

# The Scorpion Reach

## A Standalone Setting for *Traveller*

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**Interim Partial Draft**

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## Introduction

In 2000, I was writing the Solomani Rim sector book for *GURPS Traveller*. I was also helping Loren Wiseman to produce an online edition of *Journal of the Traveller's Aid Society* (JTAS), the venerable *Traveller* fan magazine. One thing I did in that period was to help Loren wrangle *Traveller News Service* (TNS) entries, little scraps of “current events” from the Third Imperium setting that were meant to maintain the game’s meta-plot and suggest interesting adventures.

One side project I undertook during that period was a set of rules with the working title of *Game of Empire*. This was a meta-game designed to allow “movers and shakers” roleplaying across a region of space. Instead of playing ordinary Imperial citizens, players could take on the role of very senior nobles, megacorporate executives, planetary political leaders, rebel-faction commanders, and so on. The actions and decisions they carried out would affect whole worlds.

Recently I’ve decided, with encouragement from the *Traveller* fan community, to revisit *Game of Empire*. I plan to eventually produce a new version of the rules, compatible with open-source editions of the game like *Cepheus Engine*, and publish that through DriveThruRPG or a similar outlet.

I hadn’t planned to work on that project for some time, but sometimes my creative mind goes into action without my permission. I began having ideas for a “test bed” scenario for the new *Game of Empire*, and before long nothing would do but that I should gather those up and write them down. The first result of that is the current document.

This is very much a rough draft – not very well organized yet, and not nearly complete – and the *Game of Empire* rules aren’t attached. Still, what’s in this document *should* be enough to set up a working *Traveller* campaign. Worth sharing with my readers and patrons as a freebie!

Enjoy, and watch for more to come.

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The map image on page 4 was generated using tools found on the *Traveller Map* website ([travellermap.com](http://travellermap.com)).

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## Eos Regional Space

*Eos* is the home planet for the Eos Campaign, the world where most player characters are assumed to come from. It is a former colony world of Earth, cut off (like all the other interstellar colonies) by the so-called *Silence* in the mid-25<sup>th</sup> century.

It is now the mid-29<sup>th</sup> century (2850 CE). *Eos* has since built a high-technology industrial civilization, rediscovered the jump drive, and begun to build a new interstellar empire. Of course, a few other nearby worlds have had similar success, and competition for power and influence among the stars is under way . . .

### Regional Map

The map and *Traveller* world data on the following pages cover all of interstellar space within 8 parsecs of *Eos*. The full system of *sectors* and *subsectors* has not been established yet, but this region will one day be considered part of the *Scorpius Reach* sector.

Three interstellar polities exist in this region of space at present:

- *Kingdom of Eos* (blue border, allegiance code Ek)
- *Republic of Navabharat* (green border, allegiance code Nv)
- *Tianguo Hegemony* (red border, allegiance code Tn)



## Regional UWP Data

Name	Hex	UWP	B Trade	Z	PBG	Al	Stellar
2388-03	0615	E200000-0	Ba	G	011	G8	V
2388-02	0616	E533000-0	Ba	G	004	K7	V
2397-03	0715	EAA4000-0	Ba	G	010	M4	V
Beulah	0717	E555000-0	Ba	G	012	K3	V
2377-13	0718	E200000-0	Ba	G	001	K0	V K5 V
2377-12	0719	E620000-0	Ba	G	012	K1	V
2360-04	0722	E8A5000-0	Ba	G	001	M2	V
Kambuja	0724	C766640-8	Ag Ga Ni Ri	G	412	K2	V M6 V
Thalassa	0819	C799522-7	S Ni	G	302	Ek	K0 V
Laravag	0820	C300321-C	Ht Lo Va	G	603	Ek	K1 III (Epsilon Scorpii)
2366-03	0821	E200000-0	Ba	G	013	K8	V
2358-11	0823	E413000-0	Ba	G	002	K1	V
2348-07	0824	E7A0000-0	Ba	G	000	M0	V
2399-15	0915	E300000-0	Ba	G	000	M8	V
2401-06	0916	E310000-0	Ba	G	001	K8	V M0 V
Thule	0920	C100346-A	Lo Va	G	200	M4	V
2365-05	0922	EAB0000-0	Ba	G	000	M5	V
Hanshan	0923	C767685-8	Ag Ga Ni Ri	G	402	K3	V
Arcadia	1019	C546587-6	Ag Ni	G	512	Ek	G7 V
2375-13	1021	E400000-0	Ba	G	012	Ek	K7 V
2354-01	1024	E8C0000-0	Ba	G	013	M0	V M0 V
2411-07	1113	E7A6000-0	Ba	G	004	G3	V
2400-07	1115	E99A000-0	Ba	G	000	K5	V
Aksum	1117	B553654-A	Ni Po	G	303	Ek	K4 V
2388-10	1119	E6A0000-0	Ba	G	013	Ek	M4 V
2353-03	1126	E610000-0	Ba	G	014	G5	V M2 V
Powell	1218	C864778-7	Ag Ri	A	612	Ek	G4 V M0 V
Voltaire	1222	C647643-7	Ag Ni	G	503	Ek	G0 V
2358-10	1225	E8A4000-0	Ba	G	002	K2	V
2353-02	1226	E8A5000-0	Ba	G	013	K0	V
2415-05	1312	E100000-0	Ba	G	003	K8	V
2401-05	1316	E410000-0	Ba	G	001	Ek	F6 V
Aeneas	1321	C400457-8	Ni Va	G	204	Ek	M3 V
Kovalyov	1323	C200344-A	Ni Va	G	701	Ek	K5 V
Te Moana	1325	B889745-A	Ri	G	803	G2	V M4 V
2348-03	1327	E744000-0	Ba	G	000	M5	V
2424-14	1411	E676000-0	Ba	G	003	K3	V
2411-20	1413	E9C4000-0	Ba	G	014	F6	V
Demeter	1417	B778656-A	Ag Ni	G	512	Ek	K6 V
Eos	1419	A8688B7-C	A Ht	G	403	Ek	G9 V
Chrysos	1420	B000655-C	As Ht Na Ni	G	603	Ek	M2 V
Dantou	1423	C300468-A	Ni Va	G	602	Tn	G9 V
2420-08	1512	E200000-0	Ba	G	001	M6	V M8 V
2418-16	1513	E672000-0	Ba	G	000	M1	V
St. Basil	1516	C645557-8	S Ag Ni	G	623	Ek	G0 V M0 V
Duanzao	1622	C420688-A	De Na Po	G	400	Tn	M4 V M6 V
2373-08	1623	E722000-0	Ba	G	001	Tn	M8 V
2417-03	1715	E300000-0	Ba	G	003	A8	V
Agni	1716	C673538-8	Ni	G	214	Nv	M0 V
Vivekananda	1717	C310542-A	Ni	G	502	Nv	M4 V M4 V
Eluanshi	1721	A000755-B	N As Na	G	902	Tn	K6 V
Tianguo	1723	A868986-B	N Hi	G	114	Tn	K0 V
2380-04	1724	E6B0000-0	Ba	G	002	Tn	K1 V
Menkent	1726	C510458-9	Ni	G	501	Tn	K0 III (Theta Centauri)
Virani	1815	C435410-8	Ni	G	702	Nv	K6 V
Ramanujan	1816	C200421-A	Ni Va	G	612	Nv	M7 V
Outremer	1817	X567634-1	Ag Lt Ni	R	701	Nv	K2 V K5 V M2 V
Bose	1818	C300510-A	Ni Va	G	300	Nv	M1 V M2 V
Guan Yu	1819	B697658-B	Ag Ni	G	503	Tn	G8 V M0 V
Gaoyuan	1820	C436657-A	Ni	G	802	Tn	F4 V
Huoxing	1823	C510657-9	Na Ni	G	513	Tn	K3 V
Navabharat	1917	A655845-A	N Ga	G	403	Nv	G6 V
Mahasagar	1918	B77A644-A	Ni Wa	G	702	Nv	G4 V K0 V
Salvation	1919	C8677AD-7	Ag Ga	A	912	Nv	F8 V
Laohu	1922	C656510-9	Ag Ga Ni	G	802	Tn	G2 V M8 V
2396-12	2021	E7A8000-0	Ba	G	012	Tn	G4 V
2389-14	2124	E424000-0	Ba	G	003	K3	V
Columbia	2219	B868756-8	Ag Ri	G	502	G6	V
Ankaa	2221	E000000-0	Ba	G	002	K1	III (Alpha Phoenicis)

## Hyperion Star System (1419 Scorpius Reach)

Eos is the second planet of a singleton main-sequence star named *Hyperion*. Hyperion is a typical Population I star, somewhat less massive, cooler, and dimmer than Sol. It is notably metal-poor, although it still possesses a substantial family of planets.

*Note:* Almost all of the specifics for the Hyperion star system were developed using the current interim draft of *Architect of Worlds*, supplemented with a few procedures from *Classic Traveller*.

### Hyperion

- **Mass:** 0.90 Sol
- **Age:** 5.2 billion standard years
- **Metallicity:** 0.5 standard
- **Luminosity:** 0.578 Sol
- **Effective Temperature:** 5340 K
- **Spectral Classification:** G9V

### Planetary System Summary

Planets and other major bodies in the Hyperion star system are named after Titans, or descendants of Titans, from Greek mythology.

Orbit	Name	UPP	Notes
0.30 AU	Helios	Y500000-0	Tide-locked, airless world. No moons.
0.76 AU	Eos	A8688B7-C	Primary world in the system, with a pleasant oxygen-nitrogen atmosphere, plenty of liquid surface water, and a temperate climate. Capital of the Kingdom of Eos. No moons.
1.20 AU	Selene	Y9A0000-0	"Super-Earth" with cold, extremely dense helium-carbon dioxide atmosphere. Surface is largely covered by water ice sheets with several regions of active vulcanism. One moonlet.
1.90 AU	Prometheus	F6A0465-C	Bitterly cold nitrogen atmosphere. Surface is largely covered by water ice sheets with a few regions of active vulcanism. Mining colony, penal outpost, and research station. One large moon, uninhabited.
3.72 AU	Atlas	Medium GG	Moderate ring system. One large moon with a naval outpost and research station. Several moonlets.
8.52 AU	Kronos	Medium GG	Spectacular ring system. Seven large moons, one with a scout service outpost. Many moonlets.
16.06 AU	Oceanus	Small GG	Thin ring system. Five large moons. Several moonlets.

### Eos

Eos is a so-called "garden world," similar to lost Earth in many ways, easily inhabitable by humans without high-technology support or extensive terraforming.

### Orbital and Rotational Parameters

- **Orbital Radius:** 0.756 AU
- **Orbital Eccentricity:** 0.05
- **Orbital Period:** 6080 hours
- **Rotation Period:** 31.50 hours
- **Local Day:** 31 hours, 39.8 minutes
- **Local Year:** 192.02 local days
- **Obliquity:** 34° (stable)
- **Satellites:** None

### Mass and Surface Gravity

- **Mass:** 0.95 Earth
- **Density:** 1.00 Earth (5.52 g/cc)
- **Radius:** 6260 km
- **Surface Gravity:** 0.98 standard

### Geophysics

- **Geophysical Parameters:** Mature plate lithosphere with mobile plate tectonics
- **Magnetic Field:** Strong
- **Hydrographic Coverage:** 82%

### Atmosphere

- **Surface Atmospheric Pressure:** 0.97 atm
- **Atmospheric Components (by Mass):**
  - Nitrogen 71.2%
  - Oxygen 27.4%
  - Carbon Dioxide 0.7%
  - Argon 0.5%
  - Water Vapor 0.2%
- **Atmospheric Scale Height:** 8.3 km
- **Atmospheric Classification:** Standard

### Climate

- **Blackbody Temperature:** 280 K
- **Bolometric Albedo:** 0.39
- **Total Greenhouse Effect:** 32 K
- **Average Surface Temperature:** 279 K

### Native Life

- **Age of Advanced Biosphere:** 1.42 billion standard years
- **Dominant Life Forms:** Sophisticated animals, both aquatic and land-based, including several pre-sentient species
- **Biochemical Compatibility:** Good

### Human Habitation

- **Human Population:** 420 million
- **Founder Groups:** Greek (48%), Russian (16%), German (10%), French (10%), Hindi (10%), Chinese (4%), and other (2%)
- **Government Type:** Non-Charismatic Leader (Kingdom of Eos)
- **Law Level:** 7
- **Starport Class:** A (Excellent facilities, extensive shipyards)
- **Base Facilities:** Naval base and scout base
- **Local Tech Level:** 12
- **Trade Classifications:** High-Technology



## Historical Notes

Although the existence of Eos was known to human astronomers as early as the 21<sup>st</sup> century, the Hyperion star system was not charted and explored until 2363 CE. A ship of the Third Grand Survey noted Eos as being particularly Earthlike and hospitable, and marked it as a Class One colonization candidate. The first manned outposts were established a few years later. After the usual twenty-year period of exploration and “first in” settlement proved successful, the initial wave of permanent colonists arrived in 2391.

### The Eos Colony

The colonization effort was funded by a consortium of wealthy Greek business leaders, who wished to preserve their ideal Hellenic culture against what they saw as the encroachment of a secularizing global civilization. The colonial charter defined Greek as the colony’s primary language, established an offshoot of the Greek Orthodox Church as the official state religion, and gave Greek settlers first choice of land allocation.

Of course, as was usual with such projects, the consortium was forced to accept substantial participation from outsiders, and protect minority rights in the colonial charter, in order to secure funding. As a result, the founders included substantial non-Greek populations.

At first, the colony thrived.

Eos is one of a number of colony worlds with very *old* ecospheres; the local equivalent of the Cambrian Explosion occurred well over a billion standard years ago. As sometimes happens on such ancient worlds, the local ecosphere proved surprisingly congenial to human presence. The colonists were careful to minimize their ecological impact, and in return they found that some imported Earth species did quite well. Grapes, olives, and coffee plants thrived, at least in the equatorial zones where the first colonists settled.

Meanwhile, a number of local species proved useful and easy to domesticate. Several local land plants, well-adapted to the short but marked seasonal cycle, became mainstays of Eosi agriculture. Several land animals became useful as pets or beasts of burden. The local aquatic life provided a basis for robust aquaculture and fishing industries.

There was some social unrest in the early years, driven by tension between the Greek privileged class and minority groups among the colonists. In particular, the Chinese and Indian minorities remained insular, preserving their own languages and religious practices, and avoiding marriage outside their own groups. They experienced significant discrimination as a result. At first these tensions rarely broke out into violence, but they did create mutual resentment.

### The Silence and the Rise of the Monarchy

The interstellar disaster known only as *the Silence* struck in 2436 CE. At first, the Eos colonists neither knew nor understood what had happened. All they knew was regular packet ships from the core worlds simply stopped coming, cutting off the supply of further immigrants and high-technology goods.

Fortunately, the Eos colony was *somewhat* self-sufficient by the time the Silence began. The planetary population in 2436 was about a quarter-million, not enough to support much high-technology industry,

but more than enough for long-term viability. Meanwhile, the agricultural sector was largely unaffected, so there was never any threat of famine.

The social impact of the Silence was considerable. The power of the Greek upper class had been supported by two things: control of land allocation, and control of the supply of high-tech goods from the core worlds. Now major landlords increasingly found themselves with vast expanses of land they no longer had the equipment to monitor or maintain. Some of them responded by coercing lower-class settlers into forced-labor agreements that tied them to the land – in effect, re-inventing serfdom.

By 2450, Eosi society had become a powder keg. Several anarchist groups had organized, mounting loud and occasionally violent acts of rebellion, demanding redistribution of land and revisions to the colonial charter. In response, the landlord class became increasingly reactionary and oppressive. Various of the landlords had begun to recruit private security forces, which were turned against the common people (and sometimes against each other).

The situation was resolved when Colonel Anatoly Kovalyov, commander of the nominal planetary security force, secretly allied himself with several leaders among the unlanded class. A brief civil war took place in 2452, during which Kovalyov either defeated or co-opted most of the landlords' private armies.

Having restored peace, Kovalyov imposed a settlement revising the colonial charter. Under the new agreement, the Greek upper class retained some of its privileges, including the right to serve in what had become the upper house of the legislature. However, their control over land allocation was broken. The practice of serfdom was abolished, the civil liberties of every Eosi citizen were guaranteed, and an elected lower house was formed on the basis of universal suffrage. The charter of 2452 remains in effect today, although somewhat modified over time.

Anatoly Kovalyov is usually considered the first *basiliás* of the Kingdom of Eos, although he never claimed the title during his lifetime. His eldest son inherited command of the unified planetary security force in 2485 CE. Four years later, he collaborated with the Patriarch of the Church of Eos to create and claim the ceremonial title of King, taking the throne-name of Anatoly II. To this day, the Eosi monarchs of the Kovalyov dynasty continue to serve as the formal commander-in-chief of the Kingdom's military forces, and as the ceremonial head of state.

### The Dark Age

Eos remained isolated from interstellar affairs for several centuries. By the time Anatoly II created the Kingdom, the planet had a human population of about 600,000 and had fallen back to an effective TL6. A few pieces of high-technology gear still survived, but most had broken down or otherwise fallen out of use over the years.

Still, although the *effective* technology level of the planet had fallen, Eosi society remained scientifically sophisticated.

Not long before the Silence, an eccentric settler named Henri Dumas arrived on Eos, bringing with him an extensive library of *books* – printed codices that were independent of electronic media. This library constituted a broad store of historical, scientific, and technical information, including the theoretical bases for gravitic technology and the jump drive.

Henri Dumas died in 2448 CE, but his heirs maintained the collection, recognizing its potential importance now that contact with the core worlds had been lost. Anatoly Kovalyov became aware of the Dumas legacy during the civil war of 2452, and immediately moved to secure and protect the books. He later became the founding patron of the Dumas Memorial Library, which by 2485 became the core of the first institution of higher learning on Eos (the University of New Athens).

With the Dumas library and the new university, Eos managed to preserve a great deal of scientific and technical knowledge that might otherwise have been lost. Over centuries, while the human population of the planet grew, that knowledge was applied to create an industrial base, keeping pace with the available manpower.

While the original colony spread across the face of Eos, the unified planetary government continued to evolve as well. The more-or-less absolute monarchy established after the Silence slowly gave rise to a more constitutional form. The monarchs remained influential, but they began to rule through a cabinet, and they (sometimes unwillingly) accepted checks on their authority from the elected parliament.

### The New Space Age

During the middle years of the 28<sup>th</sup> century, the Kingdom of Eos (now at TL8) returned to space, deploying a network of orbital satellites, and sending unmanned probes to explore the other planets. Soon after that, gravitic technology was reinvented based on information from the Dumas archive. The new technology permitted extensive manned exploration and colonization of the Hyperion system.

The Kovalyov monarchs of the period were enthusiastic supporters of the space program, seeking a return to the stars. Unfortunately, Eos itself was a relatively metal-poor planet. In particular, deposits of some of the minerals critical to jump-drive production were simply nowhere to be found. Not until 2786 CE, when a manned expedition to Prometheus (Hyperion IV) discovered deposits of lanthanum, could the interstellar age truly begin.

The earliest interstellar voyages reached the Chrysos and Aeneas systems, establishing scientific outposts and opening the way for mining operations. The Chrysos Belt, in particular, proved a source of lanthanum adequate to support a major starship-construction initiative.

Then, in the last few years of the 28<sup>th</sup> century, the kingdom mounted a series of ambitious expeditions to coreward and spinward of Eos. Some of these expeditions surveyed the marginally habitable world later named Demeter, which would become the kingdom's first true interstellar colony. Other explorers contacted the former Earth colony Powell, in turn gaining access to the long "main" called the Scorpion Trace.

A great breakthrough came in 2814, with construction of the first jump-2 capable "scout-courier" ships. Over the next twenty years, Eosi explorers ventured far out into the sector, surveying hundreds of worlds, making first contact with many cultures that had survived the Silence. Commercial investors followed, establishing new colonies and opening trade links.

### Interstellar Rivalries

Eosi exploration did meet with some resistance, as other human worlds began to emerge from the Silence.

### *The Tianguo Hegemony*

One potential foe is the Chinese-settled world of Tianguo, five parsecs to rimward and trailing. Tianguo did not preserve knowledge of the jump drive through the Silence, but by the 29<sup>th</sup> century it rediscovered the technology on its own. Tianguo's explorers came into contact with Eos in the late 2820s. Eosi merchants and diplomats soon found themselves fighting a "cold war" against their Tianguese counterparts, across several parsecs of space.

The Kingdom of Eos and the Tianguo Hegemony have thus far maintained a formal peace, but unofficially each power regards the other as its foremost rival for interstellar empire.

### *The Republic of Navabharat*

Another adversary is the Republic of Navabharat, based on an Indian-settled world some five parsecs to coreward and trailing. When contacted in 2816, the Republic had a robust industrial economy and some space-travel capability, but it did not possess gravitics or the jump drive. Eosi commercial interests hoped to develop Navabharat as a lucrative market, but they were soon pre-empted.

In 2819, a cabal of Eosi citizens, most of them from the Khinti ethnic minority, violated Eosi law by delivering a package of TL10 technologies to the Republic. Navabharat quickly built a small but powerful jump-capable navy, carving out its own sphere of influence in the so-called India Cluster.

The Republic claims not to be interested in further territorial expansion, but it is proudly self-sufficient and refuses to defer to either Eos or Tianguo. Indeed, Navabharat has fought two short wars against the Hegemony (2839) and the Kingdom (2844) to demonstrate its determination to stay independent.

### *Eosi Colonialism*

The Kingdom of Eos has sometimes done more harm than good, during its rapid expansion into interstellar space.

The first human world that Eosi explorers contacted was the American- and Canadian-settled world of Powell, just two parsecs from Eos. At first contact (2795) Powell was a TL5 world, divided into dozens of tiny, mutually hostile states. Eosi commercial interests soon moved in, opening trade relationships with one polity or another, supporting or toppling local governments as they pleased. By the mid-2820s, Eosi mercantile involvement had thoroughly destabilized the planet., and the Kingdom itself was forced to intervene.

To this day, Powell remains torn by internal warfare. The situation remains a political black eye for the Kingdom. Eosi royal troops keep the peace near the starport, while most of the planet serves as a fertile market for emerging mercenary combat units.

Another cautionary tale is the world of Aksum, four parsecs from Eos. First contact in 2815 was more orderly than the case of Powell. Aksum had a unified planetary government, under its *negusa nagast* and an oligarchy of technocrats. It was also more advanced than Powell, already at TL8. As a result, it was able to deal directly with the Kingdom rather than falling prey to Eosi commercial interests or mercenaries.

Aksum formally allied with Eos in 2822, and for the most part the alliance has been productive on both sides. However, the Aksumite people remain reserved and somewhat mistrustful of Eos, and even the *negusa nagast* appears to be playing a long game for independence from Eosi interests.

As Eos continues to expand and dream of interstellar empire, many of the Kingdom's wiser leaders keep these mishaps along the way in mind.

## Eos Today

After centuries of development, Eos is one of the most prosperous and technologically advanced worlds in the human sphere.

### Overview

The present-day human population of Eos is 420 million. Most of this population is concentrated in the tropical band, stretching from about 35° North to 35° South latitude. Outside the tropics, seasonal variations are rapid and very sharp, giving rise to violent weather and making long-term settlement difficult. Fortunately, much of the planet's dry land is within the equatorial region and is quite temperate.

The capital and largest city of Eos is the metropolis of New Athens (population 8.6 million). New Athens is located on a large island, just off the eastern coast of the continent of Atlanteia. It was the first formal colonial settlement, after the "first in" outposts of the late 24<sup>th</sup> century CE. It has served as the planetary capital ever since its foundation.

The dominant language on Eos is *Eosi*, which is a descendant of Modern Greek. The two spoken languages would not be mutually intelligible. However, both are written with the Greek alphabet, and someone literate in one could probably puzzle his way through a text in the other. Almost all citizens of Eos (more than 99%) are fluent and literate in *Eosi*, at least as a second language.

Other languages still actively spoken on Eos include, roughly in order of prevalence:

- *Ruski* (a descendant of Russian)
- *Khinti* (a descendant of Hindi)
- *Galliki* (a descendant of French)
- *Kantonézi* (a descendant of Cantonese)

Each of these secondary languages is generally spoken in the pertinent ethnic communities, or in a few geographical regions where that ethnicity is prevalent.

The dominant religion on Eos is the *Orthodox Church of Eos*, a descendant of Greek Orthodox Christianity, with a few customs acquired from the Russian Orthodox and Roman Catholic traditions. A plurality (48%) of the population are members of this church. Significant minority groups include Roman Catholics (14%), Hindus (6%), Mahayana Buddhists (4%), and various others (8%). About 20% of the population are unaffiliated or lacking in spiritual beliefs. Early in *Eosi* history, all citizens were required to attend Orthodox religious services or pay a religious tax, but today those requirements are no longer enforced and all citizens have freedom of religion.

Several local subcultures, including the plurality who speak *Eosi* as a first language and are members of the Orthodox Church, impose some separation of gender roles. However, *Eosi* law protects women and gender minorities from discrimination, treating all citizens as equal before the law.

Eosi society remains somewhat stratified, although there is significant social mobility. A hereditary aristocracy exists, descended from the land-holding class of the initial settlement, although this class has expanded considerably with the growth of the planetary population.

The current system of noble ranks in Eosi society is as follows:

SOC	Examples
15	King (or ruling Queen) of Eos
14	Royal Consort Crown Prince or Princess (heir-apparent to the throne) Duke ( <i>doúkas</i> ) Patriarch of the Orthodox Church
13	Minor Royals (later children or siblings of a monarch) Count ( <i>kómis</i> ) Metropolitan Bishop of the Orthodox Church
12	Baron ( <i>varónos</i> , lowest rank considered part of the peerage) Vicarian Bishop of the Orthodox Church
11	Baronet ( <i>varonétos</i> , a hereditary title, but not considered part of the peerage) Knight ( <i>hippótis</i> , a non-hereditary title awarded for service or notable accomplishment) Senior priest of the Orthodox Church
10 or less	Commoners

## Eosi Government

Eos is a *unitary state*, governed as a single entity in which the central government is supreme. The Eosi planetary government is divided into several institutions.

### The Monarchy

The monarchy is a hereditary position, thus far always held by a member of the Kovalyov dynasty. Under Eosi law, a ruling Queen's children are also considered to be members of the Kovalyov family, thus maintaining the dynasty even when the succession passes through the female line.

Each monarch succeeds to the throne upon the abdication or death of their predecessor. The succession normally passes by strict primogeniture, with women eligible to succeed since the mid-2600s. The monarch and their primary and secondary heirs are required to be members in good standing of the Orthodox Church of Eos, and they are legally required to marry commoners. The heir-apparent can be passed over by special legislation if they are in some way unfit; this has happened twice in the 360-year history of the institution.

The monarch is the head of state, and the *de jure* head of government. They have veto power over legislation, although their veto can be overruled by a supermajority of the Parliament. They bear primary responsibility for the kingdom's foreign policy. Finally, they are the formal commander-in-chief of the planetary military, although no monarch has actively taken the field in centuries.

The current monarch is Queen (*Basilissa*) Natalya Kovalyova.

### The Monarch's Cabinet

The monarch is advised by a cabinet, composed of the monarch's heir-apparent, the Patriarch of the Orthodox Church, and (currently) a team of 17 ministers led by the Prime Minister.

Eligibility for the seats for the monarch's heir and the Patriarch is determined by the planetary charter. Ministerial appointments are controlled by Parliament. The current ruling party in Parliament names a slate of ministers after each election, subject to royal approval. The Prime Minister, and several of the other ministers, must always be members of the Senate. Ministers serve at the pleasure of the monarch.

In many ways, the Prime Minister serves as the *de facto* head of government. So long as they retain the monarch's endorsement, they and their ministerial colleagues have the authority to manage planetary government by way of a robust set of executive agencies. These executive agencies are largely staffed by a civil-service meritocracy.

### The Senate (Gerousia)

The upper house of the legislature is mostly composed of the current holders of hereditary noble titles, although a few senior religious officials also hold seats. There are currently 688 members of the Senate.

Most members of the Senate succeed to their seats by hereditary right and serve for life. The monarch can issue a letter patent, elevating someone to the aristocracy, in several circumstances:

- To transfer an existing title to a new holder after the previous noble line becomes extinct.
- To create a new hereditary title (this has become a rare occurrence on Eos itself, but new opportunities for noble titles have recently begun to appear among the interstellar colonies).
- To reward a citizen for special accomplishment or service. These awards are usually non-hereditary, lasting only for the lifetime of the recipient. At any given time, about 10% of the Senate is composed of these "honors" nobles.

The Senate has the power to introduce new legislation, although appropriations or finance bills must originate in the Parliament. The Senate reviews and sometimes amends bills passed by Parliament. The Senate has very limited authority to *prevent* the passage of legislation, but it can *delay* the process very effectively.

The Prime Minister's position, and several of the other ministerial appointments, must be held by members of the Senate. The Senate has the power to refuse a seat to anyone, even after the monarch issues a letter patent or confirms the inheritance of an existing title.

### The Parliament (Vouli)

The lower house of the legislature is elected from the population, on the basis of universal adult suffrage.

Each member represents a district with an average population of about 250,000. Districts are drawn by a (theoretically) impartial royal commission, which applies standard algorithms to ensure competitive elections. Elections are held at least once every six local years. An election may also be held whenever the current government fails to survive a motion of no confidence, or it fails to pass an annual budget. There are currently 1,680 members of Parliament.

The Parliament is the primary political body in the kingdom. Members of Parliament are divided among over twenty formal political parties, although only five hold significant influence:

- Conservative Christian Party (far-right, isolationist and reactionary)
- Christian Democratic Party (center-right)
- Progressive Party (center-left)
- Green Party (far-left, environmentalist)
- Khinti National Union Party (far-left, separatist)

Oddly enough, the Green Party is often the power broker in Parliament, enabling either the Christian Democrats or the Progressives to form coalition governments, depending on the outcome of the most recent elections. As a result, even the Christian Democrats (nominally a pro-business, pro-industrial party) tend to maintain a moderately “green” stance toward land-use and environmental issues.

Parliament has the power to introduce new legislation, and in fact appropriations or finance bills must originate there. Parliament is the primary venue for deliberation and debate on new legislation. It also serves as a “watchdog” on all parts of the planetary government, holding investigative hearings on any matter that seems appropriate.

#### The Royal Tribunals

The Royal Tribunals constitute the planetary judiciary. There is a Supreme Court, whose members are appointed by the monarchy with the consent of the Senate. Lower courts are staffed by professional attorneys who have passed specific training to be qualified as magistrates.

Eosi courts use an *inquisitorial* system, in which the court is actively involved in determining the facts of a case, not simply in interpreting the law as an impartial arbiter.