momentum. By the time she was around the bike was almost on top of her. The thug couldn't avoid the swinging fighting staff.

Raychel was very satisfied by the impact she felt as her blow took the criminal right off his bike — no one got away from her.



1.1 THE LAND OF THE PROPHET

On 29 Summer TN 1464, a mere ten years after the Human Concordat abandoned Terra Nova to its fate, a boy named Mamoud Khodaverdi was born in the agricultural hamlet of Sorrento on the Irrian Plain. This boy would grow to influence his region and planet like no other Terranovan. At the tender age of twenty cycles, Mamoud's spirit rose to commune with the Gentle Spirit which guides the universe. Enlightened and blessed, this Gentle Prophet would preach his word of love and peace first among his closest friends and then to residents of the Badlands' enclave of Massada. His message evolved over the cycles, taking root in the sands of the desert and the fields of Sorrento. When Nathani Reiss, Mamoud's oldest and dearest friend, returned north after the Prophet's death, the word of peace followed him. The new faith, known as Revisionism, spread like wildfire among the scattered people of the Irrian Plain, bringing a beacon of hope to a dark time of strife and exploitation. The power of this simple message of love and guardianship moved millions out the chaos of Reconstruction and into a prosperous future. Before he too left this plane to join the Gentle Spirit, Nathani would bless the creation of a league of city-states dedicated to advancing and protecting the peace so loved by the Prophet. The Northern Lights Confederacy was born.

Faith, however, is a double-edged sword. Its power can transform a fractious region into a peaceful nation, and a placid field into a killing ground. The NLC has waged campaigns of harassment in the name of peace; loyal citizens have been ostracized for their divergent faiths. The struggle to keep these extremes in check is ongoing and is reflected by people across the NLC. For much of the nineteenth century, the church was fragmented and without direction and the league paid a price for this. Corruption and immorality became rampant and the league fell into the plague of the Judas Syndrome. Second Follower Thor Hutchison has led a Revisionist revival, drawing the people back to the faith with a return to traditional values and a call for a moral government. The church's ascendancy, however, has brought back an intolerant streak in the people of the league, leading to the increased repression of non-Revisionist citizens and secret networks of informers reporting on those who "lack faith." A conflict between church and state is rising and the threat could lead several disparate parties to vie for support from the people; the power these groups wield is derived from what they garner from common folk.

The NLC is faced with many other challenges. The rise of tensions with the South has forced many to prepare for war, and other conflicts have resulted. The current government of Kathē Adjanni, long an ally of the labor movement, had to re-evaluate its policies because the league must increase military and industrial production to make itself ready for war. The centralist policies of the government have created a backlash among the city-state governments who have begun to push for a decentralization of power back to the local governments. Some of the conflicts in the league are more than political, however. Two Wounded Knee smuggling cartels are busily fighting over the Norlight underworld, leading to a terrifying growth in the violent crime rate. Even further in the shadows, the intelligence war between North and South is reaching a fevered pitch, leaving no tangible traces other than a sense of disquiet and fear in the halls of power.

The Northern Lights Confederation was built under a doctrine of peace and brought order to a people victimized by chaos. In the aftermath of the War of the Alliance, however, the traditions of peace and order have been replaced by mistrust and aggression. The NLC is on its way to tearing itself apart.



1.1.1 CONTENTS

The **Northern Lights Confederacy Sourcebook** gives **Heavy Gear** Gamemasters and players all the resources they need to set roleplaying campaigns in the NLC. Chapter 2 presents general information on the league, covering its physical geography, tumultuous history and economy. Chapter 3 examines the internal politics; it pays much attention to the legal power structure of the league, including the House of Congress, Chamber of Valeria, presidency and recognized political parties. Other groups influence the league, including the shadowy Prophet's Shield and the criminal Kolson cartel, and they are also featured in chapter 3. Chapter 4 examines foreign relations and focuses primarily on the political relationships between the confederacy and other leagues. Attention is also paid to policies toward foreign civilians and the growing shadow war between Terra Nova's intelligence agencies. Chapter 5 details all the major regions of the league, including its 14 city-states, each with its own character and concerns. Chapter 6 examines the powerful influence of the Revisionist Church, and many other aspects of Norlight society. Chapter 7 presents a variety of resources to Gamemasters who wish to set games or campaigns in the NLC, including archetypes, campaign seeds and guidelines for Norlight characters. Finally, Chapter 8 gives a sampling of Norlight wildlife.

VETERANS' DAY

The long last note of Marcia Esteban's *Aurora*, the national anthem of the Northern Lights Confederacy, sounded over the assembled crowd as the twin-star flag was raised over Podinger Plaza in Kenema. It was the 16th anniversary of the Treaty of Westphalia and Kenema had come out to mark the occasion. Before the great podium stood row upon row of saluting soldiers and retired veterans. The southernmost rows were made up of locally stationed Northern Guard troops, while their Norlight Armed Forces counterparts dominated the northern rows. Veterans of the war in a variety of uniforms or civilian dress stood in the middle. Karl Methoras, commander of the Kenema "Gear Police," stood in his police Gear pilot uniform. Beside him was Colonel Stacey Diggs, his friend and his wartime commanding officer in the elite *Cat's Paws* regiment of the Northern Guard. They had both lost many friends during the war and their thoughts were with them as the morning's speeches began.

Karl scanned the crowd. Now a veteran of many police operations, he could never quite let his guard down. Security detail was being handled by MPs and other Keneman Police officers, but he looked around nonetheless. He noticed that Stacey was doing the same; special forces did that to you, he supposed.

Stacey noticed it first, a man wearing the traditional trench coat of the Northern Guards strider corps walking toward the podium, pushing his way through fellow veterans. About ten meters from Karl's privileged position, he moved into the cleared aisle running west from the podium. He had a determined look on his face and was holding something in his right hand. Karl and Stacey recognized it simultaneously: a detonator.

Karl and Stacey drew their sidearms but didn't fire. The veteran saw them and quickly pulled open his coat to reveal more than enough explosives to make this a treaty day to remember. "You're going to listen to me. You've got no choice."

"What do you want to say?" Stacey lowered her weapon, confident that Karl and the guards on the podium could cover her. Putting her weapon back in her holster, she made a covert sign to Methoras. Wait.

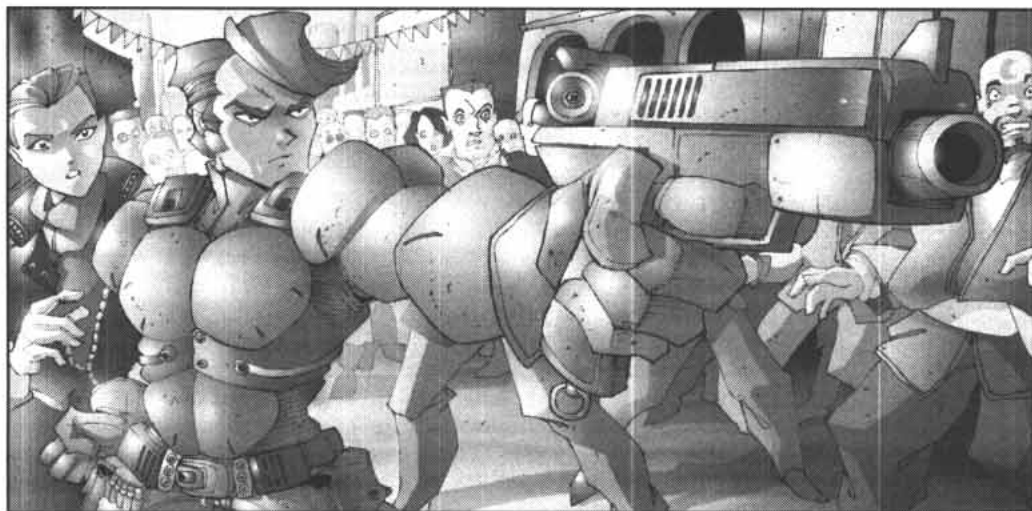
"You wouldn't understand. I'm a Jerusalemite and now my wife and I can't even raise our children according to our faith. We tried to teach our kids the holy texts at home and our neighbors call us names, and business people won't do business with us. I'm sick of it; people have to realize what they're doing."

The man swallowed and his hand twitched nervously. He scanned the group on the podium before continuing. "I fought for this country during the War of the Alliance. I had my leg blown off by a GREL and had to have it regrown. And now I'm being spat upon. You Revisionists think you've built such a great league, such a beautiful nation of peace. You just don't see what hypocrites you are."

"I do understand, you see I'm Jerusalemite too." The bomber hesitated a second and Stacey's hand flashed the signal for *now*.

Karl fired a shot from his pistol, shattering the detonator and the hand holding it. Stacey moved quickly to bring the shocked bomber down, pinning him to the ground and — Karl noticed — shielding him from the soldiers on the podium. Later, after the man was in custody, Karl asked her why.

"Because he was right."



2.1 GEOGRAPHY

Covering half the territory of the Confederate Northern City-States, the Northern Lights Confederacy includes a wide variety of geographic and climatic zones. From the fringes of the Badlands south of Sorrento to the tundra on the slopes of the Whitetop Range, the NLC is a diverse land. Nonetheless, several recurring images have become symbols of the Norlight state. Tour guides and local citizens alike speak of the high mountains, fresh air and cold lakes, perhaps because of the sharp contrast these elements cast against the endless silicate seas of the Badlands and the humid swamps of the South.

The southern belt of savannah and plains which run from the Badlands to a mountainous girdle around the North is not as sharply separated from the equatorial desert. Homesteading, ranching and a frontier atmosphere rule there as much as in the equatorial deserts, although more plentiful water reserves allow for intensive agriculture of grains and johar grasses. In the Autumn weeks when the different varieties of johar bloom, the seemingly endless plains explode into a cacophony of color and the area seems far removed from the numbing constancy of the desert landscape. The mountain girdle which cuts off the rest of the league from the plains features some spectacular heights, especially in the Tershaw Range overlooking the Northern Plain. Near the city-state of Innsbruck, Mount Pekyns rises above its neighbors and attracts tourists and sport-enthusiasts all cycle long. This rugged terrain features some of the league's major city-states, including Kenema, Livingstone and Skadi, and the "mountain folk" have cast their influence over the national character.

Large valleys, forest and lakes stretch beyond the girdle. The cooler temperatures and plentiful water supply accomodate a wide variety of plantlife and wildlife, which in turn provide raw materials for a rich economy based around farming, lumber extraction and herding. The Whitetop Range rises to surround the pole, and these peaks are covered in snow and their slopes feature tundra and taiga vegetation. Whitetop Spire, the hemisphere's highest peak, tops the range and has been the site of many daring climbing attempts over the cycles.

2.1.1 PLAINS AND SAVANNAH

Like both its neighboring states, the Northern Lights Confederacy stretches to the edge of the Badlands desert in several places. With the rare exception of the eastern portion of the Northern Plain — which was ceded to local communities in the TN 1740s — the exact southern borders of the league are unclear. The semi-arid savannah of the desert borders is considered a buffer-zone between the unaligned Badlands and the NLC, but this rule of thumb is often broken. The territory south of the Irrian Plain is especially tightly controlled by Norlight authorities, who are concerned with protecting the holy city of Sorrento and the valuable agricultural land nearby.

Within the well-established borders, the savannahs give way to lush plains. Together, the Northern and Irrian Plains form the agricultural heartland of the league, producing johar, wheat and other staples. Unlike the Great Western Plain, these areas are relatively uneven, full of ridges made from low hills which mark ancient geological upheavals. Rivers and streams become more and more plentiful as one travels north toward the mountains, but several important accesses to the MacAllen network exist even in the southern-most region. The agricultural lands around Sorrento are especially rich in such natural wells.

► Flora and Fauna

The plant life of the plains consists largely of various native and imported grasses and wild flowers. The most widespread indigenous plain species is undoubtedly johar, a diverse and rugged family of tall grasses with extensive root systems. Many of the grasses have edible stems (green johar) or roots (red and orange johar), whereas others can be used for cosmetic or pharmaceutical products. Several varieties of cereals of Terran origin have also been introduced, thanks to colonial-era breeding efforts and genetic manipulation. Bipedal grassrunners, small flying flappers, insectoid field skags, johar worms and wheat-jackets live in these fields. Larger herding animals such as springers also inhabit the southern edges of the plains and extensive ranching has led to their introduction further north. A healthy number of predators feed on the smaller herbivores, including the dawg, a canine-sized family of predators. Barnabus iguanas and aerial toussains (a.k.a. "daks") can also be found in the southern plains.

► Climate

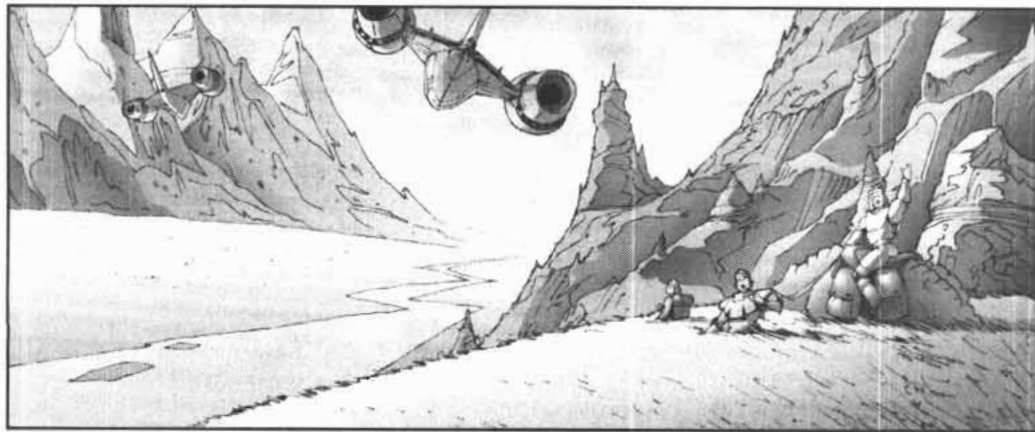
The Belt region features low precipitation, ranging from desert-like conditions on the southern fringe to an extended dry season in the north. Rainfall is generally more plentiful in Summer, when moisture-bearing winds come down from the Arctic basin and other northern valleys. Rainfall is most heavy in the Northern Irrian Plain near Smolensk and the along the Mercantile border near Kossuth because of large gaps in the mountain chains which encircle the northern hemisphere. The temperature is subject to very few variations, and remains between 20° and 25° C all cycle-long. The irregularities in the mountain chains, and a few large openings into the MacAllen cave network create some micro-climates with greater fluctuations, but these are relatively rare. The largest such anomaly is the Sesshite Forest, a huge saguaro forest which hugs the southern slopes of the Tershaw Range on the edge of the Northern Plain.



2.1.2 MOUNTAINS AND VALLEYS

Three geographically recent and major mountain chains form a band around the league. The Serpentine features very sharp peaks which stretch as far north as Skadi, then dip to low hills in the Livingstone Pass before rising again to merge with the Eastridge Range. This second chain then travels westward in a broad arc with many passes and rivers, before merging with the Tershaw Range, which continues until the border of the United Mercantile Federation. The mountainous belt also includes the more ancient Westridge Range, which encircles the Western Frontier Protectorate to the South and is cut by the Serpentine Range to the west. Other more ancient ranges include the Red Hills, which cut off the Aurora Basin from the Big Valley and the Exeter Hills, which circle around the east of Lake Clearwater. The Whitetop Range, another recent geological formation, forms a rough semicircle around the north pole, cutting off the Big Valley from the Arctic basin. These ranges define a great number of valleys, including the Arctic Basin, which stretches across the polar region between the Whitetop and Westridge Ranges. The southern most part of the Basin houses Lake Clearwater, the largest freshwater body on Terra Nova. The high mountains and relatively heavy northern precipitation form many rivers and streams, which feed a wide network of large and small freshwater lakes, including Lake Aurora and Lake Petersen in the Aurora Valley.

The large valleys of forest and grasslands that are overlooked by tall mountains are the most widely recognized Norlight terrain. Although the historical core of the league is the Irrian Plain, the modern Norlight character is firmly tied to the hard-working and a friendly nature of mountain and valley-dwellers. The Tershaw Range (including cities such as Innsbruck) is perhaps the biggest center of this modern spirit.

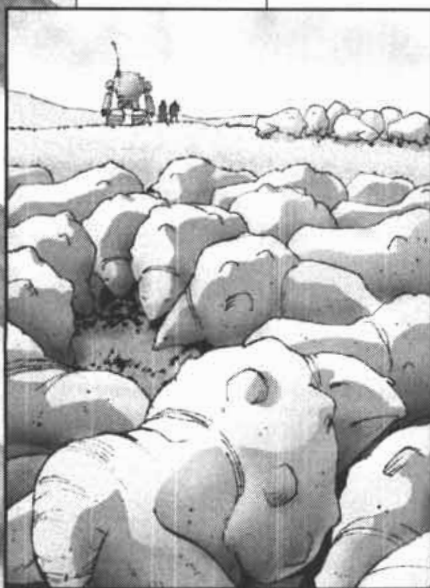


Flora and Fauna

The forests and mountains shelter a wide variety of plant and animal life. The saguaro, a large moisture-trapping tree, is the dominant forest species in the southern valleys, while Terranova Pine — a colonial-era genetically engineered conifer — accounts for about 40% of northern forests. A wide variety of mosses thrive on the forest floors and in the cold upper altitudes and latitudes. Several varieties of johar — often longer stemmed — prosper in the valleys, while several unique varieties border rivers and lakes across the hemisphere. Many of these have potent medicinal and hallucinogenic effects and a few are even banned by Norlight law. Valley fauna is similar to that of the plains environment, while the more dense vegetation cover of saguaro forests shelter larger herbivores. The woodspringer, a relative of the plains springer, lives off the lichens and berries of the forests. Great dawgs also prowl the forests, hunting woodspringers in packs. Mountain species include rockspringers, large herbivores related to plains springers and jumpspiders, large and agile predators. Relatives of the desert hoppers are also common in the hills.

Climate

Climate varies significantly in the north based upon mountaineous elevation or proximity to the cool polar region. The southern valleys feature a mean temperature between 20 and 25° C, with regular precipitation which reaches its peak in the summer. The high Arctic basin features lower temperatures, reaching freezing only immediately around the pole, where cold air accumulates. Similar conditions prevail at the higher altitudes, where thin, icy air leads to the coolest climates on the planet. The Whitetop Range is unique in that it features plentiful and consistent snowfall and even some small glaciers. Although the north is spared some of the wrath of the Badlands climate, the instability of the planetary atmosphere is still a factor. Sudden wind and rain-storms are a fact of life, and tempests raging further south tend to have large-scale side-effects in the temperate and circumpolar zones. One recurrent symptom of large tempests is wide-scale upwelling of the moisture-laden air masses over the northern basins. This can lead to violent rain-showers and flooding, snowfall in the colder regions and catastrophic hail storms near the upwelling points.



2.2 HISTORY

Until the rise of the Revisionist faith which binds the huge nation together, the various city-states of the NLC were linked only by economic trade or cycles of conflict. In the colonial era, many corporations indulged in the exploitation of the plains and mountains of the northern hemisphere. The Human Concordat began infrastructural development with the creation of the maglev lines between burgeoning settlements as early as TN 499. The Beta Maglev in particular, running south from the Port Aurora spaceport to the ChemCol oil-drilling facilities on the Irrian Plain and into the Badlands, played a central role in the creation of the NLC. This vital trade link led to the growth of city-states such as Petropolis, Valeria and others. When Earth announced that it was cutting all ties with Terra Nova, the city-states of the northern hemisphere entered a pattern of violence and bloodshed that lasted fifty cycles. The largest of the settlements became city-states and began the construction of make-shift military forces to defend themselves. These citadels of power claimed swaths of rural landscape and resources as their own and fought to defend them from foreigners and marauding raiders, while extracting tributes from smaller communities.

Regional warfare was continuous in this period. In TN 1472, well-armed Keneman forces sacked the cities of Aberdeen and Kartoom in the Auroran Basin, and thus subjugated a whole region. Only Yaramir in the Eastridge Range foothills was able to resist extended Keneman attacks. The situation was just as bad along the Beta Maglev, where the twin cities of Valeria and Port Aurora fought throughout Reconstruction. Petropolis, Skadi and Livingstone also battled at the cost of thousands of lives.

Further south, in the hamlet of Sorrento, the beginnings of a renaissance occurred in TN 1485 when two local youngsters — Mamoud Khodaverdi and Nathani Reiss — left the bloodshed behind to seek their destiny in the Badlands. Guided by blessed visions granted to Mamoud, in a voyage remembered as the First Peregrination, the young men traveled to the city of Massada where they began a life of contemplation which would send bolts of faith across the planet. By TN 1496, a small community of Mamoud's followers had established themselves in Sorrento and began teaching his "Gentle Way" (sometimes called Revisionism) to the locals. In TN 1507, Mamoud left his mortal coil and Nathani returned to Sorrento along with a large number of followers in the Second Peregrination. The travelers were welcomed by the local Revisionists and created a network of religious communes which would form the cradle of the Northern Lights Confederacy.

2.2.1 THE BIRTH OF THE NLC (TN 1507-1525)

Nathani returned to his birth-place to find a land soaked in blood and crying out for freedom from violence. While his local missionaries had established islands of peace nearby, whole cities lay sacrificed to the altar of greed and fear. Nathani knew that unity could stand in the way of violence and began sending missionaries out to spread the Gentle Word. Nathani himself met with the local agricultural homesteads and proposed a tight cooperation and sharing of resources. The community of greater Sorrento was born from these meetings and included dozens of homesteads and hamlets which cooperated on every level and formed a militia to ensure their defense.

► Nathani Reiss



Although few sure records survive, Nathani Reiss was born around TN 1460 as a simple farm boy, yet grew to become the founder of the Sorrento Revisionist Church. He was the first to recognize the destiny of Mamoud Khodaverdi, doing so well before the Gentle Prophet himself ever did. By the time he became of age in the TN 1470s, he was dedicated to protecting Mamoud, whom he loved like a twin. Nathani protected Mamoud, as Mamoud advanced on his path toward enlightenment, and when the young Prophet was tempted to reject his destiny, Nathani was always there to guide him back to the path. When Mamoud acquired true comprehension of his own role in the TN 1480s, Nathani never hesitated to accompany him into the desert. All through these journeys, he learned from the Prophet and their bond grew ever stronger. When they arrived in Massada, Nathani helped to build their first temple with his own hands and watched with pride as the gentle Word spread through the city-state.

The schism that occurred between Nathani and Jakob Khodaverdi after the Prophet's death is a matter for great contention. Some claim that Nathani had grown jealous of the bond between Mamoud and Jakob's mother, Galen; others say Nathani felt slighted by the Prophet's choice of Jakob to lead the church. Most Northerners believe that Mamoud knew that the land of their birth needed Nathani's return and made his choice in consequence. Regardless of the truth, Nathani and a large contingent of his followers returned to Sorrento to join the Revisionist commune which had been founded while he was in Massada. From there his teachings and faith would spread across the hemisphere.

Except for his Third Peregrination to Valeria which created the NLC, Nathani spent the remaining cycles of his life in Sorrento where he guided the course of his church. Many of the most important figures in the church's early history learned at the knees of the Second Follower and his personal influence remains strong even today. Like Mamoud, Nathani had little confidence in recording devices and always preferred spoken communication. Several of his disciples took extensive notes of his remembrances, however, and they were compiled into a final form in the TN 1550s. This text became the second book of the Sorrento church's *Khodaverdia*.



• MISSIONARIES AND WARLORDS

The people of the north were ripe for conversion and thriving Revisionist communities were established by missionaries in city-states as far away as Valeria and Sesshu by TN 1515. A new religion which seemed to attract followers by the hundreds and traced its loyalty to Sorrento, Revisionism was branded as an insurgent movement by many local potentates. Kenema expelled Mamoud's followers from the city limits in TN 1512 and Yaramir did the same in TN 1513. Located near Sorrento, Petropolis witnessed an invasion of the faithful and responded with violence in TN 1516. On 29 Spring of that cycle (now remembered as Red Friday), Northern Petrochem attempted to expel the members of a Revisionist commune, who refused to be moved. Violence exploded and three dozen of the faithful were killed before cooler heads prevailed. More blood was shed in the countryside, where the faithful were often attacked by raiders. In response, a close aid to the Second Follower named Gayl Daran converted the Sorrento militia into a more potent force designed to defend the faithful on their journeys. Dubbed the Army of Peace, it was sent to protect communities across the Irrian Plain. From TN 1516 to 1520, it constantly clashed with the Petropolitan Militia. In TN 1518, it also defeated a Keneman expeditionary force sent into the Plain. With this force, Sorrento established its security and announced itself as a military as well as political power.

• A LEAGUE IS BORN

While the militarization of Sorrento and the spread of missionary activity laid the foundation for the creation of the NLC, it was Reiss himself who took the final step. By TN 1521, Sorrento and Petropolis had reached a rough peace and the major conflict along the maglev line was between Valeria and Port Aurora. Pushed by the appeals of his followers and rumors that Port Aurora wished to pull Petropolis and Smolensk into its conflict with Valeria, the Second Follower himself decided to travel to the area of conflict. This travel is remembered as the Third Peregrination. Nathani entered the negotiations with a combination of wisdom and dynamism that helped resolve many of the impasses. Soon an armistice was signed, and lasting peace became a possibility for the first time since the departure of the gateships for Earth. This had an especially profound effect on Liana Brëas, High Councilor of Valeria. Brëas was taken by the aging Second Follower's deep wisdom and drive to spread his ways, and the two began a friendship that would last the rest of Nathani's life. Two seasons later, Brëas traveled to Sorrento where she accepted conversion to Revisionism and pledged her city-state to the protection of the faith.

Brëas' bold statement was applauded by the healthy Revisionist community in Valeria and decried by the leaders of Port Aurora and Petropolis. Their concerns grew even greater when the Valerian Guard and Army of Peace were integrated into a coordinated military force. Petropolis immediately drove its Militia south toward Sorrento but was repelled by Valerian forces. Petropolis ceased hostilities after a massive Revisionist-backed strike paralyzed the city-state in TN 1923, and Port Aurora was forced to surrender the following cycle. Envoys from Sorrento, Petropolis, Port Aurora and Smolensk (which welcomed conversion to Revisionism) soon traveled to Valeria to begin discussions of a permanent solution for the regional crisis. Liana Brëas began to push for a political union based on the shared faith of the region and her views gained popular and political support. On 18 Summer TN 1525, the Articles of Peace were signed and the Northern Lights Confederation was born with Valeria as its capital.



High Councilor Liana Brëas ◀



Liana Brëas was born in TN 1454 from disillusioned gray-collar workers in Port Aurora. Soon after their daughter was born, they moved to Valeria to start a new life. Liana's youth was tainted by her parents' dark moods and cynicism. By TN 1473, her mother died from lung poisoning due to the poor safety measures at her job. In reaction to her death, Liana got actively involved with a young reformist party, the Valerian Growth Union.

At 25 cycles, Liana took over the VGU with aggressive demands for changes. She led fiery campaigns and protest marches, using the media with savvy and negotiating for improved working conditions for the lower-class. Six cycles later, she left the VGU to run as independent Councilor in the High Council. She easily won over her adversary, Councilor Markis Delwath, a conservative gentleman who held that position for thirteen cycles. She boldly spoke against the corruption which plagued the High Council. Because of this, she made herself numerous enemies and survived four assassination attempts during the first cycle of her mandate. In 1491, she married her former political opponent, Markis Delwath, who gave her two children (Andreï and Katryne) in the following cycles.

After the death of her husband in 1507, she left politics and dedicated herself to raising her son and daughter. In 1513, she was asked by former political allies to step once more into the ring and categorically refused. She changed her mind in 1519, when the situation between Valeria and Port Aurora threatened to degenerate into a violent conflict. Her return to politics was applauded, and she was easily elected High Councilor. In 1521, she worked with Second Follower Nathani Reiss to resolve the problems between her city and Port Aurora, and soon converted to Revisionism.

Brëas left the Council in TN 1529, at the age of 75 cycles. She could not quite leave the political scene, however, and became a goodwill ambassador for the Sorrento Church until her death in TN 1537. She left behind a budding league which was supported by a strong faith. A statue of her image figures prominently in the Gardens of Valeria behind the parliament building.

2.2.2 DAYS OF CONFLICT (TN 1525-1669)

The birth of the NLC may have ended the bloodshed along the Beta Maglev, but it ushered in a period of greater conflict. Revisionist citizens of other city-states began to agitate for their municipalities to join the new Confederation, but few potentates were anxious to submit themselves to the new league. In Livingstone, local police regularly waded into the crowds with tear gas, clubs and rubber bullets, while in Kenema agitators defying the Revisionist expulsion were tried for treason. Clearly, chaos was still the order of the day and the NLC needed to respond.

• THE GREAT CRUSADE

In TN 1530, the newly baptized Norlight Armed Forces were sent out on the "Great Crusade" to protect and, if necessary, liberate Revisionist communities that faced oppression. An Auroran force set out from Valeria toward Kenema, while an Irrian contingent left from Sorrento tower, Skadi and Livingstone. The Irrian Campaign was the most successful. In anticipation of the crusaders' arrival, a revolt spread through Skadi which ousted the city's regime and welcomed the Norlight forces. From there, the Armed Forces started for Livingstone. Fighting was far more difficult against the industrial city-state, but it too eventually surrendered. The Auroran crusaders cut a swath through the Auroran Basin, but Kenema proved a harder nut to crack and a lengthy siege ensued. Finally in TN 1535, Kenema surrendered to superior forces and was brought into the fold. The Keneman government was tried in Valeria for the deaths of those it had executed for treason.

The Crusade ended in TN 1537 after it turned its attention to the city state of Yaramir. The Yaramite government of Primarch Nestor Kiriya, which had previously expelled and persecuted Revisionists, at first seemed ready to bow to Norlight demands in exchange for its continued independence. In TN 1536, Kiriya allowed for a small Revisionist commune to open within the city limits, but the faithful were kept under close watch. When the crusaders swept through several communities in Yaramir's sphere of influence in response to demands from local Revisionists, the Yaramir commune's inhabitants became hostages. Primarch Kiriya demanded a Norlight withdrawal from the region and threatened to hold the local Revisionists responsible for any actions taken by the crusade. Refusing to let themselves be intimidated, the NLC expedition marched straight for Yaramir. On 12 Summer TN 1537, 55 members of the Revisionist commune were publicly executed in Yaramir Square; the crusaders saw red.

The defiant city-state was not prepared for the full assault that followed. Swollen by volunteers from newly annexed regions, the Norlight forces burst through Yaramite defenses and put the city to the torch. In an orgy of violence harking back to pre-Revisionist times, soldiers and civilians alike fell under the gun. Before order was reestablished, 3500 Yaramites were dead and many more wounded. The city itself lay in ruins. Sobered and terrified by the bloodlust they had encouraged in the name of peace, the leaders of the NLC put an official halt to the Great Crusade.

• THE MERCANTILE THREAT

For almost three decades, Norlight diplomats established embassies in most major city-states and, in the aftermath of the Yaramir Massacre, shied away from expansionist policies. President Gabryel Emsala (TN 1547-1561) encouraged other city-states to form leagues of their own in the interest of a balanced political situation. Norlight diplomats actually served as mediators in the negotiations which led to the creation of the Tershaw Cooperative Alliance in TN 1553, which brought together Zagazig, Innsbruck, Djakarta Point, Swanscombe and Kossuth. Unfortunately this policy would have dire consequences when one of the northern leagues embarked on a massive expansionist campaign.

The United Mercantile Federation, formed in TN 1551 in and around the Marathon Basin, was backed by a very well-developed military industrial complex with a rapacious business philosophy. In TN 1566, Mercantile forces pushed into the Tershaw region and faced down TCA defenders. The Mercantile expansion into the region rested on a two-fold strategy typical of corporate affairs. The military forces drove straight for the gold and silver mines of Djakarta Point, while the Mercantile diplomatic corps targeted the matriarchy of Swanscombe by offering the city the right to persevere its own social policies while benefitting from Mercantile power. In TN 1567, Swanscombe announced it was joining the UMF; Djakarta Point fell to military conquest soon thereafter. Left with little other option, the remaining Tershan city-states (and independent Sesshu) appealed for protection from the NLC and joined the league in the next few cycles. Exeter and Franklin Harbor, located along Lake Clearwater, also joined the NLC during this period — anticipating that the UMF would soon turn its attention to them.

The next hundred cycles were characterized by constant border wars between the NLC, UMF and the Western Frontier Protectorate. The Tershaw Range and Northern Plains were sights of vicious struggles, and troops moved across the region as often as their might would allow. No fixed borders were established until after the creation of the CNCS. This low-level warfare exploded to a fever pitch again in the TN 1660s, when Mercantile forces briefly occupied Kossuth and laid siege to Fort William. While these forays were ultimately repelled, the NLC and WFP became convinced that the UMF needed to be brought down. Signing a secret pact, the two leagues formed a combined expeditionary force which gathered in the Lake Clearwater region, posing a threat to the Mercantile capital of Lyonnesse. In the Summer of TN 1669, the expeditionary force moved into the UMF and attacked what it believed to be a weak link in the Federation: the city-state of Pioneer.

2.2.3 NORTHERN CONSOLIDATION (TN 1669-1723)

The Battle of Pioneer, although remembered as the first victory of UMF armored walker vehicles (see **Northern Vehicles Compendium One: Gears and Striders**, p. 14), nevertheless sent a message that Mercantile expansionism could only lead to total war. Border skirmishes continued, but large scale Mercantile campaigns were directed toward the Badlands instead of its neighbors. The creation of the Allied Southern Territories in TN 1681 sent shock waves through the North. The Southern Republic was clearly ascendant and aggressive, and Norlight-sponsored discussions on Arctic cooperation began in TN 1683. Mercantile resistance to the plan of unification would continue until the UMF's defeat against the AST in the Merchant War of TN 1686-1688. The Confederate Northern City-States were born on 1 Spring TN 1692.

The CNCS was conceived as a very loose alliance between independent leagues, and remained as such for the first forty-cycles of its existence. The leagues were all represented by appointed councilors in Valeria, who made decisions about military and economic cooperation. Even in diplomatic and military circles, the CNCS only had strict authority when conflicts arose between member leagues. Under these provisions, the final borders of the North were drawn by TN 1700.

2.2.4 ST.-VINCENT'S WAR (TN 1723-1729)

St. Vincent's Plague and the subsequent war were the major turning points of the post-colonial period, and brought large-scale suffering to the NLC and laid the ground-work for the current shape of the CNCS. The bioplague released during a battle in the Eastern Desert killed huge numbers of children in the Irrian Plain within a cycle. Such a devastating blow to the heart of their church sent Norlight citizens into an uproar. It was Norlight delegates who pressed for concerted military action against the South and it was the Norlight Armed Forces who launched the first assault of the war.

Seasons of disease and cycles of warfare exhausted and destroyed much of the NLC. Several city-states were almost destroyed by Southern forces, a whole generation was killed or maimed and the economy collapsed. Second Follower Lara Domion rose from this chaos to begin the process of healing at the end of the war. She is largely credited with drafting the armistice agreement. Domion's message of reconciliation and reconstruction kept the NLC together in the dark post-war days and led to the strengthening of the CNCS as a superstructure to support the whole hemisphere in its time of need. Most notably, the Northern Guard was established as an independent armed force and the CNCS Supreme Court was created at this time.



Duelist Ranger Bjoris Sonders ◀



Bjoris Sonders was born in TN 1678 in a small Badlands homestead county known as Newstone, near the UMF border. In his early teenage years, as most rebellious children at the time, he got involved with a pack of Dawgs. This cultural movement, which died out during the eighteenth century, preached violence, anarchy and social sabotage. Sonders' particularly violent tendencies were enhanced by his large size, his natural talent for brutality and his modest intellect. Upon reaching the age of 15, he dominated most of his pack mates. Three cycles later, he left the group and walked north to join the UMF military as a soldier. He took to military life as if he was born to it, and rapidly became an accomplished soldier.

In TN 1711, he was given the opportunity to transfer into the recently formed Heavy Gear unit, and demonstrated a natural talent for Gear piloting. He survived several encounters with his machine and, as its neural net grew some habits and a semblance of personality, he finally gave it a name, *Bowser*. In TN 1717, he was put under the command of Major Rowan Kempder. Soon after he reached his fortieth birthday, he was named Duelist of his regiment. When the UMF forces marched toward the *St. Vincent's* wreckage, Bjoris Sonders was a hardened, brutal veteran who thought he knew it all.

Sonders knew that Kempder was hardly an innocent man. It was widely known through the ranks that he was using his position to make illegal transactions on the side. While no saint himself, Sonders always resented his commanding officer's complete lack of honor. When Kempder warned the Southerners off the wreckage of the *St. Vincent*, Sonders opposed his decision and insisted they should be crushed in a show of force. He made no secret of his disagreement with Kempder, who was reluctant to discipline him because of Sonders' position as regimental Duelist and the effect it would have on troop morale.

Before Kempder could refuse the duel offer from the Southerners, Sonders had already gone to meet his opponent on the battlefield. While very proficient in Gear piloting, Sonders was sorely lacking in tactics and was no match for his Southern opponent. Upon learning of his Duelist's defeat, Kempder declared the duel had not been properly presented and accepted, and that the result was invalid. He then threw his forces against the South's and the *St. Vincent's* War began.

While Sonders survived, Kempder did not. He was courtmartialled after the war, but the unfortunate death of his commanding officer and the absence of any solid testimony against Sonders resulted in an innocent verdict. The truth about what really happened to Kempder is still unknown and is a matter for speculation. Sonders was later discharged on a technicality, which suited him just fine. The events of the war provoked by the folly of Major Kempder sickened him, and he spent most of his remaining cycles as a semi-recluse. Curiously, his assigned Gear neural net was taken out of circulation at the same time.

2.2.5 TIMES OF CONFLICT (TN 1729-1913)

Lara Domion is remembered as the last of the truly great Second Followers. All her successors (save the current follower, Thor Hutchison) seemed to guide the faithful into conflict and confusion. The NLC was well on its way to full recovery by the time of Domion's death in TN 1762, but then the Church became locked in a series of theological and political debates that unraveled some of Domion's work. Several Second Followers of the period have been judged unfavorably by history, such as the mystic Ali Murayr — who is said to have spent four cycles in silent contemplation before stepping down from the post in TN 1799 — and Lena Morales — who repeatedly called for the annexation of Massada by the NLC in the TN 1840s. The church decentralized during the nineteenth century because Sorrento seemed unable to exert consistent authority. Some regions (including Valeria) saw very liberal interpretations of church doctrine, while others such as Livingstone were home to staunch traditionalists.

Despite the terrifying legacy of the war, North-South conflict continued. The nineteenth century saw a relentless series of skirmishes in the Badlands, diplomatic cold wars and covert operations. The flow of trade along the Beta and Gamma maglevs was suspended on several occasions, with resulting economic recessions. The so-called "Judas Syndrome" which gripped the planet in the early twentieth century, was an expression of the cynicism of the previous 100 cycles. With tensions building toward a global war, many Norlight citizens grew willing to sell out their league for a quick reward. In TN 1909, the government of President Elias Garbel was forced to resign when it was revealed that defense minister Jakob Spek had been passing secrets to agents of the Humanist Alliance. Even the church was gripped by internal dissent, and Second Follower Maximilian Bengali was forced to step down after two cycles service to be replaced by Thor Hutchison.

2.2.6 WAR OF THE ALLIANCE (TN 1913-1917)

The attempted invasion of Terra Nova by the Colonial Expeditionary Force was a time of both suffering and triumph for the NLC. CEF orbital bombing damaged many of the league's major city-states, especially Kossuth, Livingstone and Kenama. The major ground warfare occurred on the borders of the UMF and WFP, but Norlight soil saw its share of bloodshed as well. In the Spring of TN 1915, a CEF task force crossed the Serpentine Range and outflanked Terranovan defenders in the WFP. They drove for the industrial center at Livingstone, slaughtered the defenders and occupied the metropolis 21 Spring. The CEF then sent forces to try and secure the northern extension of the Serpentine Range. They were met by 28th Heavy Gear regiment, who fought them back. The CEF was forced to withdraw from Livingstone before they were completely cut off from their lines of supply.

As far as most Norlight citizens are concerned, the war was won thanks to two men: Field Marshal Anders von Breslau and Second Follower Thor Hutchison. Von Breslau led Terranovan military forces to victory on the battlefield; Hutchison kept the nation together in the face of hardship, using radio and trideo broadcasts to bring a voice of hope to those fighting to save their homes. The CEF repeatedly tried to assassinate these two men, even bombing Sorrento in TN 1914 to silence Hutchison.

2.2.7 POST-WAR PERIOD (TN 1917-1933)

After the Treaty of Westphalia symbolized the end of the war, its two heroes had unparalleled prestige. Retiring from military command, Anders von Breslau became Norlight president in TN 1918. Meanwhile, Hutchison was finally able to reign in the internal divisions of the church and spark a true renaissance in Sorrento Revisionism. The faithful were at the heart of the reconstruction movement, funneling huge amounts of charity money from relatively prosperous areas to those hit hardest by the war. Added to the efforts of the von Breslau government, this charitable work helped ignite a period of optimism. Von Breslau remained a strong advocate of inter-league cooperation and built much of his foreign policy of strengthening the links forged during the war.

Unfortunately, conflicts that were so prevalent before the war could not be silenced forever. The fiscal policy of the von Breslau government became unstable in the TN 1920s when the UMF began to reassert their financial independence. Social critics also criticized the President for building too many monuments to the heroes of the war and not enough homes and highways for those who survived it. Criminal activity along the Badlands fringe also increased in the post-war period when guerrillas from the war became desert bandits. In the TN 1924 elections, von Breslau's Liberal Democratic Party was soundly defeated and People's Party leader Kathä Adjanni became president.

Adjanni sees that conflict with the South is not over. She has maintained the strength of the Norlight Armed Forces and increased contributions to the Northern Guard. Her most critical electoral partner has been the Twin Pillars, a religiously based party that ensures that her government remains true to the traditions of the church. Second Follower Hutchison continues to remain in power, and is sometimes directly consulted by President Adjanni on key issues. This cooperation led to the CNCS protectorate over Massada (see Into the Badlands, p. 42 and 64) in TN 1929. Adjanni was reelected in TN 1930 and currently heads a strong coalition government, although she continues to face challenges from both religious and secular circles.

2.3 ECONOMICS

The structure and history of the Northern Lights Confederacy encourage a large degree of economic self-sufficiency. The planet's largest league, the NLC has the human, industrial, natural and financial resources to sustain its own economic growth indefinitely. Natural resources have long created a strong base for the Norlight economy. The Irrian Plain is both the breadbasket of the nation and one of its major energy producing regions, thanks to the massive Irrian Oil Reserve exploited in and around Petropolis. Lumber and farming are also strongly represented further north in the valleys between mountain ranges. Mining spurred the impetus to inhabit these selfsame ranges, creating several of the largest Norlight city-states, such as Kenama and Innsbruck. Today, however, industrial production is the most vibrant sector of the mountain economy. The national capital of Valeria is the center for the service industry, with most major financial institutions based there, along with retail chains and media conglomerates.

The confederate model which binds the various member city-states together into a league also encourages trade most strongly within the national borders. International trade has, however, always had a role to play and the creation of the Confederated Northern City-States encourages strong economic ties between its three member-leagues. This has caused problems in the past because of the economic power of the United Mercantile Federation, which has been accused of trying to drown the Norlight market, or even the influx of cheap knock-offs from the CNCS protectorate of Timmins. The government imposes hefty import tariffs, but this creates its own problems and can conflict with military alliances and political agendas. Among other problems, has been the rise in illegal trade. Custom barriers and harsh legislation of "immoral" materials have created a wealthy black market that has long been dominated by Wounded Knee cartels. Two of these cartels are in the midst of bloody turf war which has spilled over into the fields of the NLC.

2.3.1 NATURAL RESOURCES

The NLC is home to a wealth of natural assets that have been at the center of regional economic development since colonial times. The Irrian Plain region is among the richest resource areas because of the favorable climate for agriculture and large energy reserves. Both Sorrento and Smolensk are built on the grain and johar economies, making the plain the breadbasket of the NLC.

Deep under this topsoil lies the largest easily-accessible petroleum reserve on the planet. The city-state of Petropolis was built on this reserve and has been drawing crude oil from the Irrian soil for centuries, with plans to do so for generations to come. The Red Hills and Tershaw Range are especially rich in mineral wealth, including the huge iron ore reserves that built Kenama, and the diversified ores and precious metals which are at the center of Innsbruck's economy. The great Skadi Forest which hugs the Serpentine and Westridge Ranges fuels the Norlight lumber business. Even further south on the Northern Plain, farming and ranching continue to be important and the city-state of Kossuth harnesses climactic conditions to produce huge quantities of wind and solar power. Their economies are further bolstered by exports to other leagues and some wealthy Badlands settlements.

2.3.2 INDUSTRIAL PRODUCTION

The NLC is a highly industrialized economy which produces a full gamut of manufactured goods. Every city-state in the league is home to some industrial manufacturing, but several city-states have become the industrial capitals of the region. Kenama started as a mining town, but is now known as the motor-city of the league. Shaian Mechanics and Keimuri Gear are only two of the vehicle producers that are headquartered in the city-state. Livingstone is dominant in the manufacturing of heavy materials, housing huge steel foundries and several other vehicle producers. The capital region of Valeria, although better known for its wide range of service industries, also provides a resource pool for important industrial manufacturers.

Ever since the rise of leagues, however, Norlight heavy industry has been playing catch-up. The beta maglev provides an easy connection to the Mekong Dominion, and industrial competition with Southern producers has been an economic fact of life since the colonial era. The powerful industrial base of the United Mercantile Federation has also hampered industrial development, especially in the domain of military production. Norlight governments often respond with protectionism, but political concerns make large-scale economic barriers between the NLC and UMF very difficult.

Light industry has flourished under the various trade protection agreements, however, and all city-states harbor numerous one or two-product manufacturers who depend on the regional market to survive. Operating out of small factories, hangars or even basements, they produce basic consumer goods using small automated or semi-automated micro-factories. Supplies and basic material almost always come from the city-state or the nearby territories, giving the industry an almost complete independence from imported material. Though they must still face competition in the form of foreign goods from the Badlands and the South, these small operations give employment to a great many Norlight citizens. A few of these micro-industries have been able to transform themselves into major economic powers; the Consortium which owns Keimuri Gear, for example, includes several micro-industrialists.

2.3.3 TRADE

Norlight trade policy has long been oriented toward the protection of the internal market. Key economic sectors, such as vehicle manufacturing, agriculture and mining are protected by tariff barriers that make foreign products less competitive than locally produced ones. In typical Norlight fashion, the nature and goals of these tariffs are constant fuel for political debate, but relatively little change in the base policy has occurred over the past several decades except for the post-war free-trade policies of the von Breslau government. Several concessions have been made to reflect political and military alliances, however. Arms manufacturers are charged duty separately from all other industries and often negotiate much lower duties. Sales to Northern Guard units located in the NLC are not subject to tariffs, thanks to CNCS agreements which allow the sale of Mercantile and Western gears, tanks and other weapon systems to benefit from low tariffs to the Norlight Armed Forces, police departments and local militias.

Trade with the south is more tightly controlled, although the two maglev lines in the league ensure that a healthy amount of inter-polar exchanges are made. Several Mekong corporations have established strong markets for consumer goods in Norlight city-states. Valeria tends not to consider these sales as an economic threat and tariffs are relatively low. The league's public and private morality legislation, however, impose a barrier of its own, since southern media and entertainment products are regularly scrutinized at customs for content. Whole classes of products (such as recreational drugs) are completely and many others are severely regulated. A significant number of custom brokers operate in Valeria and several foreign trade centers to advise clients on the best ways to prepare products for export to the Norlight market.

Badlands trade is far less clear cut than any of the other inter-league exchanges. Several key entry points exist for legitimate desert trade, including the gamma maglev terminus at Franklin Harbor and the caravan routes which lead to Sorrento and Yele. These major trade stations feature full customs checks and border controls, but do not account for most Badlands products which are imported into the NLC. While most Paxton Arms goods enter through legitimate channels, a great deal of goods traded with the Badlands are smuggled. While the Northern Guard, Norlight Armed Forces (NAF) and Norlight National Police (NorPol) patrol the border, smugglers have an easy time penetrating their surveillance net. Local citizens, fiercely self-reliant frontier dwellers, tolerate smuggling as a statement of independence from Valeria.

Trade with small Norlight-affiliated settlements on the border falls under much the same rules as with the Badlands communities, but with less stringent tariffs and paperwork. Their status as formal allies of the NLC has forced the authorities to accept many concessions in the name of good relations, even though several of these settlements are no different in appearance and economic power than many of their unaffiliated neighbors. This has caused more than one heated discussion between customs officers and local merchants, where the latter argues (quite reasonably) that he has to pay more customs fees than his next-door neighbor, who simply signed a document of allegiance. These policies are what allow second-rate goods from the CNCS protectorate of Timmins to flood the Norlight market despite protests from domestic producers.

► Roman Forzi

The smugglers who bring contraband into the NLC usually appear as a panoply of unrelated bands of rovers and unscrupulous caravan merchants. The truth, however, is that most of them owe allegiance to a Wounded Knee cartel. The dominant Kolson cartel has long had a majority share of the Norlight smuggling market — the major source of their power — but are currently caught in a vicious conflict with the Forzi cartel. The Forzi are taking advantage of Kolson leader Jeremiah Dupree's preoccupation with the New Coalition trade block to try and take away his hold over the NLC.

Roman Forzi, the younger cousin of cartel leader Maraka Forzi, is the capo assigned the task of leading efforts in the NLC. Roman has set himself up in an elaborate mountain villa outside of Kenema, where he directs an army of smugglers, corrupt police officials, laundering agents and enforcers. Roman was placed in charge of Norlight operations both as a reward and a precaution. His cousin recognized his skills and ambition and gave him an assignment that would make use of his abilities while keeping him away from the center of cartel power. Roman was well aware of this ploy, but plans to build his own powerbase in Kenema to prepare for a coup in Wounded Knee. As a back-up plan, Roman has also established important connections in Peace River.

To attain his goals, Roman is fighting a battle on two fronts. His most immediate enemy is Sundra Turai, the Kolson cartel leader responsible for the NLC. Based in Port Aurora, Turai has not shied away from escalating the Kolson-Forzi conflict. NorPol Commissioner Gabrielle Khaleed poses a more worrisome threat. The chief of Norlight law-enforcement is busy acquiring resources for her understaffed border patrols and has been cracking down on several key contraband centers. Several of Roman's lieutenants have recommended assassination to deal with the commissioner, but Roman fears a massive retaliation.

In an effort to strengthen and consolidate his positions against both the Kolson cartel and Norlight law enforcement agencies, Roman has recently begun to rely more and more on the Forzi connections in Peace River. He feels there is little the far-away Kolson could do if he were to establish a permanent operation between Norlight territory and the Badlands city-state. In addition, elements in Paxton Arms have proved reliable in supplying some of the vehicles and weaponry the Forzi need for their operations. Though in a precarious position, they remain one of the Forzi's greatest shadow assets.



CHARITY

"Ladies and gentlemen, the President of the Northern Lights Confederacy."

The whole room turned to face the great staircase in the Valeria Legal Academy's main ballroom. Kathë Adjanni scanned the crowd as she made her way down. The hall was filled to capacity, everyone was here for a charity dinner for humanitarian relief of the besieged city of Basal. The dinner was sponsored by the Prophet's Shield, a charity tied to the Revisionist Church. Kathë picked out luminaries such as CNCS Chief Justice Winston Stark and Marshal Pietr Paulk.

"Quite an affair, Madame President." Johannus Stoller, a respected retired CNCS judge, wore a formal three-quarter length blazer with his robes of office slung over his shoulders. He was standing with a Norlight colonel. "I'm sure we will raise a fair amount for those caught in the Basalite revolution."

"I certainly hope so, Judge Stoller." Kathë was somewhat wary of Stoller; he had a tendency to slip political advice into any conversation. "It is an important cause, after all."

"That's just what I was discussing with the Colonel Dantë here. He seems to feel that this is a waste of time."

"A waste of time, Colonel?" Adjanni kept her calm, despite her irritation with Dantë. "These people are fighting for their lives. Would you have us let the Basalites starve and condemn them to death?"

"Not at all, Madame President." The officer wore the crisp uniform of the Norlight Armed Forces, decorated with a medal of valor and an impressive number of service ribbons. "I merely feel that humanitarian aid is only part of the solution. Basal is besieged by Southern forces and fighting a war of liberation. To send them bandages and rations with no means to free themselves seems, if you'll forgive me, hypocritical."

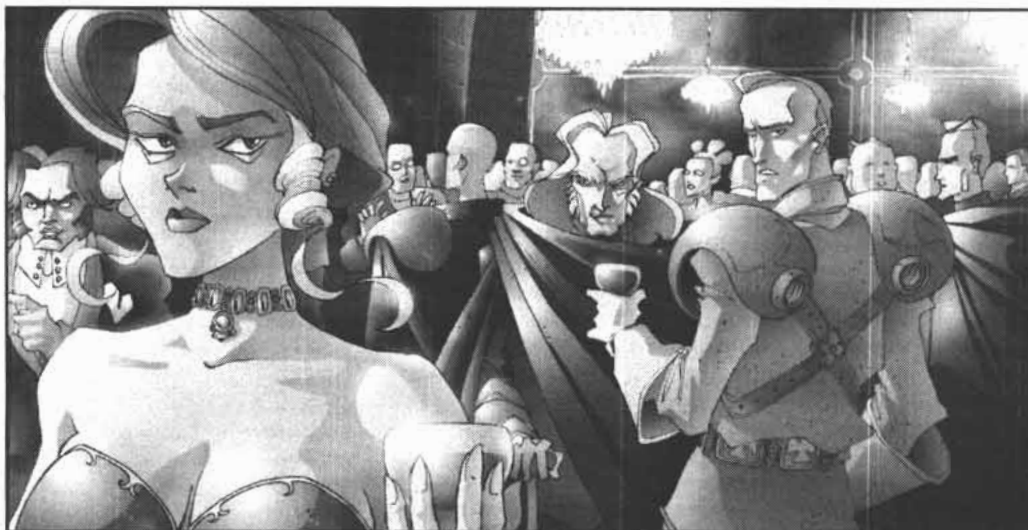
Kathë had fielded this criticism many times before and was not about to be riled by it. "I'm sure you realize, Colonel, that foreign policy is set in agreement with our allies. The humanitarian aid policy has been agreed to by all members of the CNCS."

"But Madame President," Dantë said and cleared his throat, clearly uncomfortable challenging his commander-in-chief. "If we continue this policy, we are just prolonging the agony of the Basalites. They need weapons and military support if they are going to free themselves from the Patriarch and his Republican masters. Some of these rebels are Revisionists, Madame President, we owe them —"

"I realize what we owe them, Colonel." Kathë had been fighting to get extra aid to Basal for the last cycle. She couldn't tell Dantë, but covert agents of the her government were busy funneling military support to the Eastern rebels. "Until the political climate changes, however, we have to provide what support we can. Now if you will excuse me?"

"Of course, Madame President; my apologies for the outburst." Dantë awaited Adjanni's departure before turning to face Stoller once more. "She has strong feelings about Basal, judge. We can use that."

"That we can, my boy. President Adjanni will be useful to the Prophet's Shield for a while longer."



3.1 POLITICAL STRUCTURE

St. Vincent's Square in Valeria encapsulates the polyglot essence of political power in the Norlight Confederacy better than any other symbol. Sitting around the massive public plaza are such buildings as the Norlight Presidential Palace, the Norlight House of Congress, the CNCS Supreme Court and the CNCS Inner Council. Various other ministries, embassies and departments are housed in buildings on the square or along the eight great boulevards which radiate from it. Aurora Boulevard runs to Madras Place, where the Valerian Chambers, the city-state's own legislature, stand. While the display of government architecture is a great tourist attraction, it also speaks of the multiple divisions of authority and jurisdiction that characterize Norlight politics. Both the NLC and the CNCS were cast as loose confederations when they were created, leaving the authority of their member states intact. While centralization has occurred, especially after the devastation of St. Vincent's War, the NLC remains one of the most decentralized leagues on Terra Nova.

Historically, all three levels of government (CNCS, NLC and individual city-states authorities) have been in a constant state of conflict. Kathë Adjanni's government, while best known for labor reforms, has been responsible for a concerted effort to increase the jurisdictional powers of the league. Anders von Breslau was a strong proponent of cooperation between members of the CNCS, but the UMF and WFP interpreted such moves as efforts to impose Norlight control over the confederation. President Adjanni has responded to these criticisms by acquiescing to stronger Mercantile and Western involvement in CNCS activities, while directing parallel (some would say contradictory) initiatives of her own.

3.1.1 THE PRESIDENCY AND CHAMBER OF VALERIA

Executive power in the NLC is not concentrated in a single individual, but is spread among the President and the members of the Chamber of Valeria. After the legislative elections, the seven members of the Chamber are chosen by a majority vote of the legislature. Chamber representatives are members of the legislature who transfer their congressional voting power to the house leader of their party. The Chamber of Valeria itself elects a President, usually from within its ranks. The election of Chamber members is usually a two-round affair. At first, congressional representatives vote for the candidates they feel are most qualified (usually along party lines), which leads to a fractious Chamber filled with bitter political rivals. The Chamber is obligated, however, to cooperate lest it be recalled by the Congress, so minority members elected in the first round often refuse to participate in the government. A series of back-room negotiations ensue, with parties campaigning for Chamber seats and minority leaders debating whether they are willing to serve in a joint cabinet. The second round of voting serves to ratify the agreements from these negotiations, and the election for President occurs after that.

Once an agreement on membership has been made, the President and Chamber are supposed to cooperate in setting policy and directing the nation. Members of the Chamber serve as the directors of ministries and governmental departments, effectively fulfilling the same purpose as a cabinet. The indirect election of the Chamber and President often means that political savvy is more important than broad popularity, but the President is still seen as the symbol of the nation as a whole. The Chamber and Congress encourage this as a safe-guard. If the government becomes unpopular, the President is made a scapegoat; if the government succeeds, presidential coattails are ridden into the next election.

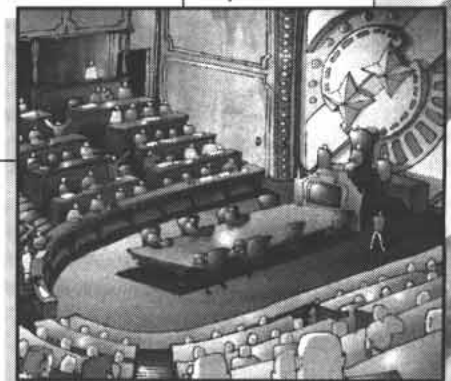
The current Chamber is made up of four members of the People's Party (including President Kathë Adjanni), two members of the Liberal Democrats and one from the Twin Pillars. Adjanni has used a policy of national independence to bring together her political allies, but she has been forced to make serious concessions on several social issues of importance to Norlight citizens, a sacrifice which could eventually prove costly.

► Congressional and Chamber Representation

Four major political parties and several fringe parties currently hold seats in the House of Congress. The People's Party, Twin Pillars and Social Action Party have banded together to form a governing majority and hold the seats in the Chamber of Valeria. While the present coalition is united enough to form a government, the opposition is quite divided. The Liberal Democrats dominate the scene, but they have no control over the smaller fringe parties who often make the most inflammatory comments in the House.

► Representation Table

Party Name	Congressional Seats	Chamber Seats
People's Party	27	4
Twin Pillars	13	2
Social Action Party	7	1
Liberal Democrats	20	0
True North	5	0
Others	5	0



3.1.2 HOUSE OF CONGRESS

The Norlight legislature is elected every seven cycles (the precise date is selected by a resolution) and includes a representative from each of the 77 electoral districts across the league. The distribution of districts has long been subject for debate because of a marked favoritism towards urban residents. While the 14 city-states account for slightly over half the league's population, they elect 54 representatives to the Congress. Rural-based reform movements have become an endemic part of the political scene, and the Social Action Party currently holds seven seats in Congress and one in the Chamber. While Social Action is the only rural party currently in the House, most other parties have a regional power base of some sort. The People's Party, currently in the majority, has a stranglehold on the Livingstone and Skadi areas and has many representatives in the Tershaw Region as well. Even the Liberal Democrats, who pride themselves on being a national party, remain centered in Valeria.

The House is responsible for passing all national laws, as well as approving the budget presented by the Chamber every Autumn. While the Chamber usually represents the most powerful blocks of the House, legislative discipline is far looser than many party leaders would hope for. The Chamber is responsible to the House of Congress which implies tight discipline, but to actually force a new Chamber election the House must pass a special resolution with a two-thirds majority — a very unlikely event, given party factionalism. Consequently, most congressional representatives feel free to vote their conscience (or in the best interest of their district) and the government must woo their support on an individual basis. The undesirable job of obtaining the needed votes falls to the party whips in the Chamber. Passing controversial legislation and approving the national budget are long and arduous processes, with congressional gridlock a fact of life.

The final days of the Anders von Breslau government were characterized by an inordinate amount of congressional gridlock. When von Breslau brought down a budget in TN 1923 that still held to a policy of harmonization with the UMF, even after the Mercantile government had taken distinctly nationalist economic steps, the House refused to pass it. Total paralysis resulted. Those opposed to the budget plan were numerous enough to block its passage, but not large enough to pass a resolution for a new Chamber election. For three full seasons, the business of government remained stalled. On 1 Winter TN 1924, when the stalled budget was to come into effect, civil servants found their salaries frozen along with a wide variety of government entitlements. After two weeks of protest, the government had to pass a new budget counter to most of their announced fiscal policies. Regina Faurest, the minister of finance, was forced to resign in an effort to take the blame away from the president. Nevertheless, von Breslau's inability to resolve gridlock without completely backing down guaranteed the former Field Marshal's defeat in the TN 1924 elections.

3.1.3 SPECIAL INTERESTS

The NLC is the most liberal-democratic state on Terra Nova, but unelected special interest groups wield a great deal of power in Valeria. The various agencies and departments of the state have become special interests of their own, each with a different agenda for which they lobby the Chamber and House. The Norlight bureaucracy, although small when compared to the Southern Republic, is unfavorably compared to the privatized Mercantile market or its "lean and mean" Western equivalent. Most private citizens see those who draw a government paycheck — especially from the Revenue Ministry — as ineffectual parasites. Bureaucrats wield significant power, responsible as they are for the day-to-day application of policy and accounting for up to half of the population of Valeria. Specialized government agencies with a greater tradition of independence, such as the diplomatic corps, the Norlight National Police (NorPol) or the Norlight Intelligence and Security Agency (NISA), have their own lobbyists and do their best to limit their association with the "bureaucratic incompetents".

The city-state governments are granted wide powers and rights by the Norlight constitution, but a constant tug of war is waged between the central and local levels. The von Breslau government was a consistent proponent of increased central power and their policies led to a backlash that continues to this day. The Council of Mayors was created as a body to represent the constitutional interests of local authorities. The Council maintains offices in Valeria and contracts several prominent lobbyists to represent them. The Revisionist Church also wields significant power over the political scene, through several routes. The Twin Pillars is a heavily Revisionist political party which controls 13 seats in the House, while the Prophet's Shield is a hemisphere-spanning network of charitable organizations and social action groups tied to the Church which serves as an avenue for political power by creating a huge net of contacts.

Other interests also use national lobbying groups to ensure that they are heard in Valeria. The labor movement, currently with a receptive ear in President Adjanni, is divided into two major league-wide associations: the Affiliated Workers' Union (AWU) and the Labor Congress (LabCon). The AWU is most popular in Kenema, Valeria and the Tershaw Range region, with most of its members working in high-technology industries. Based in Livingstone, LabCon is most powerful in resource extraction industries. The Agricultural Congress serves a similar role as the labor unions, representing and organizing the NLC's farmers and ranchers. Business leaders have their own avenues of influence as well. The most obvious is the Norlight Business Council, a lobbying and advisory board that includes members from the top twenty-five corporations in the league.

3.1.4 PEOPLE OF NOTE

A large nation with a complex government, the Northern Lights Confederacy is just as susceptible to behind-the-scenes manipulations as any other state. Several powerful individuals exert a strong influence over the affairs of the nation, some from recognized positions of power, others from behind facades of impartiality. The rise of tensions with the South and the escalating conflicts between religious and secular Norlight interests have created both opportunities and challenges for all these power brokers. *Chapter 7: Gamemaster Resources* includes full page character sheets on several other important Norlights, including criminal leader Sundra Turai and intelligence baron Brigman Kaine. For more details on Wilson Stark and Thor Hutchison, see **Character Compendium 1**, pp. 10 and 22.

► President Kathë Adjanni



Kathë Adjanni was elected on a reform platform that promised a responsive and responsible government and a doctrine of national assertion vis a vis the CNCS. President Adjanni has been able to keep more promises than she has broken, and she remains popular with the electorate. Despite leading the labor-based People's Party, she has had to make bargains with corporate leaders to keep her league's post-war economy healthy, including breaking a strike in Petropolis in TN 1929. One good alliance came of her political ascendancy, however. Adjanni and Anders von Breslau became close friends and her former political opponent remained a close advisor until his disappearance in TN 1931. With tensions rising between North and South, Adjanni has also seen fit to reestablish some ties with the CNCS leadership and often meets with Winston Stark and Victoria Edden-Smythe. Adjanni suspects, however, that the march toward war is being manipulated from behind the scenes and she is to recruiting a small group of agents to investigate the matter, including her own intelligence director Brigman Kaine.



► Winston Stark



The Chief Justice of the CNCS, Winston Stark is known as a man of dignity and stern demeanor. He hides a dangerous political agenda under his facade. He is dedicated to eliminating the power of the Revisionist Church in the North. To him, the concept of moral guidance from the church is a fallacy used to promote the power of one man. Many prominent politicians, bureaucrats and business people are in Stark's debt and he uses them with care and precision. President Adjanni has been less receptive, but he has been able to use the True North Party and the Liberal Democrats to goad Adjanni into supporting his views. He does not realize that she suspects him of being far more than he appears. Other allies have great power in the legal and bureaucratic sectors, making Stark among the most influential men in Valeria. Stark is most concerned with displacing the strongly Revisionist Victoria Edden-Smythe, Grand Marshal of the CNCS, because she will be granted wide sweeping power in the event of war. Stark's best chance is Pietr Paulk, the current Marshal of the Norlight Armed Forces. By supporting him, Stark hopes to cut back the power of the Northern Guard vis a vis the Norlight Armed Forces and ensure himself a position of influence during wartime.



► Second Follower Thor Hutchison



The leader of the Sorrento Revisionist Church, Thor Hutchison has dedicated his life to guiding the faith of his flock. The corruption that ran rampant in Petropolis when he was a priest there and Valeria's inability to do anything about it convinced Hutchison that the Church's moral guidance was needed to protect the well being of Norlight citizens. Since his rise to the post of Second Follower, Hutchison has spent many cycles ensuring a theological unity within the church and exerting influence over decision-makers. Many leaders and thinkers have aligned themselves with Hutchison's "renaissance of faith," calling for clerical supervision at many levels. The Second Follower also wields power through the Prophet's Shield, an association of the faithful which is publicly dedicated to charity and social action, while maintaining discreet influence in the avenues of power. Hutchison is well aware that he is playing a dangerous game. To guard against setting up petty dictators that would oppress his flock in the name of faith, Hutchison keeps a careful eye on the Shield and his other followers.



► Marshal Pietr Paulk



The current marshal of the Norlight Armed Forces, Paulk is a devout man who spent several cycles as a young initiate in Sorrento during the TN 1890s, before deciding that he could better serve his nation and his Church in uniform. He was one of several initiates who studied directly with the aging Second Follower Ramesh Jubair, and learned a respect for life and a deep faith that the truth of Mamoud would eventually set the people of Terra Nova free from strife. As a soldier, he was willing to shed blood as necessary and proved himself to be a dedicated leader. A brigadier by the time of the War of the Alliance, Paulk led several campaigns in the Karaq Wastes and UMF. He worked closely with Anders von Breslau, who asked him to lead the Norlight Armed Forces in TN 1921. Paulk respects Thor Hutchison greatly, but has become very concerned with the extremes of the Revisionist revival. He tries to be a voice of reason and has attracted the patronage of Wilson Stark. He fears, however, that the Chief Justice may be a more dangerous man than Hutchison.



3.2 POLITICAL PARTIES

The NLC is a representative democracy whose political system encourages active and heated competition between a variety of political parties. Two separate traditions of party formation coexist in the league and create a dialogue between traditions of political conservatism and protest movements. Many of the major parties sitting in the House of Congress in TN 1933 can trace their origins back to the early days of the league, when they formed around an important political movement, social group or regional interest which they continue to represent to one degree or another. The Liberal Democratic Party is mostly identified with the "establishment." It has formed the most governments since its creation and continues to wrap itself in the national flag. The People's Party, the faction which leads the current governing coalition, is also a long-standing party that has been associated with the labor movement for almost a century.

The endurance of traditional parties is contrasted by the constant appearance of protest parties, which gather around a charismatic leader or a hot topic. The Norlight electoral system, in which votes are cast for individual Congressional representatives rather than parties themselves, allows for small parties to spring up at election time, often based on regional interests. The Social Action Party, the minority contingent of the current governing coalition, began as such a party. They gained attention during the Judas Syndrome as a voice for rural electors tired of the corruption running rampant among the political class. Unlike many other instant parties, Social Action has been able to find a secure electoral base among the ranchers and farmers of the Northern Plain, and has made reasonable showings in the last three elections. Several other small parties have sprung up since the war to form an influential congressional fringe (see sidebar, below).

The Twin Pillars Party, the last member of the current governing coalition, sits in a somewhat unique situation. A long-standing party, it has spent most of its existence on the political fringe and has held influence only in the heavily Revisionist heartland of the Irrian Plain. With the Revisionist revival of Second Follower Thor Hutchison, however, the party has received much wider support, making it a national power to be reckoned with and placing it as the number two member of the governing coalition. As the political and social struggle between religious and secular elements intensifies, the Twin Pillars sees its fortunes on the rise.



Minister of Culture Raja Mondanian ◀

Born and raised in Petropolis, Raja Mondanian joined the Twin Pillars political party in TN 1918 after retiring from the chaplain service of the Norlight Armed Forces. When Ali Rayas, the mayor of Petropolis, became the leader of the Twin Pillars party the following cycle, Mondanian knew his party had a real future. Over the next five cycles, he became one of Rayas' most important supporters and organized grass-roots "circles" of Twin Pillars voters. In TN 1924, Mondanian was elected to Congress. Six cycles later, after having proven himself an adept political negotiator and won his seat a second time, he was nominated to the Chamber of Valeria and took up the mantle of Minister of Culture in the second Adjanni government.

Mondanian is disillusioned with the Twin Pillars' alliance with Kathë Adjanni's People's Party. The rise in Southern aggression over the last five to ten cycles, the ongoing revolution in Basal and drastic increase in violent crime in the NLC have convinced the Minister that the time has come for the NLC to take more drastic actions, both at home and abroad. Within his own cultural mandate, Mondanian fully supports the Revisionist revival of Thor Hutchison and has initiated several policies to promote religious activities in daily life. He also wishes to introduce a new round of morality legislation to impose more stringent limits on broadcast media, but he is frustrated by Adjanni and Ali Rayas' refusal to support these plans.

The Congressional Fringe ◀

The Norlight electoral system allows for the election of parties with a very small popular base, as long as they can achieve a simple majority within an electoral district. Strong regional sentiments have allowed a significant number of fringe parties to be represented in the House of Congress. Official party status is only granted to groups of six or more representatives, so fringe party members usually end up sitting as independents. These independent parties often act as muckrakers, and make a great deal of noise on issues about which they feel strongly, using the media to attract attention to themselves.

The most influential of these fringe groups is the True North Party. Led by retired NAF Brigadier Wilhelm Miehn, the True North holds five congressional seats and has consistently pushed a radically nationalist agenda on the floor of the House and in the press. Miehn has managed to become the Valerian media's "favorite loudmouth," always good for a sound bite or two, and uses this notoriety to build a nationalist bloc in Congress. This rough and ready alliance is called the Norlight First Movement, and includes members of other fringe parties (such as the True Voice from Skadi) and some members of the Liberal Democrats and Twin Pillars. Raja Mondanian, one of the Twin Pillars representative in the Chamber of Valeria and the Minister of Culture and Society, is an ally of the movement and represents their interest in the Chamber.

The political rumor mill in Valeria is currently of the opinion that the True North Party will capitalize on the Norlight First Movement during the next elections. This may well become a self-fulfilling prophecy; every pundit who puts forward this theory gives Miehn more coverage and support.



3.2.1 THE PEOPLE'S PARTY

The majority partner in the governing coalition, the grass roots of People's Party is in the working classes of the Serpentine Range city-states and the agricultural workers of the Livingstone Basin. The party was founded shortly after the creation of the NLC, and remained a regional phenomenon until the time of St.-Vincent's War. During the long reconstruction process which followed the devastating conflict, the party forged important alliances with labor movements on a national scale and became one of the recognized political voices of the working Norlight citizen. The People's Party developed into a significant player on a national scale, taking part in many governing coalitions and leading three during the eighteenth and nineteenth centuries. Always pro-labor, the People's Party has had several other allies. With the rise of Revisionist activism on behalf of the popular classes, the party and the church have become associated over the last 40 cycles. Second Follower Hutchison considers the President and her government as good leaders for the state and they, in return, acknowledge the important role that the church must play in Norlight society. Of course, the extent of this role is a matter of great debate within both the church and the party, and a disagreement could lead to serious repercussions in the future.

The People's Party is a conservative movement which is most concerned with protecting working citizens and the long established Norlight "safety net" of social programs. Under President Adjanni, who rose to the party's leadership in TN 1907 after a career as a labor negotiator, the party has supported a program of national consolidation aimed at ending glaring inequalities in societal programs across the league. Some have accused Adjanni of turning the entire league into a Sesshite welfare state, but Adjanni is far more concerned with ensuring a respectable standard of living for all. In fact, she has made several attempts to break Valeria's commitment to fund Sesshite extravagance, to no avail. Her greatest goal, however, is to end the corporate rule of Petropolis and Kossuth. Although the latter maintains a decent social safety net, Petropolis has a long history of labor strife and poor working conditions.

The Party currently leads a coalition government which includes members of the religiously-minded Twin Pillars (see 3.2.2 *The Twin Pillars*, p. 22) and the Social Action Party. The latter partner is an agrarian reform party popular in the Northern Plain and Arctic Basin. Social Action is led by Andreas Poddinger, who serves as Minister of Agriculture and Regional Development and is a close friend of President Adjanni. While the President's ability to establish warm personal relationships with her political allies has strengthened the current government, it is increasingly unpopular within her own party. Lazlo Stanislav ran for party leadership against Adjanni and maintains a strong core of support within rank and file members. As the Adjanni administration has been forced to change its policies, Stanislav has revived his leadership bid and does not hesitate to criticize his own party during Congressional debates and in the media.

► Vital Statistics

Legal Name:	The People's Party
Headquarters:	Foman Building, Valeria, NLC
Director:	Party Leader, Kathi Adjanni
Representatives:	27 Congressional Seats, 4 Chamber Seats

► Organization

All the members of the People's Party elected to the House or Chamber form the caucus which is the ruling body of the party itself. In fact, the elected members tend to be concerned more with the day to day affairs of government than with party organization, and so a body known as the "special committee" takes charge. The committee is chaired by the party whip (the congressional leader) and includes elected and non-elected party members. It is responsible for ensuring discipline within the caucus and making long-term strategy decisions regarding campaign efforts, funding and policy. The committee reports to the party leader and is usually renamed the election committee as Norlight citizens prepare to go to the polls. The People's Party also has an administrative wing which manages party resources and organizes local activities with the regional support committees. Several city-states also have People's Parties of their own, which are affiliated with the national party.

► Current Concerns

The People's Party is in the process of reevaluating its policies for the future. The Adjanni administration has begun to shift the NLC to a war-footing, increase military funding, accelerate modernization of existing forces, and prepare agricultural and industrial production for war-time needs. This has led to some very hard decisions, in terms of labor and fiscal policy. While the government, including members of the People's Party, Social Action Party, and the Twin Pillars, seems prepared to make the necessary sacrifices, the party is less sure. Congressional discipline is a serious problem and large numbers of People's Party congressional representatives have voted against important government legislation. Opposition members of the House have started to gather support for a non-confidence vote in the current government and rumor has it that the move is gaining popularity within the disgruntled members of Adjanni's own party. Party whip Elias Thorne has his hands full uncovering caucus members who are contemplating such a move.





3.2.2 THE TWIN PILLARS

The Twin Pillars Party is the most important religious party in congress. Founded in TN 1651 in the Irrian region, the party was created by those who believe the Revisionist Church must play a role in the government of the state. The exact nature of this role has always been a subject of great debate within the party and within Norlight society as a whole. Most of the party's representatives feel that the state should remain secular but that the church needs to have some say on policy. The Twin Pillars exists to ensure this influence. Its longest standing platform is a call for the institutionalization of the Church's involvement, through a clerical committee which approves legislation in several key areas. The power and influence of the party has varied substantially over time, rising with waves of fundamentalist feelings and waning with periods of secular sentiment. The Revisionist revival spearheaded by Second Follower Thor Hutchison has been very good for the party, and their congressional representation has reached impressive proportions. Historically, whenever the Twin Pillars have achieved any large-scale electoral success, their agenda has been co-opted by a larger party — often the Liberal Democrats. The Liberal Democrats, however, have become a very secular party and the Twin Pillars are able to stand on their own to form part of the current government.

The upswing in the Twin Pillars' fortunes is a post-war phenomenon which began with Ali Rayas' assumption of the leadership in TN 1919. Rayas is the former mayor of Petropolis, a devout Revisionist, and a close friend of Marshal Pieter Paulk, the commander in chief of the Norlight Armed Forces. Taking advantage of the increase in religious activism and sentiment after the war, Rayas brought together the organizational networks of many political and social action groups, and used the established networks of church-run charities and community groups to revitalize the Twin Pillars. The party began to receive support from the Prophet's Shield, which now provides political contributions and the use of its facilities for meetings and lobbying, and is covertly engaged in political manipulation, intelligence gathering, and media manipulation. Rayas is a member of the Shield, but he is uncomfortable with its use of dirty tricks and tries to keep their use to a minimum. He is especially unsure about Reverend Maya Fajil, the Shield's leader, whom he suspects of having an agenda all her own. His success can be traced to the simple desire of most Norlight citizens to see the church assume an important political role. Since TN 1924, the party has been in an alliance with the People Party and forms part of the current government.

Vital Statistics ◀

Legal Name:	Twin Pillars Party
Headquarters:	Reiss Building, Valeria, NLC
Director:	Party Leader, Ali Rayas
Representatives:	13 Congressional Seats, 2 Chamber Seats

Organization ◀

The Twin Pillars party is built on a base of grass-roots local organizations which cooperate to support their representatives in Valeria. These groups, or circles, include anywhere from a few to over one-hundred people. Circles serve several important functions, beyond simply forming the membership of the party. The Twin Pillars takes community relations seriously and the circles act to bridge gaps between average citizens and the party leadership. Each circle is expected to mobilize support for the party in their community. They also create forums for public expression on the issues of the day. The opinions expressed in the forums are given serious consideration and party supporters expect the leadership to take these opinions into account. Most forums occur on a weekly or semi-seasonal basis and are held in community centers, open air meeting grounds or church basements. Circles are organized regionally and circle delegates nominate party candidates. Most decision-making bodies in the party are run like circles, with very little hierarchy within the group. Usually, a single speaker is named to be the moderator of debate and (if necessary) to be the public face of the circle, but no strict chain of command exists between members. The day-to-day management of the party is the responsibility of a special administrative circle, while issues of policy are handled by the caucus circle (the elected members) in consultation with regional representatives.

Current Concerns ◀

The party is most concerned with pursuing its agenda of "moral government." The party was built with the conviction that the "twin pillars" of Norlight society (the church and the state) must work in unison to guide the league. The religious revival of Second Follower Hutchison has inspired the party, and many members now consider an electoral victory in the TN 1936 elections a real possibility. With that in mind, some suggest a withdrawal from the current governing coalition in order to distance the party from President Adjanni. Ali Rayas has argued against such a move; he points to the influence he now wields as a member of the Chamber as evidence that the Twin Pillars can continue to have significant power in the government without sacrificing their chances for victory. Rayas is becoming increasingly concerned about the most extreme wings of his party. Some call for an outright religious state and Rayas had heard whispers of coups, the succession of the Irrian Plain or other extreme measures if the Twin Pillars finds itself sidelined once more.



3.2.3 LIBERAL DEMOCRATIC PARTY

Long considered the Norlight party *par excellence*, the Liberal Democratic Party (LDP) has held a majority of national governments since its founding in TN 1545. The party was born as a reaction to the soul-searching and anti-nationalist sentiments that swept the young league in the cycles following the Yaramir massacre (see *The Great Crusade*, p. 11). After more than a decade of reexamining the worth of the NLC, a new generation of political and social thinkers emerged that argued for a renewal of national pride. According to them, the massacre had been a terrible tragedy, but the league was still a worthwhile enterprise with the best living conditions in the hemisphere. The citizenry was willing to accept a leadership that was not afraid to stand tall and fly its own flag high, and step on a few toes if necessary. The movement soon grew into a political party, which swept into power in TN 1547 under the leadership of Gabryel Emsala. Under Emsala, the government pushed the league into becoming an active international player once again, sponsoring the formation of the Tershān Cooperative Alliance and moving to protect peregrination routes through the Karaq Wastes to Massada. Emsala's policies set the pattern which her party has followed ever since. LDP governments have overseen a strengthening of military power to secure trade routes and borders while pushing for international cooperation. It was the LDP administration of President Alburd Dowel that proposed and signed the Valeria Agreement to create the CNCS. The LDP has always seen the CNCS as a positive step for the North, but insists on strong Norlight leadership of the confederation.

Valeria is the greatest power base of the LDP. Local affiliates of the party control the municipal government and eight LDP members sit on the CNCS inner council. The party garners strong support from the Auroran region, as well as Kenema, Yele and the Lake Clearwater districts. The party previously enjoyed significant support from the Irrian region, but is currently out of favor with the more fundamentalist thinkers with in the Revisionist Church, who guide much political thought in the area. Historically, the LDP has supported a significant role for the Church in a strong secular state. Since the war, however, the LDP has distanced itself from this policy. Anders von Breslau agreed to join the LDP and lead the government between TN 1918 and 1924 to pursue a policy of a strong alliance with the other members of the CNCS based on a secular state-to-state relationship. The failure of this policy led to a biting electoral loss in TN 1924, but the party has been able to rebuild itself as the main opposition and achieved a good showing in TN 1930. Having distanced themselves from von Breslau, the LDP has rebuilt its support based on pro-business policies, but remains identified with a more secular state. Those critical of the political aspects of Thor Hutchison's Revisionist revival have few other political options than the LDP, and the party attracts support in the Northern Plain region as well as in the corporate enclave of Petropolis.

► Vital Statistics

Legal Name:	Liberal Democratic Party
Headquarters:	Valerian Policy Center, Valeria, NLC
Director:	Party Leader Nathani Engleton
Representation:	20 Congressional Seats

► Organization

The LDP is the most tightly run political party in the NLC. The LDP inner council directs the party at each level of government, determines overall policy and plans campaigns. Nathani Engleton is party chairman and serves as opposition leader in the House of Congress. Unless a better candidate appears, Engleton will become President if the LDP win the next election, but he will have to resign as party chairman. The need to exercise control over local and hemispheric branches of the party is seen as incompatible with wielding national executive power, so party leadership is separated from the Presidency. When Anders von Breslau was President, for example, he led an LDP government, but never led the party. Beyond the five-person inner council, Engleton also leads the shadow cabinet in the House, which presents criticism on the policies and legislation put forth by the government.

► Current Concerns

The LDP believes in coordinated electoral strategy and has just come out of the successful TN 1932 campaign for the CNCS inner council, which saw eight of the 18 Norlight seats go to the LDP. While preparing for local elections in seven city-states in the next two cycles, all is seen as prelude to the TN 1936 Norlight elections, when Engleton plans to form the next government. The LDP is unlikely to win a strict majority of congressional seats in TN 1926 and will have to form a coalition with smaller parties. To prepare the way for such an alliance, the LDP must begin to build bridges with potential partners, but identifying which party to court has become difficult. Shedding the party's current secular image might allow an alliance with the Twin Pillars, but would alienate present supporters. Siding with the Social Union Party might threaten business support, while approaching the Norlight First movement could undermine the LDP members of the CNCS inner council. Despite junior members' fears, Engleton knows that if the LDP wins the most seats in the election, political allies will become available. Engleton has more confidence in Valerian power brokerage than in the veracity of party policies, an opinion shared by his close ally, Winston Stark.



3.3 OTHER GROUPS OF INFLUENCE

Representation in the House of Congress and Chamber of Valeria is only one avenue to power and influence in the Northern Lights Confederacy. Leverage and connections have as much to do with the ability to get things done as the results of an election. To a great extent, Valeria runs on political influence; its downtown area teems with government bureaus, consultant's offices and lobbying firms. The Northern Lights Confederacy has always held a corporate view of society, and expects important social groups to have special representation at the highest level, regardless of the results of a congressional election. Outside observers often point to the power of the Revisionist Church as proof of the Norlight tendency toward theocracy, but big business, unions, local governments and many other groups all have their own voice in the capital.

The centralist policies of Presidents von Breslau and Adjanni have created an impetus for a municipal counter-movement that finds its most clear expression in the Council of Mayors. This assembly puts pressure on the national government to return powers and moneys to the regional administrations in support of the confederate model which originally shaped the NLC. Economic interests, in turn, find their most potent expression in the Economic Development Commission (EDeC), an advisory body created by the Ministry of the Treasury. EDeC brings together unions, big business, agrarian and commercial interests to suggest and approve policy from the ministry. It also provides a forum for all these interests to compete for influence and power.

Of course, not only social classes or economic interests exert influence over Norlight politics. Other, less legitimate groups hold a great deal of sway in the capital and throughout the league. The most subtle of these unofficial centers of power and influence is the Prophet's Shield. Recognized as a charitable foundation with nationwide support, the Shield includes many of the most powerful people in Valeria as members. Shield clubhouses and charity functions are important avenues for political deal making and social climbing in Valeria and elsewhere. The Shield, however, is more than a venue for influence peddling. The directors of the Shield use their membership — through the extraction of favors and confidences, and other less subtle means — to advance the agenda of Second Follower Thor Hutchison and his most fervent supporters.

The Kolson cartel, a powerful group of Wounded Knee smugglers, also wields its own illicit power over the league. The cartel has long influenced the smuggling and banditry of the Badlands frontier, but its war with a competing cartel has forced it into the city-states to take over the existing underworld. Corruption is now its stock and trade, and violence in the streets has been one of its most useful tools. In response, the Norlight National Police has gained resources and leverage with which to fight its battle against the cartels.



Carmen Melfas ◀

One of the NLC's most respected political reporters, Carmen Melfas is a common sight in the halls of power of Valeria. Melfas began her career as a print reporter in Franklin Harbor and her syndicated weekly column continues to appear in the *Franklin Reporter*, the paper which launched her onto the national scene. She is also a correspondent for the NorStar Hermes 72 trideo network and her reports from Valeria are featured regularly on the evening news and on *Forum*, a top-rated political discussion show. Melfas also leads her own news production company that handles all her freelance work and her print column. Melfas Productions' most noticeable products are Carmen's weekly print column (*Views in Valeria*) and a series of in depth documentary reports (*In Focus*) which appear every three weeks on the Badlands-based Satellite News Service.

Melfas' honest and witty style makes her very popular, especially with viewers in their twenties and thirties. She has managed to establish special relationships with several influential people, including CNCS Chief Justice Winston Stark and Laurent Belli, the mayor of Exeter. Thanks to these connections, she has recently been chosen by NorStar's news division to do several long interviews with key players in the political scene. Her first interview is with Second Follower Thor Hutchison. A Jerusalemite, Melfas intends to ask the religious leader about the rise in religious discrimination in the NLC, but has come under pressure from NorStar executives to keep the discussion friendly and open. That her freedom to do her job is challenged by her bosses has irritated Carmen. She is convinced that the time has come to dedicate an *In Focus* broadcast to the topic of religious intolerance and the power of the Revisionist Church.

Power and the Media ◀

With the concept of a free press enshrined in the constitution of both the NLC and CNCS, political coverage by the media is widespread and thorough. From the political journals like the *Valerian Report* to the less-than-truthful coverage of the *Northern Inquirer*, the flow of power and influence is tracked and funnelled by the media. Broadcast journalism has become a favorite avenue for political maneuvering, and the number of news shows featuring detailed analysis, debates and in-depth reports is always growing. Perhaps the most influential of such programs is *Forum*, an hour long, twice weekly show which appears on the NorStar Hermes 72 satellite trideo network. *Forum* dedicates each broadcast to a fairly in-depth coverage of a single issue. It begins with prepared background reports and then welcomes well-known or influential politicians and analysts to debate the issue. *Forum* is hosted by Natnan Kolbert, NorStar's senior political correspondent, and regularly greets members of the Chamber of Valeria, EDeC and the Council of Mayors on its set.



3.3.1 THE COUNCIL OF MAYORS

A constant thorn in the side of Kathë Adjanni's government, the Council of Mayors voices the concerns of local governments and prevents any loss of power to Valeria. A variety of cooperative inter-city bodies have existed since the early days of the league — in fact the league itself was once thought to be just such a body — but the current Council was only born in TN 1903. Even then, it existed merely as a forum for articulating shared concerns and planning economic cooperation, supposedly free of the byzantine machinations that were sweeping Valeria at the time. Ultimately, the Judas Syndrome would not spare the council, and several mayors were brought down in scandals between TN 1908 and 1912. The Council returned to the fore, however, after the War of the Alliance. At first, it contented itself with helping to coordinate reconstruction and relief efforts, but the policies of the von Breslau government soon made it a political forum. Anders von Breslau pursued a policy of tight cooperation on hemispheric and global scales, and proceeded to limit the jurisdiction of municipal governments. The Council of Mayors became an avenue for protest and opened up a political lobbying office in Valeria to exert pressure on the Norlight and CNCS governments. The Council was one of the important groups which toppled the von Breslau government, and gave Kathë Adjanni her position.

The council is not pleased with President Adjanni. The current government campaigned against the integration policies of von Breslau, but has not taken any steps to devolve powers toward the city-states. Adjanni has managed to keep her power strong, intervening in key areas that the city-states claim are within their own jurisdiction, including law enforcement and social programs. As Terra Nova lurches towards war, the President has also initiated several league-spanning economic policies. In theory, almost all the mayors and regional representatives sitting on the Council are opposed to these policies, but local and philosophical differences have kept the Council from being as effective as when it opposed von Breslau. The renaissance of faith spearheaded by Second Follower Hutchison has split the Council, with some mayors criticizing the church's support of league-wide social programs and legal reforms. Others firmly back the agenda.

The crime on the Badlands' frontier has led some mayors to support the increased profile of the Norlight National Police, while others call this an infringement of local rights. Divisions between corporate enclaves like Petropolis and Kossuth, and city-states with pro-labor governments have also led to divisions in the Council. Zagazig Mayor Irene Mugabe was named chairperson of the council as a compromise candidate between the various factions, and does her best to organize her fellow mayors. Mugabe has no intention of being remembered as the captain of a sinking ship and is trying to identify the group most likely to lead the Council to a renewed sense of purpose. She is currently leaning toward Laurent Belli and his Clearwater faction.

► Vital Statistics

Legal Name:	Northern Lights Confederacy Council of Mayors
Headquarters:	Sparz Building, Valeria, NLC
Director:	Chairperson Irene Mugabe
Goals:	Defend the rights of municipal governments vis a vis the Norlight and CNCS states

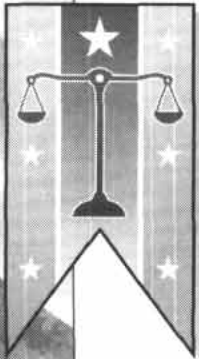
► Organization

The Council includes all the municipal leaders in the NLC, as well as five rural regional representatives. Only Second Follower Hutchison, the nominal leader of Sorrento, has declined personal involvement in the council and has assigned Ali Gujil as the city-state's envoy. Other mayors use envoys, but will sit at full council meetings which occur every two seasons or when called for by circumstances. Between meetings, the office of the council is staffed by managers and lobbyists to maintain the council's presence and coordinate efforts. Much of the council's decisions are reached through teleconferencing, which has become prevalent thanks to the Hermes 72 satellite network. Although Irene Mugabe officially chairs all meetings, the real power in the council orbits around the faction leaders. Laurent Belli, the young mayor of Exeter, leads the Clearwater faction, which is opposed to the Revisionist Church's use of national resources, while Emil Grozz-Durtie, CEO of Petropolis and Northern Petrochem, leads corporate interests which tend to put business ahead of all other concerns.

► Current Concerns

The concerns that grip the council are those that divide the league as a whole. The place of the Church in politics and society has polarized many of the city-states, while the upswing in violent crime has left some unable or unwilling to refuse national aid. Internal dissent has crippled the council's effectiveness, leading some to question its usefulness. Laurent Belli and his Clearwater faction (which includes Franklin Harbor, the Clearwater region and Kossuth) are the most dynamic group within the council and they have been able to co-opt much of its resources to its causes. Although the council has yet to make any major proclamation on the Church other than saying that it "has a role to play", Belli has been able to use the council's contacts and lobbyists to promote his viewpoints. This has made him a popular leader in Exeter, an influential figure in Valeria and a target of disparagement among the most fervent political supporters of the Church.





3.3.2 ECONOMIC DEVELOPMENT COMMISSION

The Economic Development Commission (EDeC) is a powerful advisory body that was created in TN 1918 as the National Reconstruction Board (NRB) by President Anders von Breslau. In the aftermath of the War of the Alliance, several city-states had been crippled by orbital bombing and ground warfare. The entire economy was under a war footing and a large numbers of soldiers were returning home and needed jobs. The NRB was charged with planning the reconstruction effort and brought together business leaders, industrial unions, farming cooperatives and the national bureaucracy. In its early cycles, the NRB worked closely with similar agencies in the UMF and WFP under the aegis of the CNCS' reconstruction program. Some criticism was heard that the board was a bureaucratic nightmare or that it was yet another avenue to shift decision making from the city-states to Valeria. Still, the NRB was recognized as having achieved its mandate of ensuring the transition from a wartime to a peace-time economy.

Under Kathë Adjanni's government, the NRB has not been shut down as expected. Rather, it has transformed from a post-war recovery board to a permanent commission on the economics of the league. Adjanni, elected on a pro-labor platform, was anxious to keep her promises of union input in economic decisions, while not alienating the business leaders of the league. The NRB format seemed convenient to both goals, and still provided a way to streamline economic consultation. EDeC was born. Since TN 1924, the Commission has been the main forum for debate on fiscal, economic and trade issues in the league. EDeC itself has no official power other than that the Ministry of the Treasury must consult it before establishing or modifying the annual budget. The Adjanni administration, and most especially Treasury Minister Wilyam Benz, have made serious efforts to make these consultations meaningful, however, and press releases from EDeC get ample coverage in the business media. This attention has made EDeC the principal forum of economic influence in the league.

Wilyam Benz has become a powerful figure in Norlight politics. Before he was elected to the Chamber of Valeria as part of the People's Party in TN 1930, Benz had a firm background in labor organization in his native Kenema. There, he had gained the reputation among corporate leaders as a hard negotiator, but a reasonable opponent. These qualities made him a good choice to head EDeC. Over the last three cycles, Benz has developed a friendship with Tetsuko Hatsushiba, the chief executive of Shaian Mechanics. The two men were enemies over the bargaining table in Kenema but are now cooperating to give the NLC an independent industrial base and sever its dependence on the United Mercantile Federation. This relationship has come under fire from labor activists and other members of the People's Party who do not understand the nature of their partnership.

Vital Statistics ◀

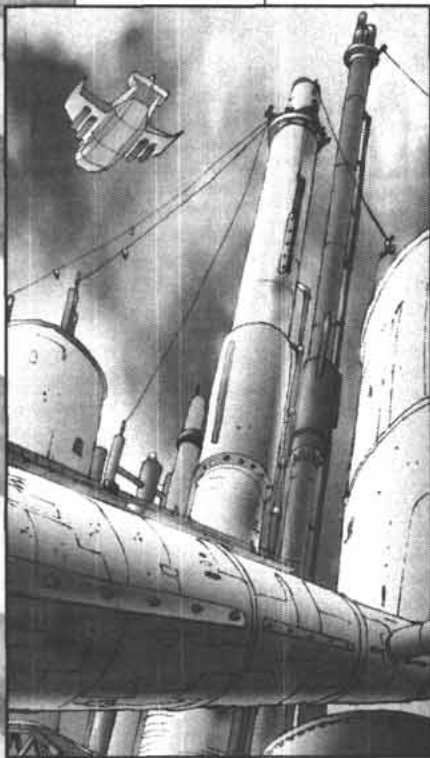
Legal Name:	Northern Lights Confederacy Economic Development Commission
Headquarters:	Toramo Building (Ministry of the Treasury), Valeria
Director:	Treasury Minister Wilyam Benz (chairman)
Goals:	General economic development of the NLC

Organization ◀

EDeC is divided into a series of boards which specialize in certain issues or economic sectors, all of which ultimately report to the Advisory Board. Beyond this last board, which presents recommendations to the minister, EDeC includes the labor relations, taxation, and agricultural development boards, among others. In theory all these committees are supposed to have the same power and their findings and suggestions are to be included in the Advisory Board's reports. In reality, the board's influence shifts with the political wind. The Industrial Development Board, chaired by Shaian Mechanics' coordinator Tetsuko Hatsushiba, currently holds the most sway; Hatsushiba now sits on the Advisory Board and other EDeC members have been courting his favor and influence.

Current Concerns ◀

The Adjanni administration's economic policies are currently in flux, with pro-labor policies readjusting under the need for a "tighter ship," and increased industrial production as the league puts itself back on a war footing. Tetsuko Hatsushiba has used this need for economic renewal to present his corporation as a candidate for economic leadership in the league. Shaian has already become the major political and economic power in Kenema, and Tetsuko would like to see it assume the leadership role that Northco enjoys in the UMF. Shaian uses a caste system of labor organization similar to the Paxton Arms model, and the coordinator feels this could be applied to most labor relations issues in the league. Labor unions are opposed to such a transformation, but the Kenema-based Affiliated Union of Workers has spoken in favor of limited caste models, pointing to guaranteed job security as compensation. Minister Benz and President Adjanni are listening to these proposals with increasing interest. They are also seeking to strengthen Shaian's international position as a counter to Northco. The most recent agreement on this level has been the contract for the *Lion*, a new Shaian Mechanics Gear aimed at the Norlight Armed Forces and designed to compete with the Northco *Jaguar*.



3.3.3 THE PROPHET'S SHIELD

The Prophet's Shield is many things. To some it is a charitable trust, to others a social club or a political tool. The Shield began as an association of clerics dedicated to a renaissance within their church. Brought together in TN 1880 by Thor Hutchison, the Shield became a support network for his bid to become Second Follower. It was also the basis for a new generation of religious leadership he brought with him. The Shield was expanded to include secular members who shared their religious cohorts' dedication to the faith. It was at this time that the Shield developed into a public organization. On its public face, the Shield became a forum for the influential to dedicate their skills for the good of the faith. The rich and famous were approached to donate time and money to good will efforts and the resulting charity functions soon became one of the North's most important social venues. The Shield then created meeting houses for its august membership and encouraged them to make use of these for meetings and social occasions, slowly becoming a sort of "old boy's network" for the faithful. This social aspect has made Shield membership an important pillar of the careers of many political and business leaders.

The Shield also exists for a covert political purpose. The inner circle of the Shield includes all the Second Follower's closest advisors within the church. All together, they control the entirety of the organization, made up of clerics and secular individuals, who share Hutchison's dedication to a renewed and Revisionist North. Hutchison uses these people to exert political influence at all levels. Members of the Shield are told that they can expect favors from the organization and are asked to do acts of service in return. Copied reports, leaked information and hidden confidences merge together to give Hutchison and the Shield a power few people realize they wield. Hutchison distances himself from direct manipulation of the Shield, confiding in several of his close associates to do this job. Reverend Mother Maya Fajil is the Shield member most directly implicated in political affairs, and is a trusted ally of the Second Follower. Fajil has overseen the creation of several specialized groups within the Shield to undertake secret operations for her. The Watchers, a group of prominent Shield members responsible for overseeing secular members (see Character Compendium 1, p. 82), is only one such group; others include a cabal of intelligence agents, and a group of members in the Justice Ministry. The latter is especially potent because it includes several senior Norlight National Police (NorPol) operations directors and the Justice Minister Ethan Marion's personal aid. Thanks to these agents, Fajil is able to stall NorPol's investigation into the affairs of Prophet's Shield. These measures may soon prove inadequate because NorPol Commissioner Khaleed has taken a personal interest in the investigation. Second Follower Hutchison is kept abreast of only some of these operations, and he fears that Fajil may be creating a power base too independent from his own. She has always been able to convince him of her dedication to his cause, however.

► Vital Statistics

Legal Name:	Society for Charitable Action
Headquarters:	The Reiss Center for Truth, Sorrento, NLC
Director:	Second Follower Thor Hutchison, Reverend Mother Maya Fajil
Goals:	Channels charity and social action (officially), forwards the agenda of the Second Follower

► Organization

The public face of the Prophet's Shield is organized into a large number of regional societies, each managing local functions and providing a "clubhouse" for local members. Every regional society is tied to the headquarters of the Shield in Sorrento, where action on a national or hemispheric level is overseen. The headquarters is also responsible for supervising spending of the regional offices and ensuring that the Shield does not become co-opted by local power-players or undesirable elements, such as business people dealing with organized crime. The Shield's duties as a charitable social club mask a three-tiered structure. The top tier consists of around a dozen people; it includes Thor Hutchison himself and his closest advisors, and can be compared to a theocratic cabinet. The second tier is larger and is comprised of clerics who have been recruited for Hutchison's political agenda. They oversee the network of favors controlling the secular allies and other church members who make up the third tier. Few people working with the Shield realize the full extent of its influence and think nothing of the small favors occasionally asked of them.

► Current Concerns

The third tier of the Shield is seeking to advance the cause of righteous living. Charity, social and political campaigning are all part of the members' daily activities, as are constant recruiting of people to join the cause for a renewed faith. The hidden core of the Shield has similar concerns, but is prepared to take more drastic action. Reverend Mother Fajil directs day-to-day operations with a careful hand, planting the seeds of wider support for the church and awaiting the time when more extreme measures may be necessary. Her most pressing concerns are NorPol inquiries and the struggle to reign in criminality in the inner city and Badlands frontier. Fajil must keep NorPol away from her affairs, but feels compelled to provide what assistance she can to break the hold of the Wounded Knee cartels on the Norlight underworld. So far, her agents in the Justice Ministry have allowed her to do both, but they may be exposing themselves to internal investigation.



3.3.4 THE KOLSON CARTEL

The Kolson cartel is the leading smuggling cartel from Wounded Knee, a lawless CNCS protectorate in the Westridge Range of the Badlands. Although Wounded Knee is far from the borders of the NLC, the Kolson cartel wields enormous power in the league through an extensive underworld network. The cartel built its power base on the huge Norlight market for illegal, contraband, and controlled materials and has long maintained a stranglehold on the supply of these products. Items smuggled by the cartel include drugs, banned media (including pornography and anti-Revisionist hate-literature), weapons and slaves. Much of their profit comes from more mundane contraband, such as immoral Southern trideos that are not available through sanctioned distribution networks. The Kolson rose to power at the end of the last century during a bloody conflict with three other cartels and many independent smugglers. The cartel banded together many of the small-time smugglers and rovers from the north Karaq and Eastern savannahs into a coherent network of smugglers and enforcers. In exchange for their cooperation, these bands received monetary compensation and supplies of arms and other goods. By the beginning of this century, Kolson established itself as the most reliable supplier of illicit materials to the region. Jeremiah Dupree, then a high ranking lieutenant in the cartel, arranged for Kolson to deal with pre-existing criminal and black market organizations in the NLC, and became suppliers rather than crime lords. This allowed them to avoid a costly underworld war and to keep their profile much lower.

In the years after the War of the Alliance, profits soared for the cartel as the Norlight border regions became wilder and wilder. Their control began to slip, however, as many Badlanders traveled north to profit from the frontier opportunities, and millions of marks worth of reconstruction moneys flowing to the region fueled a boom in the underworld economy. This allowed other cartels to gain small footholds in the region, which would come back to haunt the Kolson. In the last cycles, Dupree, now leader of the cartel, has been looking to assume control of the New Coalition economic alliance in the Badlands, and the Forzi cartel has taken advantage of this to move into the NLC. The Forzi have been highly aggressive, using their power-bases in the UMF to displace local crime families in the Tershaw Range and Red Hills. Dupree has had to respond, sending Sundra Turai, a trusted lieutenant, to oversee Norlight operations.

Turai has used a well-established network of connections in Valeria and several other key city-states to respond to the threat of the other cartel. Although the Kolson cartel is reputed to be less violent than the Forzi, Turai recognizes the power of fear and has had no qualms about spilling blood in her quest to eliminate the threat posed by Roman Forzi. She is also busy building special relationships with several local authorities. Her greatest success is in Kossuth, where local law enforcement officials have recognized their interest in avoiding a gang war and are working to target Forzi supporters.

Vital Statistics ◀

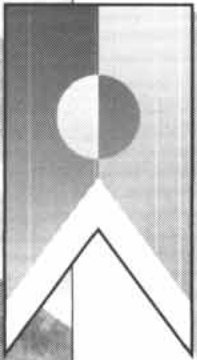
Legal Name:	The Kolson Cartel
Headquarters:	Wounded Knee
Director:	Captain Jeremiah Dupree; Sundra Turai in NLC
Goals:	Power and profit

Organization ◀

The Kolson Cartel is run by Captain Dupree and a group of trusted lieutenants, each with a personal power base in some part of the cartel. Norlight operations are supervised by Sundra Turai, who began her career as a Valerian crime-boss. Turai now lives in Port Aurora and directs operations from a hidden mansion. She is assisted by lieutenants of her own, who all owe her loyalty to one extent or another. Up until a few cycles ago, the cartel was heavily implicated in smuggling operations only, purchasing some local products (such as Yelan drugs) and selling many foreign goods to local black marketeers and crime families. With the Forzi move to exert direct control over Norlight organized crime, Turai has been forced to move in the same direction. Where possible, she has tried to co-opt existing organizations, and eliminate only the most recalcitrant leaders. Nevertheless, there has been a vast increase in bloodshed over the past two cycles, resulting in unwanted police attention.

Current Concerns ◀

The ongoing war with the Forzi cartel is Sundra Turai's prime concern. In the Irrian region, her organization remains in relatively firm control, but the rest of the league has become an open battleground between the smugglers and their respective groups. The city-states of Kenema, Innsbruck, and Livingstone are dealing with spiraling crime rates related to the gang war. The Badlands frontier, especially along the Northern Plain, also remains under contention with Forzi, Kolson and independent rovers who are fighting over every inch of territory. Norlight crime bosses caught between the two cartels have begun to fight back, increasing the bloodshed in the inner-cities. NorPol's anti-cartel task force is an increasingly pressing problem because certain valuable Kolson criminal enterprises have been shut down and the task force is galvanizing Norlight efforts against the cartels.



3.3.5 THE NORLIGHT NATIONAL POLICE

Law enforcement in the Northern Lights Confederacy is divided between local police departments and a national police force charged with administering confederate law and policing rural areas which cannot afford police of their own. The Norlight National Police (often called NorPol) was founded in TN 1601 in an effort to centralize and standardize the NLC. Since then, it has gone through cycles of being among the most powerful groups in the NLC and others of being an underfunded auxiliary force responsible for speed traps on interstates. NorPol's fortunes are directly linked to the current policies of the Chamber of Valeria and has greatly benefited both from the centralization policies of the von Breslau government and the nationalist policies of President Adjanni. NorPol commissioner Gabrielle Khaleed is one of the few prominent state agency leaders to have served under both von Breslau and Adjanni without any weakening of her position.

The high level of rural crime in the post-war period has made NorPol a powerful force on the Norlight scene, and its budget has faced limited constraints over the last decades. Commissioner Khaleed has transformed her force's image in rural regions. For most of its existence, local homesteaders and ranchers have thought of NorPol as an irritant from Valeria. The upswing in violent activity, however, has allowed Khaleed to cast her officers as the defenders of local inhabitants. This has led to an upswing in recruitment in rural areas and increased cooperation with local marshals.

In urban areas, NorPol is responsible for investigating crimes that cross regional borders. Murder, assault, abduction and theft remain within the jurisdiction of local authorities unless the victims are somehow under national protection. Crimes against members of the House of Congress and Norlight judges for example, are matters for NorPol. NorPol also has the authority to intervene in any case that may have broader implications (such as serial murders or kidnappings); and is expected to respond to requests for assistance from local authorities who are overwhelmed. This arrangement can lead to conflicts between NorPol and local forces who may resent national intervention. Ethan Marion, the Adjanni government's Minister of Justice, has tried his best to keep any tensions to a minimum by clearly defining the types of cases in which NorPol has a "special interest." Currently, cases involving organized crime and the Wounded Knee cartels, are sure to attract NorPol's attention.

► Vital Statistics

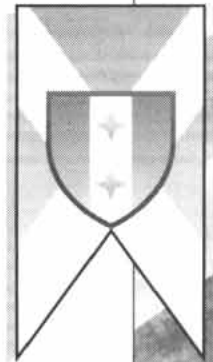
Legal Name:	Norlight National Police
Headquarters:	The Borden Facility, Port Aurora, NLC
Director:	Commissioner Gabrielle Khaleed
Goals:	Enforcement of the Laws of the Northern Lights Confederacy

► Organization

The organization of NorPol has a military flavor, with the Commissioner — named by the Justice Ministry — overseeing a series of regional and operational directors. Regional directors operate from bureaus in city-states or rural townships, and oversee NorPol resources and assignments under their jurisdiction. Operation directors are in charge of whole sectors of activity, including psychological profiling, rapid response, undercover operations, anti-cartel operations and political security. They coordinate training, allocation of resources and operations over a national scale. Regional directors work from their regional bureaus, while operation directors are based out of NorPol headquarters in Port Aurora. NorPol officers are deployed in a variety of ways depending on the task assigned to them, but the most public face of the force is a small group of investigators. Normal investigations are carried out by a single primary officer, accompanied by one or more secondary investigators. Priority cases, such as those which attract political attention or involve long term efforts, are usually carried out by a team of agents drawn from a variety of specialties who work closely together until the case is solved. These groupings of investigators are called Focused Investigative Units (FIUs).

► Current Concerns

Commissioner Gabrielle Khaleed is most concerned with the gang war between the Kolson and Forzi smuggling cartels in Wounded Knee. The two cartels have extended their influence throughout much of the Norlight underworld, and are busy killing each other off, with innocent citizens caught in the middle. In rural regions on the Badlands frontier, NorPol is trying to shut down rovers and smugglers, while in urban areas, agents are investigating links between known cartel supporters and unsolved crimes. Khaleed has been relatively successful coordinating with city-state authorities in anti-cartel task forces and joint operations, but the Northern Guard and Norlight Armed Forces have been reluctant to get involved in anti-smuggling operations. Khaleed realizes, however, that not all crimes can be traced to the cartels. Prompted by the concerns of both Winston Stark and President Adjanni, Khaleed's Political Security Bureau (PSB), which is responsible for the safety of political figures, is investigating the possibility of widespread political blackmail. Among the PSB's targets is the Prophet's Shield. Khaleed is thus far unaware that two of her most trusted operations directors are in fact members of the Shield and are blocking progress in the investigation. She knows, however, that several members of the Shield have provided key information on cartel activities and is taking steps to remedy to the situation.



A QUESTION OF INFLECTION

Paul Berthyo felt right at home. Kenema's Krash Klub was throbbing. On stage, three darkly clad, bald-headed women named "The Black Jezebels" were performing, and the lead singer seemed determined to do permanent damage to her vocal chords. It wasn't quite Mekong, but it was close.

Berthyo had been in the Northern Lights Confederacy for three weeks already, but had arrived in Kenema only last night. An experienced intelligence agent, he was only mildly taken aback by the profound contradictions of the so-called Land of the Prophet. Every type of puritan was given free speech enough to condemn the immoral South and the backward Badlands; meanwhile, inside this club people were singing about revolution, prostitutes were plying their trade, most patrons were on Strat and he was here to receive orders to assassinate someone. Berthyo shook off any urge to make judgments; he was a trained professional and he had a job to do.

Berthyo saw the table where he was supposed to sit. A lithe woman, presumably his contact, was already there. Before approaching, he rapidly reviewed the scenario — he would give the right code word and she would pass to him a simple datadisk containing encoded orders to tell him just who he would be "silencing" within Shaian Mechanics. He walked toward her. "You with anyone?"

"Pas du tout," she answered in Universal French. Her accent betrayed the upper-crust education one would expect from a Southern Republic Intelligence Directorate operative. "Won't you have a seat?"

Everything was perfect, Berthyo realized, except that it was a trap. He and his team of MILICIA special operatives studied language as an extra measure of security. His contact was supposed to answer with the subtly musical intonations of an Olduvite, not the crisp speech of a Republican. He slipped his hand through the opening in his overcoat and pulled his composite pistol from its holster. "No thanks," he said.

Berthyo moved quickly through the thrashing audience. He reached the center of the chaos before he saw them moving in. Two men from the other side were approaching, including the bouncer. He should have noticed that it wasn't the usual person at the door tonight. The band screamed single hits at a feverish crescendo and the dancing became wilder. Berthyo moved suddenly toward the stage.

His two pursuers were snared in the writhing bodies, but Berthyo slipped through them like a fish through water. His trainer would have been proud. Pride, however, almost got him killed suddenly when he was knocked forward. Berthyo responded by rotating quickly to stop his momentum. He drew his pistol and fired. When he realized he had just put a 7 millimeter round through a fan's cranium, it was too late. Then the screaming started.

"Don't move!" All the Norlight agents were drawing their weapons to pin Berthyo down; he would have been done for if not for a critical advantage. The crowd was hysterical, and no one could fire without hitting a bystander.

Berthyo charged into the frenzied crowd that stampeded for the door. He let himself be carried by the flow of bodies, and he slipped out of his overcoat. It was amazing how one layer of clothing could change a man; Berthyo brushed right against the Norlight agent that was scanning the frothing crowd running out of the club. Berthyo slipped around a corner and was gone.

His mission might be scrapped, but it would take more than that to capture Paul Berthyo.



4.1 THE NORTH

The creation of the Confederated Northern City-States in TN 1692 supposedly put an end to aggression between the three leagues of the North. The supra-national structures of the new confederations were established to facilitate hemispheric cooperation on a variety of issues, including foreign policy, military action and economic trade. Few people in the North had any intention of giving up their national independence, however. Like the NLC before it, the CNCS was designed to group together partners rather than erasing national identity. Its own resources were very limited in the early days and have only grown stronger through global conflicts such as St. Vincent's War and the War of the Alliance. Despite an evolution toward Northern integration, which includes the recognition of the CNCS Supreme Court as the ultimate judicial authority in the North, the member leagues remain separate entities that sometimes work at cross-purposes.

The Northern Lights Confederacy, larger and more populous than its neighbors, has historically seen the CNCS as an extension of its power. This outlook was particularly popular in the century from TN 1750 to 1850 when the NLC was able to catch up to the technologically powerful gap between it and the UMF and gained economic power to match its size and scope. During those hundred cycles, the Norlight presidency was considered the most powerful post in the North, often making final decisions concerning CNCS foreign policy and approving the nomination of the Northern Guard's Grand Marshal. Many historians blame this policy — known as "the Lion's Pride," after the title of a scathing analysis of Norlight policy which appeared in TN 1823 — for the rise of the Judas Syndrome in the TN 1900s. Mercantile and Western officials were understandably frustrated by having much of their power taken away from them; Their efforts to reassert themselves behind the scenes created intrigue which spread throughout centers of power.

The aftermath of the War of the Alliance saw Anders von Breslau leading a government dedicated to "peace and cooperation." For the first time, CNCS institutions grew at the expense of Norlight ones as von Breslau allowed fiscal, foreign and military policies to be shaped by all Northern partners. Economic reconstruction plans were harmonized across the hemisphere, the CNCS Inner Council came to direct foreign policy initiatives, and the Northern Guard gained a military independence it had never enjoyed before. Since von Breslau's defeat, President Adjanni and Foreign Minister Ethan Scope have been busy reversing or modifying these policies, reasserting their league's independence. In foreign policy circles, she has continued to support CNCS Inner Council initiatives, but has not hesitated to launch independent programs of her own. Fiscal cooperation has been reduced and political relationships between the three Northern leagues have cooled.

► Foreign Minister Ethan Scope



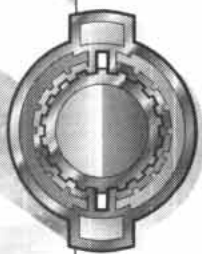
Ethan Scope has been in the diplomatic corps since his graduation from the Valeria Legal Academy in TN 1883, when he became a junior legal analyst for the Foreign Ministry. Throughout his career he has served as senior legal secretary at the embassy in Lyonesse, senior aid to the ambassadors in both Peace River and Strathclyde, a member of the CNCS inner council during the War of the Alliance and deputy Foreign Minister during the von Breslau government. Scope has been a long-time member of the rural-based Social Action Party because of its "clean government" policies. In TN 1924 when Social Action became a part of a new governing coalition, Scope was approached to be their representative on the Council of Valeria and sit as Foreign Minister. He has served as such ever since.

Despite his affiliation with a rural political party, Scope is a product of the diplomatic service rather than political campaigning. He values competence over popularity and has created a ministry staffed by lifetime diplomats and relatively few political toadies. Scope has been the driving force behind the NLC's increasingly aggressive foreign policy vis-à-vis its allies in the CNCS and fully supports the use of intelligence gathering and covert operations in Western and Mercantile territory. Scope still retains some allies within the CNCS from his days in the inner council, however. NGIS Colonel Sonya Gerti is among these friends and Scope, who lost several family members during the war, has provided aid to Operation; Hawk, Gerti's illegal hunt for CEF collaborators (see *Into the Badlands*, p. 40).

► The Shadow Conflict

Although both the Western Frontier Protectorate and the United Mercantile Federation are subject to extensive covert intelligence gathering operations on the part of the Norlight government, the UMF gets more than its share. Although technically an ally of the NLC, the UMF is seen by several Chamber members as a potential future menace. Though they consider outright military actions to be unlikely, they are well aware of the economic and commercial might of their large neighbor. Already, they feel that too many Norlight lives depend on imported technologies and manufactured goods, a situation none too pleasing. Ethan Scope is one of the most outspoken members of this faction, and has instigated a series of discrete operations destined to gather information that could be used to provide additional leverage against the Federation, should push come to shove. He has also put aside some of the analyst resources that are normally devoted to the decryption and evaluation of Southern intelligence, and ordered them to work on the results of the latest ops aimed at UMF targets. This has proved extremely unpopular amongst many members of the Norlight intelligence community, who do not share Scope's opinions. The Minister has found allies, however, in Shaian Mechanics, the huge Keneman corporation anxious to find a new edge against Northco.





4.1.1 THE UNITED MERCANTILE FEDERATION

Although they have been allies for over two centuries, distrust lingers between the two largest leagues of the CNCS. The United Mercantile Federation's campaign of northern expansion in the sixteenth and seventeenth centuries, which saw the annexation of Djakarta Point and Swanscombe and led to the Battle of Pioneer, continues to color relations between Lyonesse and Valeria. The high capitalism of the UMF is largely alien to the Norlight populace, who are used to corporate power being offset by the power of the national state and tempered by the moral influence of the church. Nevertheless, the two leagues cooperate diplomatically and militarily within the structure of the CNCS, while trade and tourism between the two leagues are extremely well developed. The economic power of the UMF has long been a concern in Valeria, however, and trade tariffs have always existed to protect certain sectors of the Norlight economy. President Adjanni has continued to use tariff protection to safeguard domestic employment. The Mercantile diplomatic corps, however, has pressured the CNCS inner council to pass a motion to limit tariffs and allow for more open hemispheric trade and economic cooperation.

Thanks to the advice of Anders von Breslau, who advocated greater cooperation in the North, the Adjanni administration has spent much of the last three cycles preparing for the day when the Mercantile motion will pass in council. EDeC and other Norlight bodies have been working to develop the Norlight economy by encouraging state investment and tax breaks so that it can compete with the UMF. In the domain of military production, the state has signed accords with Kenema-based Shaian Mechanics to increase Gear production for the NAF in order to support a new line of machines which can compete with the Northco *Jaguar*. The diplomatic corps and NISA have been investigating rumors of a secret alliance between the UMF and Mekong Dominion and have uncovered that initial negotiations are under way. Attempts to sabotage these accords through disinformation have thus far been only partially successful. Taipan Judyth Ramona, a Mekong leader known to be negotiating with UMF Treasurer Banderas, has been the principal target for NISA operations. An agent codenamed "Magisty" has infiltrated Ramona's negotiating team and subtly encouraged others to question the validity of dealing with Banderas. Magisty is unaware that he has been identified as a threat by chief negotiator Jeremiah Hito.

Should the negotiations with the Dominion prove successful, it is likely that the Norlight government would instigate a series of trade measures to defend themselves against this new and powerful economic alliance. As a result, the so-called "trade wars" might intensify, possibly hurting the economy of both leagues in the process. In addition, several prominent Norlight analysts, such as Burtan Malone and Eva Maxey, have suggested that private companies might foment trouble in an effort to regain their economic advantages, using whatever political allies and backing they can muster. These fears have contributed to Norlight efforts to reduce economic dependence on the UMF.

4.1.2 THE WESTERN FRONTIER PROTECTORATE

The smallest league of the Confederated Northern City-States, the Western Frontier Protectorate is often thought of as the NLC's "little cousin" by Norlight politicians. In the times of UMF expansionism in the North, the NLC and WFP became close allies in reigning in the power of their aggressive neighbor. To a certain extent, this proximity has remained in place. Trade across the northern extension of the Westridge Range (which separates the two leagues) is brisk and travel between the leagues is free of all but the most rudimentary customs formalities. Latent Norlight paternalism and the fiercely independent Western nature have, however, led to a certain amount of political discord between Valeria and Fort William. Within the CNCS inner council, the seven Western votes have often been the deciding factor in debates between the NLC and UMF and the Western delegates have not been afraid to extract concessions from one side or the other in exchange for their voting power.

Aggressive Western diplomacy in the Badlands has also been the cause of certain problems. The WFP does not benefit from any natural barrier to the South other than the Barrington Basin itself and has been historically anxious to keep its borders secure. A "thin tan line" of savannah communities are protected by the WFP as a buffer zone between the forts and any desert aggressors. Rover gangs and independent powers are pursued aggressively and, in the post-war period, conflict with Port Arthur and Wounded Knee cartels has been a fact of life. President Adjanni's diplomatic corps has criticized Western policy in this regard, which they feel destabilizes the global situation, but the WFP has refused to back down, knowing full well that the NLC needs Western military strength. Indeed, the WFP's army serve as a buffer for the NLC, halting aggression from the south before it can spill over into Norlight territory. The Protectorate served just such a purpose during the War of the Alliance and Western leaders resent their Norlight counterparts forgetting that their people died to keep CEF forces from spilling over into the NLC.

As a result, the Protectorate has started to ignore many of the NLC's requests, going as far as to sometimes withhold votes in the CNCS Inner Council whenever a motion is passed that would benefit the Confederacy. The Westerners are unwilling to be treated as just another minor neighboring group. Proconsul Zucco Adamo, currently the most prominent leader of the WFP, has been the driving force behind renewed Western nationalism vis à vis the NLC. His main political rival, Proconsul Lang Regina, was born a Norlight and promotes somewhat less reactionary policies. Foreign Minister Scope realizes that Lang is far from a puppet of his government, but he supports a policy of providing her with covert aid against Adamo. Lang herself is unaware of such aid and would put a stop to it immediately were it to come to her attention.

4.2 THE SOUTH

The Norlight relationship with the South has long been characterized by competing tendencies toward political hostility and economic trade. Ever since the formation of the Allied Southern Territories, the leadership of the NLC has identified it as hostile. The creation of the CNCs came in direct response to the southern threat and the perception of danger from across the Badlands has never really left Valeria. The expansionist policies of the Southern Republic, of course, have much to do with this hostility, but Norlight outlook on their Southern neighbors contributes as well. Most Norlight casual observers imagine the South as a teeming mass of sinners and temptation. The current wisdom holds that some sort of limited armed struggle between the poles is immanent in the next ten to twenty cycles.

The polar confederations of Terra Nova may not officially be in a state of war, but their intelligence agencies are locked in a deadly struggle. Much of this battle is fought by analysts, computer experts and satellite technicians, but covert agents, saboteurs, assassins and commandos all play their part as well. The major Norlight players in this dangerous game are the Norlight Intelligence and Security Agency (NISA), which is the league's major civilian international intelligence agency, headed by Brigman Kaine. Other players include NorPol Counterintelligence Unit (CIU), the Northern Guard Intelligence Service (NGIS) and the Norlight Armed Forces' own Office of Military Intelligence (NAF/OMI). Covert strike forces are maintained by NISA and NGIS and several special forces units of the Northern Guard and NAF. The most famous of these are the Guard's legendary *Cat's Paws* Gear regiment (stationed near Zagazig) and the NAF's elite Desert Action Group (operating from Kossuth).

Southern opposition in the intelligence war is a dizzying panoply of agencies and units. The most infamous are the Southern Republic Intelligence Directorate (SRID) and the Légion Noire special forces legion. SRID is thought to have a well-established network of informers and "moles" in Valeria and other Norlight centers of power; but several of these agents have already been identified. More mysterious are the Republican Army's *Infiltrateurs*, whose agents report from within the NAF or Northern Guard. Of the AST vassal states, the Mekong Dominion is the most active in the espionage game. A wide-ranging freelance intelligence network has been set up in the NLC, which has made serious inroads in corporate and criminal circles. The Dominion relies heavily on "ghost squads" of special forces along the Badlands frontier and occasionally within NLC borders.

NISA Director Brigman Kaine is the unquestioned — but not unchallenged — master of the Norlight intelligence scene. His agency has the largest budget, answers directly to the Council of Valeria and has been granted bureaucratic oversight over NAF/OMI and NorPol CIU, with several important liaisons with the NGIS. Kaine is a trusted member of the Norlight state apparatus, and is responsible for some of the most sensitive operations in the league. President Adjanni and Foreign Minister Scope have charged Kaine with carrying out detailed intelligence not only on enemy powers, but on allies within the CNCs and possible insurgent groups within the NLC. Kaine has personally decided that Second Follower Thor Hutchison constitutes a threat to state security and has launched NISA operations to identify his centers of power and weaknesses. Kaine has also identified Chief Justice Stark as an ally in the struggle against Hutchison.

► Miles Owen

Miles Owen is one of Brigman Kaine's trusted assistants. He also happens to be a deep infiltrator for the Southern Republic. Background checks have only found an irreproachable life, topped off by an exceptional service record, and no one has managed to discover that he is actually a highly motivated mole. In fact, except for the strange circumstances of his escape from his native Eastern Sun Emirates, no one has any reason to suspect foul play — Owen has made sure never to get involved in anything that might bring suspicion on him, even going as far as helping to foil a Southern intelligence operation.

Owen first escaped the ESE at age 7, pulled out of a life of misery and pain by a special team of agents from the Southern Republic. Their motives, however, were far from altruistic. Owen was gently brainwashed and indoctrinated to see the Republic as a savior to which he owed everything. Then-SRID director Jacques Molay sent him to the NLC as a refugee under the name of Miles Owen (his real name is Josef Noma). Other than Molay and the team that performed the "conversion," no one is aware of this.

Operation Blue Zephyr

Agents from the North and South are constantly involved in undercover struggles in an effort to gain an edge, however tenuous, over the other side. The highly secret Operation Blue Zephyr was an ambitious record-snatching operation, designed to acquire a complete list of Northern agents and sympathizers currently active in the South.

Miles Owen almost got caught, quite inadvertently, in Blue Zephyr. Unaware of his (extremely secret) infiltrator status, agents of the SRID took an interest in him in the hope of either buying him off or blackmailing him into helping them. Owen saw through their schemes, but the actions of some poorly trained turncoats in his department threatened to bring unwanted attention on him. Rather than just finding a way to scare them off, he unmasked the entire operation. Although it cost the Republic several good agents, it only helped reinforce Owen's position.





4.2.1 THE SOUTHERN REPUBLIC

The "Lion and Eagle" analysis of foreign affairs regards the NLC and Republic as the two significant power centers on Terra Nova, coloring the relationship between Valeria and Port Oasis. Official policy has long considered the Republic as a threat not only to Norlight security, but to the prospect of peace on any scale. Consequently, diplomatic relations have been cool to say the least, with outright hostility the order of the day more often than not. The nineteenth century was especially tense, with skirmishes in the Badlands a constant backdrop to political relations. The only glimmer of hope in the period came in the TN 1840s, when a certain détente took hold and a few important agreements were reached. The most noteworthy among them was the Rothchilde Accords of TN 1843, which limited nuclear arsenals. In the postwar period, the von Breslau government tried to capitalize on the bridges built during the conflict to establish friendly relationships with the Republic, but these efforts met with only limited success. President Adjanni has been satisfied with allowing the CNCS government to dominate overall relations with the Republic as long as she is allowed some input. Norlight diplomatic initiatives have been focused on specific issues, such as the trade along the gamma maglev or the deployment of troops in the Badlands.

Civilian relations between the two global superpowers are mutually disdainful. Stereotypically, Norlight citizens think Republicans are an immoral and oppressed people, while Republicans think of Norlights as moralistic religious fanatics. While these generalizations may hold true for the median of both societies, many Norlights have friendly relationships with their Southern counterparts. The gamma maglev which links Franklin Harbor to Port Oasis allows for easy trade and travel between the leagues. Although not as intense as with the Mekong Dominion, trade with the Republic has been ongoing. Travel is limited, but Franklin Harbor welcomes wealthy Southern vacationers on a regular basis. A fair number of war veterans have fond memories of their Southern compatriots, although the increased aggressivity of the South in the last decade has soured most people still in the service.

As the population of both leagues gain more contact with one another, it is very possible that they could eventually learn to coexist peacefully. The various governmental powers, however, have too much at stake to allow this to happen. The threat of war is just too profitable.

4.2.2 THE MEKONG DOMINION

A schizophrenic relationship exists between the Northern Lights Confederacy and the Mekong Dominion. The Norlight diplomatic corps and its CNCS equivalent issue a stream of criticism and contempt for the Dominion. Norlight media take great pleasure in reporting the latest poverty statistics for the Dominion's underclass and the excess of their corporate taipans. The Dominion, for its part, regards the NLC as a nation of blind fools, holding on to religion for its own sake without using it as a motivating force. Despite this mutual dislike, trade between the two leagues has always been strong and is currently at an all-time high. The beta maglev between Valeria and Mekong explains this relationship for the most part. Business leaders on both sides of the Badlands are more than willing to put aside political and cultural hostility in exchange for access to large foreign markets. The Norlight government — and especially the Economic Development Council — are also well aware that in the Dominion, trade and diplomacy are one and the same. They recognize that to stave off the possibility of the taipans establishing a hold on the Norlight economy (and hence political influence) they must keep exports in line with imports. Import tariffs have also been maintained to limit Dominion impact on certain key areas of production, such as vehicle and heavy industry. Dominion imports are largely consumer goods, while exports to the dominion include foodstuffs and lumber. Tourism between the leagues is restricted to the very wealthy. Academic exchanges are more common, however, and several Norlight scholars live and work in Olduvai. Dominion scholars are more rare in the NLC, but a few teach in some of the large universities in Valeria and Yele.

While the Southern Republic is considered the most dangerous intelligence opponent of the NLC, the Dominion is in fact the power which employs the most lethal methods of attack against Norlight targets. Over the last decade, the Mekong Assembly has approved a campaign of assassination and sabotage designed to destabilize the league. Corporate security agencies, NorPol and NISA are well aware of this campaign and have been largely successful in protecting potential targets. Several operations were successful, however, including the sabotage of Northern Petrochem Refinery 15, south of Petropolis, which was destroyed in a firestorm in TN 1929. In the face of such assaults, Norlight policy seeks to tighten security and respond by controlled retaliation. NISA assassins eliminated sixteen suspected Dominion agents and controllers in TN 1930.

The director of most covert operations in the NLC is Niklas Jiang, the senior executive of International Consumer Products' Valeria bureau. Personally assigned to Valeria by Speaker and ICP CEO Miyako Sogabe, Jiang is the power behind the Mekong Embassy in Valeria and leads the small enclave of Dominion business people who profit from trade along the beta maglev. Highly cultured and refined, Jiang cultivates the image of the "reasonable Dominionite" in Valeria and stands in sharp contrast to the stereotypical Norlight view of rapacious Mekong business people. By cultivating alliances with many of the large commercial brokers of the league, he has made himself a man of influence and prestige. Meanwhile he gathers intelligence on economic weakness and eliminates dangerous targets. Jiang controls several "ghost squads," including the *White Tigers*, a band of twelve elite saboteurs who are personally loyal to him.



4.2.3 THE HUMANIST ALLIANCE

The Northern Lights Confederacy and Humanist Alliance have very little to do with each other. No direct communication lines link the two leagues and cultural differences are difficult to bridge. The NLC does maintain a small embassy in Perth, however, headed by Julian Marsh, a former professor of international sociology at Port Aurora College. Marsh has been spearheading a campaign to encourage cultural exchanges between the two leagues, with only limited success. Commercial exchanges are extremely limited, although some high-technology Humanist consumer goods do find their way to the Norlight market, usually through Badlands or UMF trade houses. Among the general populace, the Alliance is seen in two distinct lights. To some, the league is portrayed as a utopian society that has been enslaved by the Southern Republic. Others see it as an immoral oligarchy held together by brainwashing and terror. Stories of Humanist hypnotherapy techniques and the disappearance of dissidents — some true, others fabricated — often appear in the more sensational branches of the Norlight press.

Ambassador Marsh and other members of the diplomatic corps are well aware that the Alliance has integrated Republican rule the least of all the vassal states of the AST. Marsh has repeatedly argued that the severe degree of social control in the Alliance is a sign of resistance because the Illuminatus keeps control over his league to prevent Republican domination. Like all diplomatic stations, the embassy in Perth shelters a NISA bureau that is actively establishing contacts with anti-Republican elements in the Alliance. Marsh and his agents have established largely low-level contacts and are being monitored by Humanist intelligence agents loyal to Gavin Hypolite and his nationalist movement (for more information, see **Character Compendium 1**, p. 34). Ella Kayman, the CNCS diplomat meeting with Hypolite in Port Arthur, has chosen not to inform her Norlight counterparts of her encounter because she is anxious to protect Hypolite and to ensure her own political assets.

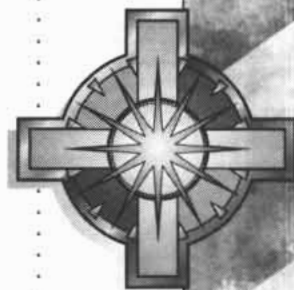
If and when the Humanist Alliance manages to break free of the Allied Southern Territories' grasp, the Norlight government would certainly be interested in establishing a more formal trade and defense relationship with them. Not only would the Alliance be a formidable foothold in the south, it also represents a treasure-house of advanced technology that could be used to great advantage by Norlight scientists. There is also a slight possibility that prolonged contact with the NLC might help change the caste system into something which would allow more personal freedom — and thus possibly open new markets for Norlights products and, hopefully, their faith. Currently, Sorrento Revisionism is almost unknown in the Alliance and is not seen kindly by the Illuminatus or the upper echelons of the preceptor caste. Ambassador Marsh has tried with only a mild degree of success to show the Humanist leadership that they have nothing to fear from the church.

4.2.4 THE EASTERN SUN EMIRATES

The relationship between the NLC and the Emirates is currently the center point of Norlight diplomatic initiatives in the southern hemisphere. Historically, the two leagues have had cool political relationships, but a constant flow of trade flourishes along the beta magle, with Norlight manufactured goods being traded for Eastern products. This relationship has never been hugely profitable, however, because of the much heavier trade between the ESE and Mekong Dominion. Cultural understanding has always been distorted. Most Norlights see Eastern feudalism as the most backward social system on the planet and a base example of Southern oppression. The presence of large numbers of Massadan Revisionists in the ESE has led to a certain amount of sympathy and friendship, but the schism between the Sorrento and Massadan sects has reduced this relationship to one of paternalistic concern on the part of the religious establishment. The suffering of Eastern Revisionists is a stock part of many Norlight sermons.

The rebellion in Basal has catapulted the ESE to the center stage of Terranovan diplomacy. Livingstone businessman Apollonius Sinclere has led a media blitz to gather public support for Emir Shirow and his beleaguered rebels. A member of the Prophet's Shield, he has gathered charity moneys to buy supplies which are then smuggled to the rebels. Sinclere has publicly cast the rebellion in a religious light, portraying the rebellion as a battle between the moral oppressed and immoral oppressors, emphasizing the Revisionist elements among the rebels. Strategically, the rebellion provides the North as a whole with a prized opportunity to both bog down Southern military forces in a doomed struggle and to set up a friendly government in enemy territory. Norlight resources have been used to smuggle not only humanitarian supplies, but weapons and strategic intelligence to the rebels. NISA and NGIS agents have also been assigned the task of fanning the flames of rebellion in other Eastern cities.

Regardless of the outcome of the Basal rebellion, the Confederacy holds little hope for the future of the Eastern Sun Emirates. Many doubt that the poorly-developed league could contribute anything to the short and medium term prosperity of the NLC. Even if the Emirates' population managed to throw off the shackles put on them by their abusive masters, they would constitute a nearly worthless market due to the great poverty of the inhabitants. The obvious solution, for the NLC to supply monetary and technical help to transform the backward feudal society into a modern state, is currently not very popular among business and military circles. Apollonius Sinclere, however, has been arguing that because of the enclaves of Massadan Revisionism in the ESE, the NLC has a moral obligation to help the league. Second Follower Thor Hutchison, in private conversations with Sinclere, has expressed his hope to see the Gentle Word spread throughout the Emirates. Both men share a conviction that their faith can become a catalyst for freedom.





4.3 THE BADLANDS

The equatorial desert of the Badlands is a political and military buffer and a resource frontier by the policy makers of the NLC. Common citizens see it as a wild and lawless frontier. Its freedom and danger is alluring. At the same time, the immorality which reigns supreme is a cause for concern. Norlight foreign policy on the Badlands has not recognized it or any of its localities as true political players on the global scene. The NLC and the CNCS have felt that they could generally do as they please in the deserts.

Since the time of St. Vincent's War, Norlight foreign policy in the Badlands has operated under the aegis of the CNCS. Since the re-establishment of secure borders after the war, CNCS policy in the Badlands has been directed by its Ministry of Trade and more specifically by Deputy Minister Ella Kayman. Kayman launched a policy of establishing exclusive trading relationships with desert communities with limited success. Currently, the CNCS Ministry of Defense is demanding more authority and may well receive it as tensions grow with the South. The Norlight state does not have a firm position in this debate and continues to abide by CNCS policy in the region. President Adjanni and Minister Scope, however, have no qualms about initiating independent policy where necessary.

The gang war between the Forzi and Kolson smuggling cartels costs Norlight lives and has turned many areas of the league's border into a lawless frontier. To counter this, Kathë Adjanni authorized the unilateral use of NAF units against smuggling operations in the Badlands. Ella Kayman criticizes these moves because they "undermine CNCS efforts to establish form trade accords." She is, however, afraid to lose Norlight support for her broad policies, so her protests are mild. Rumors fly that Adjanni is considering an NAF strike on Wounded Knee itself to cripple Forzi and Kolson resources, but CNCS have refused to sanction a move that might destabilize the city-state (which is a CNCS military base). Some Western delegates in Valeria have voiced approval for such a move, however. NAF resources have also been deployed to protect pilgrimage routes to Massada, although this time with clearer CNCS approval.

The True North Party, a Norlight political formation, is another of the government's many concerns as far as the Badlands are concerned. Germain Dunkel, one of the senior representatives of the Party, has often used the desert seas as the backdrop for several of his more paranoid policies and schemes. His position as a close friend and advisor to Retired Brigadier Wilhelm Miehn, the party's leader, often give his words more importance than they are truly worth. Foreign Minister Scope has tried to have Miehn and Dunkel sanctioned within the House of Congress because of their inflammatory moves in the Badlands, thus far without success. Miehn's nationalist policies have garnered more and more attention and Scope's opposition to them might well come back to haunt him come the next elections.



Benito Marah ◀

Marah is the chief representative of an association of small settlements and communities on the Badlands border of the Confederacy. The second son of a johar grass farmer, Benito served as a soldier in the War of the Alliance, where he served on the front as an infantryman. Soon after the conflict, he returned home and helped rebuild the farming settlements of the region into a strong community. With the help of some Norlight army friends, he secured several local trade agreements with the Desert Trade commission.

Not everything about Benito Marah is clean-cut, however. The deals with the Norlight government came about quite easily, which has made several other council members suspicious of his resources and motives. Marah himself seems very accommodating to his Norlight contacts, several of which are still serving either with the NAF or with the Northern Guard. Marah realizes that the global climate is turning towards war once more and knows that he must make friends now if his community is to be protected when the bullets begin to fly. Some have accused him of betraying his home for the NLC, but he is ready to accept such criticism if it means assuring the safety of his family, and he has begun to make arrangements to flee north when the time comes.

Golden Sea ◀

The harsh environment of the Badlands has historically forced people to gather together for protection and security. Golden Sea is an association of small settlements and communities on the Eastern Desert border of the Norlight Confederacy. The association's council, led by Benito Marah, has arranged several trade agreements with NLC representatives to give the association access to a wider market. In addition, the overall agreement has some provisions for an eventual mutual defense agreement, which would probably prove more beneficial for Golden Sea than the large northern league.

While the agreements make the inhabitants nominally part of the NLC, they remain Badlanders at the core and this has caused problems and friction with the officials assigned to watch over them and their interests. Quotas and trade tariffs never went well with the Badlanders' free economy spirit, and many farmers have started to garner support against Marah. This has led to an unpleasant situation that has been dividing the various local settlements for the past few seasons, and many fear that things could degenerate into strife and violence. Several of Marah's rivals have begun associating with rovers and smugglers currently involved in the Forzi-Kolson cartel war. These people empathize with the free-spirit and rough life of the smugglers more than Marah's plan to integrate the economy more strongly with the Norlight market and its regulations.



4.3.1 PEACE RIVER

Traditionally, to Norlight diplomats, Paxton Arms, the corporate power in Peace River, is a wild card in global politics. The huge producer has aggressively placed itself at the center of the Terranovan arms trade, setting the standard for whole classes of weaponry and selling to both North and South. This has made Paxton a thorn in the side of domestic arms manufacturers, but the reliability and competitive price of Paxton weaponry has ensured them a place in the Norlight arsenal. Politically, Peace River exerts a positive influence on the tumultuous Badlands, because it can exercise pressure on independent communities to "please its clients." In the immediate postwar situation, Peace River became an even more attractive asset because it took a greater interest in Badlands stability by establishing the Peace River Defense Force and its protection zone, and because Port Arthur matched its power in the deserts.

Over the last seven or eight cycles, however, the situation has changed. In TN 1925 the PRDF backed away from protecting the safety of pilgrims to Massada and allowed the Southern MILICIA to set up several garrisons in the southern portion of the Karaq Wastes, decisions which sent shock waves through the North. Although the PRDF would return to patrolling several important pilgrimage routes after diplomatic protests and threats of boycotts from the North, the trust of the Adjanni administration was lost. Political instability within Peace River over the last several cycles has nourished doubts about the political value of Peace River as a neutral power. The terrorist Badlands Revolutionary Front has embarked on a serious bombing campaign in Peace River and the prospect of a full scale revolt is now seriously discussed among polar diplomats. Were this to occur, the production facilities of Paxton Arms could either be destroyed or fall to a foreign power. Even assuming a stable Peace River, the Terranovan political scene is now a zero-sum game where neutral powers (such as Paxton) are assumed to be enemies.

President Adjanni and her diplomatic corps have fully backed the current CNCS initiative to negotiate an exclusive trade agreement with Paxton. Foreign Affairs Minister Scope knows full well that these appeals are unlikely to reach fruition immediately, but he believes that as war approaches and internal terrorism intensifies, Northern protection may become very attractive to President Simosa. Arinsun's major concern now is that Simosa will lose the election this year and be replaced by a less receptive leader.

4.3.2 PORT ARTHUR AND NUCOAL

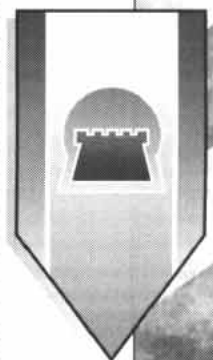
The Norlight diplomatic corps have been supportive of the growth of Port Arthur. While Western and Mercantile policy was tinged by the suffering of the war and concerns over its might, NLC ambassadors and representatives in the CNCS inner council have advocated friendly relationships with the Terran expatriates. Even the von Breslau government saw the advantages of using Port Arthur as a foil to Paxton Arms in the Badlands. The Adjanni government has encouraged CNCS efforts to make the city-state a large trading partner. The diplomatic corps' outlook is motivated by a belief that it would be better to deal with a well-established state than an outcast power ready for anything. As tensions with the South rise, the last thing the CNCS wants is to be dragged into a war in the Barrington Basin.

The creation of the New Coalition under Arthurian protection has led to some concern because it challenges the current Northern diplomatic effort to establish exclusive trade arrangements with Badlands communities. President Adjanni is content to allow the CNCS, WFP and UMF to lead the way on NuCoal, since the Westridge Area is of only indirect economic significance to her league. She has, however, established some friendly diplomatic relations with Prince Gable, aimed at cooperation against the Wounded Knee smuggling cartels.

4.3.3 MASSADA

In the minds of most Norlights, the most important relationship between their league and the Badlands is with Massada, the holiest site in their religion. Every cycle, tens of thousands of Norlight pilgrims travel to the holy city, retracing the Second Peregrination of Mamoud and Nathani, and the city is considered the most important place on Terra Nova for Revisionists. This sentiment and the dangerous nature of the Badlands have made the idea of annexing Massada a constant on the Norlight political scene. Even the Twin Pillars Party recognizes that outright annexation without the approval of the First Follower in Massada could only lead to religious strife. Most Norlight governments suggest a military protectorate over the city-state and have initiated unilateral patrols along major pilgrimage routes. Until recently, the First Follower has always refused such offers.

With North-South tensions rising in the late TN 1920s, the situation changed; MILICIA units began to establish firmer control over the southern Karaq Wastes. At the same time, the Peace River Defense Force announced that it could no longer guarantee safety to pilgrims traveling to Massada. In early TN 1929, a protectorate was announced after a summit between the First and Second Followers. Since then, the NAF's 16th Gear regiment, the *Blue Angels*, has served as protector of the city-state. Colonel Neel Garner Fulan, commander of the *Angels*, has repeatedly requested reinforcements as tensions increase in the Wastes. First Follower Draven Capac has thus far refused to approve such actions, but President Adjanni, Marshal Paulk and Grand Marshal Edden-Smythe have nevertheless prepared plans to deploy two additional regiments. They agree to deploy these forces unilaterally if Capac will not sanction their use.



EXPERT OPINIONS

"Definitely mind-control lasers. There's no way we're dealing with hypnotism or drugs." Lyson Müller was absolutely adamant; after all, his full spectrum analyzer was rarely wrong. His brother didn't seem convinced.

"You always were a simpleton, Lyson." Gerik Müller pulled out a small sensor device which he directed toward the south. "You've completely overlooked the possibilities of sonic devices. Heavy amounts of drugs or overt hypnotism are totally unnecessary with the application of targeted ultra and sub-sonic vibrations in the alpha and mu zones. Those would go straight to the cerebellum and affect a whole range of behavior."

"Don't be a braggart, Gerik." Lyson took another sip from his prideshake — thoroughly tested for drugs, nano-emitters and radioactive particles — before continuing. Helios was reflecting pleasantly off of the shining surface of Lake Clearwater while a light mist rolled into shore; he was enjoying his "working vacation" in Exeter very much... perhaps too much. "Where would these sonic devices be located?"

"They could be anywhere, inside any decorative ornament or under any seat." Gerik passed his hand under a park bench looking for emitters then aimed his scanning equipment at a conveniently placed lamppost. He didn't find anything and hesitated for a second. "Of course the use of small emitters would increase the risk of discovery. Sonic transmission itself can be modulated at such a frequency that the waves themselves can't be detected; it's the transmitter which is vulnerable. My feeling is that there is a single central emitter of unparalleled power."

"And just where would this device be, Gerik?"

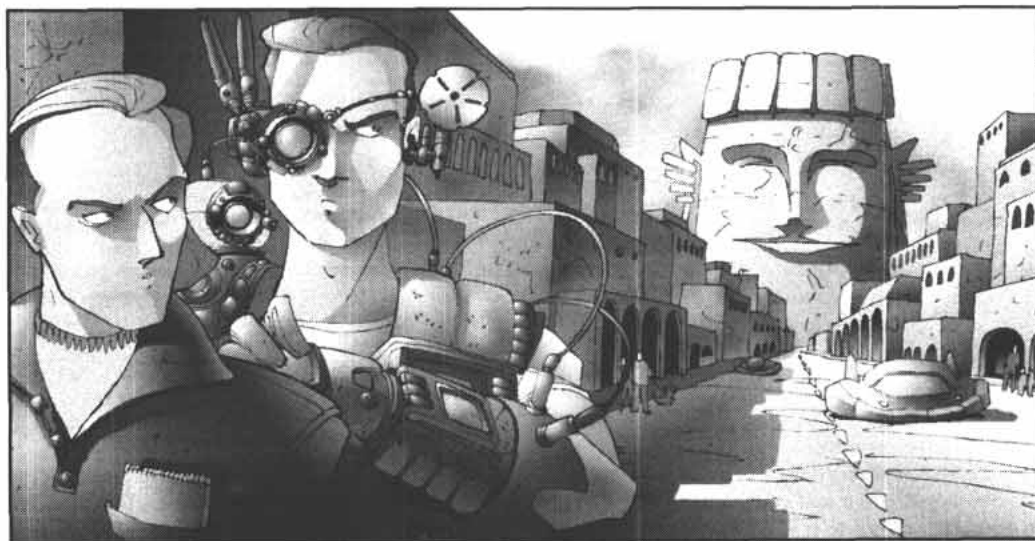
"Where else?" Gerik pointed southeast towards the center of Exeter. Rising above the surrounding buildings was the great Exeter Stonehead, fully sixty meters tall. The ancient idol cast its peaceful gaze over the whole waterfront. Both Müllers were so taken by the stone enigma that they didn't notice the youth running up to them until he was a hair's breadth away. One easy push and Lyson was off-balance; an instant later his handbag, full of valuable equipment, was gone and the youth was running off.

"Hold it right there!" The Exeter police officer's order was met with an astonishing and fascinating display. All the locals walking along the waterfront quite simply moved aside; they did so as a unit, almost like a group of automatons receiving an order. They left the officer a clear view of the apparently unaffected thief running straight at her. The Müllers were speechless.

The thief, sensing the threat, reached to his belt and pulled out a knife, perhaps hoping to frighten the police officer enough for him to get away. The tactic failed. The policewoman pulled her firearm and took aim, a small underslung targeting laser activating automatically. In the mild mist, the thin red beam could be seen clearly linking the barrel of the pistol to the thief's chest. There would be no escape.

The thief stopped and dropped both his knife and his prize. A second officer then arrived and arrested the youth. He read him his basic rights in a pleasant but firm tone, while his partner covered him. The scarlet target-pointer faded only once the handcuffs were in place.

Lyson Müller was very satisfied. "See, I told you: mind-control lasers."



5.1 NORLIGHT REGIONAL DEVELOPMENT

The Northern Lights Confederacy — like most leagues on Terra Nova — continues to live through the echoes of the chaos of Reconstruction. At that time, military power suddenly became critical as a dazzling array of warlords and petty potentates scrambled for valuable resources. Out of these conflicts arose a series of city-states based on the most successful of colonial-era urban centers, each of which was able to create secure defenses for itself and extend its power over surrounding regions. Of course, some of these citadels were more powerful than others and they fought their own wars for over a generation. Only the formation of the NLC itself, between TN 1525 and 1575, brought an end to armed conflict between individual city-states in the northern hemisphere.

The nearly continuous warfare and conflicts that have raged between the NLC, its neighbors and the Allied Southern Territories has maintained the tactical importance of the city-states. Other than the relatively clear demarcation of the Westridge Range between the NLC and the Western Frontier Protectorate, the borders of the league are ill defined. The Badlands border is especially loose, not even hugging the edge of the desert savannah like the borders of most other leagues. The border with the United Mercantile Federation is similarly arbitrary, cutting right through the Northern Plain, Arctic Basin and Tershaw Range. These lengthy borders are very difficult to defend completely and Norlight commanders have had to rely on a buffer strategy that allows attacking forces to penetrate rural territories somewhat before being repelled. The city-states and several rural military encampments maintains the strong citadels in this flexible line of defense. Almost all Norlight Armed Forces are stationed in or near a city-state, while the Northern Guard is posted to both rural and urban bases.

The heritage of Reconstruction and very real security needs in border areas continue to cast Norlight regional development in the city-state model. The existing urban centers are the focus of most large-scale economic development, including industrial plants and transport centers. Rural areas (including a fair number of mid-sized hamlets) account for about half of the Norlight population and receive support from the national government, but large scale development programs are usually tied to a city-state. Exceptions include agricultural and ranching programs, but even these are often cosponsored by a local city-state such as the recent Johar Restoration Program begun near Smolensk.

► Travel Across the NLC

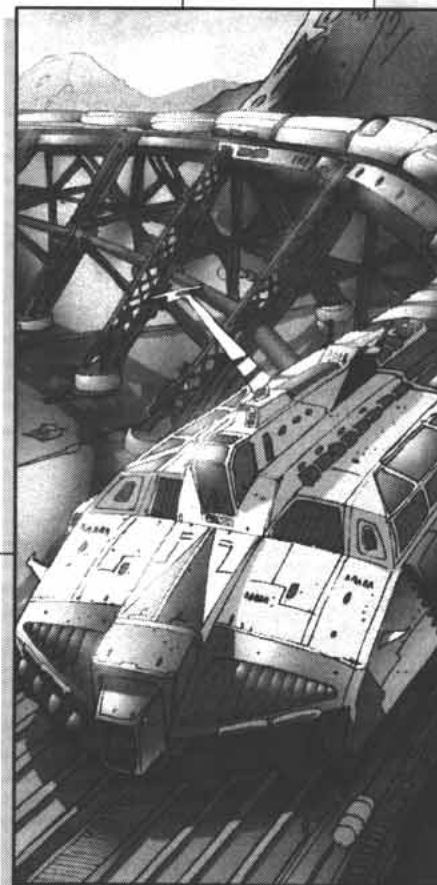
The largest league on Terra Nova, the Northern Lights Confederacy is equipped with a very well developed transportation system. This network includes two maglev lines (beta and gamma), an extensive network of railways, interstate highways, river and lake shipping and a well-developed air transport service. The most historically critical communications link in the NLC is the Beta maglev, which runs from the Eastern Desert to Petropolis, Smolensk and Valeria-Port Aurora. This axis created the impetus for the formation of the NLC and allowed for the development of the Irrian Plain region. The gamma maglev has been less critical because it linked Franklin Harbor to Fort James in the WFP.

The most well-developed travel and cargo system in the NLC is the national railway. While transport companies are private, the maintenance of the major rail links between the city-states is a national responsibility. Smolensk is the hub of the Norlight rail system, with lines running south and north to supplement the beta maglev, and others running south-east toward Skadi, Livingstone and Yele, and still others running west towards the Tershaw Range. Large interstate highways also link the city-states and major rural regions. These numbered roads are generally fenced six-lane affairs that are used mostly by large trucking companies and rural inhabitants. Some interstates have been expanded to super-highway status, such as the ten-lane link between Livingstone and Valeria. The Tershaw Range region has an impressive network of interstates which wind through the hills and stretch into the United Mercantile Federation. Shipping is important in the Lake Clearwater and Auroran Basin regions. Valeria-Port Aurora uses the Thorn river to Lake Clearwater, and from there the Perten river winds through the Auroran Basin to link with Kenema. Air transport is a small but thriving sector, providing atmospheric and trans-orbital links between major city-states. Cargo air transport, although more expensive, is nevertheless popular because of the time saved over rail links, but passenger travel remains the purview of the wealthy.

► Norlight Zephyr Rail

Norlight Zephyr Rail is the largest corporation in Smolensk. NZR manufactures a wide variety of locomotives, rail wagons, train rails and a variety of support material for the transport industry. NZR is also responsible for maintenance of much of the rail network throughout the Irrian region and several key ground links to other regions of the NLC. Under Chairwoman Dolorys' Thoras stewardship, which began in TN 1925, NZR has expanded from production and maintenance to providing rail service creating its subsidiary Zephyr Transport (known as "ZeeTran"). ZeeTran has been able to leap to the fore of the passenger rail market. Their express routes between Smolensk, Petropolis and Skadi are very successful and the Double Horn line between Sorrento and Valeria (with stops in Petropolis and Smolensk) provides an inexpensive alternative to the maglev.

Chairwoman Thoras also currently sits on the board of Terranovan TransRail (TNTR), the international consortium that manages the globe's triple maglev network. Some have accused her of handicapping the beta maglev line to benefit her own ZeeTran subsidiary, but Thoras sees herself as assuring an alternative to a system designed primarily for interplanar, not regional, transport.



EXETER

5.2 EXETER

According to the brochures, Exeter is the only perfect place on all of Terra Nova. Its streets are clean, its people are happy, and the unemployment rate is just 1.1%. The buildings are always in immaculate condition and crime is limited to minor infractions, usually committed by teenagers or visitors. The city's pristine, white marble public buildings and the citizens' ready smiles, while pleasing at first, have been known to unnerv more than a few tourists who are accustomed to a bit more "grit." Norlight flags fly on public buildings, and religious tolerance is a fact of life. All in all Exeter is the "perfect place to live."

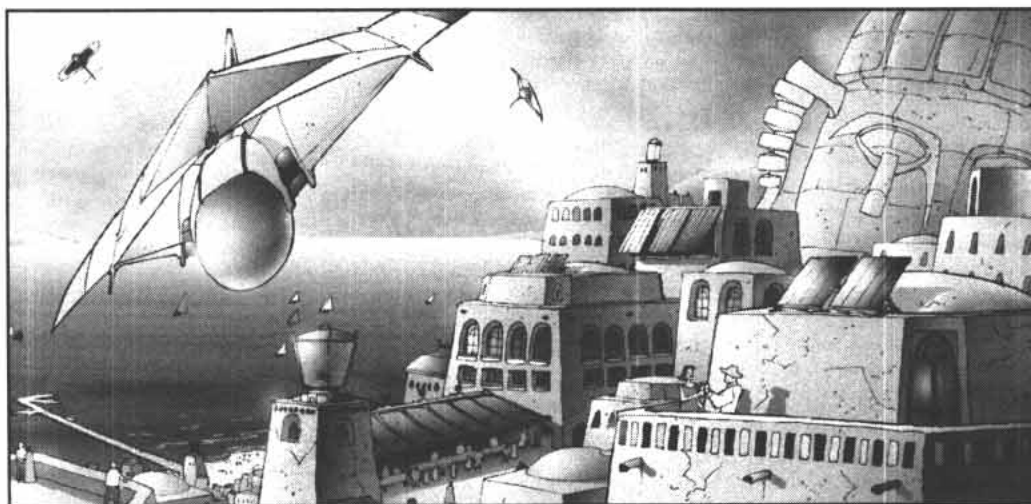
Many people have fabricated their own theories as to why Exeter has developed into this near utopia. The *Northern Inquirer*, among other trash tabloids, regularly has articles about mind-controlling drugs in the water supply, laser hypnosis beams from outer space or subliminal messages broadcast over local trideo stations. While these claims are considered outlandish, many people take vacations in Exeter only to see the controversial city for themselves, creating a small, but lucrative tourist boom. Several prominent sociologists and anthropologists have devoted numerous hours to study the city in an attempt to uncover how Exeter has succeeded where so many other cities have failed. Though many theories continue to circulate, both outrageous and serious, a definitive answer has yet to be uncovered. Local take all the attention in stride, taking a perverse pleasure in leading tourists on and approaching them with bogus offers to join ancient arcane orders or participate in hypnosis experiments.

Most citizens trace the "perfection" of their community to its peaceful and uniquely privileged history. Exeter began as a small colonial era farming and fishing community on the eastern tip of Lake Clearwater and actually prospered during Reconstruction. Isolated by the water and the Exeter Hills from most of the violence, the burgeoning city-state regrouped the local villages into a defensible community which engaged in trade with Franklin Harbor. Only the rise of the United Mercantile Federation in the sixteenth and seventeenth century saw a real military threat to Exeter and the city state rapidly joined the NLC to ensure its protection. The creation of the CNCS led to a great decrease in military presence and the city-state went on to escape almost all effects of St. Vincent's Plague (hence avoiding the maniacal fervor of the war), was the site of no major Judas Syndrome betrayals and was spared occupation or orbital bombing during the war of the Alliance. Historians claim that this peaceful history has created a peaceful community; conspiracy buffs claim it to be evidence for their arcane theories.

Exeter and the surrounding region are also home to an unusually high number of Stoneheads, including several of the largest in the northern hemisphere. This coincidence is the center of many theories about the city-state. The most famous was popular in the TN 1850s and held that Exeter was built atop a huge "Stonehead graveyard" that contained evidence of a race of super-aliens inhabiting Terra Nova.

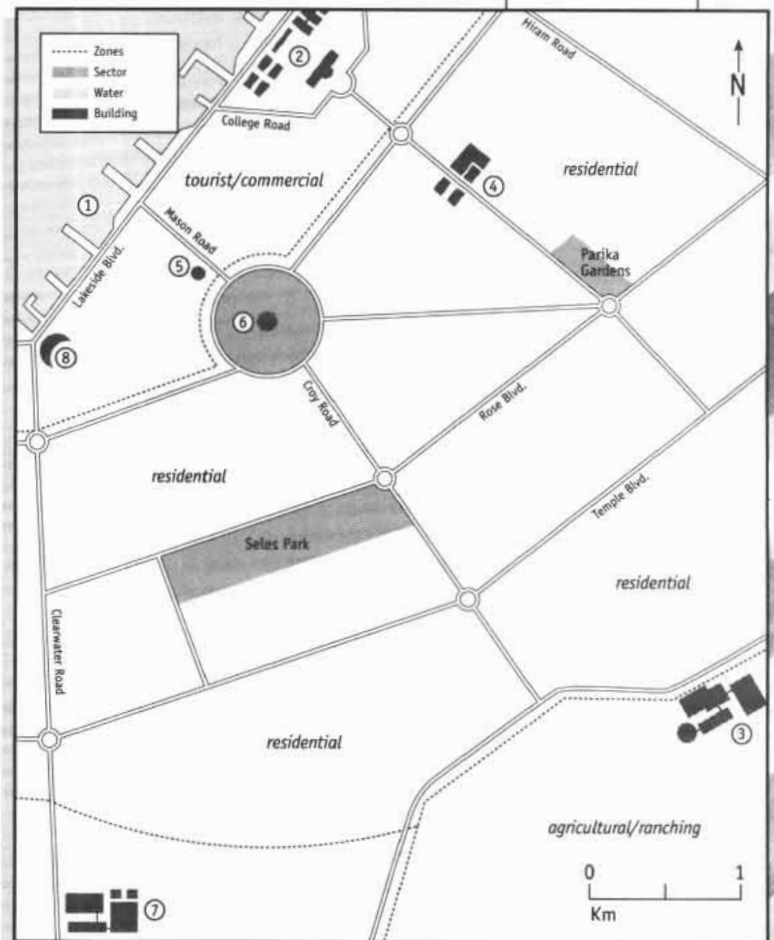
Vital Statistics ◀

Location:	57°45' N, 111°30' W
Founding Date:	TN 990 (Joined NLC in TN 1570)
Method of Government:	Representative democracy
Head of Government:	Mayor Laurent Belli
Population:	700,000
Principal Industry:	Agriculture, dairy production, fishing



► Map of Exeter

Date	Description
1. Exeter Marina	Featuring long civilian docks for sailboats and yachts, the Exeter Marina is dominated by a long boardwalk lined with shops and cafes. Tourists usually spend their evenings slowly walking along the Marina, enjoying the sights.
2. Clearwater College	The large campus of Clearwater College houses a well-respected liberal arts college. The CC School of Archaeology is especially well-respected.
3. Pride/Ex Facilities	This large processing plant produces a wide variety of "Pride of Exeter" gourmet ice-cream and dairy products for export across the hemisphere.
4. Municipal Buildings	The town hall of Exeter was recently renovated and now features a beautiful bas relief of lake scenes.
5. The Mesmro	The most infamous of "conspiracy cafes," the Mesmro thrives in the shadow of the great Exeter Stonehead. It advertizes itself as featuring a full array of mind-control lasers.
6. Stonehead Circle	A large round-about in the center of the lake district, Stonehead Circle features one of the largest Stoneheads in the hemisphere. Most theorize that the head was carved in the TN 300s by early explorers. Some feel it has been there even longer.
7. Exetech Facilities	A designer of productivity software for the modern office, Exetech maintains state-of-the-art facilities that employ over 1,500 local citizens. The grounds feature low-rise architecture, small parks and paths.
8. New Hope	Located at the southern end of the waterfront, the New Hope Compound is home to a small Blue Crescent community. The shaved heads and tattoos of the order are not an uncommon sight in the city streets of Exeter.



• TOO GOOD TO BE TRUE

The people of Exeter are widely regarded as a model community. Crime is the lowest of any city-state on Terra Nova, usually limited to minor cases of teenage vandalism or tourists accidentally breaking a minor by-law. Unemployment is one of the lowest in the North and suicide is virtually non-existent. According to the local tourist office, Exeterites are the most contented people on all of Terra Nova. Some others call them lemmings who blindly follow the city leaders, happy with anything that is done to them.

Exeter has a very strong sense of community. Many citizens volunteer their time to help out with holiday celebrations, local sports matches or any number of events that encourage public pride and spirit. All Revisionists theoretically dedicate Wednesdays (the so-called Gentle Day) to peregrination, a call to community service. In Exeter, this dedication is unparalleled, with almost the entire population participating in communal activities, city maintenance and beautification. Exeter is home to a relatively large number of Jerusalemites as well as a small Blue Crescent commune. They are welcome to participate in communal activities, and many do. Furthermore, as a part of the school curriculum, children must donate five additional hours a week to the city to help in any way they can. This has developed a strong sense of responsibility and belonging which only grows as they mature.

Even though Exeter's darker side is certainly overshadowed by its content demeanor, Exeter is not a perfect city. An increasing number of teenagers are beginning to show signs of escalating rebellious behavior. Some adults blame their children's change in attitude on the increasing numbers of bars and nightclubs which try to make a buck off the tourist boom. A few of the nightclubs have catered to a more "rebellious" clientele, and are quickly coming under attack from various community groups who feel that this music and atmosphere are not good influences on their city. One of these clubs, the Host, was recently burned to the ground in a horrendous blaze. Luckily the fire occurred during the day when the bar was closed and no one was hurt. Exeter police commissioner Connie Wang has assigned to investigators to the case, but she is beginning to think they may be corrupt because the case is not progressing. It remains to be seen if the Host will reopen.

• POWER AND TRUTH

Exeter is a democratic city-state, with elections held every five cycles (the next election is scheduled for Spring TN 1936). Presently, Exeter's government is headed by Laurent Belli, who in his first term has already shaken up the political scene. Not content to solely manage his home city, Belli has become a major player on the national scene, leading one of the major factions within the Council of Mayors. Belli's relaxed manner, sharp wit and occasional burst of flirtatiousness have been criticized by some of the more conservative elements of Exeter, but most locals seem to like the young mayor who has been able to move beyond the straight-laced image of city. Internally, Belli's greatest concerns have been to keep his city clean and peaceful. He has successfully held off numerous heavy industries which have attempted to develop facilities within Exeter, keeping pollution levels well below the average, instead attracting smaller industries producing consumer goods and high-technology equipment. Belli's principle concern is keeping the religious schisms that are currently cutting up the rest of the NLC from dividing his community. His city council includes both Revisionist and Jerusalemite members and he wishes to see peaceful coexistence continue. He has attracted the attention of Chief Justice Stark and the two have begun cooperating to identify the divisive religious elements in Northern society. Belli has begun trying to piece together the complex web of relationships within the Prophet's Shield, thus far with only limited success.

Those who feel Exeter is simply too good to be true point out that Belli seems to have done a good job hushing up any negative press about his community. Of particular interest was the discovery at the end of TN 1931 of a small cult among teenagers on the campus of Clearwater College, Exeter's small Liberal Arts university. Press coverage was sparse at best, but rumors have surfaced that the students were involved in an ancestor cult centered around Yuri Gropius, the man who attempted to create a utopian society with the Humanist Alliance. While no definitive ties between the discovery of this cult and Exeter's peaceful society have been made, more than a few have speculated on possible connections and stories of Humanist mind-control gas have become popular in the tabloids. Belli has been surprisingly efficient in isolating and quarantining any physical evidence about the cult.

• PRIDE OF EXETER

Exeter's economy is based largely on agricultural and dairy products, including the highly popular Pride of Exeter brand of ice cream. The Pride of Exeter recently won a libel case against the *Northern Inquirer* over the paper's report that the Pride of Exeter contained mind-altering chemicals. Several cutting edge software and hardware corporations have also set up shop in Exeter over the last fifty cycles, while medium-scale manufacturing has also moved into the region over the last few cycles.

The endless supply of conspiracy theories about Exeter also make a bizarre but significant contribution to the economy. The most obvious by-product is the arrival of curious tourists with disposable income. Several hotel and resort chains have opened branches within Exeter while several restaurants and nightclubs cater to tourists who are interested in seeing the "mind-controlled" city. One night club in particular, The Mesmro, draws huge numbers of youngsters — tourist and local alike — with their controversial advertising campaign. They advertise that their music is laced with subliminal messages, their light show is an elaborate mind-control experiment sponsored by the government and that all their drinks have mind-altering chemicals. Some people have argued that this advertising campaign is immoral but The Mesmro has no intent of stopping as it continues to draw huge crowds to its doors. Even more extraordinary is the so-called Exeter Project. Based in the UMF capital of Lyonnesse, the Project is dedicated to cracking the secrets of Exeter through "the application of science." The project has attracted the patronage of several top executives in need of entertainment and so has a great deal of disposable income to spent on satellite photography analysis and field research. Teams of bizarrely equipped "researchers" and overly theatrical "paranormal investigators" can be spotted around town at almost any time of year. Most members of the Project have very eclectic (and often not-quite-legitimate) training and seem willing to spend large amounts of money in Exeter on facilities, equipment, interviews and test subjects. Locals consider extracting large payments from these visitors a sort of profitable civic pastime.

Underground Authority Tells the Truth ◀



(Music Scene Bi-Weekly, 9 Spring, TN 1933) — The recent release of *A Legacy of Conspiracy* by Underground Authority has taken the music industry by storm. UA's debut album quickly climbed the charts and has maintained a presence in the Top 20 for the past 18 weeks and shows no signs of slipping any time soon. Their post-shock style of scratchy vocals and throbbing beat have added fuel to the numerous theories of corruption and wrong doings that float around the North while pounding the alternative music scene into submission. Lead singer Stevie Graves' lyrics are rife with accounts of conspiracy by CNCS Chief Justice Winston Stark, the Revisionist Church and the Norlight city-state of Exeter, to name a few. Under constant attack by conservative politicians, clergy and parents alike, Graves seems to thrive under the pressure and controversy. "I don't care what they say. I know the truth. They know the truth also, they just can't let it out. I've seen it and it can't be contained any more. The truth is right here!" Regardless of how accurate their proclamations are, one truth stands out, Underground Authority is here to stay. Indeed, the band's choice to play only small venues on the first leg of their Northern tour has created a manic demand for tickets. The tour kicks off with two shows at Exeter's infamous Mesmro Club on 21 Spring. The Exeter Project is expected to be in attendance and wishes to interview UA's songwriter about his sources.

5.3 FRANKLIN HARBOR

Franklin Harbor, the Norlight Confederacy's smallest city-state, is located at the northern end of the gamma maglev line and south of Lake Clearwater. Originally a small settlement based around the maglev terminus, which was extended from Fort James in TN 755, Franklin Harbor quickly grew into a select community of Terra Nova's rich elite. The beautiful, peaceful slopes of the Westridge Range overlooking the waters of Lake Clearwater attracted a select group of colonists and corporate officials to the area and the intense interest drove real-estate prices up to the point that only those with substantial amounts of money could purchase land. Over the following cycles the small community began to develop into an idyllic getaway as numerous spas, mineral springs and health clubs invested in the area, eager to profit from the copious flow of marks from its wealthy citizens. When the Human Concordat withdrew from Terra Nova, Franklin Harbor's population shrunk to almost nothing, but the presence of the lake and the maglev attracted Reconstruction era settlement and the city-state became a small trading power by the TN 1490s, reaching an agreement with Western city-states for secure communication and attracting many settlers from the Badlands. By the TN 1570s, a significant Revisionist community had grown in Franklin Harbor, which provided popular support for the decision to join the NLC as a protective measure against the expansionist United Mercantile Federation.

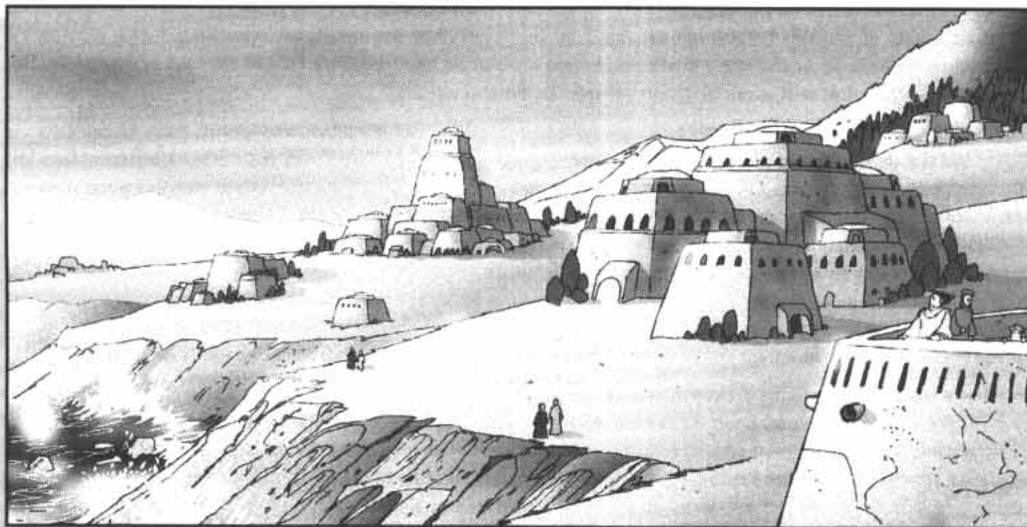
For two centuries Franklin Harbor remained a quiet community, with exclusive vacation homes providing a small, but wealthy tourist trade. In TN 1786, however, Chimera Holidays Inc., one of the North's largest resort chains, opened up the market and purchased a half kilometer stretch of land on the edge of the city, overlooking the lake. As development began on the expensive resort and people learned of the vacation spot, reservations began to flood in. Before the resort was completed, Chimera had booked the first four cycles solid, with much of the following cycles booked as well. As soon as this information reached the public, six other capitalist groups rushed to purchase land in the area and began to develop resorts of their own.

The citizens of Franklin Harbor suddenly found their peaceful retreat threatened as resorts unexpectedly besieged them. They quickly called a town meeting and passed strict zoning laws that relegated resorts and retirement communities to the eastern sector of the city stretching along the waterfront. The western waterfront was reserved for commercial outlets and residences. Essentially the city legislated itself into remaining a "small town" which profited from millions of marks in tourist revenue.

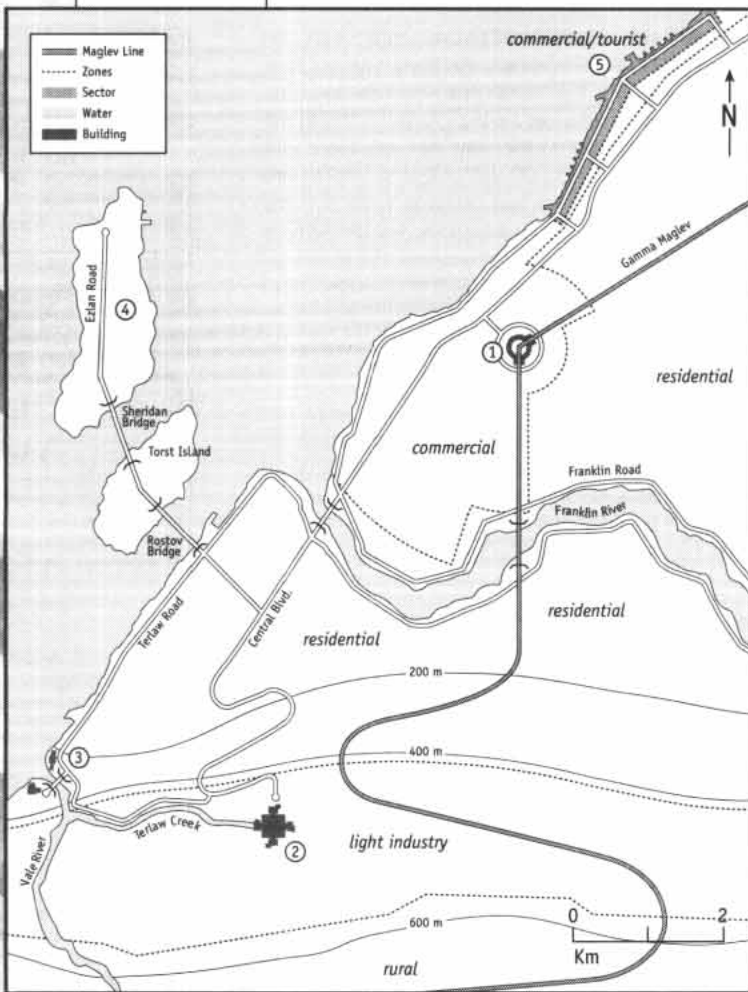
The city has faced a new challenge in recent cycles with the arrival of the Overlook Jerusalemite Commune. Transplanted from Valeria, it has been the victim of an ugly strain of discrimination. The Lake Clearwater region has always been known for its tolerance, but fevers are running high and some fear drastic measures will be taken by local Revisionists.

► Vital Statistics

Location:	53°15' N, 158°30' W
Founding Date:	TN 755 (Joined NLC in TN 1571)
Method of Government:	Participatory democracy
Head of Government:	First Citizen Nathaniel Leecheks
Principal Industries:	Tourism, health foods
Population:	100,000 plus 140,000 seasonal inhabitant



Map of Franklin Harbor



Location	Description
1. Gamma Terminal	Built on the principle of an oasis tower, the gamma maglev terminal complex houses the local offices of Terranovan TransRail (TNTR), customs facilities, and limited warehousing facilities. A smaller line leads from the terminal to a maintenance facility to the northeast of the city. The terminal was rebuilt in TN 1805 after a catastrophic maglev crash which destroyed the old station.
2. Mountainfresh Plant	In the hills to the south of the city, the Mountainfresh Water bottling plant sits near the Terlaw Spring, renowned for its purity. Mountainfresh water can be found across the northern hemisphere and is sought out by finer restaurants. The bottles of water are delicacies in the Badlands.
3. Overlook Commune	The largest Jerusalemite commune in Franklin Harbor, the Overlook community sits atop a cliff face with a spectacular view of the lake. Most members are immigrants from Valeria who have come seeking a more tolerant climate. The Vale River runs through the center of the commune and spills into the lake at Vale Falls. The commune's presence has led to considerable friction with some local Revisionists because of the increase in Jerusalemite population.
4. Ezran Island	Ezran Island Resort is the most exclusive resort in Franklin Harbor and owns the entire island outright. Linked to the mainland by Sheridan and Rostov Bridges, the island features personal bungalows, private beaches and marinas for all guests.
5. Marina/Waterfront	The main waterfront in Franklin Harbor lines the shore of the commercial district. Restaurants and shops crowd along a broad boardwalk. Slips for a variety of yachts and tour boats complete the image. Day cruises to the islands of Lake Clearwater are a popular choice among visitors, while many locals have their own small craft.

● HOME AWAY FROM HOME

The 100,000 people who call Franklin Harbor home cycle-round are in the unique position of being outnumbered by the 140,000 who have permanent homes elsewhere and use their residence in Franklin Harbor as a seasonal getaway. The cool lake weather is most attractive in the Summer and the population dips to about 130,000 during the Winter. Roughly 3,000 Franks (residents of Franklin Harbor) are employed by the resorts and live locally all cycle long, hence earning full citizenship privileges. To receive these privileges, a Frank must prove local residence for 140 days out of each cycle. This marks a clear political as well as social divide between Franks and visitors.

The divide between visitors and residents has generated no small amount of mutual resentment. Many Franks view the resorts and the thousands of tourists that come to the city each cycle as an invasion of their lives. Tourists, in turn, are often struck by how the people of Franklin Harbor are so cold and rude when one wanders out of the commercial districts which live off the tourist trade. This attitude, however, has done little to halt the influx of people coming to take advantage of the spas, saunas, mud baths and mineral springs, or those interested in swimming and fishing in nearby Lake Clearwater. Since Franks are well known for their elitist attitude towards visitors, resort staff are forced to compensate. People who travel a great deal have often commented that the resort staff in Franklin Harbor are easily the nicest and most helpful people they have ever met. Only because the resorts have been careful to hire charismatic employees has the tourist industry in Franklin Harbor continued to thrive.

Social conflict has been growing between the religious communities in Franklin Harbor as well. Jerusalemite communities have existed nearby since Reconstruction and coexisted peacefully, but the construction of a new commune using zoning for resorts has brought out latent prejudices in Franks. First Citizen Nathaniel Leecheks has been faced with trying to keep his sleepy community from fragmenting more than it already has. That he has been at all successful is largely thanks to his close friendship with Rebi Yakob Wein, an elder of the native Jerusalemite community of Franklin Harbor.

• DIRECT DEMOCRACY

As Franklin Harbor grew into an independent city-state during Reconstruction, it quickly became clear that most of the inhabitants were unwilling to turn over their decision-making ability to a politician. A participatory democracy was adopted whereby all decisions are passed by vote in a town meeting where any Frank of at least 19 cycles could vote. This system has continued to this day with the only restriction on this procedure being a minimum of 5000 people must be present for a vote to be considered binding. This has resulted in a lack of action on small, seemingly unimportant matters due to low attendance of these meetings. To deal with this, the first speaker, a volunteer whose sole responsibilities are to call and chair meetings, will only call a town meeting if she feels that enough people will attend, at which point numerous issues are dealt with. At times, it will be a season or more before an issue is considered important enough that it might draw the minimum number of citizens, resulting in a slow moving system. On the other hand, however, the populace is considered to be exceptionally content as the progress of their community is truly a reflection of their desires and not the desires of politicians. The First Citizen —along with a small circle of advisors and administrators— can exert a great deal of power by delaying town meetings and directing the city personally in the meantime. Nathaniel Leechecks, who gained the first citizenship in TN 1921, has been accused of using this privilege to represent the wealthy tourist interests away from the eyes of the populace.

In reality, Leechecks has had to face the realities of Franklin Harbor. As religious and political tensions have grown throughout the league, the existent divides in his city-state have gotten worse. Locals, empowered by their citizenship and encouraged to think only of their own community, have become more and more boisterous in their disapproval of the tourist population, despite the fact that it is tourist marks that keep Franklin Harbor alive. The rise of fundamental Revisionism has also brought religious conflict to a historically peaceful community. Leechecks knows full well that town meetings are more and more likely to degenerate into shouting matches and calls for drastic, unrealistic action on the part of the city. The First Citizen has had to limit the number of meetings and impose a very strict agenda on each one he calls, if only to keep the city-state functioning. To support his unpopular position, Leechecks has been forced to make a deal with the devil, in the form of the Forzi cartel of smugglers. In exchange for secure, discreet facilities (and easy access to the gamma maglev) the local Forzi leader (Dunkan Gorell) provides Leechecks with economic support, dirty tricks and other illegal or semi-legal resources to keep him in place.

• A HEALTHY ECONOMY

Franklin Harbor's main legitimate sources of income are tourism, the maglev and health food. A large tourist industry of souvenir vendors, restaurants, resorts and tours feeds off the hundreds of thousands of visitors who arrive in Franklin Harbor every cycle. The commercial heart of the city-state, along the western waterfront, may be free of resorts and hotels, but nonetheless exists primarily for the benefit of tourists. Commercial outlets for major nationwide chains, local boutiques and upscale restaurants tend to crowd out the simpler stores that target local residents as their clientele. The gamma maglev terminus, maintained by Terranovan TransRail (TNTR), brings in some of the imported goods for sale in Franklin Harbor along with Western citizens looking to enjoy local resorts. Goods from the Badlands, WFP and even the Southern Republic enter through Franklin Harbor and are shipped elsewhere in the league by train or transport aircraft. Ambitious tourists wishing to attend the gambling dens of Khayr ad-Din also pass through Franklin Harbor. Because it is a port of entry to the league, the Foreign and Treasury Ministries maintain security, immigration and customs checkpoints at the maglev terminal.

The second source of income for Franklin Harbor began as an offshoot of the tourist industry. Eighteen cycles ago, Chimera Holidays Inc. began an advertising campaign espousing the virtues of Franklin Harbor's "pure and healthy" environment. Restaurants in the area began to utilize this advertising ploy to draw Chimera's clients to their doors, contending that their foods were the purest in the city. Suddenly, Franklin Harbor was regarded as the place to go to get the purest food in the North. In almost no time, several companies began to market products made in Franklin Harbor and continued to develop the image begun by Chimera Holidays Inc. Today, one of the most successful products exported from the city is Mountainfresh bottled water. Mountainfresh bottles their water from the Terlaw spring, a deep upwelling of extremely pure water from the MacAllen network located in the Westridge Range overlooking the city-state, and ships it throughout the North to be sold for outrageous prices, which most socialites are too eager to pay. The large spring helps feed the Vale River that flows into Lake Clearwater, just west of the city-state itself. The Crystal Home resort complex straddles part of the river, whose water is cool and clear enough to allow for spectacular underwater visibility. Scuba, snorkeling and minisub tours of the river —and lake— beds are among the resort's most popular attractions.

Franklin Harbor also has a large underground economy. The terminus of the gamma maglev and the quiet nature of the community make it an ideal entry point for contraband and illegal products. In the past, the local community had led a largely successful effort to keep organized crime out of the city, but the accord between First Citizen Leechecks and the Forzi cartel has changed all that. The Forzi now use Franklin harbor as an entry and storage point for their operations (using two different resort complexes as cover operations); they keep local street operations to a strict minimum so as not to attract attention. Terranovan TransRail's local station chief has recently been replaced by Klaara Nathaniels, who has proven unreceptive to Forzi "gifts." Nathaniels has requested assistance from NorPol and a major series of operations may well shatter the calm facade of the city-state in the near future. A NorPol Focussed Investigative Unit has already arrived in town and has a few suspected Forzi agents under observation.

INNSBRUCH

5.4 INNSBRUCH

Nestled in a series of deep valleys amongst the spectacular heights of the Tershaw Range, Innsbruck appears a rough and tumble city. It climbs up the valley walls in a series of terraces to meet the Saguaro forests on the slopes and plateaus, and flows down to belching refineries and slag hills on the valley floors. These twisting streets and the chaotic mix of houses, factories, and pubs reflects the nature of Innsbruckers themselves.

The city is defined by three things: mining, beer, and motor sports. Two thirds of the population rely on the mines for a living and after a day down the pit, most of the workers need a drink. With the miner's drinking came brewing, and Innsbruck is now the brewing capital of the north, and quite possibly the world. Why Innsbruckers are addicted to loud motor sports is unknown, but the city rings to the roar of engines and its many and varied tracks host a multitude of events and clubs.

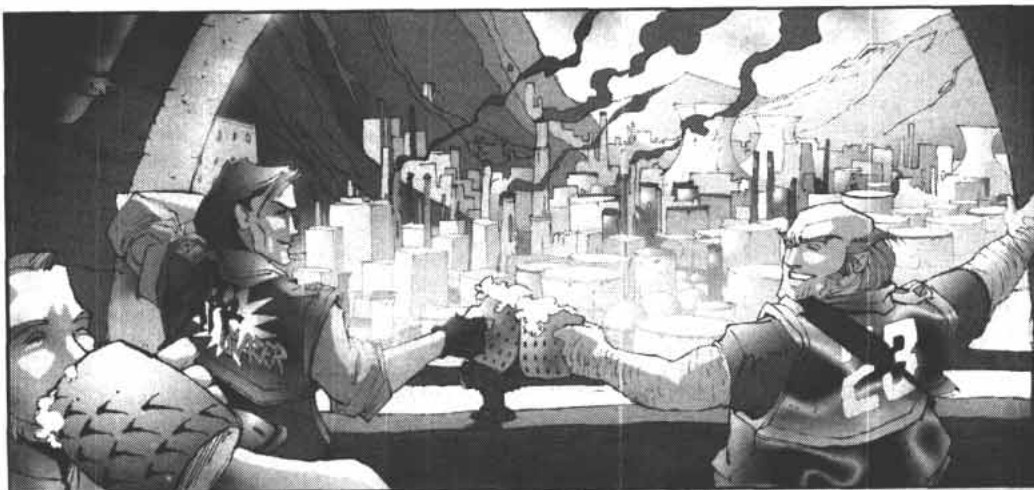
Founded in TN 530 by a mining consortium, Innsbruck attracted tough people who relied only on themselves. As they built a home, Innsbruckers proved a rough lot, working hard, drinking hard and playing even harder. The face of Innsbruck grew to reflect their tough-minded independence as the inhabitants objected to obeying anything so petty as building ordinances. The city's work ethic allowed it to prosper as it dragged the mineral wealth out of the Tershaws, but at a cost in blood. Indeed, thousands of miners died over the centuries because of poor colonial working conditions. During Reconstruction, Innsbruck was able to defend itself against its enemies (usually Kenema) and became part of the short-lived Tershaw Cooperative Alliance; Innsbruck accepted integration with the NLC in TN 1568, the first TCA city-state to do so. Innsbruck boomed after it joined because foreigners started moving to the city to secure a share of the wealth. Several other waves of immigration have hit the city-state and despite the fact that some "newcomers" have been in the city for generations, they are still largely seen as outsiders by the conservative core of the city's social scene.

While old time Innsbruckers and those migrants who have assimilated the lifestyle of the city live happily in the close, maze-like confines of the hill terraces, other Norlights have built planned suburbs on the valley floors and complain bitterly about the industrial developments that also congregate there. This geographic division reflects deeper schisms between the largely working-class "real Innsbruckers" who still derive much of their income from the mines and the more diversified community of immigrant stock.

The relatively fragile social and political balance between "real" and "immigrant" Innsbruckers is fraying at an increasing pace thanks to divisions along religious lines, especially among the younger, more radical generation. The brutal turf war between the Forzi and Kolson criminal cartels is also acerbating the problem, leading to calls for a greater control of the traditionally rough-and-tumble terraced neighborhoods. Most old-time Innsbruckers see this only as another way of controlling and restricting them, creating additional tensions.

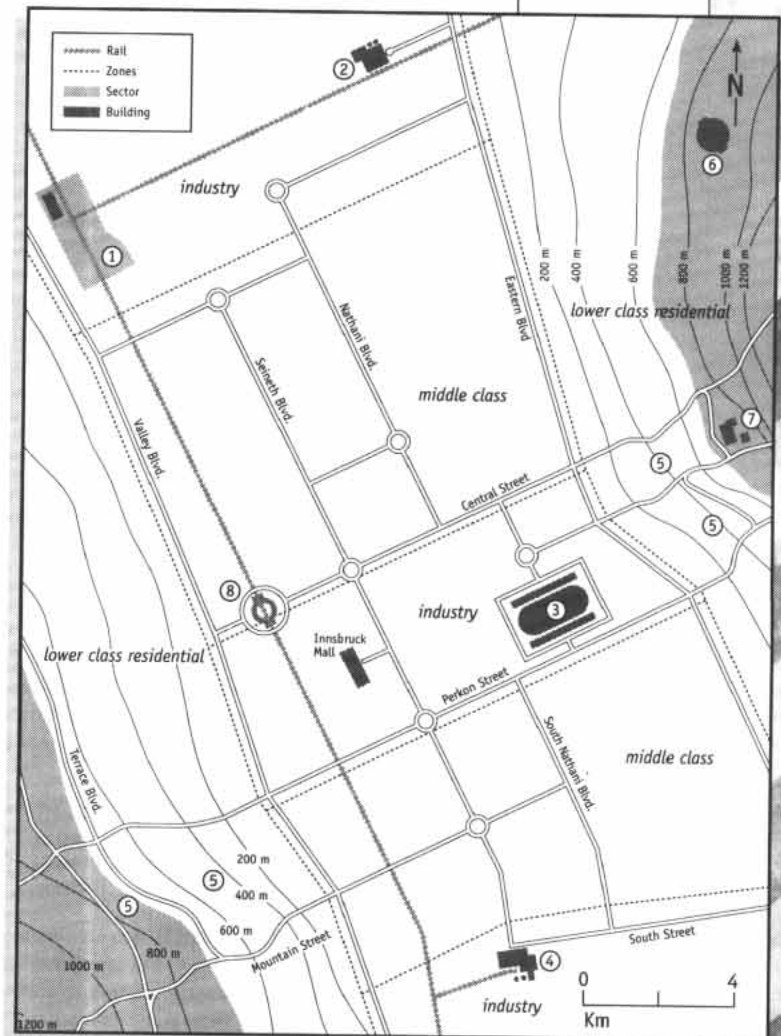
Vital Statistics ◀

Location:	49°45' N, 64° E
Founding Date:	TN 530 (Joined NLC in TN 1568)
Method of Government:	Representative democracy
Head of Government:	Mayor Jonni Holdsworth
Population:	2.0 million
Principal Industries:	Mining, heavy industry and brewing



Map of Innsbruck

Location	Description
1. Train Yards	The industrial train yards in the northern quarter of the city features a twisted snarl of railways where freight trains are loaded with a variety of local products and shipped across the NLC and beyond.
2. Fenris Brewery	The second largest brewery in Innsbruck, Fenris produces so-called Special Brews, a line of high quality lagers and beers, which are especially popular in upscale pubs and bars across the Norlight Confederacy and the United Mercantile Federation.
3. Death Track	The largest race-track in the city hosts the annual Death Track 1000 Gear race and accommodates 30,000 live spectators and hundreds of thousands more on trideo.
4. Cascade Brewery	The largest Innsbruck Brewery, Cascade produces a wide variety of beers, most aimed at a mass-market of young adults. The "Tally Ho.. Cascade!" jingle is omnipresent on local and national trideo. Most Cascade drinkers can be convinced to recite it when drinking.
5. Terraced Housing	The old-timer neighborhoods in Innsbruck are built on a series of terraces hanging to the sides of the local valley. These crowded streets are uniquely Innsbruck.
6. Red Sable Arena	The top illegal dueling arena, the Red Sable is set in an abandoned mine shaft. Its location sometimes changes to avoid being shut down by local law enforcement. The arena is run by Maria Embleton, a former Death Track pilot and a famed underground Duelist.
7. Fenris Mansion	Jakob Fenris' personal retreat overlooks the valley floor and is rumored to be an unparalleled luxury palace. Uninvited guest are met with top of the line security measures.
8. City Train Station	The Innsbruck train station brings visitors to the city from across the hemisphere, especially during Speed Week, an annual motor-sport extravaganza.



• HARD PEOPLE

Innsbruck is a divided community; the traditional hard working, hard drinking and hard fighting Innsbrucker is under assault from the immigrants from the rest of the NLC who tend towards social, religious and political conservatism. This division is most obvious in the nickname of "Mite Skags" which the old-timers have given the immigrants because of the neat, ordered suburbs so many of them have created on the valley floors. The traditional Innsbruck rowdiness is threatened by the Mites, who have called for a stricter enforcement of league morality laws. The most contentious of these proposed limits is centered around the opening hours of the city's many pubs. Tempers are fraying amongst old timers and more than one voice can be heard saying joining the NLC was a mistake. The Mites now almost match the old timers in numbers, however, and with the Church providing organizational help, the old timers may lose power at the next election.

The Mites' areas of the city are similar to any other middle class suburb in the NLC, and are calm, ordered communities centered around the local church. Old timers live in the crowded and lively confines of the valley terraces in a manner reminiscent of the colonial period. Truth be told, both communities share much in common. Both are reliant on the mines, and in event of an accident, both rush to help without thought or care for other problems. Both tend to be argumentative, both enjoy a good draft of lager, and both are addicted to motor sports. Reconstruction in Innsbruck was a late (and partial) conversion to Revisionism, however, and a limited role for the Church has become part of the old timer refrain. This attitude has only exacerbated conflict between the two halves of the city-state, transforming a societal divide into a religious matter in the eyes of several conservative Mite leaders.

The rise in violent crime caused by the Forzi-Kolson cartel war has made matters even worse. Protection rackets and illegal bars are common in the old terraces and blood has begun to be spilled as the cartels carve up the territory. This has fed into Mite views of the immoral terraces and given them more political leverage.

• THE POLITICS OF SPEED

Innsbruck has traditionally been a stronghold of the People's Party. At the last city elections in TN 1931 old timers deserted the People's Party after the municipal affiliate heavily courted Revisionist Mites. Instead they voted for the former Gear racing champion, Jonni Holdsworth and his Innsbruck First Party. While Innsbruck First won, the People's Party led by Sister Kari Smits came a close second. The transformation of the People's Party municipal power-base is largely seen as a preparation for the next league elections.

Jonni Holdsworth is everything Revisionists hate about traditional Innsbruck culture. He drinks, swears and womanizes openly, much to the amusement of old timers. Council meetings often dissolve into shouting matches as Kari Smits attacks Holdsworth for his lifestyle. While a capable planner and keen promoter of his city's interests, Holdsworth seems to be encouraging the conflict in the city. In typical no-nonsense fashion, the mayor has not shied away from naming the Second Follower as his political opponent. In a recent interview, when questioned about his views on the church, he replied that "Hutchison prays on his knees and his neighbors, and if he keeps pushing true Innsbruckers he'll need all the prayers he can muster." Holdsworth's hard core of old-timer followers supported his comments, but many in both the terraces and the valley suburbs were outraged at such belligerence towards a religious leader. The Council of Mayors considered and ultimately rejected a motion to officially admonish Holdsworth, but he has issued a few mildly apologetic press releases on the matter.

President Adjanni is increasingly concerned about Innsbruck First's activities, because of pro-independence comments made by the mayor's entourage and because of the challenge to People's Party dominance in the city-state. Her local advisors assure her that Holdsworth is becoming somewhat of a local joke, a sports star with dreams of political grandeur. She has nevertheless directed the Norlight Intelligence and Security Agency (NISA) and NorPol to investigate rumors of the mayor stocking arms for a "free Innsbruck militia."

• BREWERIES AND MINES

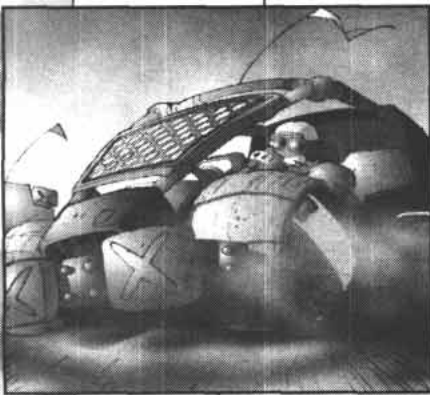
The mining industry built Innsbruck and remains the backbone of its economy. More than half of the population works for the mines that surround the city-state and most others are employed by the large number of secondary industries associated with them. Beyond the huge steel refineries, local factories also produce mining equipment, military grade armor, explosives and tons of refined precious or semi-precious metals in ingot form for export to the rest of the Confederated Northern City-States.

Despite the importance of mining, the city is now best known for its breweries. Beers, lagers and ales flow from no less than twenty different enterprises, ranging from small local "micro-breweries" to the huge Cascade Beer Company brewery in the eastern quarter of the city-state. This industry employs fewer locals than the mines, but has gained the city-state an international reputation and is considered part and parcel of the "old timer" image of Innsbruck.

The city's obsession with motor sports is also starting to turn a profit as trideo rights via the Hermes 72 network take Innsbruck's racing to the world. While Gear racing and dueling, motorcycle racing and drag cars have had professional teams competing along with the many amateur competitors, they were the exception not the rule. Now Innsbruck is rapidly becoming the center of Terranovan motor sports and many professional teams are being started in the city. The number of specialist manufacturers either beginning or moving to the city also grows every season.

The success of Innsbrucker industries has built some very impressive fortunes in the city. Jakob Fenris, of Fenris Breweries, owns the largest local mansion, hidden in the saguaro forests overlooking the city. Some have commented that the rich benefit greatly from the Mite/old-timer conflict, which prevents large scale union action.

Speed Week ◀



Introduced by Jonni Holdsworth, Speed Week is proving massively popular with motor sports fanatics all over Terra Nova. The last week of every summer is set aside for a series of professional and amateur competitions culminating in the Death Track 1000. Other events held include the Fenris Lager Duelist's Challenge (fought in the traditional military fashion), Rhodes Mining Superbike Championship (road motorcycle races), and the Skadi Mills Touring Car Rally (an endurance race through the mountains and forests in and around Innsbruck). In between major events, the tracks are open to any person with a vehicle.

Speed Week has been so successful in drawing tourists that at least half the 300,000 visitors must camp. The city's breweries now run at full production for a month beforehand after the disaster of the first event which saw the city run out of beer on the fourth day. Innsbruck makes a fortune from the event and Mayor Holdsworth makes sure that the government's share of that money is specifically used to help the poor of the city. Thus both economically and socially Speed Week is a huge boon for the city.

Some locals, especially members of the Mite middle-class, have complained that the event encourages public drunkenness and rowdy behavior; these critics have tried repeatedly to wave the moral banner of Revisionism, but several church leaders have come out in support of the event. Indeed, the money raised for the needy of Innsbruck casts the whole event as a huge charity party. Mite complaints actually have probably more to do with the fact that their valley homes are often uncomfortably close to the speedways and their noises.

5.5 KENEMA

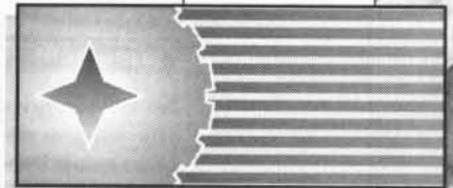
Kenema is nestled at the foot of the Red Hills—an ancient mountain chain rich in iron ore, copper, and tin—where it was founded as a colonial mining center. During Reconstruction, Kenema rapidly built up its military power and began to exert its influence on the region around it. When the NLC was founded, Kenema was one of its principal enemies. Tulkas Brothers Iron & Steel Works and other Keneman community leaders saw Revisionist missionary work as a threat and expelled the faithful on several occasions. The city eventually had to surrender to integration with the NLC when the Great Crusade cut it off from its agricultural lands in the Auroran Basin and imposed a damaging siege. The siege ended when ambitious corporate leaders deposed the city council, intent on turning annexation into an opportunity for trade. Kenema negotiated a highly favorable relationship with the NLC that allowed it to become one of the leading industrial centers of the burgeoning league. Gradually, more and more corporations relocated to Kenema and the city came to support a transient population of traders, peddlers and tinkers of every sort. Land zoning regulations forced the fusion of production facilities and corporate headquarters into great compounds, with worker residences and smaller commercial business established in the spaces between. This gave the city a patchwork layout; corporate “islands” of glass and steel rise above more placid neighborhoods.

Although prosperous, the city-state has suffered through several boom-bust cycles, which have left deep social scars. Corporate leaders are reluctant to invest heavily in social development and corporate taxes are kept very low. These policies have led to patches of intense poverty in the cityscape and a violent counter-culture. Youth gangs with customized vehicles ride the elevated parkways at night, and shock-metal clubs set in downtown buildings vibrate with their pulsating, grinding music. Thugs and lowlifes rule the city's seedier sectors, comforting lonely factory workers with drugs and prostitutes. Kenema has the highest violent crime rate in the NLC and the Kenema Police Department is renowned as the hardest working cops in the North. Crime has been increasing in leaps and bounds since the War of the Alliance, as the Forzi and Kolson cartels from Wounded Knee fight for control of the lucrative Keneman underworld. Local crime bosses and gangs unwilling to align themselves with the cartels have been largely, and ruthlessly, eliminated. Mayor Allysandre LeStrade campaigned on a law and order platform and has made increased resources available to the KPD, including the new *Cheetah Polizei* urban police Gear.

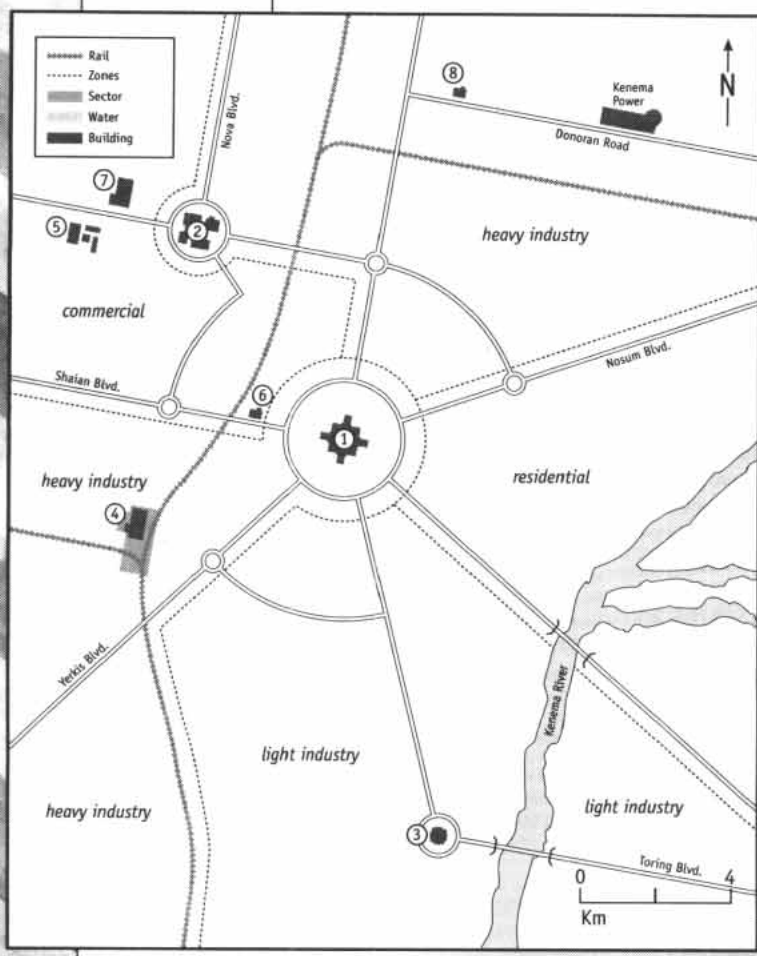
The corporate leaders of the city have also increasingly stepped to the fore to assume responsibility for security and quality of life in Kenema. Shaian Mechanics fancies itself a social corporation and has provided almost all the funding for upgrading and expanding the Kenema Police Department, creating a dependence at city hall. Tetsuko Hatsushiba, Shaian's chief executive, would like to see his corporation become the effective seat of power in Kenema and has no intention of letting the municipality get out of its debt to him.

► Vital Statistics

Location:	44°45' N, 95°45' E
Founding Date:	TN 908 (Joined NLC in TN 1535)
Method of Government:	Representative democracy
Head of Government:	Mayor Allysandre LeStrade
Principal Industries:	Automotive and defense manufacturing, consumer goods
Population:	1.7 million



Map Of Kenema



Location	Description
1. Shaian Tower	In fact an agglomeration of skyscrapers on a common oasis tower base, Shaian Tower is the world headquarters of Shaian Mechanics. The tower base houses Shaian's major production lines, while the upper towers house offices and high-tech research facilities.
2. Nova Motors	The smaller cousin of Shaian Tower, the Nova Motors complex is nonetheless impressive and follows a more traditional oasis tower design.
3. Toring Building	The headquarters of Toring Manufacturing, this 54-story tower has witnessed the design of many of the top competition automobiles in the North.
4. Central Station	The municipality's main communication nexus, the squat stone station links Kenema to other areas in the Northern Lights Confederacy.
5. Municipal Complex	Located in the Nova Motors prefecture, the Kenema Municipal Complex houses the city government and most municipal offices. The office of the mayor is currently under renovation.
6. QRT-9 Station	The home of the "Gear Police" features extensive garages and training facilities. The facilities were bought and paid for by Shaian Mechanics and link to the Shaian Tower via a special tunnel.
7. Keneman Police HQ	The centerpiece of the local security measures, the Kenema Police Department building houses most special investigation units and the offices of the chief of police. The city morgue is also located here, taking up much of the third sub-basement; it is known as "the vault."
8. QRT-11 station	The newest Gear police station features a large test firing range for Gears which is also used by QRT-9 and -10. The local press has done its best to manufacture a rivalry between the various Gear police teams, with some limited success.

• CORPS, COLLARS AND BANGERS

Keneman society is split into three groups: corps, collars and bangers. Corps hold high-level corporate jobs or are media personalities or public officials. The average corp lives in a rat-race of office intrigues and ever-tightening deadlines. Collars include the working class (the largest percentage of Kenema's population) and small business owners. Collars are what outsiders associate with Kenema: hard-working, determined, yet simple people. The real social dynamic in Kenema are the Bangers. Although Collar children are raised with a strong work ethic, some tend to resent the lifestyle and seek release. Likewise, corp children live an affluent life, and have none of the sense of ethical responsibility that their Collar peers do. These attitudes manifest themselves in street crimes, gang activity, and underground Shock-Metal clubs. These clubs are often the "turf" of a particular gang, and gang wars at these places (usually during concerts) are not uncommon. Most Corps and collars see the bangers as the greatest problem facing their city-state and blame them for street crime, gang activity, and the prevalence of illegal activities in the shock-metal clubs. Revisionism is quite prevalent in Kenema, especially among the collars; the Allied Workers Union — the largest Keneman union — has a long-standing friendship with the church. Some other faiths have footholds in the city as well, including the Benjakob Congregation, a Reconstruction era Jerusalemite Temple in the oldest section of the city-state.

Corporate identification is not as strong in Kenema as in the United Mercantile Federation or Mekong Dominion, but it remains strong in comparison to other Norlight cities. Shaian Mechanics, the largest Keneman corp, actively encourages this identification using corporate-sponsored housing, educational funding and medical plans to ensure loyalty among its employees. The banger counter-culture is notoriously intolerant of corporate affiliation and most young people on the shock music scene go out of their way to offend all corporations equally. Ironically, a new form of employer identification is taking hold of the underground scene; the Kolson and Forzi cartels have both made use of banger culture (which regularly flouts many laws) as a base for underworld activities and cartel loyalty is growing every day. Most street gangs can now be classified by which cartel they work for, sporting distinctive dress, jewelry and tattoos to advertise this. Even more ironically, the various corporate prefectures roughly correspond to the territories of the cartels. The Kolson-backed Jesters, for example, hold much of the Shaian Prefecture despite the best efforts of their Forzi rivals, the Red Ravens.

● POWER IN THE MOTOR CITY

Kenema is divided into six prefectures along the lines of its major corporate "islands." Each prefecture gets a certain number of delegates in the city-state's legislature, the number of which is determined by its population (Shaian Prefecture, the largest, has four delegates). Each delegation, however, receives only one vote, therefore an individual delegate's vote is only a fraction of that of his delegation. Consequently, delegates must curry favor among their fellows, and power struggles occasionally develop. Delegates earn no income from their post as public officials and are most often corporate employees, usually managers or vice-presidents who see their work load reduced while they serve (often representing their employer as much as their constituents). The legislature meets every two weeks (barring any emergency sessions), and elections are held every 4 cycles. The mayor is elected from within the ranks of the legislature, serves as its head, and holds a 6-cycle term. Unlike normal delegates, he is paid by the city.

Mayor LeStrade, currently in the fifth cycle of her term, is generally well liked by the populace. She was elected as the cartel war began to explode on Keneman streets and promised a tough campaign against criminality. Many of her recent measures passed the legislature with an overwhelming majority, although her latest bill, dubbed the "Gear Police Act" by the press, has some people worried. The AWU and other unions, who are not represented on city council but nonetheless form an important power block in the city, have begun to fear that Kenema will become a police state by the end of LeStrade's term of office. Already she has broadened the powers and resources of the police, initiated complete cooperation with the NorPol national anti-cartel task force and is preparing a new bill which will greatly increase officers' leeway in the use of deadly force. This policy is supported by Krystine Balmont, the Keneman chief of police.

● THE FLOW OF MARKS

Kenema's success comes from its mammoth manufacturing industry. From government-contracted giants like Shaian Mechanics to small concerns like the Most Unusual Surplus chain (a five-store chain selling old military items), the Keneman business world seems to be in a permanent frenzy. Perhaps it is that Kenemans envy the economic powerhouse of the United Mercantile Federation, particularly Rapid City. Whatever the case, economists have recorded a marked rise in productivity since the end of the War of the Alliance, almost to the point of over-production. Kenema-made products are known for their superior workmanship.

As Keneman businesses try to outdo each other and their UMF counterparts, innovations in consumer and defense technology have developed astonishingly fast. Corporate alliances have been reshuffling frantically as new design studios produce the "next big thing." The most important deal signed in the post-war period has been a long-term alliance between Keimuri Motor Corporation and the Mercantile giant Northco. This deal for the production of a series of highly specialized light Gears (including the *Tattletale* and *Ferret Mk II*) has made the struggling Keimuri a major player once again. Shaian Mechanics has responded with the announcement of the *Lion*, a high-performance commando Gear designed for the Norlight Armed Forces. This competition has also resulted in a marked upsurge of "corp-crimes." Industrial espionage, patent violations, even blatant sabotage of a competitor's facilities are not uncommon. While this phenomenon has made the Keneman market one of the harshest on Terra Nova, it has also done wonders for the quality of services and merchandise in the area. The Kenema Police Department's Business Crimes Unit (BCU) is responsible for working with corporate security to pursue these types of criminals.

► QRT-9 Gear Police

Part and parcel of Mayor LeStrade's anti-crime agenda, the ninth Quick Response Team (QRT-9) of the Kenema Police Department hit the streets at the end of TN 1930 with the first eight examples of Shaian Mechanics' HMVS-01LG-CP *Cheetah Polizei*. In the last two and a half cycles, QRT-9 has been involved in a large number of operations, specializing in fast-pursuit through the crowded city-streets and occasionally deployed as riot control unit (banking on the sheer intimidation power of a Gear). QRT-9 has recently been joined by similarly equipped QRTs -10 and -11, but team nine remains the most respected and feared. Most of the pilots are gleaned from the ranks of the city's regular police, but some are rookie pilots trained from the start. Becoming a QRT-9 Gear pilot has become the dream of many KPD rookies. QRT-9 is headed by Lieutenant Karl Methoras, a War of the Alliance veteran Gear pilot and an expert at SWAT tactics.

QRT-9 has citywide jurisdiction, but is stationed in Shaian Prefecture, right in the shadow of the great Shaian Tower complex. Shaian Mechanics treats QRT-9 as a showcase for their own "civic leadership" and has provided the team not only with now a dozen *Polizei* Gears but fast-pursuit cars and personal equipment, all at almost no cost. The "Gear Police," technically a SWAT unit, has found itself dealing increasingly more with crowd control situations, mostly near the city's shock-metal clubs. The unit is not without its problems, however. Even with rubber pellets, the Gears' weapons pack quite a punch, and Methoras has demanded that they only support more traditional riot control units. In addition, some members of the squad have been discipline problems, seemingly unable to restrain their use of force and speed. While this has led to numerous arrests of drug traffickers and smugglers, it has also resulted in numerous angry citizens and city-funded repair bills. Lieutenant Methoras has begun imposing a stricter code of discipline on his officers and demanded that the unit's non-SWAT activities be kept to a minimum. He knows full well that civilian deaths as a result of careless use of force could see his unit shut down. Mayor LeStrade, however, is anxious to gain political mileage from her elite police unit.



KOSSUTH

5.6 KOSSUTH

Kossuth was founded in TN 495 as a corporate farming community to provide food for Interlink Corporation's Badlands mining operations. While originally a highly fertile region, the combination of using labor largely unskilled in farming and the company's destructive intensive farming practices meant that within a decade, the land was degraded to a great extent. Interlink was forced to rely on massive use of fertilizers and high technology solutions such as genetically engineered crops to keep the operation efficient. When Interlink pulled out of Terra Nova in TN 1454, most of the genetically engineered crops were not hardy enough to survive and the people of Kossuth were barely able to produce enough food to eat for themselves.

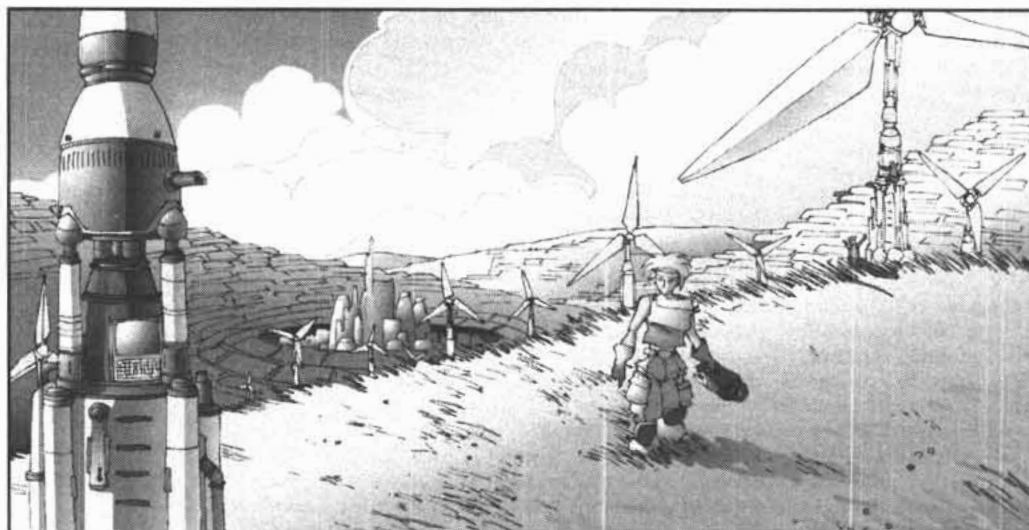
Kossuth was reborn in TN 1554 as the center-point of Norlight President Gabryel Emsala's plan to sponsor the Tershaw Cooperative Alliance as a buffer-league between the NLC and UMF. Thanks to significant Tershan and Norlight investment, Kossuth was converted into a huge solar and wind farm under the management of Tershaw Power. The city-state provided electricity to Swanscombe, Innsbruck and Zagazig. When the TCA came under attack by Mercantile forces, Kossuth was the first city-state to appeal for Norlight intervention and it submitted to the authority of Valeria in TN 1576. The region gained military protection in short order and plans to expand power production for consumption across the league were soon underway.

Today, over ten thousand square kilometers of wind and solar power generators cover what was previously dead farmland, providing electricity to city-states across the NLC. Kossuth has become the service center for the surrounding energy farms, as well as becoming home to some energy intensive industries. Ecological restoration efforts undertaken since the TN 1820s have made Kossuth an idyllic place to live, with the green expanse of the Northern Plain interrupted only by fields of reflectors and windmills. This beauty was scarred in TN 1914 when the city-state came under heavy orbital bombing and was only partially shielded by the local network of aerospace defense towers. The industrial damage has been repaired, but in many areas the carefully managed soil has yet to recover from large scale damage. Several of the local hills still appear brown and burnt, nearly twenty cycles after the conflict.

Kossuth's reputation as an eden of sun and wind attracts a significant number of visitors every cycle, although Norlight Power, the city's governing corporation, does relatively little to accommodate tourism. Locally run bed and breakfasts and hostels have sprung up to fill the gap, however, and the city-state is considered a very desirable vacation spot. Most of these establishments are quite upscale and attract wealthy clients from Valeria, Kenema or Petropolis. One such resort, called Kossuth Lodge, has marketed itself as a corporate retreat and conference center and regularly hosts top executives from Shaian Mechanics, Brok Enterprises and Norlight Zephyr Rail.

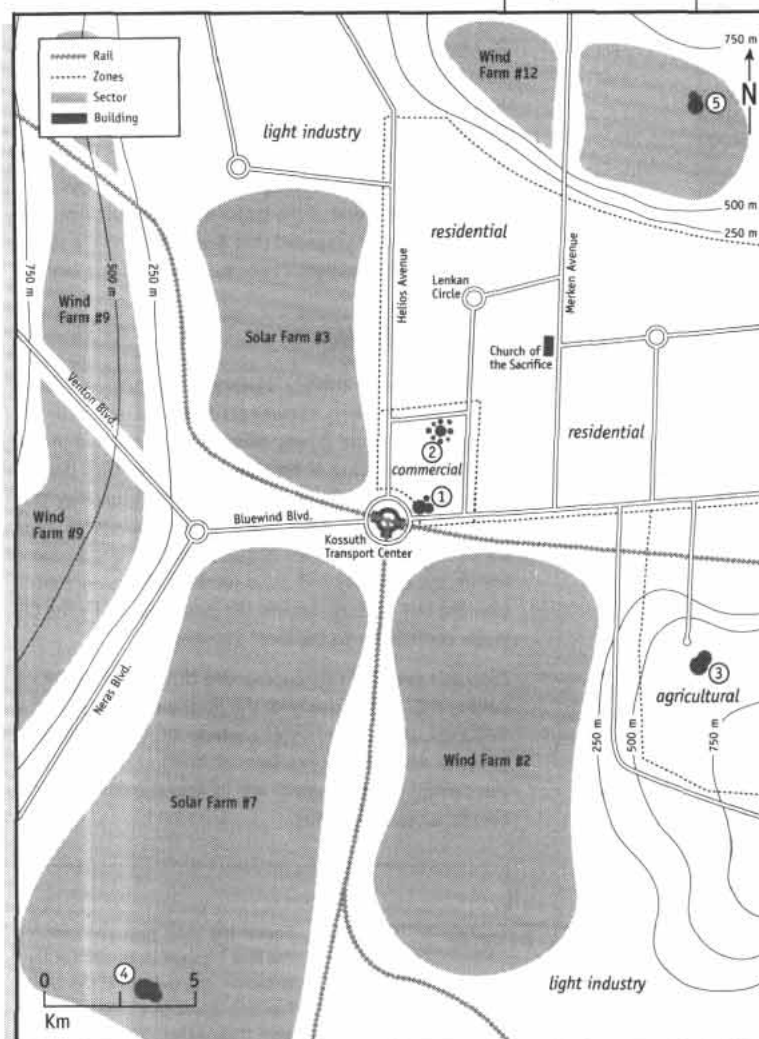
Vital Statistics

Location:	35°30' N, 48°15' E
Founding Date:	TN 609 (Joined NLC in TN 1576)
Method of Government:	Self-perpetuating bureaucracy
Head of Government:	Chief Administrator Tanja Szabo
Principal Industries:	Power production
Population:	420,000



Map of Kossuth

location	Description
1. NP Central Complex	The administrative and business center of Kossuth, the Nortlight Power central complex houses all the administrative offices of the corporate giant as well as many of its power transfer facilities. Underground cables from the various wind and sun farms run through the complex. Power is then sent across the region. The complex also features integrated rail links. The city's laser air defense system is controlled from a bunker under the complex.
2. Kossuth Market	The city's central market is a jumble of permanent and temporary commercial spaces. Vegetables, arts and crafts, clothing and books all compete for space. Saturday is the biggest market day and most locals visit the central square at least once every two weeks.
3. Commune of Light	The Blue Crescent compound known as the Commune of Light features a series of low buildings, solariums and lush gardens. The Commune is led by Zana Yebbras, a respected member of the Order, and counts another 250 permanent inhabitants. It is often visited by celebrities from across the northern hemisphere. Even some Southerners have come to study at the commune, including Dayvid Starr, the celebrated Republican action hero.
4. Solar Complex #7	One of 35 such facilities, complex #7 monitors one of the large solar energy farms. Power is routed from the farm through the complex and toward the NP central complex. Redundant systems allow power to be routed to other complexes as well. Complex #7 is run by Tara Laryme, a NP engineer with 20 cycles experience and a tendency to drink somewhat excessively.
5. Wind Complex #12	Like the solar complexes, this series of low buildings monitors and manages one of the large wind farms. Wind power complexes are usually modeled on classic windmills and appear as series of small towers. Each has a staff of around fifty people. The complex also includes living quarters for staff who wish to use it.



THE CITY OF SUN AND WIND

The laid back and slow moving nature of Kossuth's principal industry has lead to a population known for its easygoing and contemplative nature. Nortlight Power is mostly content to let the civilian population do as they wish. As a result, the city has become an outpost of religious tolerance within the Northern Lights Confederacy. Many religious groups have moved there to escape persecution elsewhere in the NLC and many homegrown cults have formed as well. In addition, Kossuth contains the highest concentration of followers of Massadan Revisionism in the Confederacy. While most of these groups are happy enough to keep to themselves and get along quietly with their neighbors (and NP Security comes down heavily for those that do not, for "disturbing the peace"), there are a few who do not. One such group is The Children of the New Earth, an environmental cult dedicated to revitalizing the dead soil of Kossuth. Its members have been charged with trespassing on other peoples property on numerous occasions and are suspected of several acts of sabotage against corporate energy farms, which they consider an evil metal blight that covers the life-giving soil of Terra Nova.

Beyond basic utilities, such as electricity, water and sewage, Nortlight Power does not provide much in the way of facilities to the civilian population, although NP Security does police the entire city. Instead of supplying these services themselves, Nortlight Power makes regular, large donations to local charities, including a few secular ones, that fill this gap by providing social services such as schooling and shelter for the homeless. Transfer funds from the national government also supplement local funding of charities. Mostly, however, people rely on the support of their own religious or community groups, many of which elect their own governing bodies, even if they have no official power. The degree of community action makes corporate-run Kossuth a very pleasant place to live, often favorably compared to Petropolis. The Adjanni government remains dedicated to ending corporate rule of city-states, however, and has put increasing pressure on Nortlight Power to institute a democratic system in Kossuth.

• THE POLITICS OF POWER

Kossuth and the surrounding energy farms are the property of Norlight Power and the city's administration is appointed by it. Chief Administrator Tanja Szabo, former head of the solar power division, is in charge of Norlight Power's Kossuth operations as well as administration for the city and its civilian concerns. Currently, factions within the conglomerate are in a struggle over Kossuth's future. Many see signs that Kossuth's energy industry will be suffering a depression soon and the company's response to that possibility is undecided. Several of the top executives believe the company should focus on fusion power and abandon Kossuth to its fate, while others believe it has a responsibility to the city and should be working towards developing new industries for the city. Chief Administrator Szabo is amongst the latter group and is working with several of the larger religious and community groups to present a united face to the company. Several local leaders have also proposed that Kossuth become a standard municipality rather than a corporate enclave, unfortunately fueling calls for Norlight Power to pull out of the region.

• ENERGY FOR SALE

Kossuth is almost entirely dependent on energy production for its economic well being. City-states throughout the NLC depend on the energy Kossuth produces and relying on its wind and solar farms has helped keep air pollution down, a fact not lost on Norlight Power, which has discouraged the other city-states from building their own fossil fuel-based power plants. The bombing of Kossuth's power facilities during the War of the Alliance and the subsequent delays in bringing them back on line, however, have left the other city-states wary of depending on outside sources of power production. Many are developing their own low pollution energy sources, such as fusion plants, and there is little Norlight Power can do to stop them. Worried about a possible depression as other city-states stop buying Kossuth's electricity, factions within the company and other locals are investigating other industries to sustain the city-state. The ecological efforts over the last century, despite the damage done by the CEF, has left Kossuth a beautiful locale and tourism has become a major contributor to the local economy.

Kossuth's peaceful existence is also threatened by the growing underworld struggle. The city-state's location in the low Rolling Hills which rise from the Northern Plain make it a prime location for smuggling operations to both the UMF and Badlands. The Kolson cartel controls most local operations and Northern Power's security force has made a conscious effort to direct their operations at limiting Forzi attempts to infiltrate the city. NP security chief Adryan Olais has seen the carnage of a full gang war in Kenema and other cities and is ready to deal with the devil he knows to keep the bloodshed to a minimum.



Zana Yebras ◀

Born in the small Northern Plains community of Applebee, Zana Yebras first became interested in the Order of the Blue Crescent in TN 1907 at the age of 19 cycles. Her father, a military officer, had been falsely accused of treason and stripped of the rank he had worked hard for and sent to a military prison. Zana discovered the Crescent thanks to a traveling scholar who passed through her town at the time and showed her that there were those who lived away from the world of political betrayal and intrigues. In TN 1908, she traveled to Marigold and entered the Great Commune. There she stayed throughout the War of the Alliance, gaining enlightenment at the feet of Kolos the Teacher. She then studied at Temple Heights from TN 1918 to TN 1922. Her personal education complete, she returned north to found her own commune and teach the way of Kolos. The Commune of Light opened in Kossuth in TN 1924.

Fully confident in the path she has chosen, Zana radiates a sense of calm unlike anything experienced by most Terranovans. She speaks softly but with assurance and has befriended many prominent people and Northern celebrities seeking enlightenment and peace. Others sometimes call her Zana the Lightbearer.

The Commune of Light ◀

The clear and bright climate of the Kossuth region and the tolerance of locals have attracted many religious communes, including the Massadan Revisionist Home of Trees and the Jerusalemite Benyamin Community. The most well-known religious community in the region, however, is the Commune of Light, an enclave of the Order of the Blue Crescent. Located twenty kilometers to the southwest of Kossuth itself, the Commune consists of twenty low buildings arranged in a rough circle, all linked by solariums and divided by lush gardens. The Commune is permanent home to over 250 Blue Crescent adherents, including the community's leader Zana Yebras.

The Commune is most famous, however, for its visitors. Many Norlight and Mercantile celebrities make a pilgrimage to Kossuth to participate in organized retreats at the Commune or to seek enlightenment of their own. Only a small minority of these famous visitors are outright members of the order (and easily recognizable by their shaved head and tattoos) but most others claim at least some kinship with the philosophies of Kolos. Revisionist authorities have at times been highly critical of this phenomenon of "crescent flirtation," but the lenient atmosphere of Kossuth has protected the practice from overt scrutiny. This protection is aided by the fact that several key Norlight Power executives are adherents to the order, including Kossuth administrator Tzabo.



5.7 LIVINGSTONE

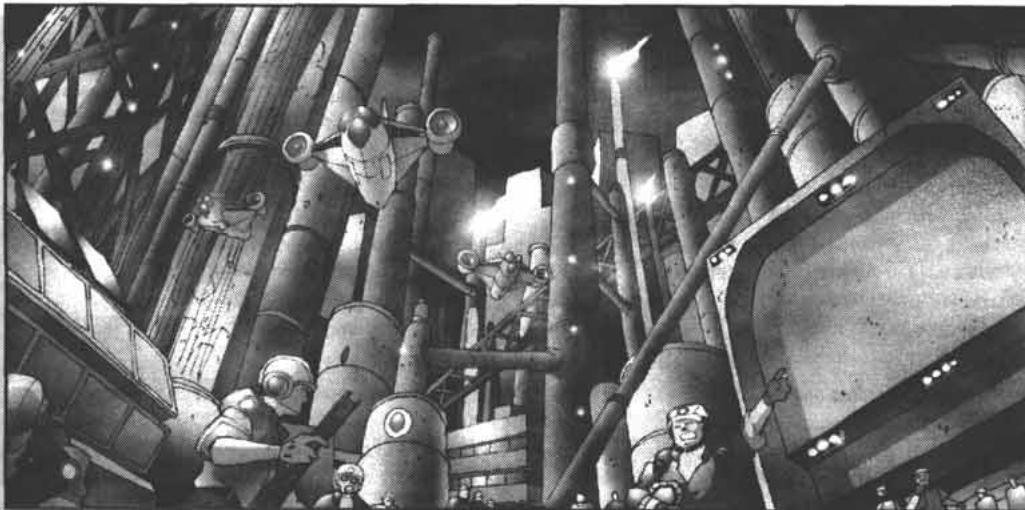
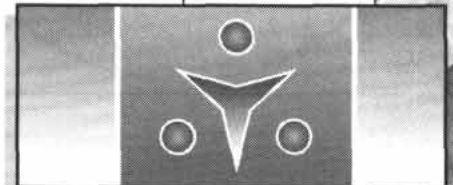
Originally settled roughly 60 cycles after the first major wave of colonists claimed Terra Nova, Livingstone was once a mining colony and extracted large amounts of copper from the surrounding mountains. The settlement quickly prospered, and grew into a city as more and more copper was extracted and refined before being shipped off to other cities or off-planet. Around TN 1300, the supply of copper in the rich mountains began to run dry. Over the next century, Livingstone's economy slowly entered a downward spiral as the numerous mining companies and refineries suffered tremendously. In TN 1455, when Earth abandoned Terra Nova and many of Terra Nova's leaders fled on the few departing gate ships, Livingstone hit rock-bottom and all mining activity ground to a halt. The chaos of Reconstruction nevertheless made Livingstone a power center. Secondary manufacturing (which had subsided off of copper mining revenues) became the center of the economy as the city-state began to build an army and fight a series of conflicts with its neighbors over territory and resources. In TN 1501, Noveren Materials was born and launched a major program of external expansion and internal renovation which made the city-state a local force to be reckoned with. Thirty cycles later however, the Noveren-backed Livingstone Guard fought a losing battle with the Irrian half of the Great Crusade. Internal support for Revisionism among the underpaid workers of the industrial city hampered military efforts and the city was ultimately conquered and integrated into the NLC.

In the early days of the league, Livingstone was a threat because only the Revisionist part of the population actively supported the conquest. Over the next few generations, however, the benefits of Norlight membership became obvious (especially with the rise of power of the United Mercantile Federation) and the Revisionist faith took hold in a large majority of the local population thanks to conversion and self-imposed exile of Livingstone nationalists. By the beginning of the sixteenth century, Livingstone was firmly established as the manufacturing center of the NLC, its second largest city-state and securely patriotic. All these qualities remain true to this day.

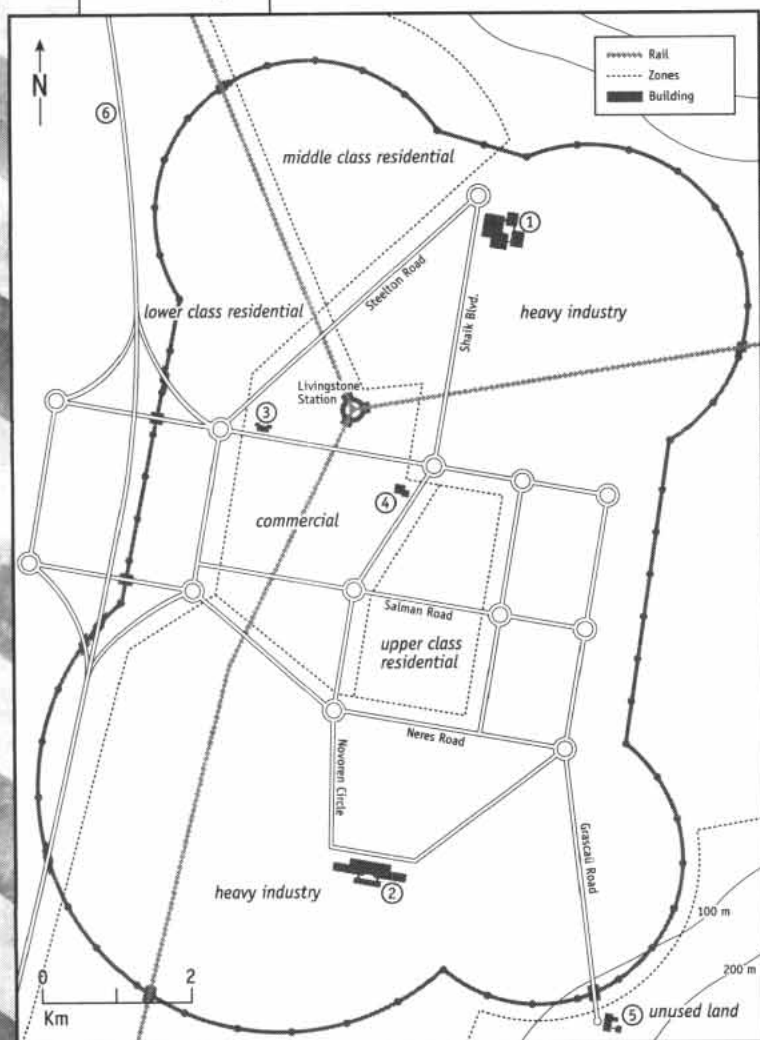
The gray urban sprawl of the aging industrial metropolis of Livingstone has the grim distinction of having been the only Norlight city-state occupied during the War of the Alliance. When CEF troops crossed the Westridge Range in TN 1915, the *Maüler Khans* regiment was slaughtered defending the city-state. The occupation was short-lived because of the Earth forces' over-extended supply lines, but the invaders were able to complete up close what their orbital bombing had begun the cycle before: the destruction of most of the Livingstone factories. The reconstruction efforts in the post-war period have created an odd dichotomy in the city-state, with gleaming new neighborhoods and industrial parks squeezing between ancient, colonial era complexes. Exactly which neighborhoods benefited from limited reconstruction funding was a hot political issue in the immediate post-war period. Much of the funding went to the construction of a large defensive wall which protects the major industrial and upscale housing areas, but not the poorest neighborhoods of the city.

► Vital Statistics

Location:	44° N, 168° 30' E
Founding Date:	TN 552 (Joined NLC in TN 1534)
Method of Government:	Representative democracy
Head of Government:	Mayor Edith Lawrence
Principal Industries:	Heavy industry
Population:	2.7 million



Map Of Livingstone



Location	Description
1. Brok Enterprises	The manufacturer of the Aller MBT as well as a variety of other vehicles and related products, Brok is one of the corporate leaders of Livingstone. Its huge factories have assembly lines several kilometers long and are just inside the fortified wall built after the War of the Alliance.
2. Novoren Materials	A huge steel mill and production facility, the Novoren Materials complex was totally destroyed during the War of the Alliance. It suffered a direct hit from orbit in TN 1914 and all remaining facilities were gutted during the occupation. The new facility, a gleaming agglomeration of buildings, was completed in TN 1923.
3. City Council	A large rectangular building of stone and steel, the seat of the Livingstone municipal government was built early during colonization and displays a utilitarian style characteristic of the period. Considered a classic by students of architecture, the building was miraculously spared from any damage during the war.
4. People's Party HQ	Right across the main boulevard from the city council stands the local headquarters of the People's Party, which served as national headquarters until TN 1854. A colonial era building, it was severely damaged during the war. The painstaking restoration process — aimed at reproducing its original design to the finest detail — is still in progress.
5. Norlight Interstate 76	One of the most critical ground transport axis in the North, Interstate 76 links Livingstone to Valeria to the North and Skadi to the south. This long highway was the sight of the successful defense of Valeria during the war and is infamous for the impromptu car races that occur along its rural stretches. When the region was briefly occupied by the CEF, some locals tried raiding the enemy with customized, armed road vehicles. The exploits of these "road warriors" have become folklore and are the subject of several trideo series and holofilms.

● CITY OF STEEL

Livingstone's populace is comprised largely of factory workers. These blue collar workers, with their highly slurred dialect, are widely perceived to be uncultured and uneducated. The fact that a large percentage of the factory workers spend disturbing amounts of money on alcohol does little to help this poor image. Regardless of their perceived problems, the people of Livingstone are content to some degree with their lives. Some argue that they simply do not know of a better way of life, but locals understand that Livingstonians are ready to struggle to improve their lot but do not want to abandon their own identity. The workers' fight for a better future is expressed politically, in the People's Party, and socially, in the power of the Revisionist Church.

Despite the rowdy reputation of Livingstone's working class neighborhoods, many of the people have embraced the Sorrento Revisionist Church as their guide and savior. The city-state has been a center of fundamentalism since the eighteenth century and the church is the glue that keeps blue-collar society together. Always there to lend a helping hand without a word of question or judgment, the church has managed to make many new friends. Furthermore, strengthening the bonds of loyalty, the church is well known for defending the common man in times of trouble, be it legal or otherwise. Few people in Valeria realize it, but Livingstone is one of the strongest bastions of the Revisionist faith in the North, second only to Sorrento itself.

The smaller middle class and upper class of the city are almost all tied to the large industrial companies such as Noveren Materials and Brok Enterprises. Despite efforts at beautification and patronage of the arts, the city has been unable to leave its "steel town" atmosphere behind it. Most people with disposable income travel to Skadi or Valeria during their vacation weeks to seek out culture and entertainment. Only the blue-collar neighborhoods are really culturally vibrant with street poetry, and small press literature quite popular.

• POWER TO THE PEOPLE

Livingstone is a democratic city-state with elected officials who care for the city, but a great deal of the actual decision making in Livingstone occurs within the People's Party. Originally a labor union representing industrial workers in Livingstone and Skadi, the movement decided to move directly into politics shortly after the creation of the NLC, feeling that the decisions of the government directly affected the workers they represented. As time went on, the union continued to challenge the government's decisions, becoming more and more engrossed in the political scene until the union evolved into a political party. The party's dominance of the scene truly began in the eighteenth century, after a national People's Party burst onto the scene. Since then, roughly four out of every five Livingstonian mayors have been People's Party candidates. Because of this, policy is often decided within party meetings and then brought to city council, where they pass with a majority. This has allowed for coordination with the union and the national movement, but has been criticized as non-democratic by other parties.

Edith Lawrence, the current mayor, is one of the rare opposition mayors. A member of the small Progressive Union Party, she was chosen as a compromise candidate by a city council split by dissent within the local wing of the People's Party and a resulting strong showing of secondary parties in TN 1929. Lawrence has proven a very skilled politician, who has managed to move political discourse to the public forum, at least partially. Presently, the People's Party relationship with her is tense, though not adversarial. Edith often finds herself publicly arguing numerous, seemingly unimportant points of policy with members of the People's Party only to have them support her when it is put to a vote. She understands that they are only ensuring that the people's best interests are considered, but she finds the constant disputes tiring.

• HEAVY INDUSTRY

Livingstone's economy is very reliant on its heavy industries. Two of the largest companies operating out of Livingstone are Noveren Materials, which supplies numerous manufacturers with their advanced composite materials, and Brok Enterprises, which produces a wide variety of manufactured products, ranging from various machine tools to the Aller Main Battle Tank. Livingstone is also supported by a variety of related industries, including a few highly skilled and well-respected technical firms that hide among the massive factories. These businesses have prospered greatly in their dealings with the heavy industries, though there is insufficient demand to draw many training institutes into Livingstone. Consequently, most local consultants and skilled technicians are trained elsewhere, often in the city-states of Kenema or Port Aurora.

Because most of the local population of Livingstone is comprised of factory workers without a great deal of disposable income, Livingstone has a relatively small secondary economy. For a city of its size, it has a very small and drab commercial center and very few malls or other impulse shopping outlets. Livingstone's night life is quite prosperous however; it consists largely of small pubs and bars that appeal to workers coming home from their shifts. Some of these bars are seedy and violent, but most are friendly watering holes, often featuring live storytelling, a favorite Norlight pub pastime.

Livingstone's underground economy is substantial, but not overwhelming. The Kolson and Forzi cartels have moved into and taken over some of the darker corners of the blue-collar neighborhoods, but Livingstone is one of the few cities where the cartel influence has largely been fought off. The unifying banners of the church and the People's Party have cooperated to organize anti-cartel action in the streets, usually consisting of simple but effective harassment. As the cartel war has heated up, however, the dueling gangs have brought in a greater amount of firepower and are less and less willing to put up with uppity locals. The unions have responded by organizing neighborhood watch programs that are thinly veiled vigilante efforts because they have no confidence in local law enforcement, which is largely tied to the industrial conglomerates. Several outbreaks of violence have occurred over the last season and some expect many neighborhoods to turn into war zones in the near future.

► Mäüler Remembrance Day

Every 21 Spring, Livingstone commemorates Mäüler Remembrance Day, a no-work holiday where the sacrifice of the *Mäüler Khans* is remembered. City officials and history enthusiasts organize an elaborate show where actors recreate the battle in which the soldiers of 6th Heavy Gear Regiment, the *Mäüler Khans*, sacrificed their lives. This re-enactment and celebration is held near the Grascaü open-air museum, the site where the Gears of the *Khans* remain as a testament to their sacrifice. In the *Khans'* final battle, the regiment sacrificed itself to fight off a Colonial Expeditionary Force offensive long enough for the citizens of Livingstone to evacuate the city. Several trideo stations air this elaborate, detailed re-enactment of the *Khans'* last battle, a very popular special among duelist fans. Some have questioned celebrating an event where an entire regiment was wiped out, but others point out the selfless heroism that the *Mäüler Khans* displayed in the defense of their people and state that it is in their memory which is commemorated; each attendee celebrating their freedom while remembering those who made it possible. Mayor Edith Lawrence has petitioned, on several occasions, that Mäüler Remembrance Day be declared a national holiday in the NLC, and President Adjanni has endorsed a bill to be presented to congress in the TN 1934 session.

Polaris Pictures, a major studio from Canterbury, has recently begun filming "*Khans*," a multi-million mark holofilm starring Mikal Flynn (best known as the Rover), at and around Grascaü Point.



PETROPOLIS

5.8 PETROPOLIS

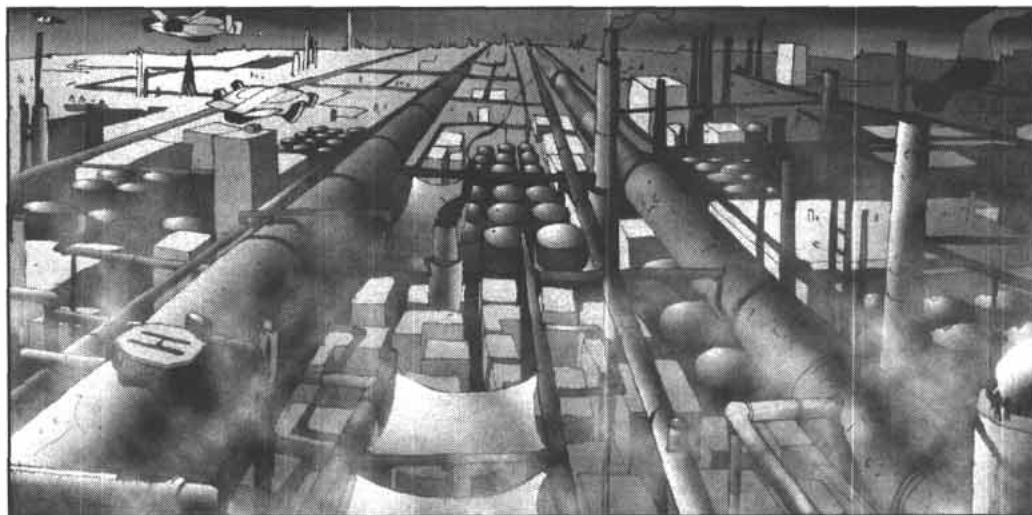
Petropolis holds the honor of being the first city established on Terra Nova's northern plains. Ground was broken on the settlement in TN 499 based on colonial exploration reports that identified it as sitting on a wealthy petroleum deposit. The richness of the oil fields was highlighted when an oil gusher resulted from the very first geological drilling undertaken by ChemCol of Terra Nova (a subsidiary of a Terran corporation). By TN 570, ChemCol had over 20,000 workers living in portable habitats at or near company sites. Several development companies were contracted, and residential and commercial buildings soon filled the gaps between pumping stations. With "adequate" housing and some semblance of a city (rather than a glorified refinery) Petropolis' population swelled. When the colony vessels departed for Earth in the fifteenth century, ChemCol was still in charge and reaping an enormous profit from the massive oil field. Many executives had no problems with remaining on Terra Nova and changed the company's name to Northern Petrochem. Petropolis became a power in the era of Reconstruction, exerting its influence over much of the Irrian Plain until the alliance between Valeria and Sorrento forced it into submission and membership in the Norlight Confederacy.

Petropolis has spent four centuries as a Norlight city-state fighting to remain a corporate enclave. The population is largely made up of devoutly Revisionist workers, but Northern Petrochem seems to worship nothing but its profit margin. In TN 1873, Petropolis was still a glorified work camp, with a very small corporate core providing services for executives and managers while workers lived in dingy, prefabricated lodgings. Then Thor Hutchison arrived. A young priest at the time, Hutchison realized that it was his duty to use his faith to guide Petropolis to a better life. It was not long before Petropolis was the center of Revisionist-inspired labor activity, with the thundering sermons of Reverend Hutchison as its rallying cry. Petrochem initially had no objections; they even made a massive donation to fund the building of a new central church for the local congregation. The trouble started when Hutchison and others began to complain about the deplorable living conditions of Petropolis; namely, the prodigious amount of smog that enshrouded the city. In Hutchison's first major victory, Petrochem was forced to implement several environmental programs (even if only on a limited scale) and to embark on a program of improved housing for its citizens.

Nevertheless, many problems remain unsolved and some laborers have become increasingly disgruntled, their anger rekindling some energy to ebbing religious fervor. Petrochem CEO (and city leader) Emil Grozz-Dutrie is reportedly becoming increasingly unsettled as a result, but others claim that his rapid rise to power in the TN 1880s may be finally coming to haunt him. Indeed, he received a great deal of help from Hutchison and the nascent Prophet's Shield at that time and he fears that they now wish to control Petrochem. Grozz-Dutrie is not a religious man by nature, however, and is most concerned with keeping his power unchallenged. Following the advice of his assistant Marie Gauld, he has stepped back from the public scene and is trying to string the Second Follower along.

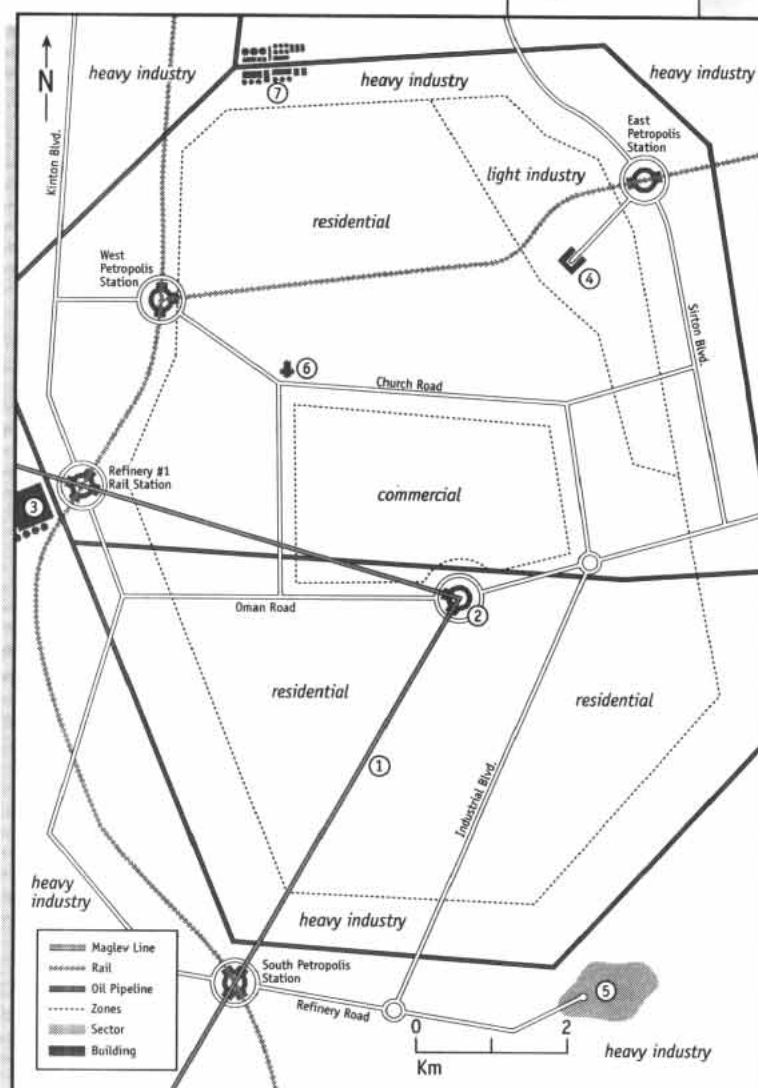
Vital Statistics

Location:	30° 30' N, 148° 30' E
Founding Date:	TN 499 (Joined NLC in TN 1525)
Method of Government:	Corporate
Head of Government:	CEO/President Emil Grozz-Dutrie
Principal Industries:	Petroleum and petroleum-based products, industrial cleansers
Population:	600,000



Map Of Petropolis

Location	Description
1. Beta Maglev	The large magnetic levitation tracks cut right through Petropolis' industrial and residential areas. Northern Petrochem seems unconcerned by locals living near or under the tracks and the thunder of a passing maglev train is a common sound in the streets of the city. Community groups have often complained of this, but their calls for reform fall on deaf ears.
2. Maglev Station	Built in the form of an oasis tower like most Terranovan TransRail stations, the Petropolis station is the destination of pilgrims arriving from Valeria. They continue to Sorrento by traditional train or other mode of transport.
3. NP Refinery #1	The largest building in Petropolis, this giant pyramid dominates the east of the city state. Huge pipelines converge on the Northern Petrochem facility, which houses not only a refinery but administrative facilities. Emil Grozz-Dutrie maintains his offices here as well, isolated from the smog and stench of his city by air-conditioning and thick layers of plexiglass.
4. NW Consortium	The largest labor union in the city-state, the Northern Worker Consortium is the biggest social power in the city-state. Its headquarters is a large office complex in the northwest of the city-state.
5. Refinery #15 (wreck)	Targeted by Mekong Dominion saboteurs, Refinery 15 is now a jumbled mass of twisted metal and spilled petroleum. The wreckage is a no-man's-land inhabited by the homeless and used by criminals.
6. Petropolis Cathedral	Once the pulpit of Thor Hutchison, the large cathedral was built thanks to contributions from Petrochem. Its walls are now covered with soot and oily slime and cleaning efforts are well behind schedule.
7. Refinery #7	A smaller version of refinery #1, this structure receives oil from the other fields and processes it. This structure was also targeted by saboteurs, however this operation failed thanks to the intervention of NorPol agents. Petrochem has further increased security as a result.



● CITY OF OIL

Petropolis' small population belies its size; the city is a veritable warren of pumping stations and refineries, spanning over 20 kilometers. The western skyline is dominated by Northern Petrochem's pyramidal Refinery Number One. The 150-meter-tall construct is part refinery, part pumping station, and part corporate headquarters. Across its sloping facade, gas-dissipating fires burn night and day, giving the structure a hellish appearance. At the city's eastern end stands the Petropolis Central Church, the white stone of its large square frame blackened by years of pollution. Over everything hangs a thick smog, coating exposed surfaces in a thin layer of grease and ash over time. This oppressive atmosphere sets the stage for one of Terra Nova's more volatile societal scenes.

All of Petropolis' employees/citizens belong to the mammoth Northern Worker's Consortium, one of the largest labor unions on Terra Nova. Currently, elements within the Consortium are at odds with Revisionist fundamentalists, who seek to apply the doctrines of their religion to Consortium (and, by extension, Petrochem) policy. A growing number of Consortium members are not at all pleased with the politicization of their religion, going so far as to call it blasphemous. The Consortium itself is thus rent from within, and no citizen is spared by the conflict.

The average Petropolitan is firm in his or her convictions, and thus quick to take sides and quick to anger. As tensions in the city increase, religious and labor leaders have been attempting to soothe the passions of both sides, hoping to forestall any violence. The CNCS and NLC governments are concerned about the situation in a critical fuel-producing center, and have authorized Northern Guard Military Police units to be present at union and religious events. Much to the CNCS' dismay, even these "impartial peacekeepers" are beginning to be polarized.

• CORPORATE POWER

Northern Petrochem's Board of Civic Affairs (BCA), a body composed of various oversight committees, administers the city-state and strives unsuccessfully to remain neutral amidst the growing tumult of Petropolis' political scene. The oversight committees, charged with regulating such things as utilities, environmental measures (which continues to dominate the daily docket) and defense, are the real centers of power and the Northern worker's Consortium has successfully argued for a seat at these tables. The BCA receives daily protests from the city-state's non-employee residents, but their voice is even less powerful than that of the oil-workers and are not even considered citizens. The NWC has been demanding a democratization of the political process in Petropolitan politics, but Petrochem and President Grozz-Dutrie have been very unresponsive, confident that the internal strife within the union has made it weak. To try to further deflect the criticism of corporate dictatorship, the Board of Civic Affairs appointed a non-employee, Samael Kellye, to the prominent board position of Utility Oversight Committee Chief, but this has done little to stem the tide of protests.

Normally, the CEO/President presides over BCA meetings, but Emil Grozz-Dutrie has been absent from these meetings this cycle, leaving things to his adjutant, Executive Vice-President Marie Gauld. Gauld is strangely at ease about the absence of her superior, continuing to speak in his name at all board meetings. Rumors that she is poised to seize power run amok in corporate circles, fanned by her political opponents in the board's religious minority. Her position as NWC's board representative has only strengthened her position, and opponents fear she will make her move soon.

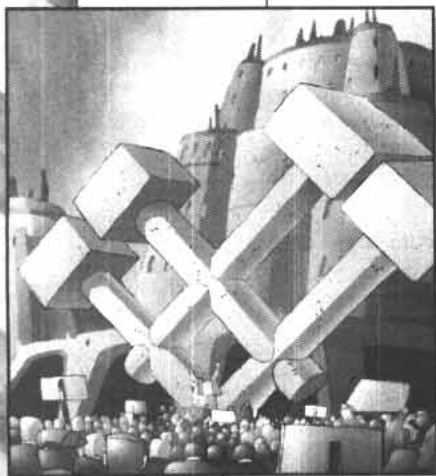
• BLACK GOLD

Petropolis' main export has always been and continues to be its massive flow of petroleum products, chief among them fuels and lubricants. Pipelines run from the city to outlying tanker stations, and from there the products are disbursed throughout the entire CNCS. Production has slackened a bit of late, as Northern Petrochem proceeds with scheduled overhauls of its refining stations. Rumors abound that the petroleum deposit beneath the city is finally running dry, but Northern Petrochem dismisses these as sheer nonsense. The company insists that production has increased exponentially with the advent of better refining procedures and technologies.

The city's other export is industrial cleansers. Several smaller chemical companies, in response to the city's rampant pollution, have been marketing a series of cleaning agents. The most successful has been a petroleum-free magnetic coating that reduces surface friction as well as, if not slightly more than, currently used lubricants. The coating, when applied to building facades, results in clean surfaces even on days when air quality is at its lowest. Another cleanser, Floren 21, is powerful enough in its base form to burn through solid stone, and Northern Petrochem markets it in varying degrees of dilution.

Petrochem has never taken law enforcement that seriously beyond the need for corporate security and has paid the price with a serious crime problem. The Kolson-Forzi cartel wars currently rage in the dark alleys of the worker residences of Petropolis, as both powers try to dominate the local underworld and ensure safe channels for illicit goods. The increase in North-South tensions have also become a problem because Petropolis has become a tempting target for sabotage. Mekong Dominion agents were responsible for the destruction of Refinery 15 south of the city in TN 1929. Petrochem has cooperated fully with efforts to safeguard its facilities from the so-called "ghost teams" of Mekong saboteurs, but seems unconcerned about the cartels and has provided very limited support to NorPol's anti-cartel task force.

The Northern Worker's Consortium



One of the most influential forces at work in Petropolis today, the Northern Worker's Consortium began over two hundred cycles ago. In TN 1727, a small organization to protect worker's rights was formed after a numerous complaints of poor working conditions in ore mines. This simple organization grew in size and scope as laborers from all sectors of industry attained the representation they craved. As time passed, Consortium representatives gained respect in corporate circles and they are now one of the important partners in the Nortlight Economic Development Committee (EDC).

Today, the NWC is among Terra Nova's larger organizations, taking in annual dues from thousands of workers across the hemisphere. In response to a series of pay cuts in Hartmore Motor Company, the NWC initiated a strike that hamstrung the company for nearly an entire cycle. The NWC also holds considerable political power, as hopeful politicians are careful to court its members' favor when campaigning. The People's Party has been closely linked to the NWC on several different occasions. Of late, the Northern Worker's Consortium has gained a darker reputation; rumors of connections to organized crime abound. These rumors are perpetuated by the NWC's continued silence on the subject, as well as the disappearance of several reporters who got too close to the truth of the NWC's debt to the Kolson cartel.

It is this criminal element that has convinced Thor Hutchison, who gained support from the union in the TN 1870s, that the current leadership must be replaced. His allies have launched an internal effort to displace the corrupt union heads. Hutchison's plan is to build the religious faction into contenders and then provide them with the ammunition required to secure the union. To this end, the Prophet's Shield is exerting pressure on Emil Grozz-Dutrie, whose rise to power had much to do with the shadowy actions of the young Hutchison. The Shield has placed Marie Gauld, a member in good standing, into position to put pressure on Grozz-Dutrie.

5.9 SESSHU

In 5618 (TN 1274) Terrence Mortimer, Duke of Westminster, was forced into exile by political enemies in the Concordat. He choose to go to Terra Nova and purchased a massive area of rich farmland in the northern hemisphere in TN 1277 (5621). Duke Terrence was determined to never be bothered by interfering democrats again and created an independent duchy which he called Sesshu.

With rich land and money for development, the Duke soon attracted tenant farmers. Life in Sesshu was easy, and successive Dukes invested heavily in trying to bring a little civilization to their new demesne. In TN 1454, Duchess Teresa managed to hold most of Sesshu's population when the Concordat abandoned Terra Nova by buying their loyalty through Ducal patronage. The Mortimer's family wealth paid the various pensions and over the next two centuries sensible investments allowed the creation of a beautiful, classically styled city of art and culture.

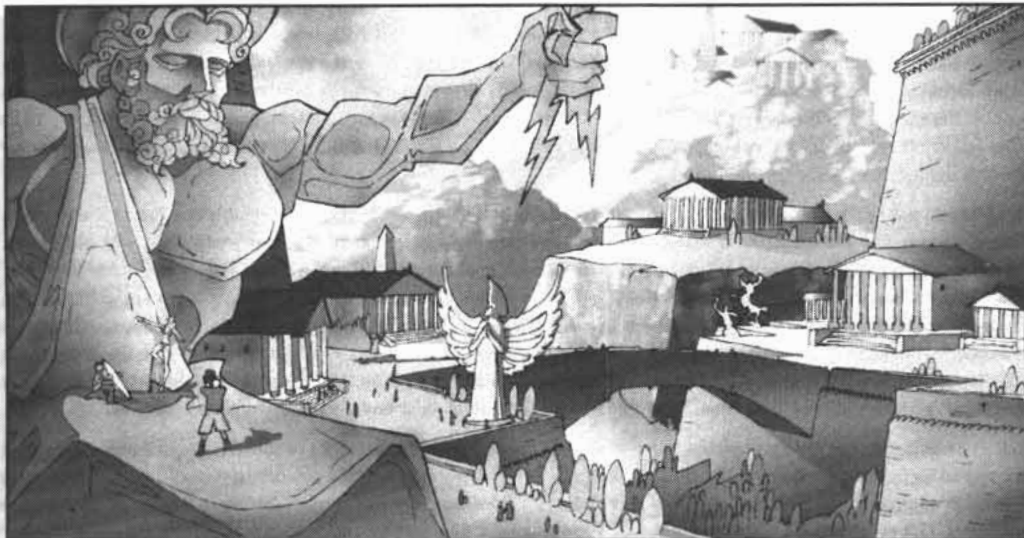
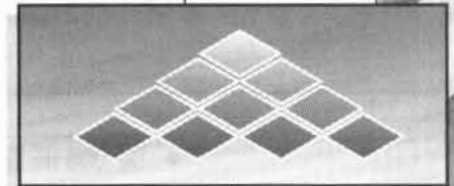
During the 16th century, the eighth duke, named Theodore Mortimer, ran out of money. Duke Theodore had refused to join the Tershaw Cooperative Alliance and had indebted himself to the United Mercantile Federation instead. In the TN 1560s, the UMF announced it was calling the monies owed and threatened to take over the duchy if it was not paid; this was an obvious part of the league's efforts to absorb the TCA. When other TCA states joined either the UMF or NLC, the duke thought he was saved because his "creditors" would not dare invade across NLC lands. Unfortunately, his economy nevertheless collapsed. In TN 1570, the NLC offered Sesshu membership in order to secure its newly expanded borders. While Duke Theodore may not have had his ancestors' business acumen, he still had their political cunning. In return for joining, he persuaded the NLC to take over Sesshu's existing debts and any future costs incurred by social policies. Not understanding the patronage system, the NLC agreed.

With almost unlimited funding, Duke Theodore instituted an even more generous patronage scheme and rebuilt the family fortune. The result has been immense wealth for the Mortimers, a great flowering of culture in Sesshu, extremely strained relations with the rest of the NLC, and a city that is the most beautiful in the north with its classical Greek and Roman architecture, many parks and pools.

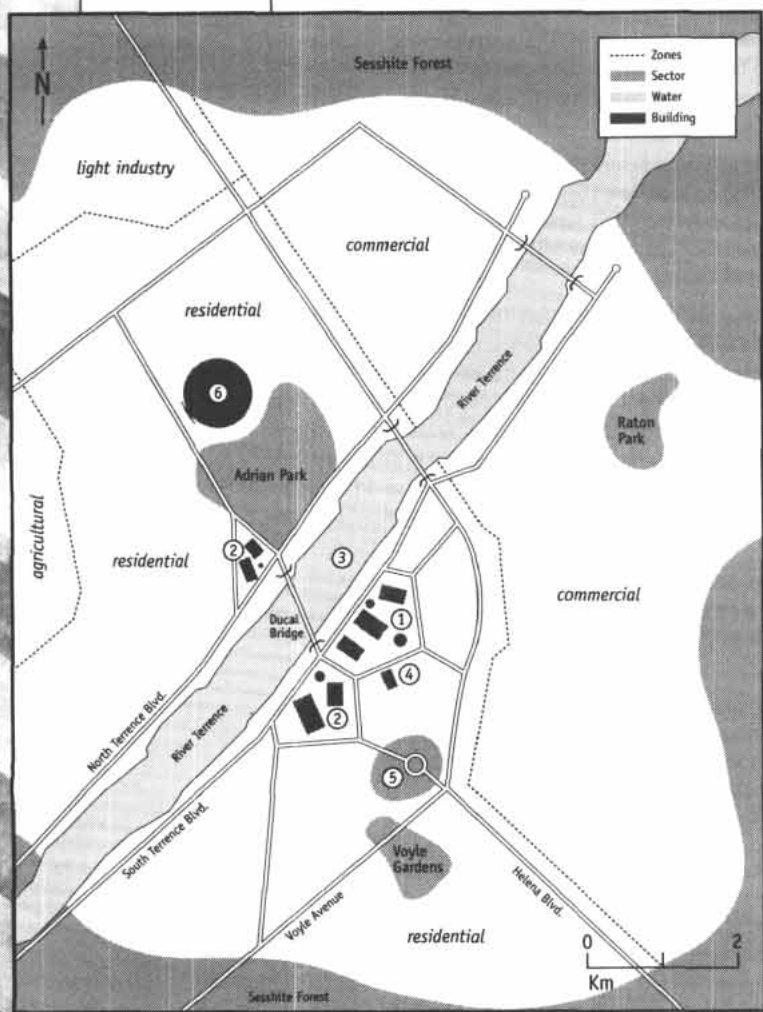
Sesshu is the target of disdain from most mainstream Norlights, who think of it as a den of laziness and corruption. The presence of the Dispensation District — in which prostitution and some drugs are legal — is especially irksome to supporters of the stringent Norlight morality laws. Artists, poets and those who feel constrained by the Norlight lifestyle do find release in Sesshu, however, and the locals are quite happy with their way of life. Nevertheless, pressure is building in Valeria and Sorrento for the national government to force a stricter application of the morality laws.

► Vital Statistics

Location:	38°45' N, 70°30' E
Founding date:	TN 1277 (Joined NLC in TN 1570)
Method of Government:	Hereditary aristocracy
Head of Government:	Duke Tomas Mortimer
Population:	730,000
Principal Industries:	Finance, fine arts, media, tourism, luxury goods, lumber



Map Of Sesshu ◀



Location	Description
1. Academy of the Arts	Well respected despite Sesshu's poor reputation, the Sesshu High Academy of the Arts has produced some of the most famous artists on Terra Nova. Its lush campus is a showpiece of the students' talents and is visited by most tourists.
2. Ducal Palace	The huge palace complex is the home and gallery of Duke Tomas Mortimer. It straddles the River Terrence and is open to the public every Wednesday. Elaborate parties and archaic sports such as polo unfold almost nightly. Huge statues of Greek Gods and other mythological creatures dot the landscape of the palace and the city.
3. River Terrence	A navigable river, the Terrence runs from the Tershaw Range through Sesshu and into the Northern Plain. Elegant boardwalks lined with Grecian columns run alongside the river, with gargantuan statues and large squares adding to the rich atmosphere. Sailing ships are available for day rentals all along the river at low rates.
4. Academy Quadrangle	A small square on the southern edge of the Academy of Arts campus, the quadrangle lies between the original four buildings of the academy. It is now largely a tourist spot and is lined with cafes.
5. Dispensation District	A small neighborhood south of the city center, the Dispensation District is free from most Norlight morality laws. Prostitution and narcotics are both legal and open in the district and are subject to regulations to ensure quality product and good working conditions. The district is very upscale and patronized by locals and tourists alike. Many Revisionists have called the District a "den of sin."
6. Mortimer Coliseum	Built in the classical style, the large coliseum is the site of many local sporting events and music spectacles. Annual cricket competitions with the Humanist city of Raleigh are held here as well. Semi-professional matches continue all cycle in preparation for the competition.

● THE LAND THE DUKE BUILT

Most Norlighters think of Sesshites as effete, lazy, decadent and even sinful. In reality, Sesshites work as hard as any other Norlighters, but for the most part in their own interest. This is usually some artistic or cultural endeavor and to this end they are happy to accept the duke's traditional patronage. Nor is even this completely unproductive since Sesshu has become the special effects and graphic arts capital of Terra Nova and has produced many famous artists, such as painter Tegan Ferrell and the Sesshu Ballet Company. A full third of Sesshites are actually involved in standard industries that support their artistic fellow citizens and their Duke's great wealth. These farmers, brokers, and others are looked up to by their fellow citizens because their labor supports the arts and as a result, the Duke sees that they are richly rewarded through innumerable tax shelters and other benefits.

Sesshites do not see a problem with Ducal patronage and believe Norlighters are just whining since they got conned by Duke Theodore. The real problem is that Sesshite culture has more in common with the South than with the North. Sesshites are agnostic, hedonistic, pacifistic and quite dismissive of the political and religious concerns of other Norlighters. Many Sesshite habits appall Revisionists. Most noticeable is the Dispensation District, a commercial neighborhood in Sesshu in which many national morality laws are suspended by ducal dispensation. Clean and legal brothels, sex showcases and drug bars dot the district and attract tourists and locals alike. Laws are more readily enforced outside the district, but private use of mild drugs, limited prostitution, nude bathing (introduced by Duke Tomas's Ashanitte wife Isabella), and other "unsavory" activities are quite common. Sesshite themselves think of most Norlighters as self-inflated puritans.

Indeed Sesshites do not even participate in most competitive sports with other cities in the NLC. Rugby and cricket were introduced by Duke Terrence and Sesshites still play both avidly. Their only external competition is with the Humanist city of Raleigh and the entire city stops for up to a week for test matches with the southern foe. Several local teams compete during the rest of the cycle and team partisanship has become a very serious concern.

• NORLIGHT ARISTOCRACY

Sesshu is unique in the NLC because it continues to exist as a neo-feudal state. Duke Tomas maintains absolute power over the duchy and other laws only hold sway with his approval. When Sesshu joined the NLC, it was asked to accept national legislation but granted the city the unique right to ignore them. Ever since St. Vincent's War, when Valeria began to exert a stronger influence over the region, the successive dukes have passed several dispensations for their city. The Dispensation District is the most infamous case of this, where almost all national morality laws are suspended. This privilege has often been criticized by national governments, some of which have contemplated unilateral revocation; such a motion has always raised the ire of regional authorities across the nation, many of which would like to see their communities gain the power of dispensation as well.

Duke Tomas is worried, however. He looks east to Sorrento and sees a threat in Thor Hutchison, who has made calls for wider and stricter application of the morality laws, often using Sesshu as an example of a "city gone wrong." Some church members have called for the expulsion of the city from the league, but the Duke knows well that strategic considerations make that difficult. To frustrate Hutchison, the Duke plays a dangerous game of secret support for any opponent of the Second Follower, by which he has become a contact for Chief Justice Stark and Laurent Belli. The Duke is unaware that Stark views Sesshu as a cesspool and is only using him against the "greater evil" in Sorrento.

In the domestic arena, Duke Tomas has few problems, being well loved and employing the majority of his subjects. He is, however, working feverishly to prepare the city for what he is afraid will be the violent resolution of the present Revisionist revival. In the event of violence he is relying on the Ducal Guard and the Northern Guard's 32nd Infantry Division which is based at Sesshu. Through corruption, adroit recruiting and Ducal patronage, he has identified a few "friendly officers" and "reliable soldiers."

• THE WEALTH OF MORTIMER

Sesshu is a very wealthy city. The Mortimers made Sesshu a tax haven to their own great benefit, and many wealthy northerners move there. This concentration of wealth and absence of restrictions has made Sesshu a center of the northern luxury trade, including many activities which are legal only thanks to ducal dispensation. This has produced a brisk tourist industry and substantial southern exports. Legal controls on the sex and drug industries have taken away much of the profit margin of the cartels in the area, but they use Sesshu as a staging area for export and transport of contraband to other Norlight regions. Duke Tomas has recently agreed to full cooperation with NorPol in shutting down this smuggling in the hopes of placating his critics and ensure that the Dispensation District remains clean and safe.

Sesshu's artists are also good, if somewhat unreliable, earners. The graphics industries are especially profitable and the city supports some of the hemisphere's top design and special effects houses. Many large advertising houses and movie producers have offices in the city's business district in order to tap local resources. Sesshu is also Terra Nova's largest producer of arts-related products, such as specialized supplies and quality prints.

The Duchy of Sesshu also supports an extremely rich farming and lumber industry based on extensive productive soils in the Northern Plain and the unique Sesshite Forest which surrounds the city. Luxury products, such as high quality old-growth woods, rare aromatic and ornamental varieties of johar and specially engineered Terran crops, are the mainstay of local agriculture and are exported around the hemisphere and even across the Badlands. Sesshu imports staples from the rest of the league, but also a large amount of specialty goods, including alcohols from Raleigh in the Humanist Alliance.

Managing the Duke's vast fortune is also a major industry, not just in terms of employment, but also for the wealth that floods into the city from his planet-wide investments.

► Sesshu High Academy of the Arts

Surrounding the Ducal Palace at the center of the city, the Academy is a fantastically beautiful facility made from white marble. The largest arts institute on Terra Nova, the Academy is the center of Sesshite life. In any season, up to a third of all Sesshites attend classes, though mostly part-time. As well, there are always hundreds of foreign scholarship students from all over Terra Nova. The Duke's scholarship scheme for disadvantaged youth is very well thought of.

The Academy's Fraternities and Sororities are extremely important with almost all sports teams in the city being run by them and a person's social standing often based on membership. The bars and restaurants in the huge Academy Quadrangle, the multitude of performance spaces, theaters and workshops, and the massive park lands with their many pools are a major center of recreation. The Dispensation District is a short stroll to the south of the Quadrangle and many upscale bordellos target academic clientele.

For an artist to be invited to take up residence in the Academy is the highest point of his career. Such invitations are always the catalyst for a massive party hosted by the artist's friends, which can last up to a season. Once they are in residence, artists are asked to teach small classes and take apprentices. Some of the best sculptors and painters on Terra Nova began by learning at the foot of a Sesshite artist-in-residence. Members of the Academy are regularly invited to the Ducal Palace.



SKADI

5.10 SKADI

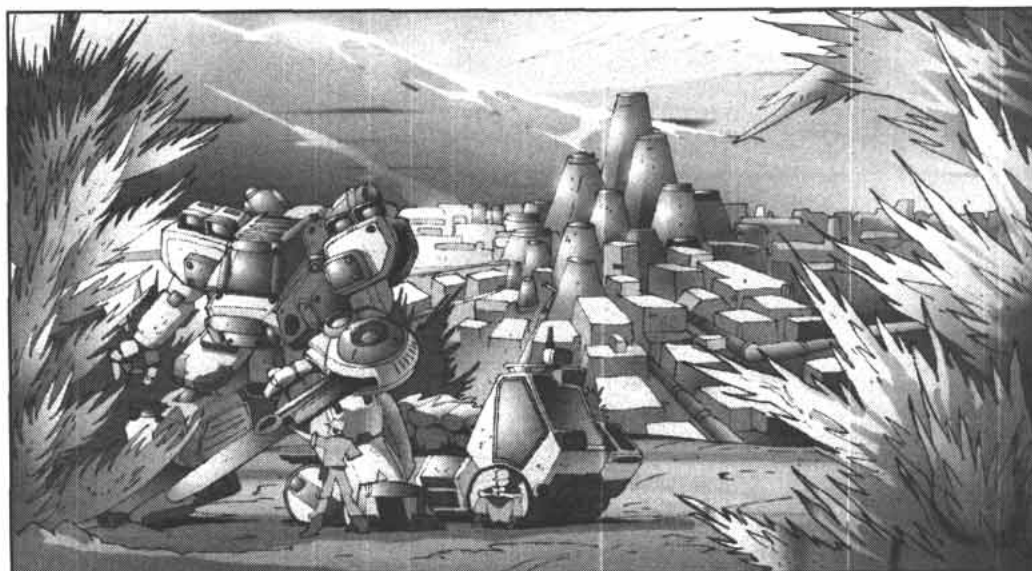
A minor Serpentine Range settlement during the time of colonization, Skadi gained importance after the Terran withdrawal when there was a rapid increase in demand for lumber products. Supply of everything from construction materials to paper from Caprice and Earth suddenly stopped and local alternatives were desperately needed. As demand skyrocketed, Skadi experienced a lumber rush with dozens of start up companies eager to stake their claims to the saguaro forests which hugged the local mountain ranges. With the rapid influx of settlers desperate to make their fortune in the uncertain atmosphere of the Reconstruction era, Skadi developed a reputation as a wild frontier town. Skadi established profitable trade links with Petropolis, Livingstone and Sorrento and considered itself a local powerhouse. Trade with the Irrian Plain ensured that Revisionism would spread as well, and the Gentle Word soon took hold among the hard-working loggers of the city-state. When the Great Crusade was launched to expand the NLC, the local lumber barons were ready to fight for their enclave. Common Skadians wished to join the Revisionist state, however, and took up arms to depose their leaders.

Since its integration into the league, Skadi has remained a strongly Revisionist lumber town. Many of the larger city-states tend to see Skadians as simple folk. The large expanses of low-rent housing which spread in a rough semicircle in the north of city-state tend to support this view, although a more dynamic city core features more refined housing, wide boulevards and several well-known publishing houses and corporate headquarters. The facilities of most lumber mills are situated in the south of the city in large industrial parks. A well-developed commuter system of elevated trains, supported by highways and one subway line, provide easy transportation from residential areas for workers. The major hubs of the transportation network are the focus for small commercial zones which feature bars, grocery stores and small service providers which target workers returning from their shift. The largest of these is Hopton Circle, a large public square lined by cafes, bars and stores. Hopton Circle is also, unfortunately, the center of the Skadian underworld, with many of the cafes acting as fronts for criminal organizations. Hopton Circle has been the site of many murders in the last few cycles and the Kolson and Forzi cartels fight for control.

Environmental protection has been a hot topic in Skadi for several generations. The great saguaro forests that the city's mills tap can only take so much exploitation before they are stripped bare and several groups have battled long and hard to save them. Most lumber companies recognize the need to preserve their resources and practice replanting, but logging remains relatively indiscriminate. Only a few enterprises practice selective logging and have a difficult time competing with their less conscientious rivals. Eco-terrorism, although a fringe phenomenon, is not totally unknown and the Natural Revolution movement has claimed several lives over the last few cycles.

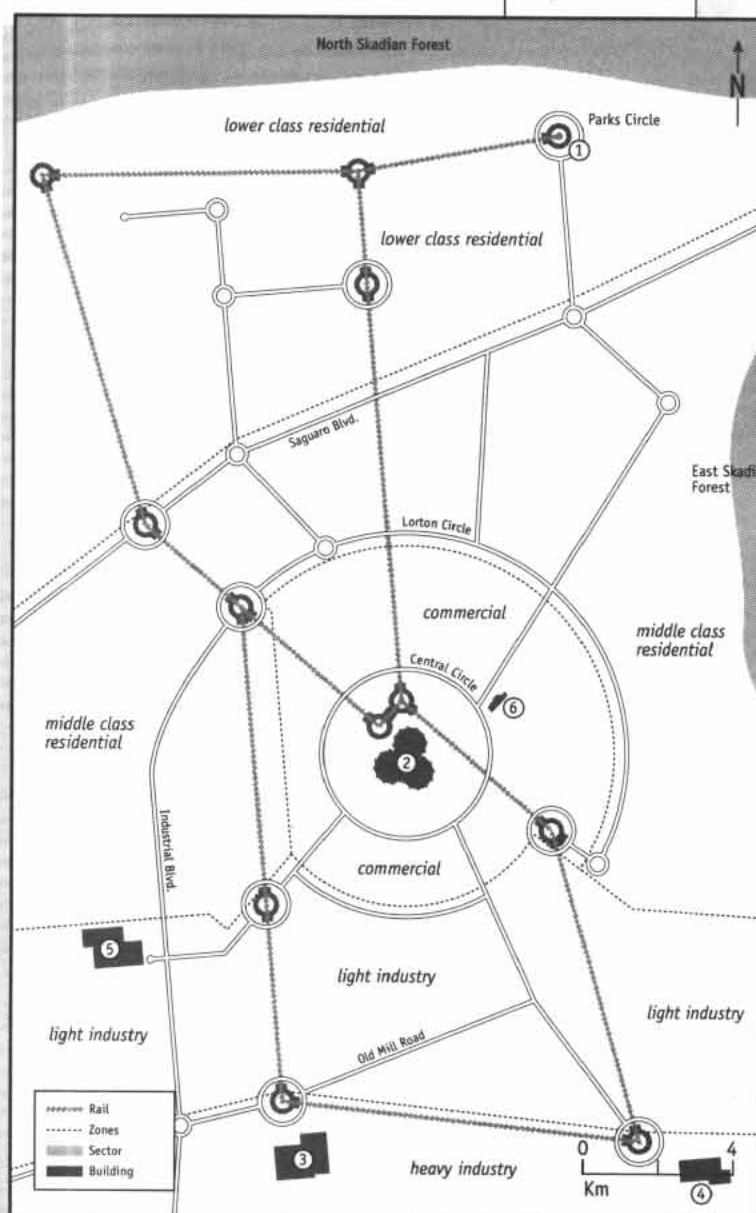
Vital Statistics

Location:	30° 30' N, 157° 30' E
Founding Date:	TN 990 (Joined NLC in TN 1531)
Method of Government:	Representative democracy
Head of Government:	First Citizen David Madsen
Principal Industry:	Lumber, tourism
Population:	1.9 million



Map Of Skadi

Location	Description
1. Hopton Circle	A vibrant commercial area and den of crime and villainy, Hopton Circle is one of the main commuter train hubs for the northern suburbs. It is also the center of Skadian organized crime. There have been several grisly murders at the circle recently.
2. Skadi Towers	The core of Skadi is made up of a cluster of oasis towers that house many of the city's administrative services and a large shopping mall and cultural center. Fine restaurants and hotels compete for space with luxury condos in the top floors. Most of the major lumber corporations have their head offices in the Towers as well.
3. DeMeer Forestry	The mills of DeMeer are the largest in Skadi and process tons of saguaro and pine on a daily basis. DeMeer lumber is sought by furniture makers and construction engineers because of the high quality control at the mills. DeMeer is a favorite target of environmentalist outrage, however, and corporate executives often travel with armed bodyguards.
4. Northern Lumber	Somewhat smaller than the DeMeer mills, the Northern Lumber facilities specialize in pulp and paper production. Paper can be produced from saguaro thanks to a chemical catalyst and run-off from this process has become a serious concern. The company has recently instituted a purification program aimed at saving the local water supply and improving their image. A trideo advertizing campaign aimed at creating just such an improvement has recently hit the airwaves.
5. Skadi Penitentiary.	Behind high walls of ferroconcrete, the Skadian National Penitentiary holds high-security prisoners for the duration of their terms. The top-security wing contains some of the most violent criminals in the NLC and is reputed to be escape proof, although three prisoners have actually made it out over the cycles.
6. Culinary Institute	The top cooking school in the NLC, the Skadi Culinary Institute teaches the art of gourmet cooking in four cycles and its graduates are sought after across the hemisphere. The Institute's own restaurant — the Blase Tavern — is used to train many of the cooks and to teach the craft of restaurant management. It also attracts many distinguished clients.



A HARD-WORKING TOWN

Skadi is first and foremost a lumber town and it presents a rough and tumble image to the world. The population is known for its loud and boisterous ways and the stereotypical Skadian works hard, drinks hard, talks straight and is always ready for a fight. The tough image is reinforced by the presence of large numbers of Badlanders there to see the sights or seek their fortune and the stationing of the infamous *Gun Dogs* Northern Guard regiment in the city-state. Of course, there is a darker edge to this image. Skadi has the highest rate of assault in the NLC, and while it is the fourth largest city-state in the NLC, it has the largest penitentiary. Religious sentiment is also strong in Skadi, and local Revisionism leans towards a very basic and fiery brand. The city-state is presently considered one of the strongest centers of support for Reverend Thor Hutchison and his uncompromising vision of Revisionism.

Despite Skadi's reputation, the city-state is not without its refinements. The natural beauty of its forests is well known and they are a popular camping and hiking destination. Skadians are also known for their sharp wits and fine palates. Skadi's Culinary Academy has produced many of the North's top gourmet cooks and visitors to Skadi are encouraged to try its specialty, roasted treeclimber lizard in hot sauce. The Academy and its competitors and imitators attract students from right across the globe and visitors are always guaranteed of eating well while in Skadi.

• THE POWER OF LUMBER

Skadi's ruling body is known as the Citizens' Council, whose members elect the head of government, the First Citizen. Local politics are dominated by the three lumber conglomerates which each sponsor a separate political party. Northern Lumber narrowly missed out on getting its candidate elected to the office of First Citizen in TN 1931 and have had to put up with SKC Lumber candidate David Madsen. Political divisions are expected to remain strong all the way to the TN 1936 election. Each conglomerate continues to spend a considerable amount of money on their campaigns and each expects their work force to support their chosen candidate. The three companies do cooperate in national affairs, however, especially in their joint opposition to Northern Petrochem. Air pollution and acid rain caused by oil-drilling and refining in the Irrian Plain poses a threat to the lumber and tourism industries in the Serpentine Range, according to Skadian politicians.

These persistent complaints have led to a growing public relations war between the corporate leaders of the two communities and the two city-states themselves. Petrochem has become an unlikely and largely covert supporter of several environmental groups (such as the True Woods Alliance) that campaign for reduced forestry and the creation of nature preserves in the oldest forests in the region. A recent exposé in *Norlight News & Report* revealed that a Petrochem junior vice-president had been directing funds toward the Natural Revolution, a radical group of environment terrorists who have been linked to a campaign of sabotage which has cost millions in equipment and three lives. Petrochem immediately fired the vice-president and cooperated in his prosecution by national authorities, claiming that he had been acting entirely alone and without corporate support.

• MARKS FROM THE WOODS

Skadi's economy is dominated by lumber. The dozens of small companies of Skadi's first boom have long since disappeared and logging is now controlled by three large conglomerates: Northern Lumber, DeMeer Forestry, and SKC Lumber. That the entire Skadi region has not been deforested over the past 500 cycles speaks well for the environmental campaign the Skadi government has enforced. Logging is carried out in a controlled, systematic manner and the logging companies are required to fertilize the logged areas to encourage regrowth of the saguaro trees. The entirety of the regional forest is slated for exploitation, however, and environmentalists claim that although reforestation keeps the forest alive, preserves are necessary to maintain a natural ecosystem and allow animal species to survive. Skadian government and lumber corporation spokespeople argue that such preserves would seriously threaten the local economy and suggest that the Sesshite Forest be used as protected grounds for animal species.

While some of the lumber is immediately exported, the majority is processed in Skadi, with a large number of companies producing a bewildering variety of products from furniture to toilet paper. One company even makes custom wood grips for hand-held Heavy Gear weaponry, which are very popular with Duelists. Skadi is also home to the league's top paper-press publishers, including Bayron Publishing and Jag Books. Skadi's rough and tumble reputation has, unfortunately, been welcoming to an underground economy with contraband, drugs and prostitution becoming major moneymakers for Forzi and Kolson cartel-controlled criminal organizations.

Gun Dogs



Part of the 2nd Border Division, the 55th Heavy Gear Regiment, better known as the *Gun Dogs*, is highly unusual amongst Northern military units. It is almost entirely composed of "reformed" criminals seeking a quick end to their punishment. A one cycle enlistment is enough to secure parole for minor crimes like theft or assault, leading up to five cycles service for crimes such as manslaughter, although the most serious crimes such as murder, rape and treason are not eligible for duty.

During wartime, the *Gun Dogs* are assigned difficult (sometimes suicidal) missions, but during peacetime the high command tries to forget they exist, leaving them mainly to their own devices. As might be expected the *Dogs* are a rowdy lot, and while they do an adequate job of defending Skadi, they often cause trouble themselves. In a joint operation with the Skadi police force to shut down an underground dueling arena, the *Dogs* prevented the police from stopping a duel in progress and promised to let the winning Duelist go free if she could defeat the *Gun Dogs'* own Duelist.

Despite this, Colonel Gaël Malabar-Synn, said to be stuck in this dead-end command because she is an outspoken atheist, manages to maintain fairly strict discipline, especially since she is usually backed up by the regiment's duelist, Ranger Robert Guiscard. The basis of the colonel's influence over Ranger Guiscard is rumored to be everything from sexual favors to death threats against his family.

Ranger Guiscard himself is a former prisoner like most of the *Gun Dogs*. His brother (and racing partner) died when the suspension of his Gear gave way during Kallahan's Loop. An official investigation ruled it a mechanical failure, but Guiscard knew that it had been sabotage engineered by his brother's chief rival. He answered death with death and was sentenced in TN 1909; he was also stripped of the TN 1907 Death Track title.

When the War of the Alliance ignited, Guiscard applied for the *Gun Dogs*. His crime has disqualified him for promotion and he has been a ranger for nearly fifteen cycles now, but his unit considers him to deserve far greater recognition. In TN 1925 he was made Duelist of the regiment with the approval of Colonel Malabar-Synn; he has remained in that post ever since.

5.11 SMOLENSK

At the start of Reconstruction, Terranovan colonists were desperately trying to survive. They spent a great deal of energy to preserve the agricultural programs begun in colonial times. Smolensk started as an agricultural commune of a dozen farmsteads, arranged about a processing center, powerplant, and a waystation complex on the beta maglev line. Agriculture in that part of the Irrian plain was difficult at first; some crops tended not to take to the particular blend of minerals. The Smolensk station, however, had served as a colonial research center and much of the research materials (and the research staff) remained on Terra Nova. Soon enough, wheat, grain, johar and a few other hardy crops flourished. Smolensk's processing center soon tripled its output, and the countryside for miles around shimmered gold with fields of grain.

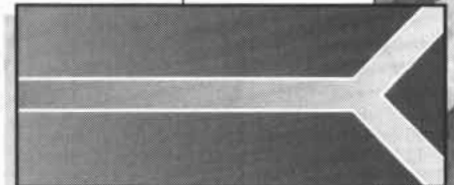
It was not long before Smolensk was the "breadbasket" of the entire Irrian region and a political and economic power in its own right. The city's access to the maglev line meant ample trade with other cities, not to mention an influx of farmers looking for fertile pastures and foodstuff companies looking for new suppliers. The single processing center was soon replaced by multiple granaries and more modern facilities, producing everything from bread and cereals to ethanol. The resources of the city (huge fields of grain) were highly vulnerable to attack, however, and Smolensk had to submit to Petropolis in TN 1510. Revisionism spread to the community from Sorrento and the local farmers welcomed integration with the NLC in TN 1525. The city grew in size and scope as a league member to accommodate the increased traffic, and Smolensk soon became a major rail center. Norlight Zephyr Rail, one of the largest rail companies on all of Terra Nova, was founded and remains based there. In TN 1898, NZR's *Longhorn*-series engines came on-line, boasting unmatched speed and hauling power.

Smolensk has been able to parlay its position along the beta maglev line into a great trade advantage. Using the maglev as an easy link to Valeria and Smolensk, the city-state has also established rail lines to Livingstone, Kenema, Skadi and other places even further afield. Although not all trade in the league need pass through Smolensk, almost all materials shipped long distances across the nation ride through the city-state in one capacity or another. Only sub-orbital air cargo shipping presents a real competition to the Lenskan-dominated rail network and such an alternative is only viable when speed is of the essence.

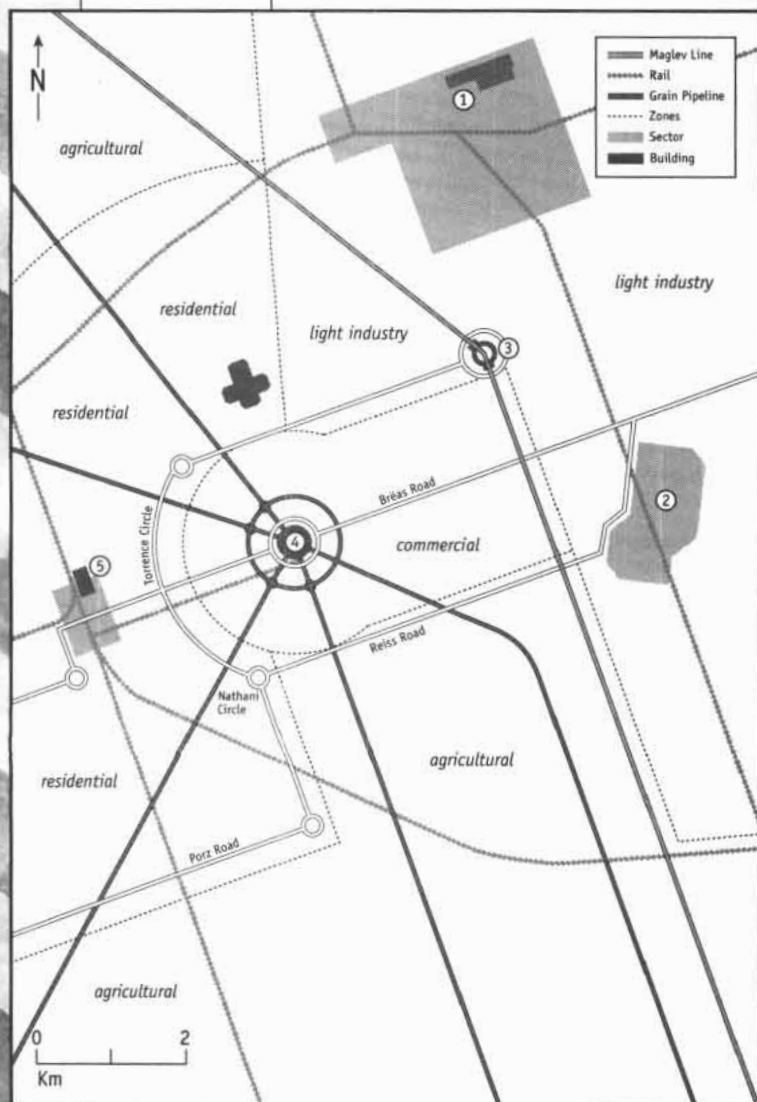
Currently, Smolensk is prosperous. A city of around 1.3 million, it still manages to maintain a sort of rustic charm about it. The Smolensk Civic Center, while not particularly large or modern, is still grand and well maintained. Smolensk also boasts the most architecturally diverse collection of old churches in the CNCS; the beautiful structures, hundreds of cycles old, have been the love of architectural student and religious enthusiast alike.

► Vital Statistics

Location:	45°45' N, 133° E
Founding Date:	TN 1503 (Joined NLC in TN 1525)
Method of Government:	Representative democracy
Head of Government:	Mayor Gaston MacCrae
Principal Industries:	Agricultural products, rail transport
Population:	1.3 million



Map Of Smolensk



Location	Description
1. NZ Rail Yards	The largest commercial rail yards in Smolensk, the Norlight Zephyr facility features switching and repairs for trains traveling on the NZ lines as well as production facilities. The new Longhorn engines are produced here along with many other locomotives and cars.
2. The Train Yard	The Smolensk Rail Vehicle Repository and Holding Facility is a junkyard of old trains and locomotives. The yards are used by both the military and local underground promoters for Gear dueling. Local law enforcement tends to let these technically illegal activities slip by as long as they are kept to a small scale. Some police operations are underway to shut down the duels thanks to the zealousness of a few Lenskan police officers.
3. Maglev Station	A typical Terranovan TransRail maglev station, Smolensk station looks like a large oasis tower. The station also features helipads on the roof. Underground grain pipelines connect with the Central Grain Exchange.
4. Central Grain Exch.	The economic heart of Smolensk, the Central Grain Exchange building is fed by a huge network of grain pipelines that brings the product of the surrounding fields to the city's heart. Farmers dump their product into the solar-energy powered wind tunnels and receive chits for credit based on weight. CGE officials then assess quality and determine a rate of payment for the chits from a particular processing station. Whole regions are penalized for bad crops, a policy which encourages collectives to monitor their members. Some have criticized this policy.
5. Smolensk Core Station	The heart of the Norlight rail system, Core Station is a massive complex of passenger and cargo facilities. From here, rail lines reach across the league. The current station was originally built in TN 1790 and is a prime example of the Kyras revival style. Damage from the War of the Alliance was recently repaired. Debate on the restoration lingers, however. The "new" station features several added structural reinforcements that increase safety but mar the design.

• LIFE ON THE LAND

Smolensk is a city-state of "broad backs and strong arms" where the honesty of the people is surpassed only by their work ethic. The typical Lenskan (as locals call themselves) speaks slowly, tending to extend their vowels. Coupled with their generally easygoing nature and devout religious beliefs, this leads outsiders to perceive them as dim-witted bumpkins. Nothing could be farther from the truth. While they seem outwardly slow, Lenskans are amazingly clever thinkers, which accounts for the many innovations in their grain production processes. A common Lenskan boast is that a Lenskan farmer works half as hard, twice as smart, and harvests six times a cycle.

A major part of Lenskan society is their religion; the natives are devout Sorrento Revisionists, and every Wednesday (the traditional prayer day) sees standing-room-only conditions in the city's grand churches. Therefore, Lenskans tend to adhere strictly to a code of social etiquette, and scandalous behavior could (and has) ruined the most powerful farmer baron. Their adhesion to Revisionist doctrine, coupled with their system of ethics, makes for a strong society. The Lenskan sense of community is legendary and reflected in their adage that "if one Lenskan makes a wrong, ten will make it right" holds true. During the War of the Alliance, Northern Guardsmen from Smolensk displayed the greatest sense of teamwork, and were often the last to leave the battlefield when covering a retreat.

Ironically, it is their religion that is the root of their problems now. Northern Guard units stationed there, composed primarily of foreigners, are not quite as pious as their hosts. This leads to problems when soldiers with too much time on their hands go looking for action among Lenskan women, or otherwise seek to blow off steam.

● HOUSE OF CARDS

The Lenskan political scene is dominated by the House of the People, a volatile legislative body made up of the city's most prominent citizens. Mostly these are captains of industry and some religious potentates. The Executive Council presides over the House, of whom the Mayor is the chairperson and sole voice. It is left to the House members to draft legislation representing the interests of their constituents, and the Council to modify it appropriately and approve it. While it sounds orderly in practice, House meetings are actually chaotic and little is usually accomplished. The real legislative process takes place behind the closed doors of respective House members' offices. The Council's judicial wing, the High Three, oversees all legal proceedings that have made it above the district level (making it the highest level of the appellate system before national courts), and their rulings are regarded as law. Council elections are held every ten cycles, and mayoral ones every seven, so the mayor's term effectively straddles Council elections.

The current mayor, Gaston MacCrae, is a singular case in Lenskan political history. Mayor MacCrae is the only politician to ever refuse his stipend, and insists on working on his own farm in addition to his civic duties. MacCrae's most powerful opposition comes from Nora Pondermast, a councilor who is clearly identified with the interests of the area industry. MacCrae has delayed plans for a new rail yard north of the city center that would entail the construction of additional lines through agricultural lands. Pondermast has used this decision to attack the mayor's record and accuse him of condemning railway workers to limited employment. As far she is concerned, the mayor has no respect for those who do not work for themselves and the land.

● GRAINS AND TRAINS

The core of Smolensk's industry is its agriculture. Over sixty percent of the city-state's gross domestic product comes from the fields and orchards surrounding the city. Surprising to most market analysts is the growing number of farmers who sell a percentage of their crops not to foodstuff manufacturers, but to corporations specializing in the alternative technologies. This growing market consists of products ranging from pharmaceuticals to fuels, made from the distilled oils and chemicals of common crops. One of the fastest-growing companies in Smolensk is Anders-Derrick-Marshall, a chemical/pharmaceutical firm whose newest product is an anti-viral agent made from a combination of organic-based chemicals.

Smolensk's other major industry is rail transport, which supports a wide range of economic activity. Being the rail capital of the NLC and featuring a maglev station at its core, Smolensk is in the unique position of being the center of trade for much of the league. As such, it has a bustling downtown commuter populace, as brokers, freight companies, and major businesses go about their daily activities. This massive influx of business travelers also means a boon for private, tourism-based businesses. Hotel owners make a tremendous profit, and Smolensk boasts a wide variety of nationally known restaurants and cafes. Illegal trade is also important in Smolensk, with contraband shipping along with grain and cargo. The Kolson cartel still has firm control over the Smolensk underground, where Marlon Goras, a junior member of the Wounded Knee organization, rules directly from the Kaitan Club downtown.

► The Train Yard

As Smolensk plays host to several military units, including the 27th and 55th Northern Guard Gear Regiments, it is only natural that the aforementioned units should find someplace out of the way to hold their duels. That place is the Smolensk Rail Vehicle Repository and Holding Area, also known as the Train Yard. The Train Yard is a dumping ground for outmoded or otherwise irreparable maglev and rail trains. It is a deserted warren of dark tunnels, rusted-out trains, and massive holding chambers, delving over 400 meters straight into the ground. The facility is almost completely unmanned, and is located just beyond the city limits.

This makes it the perfect forum for Gear Duelists to resolve their differences, without fear of disturbing the city's general populace. The first duel to take place here was in TN 1919, between Miria "The Hammer" Khorlas, duelist for the 55th Regiment *Scorpio Stingers*, and Falco Ramias, the 27th Regiment *Gear Grinders* duelist. The two fought it out for over four hours, first with Heavy Gears, then rapiers, and then hand-to-hand, with "Hammer" Khorlas finally winning the day.

The military has not exerted any real control over the Yards, however. Marlon Goras has jumped on the opportunity to profit from the reputation that has grown up around Train Yard duels and has organized several gladiatorial matches. Lenskan law enforcement officials have tried to crack down on the practice, but the duels are held in different parts of the large yards according to a schedule only the gambling crowds seem aware of.

Law enforcement in the Yard has also been made difficult by the reality that only a few members of the Lenskan constabulary have any real interest in the crackdown. Most are of the opinion that some black market dueling — as long as it remains at a modest scale and away from the town proper — is of no harm to anyone. Marlon Goras is well aware of these limits and permits only duels between two pilots and avoids the use of truly devastating weaponry. Casualties are kept to a minimum.

The Forzi cartel has yet to make any real inroads in Smolensk, but it has sent several troublemakers to the city-state. One such agent is a freelance Duelist named Jona Faël. He has recently appeared on the Lenskan dueling scene and challenged all comers. He insists on showy combat and does his best to attract attention to the Train Yard.



SORRENTO

5.12 SORRENTO

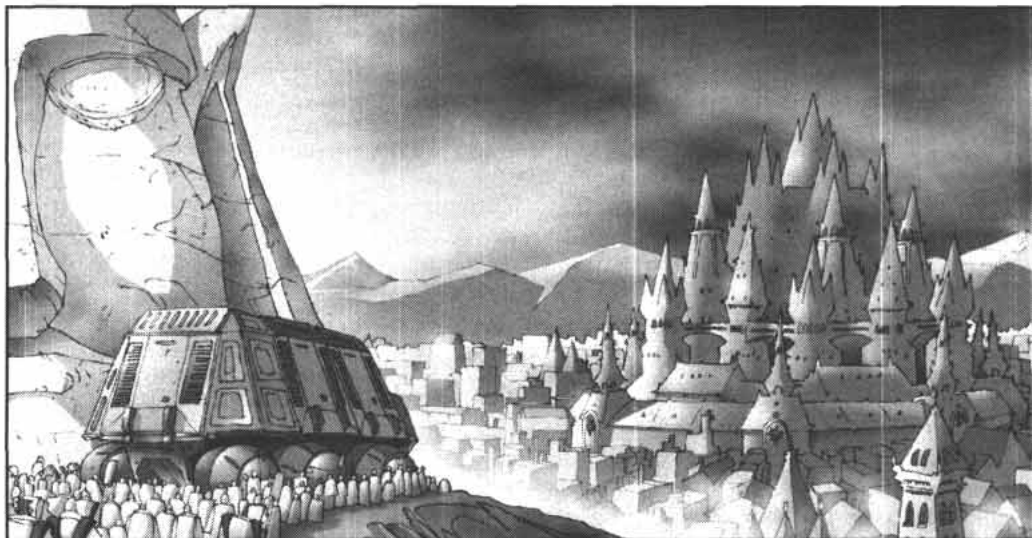
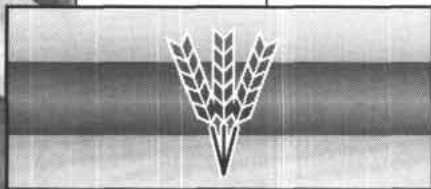
The center of the northern branch of the Revisionist Church, Sorrento is a large agricultural community located in the south of the Irrian Plain. Sorrento began its existence as a region of farming hamlets and retains that atmosphere to this day. In fact, no traditional city exists in Sorrento. Rather, a small trade, visiting, pilgrimage and administrative center serves as the core of an expanse of farms, homesteads and small villages which forms the bulk of the city-state. These settlements are tied together by an extensive road and rail network and a subsidiary system of footpaths. Churches small and large dot the community, many of which were built to commemorate events in the Prophet's or Nathani's life. The largest of these is the Church of the Third Miracle which was originally established by early Revisionists and expanded by Nathani Reiss and his close acolytes upon their return to the community. The original Second Follower preached from a small and humble church, but it has been added to and extended over the centuries so that it now is a huge facility which serves as the center of the Revisionist faith. The largest addition was made in TN 1651, when the Fouadian Monastery was added to the structure. The monks of the Order of Fouad serve as the church's greatest scholars and are dedicated to serving as theological advisors and researchers for the Senior Reverends and the Second Follower.

The city-state of Sorrento itself is barely older than the Northern Lights Confederacy, but the area it covers has been inhabited since the eighth century. When Nathani returned to Sorrento during his Second Peregrination, he found a community that was living in terror. Badlands rovers and the warlords of Petropolis and other communities saw in the rich farms of the southern Irrian Plain a resource to tap. Individual homesteads were vulnerable to attack and few could withstand any concentrated effort by well-armed opponents. Nathani and his followers gathered together many of the local family heads and convinced them to put aside their differences and cooperate to preserve their region from external threats. The Gentle Word of Revisionism helped unite once fractious neighbors and tentative alliances were signed. Nathani established his community in his native hamlet of Sorrento and the surrounding communities eventually joined under the banner of "Greater Sorrento." Since the rise of the NLC and the spread of Revisionism across the North, Sorrento has grown and the original hamlet has now become the core of the modern city-state.

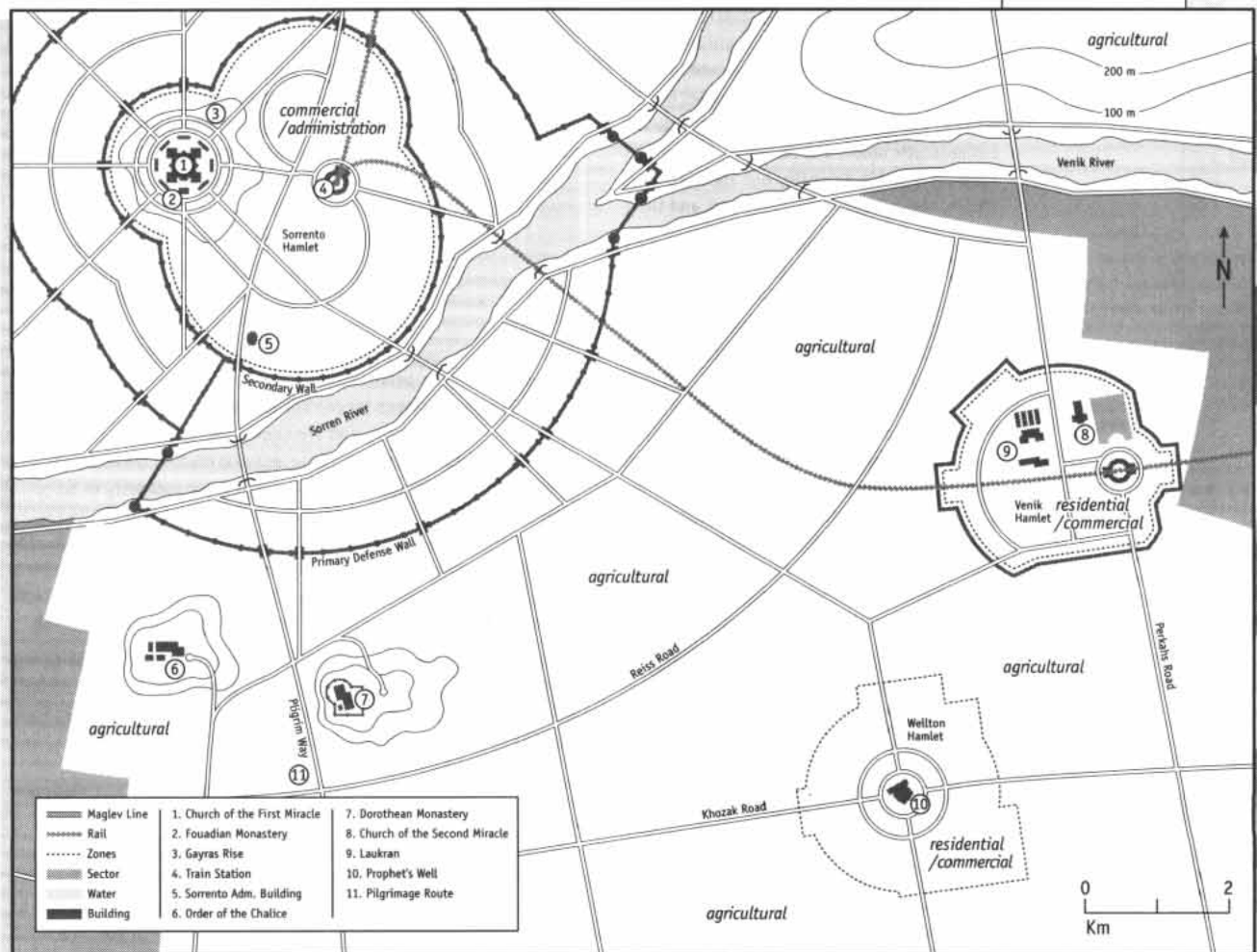
Despite major expansion, the city-state still maintains some evidence of its rural origins. Agricultural land separates the major hamlets, with homesteads and grain silos dotting the country-side. Defensive walls have been erected around some of the major hamlets, while others remain largely exposed to attack. Major paved roads have replaced what were once dirt trails, however, and a network of highways divide the various johar and wheat fields. Sorrento is also home to a series of small hills and rises, many of which feature prominent religious architecture. The Church of the Third Miracle sits on one such rise, as does the monastery of the Dorothean Order.

Vital Statistics ◀

Location:	20° 45' N, 147° 45' E
Founding Date:	TN 1508 (Joined NLC in TN 1525)
Method of Government:	Revisionist theocracy
Head of Government:	Second Follower Thor Hutchison, Brother Ali Gujil (administrator)
Population:	660,000
Principle Industries:	Agriculture, pilgrimage



► Map of Sorrento



● THE CITY OF THE CHALICE

Religion is everywhere in Sorrento. The central community which acts as the hub of the city-state is literally crowded with churches and accommodations for pilgrims. Four so-called Miracle Churches — built on the sight of miracles performed by the Gentle Prophet — create other knots of religious architecture, while various monasteries and church-run buildings complete the picture. In fact as much as 15% of the local citizenry are priests, monks or lay officers of the church. Despite this omnipresence, religion is not the be all and end all of Sorrentan life. The city-state is in fact a large agricultural region thriving off of johar and wheat farming. In day to day life, many of the locals are more concerned with the state of their crops than that of their souls. Recent downturns in the price of green johar (after bumper crops in Smolensk and the Northern Plain) has led to a certain amount of displeasure among the locals. Conflict between the agricultural and religious sectors of Sorrentan society usually remains at a low-level, but as the church gains more power across the league, some of the parties involved have decided to up the ante. The New Farmers Union, a local agrarian group linked to the People's Party, has recently taken it upon itself to push for a greater say for secular citizens in the affairs of the city-state. The NFU is well aware that the church's political agenda means it cannot afford to fight a protracted social struggle in its own backyard and feels that administrator Gujil will simply give in to minimize public attention. Gujil, however, is willing to take on some threats of strikes or unrest until he is forced to call on the Prophet's Shield's more shadowy methods, be it blackmail or something altogether more permanent.

Even among the farmers, however, matters of the soul are very important. The presence of so many religious sites, clerics and pilgrims inspires many locals to question and examine their own faith. Ironically, this tendency makes of Sorrento — the heart of the church — the greatest concentration of sectarian activity and alternative interpretations of the faith. Locals are hungry for further understanding of the Gentle Word and priests, wise-people and hermits who come with a new message can easily find adherents. The latest of these trends is Apostolic Revisionism, a small movement inspired by Adrianna Xing, an Easterner preaching in Massada.

● FAITH AND INTRIGUE

Sorrento often seems a simple extension of the Byzantine world of church politics. The lay citizenry of farmers, merchants and retailers have their voice heard through small councils which represent groups of hamlets. These councils report and send representatives to the Community Council, which is chaired by Brother Ali Gujil, a monk charged with the day to day administration of the city-state by Second Follower Thor Hutchison; Gujil is also the Sorrentan envoy to the Council of Mayors. The Community Council also includes representatives from the major religious organizations, including the various monastic orders and churches. The council is a purely consultative body, with full powers being invested in the Second Follower and his delegate, but the church tries its best to respond to comments from the citizenry. In terms of daily affairs, the system works quite well and the community of Sorrento is run rather efficiently.

The real power plays, however, occur away from the eyes of lay people in the heart of the church itself. The Second Follower's favor is constantly being curried, but he too must deal with the entrenched power of certain church sectors. The church finance department, for example, controls the purse strings and is notorious for its independence. The major monastic orders also have a great deal of power and their influence over the Senior Reverend's Council (the church's highest body) is legendary. The Prophet's Shield, Hutchison's fundamentalist religious movement within the church, was founded to combat the labyrinthine politics of Sorrento which tend to paralyze the church and its leaders. Nevertheless, several powerful leaders have not yet fallen in line and a struggle continues for control of the faith. Hutchison's greatest political concerns are two powerful groups of monks, the Order of the Chalice and the Laukran Brotherhood. The Order of the Chalice is dedicated to the preserving and studying the glory of Nathani Reiss; they research his life, preserve artifacts from it and maintain many of the important sites of his life. This latter function gives them great authority in Sorrento and their research makes their theologians highly respected. The Order has started to issue statements that challenge the righteousness of political action in the name of faith, a thinly disguised critique of the Second Follower's agenda. The Laukran Brotherhood is a highly contemplative order (consisting only of celibate men) whose most prominent member is Maximilian Bengali, who served as Second Follower from TN 1897 to 1899. Bengali, who believes in reunification with Massada and total pacifism, was forced down by Hutchison and remains a loose end in the Second Follower's agenda.

The dozen or so Apostolic Revisionists pose another threat. They claim that Adrianna Xing was visited by the Gentle Prophet and told to spread his word against destructive nationalism. A new revolutionary, anti-national brand of faith runs against Hutchison's agenda of exerting influence on the Norlight state. Hutchison has asked Reverend Mother Fajil, the director of the Prophet's Shield, to deal with these upstarts, little realizing that she is sympathetic to them.

● THE ECONOMICS OF FAITH

Pilgrimage and agriculture are the two pillars of the Sorrentan economy. Every cycle, hundreds of thousands of Revisionists travel to Sorrento to visit the sites that feature so prominently in the texts of the *Khodaverdia*. They drink from the pure water at the Prophet's Well (see sidebar on next page) or be blessed by the Second Follower himself at the pilgrim service held every season at the central Sorrentan church. These pilgrims bring a great deal of income to the city-state, both by purchasing items and by donating money to the church. Sale of food, souvenirs, transportation services and most other items to pilgrims is permitted but strictly controlled by the church. It is considered sinful and illegal in Sorrento to ask a pilgrim to pay an elevated price for the necessities of his travels, so many find themselves having to sell with a very slim profit margin. The sheer number of pilgrims, however, makes their purchasing power great. Pilgrims also donate to the church, usually to special funds to maintain religious sites and preserve the community of Greater Sorrento. These funds are further supplemented by charitable donations from across the North aimed at preserving the prime pilgrimage sites in the NCNS.

Farming, and not prayer, is the basic economic activity in the region, however. Fully 70% of the local population is involved with working the land or processing its fruits and Sorrentan goods are exported across the NLC. Renowned as the breadbasket of the league, Sorrento not only exports raw agricultural goods (e.g. cut johar) but also processed foodstuffs. Sorrentan bread is especially well regarded and has been linked with the religious aura of the region. Most Revisionists serve Sorrentan bread as part of their Wednesday midday meal (Wednesday being a day of prayer and community service).

Sorrento has not escaped the rise in the underworld economy despite its holy airs. In fact, the quantity of travel through Sorrento (and to the Badlands pilgrimage routes) has made shady dealings a major concern in the city of faith. Policing Sorrento is the responsibility of the Dorothean Order, a large group of monks dedicated to protecting pilgrimage sites, with force if necessary. Dorotheans are trained in a wide variety of warrior skills (including a characteristic hand-to-hand combat style and a variety of firearms) and some are trained as criminal investigators as well. The monks are very good at protecting holy sites, but do not possess the expertise for anti-cartel operations. NorPol has recently moved in to try and break the smuggling operations already in place; the Order has allowed them to do so on the condition that a select group of monks receive NorPol training. The cartel war is uniquely subtle in Sorrento because of the obvious scandal (and backlash) that blatant warfare would cause in the holy city. Enemies are still eliminated and merchants intimidated, but these things occur in the shadows; bodies vanish in the endless johar fields instead of turning up on the streets. This subtlety has made it difficult for NorPol or the Dorothean Order to get active support from local victims of cartel activities. The criminals' tendency to remain hidden makes properly protecting informants and witnesses quite challenging.

• PLACES OF NOTE

Sorrento is home to a wide variety of important sites. Hundreds of pilgrim churches dot the landscape and monasteries join them in their silent vigil over the city-state. Perhaps the most important sites are the four Miracle Churches, which mark the four miracles performed by the Gentle Prophet while in Sorrento. According to Revisionist doctrine, Mamoud first purified the water supply south of Sorrento, made the fields of a bitter enemy grow plentiful (healing the man's anger at the same time), healed himself from deadly wounds while receiving a revelation, and finally calmed a tempest that was raging toward Sorrento. Each of the four churches welcomes many pilgrims, but only the Church of the Third Miracle has been allowed to grow to huge proportions.

► Church of the First Miracle (The Prophet's Well)

Located slightly south of the center of Sorrento, a MacAllen access has become a pilgrimage site for Revisionists. Known as the Prophet's Well, this natural shaft descends straight into the MacAllen network. The shaft is dry for the first fifty meters and ends in a large well of cold, clear water which scientists estimate continues for 200 more meters. The Well is reputed to be the site of Mamoud Khodaverdi's first miracle, when he descended into the shaft thanks to a pulley system and dipped his hand into the pool of brackish and poisonous water at the bottom. With his holy touch, the water became clear and plentiful. In the centuries since then, millions of Revisionists have come to make pilgrimage, hand carving a spiral staircase along the shaft-wall and building the small Church of the First Miracle.

Water from the Prophet's Well is gathered by pilgrims in exchange for a donation as well as by the monks and priests who run the Church. This crystal clear water is reputed to have healing properties and to aid in the growing of crops. Many local farmers sprinkle some of the holy water on their fields during the spring sowing.

► Church of the Third Miracle (Gayras Rise)

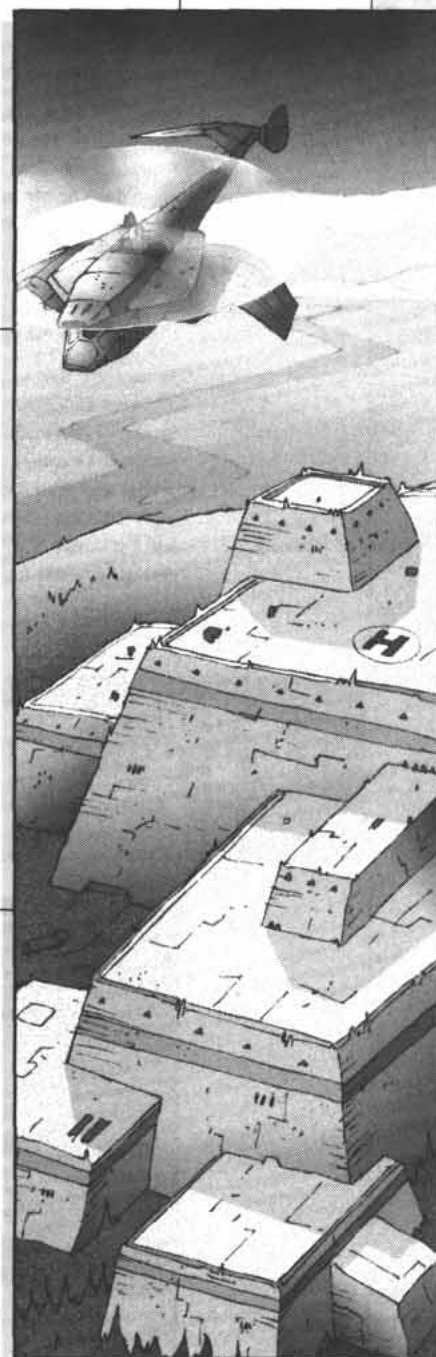
The third miracle performed by Mamoud Khodaverdi, and the one which most directly inspired the First Peregrination toward Massada, occurred on Gayras Rise, a small bluff overlooking the hamlet of Sorrento. According to the second book of the *Khodaverdia* Mamoud had come to the bluff after locals, fearing his holy touch, had chased them out of the community. Wounded and delirious, Mamoud collapsed on the hilltop under the noonday sun. Nathani found him there and cradled his friend, whom he thought to be dying. Mamoud then received a revelation, an understanding that he must journey into the Karaq Wastes; Nathani watched as his companion spoke in tongues, directly to the Gentle Spirit, and as the Prophet's injuries healed at a miraculous rate. The two men left for the desert soon thereafter.

A small church was built on Gayras Rise while Mamoud and Nathani were still in Massada. After the Second Peregrination, Nathani's return to Sorrento, the Second Follower returned to the bluff and established his pulpit in the small church. Over the centuries, this church has grown to mammoth proportions, now rolling over the whole rise and able to welcome several thousand of the faithful. The church complex includes not only the Fouadian Monastery, but extensive quarters for the Second Follower and the church's Senior Reverends when they come to Sorrento. The central shrine of the church was restored after it suffered serious damage from orbital bombing in TN 1914 and now features several huge stained glass windows depicting the Four Miracles performed by Mamoud while in Sorrento. The front of the great shrine opens onto the pilgrim stairs, a set of broad steps which descend the bluff toward the main pilgrimage route through Sorrento. Pilgrims often climb these steps on their knees to attend service. The church is reputed to be imbued with a healing power and the sick often come to make prayer on Gayras Rise.

► Dorothean Monastery

Located in the southern quarter of the Sorrento region, the high monastery of the Pilgrim Order of Dorothea stands guard over the old pilgrimage route to Massada. Build on a small bluff, the monastery features thick stone walls and tall guard towers. The order also maintains several stone watchtowers along the pilgrimage routes, stretching almost eight kilometers to the southeast.

The most famous peregrine order, the Dorotheans are warrior monks dedicated to the protection of the pilgrimage routes of the faithful. Sister Dorothea Forez founded the order in TN 1575 after the routes to Massada were cut off to the faithful by a series of dangerous Karaq Wastes bandits. Starting in TN 1576, well-armed groups of Dorotheans began escorting pilgrim caravans into the desert; within a few generations the Dorotheans had become a powerful independent military force, with monasteries in Sorrento and at several water-points in the Karaq Wastes. In TN 1672, the Norlight government reached an agreement with the church to limit the independent power of the Dorothean order by associating them to the Norlight Armed Forces. Since that time, each monastery has only maintained a small defensive force for its own protection, while most brothers and sisters serve in border units of the NAF or Northern Guard. Since the War of the Alliance, this agreement has begun to fray. Many members of the order feel that the desert monasteries are not sufficiently well armed, and their forces have swollen over the last 15 cycles. The government has been hard pressed to complain about this militarization, because it is occurring in order to help guard pilgrimage routes which are indeed at risk. The Dorothean order also serves as the local law-enforcement authority in Sorrento.



VALERIA

5.13 VALERIA-PORT AURORA

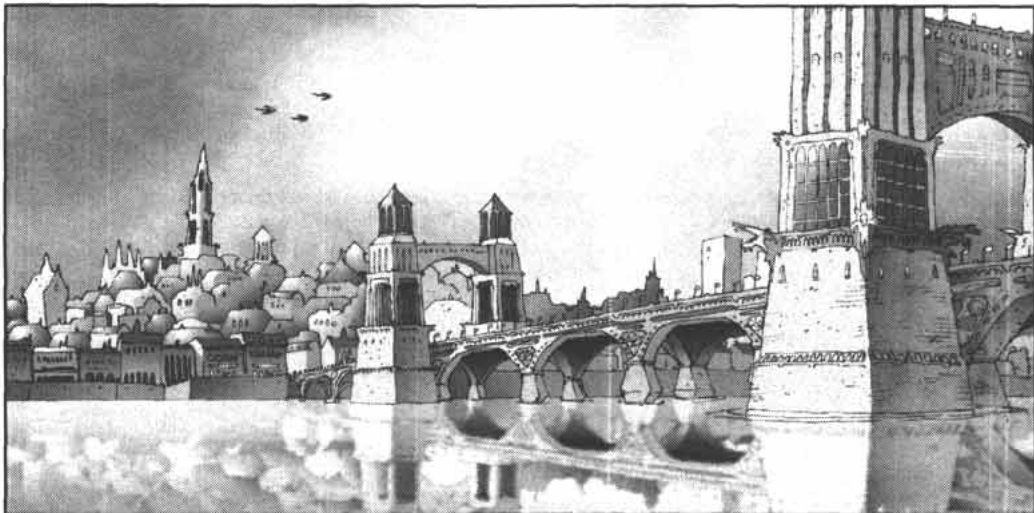
The twin-cities of Valeria-Port Aurora straddle the Thorn river where the Madras and Sitka flow into it, only a dozen kilometers south of the shores of Lake Aurora. Port Aurora itself was built in the very early stages of full colonization as one of the two polar spaceports for Terra Nova. The dense saguaro forests of the Auroran Basin were cleared several kilometers east of the Thorn and launch facilities were installed. In TN 499 the terminus of the beta maglev —attached to the spaceport— was completed and the superconductive magnetic levitation train line was extended south toward the Irrian Plain and the Badlands. This position ensured that Port Aurora would remain a center of colonial population and industry. As the colony developed, naval transport along rivers and lakes became increasingly important and port facilities were established on the Thorn. By the seventh Terranovan century, the colony was developing an independent culture of its own and many of the long term residents in need of work near the spaceport became disenchanted with the noise of large industrial facilities and roar of departing orbital shuttles; to escape, they began to move nearer to the river, especially on the west shore. In TN 700, this community was named Valeria and became an enclave for executives, merchants and Concordat officials working in Port Aurora, along with a small number of local farmers and fishermen.

When the Concordat abandoned Terra Nova in TN 1455, Valeria and Port Aurora were gripped by chaos and unrest. As the last shuttles lifted off from the spaceport, much of Port Aurora was in flames as abandoned colonists had stormed the Concordat facilities in hopes of getting passage home. Valeria was the site of looting and street fighting as the large, abandoned homes of corporate executives and Terran officials were made to suffer in their departed owners' stead. Over the following cycle two warlords gained control of the cities and welcomed colonists from the rest of the hemisphere who wished to make use of the abandoned facilities. With the spaceport shut down, Valeria began to grow at the expense of Port Aurora and conflict between the two communities became endemic. The conversion of Valerian High Councilor Brēas to Revisionism in TN 1523 led to a rapid alliance with Sorrento. Port Aurora could only resist for a few seasons and surrendered in TN 1524. In the next cycle the NLC was founded with Valeria as its capital.

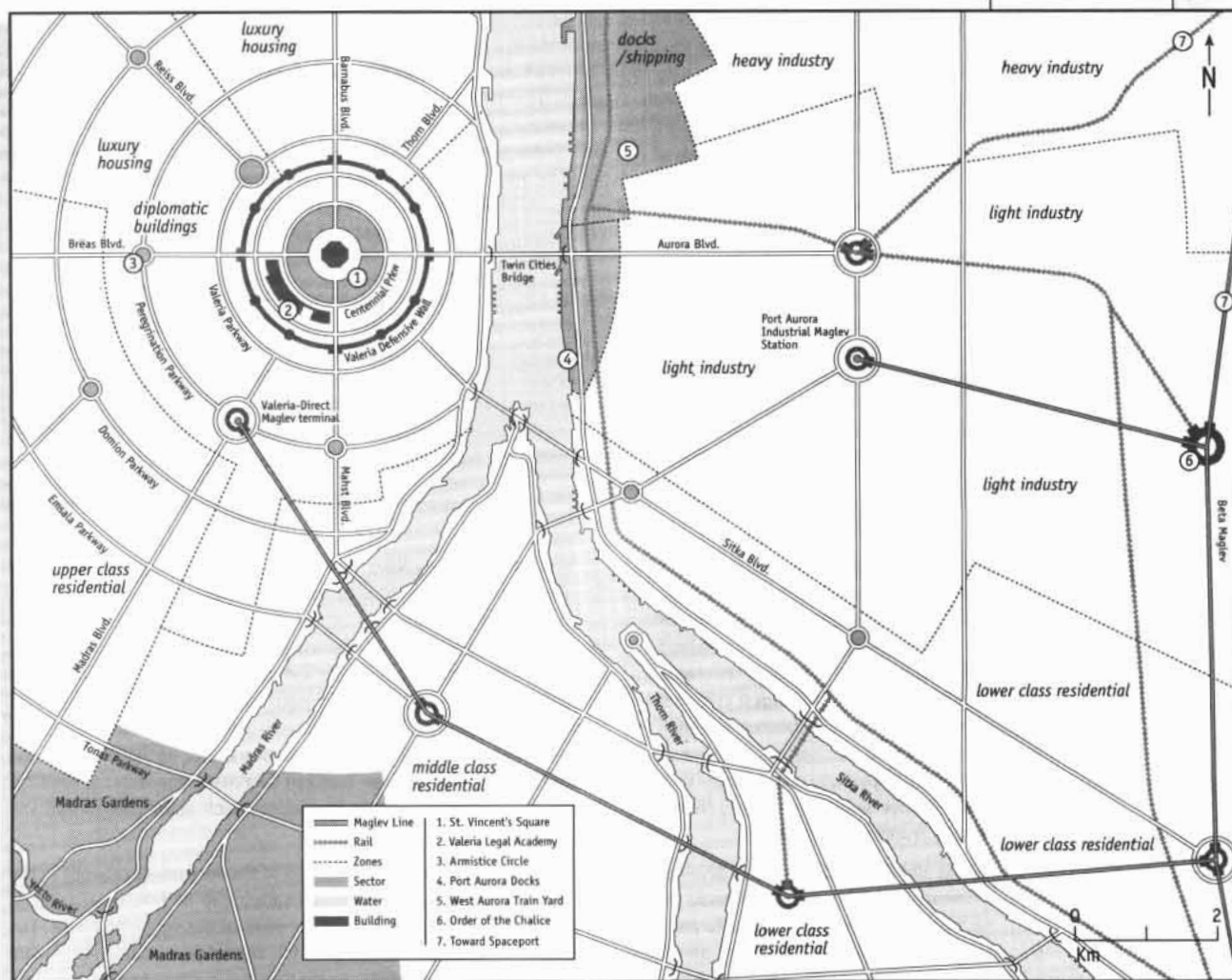
As the new league prospered, so did its capital. Commercial, governmental, educational and military resources were attracted to Valeria and the city began to stretch out around the local rivers. Port Aurora also boomed with additional industrial development. Soon the cities' urban sprawls bled into each other. The two cities were finally integrated in the eighteenth century, after the devastation of St.Vincent's War. The capital region suffered greatly during the conflict, with orbital and sub-orbital bombardment reducing much of the old cities to rubble. Once a peace agreement was signed, a reconstruction plan was developed and a new city was born. Valeria and Port Aurora were merged into a single city-state and the center of Valeria was completely rebuilt. The new capital was centered around St.Vincent's Square, which housed new government facilities for both the NLC and CNCS.

Vital Statistics ◀

Location:	64°15' N, 129° E
Founding Date:	TN 700 (Valeria), TN 495 (Port Aurora); Both joined NLC in TN 1525
Method of Government:	Representative democracy
Head of Government:	Mayor Fredrik Paust
Population:	3.3 million
Principal Industries:	Service industry, diversified manufacturing, transport, government



Map of Valeria-Port Aurora



CAPITAL CITY

The largest city-state on Terra Nova, Valeria prides itself on being cosmopolitan, upscale and sophisticated. The shipping, agricultural and industrial centers of the city are usually downplayed by locals and thought of as the domain of Port Aurora or other suburbs of the "true" Valeria. The massive presence of government agencies, diplomatic missions and bureaucratic agencies has shaped the social ethic of Valeria's elite. Power and prestige are very important, and government employees, reporters, lawyers and lobbyists can all be glimpsed in the most chic of shops and at the top restaurants. Away from the great boulevards and public squares, Valeria resembles many other well-to-do city-states. The university district to the north of the city center features a much more relaxed atmosphere, with crowded low-rise apartment buildings dotting the streets between cafes and bookshops. The east shore of the Thorn and Sitka, designated as part of the Port Aurora district, feature commercial docks, warehouses and low-income housing. Many of these areas are quite pleasant and well maintained, but some areas have fallen to the grip of an urban downturn and are grim indeed. Crime and hopelessness thrive in these quarters, away from the attention of the local government. Middle-class, white-collar neighborhoods are the most common, ranging from the manicured lawns of Madras Heights to the southwest of the city center, to the shopping malls and entertainment centers of suburban South Valeria.

Although experienced travelers tend to feel it pales when compared to Port Oasis, Valeria is nevertheless quite cosmopolitan and diverse. Beyond diplomatic visitors, the city's large student population, tourists and traders also bring in experiences from across the globe. As the site of Nathani Reiss' Third Peregrination (see 6.2.1 *Sorrento Revisionism*, page 88), Valeria is also a Revisionist pilgrimage site, welcoming the faithful from across the hemisphere every cycle. The presence of substantial CNCs and Norlight military forces also brings in recruits from across the league and confederation to Valeria. All these bring a mixture of personalities, backgrounds and cultures that is seldom matched elsewhere in the Norlight Confederacy, making the city-state an unsettling but instructive experience for country-side visitors.

• INTRIGUES AND ALLIANCES

In many ways, Valeria runs on politics and power. Mayor Fredrik Paust has the unenviable task of governing a city-state which includes constituents such as the president of the NLC, the entire CNCS supreme court and Grand Marshall Victoria Edden-Smythe. While Valeria is positively above-board when compared to Port Oasis, it nonetheless features its fair share of espionage, betrayal and backroom deals. Mayor Paust must maneuver through this wasps nest in order to defend the rights of his citizens and preserve his position. Unfortunately, many feel he has chosen political survival over the well-being of Valerians, and especially that of Aurorans. Indeed, the mayor is a member of the Liberal Democratic Party and associated with its national and hemispheric strategies. He has become infamous for the number of balls and receptions he sponsors, usually as a forum for national officials to meet and discuss issues with business leaders or foreign dignitaries. The grand boulevards and public squares in the city center are kept clean and safe, while the poorer neighborhoods to the east struggle for resources.

Local Revisionist authorities, most particularly Senior Reverend Lianne Jamal, have launched into biting critiques of the Paust government. By using contacts established through the Prophet's Shield and by mobilizing the blue-collar community, Jamal and her associates have been able to bring political pressure on the mayor's office, most particularly through a series of damning news reports in the local and national media. Mayor Paust has been forced into a defensive position, announcing increased police coverage of high-crime areas and several community development projects. Many local observers wonder whether these moves will satisfy a very upset electorate in time for the TN 1934 local election. Civic Alliance candidate Elisa Staun is the current front-runner and has received vocal support from church organizers.

• THE ECONOMICS OF POWER

The capital region has one of the most diversified economies on Terra Nova. The city is most well known for its service industry, with many commercial outlets, legal firms, the nation's largest banks and major trading houses all operating from it. The sheer size of the government also accounts for a huge proportion of the region's economy, with 15% of the population employed by the confederate, national or local governments or by associated agencies. More traditional economic activities are also widespread, with industrial production in Port Aurora and large scale commercial trade and transport being the two largest contributors. Port Aurora features a wide variety of industries, from a large textile sector to several important petrochemical producers. Intra- and international trade via sub-orbital transport, rail, maglev, river vessel and road transport supports a huge warehouse district along the Thorn and Sitka rivers, and, further east near the spaceport, airport and cargo maglev terminal. The headquarters of Terranovan TransRail dominates this sector of the city-state. A large skyscraper, it rises from the TNTR beta terminus and overlooks competitors such as TransNorth Rail and Vicardy Trucking and Transport.

Valeria also supports a very well-developed underground economy. From the dark streets of the dock neighborhoods to the glamorous hotels hosting diplomatic soirees, the influence of the Kolson and Forzi cartels can be felt. Local criminal organizations, from street gangs to prostitution rings, all owe allegiance to one or the other of the smuggler groups. The market in contraband, narcotics, protection, prostitution and illegal gambling in the capital is a multi-billion mark industry and the cartels are more than willing to spill blood over the profits. In the last five cycles, violence has been spinning out of control and the Paust administration has not responded very effectively. The Valerian police precincts in Port Aurora are largely underfunded, with resources going to protecting the more public streets. Whole neighborhoods have been largely abandoned to the cartels, leaving only a few brave VPD officers (those who have not fallen victim to corruption) to try and stem the tide of violence. NorPol's anti-cartel task force has had more success, but cannot take care of community policing.

Valeria Tower Saved ◀



(Valeria Sun Times; 34 Autumn TN 1921) — After three cycles of concerted efforts, the great watch tower of Valeria has been restored to its full glory. The mighty tower, rising 237 meters into the air above the Inner Council chambers of the Confederated Northern City-States, was revealed yesterday after spending eleven seasons under a shroud of scaffolding and canvas. The tower was severely damaged by orbital bombardment in TN 1914 and propped into place by makeshift steel reinforcements until the Treaty of Westphalia. Many believed the tower would have to be destroyed, but the governments of the CNCS and NLC have spared no expense to give it a new lease on life. The entire internal support structure has been reinforced and largely replaced while a huge steel superstructure has been supporting the building. Yesterday, in a gala reception where the superstructure came off, the tower was opened to the public for the first time in seven cycles.

"The Tower is one of our most important symbols," said Nortlight President Anders von Breslau during the ceremony, "and its reopening is a symbol of our recovery from the war. Terra Nova has risen from the pain of the past just like this structure has. Neither one will fall." Von Breslau's special guests at the reopening included Grand-Marshal Victoria Edden-Smythe, his successor as military leader of the CNCS, her companion Proconsul Lang Regina of Fort Henry, Second Follower Thor Hutchison and newly elected UMF Treasurer Yves Banderas. St. Vincent's Square was full to capacity with average citizens from Valeria come to partake in the festivities. Live music, fireworks and free food and non-alcoholic drinks were all part of the party.

• PLACES OF NOTE

After the devastation of St. Vincent's War, the center of Valeria was rebuilt according to plans drafted by Maya Galatera, a local architect widely recognized as one of the best in her field. Galatera's city center was placed on a small bluff just west of the junction of the Thorn and Madras rivers and was conceived as a partial wheel, which characterizes the capital to this day. The hub is St. Vincent's Square, a large public place which includes the chambers of many government bodies, including the Norlight House of Congress and Chamber of Valeria, the CNCS inner council and the CNCS supreme court. Eight boulevards extend from the square and house additional government and diplomatic facilities, as well as some of the nation's top retail outlets. Galatera laid out three parkways which encircled and divided her new city-center; in TN 1856, four of the boulevards were extended to the east of the city and three additional parkways were added, further dividing Valeria. Galatera's original city center remains the center of government, upscale shopping and financial affairs, while the more recent parkways mark the borders of residential and commercial districts.

► St. Vincent's Square

The epicenter of the capital region, St. Vincent's Square is the seat of political power in the NLC. Across the fifty-meter wide circular square stands the Chambers of the CNCS Inner Council, the Norlight House of Congress, the CNCS Supreme Court, the Norlight Presidential Palace and the Chamber of Valeria. In the center of the square stands the Children's Garden, a memorial to the victims of St. Vincent's plague. Around the garden are scattered various war memorials, including those to the dead of St. Vincent's War (a low marble wall) and the War of the Alliance Memorial (a large triumphal arch). The square is closed to road traffic but welcomes pedestrians, who often flock to it to admire the public buildings and hope to catch glimpses of national leaders. They rarely do, of course. Despite the presence of tourists, security is quite tight. Northern Guard and NAF special units guard the various buildings of note, while bodyguards surround the most prominent politicians. Lobbyists, lawyers and reporters can be seen entering the various public buildings at almost anytime of the day.

Many of the public buildings on the square feature guided tours which attracts a large number of tourists. Valeria Tower, the great thirty-story watch tower that overlooks the city, is the most popular tourist attraction because of its spectacular view of the capital and the Thorn river valley itself.

► Brëas Boulevard

Of the eight grand boulevards which start at St. Vincent's Square, Brëas is the most famous. Running west from the square, Brëas is a wide, eight-lane boulevard through St. Vincent's Square that features the most elegant and popular shops, outlets and boutiques in the league. High-class hotels, highly exclusive apartments, and cafés compete for space on the boulevard and attract upscale shoppers, tourists and locals in the mood to spend some money. The Paust government keeps the boulevard scrupulously clean and its is well patrolled by local police as well as the military forces guarding government institutions. This most famous stretch of Brëas ends at Armistice Circle which is a large traffic circle and public square that features the Church of the Third Peregrination. This large church was built to commemorate Nathani Reiss's journey to Valeria and is the prime religious center of the region. Brëas Boulevard continues further west, but loses its panache and is largely lined with less-glamorous shops.

► Valeria Legal Academy

The most prestigious law school in the North, Valeria Legal Academy is housed in an extensive campus near the center of Valeria. Arcing along the Centennial Parkway, between Brëas and Madras Boulevards, VLA's large stone building and lush parks are among the most photographed areas of the capital. The Larange National Library building at the center of the campus is an eight-story large stone building with an impressive colonnade and wide steps before it. The Larange library houses not only the VLA's own collection, but serves as the national repository of record for the Northern Lights Confederacy. Every publication in the league is supposed to deposit three copies at Larange which can then be consulted by approved scholars. Trideo and other electronic media are also deposited at the library, although its coverage is less complete because of looser publication definitions. The VLA campus is also home to a luxurious faculty club which is used by the legal elite of the city as meeting place and social club. Chief Justice Stark and his political allies often use the private rooms of the club for their discussions.

► The Docks

The east shore of the Thorn and Sitka rivers are the center of commercial shipping in the capital region. The Docks are widely reputed to be dangerous and corrupt, a reputation they have earned thanks to the disinterest of the twin-cities government in the well-being of the area. Cartel-connected criminal gangs now control much of the access to the shipping facilities, a feat they accomplished by corrupting several key unions. The United Dock Workers is especially dirty and holds a stranglehold on all loading and unloading activity along the docks. The cartel war has arrived at the Valerian docks and several gangs are now trying to challenge the Kolson-backed Remy Boyz for control.





5.14 YELE

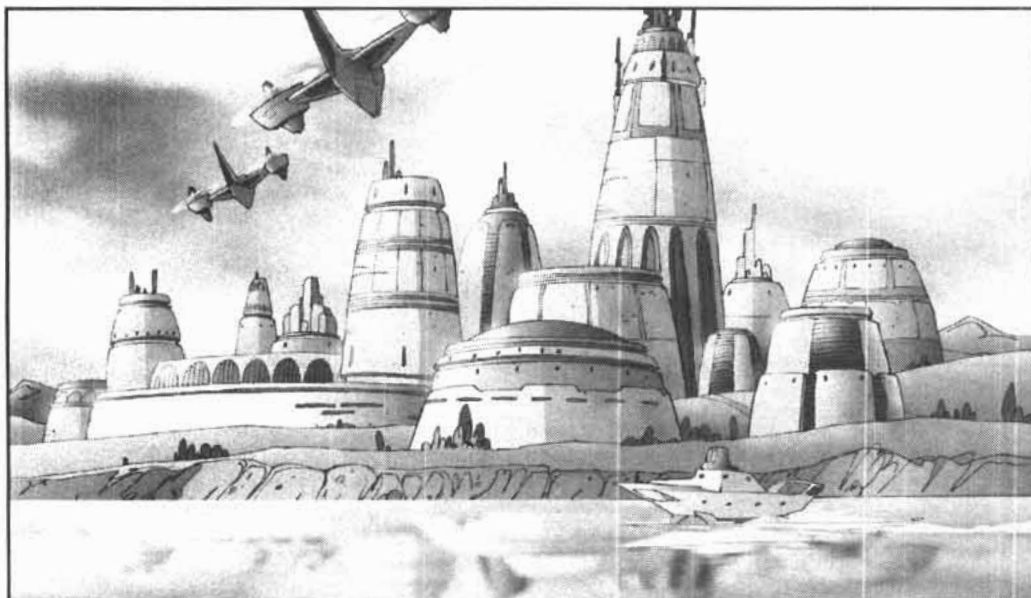
Yele was founded early on in the colonial period when medicinal plants were discovered in the region. The presence of these plants, combined with other economic factors meant that, for all but the most high-technology supplies, it would be cheaper to establish a manufacturing center for medical supplies on Terra Nova than to import them from Earth. In addition to producing medical supplies, Yele came to serve as Terra Nova's premier medical facility, with cases of serious illness and injury being transferred there from all over the planet for advanced treatment. In TN 956, the Yele Medical Center was formed and quickly established a reputation for medical excellence, attracting top medical talent from Earth who wished to practice medicine on a new planet.

The Terran withdrawal from Terra Nova was a huge blow to Yele. Not only did many of the researchers and doctors return to earth, greatly depleting Yele's store of knowledge and experience, but many of the facilities and supplies were destroyed in the looting and rioting touched off by the withdrawal. Amongst the first to recover in the city, however, was the Yele Medical Center. With the backing of the remains of the pharmaceutical industry, which rapidly reorganized as independent companies, the YMC set about making the Terranovan medical industry self sufficient, encouraging medical research and setting up a teaching hospital so the abandoned colony could train its own medical personnel. With the rise of city-states, medical facilities around the planet began to improve and Yele helped establish new medical and teaching facilities all along the beta maglev line. This medical missionary work opened Yelans to the birth of Revisionism and a healthy religious community grew in the city-state. With the formation of the NLC, Yelan Revisionism became highly political and swept to power in TN 1528. As soon as the Great Crusade began, Yele threw open its doors and joined the new league with virtually no local protest. Those who objected most strenuously left for the Badlands before the arrival of Norlight forces.

Yele's position as the health center of the NLC remains unchallenged and the city is home to many national and CNCS health agencies. The YMC and several other local hospitals also continue to be patronized by Badlanders and Southerners who can afford the exorbitant fees charged to foreign patients. Yele suffered from orbital bombing at the beginning of the War of the Alliance, but almost all the damage has been repaired and the town's core has a hauntingly new atmosphere. Buildings stand fresh and gleaming, sculpted in the latest architectural style and equipped with numerous gadgets and ornamentations. Some sections of the city-state have been entirely rebuilt from the ground up, mostly in the neighborhoods and suburbs where the wealthy doctors and researchers congregate.

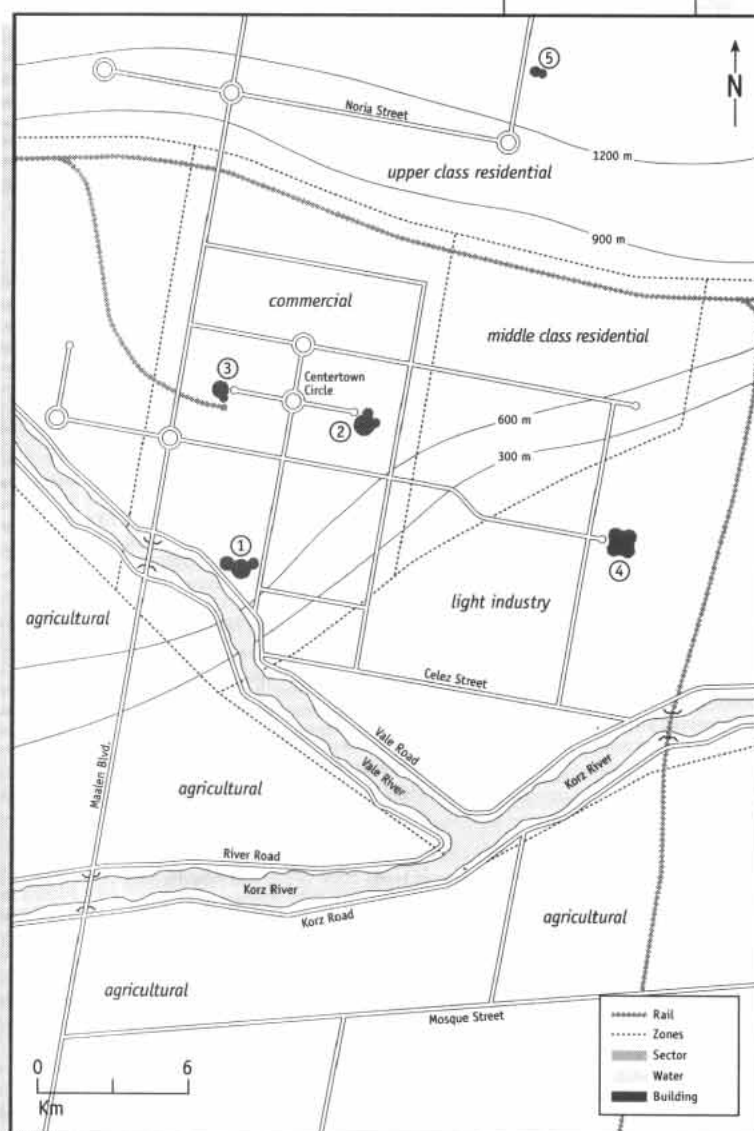
Vital Statistics

Location:	24° 15' N, 160° 30' E
Founding Date:	TN 856 (Joined NLC in TN 1529)
Method of Government:	Representative democracy
Head of Government:	Chairman Marcus Dowling
Principal Industries:	Pharmaceutical manufacturing, medical research and treatments
Population:	530,000



Map Of Yele

Location	Description
1. Yele Medical Center	Sprawling on the shore of the Vale River, YMC's cylindrical structures appear as a collection of oasis towers. The Yele Medical Center includes the best medical research facilities on Terra Nova and a fully functional teaching hospital specializing in the most advanced forms of genetic reconstruction, targeted drug therapy and cyb-surgery. An education at YMC is considered a sure way to enter into the medical elite of Terra Nova.
2. Surai Medical Center	Located just north of the YMC, the Surai Center is the NLC's top military hospital complex. Soldiers requiring specialized and long-term care unavailable at the various military clinics and hospital wings scattered throughout the league are shipped to Yele for treatment. Surai and the YMC have a very close relationship and are sometimes considered to be extensions of one-another.
3. CNCS Board of Health	Housed in the Barnabus Building near both the YMC and Surai Center, the CNCS Board of Health is the liaison between the Confederated government and the medical/pharmaceutical community. The board is chaired by Surgeon General Elizabeth Danoy, a former head of the YMC and an advocate of a greater access to advanced medical treatments.
4. Baraas Corps	One of the many pharmaceutical corporations that dominate the Yelan economy, Baraas has a massive complex on the Korz River. Baraas specializes in products for genetic manipulation and is busy producing a new generation of drug cocktails used to facilitate clone-growth. Rumor has it that Baraas has either struck a deal with the GREIs from Jan Mayen or has access to an illegal testing facility.
5. Ashburry Club	The most exclusive of Yele's many upscale night clubs, the Ashburry is a private establishment located on the grounds of a huge mansion. Rumors about the goings on at the Ashburry include massive drug use, elaborate sexual escapades and even the use of slaves from the Badlands. Most people dismiss these rumors as the ramblings of jealous people lacking the connections to get in.



• HEALING AND DECADENCE

Today, Yele has the best medical treatment, training and research facilities on Terra Nova — and it shows. The elite of geneticists, cyber-surgeons and pharmaceutical company executives mix with eager young researchers and students who strive to achieve the success they see around them. Competition is almost palpable as students compete for places in the best schools, researchers attempt to get their results published first and top surgeons try to outdo each other in attracting the most famous celebrity patients. The rewards of this competition are plain to see: the wealthy suburbs containing the luxury mansions of the top geneticists, researchers, surgeons and executives are a constant reminder of what the best can expect to obtain. Competition is not without its dark side however, and some researchers are willing to cut corners in their work or conduct illegal or unethical research in their quest to be famous; morality crimes are not uncommon. Recently the Revisionist church has spoken out against this, citing a concentration on complex, expensive medical procedures available to the wealthy and powerful instead of concern for the welfare of the general population on the part of the Yele medical community. Most notably, local church officials have called for clerical oversight of the medical community.

In contrast to the medical community, the farmers of Yele, who make up the majority of the rest of the population, are relatively sedate. They normally feel none of the pressure surrounding the "quacks." One current concern of theirs, however, is the price they get from the pharmaceutical companies in exchange for their crops. Some of the farmers feel the companies are making a profit at their expense and there is growing resentment against the medical community and its showy excesses in general.

• POWER AND HEALING

Yele's internal politics are currently characterized by a clash over religious issues. In the past, political campaigning has been about secular issues, supported by political parties backed by wealthy pharmaceutical and medical research companies or farmer's unions. In the preliminaries to the TN 1934 election, however, candidates running against the usual parties have appeared, basing their campaigns on religiously based arguments and are claiming their opponents are not devout Revisionists. Usually this kind of campaigning would not get anywhere in Yele, but with Reverend Hutchison's recent comments on the medical community, these candidates are gaining growing support (especially from the farming community, which has always been the core of local Revisionism). Fara Benzali, head of the Yelan Popular Initiative, and the current front runner in early polling, has promised to redirect medical efforts to a more egalitarian —and theologically correct— stance if elected. Her opponents claim that she has threatened Yele's international standing; they fear her religious doctrine will sour good relations between local researchers and doctors across the North and South. Benzali dismisses such claims as irrelevant.

Externally, Yele maintains good relations with the rest of the Northern city-states, especially considering the number of politicians from across the CNCS who have taken advantage of Yele's facilities. In fact, the world class reputation of the Yele Medical Center gives the city-state a global presence independent of its national affiliation. Many of Yele's doctors and researchers have taken this status to heart and lobby for policies that are not in line with hemispheric plans. Many maintain good relations with their colleagues in the southern leagues and are pushing for more cooperation between the poles on medical issues. A delegation from the YMC is currently touring the southern hemisphere and has been well received by the medical communities of both the Southern Republic and the Humanist Alliance, despite accusations that the delegation is a cover for Northern espionage.

• THE ECONOMY OF MEDICINE

The export of pharmaceuticals forms the bulk of Yele's economy. With the manufacture of many world-renowned wonder-drugs only being possible through the processing of locally grown plants, Yele's products are sought out even in the deepest Badlands and the Allied Southern Territories. Yele is home to the North's premier medical teaching facilities and medical and nursing students from across the CNCS also bring in considerable revenue for the city-state. In addition, the wealthy elite of the North (and some Southerners) come to Yele for medical treatments not available anywhere else on the planet and are more than willing to pay exorbitant rates for them. Yele has almost no other manufacturing capabilities and all farming is geared towards the cultivation of medicinal plants, so most of the basic necessities of life must be imported. The high concentration of wealthy doctors, researchers and executives in the small city-state means that Yele has the highest per capita consumption of luxury goods in the NLC, higher even than Sesshu. These combine to keep the balance of trade from being too heavily skewed in Yele's favor.

Yele's underground economy is a dark reflection of its legal business. Illegal drugs are manufactured, packaged, sold and shipped from Yele and end up across the North and are even smuggled into the Badlands. Most locals are aware that small scale illegal production occurs and feeds the Yelan night scene, but few realize how critical their community is in the production of narcotics on a hemispheric and even global scale. NorPol is aware of this, however, and has set up a dedicated unit of its anti-cartel task force to the city-state, where they join the agents already in place as part of the controlled substances Focused Investigative Unit.

Night Life ◀



The pressure and competition of Yele's medical and research industries has led to a notoriously wild party scene to provide emotional release. The largest parties are held at the mansions of Yele's wealthy elite and are often open to all levels of the medical and research communities. They are especially popular with young research assistants and students, who get to experience the wealth and influence they aspire to while mixing with the top people in their field. Smaller, more exclusive affairs are held in a variety of private clubs. Many of these clubs operate illegally and provide distractions that would shock and outrage many Northerners.

The combination of a boisterous party scene and a large number of highly intelligent pharmaceutical researchers has inevitably lead to the production of recreational drugs. These are often freely passed around at parties and young researchers sometimes compete to see who can make the best new party drug. This cottage production makes law enforcement difficult and drug use is rumored to be rampant throughout the medical community. The Kolson and Forzi cartels from Wounded Knee have become more and more involved in the local drug trade over the past ten cycles, each trying to stake a claim on the diversified local production. Both have established footholds, but have been unable to curb the widespread personal production encouraged by the party scene. NorPol has also become involved, trying to shut down the cartels and the local drug producers. The Yelan Constabulary is more than willing to let the national police take the blame for another failed crackdown.

All levels of law enforcement have become concerned by the recent arrival in the clubs of a new drug known alternatively as spike or hit. Highly addictive, spike causes a powerful sense of euphoria that can lead a user to attempt extremely dangerous activities (such as flying out of the window). Spike's origin is unknown, but popular theories include the Forzi cartel, importing from Khayr ad-Din, or a malicious student at the Yele Medical Center. NorPol is very interested in finding the truth.

5.15 ZAGAZIG

Zagazig was one of the first settlements founded on Terra Nova, and its temperate microclimate in the slopes of the Eastridge Range attracted some of the first dedicated settlers once a direct link to Caprice was discovered. The microclimate produced not only abundant rain but also warm temperatures all year round. By TN 550, it was a small but thriving settlement and has been a quiet, bucolic place ever since.

That first small settlement grew slowly over time, but Zagazig remained a quiet, even rather backward, community until TN 1100, when pharmaceutical companies discovered the local microclimate was perfect for growing medicinal plants. This became Zagazig's first major industry. The quiet environment did attract visitors, however, who came to relax and escape the more hectic parts of the colony world. As a "native Terranovan" culture developed, many returned from elsewhere on the colony when they retired and the city soon developed large estates of aging citizens living out their golden cycles in the sun.

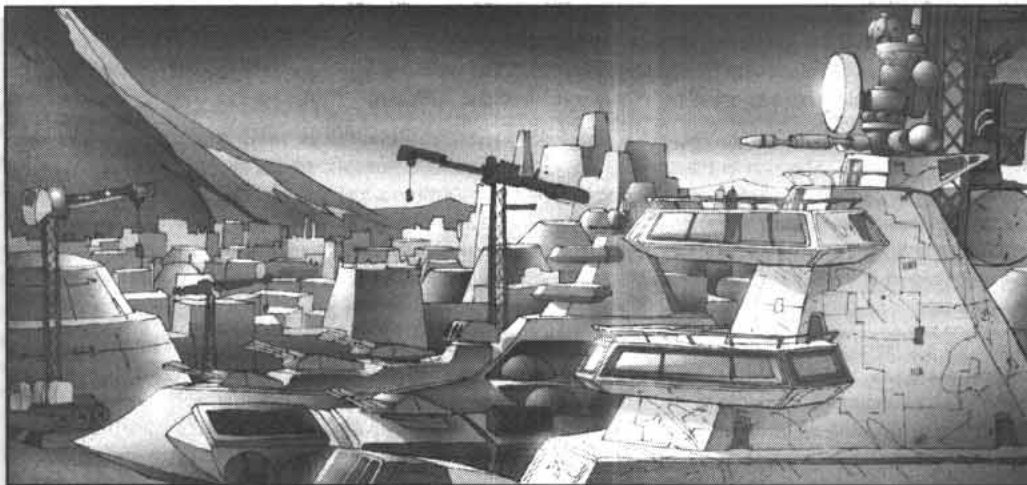
During Reconstruction, Zagazig armed itself but was unable to resist the more powerful city-states; in TN 1490 it began paying tribute to Yaramir. When the Yaramite regime expelled Revisionists from its city-state, many traveled west and set up communities in Zagazig. The locals were receptive to the new faith and conversions became commonplace. With the complete destruction of Yaramir in TN 1537 and the end of Norlight expansion, Zagazig found itself without protectors. Zagite mayor Yanna Goren began trying to build local alliances, an effort which led to the creation of the Tershaw Cooperative Alliance in the TN 1550s. When the TCA was split by the UMF, Zagazig appealed to the NLC for protection and officially joined the league in TN 1569. Under the Norlight flag, the city-state has been able to thrive and has become a favorite vacation spot as well as an important military base.

One tourist who returned to the city was Simone Wententhal, a leading Valerian educator. Simone felt that Zagazig provided an excellent location for a university. In TN 1620, she persuaded the NLC to fund a university in the city, and it bears her name to this day. A firm believer that education was necessary to help build society, Simone laid an emphasis on the sciences, engineering and architecture, and the university excels in the latter two fields to this day. Several well-respected liberal arts colleges and other schools have also set up in the shadows of Wententhal University over the last three centuries.

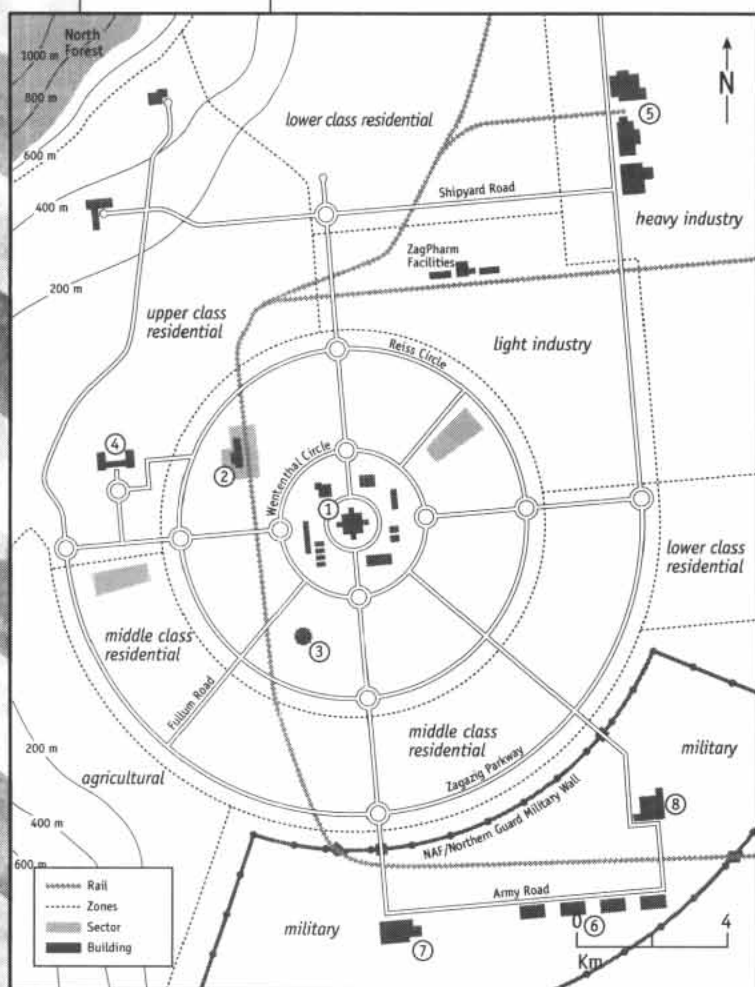
An often forgotten chapter in Zagazig's history is the foundation of the Overland Cruise Line (OLC), the first commercial Landship line, by Villiam Kunard in TN 1739. A St. Vincent's War veteran, Villiam salvaged the CNCS troop-landship Drakkar and started hauling cargo. Born and bred in Zagazig, he based his company in his home town and it became the center of the northern landship industry. Today OLC, Northern Travels and Rastapopoulos Lines all ply their trade from the vast docks several miles outside Zagazig.

► Vital Statistics

Location:	35°30' N, 84°15' E
Founding Date:	TN 499 (Joined NLC in TN 1569)
Method of Government:	Representative democracy
Head of Government:	Mayor Irena Mugabe
Population:	1.0 million
Principal Industries:	Pharmaceuticals, education, transport and tourism



Map Of Zagazig



Location	Description
1. Wententhal U.	One of the top schools in the NLC, Wententhal's large campus attracts a variety of students who often clash with each other and the conservative locals.
2. Zagazig Station	Built in a simple style using ferroconcrete highlighted with marble, Zagazig's central station connects the community to the rest of the league.
3. OCL Headquarters	The oldest and most prosperous of the local commercial landship cruise operators, Overland Cruise Lines does business from a glass and steel office complex in the commercial center of the city-state.
4. Zagazig Legislature	Located outside of the commercial core and among the citizens it represents, the municipal legislature is housed in a modest complex that includes the municipal courts and the mayor's office as well.
5. Civilian Shipyards	To the northwest of the city, the civilian shipyards produce and berth cruise landships for OCL, Rastapopoulos and Northern Travel. The cruise docks are shielded from the production facilities by large concrete walls.
6. Military Shipyards	Guarded by two military bases, the Zagazig military shipyards are the major landship production facility in the NLC. A huge Typhoon-class heavy cruiser and two smaller Tornado-class cruisers are currently in production, along with several smaller ships.
7. Camp Reighton	The local Norlight Armed Forces base, Camp Reighton is charged with defending not only the shipyards but the whole community as well.
8. NGB Kuron	Northern Guard Base Kuron is home to the elite Cat's Paws Gear regiment and several other units. Its facilities include elaborate "ghost town" training facilities and some of the best Gear repair facilities in the Norlight Confederacy.

• A CITY DIVIDED

For all intents and purposes, Zagazig is two cities rather than one. The outer city features pleasantly green and sunny housing estates and resorts which house retirees and middle class families. It is quiet, some say to the point of atrophy, and is religiously, socially and politically very conservative. The outer city accounts for a majority of the Zagite population. The inner city, or university district, is a beautiful place of parks, gardens, cafes, bookshops, bars and the various university campuses of the city. Many of the district's wonderfully designed buildings show the geometric and abstract design elements for which Wententhal University's architecture school is famous. During term, the district houses upwards of 50,000 students along with faculty staff, technicians and merchants who live off the student customer base. The inner city is a dynamic place because of the highly politicized and increasingly divided student body.

The tendencies that more radical students get up to — shock music, strident atheism, minor drug use and resistance to the morality laws — are shocking to the rest of Zagazig. More disruptive, however, are the disputes between the radical and conservative parts of the student body. During Student Guild election campaigns, near riots can take place, and the competing student newspapers the *Voice of the Faithful* and *Scream* are widely followed all over the city, providing titillation and indignation to Zagazig's more sedate citizenry. Authorities have tried to moderate the proceeding, only to be met with strident protests from both sides. Attempts to regulate the distribution of the students' papers have met with the same fate.

Apart from murmured shock and occasional indignation, however, the university students rarely impact on the lives of the majority of citizens. They have a quiet and comfortable life, untroubled by many of the troubles of the rest of the NLC. The church plays an important role in Zagite life and most citizens have a hard time understanding why other communities are so resistant to a positive religious influence. Some locals, however, feel that the current revival and the political extremes espoused by some religious leaders in the student community go too far. These feelings are shared by the workers who live in the outer city and commute to the dockyards and industrial parks outside the city via rapid commuter train.

• GENTLE POWER PLAYS

Although students try to make it as difficult as possible, Zagite politics is as quiet an affair as the rest of city life. The city tends to elect good managers rather than political advocates, a conservative attitude which has allowed the Liberal Democratic Party to dominate the local scene for generations. The secular stand of the LDP in the last few decades has eroded some support (leading to a victory by a Twin Pillars candidate in the third district in TN 1924 and 1930), but most of the electorate expect the state to do their job rather than crusade for the church or some other cause. Students always flood the outer city during elections trying to persuade people to vote for politicized candidates. Apart from adding color to an otherwise colorless procedure they have little effect on the election process.

Irene Mugabe is typical of the good managers Zagazigans like; competent and low key, she believes strongly that the social situation in Zagazig is about as good as it gets. Irene is not a fool, however, and sees the approaching problems. Locally, she has become concerned with rising crime rates. Although Zagazig has largely been spared the violence of the smuggler wars, the Forzi and Kolson cartels are now moving into the narcotics and contraband businesses in the university district. NorPol's anti-cartel unit has set up an office in Zagazig in response. Nationally, Mugabe has found herself at the head of the Council of Mayors. From this position she has a unique perspective on the divisions within the league. Mugabe is especially concerned with matters of faith; despite her conservative background, she is increasingly willing to listen to critics of the church, such as Exeter mayor Laurent Belli.

• LANDSHIPS FOR SALE

Zagazig's economy is dominated by pharmaceutical production, tourism and a wide variety of retail and service industries aimed at the student market. The large pharmaceutical corporations (including local Feramaz and GeneTech, as well as facilities owned by several Yelan corporations) employ a large number of middle-class Zagites in research, management and clerical duties and support many of the high-technology facilities at Wesenthal University. The pharmaceutical production facilities and the landship docklands employ a substantial blue-collar workforce in industrial facilities located about twenty kilometers west of the city proper, at the base of the mountains. The docklands house berthing facilities for the local cruise lines as well as the NLC's largest landship construction yards. Military contractor LandNaval corporation's yards are the biggest and are currently producing two Tornado-class heavy destroyers for the Northern Guard (scheduled for completion in TN 1934 and 1935) and a Typhoon-class heavy cruiser for the Norlight Armed Forces (scheduled for completion in TN 1935). The shipyards and the city are protected by Northern Guard and NAF military bases nearby.

The tourism industry is based around a series of hotels, resorts and recreational facilities scattered about the outer city and the pleasant plateaus of the surrounding mountains. They are supported by the landnaval cruise lines, which bring in visitors in large numbers. OLC manages a fleet of five vessels, while Northern Travels has three and Rastapopoulos Lines four, though most of Rastapopoulos' are small, older vessels. The civilian docks (with direct rapid transit link to the resorts) also welcome other vessels from the rest of the CNCS and even a few from the South.

The university district is the most vibrant commercial part of the city; students, faculty, soldiers on leave and tourists all flock to the inner city's bookstores, cafes, bars and shops. Even retirees and white-collar Zagites come into the core, although many prefer to use more sedate commercial malls near their neighborhoods. Zagazig also has a substantial black market in contraband and illegal drugs. This market has long been controlled by a Kolson-allied cartel, but a competing Forzi group moved into the city in the last cycle. Violent crime has increased as a result.

► Chancellor Warran Hunard



As a scion of Zagazig's wealthiest family, head of Wententhal University and one of Terra Nova's greatest minds, Warran is an important figure in the city. A small rotund man, bald with thick glasses, he seems a typical academic. His published works, however, cover such diverse topics as "Secretions of the Greater Southern Aquatic Scrag" and "On the Tuning of Drag Racing Engines" and reveal him to be a true renaissance man. He is a familiar figure on the NLC lecture and talk show circuit, expounding on a bewildering array of topics without any seeming relation to one another.

His duties as chancellor are increasingly burdensome as he struggles to keep the peace on Wententhal's divided campus, and placates the city government over student antics. He also serves as an advisor to President Adjanni and has enough clout to deflect most criticism. Hunard has been forced to expel both radical and conservative student ringleaders to quiet matters, however. Now, this even-handed response may be his undoing. Father Tetric, the University Chaplain, has complained about pious, patriotic students being expelled for opposing atheist delinquents. He is pushing for greater Church input into administration and the curriculum. Warran foolishly ignored the threat Tetric represented and now has serious political difficulties in Valeria, the city council and University Senate.

Warran's political dilemmas have had the unexpected result of attracting Southern attention. The chancellor has been approached by SRID and offered a position of influence at Garamond University in the Republican city of Newton. His defection would, of course, be accompanied by a thorough debriefing regarding all his dealings with Kathi Adjanni. Although he once considered himself a patriot, Warran has given the idea serious consideration and is currently busy trying to justify treason to himself.



5.16 RURAL AREAS

Slightly less than half the 78 million citizens of the Northern Lights Confederacy live outside the confines of its 14 city-states. These citizens live in a wide variety of conditions, from small family farms in the Aurora basin to thriving towns of 100,000 inhabitants or more in the Tershaw Range. While the city-states are given the bulk of the political power in the league, and while they maintain much of its economic clout, the rural areas are generally credited with shaping the national psyche. The stereotype of the hard-working, honest Northerner comes not from the powerful urban regions, but from the farms and ranches of the countryside. The less flattering stereotype of the stupid, provincial, knee-jerk Revisionist conservative unfortunately also has its roots in the rural NLC. Of course, the millions who live away from the cities are far more complex than those images allow for, but both stereotypes do contain grains of truth.

Rural living conditions vary from region to region, but can generally be divided between homesteads, hamlets and towns. Homesteads are small communities usually consisting of one or two extended families. Homesteads are usually agricultural or ranching centers and include coops, grain silos and water filtration facilities. In mining areas, homesteads are a rarity, although lone prospectors do sometimes set up their own independent mountain homes. Like the Badlands, homesteads are usually grouped into counties, based around a trading hamlet.

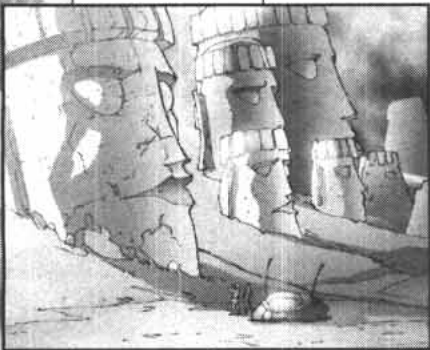
Hamlets are small communities with a population anywhere from 50 to 1,000 people. They generally thrive on trade and provide services to surrounding homesteads. Hamlets can also be small mining centers, usually housing miners working in a remote area. In the region near Petropolis, many hamlets have been built around drilling stations. Towns range from large hamlets to small cities and feature a much wider variety of services and facilities. They are usually organized around a specific resource. Trade routes to markets are the most common, but several large towns are built around universities or corporations looking for a friendly community.

5.16.1 LAKE CLEARWATER

The largest body of fresh water on Terra Nova's surface, Lake Clearwater's shores are home to a diverse group of small communities and two city-states. The Arctic Basin around the great lake has traditionally been an area of retreat, often for exiles from other parts of the North. Vacation resorts and retirement homes line the shore around Franklin Harbor, while fishing communities dot much of the lake itself. The region is also home to a disproportionate number of Jerusalemite communities. These villages and homesteads form small rural communes which cooperate to some extent and largely exist outside the Norlight mainstream. Although some are extremely isolationist, others are open, welcoming villages that regularly trade and communicate with the outward world, where for the most part this contact is pleasant and friendly.

Religious intolerance is endemic to the Norlight character, however. While many Revisionists in the Clearwater region are open and non-judgmental, others think of their Jerusalemite neighbors as untrustworthy, unpatriotic conspirators. This attitude is also widespread in the league as a whole and has tainted the Clearwater region in the eyes of many Norlights. Second Follower Thor Hutchison has made several announcements about his desire to continue to have friendly and open relationships with Norlights of other faiths, but in other speeches he has decried the possibility of "citizens losing sight of the faith that gave them a nation." Many Jerusalemite leaders are concerned that such words could lead to drastic actions. Especially with increasing tensions between the poles, mainstream Norlights might well begin to buy into the fear that Jerusalemite communes are used to organize treasonous actions. Rebi Mikah Jammal, the head of the Conference of Jerusalemite Congregations (CJC), is very concerned and has tried to maintain a good relationship with local Revisionists. He is especially close to Reverend Halle Frost, who preaches from Exeter, and is an advisor to Senior Revered Malka Gorzhov, the highest ranking church official in the region.

The Isle of Stoneheads ◀



The so-called "Isle of the Stoneheads" lurks at the tip of the chain of islands in the east of Lake Clearwater, about 100 kilometers from Exeter. Almost seven kilometers long and two wide, the isle features a single rise in its middle and sparse vegetation. The isle is rich in sculptures, however. Forty-eight stoneheads lurk on the island, concentrated most densely on the southern slope of the isle. Some experts on Terranovan sculptures claim that the Clearwater stoneheads display a slightly different style that has only been discovered in a few other regions, mostly in the Mekong Dominion. Between TN 1925 and TN 1931, the Isle was the site of a concerted archaeological study headed by Western archaeologist Dooglas Morasin. Doctor Morasin published his controversial paper "Stoneheads or Godheads?" soon thereafter, which attracted additional attention to the island. Over the last cycle, the island has been home to a few researchers and many tourists.

The Exeter Project, a group of conspiracy theorists, has claimed the isle is tied to the mental programming of Exeter. They point to a rash of "Stonehead abductions" recently reported in the *Norlight Inquirer* as evidence. *Inquirer* reporter Yrene Mahler has traced a total of 64 disappearances across the globe where the victim was last seen near a Stonehead. Thirty-two of these cases occurred in the NLC, including three on the isle itself. Dooglas Morasin himself has not been heard of since the beginning of TN 1933 when he agreed to become an archaeological consultant for the Northern Guard. Some claim he, too, has been abducted.

5.16.2 NORTHERN PLAINS FRONTIER

South of Kossuth, Sesshu and Zagazig spreads the large Northern Plain, an expanse of rich agricultural land that stretches well beyond the official borders of the NLC before fading to savannah and finally to the rocky sands of the Karaq Wastes. The legal borders of the league are seemingly arbitrary in this region, corresponding to nothing so easily identifiable as geographic features. Consequently, many local communities live in a legal limbo where they insist on independence while border forces insist that they are Norlight citizens. This broad region, including areas not formally controlled by the NLC is known as the Northern Plains Frontier and is reputed to be the wildest place in the NLC. This is mostly the case because the region, through the coincidences of history and geography, brings together the widest diversity of elements. At its southernmost extension, the region is directly north of Massada, the spiritual center of the Revisionist faith. Given the duty of all Sorrento Revisionist to make pilgrimage, this means that the region fills with the faithful and is home to several prominent religious houses. The Dorothean monastic order, dedicated to protecting pilgrimage routes, has three citadels in the region. The plains are also a critical part of the NLC's defense and feature several Norlight Armed Forces and Northern Guard stations. Despite the presence of military and religious influences (which tend to inspire nationalism), the Frontier is also home to a legendary degree of independence. The farmers, ranchers, traders and others who make their lives off the lands of the frontier are determined to preserve their own way of life and keep the influence of Valeria (and even Sorrento) to a minimum.

The spirit of independence manifests in many different ways. Religiously, the frontier is the only major center of Massadan Revisionism within the Norlight sphere of influence. The Massadan faith spread through the Sorrento Revisionist community of the region after the trauma of St. Vincent's Plague and the subsequent war. At the time, the Norlight border extended almost to the edge of the desert and many citizens were caught in the devastating, child-killing plague. Outbreaks were especially bad in the eastern part of the Northern Plain and cut a swath from the desert toward Sesshu. When the following war of retribution was fought, several devastating battles were fought on this same terrain, augmenting the death toll. At the end of the conflict, the region was devastated and without hope — the Gentle Word, in its Massadan form, restored it. The Norlight government did what it could to restore the scorched earth of the region, but the local homesteads nevertheless sued for independence in TN 1742. In one of the first decisions of the newly empowered CNCS Supreme Court, the region was granted its wish and the borders of the NLC were redrawn. The region now remains only partially independent. Although locals are not Norlight citizens, NAF and Northern Guard forces still patrol the area and set up garrisons to defend against Southern attack. The locals have little choice but to put up with it, although the southernmost homesteads have appealed for protection from the Peace River Defense Force.

The Frontier is also one of the most active areas in the struggle between the Kolson and Forzi smuggling cartels. The rich Norlight market, connection to the UMF and the nearby "den of sin" of Sesshu make the frontier especially attractive to the smugglers. The Kolson cartel controls the key center of Kossuth to the north of the Frontier, but the Forzi have made serious inroads with the transport of goods from the Badlands. Rumor holds that the Forzi have been able to establish a second center of operations in Peace River, which allows them to operate relatively free of PRDF intervention (thanks to the right bribes). Forzi-backed rover gangs have become a very serious problem for the locals.

► The Dune Tigers

One of the larger rover gangs involved in smuggling in the Northern Plains Frontier, the Dune Tigers have become enemy number one for many of the local homestead county marshals. The Tigers were founded by Emyl Zoran, a failed caravan merchant and veteran of the Peace River Army who decided to make a living by raiding pilgrimage convoys to Massada. Zoran recruited several of his wartime companions and an assortment of Karaq Wastes' ne'er-do-wells and made a successful living, dodging the PRDF and the Dorothean Order (Revisionist warrior-monks who protect pilgrimage routes). By TN 1931, the rise in North-South tensions led to an increase in Northern troop movements along the pilgrimage routes and the Tigers found themselves in need of another way to make a living; luckily they were approached by Dayran Gon, a representative of Roman Forzi who was recruiting smugglers. Over the last two cycles, the Dune Tigers have been moving material into the Frontier and the NLC itself.

The Tigers are not especially subtle smugglers and so are assigned to operations far from major NorPol involvement. They are vicious and deadly, however, and are used to impose Forzi rule and eliminate Kolson-affiliated rivals. With the money they have acquired from the cartel, the Tigers now field over a dozen assorted Gears (decommissioned Bears, Basilisks and Hunters for the most part) along with jeeps and transports. The gang counts almost sixty members, including Zoran and his three top lieutenants. It is based out of Lorraine, a homestead community they have terrorized into submission.

A recent arrival from the Badlands has become a thorn in the side of the Tigers. Mari Pontneuf is a War of the Alliance veteran who became the marshal of a small Karaq Wastes county along the pilgrimage route to Massada. Her community was terrorized by the Tigers in TN 1930 and Pontneuf swore she would bring them to justice. She managed to chase them out of her town, but when they disappeared north she was unable to find them. Last season she was told they had set up shop on the frontier and she got ready. She has recently arrived in the region and has already killed one rover. Emyl Zoran has ordered her killed, but her mastery of desert survival has made her almost impossible to touch. In desperation, Zoran has called on his cartel contacts. Roman Forzi has arranged for an assassin to take care of Pontneuf.



GENTLE GOOD-BYES

Malika was crying. Tears rolled down her cheeks and along her jaw, pooled briefly at her chin before splashing into the deep well before her. She was silent, save for the faint clicking of the prayer beads in her hands.

Ramon would have wanted it this way, she thought, as her mind traveled back to happier times. Only a few cycles ago, she had been happy, even joyous. The farm near Smolensk had brought in a bumper crop that Autumn, and they had been able to buy several more springers for ranching and farm work. Better yet, little Lara was born that Summer and the infant had brought Malika and Ramon a sense of wonder neither had thought possible. Life was good, but it didn't last.

Malika remembered it as if it was yesterday. She and her husband had gone into town to buy supplies along with a few frivolities and had decided to stay for the evening meal. Splurging a little, they managed to convince a lenient maitre d' to squeeze them into one of the city-state's gourmet restaurants. The meal had been exquisite and they had left enchanted. As a touch of cool weather crept into the night air, the evening seemed all the more idyllic. Malika looked forward to continuing their impromptu celebration somewhere more private, when the moment was shattered, romance replaced by fear.

An assailant appeared out of nowhere. Dressed in dirty work clothes, he had the glazed eyes and unshaven face of an addict desperate for a fix. His gun was pointed directly at Malika. "Gimme what I want!" he screamed.

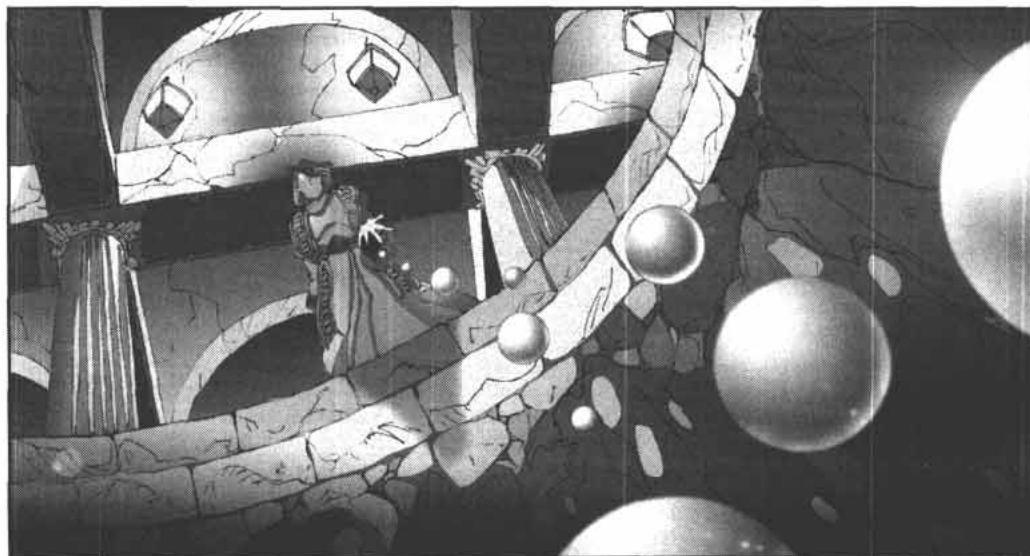
They should have surrendered the few marks they had. But Ramon had been raised in the Westridge Range and strongly believed in confronting a bully. He refused to back down, and demanded that the gunman stop threatening Malika. She could not remember her thoughts; had she felt pride that he would stand up for her or terror that he was facing a maniac with a deadly weapon? She would never know, her memory was crowded out by the enormity of the next few moments.

"Fine," the attacker said with sudden calm. He turned his gun on Ramon and fired into his chest — again and again and again.

Ramon crumpled to the ground in a mass of pain and blood. Malika screamed and held him and cried while she watched his life slip away and the junkie killer fled into the night. She cradled him like a child, trying desperately to keep him with her for just one second longer. He held his prayer beads in his rapidly cooling hands; she held them as well, hoping that the symbol of their faith could somehow create a link between life and death. She could actually feel his soul slip away; it felt like she hadn't stopped crying since.

Now, standing over at the top of the Prophet's Well in Sorrento, she looked down into the stone shaft below her. It was tempting to end the pain once and for all. Just a little step and she could stop suffering. But the step she really needed to take was in her mind. She had spent a year in mourning; it was time to heal, to raise her daughter. Her vision blurred, she fought back the tears and let Ramon's prayer beads slip from her hands. They streamed down the shaft for a long time before disappearing into the pool at its bottom.

It was what Ramon would have wanted.



6.1 NATIONAL CHARACTER

The Northern Lights Confederacy is the largest league on Terra Nova and contains a bewildering variety of people. Many of its communities defy any attempts at a generalization of the Norlight character. A democratic league contains city-states ruled by ancestral monarchs (Sesshu), corporate executives (Kossuth and Petropolis) and religious pontiffs Sorrento). A powerfully Revisionist league contains vibrant Jerusalemite communities. An honest and straightforward people support a healthy underworld and a nebulous political scene. Nevertheless some fundamentals can be put forward as the building block of the Norlight character; few individuals respect them all, but they are widely recognized as the "baseline" of Norlight behavior and mentality. Settled for its fertile soil and rich natural resources, the NLC retains a markedly rural cultural flavor, despite the fact that more than half its population lives in its fourteen city-states.

Honesty is perhaps the most prized Norlight characteristic. Citizens of the league pride themselves on being above-board and direct about daily affairs, not hiding things from those they love, keeping all their promises and not manipulating others. Of course, almost everyone is dishonest to one degree or another, but the premium on honesty leads to a blunt and undiplomatic way of speaking that can be jarring to foreigners. Norlights will rarely hesitate to tell others what they think in no uncertain terms. Morality is also very highly prized and expresses itself in many ways. Norlights are expected to work hard, lead a good life and help others in whatever way they can. In rural areas that have not been completely overrun by inter-cartel violence, Norlights will gladly open their doors to strangers and help them whenever possible.

Although less flattering, pride and intransigence are also part of the Norlight character. Many citizens feel their culture has the moral high-ground on Terra Nova and some do not hesitate to remind others of the fact. A common Norlight adage holds that "homemade is well-made" and reflects the sentiments of most citizens, who feel that not only is the NLC better than the rest of Terra Nova, but that their particular chunk of Norlight soil is better than the rest of the NLC. Norlight intransigence is perhaps a national outgrowth of the combination of honesty, morality and pride. Those who are thought not to live up to the standard of the community can rapidly find themselves pariahs from mainstream society, a tendency only barely kept in check by the Revisionist message of love. Less ominously, Norlights are notoriously stubborn and a common Badlands adage says that only "mad dogs and Norlights go out in the noonday sun."

► Michael Owens



Michael Owens is one of the better known Norlight scholars. In addition to being a famous fiction and non-fiction author, he is also a devout Revisionist and an ardent nationalist. Owens presently lives and writes in Valeria, but he is often on the road to attend conventions and seminars on various subjects that interest him. Though he dislikes being directly involved in politics, he is quite knowledgeable on the subject and is often consulted by the news media for comments. He is also friend with many political and religious figures, who regularly visit his estate in the south-east of the city-state.

Owens' writing skills run the gamut from novels to a long list of socio-political and historical essays, such as "Cycles of History: Terranovan Society and Pre-Space Earth Civilization." He has also published a few dissertations on the values and structures of the Revisionist faith. His most famous essay, "A Defense of Devoutness in the Revisionist Faith," has been widely distributed and is regularly quoted in other religious dissertations. His writing has garnered him very few enemies, though the same cannot be said of his personal opinions. Though generally well-mannered, Owens is direct and cannot suffer incompetents or buffoons. More than one Norlight bureaucrat has been publicly humiliated with a good tongue-lashing, and some of those have a long memory and some very good connections.

► The Gatherings

The Gatherings are prestigious seminars held every cycle in Sorrento since the middle of the nineteenth century. They alternate subjects between religion (the Turquoise Gathering), politics (the Silver Gathering) and society (the Ochre Gathering), so each subject is covered every three cycles. Scholars and clerics from all over the Norlight Confederacy, as well as observers from foreign leagues, gather for an entire week in the host city-state. Most often, the seminars take place in Sorrento, though past Gatherings have been held in Valeria and Innsbruck. Together, they discuss the current state of the Revisionist faith, Norlight politics or philosophical and moral topics. Though informative and intellectually challenging, the Gatherings remain the exclusive domain of a restricted segment of the Terranovan intelligentsia. The seminar is generally overlooked by the man of the street, if he is even aware of its presence.

Even though they are generally ignored by the public at large, the Gatherings represents a security nightmare for the Dorothean Monks protecting Sorrento. The Second Follower and several noted foreign scholars generally attend the discussions, especially during the cycles of the Turquoise and Ochre Gatherings. Ensuring their protection as they mingle and argue (sometimes passionately) is a full time job requiring discretion and a generous helping of diplomacy. There is no recorded instance of anyone using the Gathering to get at one of the attending personalities, although a conspiracy to do so was discovered in TN 1896. All three plotters were arrested the season before the Gathering took place, in a dramatic operation that costs the lives of two Dorothean monks.



6.2 RELIGION

To understand the Northern Lights Confederacy, one must understand the religious fervor which drives it. The Sorrento Revisionist Church was directly responsible for the creation of the league and continues to play a central role in its daily life. With the fundamentalist revival spearheaded by Second Follower Thor Hutchison in the last several decades, the Church is more important than ever. Agnostic and atheist Norlights are more common than the church would like to admit, but almost all of them follow basic Revisionist practices as a matter of culture. Major holidays are observed and secular bond-twin relationships are established (see 6.3.1 *Family*, p. 93).

Other faiths do continue to exist in the league. The most pervasive of these is Jerusalemism. Largely concentrated around the Lake Clearwater region, small communes dot the countryside and continue the practice of a faith dating back eight thousand years. Other splinter faiths also exist, including the Blue Crescent Order which has an important commune near Kossuth. Most religious minorities live in self-contained communities to escape the intolerance of their Revisionist neighbors, and rural villages and small urban neighborhoods are the normal living patterns for minority faiths. This pragmatic behavior unfortunately plays into the hands of Revisionist bigots, who assume that Jerusalemites and others have something to hide. Accounts of criminal activity concealed behind temple doors, of brainwashed followers and quasi-revolutionary activities are commonplace. Those who follow a different path often react with resentment and sometimes with anger, but by and large try to get on with their lives and — if possible — find those who will judge them on their worth, rather than their faith.

6.2.1 SORRENTO REVISIONISM

The Northern branch of Revisionism traces its origins first to the Gentle Prophet Mamoud and then to his lifelong companion and “second follower” Nathani Reiss. The faith diverged from the Massadan branch of Revisionism immediately after the death of the Prophet, when Nathani and Mamoud’s son Jakob disagreed over the future path of Revisionism. Nathani ultimately returned to Sorrento with his faction. The schism between the Sorrento and Massadan churches has meant that a great deal of focus is placed on Nathani, although usually in the context of his unique understanding of the Prophet. Sorrento Revisionist lore tells that Nathani is like a lens to Mamoud’s light, focusing and directing it. While Massadan Revisionists think of Mamoud as a man of holy wisdom, in the Sorrento church the Gentle Prophet is an almost mystic figure, beautiful, pure and enigmatic. It is the more grounded wisdom of Nathani that allows the Prophet’s words to be understood and used to guide humanity.

Like their Massadan brothers, Sorrento Revisionists look to a two-book holy text called the *Khodaverdia* for wisdom and guidance. Book One of the holy text (sometimes called “the Teachings”) is virtually identical to the Massadan version and collects many of the most famous allegorical tales told by Mamoud himself. Nathani and Jakob’s records were slightly different and their texts have a few minor differences. Book Two (“The Recollections”) is completely different from its Massadan equivalent. Instead of apocryphal tales about the Prophet, the Recollections gather the memoirs of Nathani himself as recounted to his students in Sorrento. Much of this book is concerned with the early cycles of the Prophet’s life, but it does cover the times in Massada, the creation of the Sorrento Church and even the Third Peregrination to Valeria at the end of Nathani’s life. Several texts of the Massadan *Khodaverdia* are still valued by Sorrento Revisionists, but they are not considered worthy of the status given them in their sister faith.

The Sorrento Church’s *Khodaverdia* has undergone a series of changes over the cycles, incorporating new research into the lives of Mamoud and Nathani and often reflecting the theology of the times. Although the most recent Erdas Edition (named for Sister Bekka Erdas, who spent the cycles from TN 1870 to 1885 revising the holy text) is generally used in official ceremonies, earlier editions are still in circulation and preferred by many monastic orders and believers. The current renaissance of religious sentiment has been accompanied by a drive to update the Erdas Edition, but the movement has not yet been approved by the church hierarchy. The Order of the Chalice, an influential monastic order dedicated to preserving the minutia of Nathani Reiss’ life, is currently gathering a team of theologians to prepare for when the re-edition is approved by the Second Follower. Several other influential groups are working behind the scenes to prepare counter offers to the Chalice text. The chance to affect the interpretation of the faith could bring a great deal of power to those responsible. Second Follower Hutchison is behind the idea of a new edition, but does not want the issue to split apart the church. He is waiting to have a clear group of editors who can operate with a minimum of political maneuvering.

The Sorrento Church also has a series of other important texts — called “Reflections” — often referred to by the faithful for guidance. Not a consistent body of work, the various Reflections are penned by monks and priests when they feel they must comment on a matter of importance. These texts are kept by the author for his entire life, edited and revised as he sees fit. When a church person dies, his Reflections are collected and stored by the Paylan Order, a group of monks dedicated to the preservation of teachings (a monk’s own order will also keep a copy). The Paylan Order, or other church officials, can then publish the Reflections for broader distribution, although the Paylan Library in Sorrento is open to the public. Some Reflections, however, have been suppressed because they were considered heretical or subversive. The most famous of these are the Reflections of Tanann Mos, considered to be a manifesto of the Divine Prophet sect. His texts, when available, are widely quoted by Divine Prophet adepts.

• TENETS OF THE FAITH

On the most basic level there are few differences between the Sorrento and Massadan faiths. Both believe strongly in the existence of a benevolent universal force which imbued the Gentle Prophet with enlightenment. This force is generally referred to as the Gentle Spirit and is viewed as a non-personified divine entity. Mamoud himself is thought of as having been unique in his ability to perceive and understand the Gentle Spirit, although there are some passages in the *Khodaverdia* that imply the possibility of others achieving such a status. Sorrento Revisionists see the Gentle Spirit's influence in a different light, however; for them, the mundane (and human) world is a chaotic place that must be brought into harmony with the universe. To do so, it is a religious duty to act as necessary in order to promote harmony by whatever means are available. Both Mamoud and Nathani taught that all things are related, which leads Massadan believers to feel any act of violence is ultimately destructive to the whole of creation; followers of the Sorrento faith, however, feel that to allow injustice or disharmony to exist unchallenged is far more dangerous. It is this difference of opinion which has opened the path for the use of violence by the faithful.

Another key difference between the sister faiths is the role of tradition and interpretation. Massadan followers are expected to make their own personal decisions about the meaning of their faith and this duty is thought to supersede all other traditions within the church. Priests exist to guide the faithful rather than to tell them what to do. In the Sorrento church, the wisdom accumulated by the faithful is passed on to the current flock, who are expected to abide by the tenets of their church. They must still make their own decisions about the meaning of their faith, but the limits of this internal debate are tighter. To the Sorrento faction, the duties of the faithful are expressed in the so-called "Four corners of faith:" prayer, peregrination, pilgrimage and peace.

Prayer requires the faithful to regularly seek guidance directly from and give thanks to the Gentle Spirit. Priests lead congregations in prayer but the duty is perceived as a personal one. Revisionists are called to prayer at their temple on Wednesdays at sunset (when Mamoud supposedly received his first vision) and generally pray privately at first light, midday and dusk. The duty of prayer also implies a respect for the church itself and its guidance. Peregrination — literally meaning travel — is the obligation to go out and change the world for the better. Nathani's travels to Massada, back to Sorrento and to Valeria are seen as the greatest peregrinations, ones which the faithful hope to emulate. The duty of peregrination covers almost all religious proactive actions, including charity action, community organization or even violent military action to protect the faith or bring peace to a chaotic world. Pilgrimage requires the faithful to remember the lessons of the past by visiting the sites of great events in their church. The most important pilgrimage is to Massada and every Revisionist is expected to do so once in their life (except if it is too dangerous for health reasons), but other sites of note in the lives of Mamoud, Nathani and a few other religious leaders are official pilgrimage sites. Peace represents the believer's duty to himself. A faithful Revisionist is expected to lead a harmonious and loving life, taking joy in the beauty of the world and not surrendering to rage or pettiness. The most important symbol of peace is marriage with a loving companion. While the marriage bond is considered unbreakable and a necessary prelude to having children, premarital celibacy is not encouraged. Revisionists are expected to enter into marriage with a full understanding of their partner and most only marry when they are sure they are ready to have children.

The symbolism of the four corners is reflected in Revisionist architecture. The archetypal Sorrento church is a small, square building with stained glass windows in each of the four corners at forty-five degree angles to the walls; often a stained glass cupola tops the church. Traditional colored glass is imported from Red Sands, although some local producers do provide competition. Larger churches maintain a square shrine at their core, with wings stretching out from the shrine. Many Revisionist homes also feature a small shrine in the form of a perfectly square room, often on the top floor of the dwelling, with large windows. Usually bare except for a simple rug and a few religious icons, the shrine is used for daily prayer and meditation.

• REVISIONIST ICONOGRAPHY

Mamoud taught that symbols had more power than words and the Sorrento Revisionist church has built up a large iconographic lexicon. The four corners of faith are represented in a simple square, often placed at an angle to form a diamond. Religious buildings, garments and art often feature patterns of squares and diamonds. The central symbols of the church, however, are the chalice and star, which are combined in the most common icon of faith in the church. The star (usually with eight or sixteen points) represents the mystic and divine aspects of the faith; it usually stands for the Gentle Spirit or Mamoud himself. The chalice in turn represents the physical aspects of the faith, the concrete applications of the Gentle Word; it stands for Nathani. The combination of the two symbols creates the icon of the Sorrento church: the word of Mamoud made real by Nathani.

While the above are the most common symbols associated with the Revisionist faith, they are by no means the only ones. The points of the star, represented by elongated, sky-oriented spikes, are often used on Norlight religious architecture. Colors are also highly symbolic. Revisionism iconography uses three primary colors: turquoise, silver and gold. Turquoise, or sky, is associated with Massada and represents spiritual purity. Silver, or water, represents the good deeds of men and is often associated with Valeria, the Norlight capital. Finally, gold, or earth, represents the Church and the city-state of Sorrento. Earthy colors, such as ochre or red-brown, are sometimes substituted for gold in religious imagery.

• STRUCTURE OF THE CHURCH

The Sorrento church has a much more developed organizational hierarchy than its Massadan equivalent. At the top of the structure stands the Second Follower of Mamoud, who leads the church as well as the community of Sorrento. Second Followers are guided by the example of Nathani Reiss, who built from the teachings of Mamoud; that they follow an example once removed from the Prophet explains why they are named "second" followers. While Followers are considered to be wise mortals, the theological possibility exists for them to reach a more direct contact with the Gentle Spirit than any other mortal, in that same way that Nathani himself had. This quasi-divine status is only officially assigned posthumously and has been granted to but a few Followers. Some of Thor Hutchison's most ardent supporters have claimed that he is "touched" in this way, but he has publicly disavowed any claim to this status — which of course reinforces his claim in the eyes of his followers.

The Second Follower is elected and assisted by the church's highest body, the Reverend High Council. The council is made up of the church's 14 Senior Reverends, each the head of a large region. The council sits in Sorrento, votes on issues of theology and doctrine and serves as the administrative center for the church. When a Senior Reverend dies or chooses to retire, he or she is replaced by a Reverend who is elected by the council and Second Follower. The title of Reverend can be granted to any priest or monk who is recognized as especially dedicated and enlightened by the religious community.

Beyond the hierarchy of Reverends and Senior Reverends, Revisionist clergy is divided between priests and monks. Priests, addressed as Father or Mother, are charged with leading congregations and instructing the faithful from community churches. Monks, addressed as Brother or Sister, dedicate themselves entirely to the church, generally living in isolated communities and spending their lives in prayer and theological contemplation. Monks are charged with teaching other members of the clergy and most priests spend several cycles at a monastery before being ordained. Several orders of monks exist, each bearing a unique name and set of traditions. Most orders include at least some peregrine monks, who spend cycles traveling the globe (often by foot) to bring the Gentle Word forward. Monks are required to remain celibate, but priests are encouraged to marry.



Reverend Mother Maya Fajil ◀

One of the Second Follower's most important weapons for maintaining political control of the church and its many subgroups is the Prophet's Shield, the organization of like-minded clerics and lay people he has organized from the TN 1880s (see 3.3.3 *The Prophet's Shield*, p. 27). Reverend Mother Maya Fajil, a long-time ally, is among the most powerful single individuals in the Shield and is charged with political affairs.

Fajil joined the priesthood at the age of 28 cycles after a pilgrimage to Massada and Sorrento in TN 1887. She served in her native Petropolis and attracted the attention of Reverend Thor Hutchison. By the time of Hutchison's ascension to the rank of Second Follower, Fajil was part of his inner circle of allies. She keeps a secret from her mentor, however. She is in fact a member of the Divine Prophet, a Revisionist sect that claims that Mamoud Khodaverdi was divine and that has been branded heretical by the Second Follower. Reverend Fajil distinctly remembers the Gentle Prophet appearing to her in dream when she was a child and she has always felt his gaze upon her. She believes that Hutchison's refusal to accept Mamoud's divinity is a critical flaw that will cripple his project of a righteous state. Fajil uses the Prophet's Shield to protect those who understand Mamoud's true nature and has created a loyal network of agents and allies. Currently, she is intrigued by news of the so-called Apostle of Mamoud Adrianna Xing and has sent several agents to Massada to gather information.

Monastic Orders and Sects ◀

There exist twenty-three major monastic orders in the Revisionist Church, most of which have several monasteries or groups of peregrine brothers and sisters. Almost all monasteries are highly isolated communities, built in remote mountain areas or deep in the wilderness. Traditionally, monasteries are accessible only by foot, although a few have included rudimentary road access in the case of emergencies. Electronic communication is strictly forbidden in monasteries, so monks are rarely aware of current events in the secular world. A small number of urban monasteries exist, usually near major pilgrimage sites. These stone buildings are closed to the secular public and often surrounded by high walls.

This panoply of self-contained, contemplative communities has bred a wide variety of divergent interpretations of the *Khodaverdia* and the faith as a whole. These sects also hold sway over some priests, but their true power lies with the monks who spend their lives seeking new understanding and trying to guide doctrine. Sectarian views usually diverge on small, but critical issue to the church, which can lead to very angry and divisive debates. The Divine Prophet (see *Into the Badlands*, p. 63) is the most worrisome sect because of its contention that Mamoud was not mortal at all, but the Gentle Spirit itself made flesh. The Divine Prophet calls for unification with Massada and downplays the role of Nathani. The Nathanite sect sits at the opposite end of the theological spectrum and believes that it was Nathani Reiss and not Mamoud Khodaverdi who truly achieved enlightenment. They are highly aggressive toward the Massadan church and wish to see the holy city annexed. Second Follower Hutchison has become very concerned by this sectarianism, especially because many monastic orders have remained entirely unattached to his own Prophet's Shield. To his closest advisors he has branded these sects heresies and some feel that an inquisition of some sort is in order.



6.2.2 CLEARWATER JERUSALEMISM

The largest and best-known religious minority in the NLC is Jerusalemism. A sincerely religious movement which brings together several faiths which trace their heritage to a line of prophets and divine figures centered around Jerusalem on Earth. On Terra Nova, these diverse faiths have come together under the Jerusalemite banner, but each sect continues to hold to its own religious priorities. A large number of Jerusalemites who followed the teachings of Muhammad of Mecca and Fatma of Amman settled the Irrian region of Terra Nova during the colonial period, leading to the Indo-Arabic linguistic and cultural atmosphere of the region. Jerusalemites tracing their origin to the prophets of ancient Israel and Ruth Beth-Zion settled around Lake Clearwater in the same period. While the former group was largely displaced by the rise of Revisionism, the Clearwater communities exist to this day and even absorbed many of the Muhammadian and Fatmian faithful into their communities.

Clearwater Jerusalemism has suffered from discrimination since the rise of the NLC and has responded by building its own communities. These communes are largely rural and dot the countryside, especially along the northern coast of the lake. Both Franklin Harbor and Exeter have significant Jerusalemite populations who worship at urban temples and the region is perhaps more tolerant of religious pluralism than anywhere else in the league other than Sesshu. Jerusalemite communes are highly cooperative affairs that often feature shared eating spaces and an egalitarian division of labor. The largest such community, Beth-Zion Commune at the western tip of Lake Clearwater, has a population of 8,000 and is a major trade and service center for the region. Communes also maintain their own farmlands and try to remain as self-reliant as possible. In smaller communities, trade with the outside is often the purview of a select group of merchants selected by the community for their skill and knowledge. Communes are headed by one or more religious teachers (called *imams* or *rebis*).

The closed nature of many communes has allowed Jerusalemism to survive a largely hostile climate by promoting self-reliance and community cooperation, but it has also allowed rumors and fallacies to grow among Revisionists. Common Norlights often have a very prejudiced view of life within a commune; common misconceptions include communes being dominated by dictatorial *imams*, centers of subversive political activity, full of illegal drugs and immoral material, or Jerusalemites living in poverty or starvation. Jerusalemites do their best to dispel such misconceptions, but the rise of religious fundamentalism has made most Norlights less and less receptive; immigration out of the NLC has been on the increase among Jerusalemites, especially those living in urban centers.

► Erzach Ibn-Muhammad

Erzach Ibn-Muhammad is the only known Terranovan Jerusalemite Prophet. Few things are known about his early life, but it is believed he was born somewhere on the Eastern Plain. It is known that he was the only son of a family of poor farmers and that he left when his parents died to take up the life of a wandering monk. All his life, he moved from city to city, never molested or turned back, helping people during difficult times. He is seen as a saint and a messenger by many a devout Jerusalemist, though he is not accorded a divine status. He is merely the latest in a long line of holy men and women that helped their contemporaries in their quest for enlightenment.

There are many indications that Ibn-Muhammad was a contemporary of Mamoud Khodaverdi. There are even a few stories of the two traveling together for a short time, though this is noted only as a footnote in the records of both religious orders, and neither list the other by name. Scholars have pointed out some remarkably similar passages in the writings of the two prophets, which could be interpreted to mean they have both received the same signs.

► Overlook Commune

Six cycles ago, a large tract of land newly opened for resorts in the hills just east of Franklin Harbor was purchased for the development of a Jerusalemite commune. The land which overlooks a spectacular waterfall which pours into Lake Clearwater was purchased by a congregation from the Valerian region, which wished to start anew and enjoy the peace of a mountain retreat in a region reputed for religious tolerance. Indeed several small Jerusalemite communities had long been part of the Franklin Harbor landscape and accepted as members of the community without complaint. The Overlook Commune brought an injection of 1200 new members who set up permanent residence and gained citizenship, swelling the local Jerusalemite population by almost 175%. This increase in population (and hence of political power in the city) has been cited as cause for alarm among the more reactionary members of the local Revisionist community, who fear they will lose the "moral guidance" they need and carry around far too many religious stereotypes to see matters clearly. Some have begun lobbying for special legislation that would outlaw religious communities purchasing resort lots, raising the specter of bare-faced legal religious discrimination for the first time in the Lake Clearwater region.

Aisha Voles, the leader of the Overlook Commune, has not backed down from the political challenges and has become a major personality on the local political scene. She has made several important allies among the least prejudiced Frank leaders, but her brusque style has done little to calm her opponents. Some of her advisors have suggested moving the commune into the surrounding countryside for fear of violence. Voles has thus far refused, calling this idea "the worst kind of appeasement." According to Voles, the only way for Jerusalemites to stave off discrimination is to become full-fledged members of the Frank community.



6.3 CUSTOMS

Norlight life is full of small customs and traditions, much more so than most citizens realize. A great number of these can be traced to the agrarian origins of the league; even in metropolitan Valeria, echoes of the farms are felt on a daily basis. Most Norlights live in close proximity to their extended family, often in the same apartment building or on the same block as cousins and grandparents, in an emulation of the country homestead. Norlights are also generally early to rise and early to bed, even if they live in a bustling metropolis. Visitors from other leagues say this condemns Norlight night life to a short life and unimpressive affair, but some notable exceptions exist. Mining communities such as Innsbruck or Kenema are infamous for their heavy drinking and loud partying, and the shock music counter-culture among the young prides itself on long nights of celebration and “immoral” behavior.

Religion is at the origin of many of the most characteristic Norlight customs. Wednesdays are dedicated to community work and religious observance in recognition of Mamoud’s enlightenment, children are given “bond-twins” in emulation of Mamoud and Nathani, and most citizens look to the examples of the church for at least some guidance in their everyday life. The acceptance of these principals is unfortunately so basic that people who do not follow them — because of another faith or personal choice — are often discriminated against.

Major Religious Holidays ◀

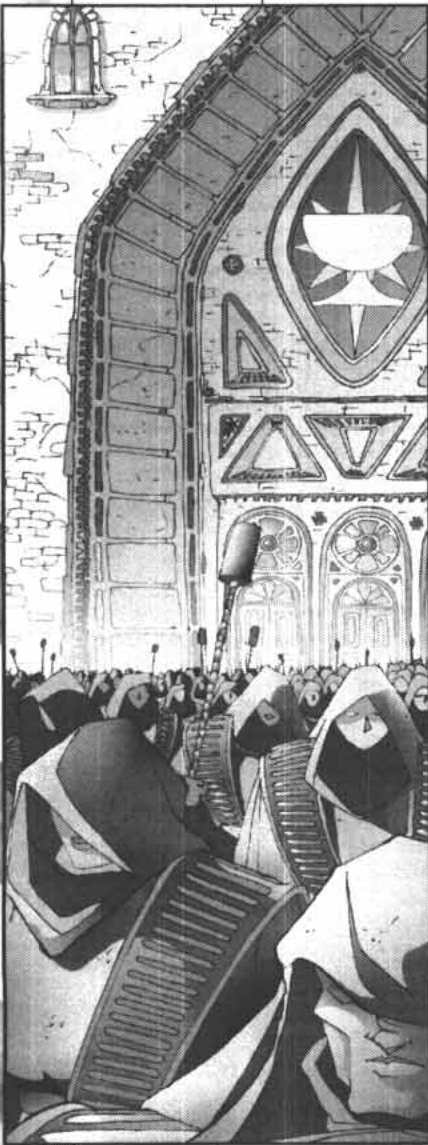
Date	Description
Every Wednesday	The “Gentle Day” sees Revisionists attending services at the local church and/or dedicating their day to the community. Most people have the day off from work and are expected to participate in community activities and/or spend the time with their families.
20 Spring	First Peregrination Day marks Nathani and Mamoud’s departure for Massada. Modern pilgrims gather at Sorrento and leave for Massada at this time.
15 Summer	Miracle of the Waters. The day commemorates Mamoud’s first miracle and roughly coincides with the summer rains on the Irrian Plain. It traditionally features a huge feast which brings whole communities together. Many Revisionists also go on pilgrimage to Sorrento at this time.
1 Autumn	The Day of Peace commemorates the deaths of both Mamoud and Nathani, which occurred on the same day of the cycle according to legend. During the solemn holiday, Revisionists are called to make peace with the wrongs they have done and change their lives for the better before it is too late.
6 Winter	Prophet’s Blessing. The day commemorates the Prophet’s arrival at Massada and features religious ceremonies and, traditionally, a large family meal and an exchange of small gifts.

The Pilgrimage ◀

Though the faithful are not duty-bound to it, pilgrimage remains an often-observed Revisionist tradition. On the twentieth day of Spring of every cycle, scores of people gather at the doors of the various Sorrentan hamlets to form large caravans bound for the holy city of Massada. Rugged all-terrain vehicles are made available by caravan captains who make their living ferrying pilgrims to Massada and back. Independent vehicle owners are welcomed to join the caravan, even though they take business from the caravan people — there is strength in number, especially when traveling the sandy wastes of the Badlands.

Daily life in the caravan is not very different from life on a Norlight homesteading settlement. In effect, the pilgrims form a new, albeit temporary, community that functions under the same social rules and mechanisms as the rest of society. Children (when present) are taught by priests or monks in one of the vehicles, while the adults either pray or perform the daily upkeep tasks necessary to the continued health of the group. Along the way, the pilgrims will stop in small towns and villages, performing minute tasks in exchange for foods and supplies or just relying on the generosity of their hosts. A few of the most successful caravan captains have taken to collectively buying “food tanks,” large cargo vehicles that have been modified to carry tanks of fast growing protein algae. Though the algae can be harvested only about once a week, it supplies enough food to feed about a dozen persons. The algae is bland-tasting, but entire cooking styles have been developed around its use.

Caravans are generally safe from danger as long as they remain in Norlight territory. Once they cross the border into the Badlands, however, they become quite vulnerable to natural and man-made calamities. Although they are generally poor, caravans carry food and water, making them prime targets for marauding rovers. The Dorothean Order — monks dedicated to protecting pilgrimage routes — often tasks several monks with protecting large caravans from harm. On the rare occasions when help from the order is not available, mercenaries can be hired to fill the void. The caravan will also pool its resources to rent the services of a skilled scout that will lead them through the dangerous parts of the journey. Often, the caravan will get a local scout for each region, ensuring he is extremely familiar with it. A small sum of moeny is also kept aside as gift and bribes to those they may encounter on the road.



6.3.1 FAMILY

Family relationships are very important to Norlight citizens, but are generally considered to be a private affair. The extensive, and highly political, clan relationships of the Western Frontier Protectorate are not shared by most Norlights, who generally feel that the family should be bound by love rather than obligation and tradition. Although Revisionist outlook has shaped the Norlight family model, the major differences are between urban and rural family units. In rural areas, extended families are the norm. Most farms, ranches and homesteads house upwards of five or six nuclear families, all tied by parentage. In urban areas, nuclear families often live separately, with two parents raising children. Very often, related families will live nearby, however, in an approximate reproductions of the rural model.

Revisionists tend to have large families, averaging four to five children per couple. Children are raised in the home with the aid of day care facilities and (less commonly) live-in nannies. Bond-twinning is a uniquely Revisionist family relationship; bond-twins become childhood playmates and are taught to be companions to each other, often going to school together and living in close proximity. This relationship can lead to romantic attachment between the twins, and the marriage of bond-twins is far from uncommon. The ceremonies of bond-twinning (usually done in the first season of life) and marriage are the religious ceremonies most likely to be part of a lapsed or secular Norlight's life. Even Norlights of other faiths often reproduce the bond-twin relationship (although without the ceremony) because it has simply become a standard part of national life. The most important difference between Revisionist and other households is marriage; the church does not allow divorce, although an end to the legal bond between a couple is possible through a state-sanctioned separation, and is used by more secular citizens.

6.3.2 PREJUDICE

Prejudice is a fact of everyday life in the Northern Lights Confederacy. Most citizens pride themselves on living in the most free and democratic state on Terra Nova, and indeed the league allows for the expression of political opinion and discrimination based on sex is very minimal. This selfsame pride, however, when paired with a powerful strain of religious intolerance leads to a paternalistic outlook which is quickly turned on anyone who deviates from the norm. The central role played by Revisionism in founding the NLC, the suffering of early Revisionists at the hands of Renaissance warlords and the radically different social models of many other states on Terra Nova have come together to create a widespread conviction that the Norlight way is superior to all others. Externally, this prejudice is most evident in attitudes toward the southern states, where Revisionism is a small minority religion, political freedom is very limited and public morals are quite different.

Internal prejudice is less clear-cut and perhaps more dangerous. Norlights who do not follow the Revisionist church, or at least pay lip service to it, are widely discriminated against at many levels. Religion-based violence is quite rare, but those who do not follow Mamoud often have a very difficult time finding housing, a job, gaining access to higher education, bank loans and most other services. Local police are often less anxious to enforce laws in Jerusalemite neighborhoods. A certain amount of legal protections exist for victims of discrimination, but Norlight courts are notoriously lax in their enforcement and numerous loopholes are included in most statutes. CNCS authorities have proven more receptive to complaints and a legal conflict is growing between Norlight judges and the supreme court.

The Revisionist revival has also created an impetus for discrimination among the faithful. Increasingly, it is no longer enough to be a Revisionist, one must be the right kind of Revisionist. Accusations of impiety and immorality are becoming more and more common and are creating a growing social divide in the nation.

6.3.3 JUSTICE

The existence of three layers of semi-independent jurisdiction in the Northern Lights Confederacy (the CNCS, the NLC itself, and the city-states) can lead to a confusing legal and judicial system. Different judges and different law enforcement officials are responsible for pursuing and prosecuting criminals, depending both on the nature and on the locale of their crimes. Ever since the amendments made to the CNCS Constitution after St. Vincent's War, there has existed a rough judicial hierarchy with the CNCS Supreme Court being seen as the ultimate legal authority in the North. Under this arrangement the decisions of the High Court of the NLC can be appealed to the Supreme Court.

Constitutionally, the prime legal jurisdiction in the NLC is local. City legislatures pass their own laws, which are enforced by local police and judges through municipal courts. National authority must be extended on a case by case basis by acts of the House of Congress. This privilege has been used a great deal, however, and a large number of national laws now constrain citizens equally over the extent of the league. Any criminal activity which occurs over jurisdictional lines becomes a national crime, a distinction which gives NorPol's anti-cartel unit wide-ranging authority over any such activity. National morality laws regulate public behavior, the sale and distribution of alcohol and narcotics, ban prostitution and solicitation, and place very tight controls on "obscene materials." NorPol enforces these laws in cooperation with local authorities. Local authorities do not have the authority to reject national laws, except for the duchy of Sesshu, which signed a unique accord when joining the NLC. Sesshu maintains a Dispensation District which features the league's only legal brothels, pornography outlets and drug houses.

6.4 LIFESTYLE

The Northern Lights Confederacy has the highest standard of living on Terra Nova. Access to education is universal, medical technology is more accessible than in most other regions and poverty, while present, is not crushing. Institutionalized social programs, sponsored by the state and church, while widespread, are piecemeal because of the Norlight work ethic which demands that citizens solve their own problems. Independent charities and community programs, though, are established at the local level to deal with the problems of the underprivileged in an efficient and compassionate manner.

The most important concept in Norlight life is the community. The idea of a true individual, with a life completely separate from family and community, is very alien to most Norlights. Although the emphasis on family is not as strong as in the clan-based WFP, people are expected to rely upon their neighbors for help and reciprocate. This life model can be traced to the mining and agrarian communities of the early days of colonization and is reinforced by the examples established by Mamoud and Nathani in Massada and Sorrento. In large urban centers, the focus on community is directed at individual neighborhoods rather than the city-state as a whole. Community watch programs, block parties and locally run ad-hoc social services (e.g. medical clinics or day-care facilities) are commonplace. Unfortunately, the focus on the neighborhood at the expense of the city-state often means that resources do not flow from rich areas to more disadvantaged ones. The wealthy take care of themselves and often allow inner-city areas to become crime-ridden and unsafe. In a final bout of irony, the wealthy will often blame the poor for this condition, thinking that they are "not taking care of their own homes."

6.4.1 LANGUAGE

Standard Human Anglic, as codified many millenia ago, is by far the most widely-used language in the NLC. Every legal text is in Anglic, and it is the base language of all but a few specialized educational facilities. It is the mother tongue of over 80% of the population. Though the standard Human Anglic is the one taught in schools, there are several regional variants and dialects that slightly change the syntax and (mostly) the vocabulary of the language. All are perfectly understandable by any Anglic speaker, though it will be easy to pinpoint the provenance of the person using them by his accent and vocabulary. With some rare exceptions, the written form of the language is consistent throughout the Norlight Confederacy.

The only major second languages are Indo-Arabic and Equatorial Hispanic. Indo-Arabic, which is the language of religion, is the dominant language in the Irrian Plain. Even there, everyone speaks Anglic. The official edition of the *Khodaverdia* is in Indo-Arabic, although sanctioned Anglic translations are very common. Consequently, most Revisionists have at least a halting familiarity with Indo-Arabic, although only clergy and more traditional Revisionists converse fluently in the language. Jerusalemite communities use a dialect of Indo-Arabic, which is closer to biblical Hebrew or Koranic Arabic. Equatorial Hispanic is spoken in the Westridge Range area, south of Lake Clearwater. This linguistic particularity reflects a cultural tie to the Great Western Plain, but the language has been slowly dying out over the last century. Currently, only people over the age of 50 cycles are likely to speak fluent Hispanic, although a linguistic revival movement is underway in several communities.

6.4.2 EDUCATION

Education in the NLC is compulsory between the ages of 7 and 20 cycles. Before the age of seven, most children are schooled by the family or with the help of locally-run day care and early education centers. From seven to fourteen, children attend lower school. In rural and urban areas, most of these schools are quite small, with classes of ten to fifteen children. These are run by the local community and are close to the homes of all the children. Young priests or peregrine monks sometimes teach at lower schools, a practice which is especially common in the Irrian region. Middle schools (ages 15 to 20) are significantly larger and prepare children for their life choices. These are more closely regulated by the state and students must often travel substantial distances to attend. Boarding schools are standard in rural areas where one middle school may serve several villages and homesteads, and many of the better urban schools follow this model as well.

Higher education is not mandatory in the NLC and rural families often expect their children to return to the farm and earn their keep once they complete middle school. There are many educational choices open to the middle school graduate, however. Professional schools are a popular choice, teaching trades and preparing the road to the job market; universities are also popular and concentrate on longer academic programs (typically seven cycles) which train people in highly specialized, academic or theoretical fields. Enlisting in the NAF or Northern Guard is a third popular option. The NAF in particular offers very attractive training programs and grants for university training for those who serve five or more cycles in uniform. Post-graduate diplomas are also offered by most universities, although students are encouraged to establish a non-academic life before pursuing another degree. University education is generally quite expensive, so most students must seek loan programs to attend, which makes military enrollment all the more appealing. There are a few corporation-sponsored programs for bright students, though they are expected to come to work for their sponsor once they have completed their studies.

6.4.3 RESIDENCE

The typical Norlight home reflects the extended family model and the large number of children per couple. The most basic unit is the rural farmhouse, a large dwelling built around a central courtyard. The ground floor of these homes contain all the common spaces, including a large kitchen, dining room, a storage room and a living room. The sleeping quarters are on the second floor, often with four master bedrooms that overlook the courtyard and housing the central members of the extended family. Children, grandparents and others use smaller rooms along the outside of the second floor. A square prayer room usually forms a small third story.

Urban housing is quite different, with apartment blocks rising to ten or more stories. Nuclear family dwellings, with separate kitchen and eating facilities, are the most common. Concessions to communal living are typical, however. Most apartment buildings have several communal spaces, including large rooms on the ground floor for casual meetings. Internal courtyards are often connected by arcades or alleys to form a maze-like back street network in some city-states.

6.4.4 RITES

In a nation defined so much by the faith of its population, many of the rites performed by Norlights during their lives are naturally rooted in the church. From birth to death, most major events are accompanied, marked or sanctioned by an official of the Revisionist Church. There are some events that are not connected to religious ceremony but are still deemed important.

● RELIGIOUS RITES

The first major Revisionist rite of passage is the bond-twinning, which links two newborns as lifetime companions. This simple ceremony is performed by a priest in the first seasons of life and symbolizes the beginning of a Revisionist's religious life. According to a few of the most traditional theologians in the church, infants who die before bond-twinning are not entitled to a religious funeral, but most church officials disagree. A coming of age ceremony is usually held at 16 cycles of age (roughly coinciding with the onset of puberty) and is marked by a presentation in front of the local congregation. This ceremony is known as the Awakening, and the young Revisionist reads from the *Khodaverdia* and comments on it. At this point, the young person becomes an adult capable of understanding the world and the holy texts himself.

Marriage is the next major religious event. The wedding ceremony is considered the central point of a Revisionist lifetime, marking the passage from one generation to another. Vows are exchanged between the two companions in a small ceremony at the local church, usually with only the two families and bond-twins attending. The ceremony is presided over by a priest, but consists mostly of the two betrothed exchanging vows which they have written themselves, along with appropriate religious texts. Traditionally, the parents of both companions will stand by their child to "give them away," but parental approval is not required for a marriage to proceed. A lavish reception is then held to celebrate with the community. Both families cooperate on the celebration, with friends and neighbors coming to dance the night away and toast the marriage.

The next (and final) major religious rite is burial. Revisionists are traditionally buried during a somber religious ceremony led by a priest and attended by friends, family and loved ones. The person closest to the deceased (often the bond-twin or mate) usually gives the central address of the ceremony, remembering the departed. The departed's household will often host a second, informal ceremony in which friends get together to share their grief and drown it with laughter and drink.

● SECULAR RITES

Rites that are not sanctioned by the church are much less formal than their religious counter-parts. Informal life-cycle rituals are tied to more pragmatic signposts of personal development. Perhaps the first such occasion coincides with the departure for boarding school and involves a quasi-ritualized discussion between the child and one or both parents. The parent takes this time to remind the child of the behavior which is expected of him and the child makes certain promises to his or her family. A more standardized secular rite is an informal romantic commitment called "union." In union, two Norlights commit to each other in a personal ceremony seen as a prelude to marriage. Union is an outgrowth of the Revisionist policy against divorce and replaces marriage until the couple is positive they wish to have children and stay together for the rest of their lives. It involves the exchange of simple vows and gold or silver rings, often before two or three witnesses.

Several common secular rites are tied to the seasons, rather than the life-cycle of an individual. These vary by region and are generally tied to agricultural cycles or the commercial cycles of trading cities and mining towns. The sowing of a crop is accompanied by a small community banquet, while the harvest several seasons later is met with a much larger and more raucous affair. Trading cities have similar events when desert caravans arrive in town and when miners receive their yearly bonuses.

6.4.5 FOOD AND DRINK

The large Norlight agricultural and ranching industries reflect the fertile land upon which the nation was built. The NLC prides itself on being a modern and humane society where citizens are not allowed to go hungry; malnutrition is very low and the national diet is generally healthy. Johar, wheat and a variety of genetically-engineered cereals form the center of the Norlight diet; breads and pasta are other common staples used at many meals. Vegetable and fruit growing is less extensive, but are well represented in the average national meal. Native tubers and berries grow plentifully in the valleys and basins of the league's north, while specially-bred variants of Terran produce (including tomatoes, lettuce, plantain and apples) are grown across the nation. Soybean products are also common, providing much-needed protein; soy milk and cooking oil are especially used. Springer and other meats are also eaten as the main course of large midday meals. Morning and evening meals are usually small and often vegetarian, including cereals and fruits.

Norlights, despite their religious outlook, are heavy drinkers. This leads to a certain amount of confusion on the part of Southerners not familiar with Revisionism. Indeed, the church forbids alcohol consumption on pilgrimage or during peregrination. This philosophy has spread to a legal ban on the sale of alcohol on Wednesday, the Gentle Day when Revisionists attend church and serve their community. Drinking remains legal on Wednesdays, but most Revisionists refrain from doing so. Those who go on pilgrimage or undertake charitable acts also abstain. At other times, however, Norlights enjoy drink like few other Terranovans. Ales and lagers are especially popular (the best coming from Innsbruck), but malt liquor and wine are also appreciated. Drinking is a social phenomenon and most neighborhoods have a local watering hole (called a bar, pub, speakeasy or beer house depending on its style) that attracts the locals on evenings. These establishments close on Wednesdays. There is a legal drinking age of 20 cycles in the NLC, but this law is enforced only for hard liquor and public inebriation.

Barstool Stories ◀

Many bars feature big screen trideos for sporting events, live music or dazzling light shows, but the most traditional form of pub entertainment is storytelling. The tradition dates back to the days of the colonization of Terra Nova and to the makeshift bars established by early settlers and corporate employees. Loosely organized, free-form performances, these bar stories are one-man shows in which a storyteller speaks for over an hour about some series of odd events. These tales can be about the raconteur's personal experiences, some semi-mythological events from the early days of Terra Nova, or anything he or she wishes to say. They are, however, generally about a group of colorful characters from a small town or a lower-class neighborhood in the city. Most stories are played for a mixture of laughs and sympathy and the audience, while shouting support, rolls with laughter and boos villains with abandon.

Several of the best storytellers have gone on to become trideo stars, taking their act to the screen. These tales are raunchy affairs that raise hairs on the necks of broadcast sensors' necks. While some bar room poets have thrived in the mass media — such as Thom Peltisea — others have chosen to remain with live audiences and away from the prudish morality censors. Things said in a bar or a mid-sized performance space are much less damaging than words broadcast to private homes across the league.

The Tales of One-Eyed Jack ◀

Perhaps one of the most famous of all Terranovan myths, the various tales of One-Eyed Jack are a staple of barstool stories across the Norlight Confederacy. One-Eyed Jack is a legendary settler from the earliest times of the colonization of the planet. All good barstool storytellers will claim to have at least one ancestor who knew or traveled with One-Eyed Jack and transmitted his stories through the family line. It is tradition for the public to make faces and emit skeptical comments at this, and have the storyteller "convince" them of the veracity of the tale and its provenance.

One-Eyed Jack, though a mostly mythical character, probably has roots in one or two real people who lived in the first Terranovan centuries. If one were to look in the few population records that survived the turbulent Terranovan history, one could probably find the names and personal files of several people who match the description. Some claim that One-Eyed Jack is based on General Barnabus Collins, the so-called "first true Badlander" (see *Into the Badlands*, p. 9). Most barstool storytellers insist that the two men were separate individuals, although they are often referred to as brothers.

According to the most common version of the story, Jack (his real name varies depending on who is currently telling the tale) was a young and destitute Terran who came to Terra Nova in the hope of building a new life for himself. Variants make him a ship crewman, a stowaway aboard one of the colony ships or, more rarely, an escaped prisoner. Regardless, he is always a dashing young man, honest and hardworking — the very prototype of the Norlight character.

Jack was rumored to be able to wrestle a springer to the ground single-handedly, and could outrun a hopper on a level field. He could kill an armadillo beast or tame it without difficulty, using only his wits and a piece of polymer rope. It is said that he lost his left (or right, depending on the tale) eye to a giant beast that was attacking a settlement. Though he killed it, Jack always refused a prosthetic eye, saying that he now saw better into the hearts of men.



6.5 ARTS AND ENTERTAINMENT

The Northern Lights Confederacy is caught between strong values of diversity and its fundamentalist roots. The media, art scene and popular entertainment industry are some of the most hotly contested areas in this perennial Norlight debate. The diversity of cultures and outlooks present in the NLC, from hard-drinking miners of Innsbruck to the artists of Sesshu and politicians of Valeria, creates an impetus for a wide variety of art and entertainment forms. The revival of the Revisionist church, with its emphasis on moral guidance and the primacy of faith, stifles many of these avenues of expression. The extensive Norlight morality laws (see 6.3.3 *Justice*, p. 93) render many things illegal and place law-enforcement officials in key positions of power in the entertainment and art worlds. This social conflict has fueled some very powerful art, but also sent many into exile into more permissive leagues such as the United Mercantile Federation.

Religious art has always been supported and patronized by the church. Even in this area, however, artists must reconcile themselves to follow the visions of others. While painters, songwriters and others are encouraged to explore their own faith in their arts, the church imposes limits on what can be said in sanctioned pieces. Religious artwork that is not sanctioned is judged as immoral, and the artist can face prosecution. Emil Ratij, a painter from Petropolis who achieved recognition for his murals in working-class residential spaces during the TN 1920s, was recently arrested for obscenity and indecent expression after revealing a series of murals on the life of the Gentle Prophet. Several of these clearly showed Mamoud and Nathani as ardent, physical lovers and outraged several members of the church. Prominent theologians have suggested a sexual relationship between the Prophet and Second Follower, but the explicit nature of Ratij's murals was enough to get him into legal difficulties. Members of the Norlight artistic community have come to his defense and obtained skilled legal counsel. A legal battle in the NCNS Supreme Court is expected to ensue.

Mass entertainment is diverse in the NLC, but competitive sport remains unchallenged. Soccer, automobile racing and professional Gear dueling achieve ratings and attract live audiences unheard of for other forms of diversion. Electronic media is somewhat underdeveloped in the NLC and many trideo shows and holofilms are imported from the UMF, although current affairs programming is well-respected. Homegrown dramas and comedies that appeal to the mass market have an unfortunate, but not undeserved, reputation for predictability and preaching.

6.5.1 THE MEDIA

The Northern Lights Confederacy is a poor neighbor to the United Mercantile Federation when it comes to mass media. The extensive morality laws of the NLC place a great deal of restraint on material that is acceptable on national airwaves or in print media, banning many products as too violent, pornographic or "inappropriate." Consequently, a certain dynamism is lacking in Norlight media productions and the number of trideo channels, music broadcasts and holofilms is much lower than in the UMF or the Southern Republic. Norlight trideo tends to concentrate on the real world rather than fantasy, with current affairs programming and sports coverage most common and respected. Norlights enjoy comedies and dramas as much as their national neighbors, but locally produced shows tend to flat when compared to Mercantile output. Documentaries, news programs and political coverage, however, are of unparalleled quality, and are exported across the North and Badlands. The spread of Hermes 72 satellite trideo has caused some trouble in the NLC because of the sudden access to programming not subject to morality laws. Eastern bloodsports, gladiatorial dueling from Khayr ad-Din and Ashantite fashion shows are available to properly equipped Norlights. Norlight legislation demands that "screening chips," which can black out some programming, be installed in all Hermes 72 equipped trideo viewers, but new ways to defeat such measures appear on the black market daily and are easily accessible to most viewers.

Electronic media may not be thriving in the NLC, but the league has the best print industry on the planet. The large pulp and paper manufacturing complex fuels a phenomenal number of journals, newspapers and publishing houses that present material simply unavailable in other media. The Prophet Mamoud's distrust of electronic media is well known, and print is still considered by many to be the preferable medium for communication. Morality laws are also less stringent for non-graphic material, so the Norlight literature market is far more vibrant and creative than its trideo market. Literacy is universal for children above eight cycles of age because of the value placed on the written word. Norlight homes often feature extensive libraries of religious and secular texts and newspaper subscriptions are a prerequisite of urban life. Many homes and public areas are equipped with dedicated fax machines that can receive and automatically bind the daily paper and any other text the residents may desire to consult (the paper itself is later recycled). To prevent long printing time and waste, though, most Norlights prefer to simply go down to the local library to consult particularly voluminous texts.

Fine art has suffered the most under the hold of the morality laws. Non-religious artwork is notoriously undervalued in the NLC and any painting, sculpture or sketch that is considered in any way beyond the constraints of good taste can be deemed illegal very quickly. Many galleries and private venues have shows for material that is labeled "immoral" and limit access either to private members or to clients of a certain age. Even in these conditions legal limits apply, however, and local law enforcement in many city-states is highly unforgiving in these areas. Mainstream fine arts tend to be less representational for this reason, with strong impressionist and abstract schools of art. Likewise, performance arts, such as theater and singing, are intricate but tend to be highly restrained affairs. A large part of the Norlight repertoire is based on Revisionist stories, many of which are very beautiful and moving.

6.5.2 MUSIC

The suffocating effect of morality legislation has had its effect on the Norlight music scene as well. Foreigners find mainstream music bland, but in fact it is simply different. Instrumental classical music and primal dream are the most popular forms, and there are twenty major symphony orchestras in the league. Harsher music also has its place, but is thought of as the music of the young. Moral judgment is often passed on provocative lyrics, most particularly those that are explicitly sexual or critical of the church. Rage and shock music are the most vibrant styles in the underground scenes and have inspired whole cultural movements.

Shock Culture ◀



The raw power and complex lyrics and melodies of shock music have electrified whole sectors of the Norlight population, bringing together diverse counter-cultural elements. Although Fort William is the greatest center of the shock movement in the northern hemisphere, the Norlight branch of this anti-establishment social phenomenon is the most savvy in its use of the media. Western shock culture focuses above all on a pro-peace platform; its Norlight cousin is much more concerned with breaking social taboos than laying down arms. According to the shock "purists," if such a thing is possible, Norlight shock is much closer to rage than to primal dream (the two forerunners of the style). The deafening cries of Norlight shock call for the destruction of the "pretentious chains" of Norlight morality. Although music remains at the center of the shock culture, fashion, lifestyle and other media are also very important. "Shockers" tend toward clothes and accessories that challenge established conventions, including facial tattoos and revealing clothes. Shock culture has also produced a large number of "guerrilla trideo" cinematographers, independent producers with trideo cameras who produces short films that are illegal under morality laws. These feature graphic or implied violence and sex, often in staccato high-speed images that are chaotic and nonsensical to those not familiar with the genre.

Shock music, shock films and shock life are put on display in a growing network of underground shock clubs that can be found in every city-state's urban inner city. These clubs range from the relatively sedate legal variety — that features music not heard on radio, but few truly extreme displays — to the illegal clubs that include shock fashion shows, viewing of shock film, live music performances and sex shows. Shutting down these clubs is a priority in several of the more religious city-states, but the clubs change locals from night to night, making them very difficult to track down. A few communities are receptive to the shock clubs and allow them to remain open in the same location to become truly outrageous affairs. The largest and best known is the Black Box in Sesshu's Dispensation District, a four story club gaining a reputation across the globe. The Black Box is run by a celebrity: Alia "Shock Queen" Tessier, a singer and songwriter famous among Shock fans from pole to pole.

The Shock Queen is, as one would expect, an extreme example of the values of shock culture. Multiple tattoos and piercings adorn her body, her hair changes color and style every few nights (and on some occasions, every few hours) and her choice of clothes is always revealing. She also has a taste for body painting. For all her external quirks, however, Tessier is a savvy businesswoman who knows her clientele and can cater to the specific needs of the shock community. As she gets older, she spends an increasing amount of time on the business side of things, however, and her singing career has suffered from it somewhat. In the meantime, she supplies songs to other known shock figures as a creative outlet.

6.5.3 SPORT

The most popular type of sport in the NLC is undoubtedly motor-sports. From impromptu jeep races over the Northern Plain to the intense competition of the Death Track 1000, Norlighters are rabid fans of any sport that includes a combustion engine. Every city-state has at least one speedway and Gear dueling team, but the two major sport centers are Innsbruck and Kenema. Innsbruck hosts the yearly Death Track 1000 Gear race, the most prestigious race on the professional Gear racing circuit. The circuit includes fifteen other races, including the Port Aurora Classic and the Kenema 1500, each of which has their own fan base and special features. The Death Track comes at the end of the season and is the world championship of Gear racing, attracting racers from across the hemisphere and even some from the south. Kenema, the motor-city of the league, is home to the Kenema Grand Prix, the league's largest high performance automobile race. Grand Prix class automobiles are manufactured by a small number of companies (including Shaian Mechanics and Northco), and are the fastest ground vehicles on Terra Nova. Sleek to the extreme, Grand Prix racers have inspired the most luxurious commercial sports cars, including the Kenema Axion, made famous in the highly popular trideo series *Axion Knights*. Gear dueling is centered in Valeria, where the Northern Dueling League holds its championship and has three separate teams.

Personal sports are also very popular, with soccer as the most widely played sport in the league. Children, adolescents and adults kicking around soccer balls in the morning sun is a common feature of travel brochures. Most middle schools, professional colleges and universities have their own soccer teams and every city state has a professional team as well. These professional teams compete on a hemispheric, rather than national, scale, with the Gaylor Cup awarded to the champion. The championship match is played every two cycles in the Spring and changes locales every time. The TN 1932 cup was played in Swanscombe in the United Mercantile Federation and the next cup will be played for in Kossuth.

6.6 TECHNOLOGY

Though the technological level of the NLC is high, the league largely embodies the "simpler is better" principle that guides much of Terra Nova. While highly sophisticated genetic engineering and computer design goes on in the NLC, most citizens live with only a very few "wonders of modern life." They rely instead on tried and true equipment which will not break down. This is especially the case in rural areas, where everyday life unfolds far away from centres of precision manufacturing. In the city-states, high technology is more common, where digital personal communication, privacy devices and many other electronic toys are part of any middle class person's lifestyle.

There are areas of impressive Norlight technical achievement, however. Agriculture and animal husbandry are two areas that have benefitted from a great deal of technical attention. Cereals raised by farmers on the plains, and many of the richer fruit and vegetable valley crops, are possible due to advanced genetic manipulation and accelerated breeding processes. Johar grows naturally, but wheat, corn, barley, hops, carrots, apples and onions all depend on precise modifications to adapt them to different nutrient bases on Terra Nova. Other areas of agriculture are also highly advanced, with crop monitoring devices set up to measure soil conditions and adjust irrigation and fertilization in sequence. A continuing struggle against crop disease and parasites also spurs technological development, with resistant strains, new targeted pesticides and other developments springing up constantly. Agricultural research is rather diversified, but Smolensk is the most widely recognized center.

Norlight medical technology is also unparalleled, thanks to the Yele Medical Center in the city-state of the same name. At YMC, the globe's best doctors and researchers (including many immigrants) continue to push back the frontiers of health and life. Genetic manipulation, organ regrowth, pharmaceutical development and cyb use are at their cutting edge at the medical center. Outside the YMC, however, many of these procedures remain inaccessible. Genetic testing for birth defects and a whole class of drugs are readily available and affordable, but full organ regrowth, cyb surgery and genetically targetted drugs are the privilege of the very rich or the very well connected. YMC and other centers of medical research have come under serious fire from the government and church for creating health care for the elite. Several medical centers, including the Valeria School of Medicine, have begun "popular medicine" programs aimed at creating more accessible technologies.

► Ludmir Hetherton



The current director of the Yele genetic research lab at the YMC, Doctor Ludmir Hetherton is a well-known figure in the Terranovan medical community. Once a prodigal student of noted geneticist Albert Deavor, Hetherton is recognized for his work on advanced multipolymerase protein design and is considered to be a major authority in modern genetic design. He is well-aware of the dangers of meddling with nature, and as a result, he adheres to the various security and isolation protocols to the letter when working on dangerous organisms and testing new synthetic DNA strands.

Hetherton is fascinated by the biological and genetic history of humanity. Though he would like to freely explore the possibilities of the many genetic codes he has unearthed or generated in the course of his research, the ethical and medical problems this would cause are enormous. He prefers that no one know about his own personal projects and conducts research alone, after hours. That way, the only life and conscience he puts on the line are his own.

► The Helix Plus Project

Helix Plus is the codename for Hetherton's favorite secret pet project. He looks into historical records to compare the DNA of early settlers (and whatever otherworldly samples he can get his hands on) to modern Terranovan DNA to detect mutations and improvements, if any. He is fascinated by the numerous attempts at modifying the human gene code, especially in the turbulent period between the first steps in space and the end of the Ice Age on Earth.

Hetherton has recently come across what he believes to be a remnant of an advanced genetic code. It was found in one of the many samples brought back from the Badlands by mercenaries in Hetherton's pay, though its exact source is unknown. At first glance, it looks like a crude version of an improved human code for a stronger, healthier and smarter person, but with several mistakes and shortcomings left in. Hetherton believes the structure of the sample indicates an artificial origin, but based on an existing natural code.

The existence of this sample generates a series of very serious questions, such as where it came from and whether or not it would really lead to a race of "supermen." It proves someone is playing around with DNA coding somewhere on the planet, a discovery that has him worried to no end. Hetherton has been trying to find out more, but he is impaired in his efforts by the fact that he must keep the existence of Helix Plus a secret from the authorities. Hetherton is familiar with the gene-codes of GRELS and his sample is somewhat different. He has heard that the population of Jan Mayen is currently working on modifying GREL genetic codes to permit reproduction; it is possible that the material may come from these trials. Hetherton has also been in contact with Humanist researcher Arthuro Nessen (see *Life on Terra Nova*, p. 112) through the Yele Medical Center's information exchange forums and believes that the preceptor may be the best man to whom to bring the material. Hetherton is well aware that such a move could be interpreted as treason.



THE PERFECT GIFT

Gil knew she would love it. It gleamed just like her eyes, a glowing turquoise that spoke directly to his heart. It was the last day of Gil's three-day leave from the Northern Guard and he hadn't found a gift for Sindi until now. He absolutely needed to get the pendant hanging in the shop window before he returned to base. He knew, with the absolute certainty of a truly desperate soul, that only this piece of fine jewelry would show Sindi his love for her. Finally she would see him as more than her copilot in their *Thunderhammer* artillery strider. Only the shop was closed for the night. Gil was at a loss for what to do when the lead stated flying.

The first shot shattered the plate glass window in front of Gil and it was only then that he heard the sounds: a car screeching around a corner, police sirens, and automatic weapons fire. Caught without his tactical readouts and layers of durasheet composite armor, he froze and watched as a beat-up pickup truck thundered down the road pursued by a Kenema Police squad car. The crooks were armed to the teeth and hosed down the pursuing car with assault rifles. The police car was bulletproof but Gil wasn't. He finally dove for cover.

The van made a sharp U-turn and headed back toward Gil; the KPD car followed suit, joined by other cars converging on the pursuit. Nearly cut off by the cops, the criminals powered up onto the sidewalk, lost control and ended up slamming into a lamppost not twenty meters from Gil. The cops screeched to a halt behind Gil and got out with their guns drawn. Both sides opened fire almost simultaneously, bullets sailing over Gil's prone form and into walls, parked cars, mailboxes and storefronts all around. Gil crawled closer to the wall, seeking to make himself as small a target as possible to the raging gunmen. The KPD officers, he noticed, were being forced to fall back as the criminals pumped their squad cars full of lead. The supply of ammunition of all sorts seemed endless.

After a burst of automatic fire hit the pavement near him, Gil tried to spin out of the way and knocked his head against the wall in the process. His glasses went scattering across the broken sidewalk; in an instant, the criminals down the street became nothing but a blur — a blur with high-caliber weapons. Building up his courage — do it for Sindi, he told himself — Gil extended his hands out of his meager cover and grabbed his glasses. They were cracked, but he could see again. He wasn't sure that was a good thing.

The balance of power changed suddenly with the arrival of a police armored personnel carrier bearing the marks of the Quick Response Team and flanked by two *Cheetah Polizei* Gears. When the criminals seemed unimpressed and brought out a grenade launcher, the pilot of the lead Gear did not hesitate to pepper them with machinegun fire. Many of the crooks went down in the hail of bullets, but several made a running charge at the underarmed officers who had chased them in the first place... right towards Gil.

He had only a moment to react; they would surely see him and shoot him just for kicks. As the leader got close, Gil leapt to his feet and slammed into the oblivious crook. One strong shoulder and the armored thug was down, but his companions were fine. One raised his rifle and Gil saw his life flash before his eyes; a life incomplete without Sindi by his side. Then came a final shot as a single round from a *Cheetah's* machinegun slammed into the crook. Other cops were next to Gil a second later.

"You okay buddy?"

Gil looked at the ground and saw the pendant. Kneeling he picked it up. "Yeah, I'm just fine."



7.1 DESIGNING A NORLIGHT CHARACTER

On the surface, the idea of designing a **Heavy Gear** character born and bred in the Northern Lights Confederacy is no different than any other type of PC. Norlight society is diverse enough to have almost any type of character within it. Those playing in action-oriented campaigns can find a wide variety of possible characters. **Heavy Gear** standbys like Gear pilots, military technicians and special forces operatives are all in play in the NLC, as are police officers, rovers, smugglers and corporate security officers. Players in intrigue-oriented campaigns can also find many types of characters in the NLC, including NorPol undercover agents, NISA spies and Prophet's Shield members.

The central issue of religion should be dealt with somewhat when making a character of Norlight descent, especially if the campaign itself will take place in the NLC. This does not mean, however, that religion must be the center of every Norlight character's existence. Indeed, it is quite possible to make Norlights who do not care about religion at all or who follow a small faith unrelated to Revisionism or Jerusalemism. Nevertheless, these decisions should be made because they help define the character as an individual and determine his place in a Norlight campaign. The "default" for a Norlight is to be a "lapsed Revisionist," who associates with the church only minimally but has integrated Revisionist practice into his identity. If players wish to play someone with a different theological outlook, the GM should work with them to explain the character's beliefs. Family background is an important part of this process because the character may be following or rebelling against the teachings of his parents. Characters who, as adults, have "found religion" or have become atheists, should have gone through a traumatic or revelatory experience, which can form an important part of their background. Gamemasters should also decide what religious choice implies for the character's day to day life. It may not have any bearing (a soldier in a polyglot Northern Guard unit) or be critical (a Jerusalemite facing discrimination in Smolensk). There are, of course, no "right" answers to any of these questions; the point is to use religion as a tool to help develop a background for the Player Character.

7.1.1 CONCEPT, BACKGROUND AND SUBPLOTS

The matter of religious choice is only one part of the larger process of developing a character concept. While players can sketch out a character by themselves, fleshing out the background and concept should be done with the Gamemaster. GMs can then help build a network of subplots and contacts for the character, tying the new PC to the campaign setting and to the other PCs.

As was the case with religion, the Gamemaster and Player should try to determine the rough origin and implications of key character elements. In a league as big as the NLC, regional origin can have a very large impact and GMs should try to see what elements could be used from the city-state or regional information in this and other sourcebooks. If a PC decides to be a Keneman engineer, for example, it might be worth deciding if he works for one of the big corporations or not. If he does, potential enemies and contacts may emerge. Age can also be an important factor. PCs who were adults during the Judas Syndrome may have a hard time trusting strangers; those who suffered during the War of the Alliance may be reluctant to get involved in combat. None of these associations are set in stone (many veterans are willing to go back to the battlefield, for example), but they are the type of implications which can be used to create a richer character concept without too much work.

Players and GMs should also be looking for potential subplots at this stage. These are personal stories revolving around the character that are secondary to the main story of the campaign, such as a romance, being hounded by a reporter or having a personal nemesis. These "side stories" add a great deal to the roleplaying experience because they are almost always character-driven; they occur because the PC wants them to. When the PC's background is being created the GM can take notes as to what aspects will recur in the campaign (e.g. an old lover or a strained relations with the PC's father) and can even ask what aspect(s) the player would like to see turn into a subplot.

7.1.2 ATTRIBUTES AND SKILLS

National origin should only play a small role in Attribute and Skill choice. In terms of language skills, all Norlights speak Anglic as their native tongue. Characters hailing from the Irrian Plain or from the Westridge Trench receive the Foreign Language: Indo-Arabic or Foreign Language: Equatorial Hispanic (respectively) skills at level 1 as per the second language guidelines described in *Life on Terra Nova*, p. 140. Characters born in a Jerusalemite commune should also get a second language, either Indo-Arabic, Biblical Hebrew or Koranic Arabic.

Players who wish to portray priests, monks or other very observant Revisionists should spend some of their points in appropriate areas. Most priests and monks will have above-average KNO and PSY, because of the training they receive and the support from the church, although unhappy or disgruntled priests (low PSY) are far from unheard of. They should also purchase Foreign Language: Indo-Arabic at level 2 (because they study texts in that language); other appropriate skills include Social Sciences (specialized in theology), Psychology and Teaching. These skills are virtually obligatory for priests and monks (at least at level 1) and can be useful for pious lay people.

7.2 EQUIPMENT

The Northern Lights Confederacy is not a “gadget-crazy” league. While the United Mercantile Federation, Mekong Dominion and Humanist Alliance may be chock-full of high technology devices, the NLC usually relies on simpler, tried-and-true devices. The league has its fair share of cutting edge industries, most notably pharmaceutical and medical technology in Yele, but these advances are often not available throughout the population.

The weapons and other pieces of equipment detailed over the next few pages are designed to give players and Gamemasters a few useful props for their campaigns and characters. Many of these items can be found across Terra Nova in slightly altered forms and so can be used in any Heavy Gear campaign (at the Gamemaster’s discretion, of course). They are not provided so much for their Silhouette game statistics, but to provide some additional insight into Norlight life and to add flavor to characters who might use them.

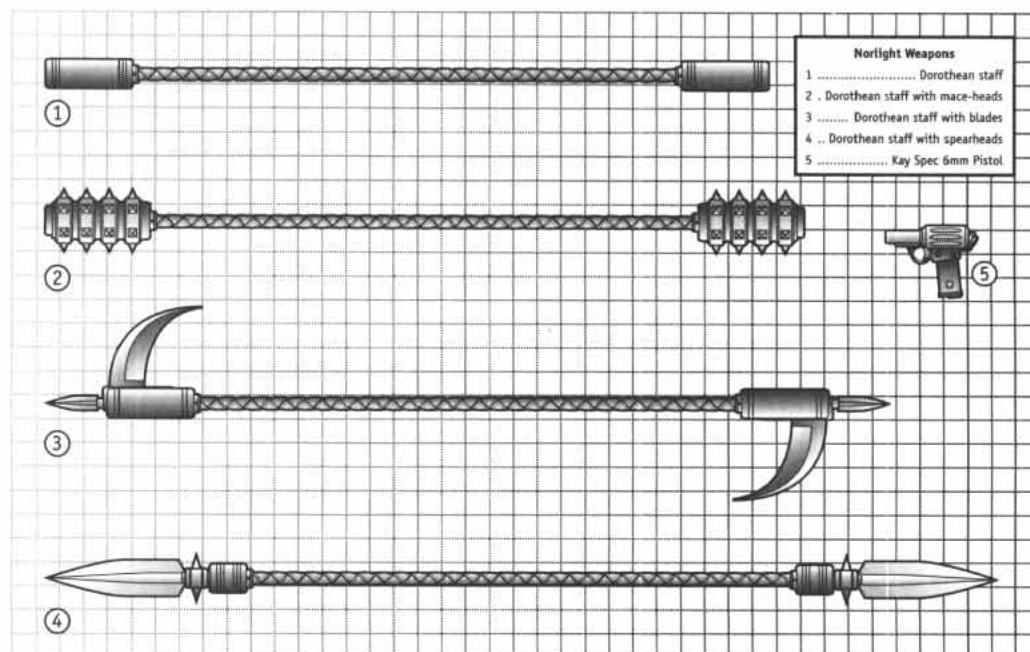
This section includes both combat and non-combat items. Combat items include game statistics which often vary slightly from those provided on pages 79-81 of the **Heavy Gear Rulebook**. The statistics given with each item here reflect the capabilities of specific models and designs, whereas those in the rulebook are general guidelines for types of items. Gamemasters who wish to limit the number of different stats to keep track of can decide to only use the stats from the rulebook.

7.2.1 WEAPONS

Although it likes to consider itself highly “civilized,” the Northern Lights Confederacy was built on a rural model. The need for weaponry to hunt and defend oneself in the rural areas has left a legacy of quite poor gun-control in the NLC. Most citizens can, with very little difficulty, gain access to deadly force. At least one shotgun or hunting rifle is stashed in almost every rural home, and firearms are all too common in the slums of the city-states. Many people claim that only the peaceful message of Revisionism keeps the NLC from exploding into violence.

Norlight Weapons						
Weapon	Accuracy	Damage X	Range (m)	ROF	Ammo	Cost
Kay Spec 6 mm pistol	-1	10	4/8/16/32	0	20	120
Dorothean staff	+1	AD + 9	Strength + 15	-	-	Not available*
Dorothean staff with blades	+1	AD + 11	Strength + 12	-	-	Not available*
Dorothean staff with mace-heads	0	AD + 10	Strength + 5	-	-	Not available*
Dorothean staff with spearheads	0	AD + 11	Strength + 20	-	-	Not available*

* Restricted to religious personnel (see p.104).



7.2.2 QUICK RESPONSE TEAM EQUIPMENT

The Kenema Police Department's Quick Response Teams (QRTs) are special weapons and tactics units that deploy rapidly in cases of stand-offs with criminals, hostage situations or the need for rapid-attack tactics. Several QRTs use Gears, but most are made up of police officers in specially designed armor and carrying military weapons. Because they must fight in enclosed spaces, QRT members use compact weapons and armor that will not slow them down. Much of their equipment is drawn from military or police supply sources.

► Toth 9mm Pistol

The standard sidearm for all KPD officers, the Toth 9mm pistol is manufactured by Reas Weapons, a local arms manufacturer. The Toth is also used in the Norlight Armed Forces and is well respected for its reliability and its accuracy. It carries a 20-round clip (using a staggered-round clip) and can be fitted with a laser sight. QRT trooper members use the Toth as a secondary weapon. The Toth has the standard game stats for a 9mm pistol (Acc 0, Dam 15, Range 5 meters). The Toth retails for 300 marks.

► Kerringer KP-4 9mm SMG

QRT troopers involved in room clearing or hostage rescue use the Kerringer KP-4 9mm compact sub-machinegun as their standard weapon. Kerringer Arms combines a very small size and legendary reliability in a weapon used by most urban assault specialists in the military, intelligence corps and police. Its small size means that it never gets in the way in close quarters. The KP-4 can be fired one or two-handed (-1 accuracy when one-handed and full rate of fire is used) and features a folding metal stock for extra stability. Like the Toth pistol, the KP-4 can be fitted with a laser sight. The Kerringer has the typical game stats for a 9mm submachinegun, although its short barrel limits its range somewhat (Acc 0, Dam 15, Range 8 meters, ROF 2). The KP-4 retails for 575 marks.

► PolTech PG-37 Grenade Launcher

PolTech is the largest Norlight manufacturer of equipment aimed specifically at the police market. Based out of Livingstone, they nonetheless have a very special relationship with the KPD. They produce many pieces of equipment for the QRT, including the unit's main support weapon, the PG-37 37mm grenade rifle. Based on the Riley MG-37 military model, the PG-37 can hurl tear gas grenades up to 400 meters away (200 meters if precision is required). Typically one out of every five troopers entering a building will carry a grenade launcher. The PG-37 has the standard game stats (Acc 0, Range 50 meters), and retails for 700 marks.

► Grenades

Quick Response Team troopers almost always carry a variety of non-lethal grenades used to stun or incapacitate their targets with a reduced risk of killing hostages. The most common grenades are PolTech tear gas canisters (Accuracy 0, Damage 5 + gas effects) and Riley "flash-bang" stun grenades (Accuracy 0, Damage 8 + flash effects). Both can be loaded in a PG-37 launcher or thrown by hand. Typically tear gas is used to flush opponents out of a room, while flash-bangs are used to stun opponents during an assault. Flash and tear gas grenades retail for 8 marks each.

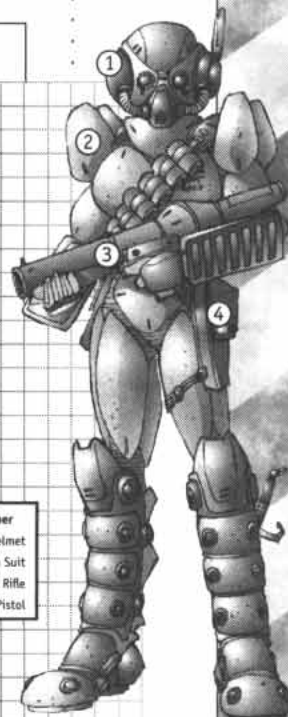
One trooper per unit will often carry a few traditional concussion grenades in case another option presents itself, but their use is frowned upon. Indeed, these weapons are extremely deadly in the closed quarters that the QRT usually operates in. Hostages, bystanders or even QRT members themselves can be caught in the blast.

► PolTech SWAT Helmet

Although PolTech's grenade launcher is a licensed copy of a Riley weapon, its integrated SWAT helmet is all its own. The award-winning design integrates night-vision goggles, a voice-activated multi-band radio system, and a gas mask. Several modifications are available, including the command/tactical model which includes a more powerful and scrambled comm system and a HUD tactical display. The helmet retails for 800 marks (1000 for the tactical model).

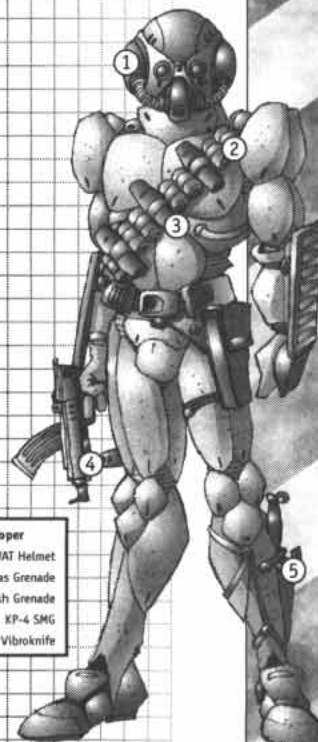
► PolTech Flak Suit

PolTech's best seller is a light weight flak suit designed especially for SWAT operations. Inspired by the stealth operations suits used by intelligence agencies, the PolTech suit not only protects against small weapons fire (Armor 20) but helps make the wearer very quiet (+2 to Stealth rolls). It also features optional heavy reinforced pads (+10 to Armor) that can be added to most portions of the body. Most QRT troopers wear the reinforced arm guards because they can be used as weapons (UD+5 damage), while heavy weapons troopers often wear additional plates. Troopers suffer encumbrance only if they wear the full chest plates (35 Armor total; -1 Encumbrance). The PolTech suit retails for 600 marks (900 with all additional plates, 700 with arm and shin plates only).



QRT Heavy Trooper

- 1 Tactical Helmet
- 2 Flak/Stealth Suit
- 3 PG-37 Grenade Rifle
- 4 Toth Pistol



QRT Trooper

- 1 SWAT Helmet
- 2 Tear Gas Grenade
- 3 Flash Grenade
- 4 KP-4 SMG
- 5 Vibroknife

7.2.3 RELIGIOUS PARAPHERNALIA

A highly religious people, Revisionist Norlights use a variety of trappings that express their faith. Although priests and monks are, naturally, the Norlights most associated with these accoutrements, most faithful citizens have at least a few pieces of religious paraphernalia in their possession. With the revival of Revisionist fundamentalism, religious paraphernalia is becoming more and more common in secular circles. Visitors to Valeria will often see locals sporting prayer beads or carrying a small copy of the *Khodaverdia* with them during their daily lives. Although many people find this a healthy trend, it has unfortunately been used to reinforce religious discrimination. Those sporting the cotton skull-cap of Jerusalemism are easily identified as "outsiders" and showing prayer beads has become an unspoken password needed to obtain entry to some of the most exclusive social clubs in the capital.

Khodaverdia ◀

The most basic of all religious items in the Revisionist faith, the *Khodaverdia* is the central text of the faith. It exists in a wide variety of editions, both in print and electronic format. Data disk versions, however, are seen as mere copies because of the Prophet's legendary dislike of electronic recording devices. Most families have at least one "true" paper edition, often bound in springer leather and emblazoned with the icons of the church. These family *Khodaverdias* are often used to record the major moments of the family's evolution, including births, bond-twinning, marriages and deaths. Electronic and paper editions are available in Anglic, but church and family editions are all in Indo-Arabic.

Prayer Beads ◀

If the *Khodaverdia* is the most fundamental religious trapping in Revisionism, then prayer beads are surely the simplest. Simple strings of wooden, glass, plastic or clay beads, they are used during prayer and sometimes have special meaning. At their base, the strings represent a Revisionist's commitment to the Prophet, as one prayer is said for every bead during morning prayer. Most Revisionists wear simple brown or beige beads, but those who have gone on pilgrimage can wear different colors. Visiting Valeria's sites allows the faithful to wear silver beads, Sorrento allows gold and Massada turquoise. These pilgrim beads are all produced locally, with Massadan turquoise being completely unique to that area of the Karaq Wastes. Priests and monks serving at a pilgrimage site usually wear only beads of that site, even if they have visited other areas. Lay Norlights usually wear around ten or twenty beads as a necklace or bracelet, while priests and monks can have upwards of one hundred.

Tokens of Peregrination ◀

As a reminder of the acts they have accomplished, lay Revisionists who undertake peregrination (good deeds beyond their immediate entourage) are encouraged to collect small tokens of their efforts. These can include a small, beautiful stone found while traveling on a mission of charity, icons from a church that was restored, or anything the individual finds appropriate. These are usually mounted on the prayer bead string, so they will be remembered when the Revisionist is closest to the Gentle Spirit. Members of the Prophet's Shield (or at least its publicly recognized elements) wear a small shield with their beads.

Dorothean Fighting Staff ◀

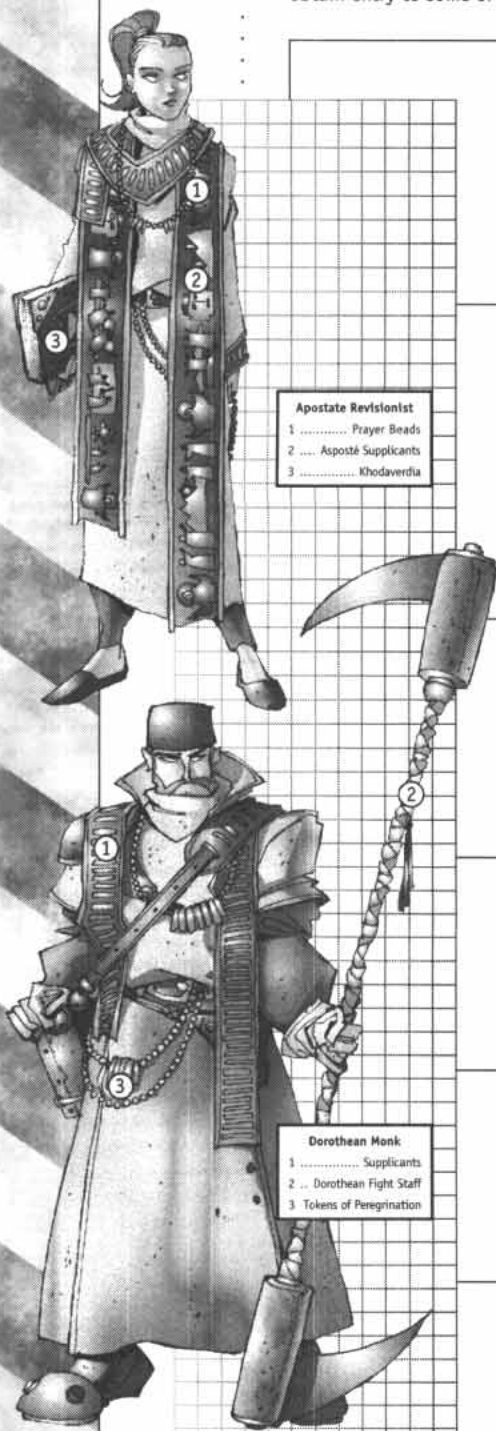
The characteristic weapon of the Order of Dorothea, this fighting staff is a marvel of weapons-making. The two-meter staff itself is a weighted, hollow tube made of steel, wrapped in cloth for most of its length, to allow a solid grip. The ends (slightly wider than the shaft) are bare metal, studded for increased melee damage. Both ends are also designed to receive attachments, such as additional mace-heads, spearheads or blades. The staff is also well balanced for throwing, either as a spear or end over end.

Supplicants ◀

A supplicant is a scarf or strip of cloth worn by a Revisionist when attending religious service. Usually about ten centimeters wide and two meters long, these strips are died in bright colors and include simple geometric patterns. Supplicants are worn as a symbol of the joy one receives from communing with the Gentle Spirit and many people don them during private prayers or while on pilgrimage. Priestly and monkish robes usually have supplicants sewn into them as linings for cloaks and jackets, indicating the constant joy of serving the Prophet.

Apostate Supplicants ◀

The few followers of Adrianna Xing, the so-called "Apostle of Mamoud," have introduced a new tradition in attire to Sorrento. These Apostate Revisionists wear distinctive supplicants at all times. Unlike the traditional scarves, which feature only abstract patterns, these feature representative images depicted in a style reminiscent of stained-glass windows. The supplicants usually depict scenes from the lives of Mamoud or Adrianna Xing. Apostate supplicants are not only worn, but often adorn homes and vehicles owned by members of the sect.



Apostate Revisionist
 1 Prayer Beads
 2 Asposté Supplicants
 3 Khodaverdia

Dorothean Monk
 1 Supplicants
 2 .. Dorothean Fight Staff
 3 Tokens of Peregrination

7.3 NORLIGHT CAMPAIGNS

In the following pages, Gamemasters will find information on six possible roleplaying campaigns set in the Northern Lights Confederacy and building on the conflicts and information provided in this sourcebook. These campaign seeds provide a brief overview of the campaign, including background information, the advantages of that type of campaign, and suggestions for the course of the campaign. A "starting point" scenario is also provided which could be used to begin the campaign; these scenarios can also be used as traditional adventure seeds by Gamemasters with a pre-existing campaign. Two tables also provide some ideas for complications and player characters.

These "campaign seeds" do require a certain amount of customization on the part of Gamemasters, however. They have been left open-ended and a little generic so as not to limit the possibilities for individual Gamemasters. Consequently, before starting play, GMs should decide which aspects of the campaign seed they like and prepare it accordingly.

Player Character creation should probably occur early in the campaign design process — after the basic premise is chosen, but before all the details are worked out — so that the mix of PCs can really shape the scenarios to come. With the basic characters (the heroes in place), the GM can begin tailoring the campaign to his preference and to the characters in play. Some Gamemasters may enjoy planning out every detail of their campaigns, but this is often difficult because players — being players — have a great knack for going against all plans. It is easier if the GM simply sets up the opening of the campaign and jots down ideas as to where the story will likely lead, without committing to too many details. The GM can, however, spend some time setting up an entourage for the PCs. Unless otherwise specified, PCs should have families, friends, neighbors and can be romantically involved. If these supporting characters are introduced early — even if just in passing — they can help flesh out the PCs and appear real. They will also seem less like walking targets or hostages, if players get the impression that they have a complete life. Finally, character based subplots will develop easily if the PCs have a full cast. A few potential opponents can also be sketched out and the opposition for the first scenario should be detailed.

The direction of the campaign should then evolve based on early play. The GM should plant some seeds for the future and watch which ones grow. This is especially important in terms of opposition. Campaigns are best remembered by their "bad guys," so the Gamemaster should look for villains that the players remember. A good rule of thumb is to bring back anyone the PCs learn to hate. Some GMs may wish to have a detailed campaign set up before play begins, however. An easy compromise is to leave some roles in the plot open and fill them with characters the PCs find interesting. If the campaign involves intrigues in the South, the GM can wait a few sessions before deciding who the hidden SRID agent is, for example.

► Melkin Anders

One of the top-grossing movie directors in the North, Melkin Anders is an Innsbrucker by birth and likes to think of himself as a true Norlight. He specializes in high-action films with a "gritty edge" (in his words) and has made an effort to inject an element of his own Revisionism in his films. His current film is *Storm Warriors* starring Mikal Fynn in the recurring role of the Rover. The film deals with the Rover defending Massada from a Southern-backed desert army. The schedule has been stalled however by accidents on the set and by the hijacking of the production by an actual band of rovers. The whole debacle has been followed closely by the Norlight press.

Anders' critics are numerous. many reviewers call him a shallow prima donna who would not be able to recognize an original idea if it bit him. His films are generally considered mindless distractions, but they have recently come under fire from religious authorities. Several well-known monks have made pointed comments about the corrupting effect of violent holofilms on Norlight youth. Some of Anders' financing for *Storm Warriors* has been withdrawn as a result, which has plunged the production into further delays.

► Cause and Effect

(Revisionist Life, 12 Autumn TN 1933) — A simple journey through the more common neighborhoods of our major cities or along the borders of our league makes evident the challenge that we are facing as a nation. Violence has become rampant and our own society seems unable to prevent this downward spiral of immorality and bloodshed. We live in the land of the Prophet and under his peaceful teachings, yet our children are killing each other from the shop floors of Kenema to the Irrian frontier. We must ask ourselves why this is happening.

We cannot only look to economic or governmental factors, we must look to the influences that put the concept of violence into the minds of the young. Mamoud taught that humans are essentially peaceful and external corruption is responsible for their fall from grace. In our own time this corruption is beamed directly to the young from every trideo screen. Films such as *Pile of Bones* and the other Rover blood-fests, not to mention the material beamed from the South via satellite, can do nothing except glorify an immoral and dangerous lifestyle. Is it not time that we start targeting the cause of our own social disease?

— Brother Feras Henninger



7.3.1 MEET THE PRESS

Morality laws may censor much of the Norlight media, but news coverage and current affairs analysis remain very vibrant. Celebrities and important personages often find themselves dogged by reporters and camera technicians, each one trying to outdo all the others and get the scoop. Successful politicians learn to use the media, appearing on weekly interview shows to put the right “spin” on affairs and get their face into the public eye in view of the next election.

A campaign in which the players portray Norlight reporters can deal with a wide variety of issues and feature many different types of scenarios. Investigative reporters (the most appropriate type for Player Characters) have lives which borrow from detectives, criminals, authors and adventurers. If the players and Gamemaster desire tight continuity between scenarios, the PCs can be assigned to a specific “beat” and cover stories which are closely related over the course of the campaign. They can uncover a truly great story over time, peeling back the veil of lies and revealing connections between seemingly unrelated events. Players who want more variety can portray reporters from a more famous media outlet (such as the weekly trideo show *Valeria Investigative*) where they will be assigned to a variety of cases, one day infiltrating a crooked bank, the next reporting from war-torn Basal. This variety also allows the Gamemaster to identify the type of scenario the players most enjoy.

The course of an investigative reporting campaign should eventually flow towards one big story. The PCs will likely deal with a variety of apparently unconnected events at first, which the Gamemaster can later tie together. Depending on the beat the PCs are covering, this underlying story could be the Wounded Knee cartels, a political blackmail scheme, foreign spies, the Prophet’s Shield or another event of the Gamemaster’s creation. The details of this conspiracy need not be firmly established in the first few sessions; the Gamemaster can decide which stories to tie together based on which ones the players find the most memorable. The details of each individual story, however, should be ready beforehand, because the player characters will be investigating and the GM should have clues ready for them.

Starting Point: Labor Pains ◀

The Player Characters, reporters for the *Innsbruck Times*, are investigating a miner strike. Rumor has it that organized crime has taken a hand in local labor relations and the PCs are determined to uncover the truth and spread it across the front page. They can take their investigation in many directions, tapping connections in the local underworld, in the labor movement, and among the mine owners themselves. Those who have some experience with the Forzi-Kolson cartel conflict, may assume that one of the two is behind the strike and has likely antagonized the other. On the tenth day of the strike, thugs appear to break the picket line and a near-riot ensues. These things end up being tied to the Kolson cartel, implying that the Forzi are behind the strike. After the violence has begun in earnest, the PCs should find miners more willing to spill the beans in hopes of stopping things before more bloodshed ensues.

The investigation eventually leads to Jonas Borne, leader of the Innsbruck Miners Collective and the organizer of the strike. Borne is covertly receiving money from an unknown source and is guarded by well-armed thugs. Sometime during the investigation Borne is almost killed by gang members whom the PCs can connect to the Forzi. It suddenly becomes clear that Borne is not working for either cartel. In fact he is receiving payment from Vincent Duray, a local mine owner in financial trouble who wishes to see his competitor driven out of business.

Possible Campaign Variations ◀

Variation	Description
1	The PCs are freelance reporters who must work on contract.
2	The PCs’ employer intentionally doctors stories for a political effect.
3	The PCs antagonize a smuggling cartel who then tries to eliminate them.
4	The PCs are accused of burying the truth by the victims of a crime.
5	A rival news organization approaches the PCs to buy their information.
6	One of the PCs becomes a Southern spy.

Suggested Player Characters ◀

Character Type	Description
1	Interview expert
2	Undercover reporter
3	Camera operator
4	Sound technician
5	War correspondent
6	Political analyst



7.3.2 MONKS OF WAR

The holy sites of Revisionism are scattered across the NLC and beyond. The faithful are required to make pilgrimage at least once in their lives and most must travel a dangerous route to do so. Sorrento itself is relatively safe, but the routes across the Eastern Desert and Karaq Wastes are far from so. Rovers, smugglers, and other bandits prey on the vulnerable caravans of the faithful and military units moving through the Badlands can pose a threat all their own. The monks of the Order of Dorothea have dedicated themselves to protecting these routes from all dangers. Trained in a wide variety of martial skills, they operate from walled citadels and maintain their own forces. A good number also wear the uniform of the Norlight Armed Forces.

A campaign in which players portray Dorothean monks has the great advantage of blending action and spirituality in equal parts. The Player Characters are men and women who have dedicated their lives to the Gentle Prophet and his church and matters of the soul should never be far from their minds. They can easily get involved in the debates currently coursing through the faith, be it over the nature of the Prophet or the role the church should play in Norlight affairs. At the same time, they are warriors who are trained to shed blood in the course of their duty.

Over its course, a Dorothean campaign should slowly shift from the martial to the spiritual. Players should begin with very few doubts about their actions; being young initiates, they will be ready to fight for their faith and should be rewarded for doing so. As play continues, the Gamemaster should introduce elements of doubt and play on the ones the players will likely bring into sessions themselves. Perhaps the party will be called to defend pilgrims who are abusive to locals. Revisionism is a faith of peace and the Dorotheans' use of force should slowly begin to weigh on their souls. The politics of the church should also begin to play an increasingly greater role. Conflicts between the Second Follower and his critics, the schism between Massada and Sorrento, and the appearance of the Apostate Revisionists can all play an important role. Indeed, the Player Characters should eventually have to decide who they consider to be Revisionists. Revisionists fighting other Revisionists is a prime example.

► Starting Point: Blood on the Sand

The Citadel of Morak, sitting atop a Karaq Wastes mesa within 200 kilometers of Massada, is a decades-old outpost of the Dorotheans. Nothing has been heard from the citadel in a full season, however, and the PCs are sent to investigate. After a long journey, they come to Morak to find the citadel's main gate shattered and its defenses in ruins. Signs of a struggle abound, with destroyed vehicles littering the courtyard and the bodies of brothers and sisters picked dry by daks. Someone has murdered members of the order and pillaged their home.

Investigation will eventually reveal that the citadel was attacked by a local rover gang called the Iron Spikes. The Spikes are bandits and thieves, but they have never been known to commit such wanton murders. The Player Characters will have to do some investigating to find the Spikes' hideout and will encounter armed opposition if and when they attack. The Spikes have been taking orders and receiving equipment from the MILICIA in exchange for provoking Norlight military action around Massada. The MILICIA plans to make the Norlight units break ranks with the Northern Guard and make the North unpopular in Massada. The PCs are a real problem to the MILICIA because they exist outside the military structure and have decent relations in Massada, and they will be targeted by the Spikes. From there, they can uncover clues as to the Spikes' backing.

► Possible Campaign Variations

Variation	Description
1	The PCs are sent South to make contact with ESE Revisionists.
2	The PCs act as police officers in Sorrento.
3	The PCs are accused of heresy and ejected from the order.
4	The PCs join the Prophet's Shield.
5	The PC's citadel is attacked by rovers.
6	One of the PC's breaks his/her vow of chastity.

► Suggested Player Characters

Character Type	Description
1	Young initiate
2	Reformed criminal
3	Former priest
4	Veteran monk
5	Divine Prophet member
6	Southern spy



7.3.3 NORLIGHT UNDERCOVER

In the growing battle against the Wounded Knee cartels, the Norlight National Police (NorPol) depends on a wide variety of agents. Undercover agents are a critical part of this network. Infiltrating the cartel-backed operations, these agents put their lives on the line every day to gather intelligence and bust the “big fish” in the cartel game. Most of them are unsung heroes, their identities kept out of the media coverage so that they can then “go under” once more. The files on undercover agent identities are the most closely guarded documents in NorPol.

A campaign based around undercover NorPol agents has a great deal of potential. One of its great strengths is it allows Gamemasters to mix roleplaying styles without great difficulty. Quick, one-session operations can give way to very long missions where the Player Characters remain undercover for whole seasons. Intrigue can play a major role, with the agents trying to uncover the identities of big bosses and manipulate their contacts into incriminating themselves; action is also very important, especially at the time of the bust, when the agents can spring into action. Undercover campaigns allow players to stretch their roleplaying muscles like few others because their characters are roleplayers themselves. Every session a player might be taking a slightly different role, trying to keep his agent from being discovered.

An undercover campaign should begin as a simple series of missions. Small-time criminals can be targeted or serious players can be identified, but the Player Characters should remain “under” for only brief amounts of time. This will allow the dynamic between the various members of the team to grow and the Gamemaster can judge what type of mission the group most enjoys (or dreads). After a few sessions a main villain can be developed, probably a big player in one of the smuggling cartels. The Player Characters should feel this person's influence, but never be able to touch him or her. The players can then become involved in a long term operation, slowly infiltrating the target's operation in order to get close. This can go on for many sessions, with Player Characters having to become criminals as they climb the cartel ladder. The mission (which now forms the center of the campaign) should ideally become personal, with one or more of the Player Characters being forced to decide between their jobs and their feelings.

Starting Point: Two's Company ◀

Reyna Morecks is suspected of laundering money for the Forzi cartel in one of the many bars of Innsbruck inner city. Those who get in her way are rumored to disappear and NorPol has decided to target her for investigation. A small team of agents is tasked with dogging her and uncovering evidence of her crimes. A separate team of agents acting undercover becomes involved because Morecks is moving narcotics and weapons for the Forzi in Kenema, storing them in several old mines outside Innsbruck. In the interests of security, the first team of investigators is not told that some of the people they are hounding are undercover cops. The Player Characters can portray either team or, preferably, both. This would require some juggling by the Gamemaster, however.

The two teams of investigators should come into conflict over the course of the scenario, generally getting in each other's way and making life difficult for each other. The public NorPol agents should get frustrated with enigmatic orders from on-high to let some arrest opportunities go by, while the undercover agents may fall under suspicion because the cops are poking around. Ultimately, the first team will be ready to move in on Morecks, but the second will want to keep her on the streets so she can lead them to a bigger “fish” in the Forzi cartel. The PCs may well end up dodging each other through Innsbruck.

Possible Campaign Variations ◀

Variation	Description
1	There is a leak in the PCs' operations, putting their lives at risk.
2	The targeted criminal becomes a friend of one of the PCs.
3	One or more of the PCs is approached by a rival cartel to act as a spy.
4	The PCs are abandoned undercover after their files are destroyed and their controller killed.
5	The targeted criminal kills the lover/best friend of one of the PCs.
6	One of the PCs is corrupt.

Suggested Player Characters ◀

Character Type	Description
1	Disguise expert
2	Tough-as-nails “enforcer”
3	Operations manager
4	Investigative expert
5	Civilian ally/mole
6	Reformed criminal



7.3.4 SPY AND COUNTERSPY

The Norlight Security and Intelligence Agency (NISA) is the civilian agency directly responsible for fighting the espionage war with the South. NISA cooperates with the Norlight Armed Forces' Office of Military Intelligence (NAF/OMI), the Northern Guard Intelligence Service (NGIS) and the Norlight National Police (NorPol) in various parts of its duties, but has an agenda all its own. Among other things, NISA has agents keeping tabs on Norlight allies, despite repeated denials of any such operations.

A campaign based around intelligence agents (usually NISA agents, but others can do just as well) is an excellent setup because it allows for intrigue, investigation, action and drama in whatever proportion best suits a particular playing group. Those who enjoy pure action can portray special forces or "black ops" specialists who undertake completely clandestine missions deep in enemy territory. Those with a taste for intrigue can infiltrate enemy territory under diplomatic or civilian cover and extract state secrets from Southern Lord Councilors. Perhaps the best setup combines both aspects and makes of the Player Characters a team of diverse specialists who are brought together for supposedly impossible missions. Using early missions to gauge player reactions, the Gamemaster can tailor operations to the players' tastes.

While a series of unrelated missions can be very entertaining, over the course of the campaign, some connections should be made. A recurring opponent (perhaps the MILICIA's Special Intervention Unit) can give the individual scenarios a link. Personal involvement should also become more and more important, if only because players will likely tire of the briefing-mission-debriefing format of most adventures. The monotony can be broken by introducing a series of subplots which build on the campaigns themes. If the Player Characters are facing Southern opposition, one of them might be approached by a seemingly unrelated friend who ends up being a spy for the Republic. Alternatively, personal subplots can involve unrelated supporting characters who become entrapped by the web of intrigue in which the PCs exist. Although a loved one becoming a hostage is cliché, it can still be useful and effective if presented in an original manner.

► Starting Point: Spy Versus Spy

The Player Characters are assigned to identify an SRID agent who may have infiltrated the Economic Development Council (EDeC). The team must take the roles of business people and military contractors, with some of them sending out feelers that they are looking to sell state secrets. Their target sends intermediaries to them, but they also attract the attention of a NorPol counter-espionage operation. One of the PCs is busted during a meet and cannot reveal his identity, lest that spoil the operation. The PCs are faced with the prospect of breaking their ally out of a Norlight prison in order to prove their own corruption to a target they have yet to identify. With this accomplished, the buyer of secrets will arrange for a purchase. He will do his utmost to hide his identity and team members will likely have to use covert operations tactics to pierce his veil of secrecy. He is a trained SRID operative (masquerading as an agricultural magnate from the Big Valley) and should be ready for them unless they are very good. He may well escape, although his cover will be blown.

The scenario has the potential for creating a series of recurring villains or opponents. The targeted SRID agent, if he escapes, may well seek revenge for his failure. More interestingly, however, would be a NorPol agent determined to find the escaped PC. This opponent can be both sympathetic and dangerous and could pop up during any subsequent scenario.

► Possible Campaign Variations

Variation	Description
1	A Southern mole is operating from within NISA.
2	The PCs are NorPol agents looking for southern spies.
3	The PCs operate in the WFP or UMF and do not "officially exist."
4	The PCs operate from the NLC embassy in the Southern Republic.
5	The PCs are approached by a Mekong Corporation who tries to bribe them.
6	The PCs are sent to infiltrate the Prophet's Shield within the NLC.

► Suggested Player Characters

Character Type	Description
1	NorPol counterintelligence expert
2	Computer expert
3	Master of disguise
4	Assassin
5	Forger
6	Expert pilot/driver



7.3.5 THE EYES OF FAITH

The Prophet's Shield is a nation-spanning conspiracy, with agents lurking in most circles of influence. They are dedicated — at least in theory — to the preservation of the NLC's "moral rudder." Some Shield members, however, are not content to report to their superiors, but use their position to advance their own agendas. Reverend Mother Maya Fajil and other prominent Shield leaders have established a series of special cells of members tasked with finding these opportunists in the ranks.

A campaign in which the players portray members of the Shield is rich with potential for roleplaying groups looking for intrigue and character interaction. Shield members tend to be prominent members of society, so the Player Characters will likely be wealthy or famous at the beginning of the campaign. This allows them to play in circles of power, rubbing shoulders with some of the key players in the NLC and Terra Nova as a whole. If the Player Characters become part of Maya Fajil's "internal security" network, they can become part of a shadow world of truly Byzantine proportions. They must not only hide their own connection to the secret agenda of the Second Follower, the player characters must also uncover those who are manipulating the Shield to their own ends.

A Prophet's Shield campaign should probably start with players portraying regular members of the Shield. At the beginning of play, some could be lay members who think of it just as a social club and charity and slowly begin to glimpse the truth. Other PCs, who know part of the truth, can recruit the rest of the party and form a cell within the Shield. As play progresses, PCs should become aware of conflicts within the church and Shield, and can eventually be recruited into internal security. Eventually they should be guided to make tough decisions regarding the Shield and their place within it. As they climb through the hierarchy they will partake in more and more activities of dubious morality. Dissidents may be blackmailed, intimidated, framed or even assassinated on their watch. The PCs themselves could even be branded dissidents or security risks through no fault of their own, and end up on the receiving end of the weapons they themselves have used.

Starting Point: Shadows and Light ◀

The Player Characters, members of the Prophet's Shield in Valeria, are all prominent citizens who move in the same circles as many foreign diplomats. Some may be attachés to the Foreign Ministry, others corporate vice-presidents interested in foreign trade. At first, they are simply asked a few favors by other members of the Shield, but when they discover a member of the Foreign Ministry is smuggling data to a hidden contact, they fall flat into the world of the Shield. In fact, the diplomat they discover is a member of the Shield and is reporting to his superiors. The PCs are informed of this (without naming names) and then their reactions are watched. If they try to report the fact to the right authorities, they become nemeses of the Shield and the campaign can become a shadow struggle. If they do nothing, they are flagged for recruitment.

The actual recruitment will be accelerated by the realization that a foreign spy is at work in the Player Characters' social circle. This agent of the Mekong Dominion is running a network of corrupted Nortights by using the Valerian social scene as cover. Since the Shield is essentially doing the same thing, they do not want legitimate authorities paying too close attention and so must deal with the spy themselves. The PCs are uniquely placed to do so and are quickly asked for "favors," including setting up one of the traitor's kidnapping. When the attempt goes wrong, the PCs must quickly hide the evidence before they are left out in the cold.

Possible Campaign Variations ◀

Variation	Description
1	The PCs are accused of heresy.
2	The PCs discover that their Shield contact has been acting alone and is considered rogue.
3	The PCs become members of the Divine Prophet sect.
4	The PCs realize that some of their actions for the Shield are treasonous.
5	The PCs go on pilgrimage and uncover information about some of their fellow pilgrims that the Shield finds useful.
6	The Shield is discovered by a government agent who then blackmails the PCs to trade info or he talks.

Suggested Player Characters ◀

Character Type	Description
1	Social dilettante
2	Business executive
3	Diplomat
4	Priest
5	Military officer
6	Trideo star



7.3.6 THE WILD SIDE

Rovers, smugglers, street gangs and underworld cartels all live in the shadows of the NLC. Some are brutal criminals, but others just decided to liberate themselves from the laws of the land and found a new way to live. The Northern Plains Frontier is especially full of these rogues, who must come to terms with the new reality of military conflict and cartel wars.

A smuggler or rover campaign allows **Heavy Gear** players to essentially “let their hair down.” Freed of the constraints of a military, intelligence or police structure, they can essentially set their own agenda. These campaigns will of course be action-oriented, with the Player Characters breaking through NAF barricades, raiding rival gangs or chasing after prized booty across the savannah. Intrigue and drama can also play important roles however; the players band should probably get caught up in the struggle between the Forzi and Kolson cartels and may have to deal with spies and traitors. The very idea of smuggling can be very dramatic, as the Player Characters have to sneak past border patrols while carrying contraband. Long interrogations by customs officers can lead to excellent roleplaying opportunities. The Player Characters can also be made to struggle with the morality of their careers, perhaps having to decide whether or not to smuggle weapons they know are bound for the streets of Kenema. Players can also portray urban gang members or smugglers operating well away from the border regions. These campaign will likely be more about power than about freedom.

The three-way conflict between the Forzi cartel, the Kolson Cartel and Nortlight law enforcement makes the perfect central spine for an underworld campaign. The player characters’ gang can slowly get involved, probably being caught in the middle to an increasing degree. Intrigue should play an ever growing role, with offers of bribes, NorPol undercover agents and kidnappings of loved ones becoming very real possibilities. What begins as a conflict over profit and power should also become personal, probably after a Player Character’s lover or relative gets hurt (or killed) by a rival.

► Starting Point: Sensitive Cargo

The Player Characters, members of the Golgotha Miners rover gang, have decided to take up smuggling, confident that they can run through the lackadaisical blockades on the Badlands frontier. They have established a few contacts in Sesshu and in the Badlands, and people looking for “unofficial transport” have started looking up the PCs. Their first major cargo is cases of illegal vids bound for the Nortlight underground market. These copies of *Terre Noire* and other films are widely available in the South, but can fetch a pretty penny on the Nortlight market. The operation goes roughly as planned until a NAF patrol proves harder to deceive than expected and gives chase; in the struggle some of the vids are damaged. When the player characters go to see what can be salvaged from the damaged goods, they uncover encrypted data disks hidden within the holofilm cases. A little bit of work with a computer expert and they can discover that the disks contain orders to Southern agents in Sesshu. The PCs then have to decide what to do. They can still deliver the goods and collect their payment, knowing full well that they are acting as “traitors.” If they fail to deliver the goods, the MILICIA’s Special Intervention Unit may well pay a visit to their desert home.

If they smuggle the holofilms and datadisks to Sesshu, the Player Characters will come into contact with several people they can deduce are Southern agents and will be identified as reliable couriers for similar special packages. From this point, the PCs can become agents of the South (although somewhat unwittingly), bring their information to Northern authorities or turn their back on the whole affair.

► Possible Campaign Variations

Variation	Description
1	PCs are members of street gang.
2	The PCs begin smuggling intelligence to Southern spies.
3	The PCs become targeted by the Peace River Defense Force.
4	The PCs smuggle outlaws out of the NLC.
5	A PC is an undercover agent for NorPol looking for connections to the Forzi/Kolson cartels.
6	The PCs offend another local Rover group when they take over the smuggling routes.

► Suggested Player Characters

Character Type	Description
1	Gear pilot
2	Nortlight soldier gone AWOL
3	Forger
4	Weapons specialist
5	Mechanic
6	Desert guide



7.4 STOCK NPCs AND PERSONALITIES

The most unique aspect of Heavy Gear is its underlying storyline. Over the course of the next years, readers, Gamemasters and players will see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without worrying about the consequences. To give Gamemasters some indications of how to use these introduced characters every Heavy Gear product since **Life on Terra Nova** has featured the chesspiece system and included a brief description of it.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that their Terra Nova may no longer mesh with Dream Pod 9's.

The principal use of the chesspiece system is to indicate each character's importance to the overall storyline of Heavy Gear. These pieces, however, also give some indication of how to use the characters as NPCs in roleplaying sessions, even if one is not concerned with remain consistent with the background storyline.

Historical Figures ◀

Kings and Queens are characters who have died before the date featured on the Timewatch™ display. Their inclusion indicates that they have had some importance for Heavy Gear, either by setting events in motion that have influenced the Heavy Gear storyline or by leaving a legacy still felt by Terranovans.

These characters have usually played some role which is important to the storyline, but may also have simply been a prime example of the spirit of their times. Often their legacy will play a role in the development of the Heavy Gear storyline, and their descendants, old allies and enemies might as well. Gamemasters running historical scenarios should treat these Historical Figures as Restricted Characters so as not to alter the mainline of the storyline.

Restricted Characters ◀

Rooks are characters who are key to the Heavy Gear storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and motivating forces — their survival until they can leave their mark on Terra Nova is critical to the storyline.

Although many Rooks hold powerful positions on Terra Nova, others seem utterly powerless or even insignificant. Small actions may have larger consequences later in the storyline. Gamemasters should tread carefully when using these characters in roleplaying scenarios, but they can become contacts, allies or even adversaries of Player Characters. Using them in purely confrontational scenarios, however, may prove unwise.

Very Important People ◀

Not everyone of note on Terra Nova is central to the Heavy Gear storyline. Very Important People are those characters who have a significant impact on Terra Nova, but are not critical to the storyline itself. This does not mean they have no influence on it, however.

Knights may not play a central role in the Heavy Gear storyline, but they may well have some impact. As important people in the game setting, they can influence major players or simply be carried along by the storyline. Gamemasters can feel free to use Knights in their adventures, but they should remember that all will be well protected (in one way or another) by underlings and allies.

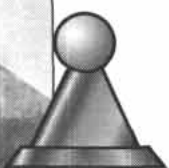
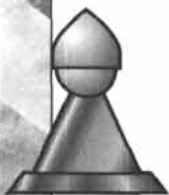
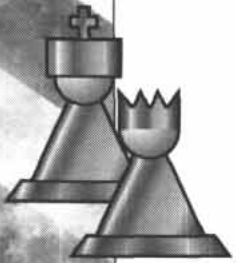
Social Encounters ◀

Social Encounters are those characters who are included in source material primarily to add flavor. They are rarely critical individuals and do not have a significant impact on the storyline, but they stand as symbols of larger trends on Terra Nova. They serve most commonly as contacts and background elements, rather than opponents.

Bishops serve as reminders of social forces on Terra Nova beyond the central plot of the storyline. From student movement leaders to fashion designers, these social leaders may have some secondary effect on the storyline but are mostly present to add flavor and reflect current events. Gamemasters may use social encounters as they see fit, although they are rarely designed for combat of any sort. Bishops may return in future products, but for purposes of atmosphere only.

Expendables ◀

In general, Expendables are "average" Terranovans. They have no personal impact on the storyline and are included in Heavy Gear products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the Pawns are anything but everyday. Some pawns are peripherally linked to the storyline, but they have no real effect upon it. Interesting pawns can even be used as Player Characters if the GM and player wish.



DOROTHEAN MONK

The Dorothean Order of peregrine monks is dedicated to the safety of pilgrims and pilgrimage sites. They are trained in hand-to-hand, armed and vehicular combat in a very difficult regimen which prepares them to deal with the rovers and bandits who plague pilgrimage routes. The order also polices Sorrento and has many members in the Norlight Armed Forces. Dorotheans operate out of fortified citadels in the Badlands, near Sorrento and in some other locations in the NLC. They employ a variety of weapons, the most characteristic of which is a traditional fighting staff capable of carrying mace-heads, blades and spearheads (see 7.2.1 Weapons, p. 102, for game statistics).

Attributes

AGI	1	APP	0	BUI	1	CRE	0	FIT	1
INF	0	KNO	1	PER	0	PSY	0	WIL	1
STR	1	HEA	0	STA	30	UD	7	AD	7

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	FL: Indo-Arabic	2	1	Melee (staff)*	2	1	Stealth	1	1
Combat Sense	2	0	Gunnery: HG	2	0	Notice	1	0	Survival	1	0
Dodge	2	1	Hand-to-Hand	2	1	Small Arms	1	1	Throwing	1	1
First Aid	1	1	HG Pilot	2	1	Soc. Sc. (theo)*	1	1			

*(specialization)

Typical Equipment

Religious apparel, Dorothean fighting staff, 9 mm pistol, armored jacket (15 armor, 0 encumbrance).



KENEMAN BANGER

The wild and dynamic heart of Kenema, bangers are young people rebelling against their society. Organized into a variety of gangs, bangers spend much of their time in shock music clubs or fighting for turf with other gangs. Many gangs are connected to smuggling cartels as enforcers and street-level distributors.

Bangers carry no standardized equipment, but most gang members are armed with inexpensive weaponry. A favorite on the streets of Kenema is the Kenema Special (or Kay Spec) pistol, a cheap 6 mm revolver produced in Timmins (see 7.2.1 Weapons, p. 102, for game statistics). With the rise in gang violence caused by the Kolson-Forzi cartel war, heavier weapons have come to the streets. Bangers can now be found armed with assault rifles and machine-pistols. A few have even made use of modified work Gears.

Attributes

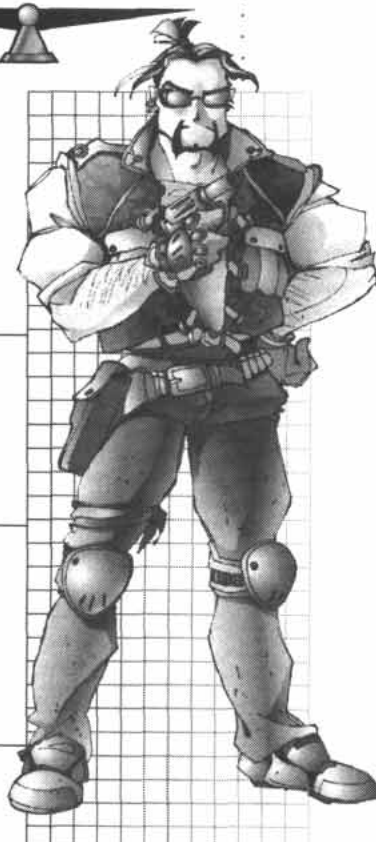
AGI	0	APP	0	BUI	1	CRE	0	FIT	0
INF	0	KNO	-1	PER	1	PSY	-1	WIL	1
STR	0	HEA	0	STA	30	UD	5	AD	5

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	1	0	Dodge	2	0	Melee	1	0	Stealth	1	0
Combat Sense	1	1	Hand-to-Hand	1	0	Music	1	0	Streetwise	2	0
Dance	2	0	Intimidate	1	1	Notice	1	1			

Typical Equipment

Leather jacket, Kay Spec pistol, switchblade (AD +7)





NORLIGHT DIPLOMAT

The Norlight diplomatic corps is currently very busy. Tensions are growing across Terra Nova and the NLC in anxious to protect its interests. Most diplomats are assigned to several foreign countries and to service in Valeria over their careers, gaining familiarity with many cultures and languages. Many also deal in sensitive information to both allies and enemies. Diplomats are trained in a variety of skills, including foreign languages, the history of their stations and the finer points of human psychology. The most successful seem very relaxed and open even in the most tense situation.

Attributes

AGI	0	APP	1	BUI	0	CRE	0	FIT	0
INF	1	KNO	1	PER	0	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Etiquette	2	1	History*	2	1	Psychology	1	1
Business	1	1	For. Lang. A*	2	1	Law	1	1	Theatrics	2	1
Computer	1	1	For. Lang. B*	1	1	Notice	1	0			

*Foreign Languages vary with the diplomat's station. History is specialized in the appropriate country/region as well.

Typical Equipment

Personal computer (with advanced encryption capabilities), sophisticated clothing, discretion devices, diplomatic identification card, possibly diplomatic pouch.



NORPOL UNDERCOVER OFFICER

The Norlight National Police (NorPol) maintains a large corps of undercover officers whose job it is to infiltrate criminal organizations, to uncover evidence against suspects and to create situations where they can be arrested. They are all trained to hide their true identities, gather intelligence and use a personal weapon. Many agents remain undercover only for a brief amount of time, but some have "gone under" for cycles.

Those who spend too long undercover can begin to lose sight of where their true identity ends and their cover begins. These agents are considered very dangerous because they are prone to paranoia and violence, and often imagine that they have been betrayed by NorPol and begin earnestly working for the people they should be arresting. NorPol goes out of its way to bring these agents in, but a few have disappeared into the underworld.

Attributes

AGI	1	APP	0	BUI	0	CRE	1	FIT	1
INF	1	KNO	0	PER	1	PSY	-1	WIL	1
STR	0	HEA	0	STA	25	UD	4	AD	4

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	1	Dodge	2	1	Investigation	2	1	Small Arms	1	1
Communication	1	0	Forgery	1	1	Melee	1	1	Stealth	1	1
Computer	1	0	Hand-to-Hand	1	1	Notice	2	1	Streetwise	1	1

Typical Equipment

Disguise equipment, covert digital recorder, covert communications device, 9mm pistol.

PROPHET'S SHIELD MEMBER

The Prophet's Shield exerts power in the world of politics through a large number of secular members who hold positions of influence. Well dressed, stylish and powerful, they are the cream of Nortlight society. Most of these people do not think of themselves as conspirators, but are willing to do favors for their fellow Shield members. A smaller core of members are well aware of their role and regularly report to the Shield and even undertake illegal operations for them.

Those who are entrusted with special operations are given special training to make them more useful to the movement. The training is specialized depending on the function of the member, but common teachings include computers, security systems and techniques to resist interrogation. Those who are given this training are watched closely and dealt with efficiently if they become liabilities.

► Attributes

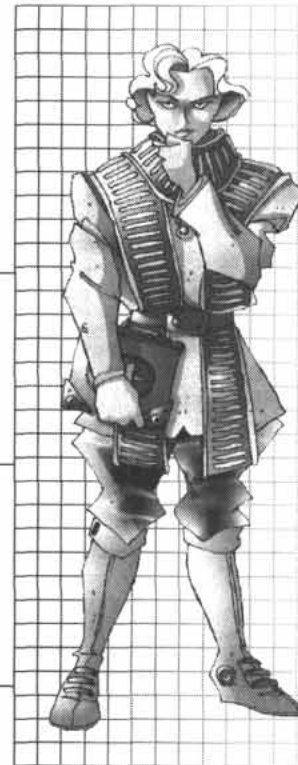
AGI	0	APP	0	BUI	0	CRE	0	FIT	0
INF	1	KNO	1	PER	0	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Etiquette	1	1	Notice	1	0	Social Sciences	1	1
Business	2	1	Investigation	2	0	Psychology	1	1	Theatrics	2	1
Computer	1	1	Leadership	1	1						

► Typical Equipment

*Stylish clothing, personal computer, discretion device, copy of the **Khodaverdia**.*



QRT GEAR PILOT

The Kenema Police Department's Quick Response Teams are crucial in the fight against the various criminals in the city-state. Three of these teams handle "larger-scale" situations such as vehicular combat, street blockades and, more recently, riots. Dubbed "Gear Police," QRT-9, QRT-10 and QRT-11 are called upon on regularly to maintain order in a city which is growing more troubled by the week. Most QRT Gear Pilots have received some level of military training, but some others are civilians who have graduated from police academy with a specialization in vehicular combat.

► Attributes

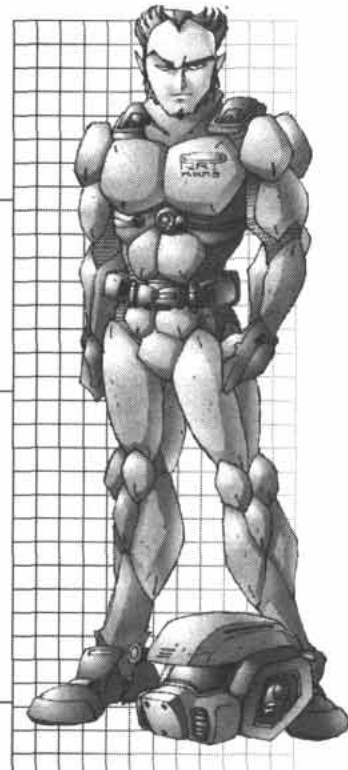
AGI	1	APP	0	BUI	0	CRE	1	FIT	0
INF	0	KNO	0	PER	2	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

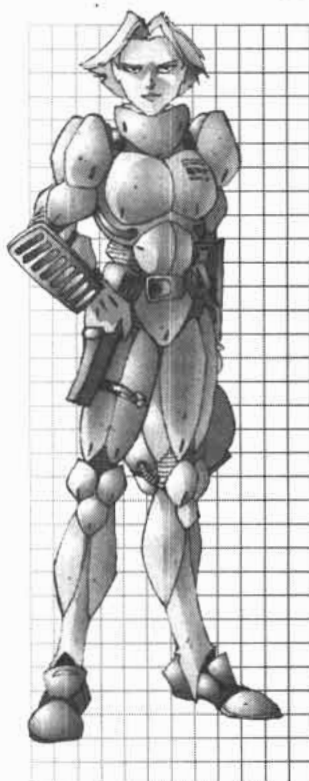
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	0	Dodge	1	1	Gunnery: HG	2	2	Melee	1	1
Camouflage	1	1	Drive	1	1	Hand-to-Hand	1	1	Notice	1	2
Combat Sense	1	2	Electronics	1	0	HG Pilot	2	0	Small Arms	2	1
Communications	1	0	Electro. Warfare	1	1	Law	1	0	Tactics	2	1
Computer	1	0	First Aid	1	0	Mechanics	1	0	Throwing	1	1
Demolitions	1	0									

► Typical Equipment

*Toth 9mm pistol, first aid kit, light flak armor, survival kit, **Cheetah Polizei**.*





QRT TROOPER

QRT-1 to QRT-8 include all of the tactical intervention squads in Kenema which handle hostage situations, hold-ups, terrorist attacks and a variety of unpredictable situations which cannot be handled by regular police forces. Almost all QRT troopers have basic military training, since they are expected to deal with crises on a more personal level than Gear pilots from QRT-9 to 11. This is one profession where slip-ups can be costly.

Among the young men and women who apply to the QRT, many do so for all the wrong reasons. Often enough, they are individuals who were transferred to these units because they were reckless and had a tendency to loosely interpret the law. They are seldom liked by regular police officers.

Attributes

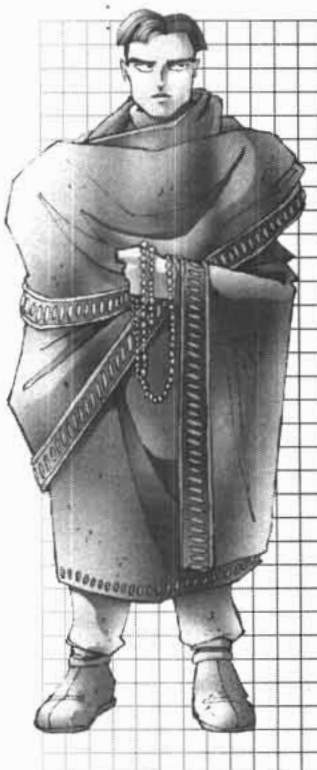
AGI	1	APP	0	BUI	1	CRE	1	FIT	1
INF	0	KNO	1	PER	1	PSY	0	WIL	1
STR	1	HEA	0	STA	30	UD	7	AD	7

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	1	Dodge	2	1	Law	1	1	Stealth	1	1
Bureaucracy	1	1	First Aid	2	1	Melee	2	1	Tactics (SWAT)	2	1
Combat Sense	2	1	Hand-to-Hand	2	1	Notice	2	1	Throwing	1	1
Communications	1	1	Intimidate	1	1	Small Arms	2	1			

Typical Equipment

See 7.2.2 QRT Equipment, p. 103, for basic equipment. Some also use 15mm sniper rifle, tool kit (mechanical or electronics), vehicle (transport van).



REVISIONIST PRIEST

The priesthood is the true backbone of the Revisionist Church. Often recruited to the seminary at an early age, priests are trained in all the doctrines of the church and the niceties of theology, but their main role is as community leaders. Priests organize neighborhood activities, lead the congregation in prayer and advise locals on important decisions. The priesthood is sometimes called stern and unforgiving, but most men and women of the cloth are surprisingly gentle with their flocks — as long as the sheep do not stray too far.

Monks who do not belong to a peregrine order have much the same background as priests. Because they are generally isolated from the secular world, however, some are less concerned with pragmatic concerns and spent their lives debating theological minutia. Others travel the land and seek out the proximity of common folk who they see as central to their faith and society.

Attributes

AGI	0	APP	0	BUI	0	CRE	0	FIT	0
INF	1	KNO	1	PER	0	PSY	1	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Etiquette	1	1	Leadership	2	1	Psychology	1	1	Teaching	1	0
FL: Indo-Arabic	2	1	Literature	1	0	Soc. Sc. (theo)*	2	1			

*(specialization)

Typical Equipment

Priestly robes, copy of the *Khodaverdia* and other religious texts, prayer beads, priestly attire.

SMUGGLER

The Forzi and Kolson smuggling cartels are busy fighting a huge turf war over the Norlight market and each has amassed a large army of smugglers. Many are only slightly corrupt or mercenary, but others are downright sociopathic. These smugglers are generally small time operators and often of Badlander extraction. Locals are sometimes very friendly to the small-scale smugglers, whom they consider to be simply a wild variety of caravan traders.

The cartel war is making life increasingly difficult for independent operators, however, and most have had to choose sides in the conflict. This has led many of the smugglers to take up arms against each other on an unprecedented scale, and smuggler massacres are becoming all too common along the Badlands border.

► Attributes

AGI	1	APP	-1	BUI	1	CRE	0	FIT	1
INF	0	KNO	-1	PER	1	PSY	-1	WIL	1
STR	1	HEA	0	STA	30	UD	7	AD	7

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	1	1	Gambling	1	1	Notice	1	1	Streetwise	2	0
Combat Sense	2	1	Hand-to-Hand	2	1	Small Arms	2	1	Survival	1	0
Communications	1	-1	Intimidate	2	1	Stealth	1	1	Throwing	1	1
Dodge	2	1	Melee	2	1						

► Typical Equipment

Longrunner transport truck with hidden compartments, light flak vest, 9 mm assault rifle, grenades.



YELAN RESEARCHER

Geneticists, biologists, surgeons, cyb-designers, pharamacologists and physical therapy experts all rub shoulders at the Yele Medical center. Many are extremely wealthy and a few are quite decadent, corrupted by the money and fame that comes from a career at the YMC.

Yele is also home to the military's Surai Medical Center and a variety of powerful pharmaceutical corporations, all of which employ their own armies of researchers. Although these postings are not quite as prestigious as the YMC, they pay extremely well. Only those who work at Surai (paid military salaries) seem able to systematically escape the decadence of the Yelan upper class. Although plenty of civilians are quite upstanding, they all come into contact with an underworld of drugs and hard partying.

► Attributes

AGI	0	APP	0	BUI	0	CRE	1	FIT	0
INF	0	KNO	2	PER	0	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	3

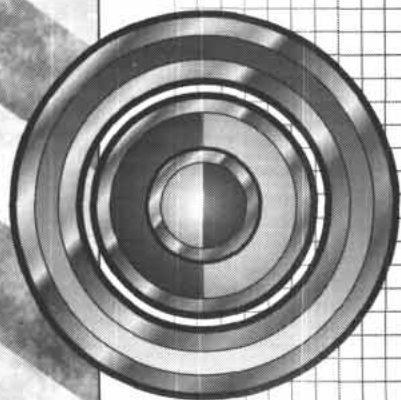
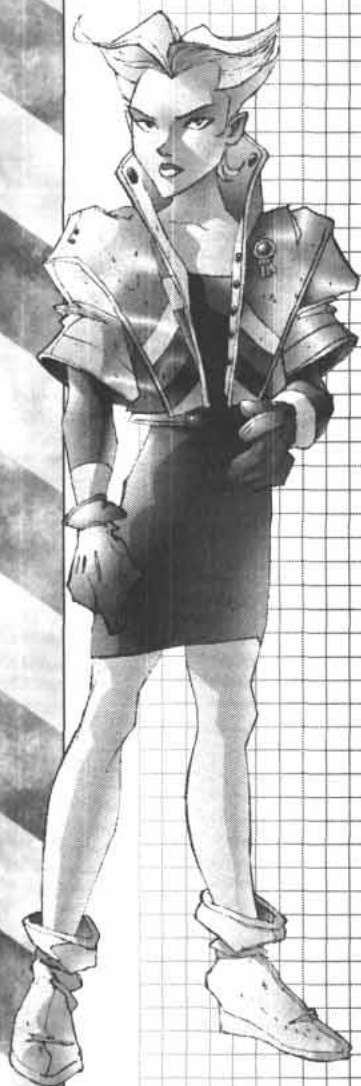
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	2	First Aid	1	2	Medicine	2	2	Psychology	1	2
Computer	2	2	Life Sciences	2	2	Phys. Sciences	1	2	Teaching	1	1
Etiquette	1	0									

► Typical Equipment

Sterile garb, specialized datagloves and personal computers, extensive research facilities, luxury home and automobile.





SUNDRA TURAI

From her apartments in Port Aurora, Sundra Turai exerts a hidden influence across the NLC. Turai is a lieutenant in the Kolson cartel and is responsible for the Kolson operations in the NLC. Turai answers only to Jeremiah Dupree, the Kolson leader in Wounded Knee, and Kolson allows her a fair amount of freedom. Unlike most Kolson lieutenants, Turai was not born in Wounded Knee and has only lived there a few seasons in her 45 cycles of life. Rather, she rose to power in the NLC itself, clawing her way up the ladder of the Valerian underworld in the TN 1920s until she was noticed by the Kolson agents who oversaw local contraband and criminal activities. In TN 1928, Turai went to Wounded Knee and emerged with the sanction of Dupree himself. She proved to the cartel head that his Norlight lieutenant, Jonas Gumpas, was plotting against him.

Profession ◀

Dupree rewarded Turai with Gompas's old job. This lightning rise in the ranks attracted a lot of attention and the Wounder scuttlebutt holds that Dupree and Turai are lovers. Sundra herself has never commented on the specifics of their relationship and returned to the NLC in TN 1930. Since then, she has directed operations across the league and left her predecessor's policies behind. Not content to be displaced by the Forzi, Sundra has moved her allies into the underworlds of most Norlight city-states and has not shied away from shedding blood to protect the cartel's interests. Although Dupree still has the loyalty of many of the Turai's close lieutenants, the local criminals she has recruited think of her as their boss, not the cartel head.

Attitudes ◀

Sundra Turai comes off as the opposite of her boss, the "smiling bandit" Jeremiah Dupree. A no-nonsense underworld figure, she dresses casually and does not shy away from confrontations. If there is one thing that she cannot stand, it is people moving in on her territory. She fought her way up the Kolson ladder and she will be damned if any Forzi upstarts are going to displace her. Turai has spent her career relying on herself, and trusts others only insofar as she can keep an eye on them. Consequently she often assigns two or more undertings to the same operation (in different capacities) so that they can keep an eye on each other.

Combat Reactions ◀

Sundra grew up on the mean streets of Kenema and knows how to handle herself in a fight. While not a large woman, she has no problem fighting dirty when she has to and is rarely unarmed. She knows, however, that breaking an opponents kneecaps may not be the best image to project in her position of crime boss, so she often tries to intimidate opponents before resorting to violence.

Contacts ◀

Jeremiah Dupree (age 59, specialties: crime and smuggling), the leader of the Kolson cartel; Guël Rokk (age 31, specialties: combat & intimidation), her loyal bodyguard and an occasional lover; Brother Tobias (age 77, specialties: theology & psychology), her confessor and a member of the Prophet's Shield; Landers Merek (age 59, specialties: law & leadership), a NorPol senior deputy director she has blackmailed.

Vital Statistics ◀

Age:	45 cycles	Height:	1.60 meters	Weight:	61 kilograms	Hair Color:	blond	Eye Color:	green
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Attributes ◀

AGI	0	APP	1	BUI	-1	CRE	1	FIT	0
INF	2	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	20	UD	4	AD	3

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	0	Dodge	1	0	Intimidate	2	-1	Melee	1	0
Business	2	0	Etiquette	1	2	Investigation	2	1	Notice	1	1
Combat Sense	1	1	Gambling	2	1	Law	1	0	Small Arms	2	0
Computer	1	0	Hand-to-Hand	2	0	Leadership	3	2	Streetwise	3	2

BRIGMAN KAINE

Brigman Kaine, the director of the Norlight Intelligence and Security Agency, is one of the most powerful men in the NLC. Born in Port Aurora, Kaine joined the Norlight Armed Forces in TN 1889 at the age of 25 cycles. After a few cycles in the infantry, he ended up in military intelligence and participated in several key operations in the lead up to the Judas Syndrome. In TN 1901, however, he was accused of selling secrets to Western Frontier Protectorate agents and sentenced to a military prison. His name was cleared a few cycles later after his controller was revealed to be an SRID plant, but his name was nonetheless ruined in military circle; NISA had no trouble picking him up and finding a place for him. Kaine served his country through the War of the Alliance as an operations commander and proved himself loyal enough to shed his past.

► Profession

In TN 1920, Kaine was made deputy director of operations of NISA, from where he oversaw all clandestine and covert operations undertaken by the agency. Under his watch, NISA was granted oversight of the Norlight Office of Military Intelligence (NAF/OMI), finally gaining revenge on those who had stripped him of his reputation. In TN 1928, NISA director Elena Nikols chose to retire and nominated Kaine as her successor. Over the protest of some members of NAF/OMI, Kaine filled the post. His position theoretically makes him an administrator for the most part, but he is determined to keep a handle on the activities of his agency. Several senior operational commanders are loyal to Kaine and often undertake missions on his personal order.

► Attitudes

Kaine no longer feels he has anything left to prove. He has proved himself in the trenches and knows better than anyone the threats facing his nation. Hidden factions are trying to exert control over the nation and Kaine, with the support of some of his allies, has taken it upon himself to fight them. A Revisionist, he nonetheless thinks that the faith should stay out of national affairs.

► Combat Reactions

Brigman Kaine is a trained killer. He thinks coldly and efficiently in combat and will eliminate his target as fast as possible. He does not enjoy combat, but recognizes its necessity. He is almost never without a weapons, usually employing a simple pistol and a combat knife. If innocents are involved he will do what he can to avoid harming them, but is willing to make some sacrifices if necessary.

► Contacts

Chief Justice Winston Stark (age 80, specialties: law & politics), his most high-placed ally against Thor Hutchison but who has an agenda all his own; Foreign Minister Ethan Scope (age 75, specialties: diplomacy & politics), his immediate political superior and a friend; Elena Kols (age 70, specialty: politics & intelligence), his predecessor and mentor; Mother Rena Oligani (age 39, specialties: theology and etiquette), a Revisionist priest who tells Kaine of Prophet's Shield activities.

► Vital Statistics

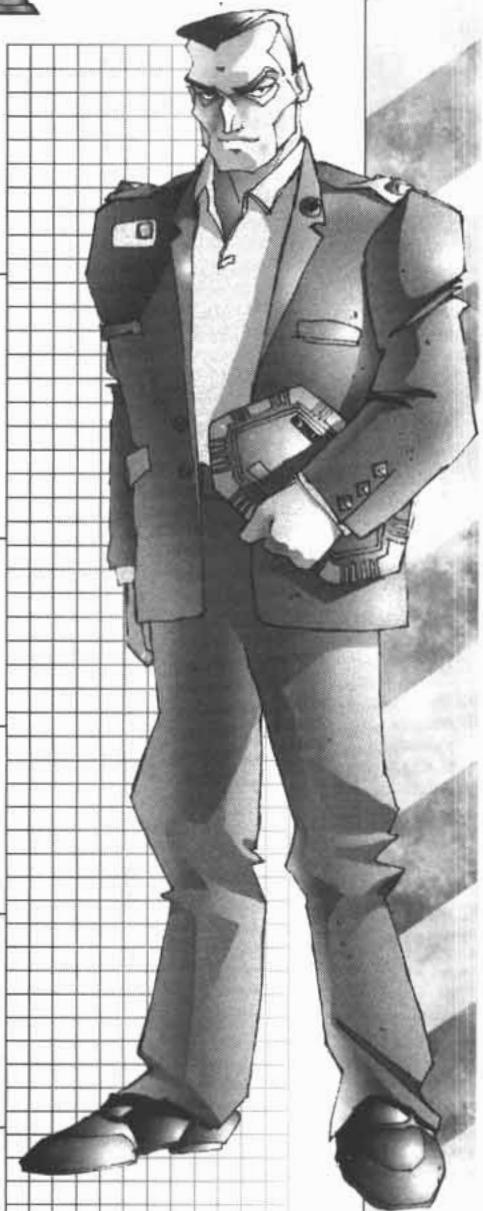
Age:	69 cycles	Height:	1.81 meters	Weight:	76 kilograms	Hair Color:	brown	Eye Color:	brown
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► Attributes

AGI	0	APP	0	BUI	1	CRE	1	FIT	0
INF	2	KNO	1	PER	1	PSY	0	WIL	2
STR	0	HEA	0	STA	30	UD	6	AD	6

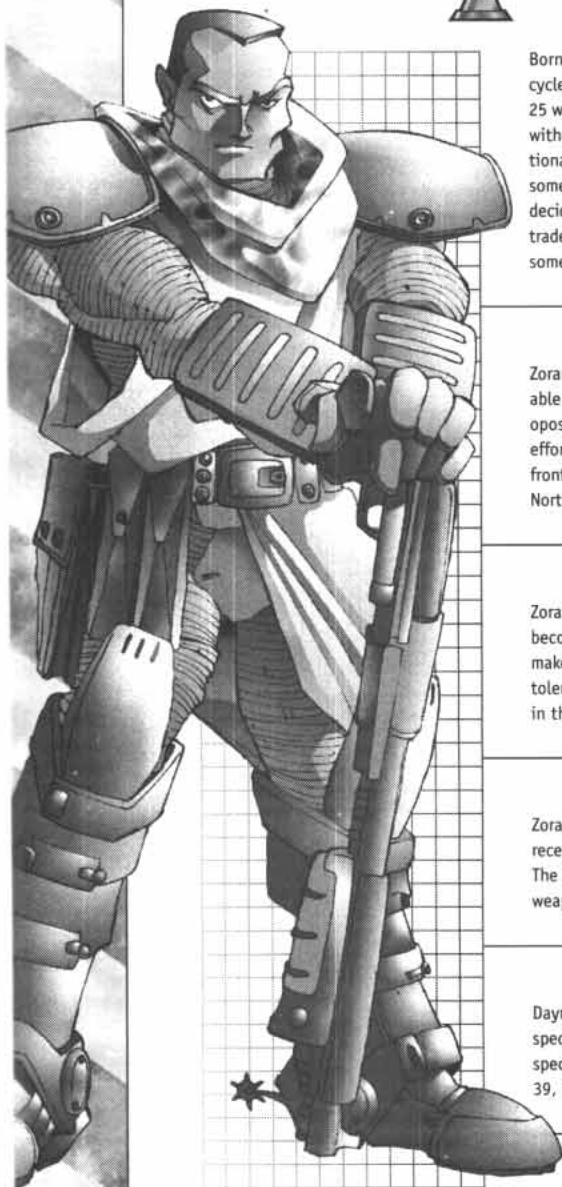
► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Hand-to-Hand	2	0	Leadership	3	2	Small Arms	3	0
Combat Sense	3	1	Intimidate	2	1	Melee	2	0	Stealth	2	0
Computer	1	1	Investigation	2	1	Notice	2	1	Streetwise	1	2
Demolitions	2	1	Law	1	1	Psychology	1	1	Tactics	2	1
Dodge	2	0									





EMYL ZORAN



Born in the small hamlet of Ravine in the Karaq Wastes, Emyl Zoran joined a trade caravan before he was 20 cycles of age. Traveling across the deserts, he learned some of the tricks of the trade and by the time he was 25 was ready to start his own business. Over the next five cycles he crossed the Wastes time and time against, without ever making any profit, becoming bitter and addicted to Wounder Rotgut. When the Colonial Expeditionary Force attempted the invasion of Terra Nova, Zoran ended up in the Peace River Army and found he had some degree of skill for hit-and-run style warfare. In TN 1923, after trying trading for a while longer, he decided that there was an easier way to make a living. Turning the weapons he used for defense on other traders, he became an outlaw. After a few successes acting alone as a raider and mercenary, Zoran assembled some of his old PRA buddies into a rover band dubbed the Dune Tigers.

Profession ◀

Zoran lives the life of an outlaw in the Karaq Wastes. Using war surplus Gears and jeeps, the Dune Tigers were able to make a living by raiding caravans of pilgrims and trade goods heading to and from Massada. Their opposition remained the Peace River Defense Force, but the Tigers were not enough for the PRDF to make the effort for a full-scale operation. Increased military activity in the Wastes and the opportunities on the Norlight frontier (thanks to the cartel war) brought the Tigers north in TN 1931 and they run contraband along the Northern Plains Frontier for the Forzi cartel (see 5.16.2 Northern Plains Frontier, p. 85).

Attitudes ◀

Zoran is in many ways a typical small-time bandit. He often has big plans for the future — currently involving becoming a major player in the Forzi cartel — but can never see them through. He is too easily distracted to make some money and quickly spend it on vices. Zoran considers himself a “real Badlander” and has very little tolerance for frontier inhabitants who think they have it rough on the savannah. Only people born and bred in the desert itself, will get any respect at all. All the Dune Tigers fit this category.

Combat Reactions ◀

Zoran has almost no sense of honor on the battlefield. He knows full well that his band, although they now receive weapons from the Forzi, is no match for trained soldiers and will take his opportunities where he can. The Tigers usually ambush caravans and retreat if serious opposition appears. Zoran himself relies on powerful weapons (a shotgun when outside his *Basilisk* Gear) and does not hesitate to kill anyone who threatens him.

Contacts ◀

Dayran Gon (age 44, specialties: crime & business), his Forzi contact and superior; Judd Ryker (age 47, specialties: Gear piloting & tactics), his lieutenant who has great plans to replace him; Lara Gaus (age 30, specialties: mechanics & tinkering), a mechanic provided by the cartel who despises Zoran; Mari Pontneuf (age 39, specialties: tracking & survival), a Karaq Wastes marshal who was once Zoran's friend during the war.

Vital Statistics ◀

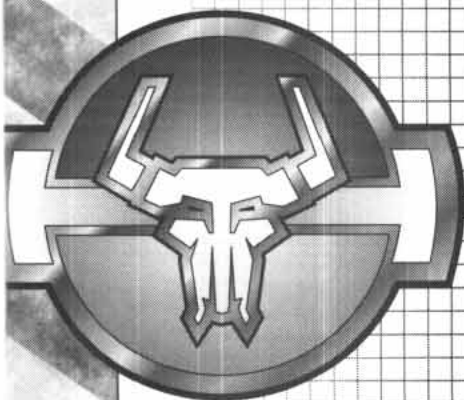
Age:	47 cycles	Height:	1.75 meters	Weight:	92 kilograms	Hair Color:	black	Eye Color:	brown
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Attributes ◀

AGI	0	APP	-1	BUI	2	CRE	1	FIT	0
INF	0	KNO	0	PER	1	PSY	-1	WIL	-1
STR	1	HEA	0	STA	35	UD	8	AD	7

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	0	Demolitions	1	0	Gunnery: HG	1	1	Melee	1	0
Business	1	0	Dodge	1	0	Hand-to-Hand	2	0	Navigation	1	0
Camouflage	1	1	Drive	2	0	HG Pilot	2	0	Small Arms	2	0
Combat Sense	1	1	Elec. Warfare	1	1	Intimidate	1	2	Streetwise	1	0
Communication	1	0	Gambling	1	1	Leadership	1	0	Survival	1	1



KARL METHORAS

Lieutenant Karl Methoras is the head of the ninth Quick Response Team (QRT-9) of the Kenema Police Department, also known as the Gear Police. Born and raised in Innsbruck, Methoras joined the Northern Guard and became a member of the *Cat's Paws* just before the War of the Alliance. He ended the conflict as a decorated senior ranger and retired from the army in TN 1922, settling down in Kenema with his companion Ethan. A cycle later, Methoras had graduated from the local police academy and was serving in SWAT teams, putting his expertise to use. When the KPD announced its plan to use Gears, Methoras applied to the team. By the time it hit the streets he had passed his lieutenant's test and was made QRT-9's commander.

► Profession

The head of the "Gear Police," Methoras is responsible for seven other Gear pilots. He leads operations from the field, either hanging back to coordinate with other KPD units, or participating himself. As a lieutenant, Methoras is one of the highest ranking KPD officers who works in the line of fire, but the prestige of QRT-9 and its special nature justifies this fact. As the most experienced police pilot and commander, Methoras has been held responsible in the media for any use of "unjustified force" during QRT-9 operations, but he stands by his men. His loyalty to the department has been rewarded and Mayor LeStrade has stood by him.

► Attitudes

Methoras is the consummate professional. He trains his team hard and expects them to react appropriately in combat. Personally, he is of two minds about QRT-9. While his teams' *Cheetah Polizei* Gears are very useful, civilians are easily wounded when Gears open fire. As far as he is concerned, the mayor and police chief are too quick to deploy QRT-9. Their recent use in crowd control has him especially worried.

► Combat Reactions

As an expert Methoras reacts with precision in combat. If he is the only one in danger, he concentrates exclusively on his goal. When leading operations the safety of his own team is his focus. As police officers, not special forces soldiers, he is determined not to sacrifice them. During the existence of QRT-9, Methoras has lost two officers. He visits their graves often and remains in close contact with their families.

► Contacts

Allysandre LeStrade (age 53, specialties: politics & bureaucracy), the mayor of Kenema and Methoras' political backer; Colonel Stacey Diggs (age 62, specialties: leadership and Gear combat), Methoras' former commander and a good friend; Ethan Denier-Methoras (age 51, specialties: medicine & biology), Karl's husband and an emergency room doctor at Red Hills Hospital.

► Vital Statistics

Age:	52 cycles	Height:	1.77 meters	Weight:	74 kilograms	Hair Color:	lt brown	Eye Color:	brown
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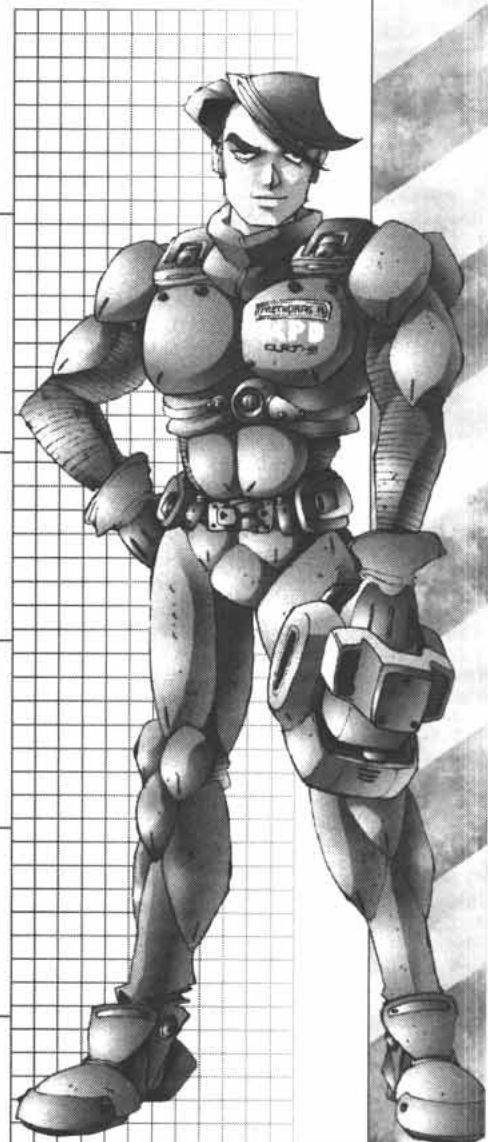
► Attributes

AGI	2	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	5	AD	5

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	First Aid	1	0	Law	1	0	Small Arms	2	2
Combat Sense	3	1	Gunnery: HG	3	1	Leadership	2	0	Stealth	2	2
Communication	2	0	Hand-to-Hand	2	2	Melee	2	2	Streetwise	1	0
Demolitions	1	0	HG Pilot (Ch. Pol)*	3	2	Navigation	1	0	Tactics (SWAT)*	2	0
Dodge	2	2	Intimidate	1	0	Notice	2	1	Throwing	1	2
Elec. Warfare	2	0	Investigation	1	1						

*(specialization)



RUN FOR YOUR LIFE

Kor Nikas was beyond fear. It had passed along with the initial surprise and the rush of panic; he was left with sheer terror and a sinking feeling, that he was going to die. So much for his vacation on the Northern Plain.

His young legs were carrying him as fast as they could run and he cut straight through the chest-high johar grass. He didn't dare turn around — they were back there. "They" were a pack of dawgs that had spotted Kor a long minute ago. The last time the young Norlight had looked at them, they were several hundred meters away, but he had no doubt they were catching up. He could hear them growling.

Kor emerged from the johar grass onto a winding country road. He headed along it instinctively and heard the lead dawg follow him. He dared a glance back and saw that the animal was flanked by two packmates and closing in. He tried to run harder, his mind filled with images of three-toothed jaws and sharp claws.

The road turned south somewhat and he followed it without hesitation, turning back for another quick glance. Relief flashed through his mind when he realized that there was only one creature behind him now. Maybe the others had gotten tired. Maybe he would get away.

Suddenly a dawg emerged from the johar ahead of him and to the right, pouncing up into the air. He was dead and he knew it; the great maw of the dawg was almost onto him — and then it wasn't.

The retort of a large rifle reached his ears just as the creature collapsed, a gaping exit-wound in its side. A second shot whizzed by him toward the dawg pursuing him and he heard a yelp. Within seconds, a jeep growled to a halt in front of Kor. A man was standing up in the jeep, most of his body above the roll-bar, and aiming a large hunting rifle. The side door opened up. "Get in kid!"

Kor didn't hesitate and jumped in. The driver put the vehicle in gear before the door was closed and Kor had to hold on so as not to be thrown clear as she made a tight U-turn.

"Lucky we saw you start running, kid," the driver yelled over the roaring motor, "dawgs usually get their meal." She was wearing a dusty desert tunic, her black hair held back by a simple elastic. "What the hell were you doing out here alone?"

"Just looking around." Kor was out of breath and found it difficult to speak.

"Hope you found what you were looking for kid, 'cause this little trip almost cost you your — Oh hell!" She jerked the wheel a split second too late as a dawg pounced out of the dense johar by the side of the road. The beast sailed over the roof and connected with the man. Kor watched in horror as he fell off the jeep and became the meal for the dawg. Kor owed the man his life and he didn't even know his name.

The last dawg then made its presence known, jumping out of the johar and onto the jeep. Its jaws snapped into the cabin, missing Kor's face by a hair. He screamed again and the driver swerved the vehicle suddenly. The beast held on for a second, but the jeep swerved again and it went tumbling onto the road. Kor looked at the driver who smiled back at him.

"What's your name?" he asked the driver.



AERIAL TOUSSAIN (DAK)

Aerial toussains, more widely known as "daks," are large airborne predators found across the Badlands and savannahs of Terra Nova. Daks often ride the air current over the Northern and Irrian Plains, feasting on the product of the rich soil. Daks spend most of their time airborne, riding thermal updrafts. Daks usually take shelter in caves at midday in order to sleep, although in the plains some will use saguaro trees or the rooftops of farmhouses. Daks usually feed off small savannah herbivores which they spot thanks to extremely keen side-looking eyes. To catch their prey, daks dive from altitude in almost complete silence and can reach speeds in excess of 65 km/h. Daks also feed off carrion, especially when live prey is scarce.

Because of their carrion-feeding habits, daks have become associated with death and ill fortune across much of the savannah and desert regions. Mamoud Khodaverdi told many stories featuring the animal, the most famous of which is "The Hopper and the Dak" and teaches the value of intelligence and understanding over avarice and hatred. Daks tattoos are a common sight on the shock music scene.

Attributes

AGI	1	BLD	-3	FIT	1	INS	0	PER	2
WIL	-1	STR	-1	HEA	0	STA	10	UD	1*

*(+natural weap.)

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	2	Hand-to-Hand	3	1	Dodge	1	1			

Special Abilities

Talons (x6 damage), Bite (x4 damage), Flight (11MP dive)



DAWG

One of the most common predators of the Norlight plains and valleys, the dawg is a native species that has become a large part of rural life. Weighing almost as much as a small human (40 to 50 kilograms), dawgs have powerful limbs that allow them to outrun most other plain creatures. Roughly forward facing, their faceted eyes allow for excellent depth perception while nonetheless incorporating a 230° field of vision. Olfactory glands are located on the animal's large tongue. The creature often flicks it while hunting and keeps its mouth open while chasing prey. Like the Terran canines after which they were named, dawgs can be trained to act as a guard and herding animals, although to say they can be domesticated is somewhat of an exaggeration. Even the most well-bred dawgs are highly aggressive and must be handled with care. Some urban police forces use trained dawgs to sniff out narcotics, explosives or to follow a fugitive, but these animals are tightly controlled.

Attributes

AGI	2	BLD	-3	FIT	3	INS	2	PER	3
WIL	1	STR	0	HEA	2	STA	15	UD	3*

*(+natural weap.)

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	Dodge	2	2	Hand-to-Hand	3	2	Notice (tracking)*1	3	
Combat Sense	2	3									

*(specialization)

Special Abilities

Bite (x8 damage), Sprint (60 m/round, max. 3 rounds duration)





DAWG [GREAT]

A larger cousin of the dawg, the great dawg is a fierce predator of the forests and slopes of the northern hemisphere. The great dawg lives in small packs of four to eight adults, although hunting is often undertaken in sub-groups of two animals. The animal feeds off large herbivores such as the woodspringer and rockspinger, supplemented by smaller prey when necessary. If hunting in the woods is poor, great dawg packs will sometimes descend on springer herds in the plains, much to the distress of local ranchers. The human relationship with the great dawg is highly variable. Among some circles, the beast is considered a noble and fascinating hunter. Calendars, trideo specials and poster on the animal are all hot sellers. When the packs come onto the plains, however, they can devastate whole herds of springers.

Attributes

AGI	2	BLD	1	FIT	3	INS	1	PER	3
WIL	2	STR	2	HEA	2	STA	40	UD	6*

* +natural weap.

Skills

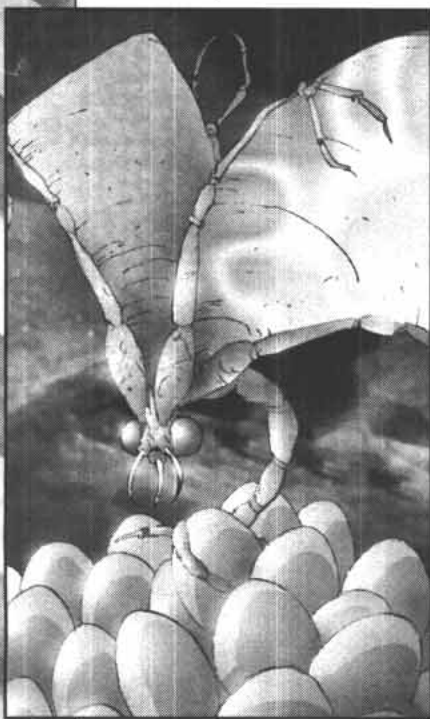
Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	Dodge	2	2	Hand to Hand	3	2	Notice (tracking)*	1	3
Combat Sense	2	3									

*(specialization)

Special Abilities

Bite (x10 damage), Sprint (50m/round, 3 round max.), Chitinous Plates (+7 armor)

FLAPPER [SWARM]



Flying herbivores about the size of a human palm, flappers are a mainstay of the plains ecology. Flappers built large nests out of johar and other grasses, bonded together with spittle and excrement, which are either suspended from trees or placed on rock-faces for shelter from the wind. Each nest houses five to fifteen flappers and is usually placed alongside other nests, forming a large hive-like community. The largest flapper hives can contain hundreds of nests and be home to thousands of the creatures. Reproduction in the hive is guaranteed by a small number of breeding flappers, who are unable to fly and are fed by the rest of the community.

Flappers fly thanks to a thin membrane which links the front and rear limbs on each side of their torso. The underside of this membrane is highly colorful and a swarm of the creatures is a highly kaleidoscopic effect, making it difficult for predators to judge their exact position correctly. Flappers feed off the buds and stems of johar; they grasp onto the stem with the long claws at the tip of their legs and strip the tough outside of the grass with the help of hooked teeth in order to access the moist and meaty inside. These same teeth and claws allow the small creatures to annoy large predators (and wound small ones). If the hive is threatened, the community will swarm the attackers. These swarms are not as dangerous as the redjacket equivalents, but they can drive off barnabies and smaller attackers, such as humans.

The most dangerous swarms of flappers occur if the hive is destroyed or the breeding flappers are killed. In this case the whole community must move and find a new home, protecting the young breeders among them (who can still fly). The community becomes much more aggressive in these situations because they are extremely vulnerable (use stats after the slash). They are also desperate for food and material to build a new community and can devastate a field. When the largest communities are destroyed, usually by fire, a plague of flappers consisting of tens of thousands of animals can result and sweep across the savannah consuming mass quantities of johar. These occur roughly once every 25 cycles and can easily ruin every crop for kilometers around. The last one occurred in TN 1910 in Forston County in the Northern Plain and killed a dozen farmers who were caught in the swarm.

Attributes

Aggressiveness:	0/2	Damage/turn:	x2/x3	Damage Threshold:	10
Random Horde Size:	5 x d6/10 x d6	Basic Swarm Size:	30		

GRASSRUNNER

Grassrunners are another common plains herbivore. The creatures are most easily recognized because of their highly developed rear legs which allow them to sprint along the ground at phenomenal speeds. Grassrunners are solitary creatures, although females (easily identifiable by an egg-laying orifice in their torso) raise young runners during the Spring. Grassrunners eat grasses which they ingest through a large triangular mouth. Many breeds exist, varying in color and size. Most runners will grow to about thirty centimeters from nose to tail (about ten centimeters tall), but the Irrian great spotted runner can reach over a half-meter in length.

Grassrunners chasing is a favorite pastime among young plains dwellers. Bands of young children will sometimes spend a full day trying to trap one of the creatures by driving it toward one of their companions. The animals can also be domesticated and raised as pets; as long as they have a secure source of food, grassrunners will return home, although they will run across the fields for most of the day. Grassrunner pets are rare in urban areas but are popular among the children of wealthy Norlights.

► Attributes

AGI	2	BLD	-7	FIT	2	INS	-2	PER	2
WIL	-1	STR	-2	HEA	0	STA	10	UD	1*

* +natural weap.

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	2	Dodge	3	2	Hand-to-Hand	1	2			

► Special Abilities

Bite (x 3 damage), Sprint (50m/round, 10 round max)



JUMPSPIDER

The jumpspider is a lone hunter found across the CNC's mountain ranges, especially the Tershaw Range. The "spider" has two pairs of highly developed legs which allow it to jump almost six meters in a single bound. Its sharp claws allow it to climb rock faces, where its stony, chitinous shell allows it to camouflage itself. When a rockspringer or another prey passes nearby, the spider will pounce from its hiding space and latch onto its target. Venom is injected from three large fangs, which immobilizes the prey while the jumpspider feeds. Zoologists usually refer to jumpspiders as "mountain jumpers" because the animal only has four legs, not eight. Mountain inhabitants always use jumpspider, however, and the movement of the creature over vertical rock faces justifies their choice. Mountain guides usually carry a spider-venom kit that contains a rubber cup which can be used to suck out fresh venom and a series of ready-to-use pneumatic hypodermics filled with antidote.

► Attributes

AGI	2	BLD	-6	FIT	1	INS	2	PER	2
WIL	1	STR	-3	HEA	1	STA	10	UD	1*

* +natural weap.

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	Camouflage	2	2	Dodge	2	2	Hand-to-Hand	3	2
Athletics (climb)	1	2	Combat Sense	2	2						

► Special Abilities

Leap (6m range, gives a bonus of +1 to ambush attempts), Bite (x8 damage): injects paralytic toxin (1 round onset, potency 10)



LAKEWASP (SWARM)



Lakewasps are flying insect-like creatures that live in areas of stagnant water. They are of the same genus as Redjackets and share some of their Badlands cousins' aggressiveness. Lakewasps are carnivorous and hunt along the shores of lakes and pools, looking for fish and small land creatures. Usually about the size of a human fist, these insects are able to make brief dives under the surface by retracting their four wings to prevent them getting wet and losing their aerodynamic capabilities. Using web-like feet, the wasp can swim for brief distances and project itself out of the water high enough to extend its wings and take flight.

Lakewasps build large hives out of mud and grasses found in their natural habitat, and usually construct them in trees. Hives appear as spherical structures up to two meters in diameter, and each one hides a birthing chamber where young larvae produced by the hive queen are fed by the soldier wasps that hunt along the shores. Humans have relatively little to fear from the large insects, who seek small prey that can be brought back to the hive. If they are provoked, however, they can be quite dangerous. Rural Norlighters know not to disturb wasp hives, an act which would be sure to provoke a deadly swarm. City-dwellers must often be cautioned against such foolish action.

Several varieties of lakewasps can be found across the North. The most common breed lives near the small to medium-sized lakes that dot the plains and basin of the hemisphere. A smaller version — which feeds on other water-insects — can be found along rivers and in the rare swamplands of the north. The largest and most aggressive species lives on Lake Clearwater, nesting in the small islands that dot the great freshwater body. These insects can dive deeper and swim faster than all others, and they feed off larger fish. Several of the islands in the region feature numerous Stoneheads and many hives have been built upon the largest of them. Observers have often remarked that this tendency makes the heads appear diseased, with browning tumors growing from their faces and scalps. Archeologists and zoologists often come into conflict in the region over whether or not to clear off the nests from the Stoneheads in the interest of preserving the great sculptures. No clear winner has yet to emerge in this debate.

Attributes ◀

Aggressiveness	2	Damage/turn:	x3	Threshold:	20
Random Horde Size:	2d6	Basic Swarm Size:	15		

RIVER EEL



Among the most dangerous aquatic predators of the North, river eels are freshwater hunters that live in shallow waters. Featuring a large snake-like body with fine, membranous fins along its back and underside, the river eel is terrifyingly fast in its natural habitat. Eels usually bury themselves in the mud at the bottom of pools or among the rocks of a riverbed and wait for their prey. They typically choose large fish, but have been known to attack springers crossing at fords or unlucky swimmers. During the spring thaw, the population of eels swells, and witnesses report whole schools of them moving downstream to lakes where they can take up residence. Woe be to any unfortunate animal that gets in the way of such a school.

Norlight sport fishers often go looking for river eels. Some fish from the shore using traditional fly-fishing techniques to snare smaller varieties. Those seeking the larger eels use small craft along larger rivers and use fresh bait. Rumors of giant eels living in the deepest rivers or in the MacAllen network are common.

Attributes ◀

AGI	3	BLD	-2	FIT	1	INS	2	PER	1
WIL	2	STR	-1	HEA	1	STA	20	UD	0*

* +natural weap.

Skills ◀

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Ambush	2	2	Dodge	1	3	Hand-to-Hand	3	3	Swimming	3	1
Combat Sense	2	1									

Special Abilities ◀

Bite (x 8 damage)

ROCKSPRINGER

An agile and wild cousin of the Badlands spinger, the rockspringer lives in the alpine heights and feeds off their vegetation. The physiology of the rockspringer is close to that of the domesticated riding springer (see *Into the Badlands*, p. 96), although the rockspringer retains sharp shoulder tusks which it uses during mating rituals and to defend itself. Rockspringers are best known for their agile leaps, which allow them to hop from rock to rock over the toughest mountain terrain. Rockspringers are common prey for jumpspiders and great dawgs, as well as human hunters who consider the agile creature a prize catch.

Herding offshoots of the rockspringer do exist in some areas of the Tershaw Range, although they are far rarer than standard herding springers. Domesticated rockspringers travel in herds of ten to thirty across the rocky mountains accompanied by a single shepherd and two or three trained dawgs. They feed off shoots and bushes at higher altitudes and are slaughtered for meat during the Autumn. Considered a luxury product, rockspringer meat is in relatively high demand only in Skadi and Sesshu.

► Attributes

AGI	3	BLD	6	FIT	2	INS	1	PER	0
WIL	1	STR	4	HEA	1	STA	60	UD	12*

* +natural weap.

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	0	Dodge	1	3	Hand-to-Hand	2	3	Survival	1	1

► Special Abilities

Kick (x8 damage), Charge and Gore (x15 damage)



WOODSPRINGER

The largest herbivore of Norlight saguaro forests, the woodspringer is another cousin of the Badlands springer. Less agile than the rockspringer, it is nevertheless an impressive and beautiful creature, often featuring very large shoulder tusks. Woodspringers have suffered greatly from the exploitation of their habitat for lumber production and sport hunting. Several movements to protect their natural habitat are at work and Duke Tomas of Sesshu has even set aside a large stretch of the Sesshite forest as a ducal preserve for their protection. Skadian lumber barons are notoriously unsympathetic to the creature and have used the existence of the Sesshite preserve as an excuse to clear-cut in the forests near Skadi.

Woodspringer hunting continues in almost all the saguaro forests of the Norlight Confederacy under relatively loose regional regulation. Hunter are required to pay for a hunting permit and are allowed only a certain amount of kills. Hunting season usually lasts from the end of Spring to the middle of Summer and culls the herd once it has rebuilt itself after the Winter.

► Attributes

AGI	-1	BLD	8	FIT	0	INS	1	PER	0
WIL	1	STR	4	HEA	1	STA	70	UD	14*

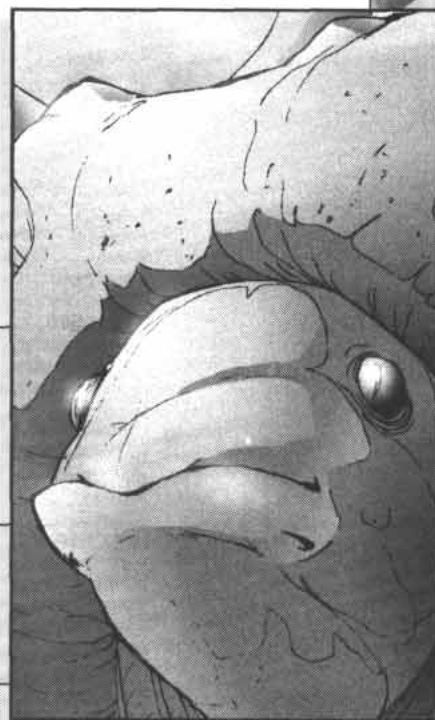
* +natural weap.

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	0	Dodge	1	-1	Hand-to-Hand	2	-1	Survival	1	1

► Special Abilities

Kick (x10 damage), Charge and Gore, (x17 damage)



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