



GREEN CLOAKS

EXPANDED PLANETARY LORE

– MARAZION V –



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Contents

The Planet Marazion V: An Overview	3
1. Timeline	4
2. Colonisation	15
3. Culture	17
Dress and Appearance.....	17
Identity and Philosophy	18
Ceremonies and Traditions	19
Birth	19
Formal Unions	19
Etome	20
Last Rites.....	20
Sports	20
Festivals	21
Language, Writing and Naming.....	23
4. Civics	24
Education	24
Leadership and Politics	25
The Clans of Marazion V.....	25
Von Vortex.....	25
Castildon.....	26
Drason	26
Grant.....	27
Mato.....	27
Morey.....	27
Roderick.....	28
Silhorn.....	28
Scotts.....	29
Crime and Punishment.....	30
Technology.....	30
The Space Stations of Marazion V.....	31
5. Ecology and Geography	32
Landscape, Geography and Natural Resources	32
Geology	32
Flora and Fauna	33
Notable Places	35
6. Military.....	37
Structure.....	37
Military Tradition on Marazion V.....	38
Notable Individuals and Military Officers of Marazion V	39

The Planet Marazion V: An Overview

Pronunciation: ma-raz-EYE-on five

Name of the people: Marazionite (sing.) / Marazionites (pl.)

With its vast mountain ranges and its single underground ocean, it was practical that civilisation on Marazion V expanded underground in the early stages of colonisation. Mining, carving and hollowing out portions of the underground rock has allowed majestic tower cities such as Sangomont to touch the highest cavern ceilings, protected from the harsh wild winds that skirt around the planet's outer layer. Marazion V's wealth of ore and minerals comes as a gift from the igneous rock mined from the planet, and once these resources are excavated, refined and smelted, they form the basis of the planet's economy and trade.

Of all the planets in the Segovax Cluster, Marazion V is considered the most advanced in industry, with thousands of smelters, factories and workshops working tirelessly, fuelled by a constant stream of raw materials. Engineers continuously research and build new equipment to improve mining and production; architects reclaim old facilities and redesign them as newer, mass-production factories and housing; jewellers creatively generate jewellery to inspire the rest of the population. To a Marazionite, engineering is not simply a profession, it is the means to improve quality of life and defend Marazion V herself.

While most resources are common to other planets – iron, copper, kernite – Marazion V has a vast abundance of rarer minerals such as gold, uranium and platinum. Additionally, there are three deposits unique to the planet - the incredibly durable *steaanidite* rock, the valuable shards of *magenta-rose vivenock*, and the myriad of *cinnocerite crystals* with their strange and calming iridescent glow. These crystals are commonly used as light sources around the cities and towns of the planet. There are a few guarded tunnels leading to the deeper regions of the planet, which many a Marazionite has travelled down to experience the awe-inspiring sounds of the ocean, known as The Sound of Marazion, or watch the unparalleled twinkling light of the surrounding asteroid belt in the night sky.

Marazion V is governed by the Council of Lairds, made up of representatives from each of the eight clans, who are the living family of those courageous pioneers and corporations who helped found Marazion V in 4859 and beyond; the Castildons; the Drasons; the Grants; the Moreys; the Rodricks; the Silhorns; the Scotts and Von Vortex's. Between them, these clans own almost everything on Marazion V, including the factories, the underground agricultural centres and the surrounding space stations. The current ruling rights are held by the Von-Vortex clan, and led by the Much-Honoured Samuel Von-Vortex, High-Laird of Marazion.

To live on Marazion V, one must belong to or be sponsored by one of the clan-corporations, and working under each clan comes with its own unique rewards aside from paying them a steady wage. The rewarding nature of each clan is different dependent on each of their areas of importance, such as the Silhorns will select the brightest and the most talented minds to enter the engineering schemes and enrol in the engineering academies.

Finally, Marazion V is the one of the most well-protected and secure planets in the cluster, and this is due in no small part to the Gabriel space station that covers over half the atmosphere of the planet. From this floating platform, a series of small stations have been launched, along with satellites and magnetic minefields are put into place to help defend the planet, which is just one of the reasons sections of the population refer to their home as "*Neo-Shoilleir*", or "*the Impenetrable*".

Inspiration for characterisation: Dwarf cities, Scottish clans, steel foundries, industry, strong family loyalty.

1. Timeline

4802: During a routine scan of the system, a planet once thought to be a barren collection of asteroids turns out to be a huge treasure trove of minerals and ore. Several S-Drive colony vessels are hastily constructed by the Terran corporation Toshi-Mato in an aim to reach the planet first.

4810: First failed attempt at colonisation. The first colony ship arrives at Marazion, drops off dropships and a computer malfunction results in the S-Drive reactivating and the Colony vessel disappearing. All dropships crash onto the surface because of the increased gravity. There are no survivors.

4819: Second failed attempt at colonisation.

4832: Third failed attempt at colonisation and a massive loss of life.

4857-4859: Joint colonisation attempts resulting in one failure and the first successful colonization - After many failed attempts, Director Gabriel Mato from the private investment company Toshi-Mato, successfully led the expedition that colonized Marazion V. This was not without major setbacks due to the indigenous wildlife and hazardous terrain of the planet.

4861: Director Gabriel Mato invites other investors from the “Marazion Colonisation Program” to the now almost-inhabitable planet, forming the first official governing body on Marazion V.

4870: Building begins on the first major city, to be named Marazion City, by utilising a newly discovered natural cave system, and advances in mining technology from Roderick Excavations. Taking only five years to complete, the city spanned nearly 100 cubic miles, and within the next five years the population soared to over nine-million.

4875: Building begins on Eastern Incline following the phenomenal success of Marazion City. Funded by the Drason Services Group, their involvement later revealed to have been because of the colossal Uranium vein several miles from the city. Drason formed an initial partnership with Scott Quantum Minerals from Terra in the construction of the first industrial sized mine, in order to utilise their speciality in mineral-mining development.

4876: As a result of the “gold-rush” of Uranium, the newly built Marazion City and Eastern Incline saw an influx of fortune hunters and desperados. Consequently, crime skyrocketed and for the first time since colonisation, Marazion V found herself defenceless. Director Gabriel Mato hired the services of a security firm named Shōken Fuyo, who in turn subcontracted Grant Industries to build the first prison on Marazion V, to be named ‘The Hidden Fortress’.

4879: With criminal elements now under control thanks to a newly instigated law enforcement agency, and with the Hidden Fortress nearing completion, it was decided that this new citadel would double as both a penitentiary and a defensive stronghold owing to increasing dangers on the surface of the planet.

4881: The law enforcement agency is renamed the Grant Industries Militia and jurisdiction is extended across Marazion V.

4885: The Silhorn Petroleum Corporation discover a hidden oil lake during a routine scan of the makeup of the planet. The discovery of this oil lake is a huge turning point in an industrial boom for the rest of Marazion V, whilst simultaneously allowing The Silhorn Petroleum Corporation to profit immensely from the discovery. Within six months their whole organisation is moved to the planet, and they become the spearhead for new technological advances in mining and planetary automation.

4886: The new corporate headquarters for Silhorn are established, and from it a city begins to be constructed. Owing to the financial power now wielded by the company, The Silhorn Petroleum Corporation bought up a whole host of smaller specialist engineering research and development companies, incorporating them into a conglomerate now named Silhorn Innovations. This city, now named Silhorn Valley is designed to be the most technological city in the sector, boasting a revolutionary style of automated architecture, the most prestigious engineering institutions and forward-thinking R&D facilities.

4888: In his final act as Governor, Director Gabriel Mato declares that a new city of Sangomont is to be the official capital city of Marazion V, and will be exclusively constructed by Toshi-Mato. This architectural marvel is intended to begin inside the planet but extend far into Marazion V's mountainous planetary surface; to be seen from orbit and allowing Mato to leave his mark on the sector.

4899: Director Gabriel Mato dies due to natural causes/old age, mere months before the completion of his opus, Sangomont. News of this sent the population into mourning with the day being declared as Mato-Day - a world holiday - in honour of his work in establishing the planet as the most successful hub of industry in the sector. A new governing body is formed from the top companies now with majority control of Marazion V, these include: Toshi-Mato, Roderick Excavations, the Drason Services Group, Scott Quantum Minerals and Grant Industries, with the new CEO of Toshi-Mato - Uriel Mato - as the Chairman.

4953: The first spaceport around Marazion V is completed via a giant space elevator on the 54th anniversary of Director Mato's death. In memory of him the port is named 'The Gabriel', and its construction allows Marazion V to escalate its industrial superiority over the other Terran Sovereignty allied planets. The port allows the transportation of industrial goods and ores to finally bypass the planet's dangerous and laborious landing protocols, essentially tripling the output and distribution of industry from Marazion V.

4999: News of all-out war, in the far reaches of TSA space reaches Marazion V. The governing body rules an act of non-engagement due to the massive distance from the Segovax cluster, but moves funding to the construction of weapons and ammunition. The first dedicated weapon production facility is constructed in the Marazion City region.

5001: News of the One Bakkar seizing the Mascen homeworld sends the planet into a panic. Workers and civilians alike call for more funding to be switched to a dedicated defence program, and an unprecedented number of people begin to sign up to work for Grant Industries Militia.

5003: Scott Minerals reveal their new technological breakthrough, shocking the whole of Marazion V. Utilising their advanced lightweight materials used in their mining equipment, Scott Minerals managed to produce a new, lighter heavy weapon, requiring less training and easier mass production. All defence funding is given over to Scott Minerals to mass produce this new hardware, and they change their name to Scott Armaments.

5010: The first of Marazion V's trade ships begin to disappear along trade routes to Terra. At first it is thought simply to be the work of pirates, but soon enough, the real cause is revealed as One Bakkar scout forces attempting to cut off supplies to Terra.

5011: News reaches Marazion V of a One Bakkar blockade between the Segovax Cluster and Terra. This news is compounded by reports of the One Bakkar changing course and heading directly for Terra. Grant Industries Militia are conscripted by the governing body of Marazion V, and renamed the Marazion Defence Force. Planet-wide enlisting for the new army begins. Later Marazion V is contacted by the other planets within the Segovax Cluster about forming a coalition in the aims of rebuilding internal trade links and offering mutual protection.

5012: Despite the recent alliance of protection formed by the planets of the Segovax Cluster, One Bakkar forces continue to outnumber and out-manoeuve individual fleets. The core planets of Ardheim, Cantiacorum, Delmont, Durgan, Marazion V, Rossi and Tetrarch decide to extend this coalition and form a combined military force; later named the "Green Cloaks" for the ballistic weave worn by its soldiers. Within this alliance, the Marazion Defence Force becomes the 23rd army to sign the accord, and are renamed as the Marazion 23rd Heavy Infantry, owing to their mass-produced and unique heavy guns.

5013: Mass production of the Rossii-designed "green cloaks" begins, utilising the components mined from Marazion V, and with it a new chapter in the combined military might of the forces. While very small victories against the One Bakkar are finally achieved along trade routes by the Green Cloaks, the main force of the One Bakkar continues to push on to Terra, leaving a significant force behind in the Segovax Cluster to keep the crippled planets fenced in.

5020: With all funding pummelled into mining and defence, massive city-wide factories are constructed instead of populace centres, with the main barracks of the 23rd being relocated to the Gabriel spaceport.

5040: Scott Armaments and the Silhorn Petroleum Corporation announce a joint venture advance in defence technology in the guise of orbital lasers. These are designed to be used as both planetary defence and to be mounted upon space faring vessels for war against the One Bakkar. The first of these weapons is placed upon the Gabriel and is nicknamed 'The Incinerator'.

5047: One Bakkar forces arrive at Marazion V, smashing what little remains of their fleet in orbit and disabling the power on board the Gabriel. Fortunately, a Rossii scout force arrives, buying time for engineers to restore power to the Gabriel, allowing it to open fire on the One Bakkar force and forcing them to crash on the planet's surface.

5055: More orbital lasers are added to the Gabriel, and the port is extended to allow for increased production of space vessels with the same laser technology. Additionally, the MAVAE (Marazion V Aerospace) is formed from the governing bodies of Marazion V in order to provide blanket leadership of civil, military and external trade. Their first act in control is the construction of mobile defence platforms (more colloquially known as 'mops') to patrol Marazion space in concentric circles.

5094: A second attack force of One Bakkar heads to Marazion V, only to be turned back by the might of the defensive platforms. MAVAE celebrate Mato-Day by announcing a new expansion program now that the planet is proven protected by the collective might of the mobile platforms.

5172: After news of the Tetrarchii loss of industry, MAVAE attempt to move in on the planet and gain total control, citing legal authority due to the number of their scrapped ships on the surface.

5185: After much discord in the sector due to the intended coup by the Marazionites, Mascen slaves are brought to Tetrarch by MAVAE in an attempt to restart the mining industry and win favour with other planets.

5199: After years of sabotage and political pleas to the Terran Sovereignty, the Tetrarchii succeed in blocking MAVAE from taking ownership of the planet. The United Peoples of Tetrarch (UPot) is formed to be a unified voice for the world and is recognised by the Terran Sovereignty as the planet's official governing body, forcing all Marazion presence from Tetrarch.

5210: The governing body on Marazion V is contacted by a newly-formed corporate group by the name of Tarasovich, Edelmann & Castildon, claiming revolutionary advances in mining techniques. An accord is reached and testing on the planet is due to commence in 5212.

5212: Tarasovich, Edelmann & Castildon arrive at Marazion V and begin to test their new mining techniques both on the planet's surface and at varying depths of subterranean depths. Within six months the trials are recorded to be a resounding success and the green light is given for even deeper mining for materials.

5236: Due to the extensive mining using the new technologies provided by Tarasovich, Edelmann & Castildon, the planet becomes unstable, and Marazion V is wracked by a series of planet-wide earthquakes, and contact with the deep mining stations is lost. While at first believing the cause of this communication loss to be the tremors, it is soon revealed that the real reason is something far worse. The deep mining had disturbed an array of dormant native species slumbering within the core, and soon Marazion became overrun.

5237: Within four months all contact is lost between the Gabriel and civilisation on and within Marazion V, causing the leaders of the MAVAE to retreat to the spaceport, and declare the planet quarantined. Due to the intelligent destructive targeting of the monorail transport system, lighting generators and communication towers, the awakened species on the planet force the Marazionites into a time of darkness now referred to as the Cimmerian Age.

5238: Scant reports collated from the initial onslaught allow scientists onboard the Gabriel to identify three distinct species responsible for the quarantine on Marazion V. Religious zealotry cite original colonisation documentation as 'prophecy' and colloquially name the species as Gigents, Ameomi and Shrels; together known as The Gigamesh.

5246: Gabriel security forces shut down religious zealotry aboard the spaceport, while MAVAE are contacted by small resistance forces on the surface of Marazion V via the space elevator. An arrangement of supplies and manpower is deployed back to Marazion V while Ardheim, Rossi and Tetrarch offer trade support and defensive reinforcements to the Gabriel Station.

5249: After several unsuccessful attempts at retaking the surface, the MAVAE make a difficult choice to completely withdraw all forces from the surface, and leave what remains of the working population to fend for themselves. This causes outcry from the other planets within the cluster, who choose to withdraw all support from Marazion V.

5255: The MAVAE choose to extend the size of the Gabriel Station, permanently fusing several transport vessels to the spaceport in an aim to attract support back to the planet.

5258: A diplomatic meeting is held aboard the Gabriel, led by representatives from Cantiacorum, in order to garner assistance in regaining control of the surface of Marazion V. While most of the planets in the cluster refuse support, Rossi agree to supply arms production and cooperation in dealing with the creatures on the planet.

5262: The 23rd succeed in reclaiming the space elevator with assistance from Rossi forces. While huge losses are suffered on both sides, the collective species of the Gigamesh are sent fleeing from the complex.

5265: The complex housing the space elevator is held for three years, and during this time advancements in mobile heavy weaponry and heavy armour are completed by Scott Armaments. All troops are recalled and retrofitted with the new technologies.

5272: An area of 100 square miles around the Elevator Complex is reclaimed by 23rd forces, following superb tactical manoeuvrings by Col. Abitha Hester. Further advancement is near-impossible owing to nature of the rest of Marazion V and the tunnel systems used to colonisation, it is however possible to partially collapse those tunnels to restrict reprisals from any of the Gigamesh creatures. This tactic is given the name of the 'Hester Defence'.

5284: Going against orders, Col. Hester succeeds in capturing one of the smaller species - one of the Ameomi. After rousing the creature, it is discovered they possess something beyond normal animalistic intelligence and a large degree of self-awareness. The creature is then subject to study inside the Elevator Complex.

5285: MAVAE now includes capture orders for individual Gigamesh creatures for the 23rd on Marazion V's surface force. Aside from the three distinct species, several subspecies are discovered.

5292: After the capture of one of the "Gigents", the space elevator is almost lost once again once the creature awakes. The surrounding tunnels of the Elevator are closed fully, and reinforced with demolition charges and automated turrets. It is revealed that while all species possess above animal intelligence, there is a hierarchy within them, with the Shrels as the leadership caste.

5325: MAVAE are approached by an outside biological research and development company by the name of Vortex Pharmaceuticals, with the claim that they have been developing a solution to the Gigamesh problem. Vortex Pharmaceuticals is led by a native Marazionite named Dr. Bertram Harrison, an individual that had left in the initial withdrawal from the surface, and has since spent his life investing in a solution to the infestation on the planet's surface.

5326: A deal is struck with Vortex Pharmaceuticals which will see all military funding given over to pursue the engineering of a biological solution to the creatures controlling the planet.

5328: Vortex Pharmaceuticals announce the implementation of the creation of the Gigamesh Virus.

5340: The biological weapon is finally completed and delivered via the space elevator, the MAVAE await patiently for the projected ten-year timeline for the weapon to finish deployment.

5350: Initial reports suggest the collective species known as the Gigamesh are annihilated. Further surveys of the planet confirm these reports, with even small pockets of the ever

resilient Gigants found weak and dying in small nests. This marked an official end to what is now named The Gigamesh Wars.

5351: After news came out regarding the 'intelligence' of the creatures that had been exterminated by the Gigamesh Virus, there was tremendous outcry from the rest of the Segovax Cluster, resulting in the disbanding of MAVAE Toshi-Mato stepping down amid the controversy, as ruling corporation. Drason Services, now with the largest shareholding in the planet, were chosen to replace them as head of the ruling council of Marazion V.

5352: The first celebrations marking of the end of the Cimmerian Age begin as workers and colonists return to the surface. Communication towers are re-established and upgraded with new technology, and factories rebuilt in an aim to restart production.

5360: The decision is made by Luke Drason – now in charge of the maintenance of the planet - to extend the Gabriel Station once again, but now to incorporate a new detachable segment operated solely by Tarasovich, Edelmann & Castildon. The aim of this new spaceport is the collation and distribution of the once again sought after Marazionite materials, while Gabriel Station will oversee the running and safety of the planet itself.

5365: Tarasovich, Edelmann & Castildon release details of their new shielding technology, and with the assistance of Scott Armaments, place these new platforms in satellite around the planet which when activated, provide full coverage of the entire planet. This technological marvel is named the Shield of Marazion V.

5377: With distribution at an all-time high, more miners are brought to Marazion V to increase output. Tarasovich, Edelmann & Castildon provide the now defunct Roderick Excavations with enough funding to restart the company, on the condition they continue to drill deep into the planet's core.

5400: After nearly 500 years of strip mining, the mines in and around Marazion V's second city, Eastern Incline, run dry. As a result, unemployment sky-rockets and Drason Services Group found itself close to bankruptcy, causing them to sell more than half of its share interest in the planet to the rest of the companies on the Planetary Board; Tarasovich, Edelmann & Castildon, Scott Armaments, Grant Industries, Roderick Excavations, Vortex Pharmaceuticals, The Silhorn Petroleum Corporation, and a group of new investors named Morey Microcybernetics.

5401: Owing to the loss of support, Drason Services Group are forced to pass rule to the new majority shareholder, Tarasovich, Edelmann & Castildon. Matthew Drason, son of the previous leader Luke Drason, is publicly disgraced after refusing to leave office, and after a brief stand-off with the Marazion Defence Force and Grant Industries Militia, is arrested and placed into custody.

5402: The cost of materials bought from Marazion V skyrocket through the sheer demand, and owing to the loss of the planet's biggest mine, production is almost at a standstill. Nathaniel Castildon, CEO of Tarasovich, Edelmann & Castildon, makes the decision to reopen the deeper mines closer to the planetary core in an attempt to replace lost resources. Additionally, he gives the green light to Scott Armaments to begin construction on a new city, Medwyn. This city will be responsible for 90% of the weapon construction output for Marazion V.

5403: The beginnings of civil unrest. After Matthew Drason was released from custody he disappeared underground, while coincidentally, a series of targeted attacks upon

Tarasovich, Edelmann & Castildon facilities are enacted and riots within Marazion City bring occur.

5404: More facilities, this time operated by Toshi-Mato and Roderick Excavations, are targets for 'terrorist' attacks. Whilst none take responsibility for these actions, it is condemned by CEO Nathaniel Castildon.

5405: Nathaniel Castildon, Leonard Tarasovich and Christoph Edelmann and a host of other members of the Tarasovich, Edelmann & Castildon board disappear amidst mysterious circumstances, following a routine journey to company headquarters. The only remaining board member, Nathaniel's wife, Mary Castildon, takes control of the company. Her first act in charge is discover the whereabouts of her husband, and the individuals behind the abduction.

5406: Following an horrific attack on a Tarasovich, Edelmann & Castildon factory which resulted in the death of over 100 workers, those responsible finally stepped out of the shadows and claimed responsibility. Matthew Drason, believing that Tarasovich, Edelmann & Castildon had been responsible for sabotaging the mines at Eastern Incline, had formed a militia force in order to take revenge.

5407: Mary Castildon demands the release of her husband and the other employees from the custody of the now named "Drason Militia". The response is quick, with Matthew Drason demanding the release of 'evidence' regarding the sabotage of his now defunct mines. With neither side willing to budge in negotiation, things soon escalate when the dead body of Nathaniel Castildon is found outside a hospital.

5408: The 23rd Heavy Infantry is temporarily reassigned to the protection of civilian installations around the planet, with a small squad dedicated to the protection of Mary Castildon following a series of death threats.

5416: After further major planetary incidents, including running gunfights with the 23rd, Matthew Drason and the Drason Militia lead an assault on the capital city of Sangomont. After a pitched battle lasting over a month, the stalemate is finally broken when the Drason Militia hand over Matthew Drason themselves after being offered amnesty by Mary Castildon herself. The trial of Matthew Drason was a brief one after declaring himself guilty, and as a result he became the first individual to be given the death sentence on Marazion V for over 600 years.

5418: A governmental meeting is held with representatives from all lead corporations now in possession of major stakes in the planet. After a unanimous vote, it is decided that the current leadership is not what is needed to push Marazion V forward into a new age. Many different ideas were brought to the table but with such diversity within the companies all were declined for leaning too heavily in favour of one of the corporations. That was until Mary Castildon brought to the table an age-old tradition, something which would allow for each of the corporations to remain in control of their assets, while uniting the planet under one ideal, but most importantly to her, to honour her dead husband's long lineage, the idea of the Council of Lairds.

5419: After several months of deliberation, the idea of a Council of Lairds is agreed upon. To step away from the idea of corporate ownership, each of the business enterprises will adopt the idea of a 'Clan'; the idea being that it will portray the ideals of close-knit family-like interests for the workers, while maintaining a front for each to hold onto their own business interests and shares within the planet itself. Each industry renames themselves and

consolidate into the following clans – *Castildon, Drason, Grant, Mato, Morey, Roderick, Scott, Silhorn* and *Von Vortex*.

5425: Official 'rebranding' is concluded with the introduction of 'tartan' for each of the new clans, something not used as a signifier for thousands of years, but wholly relevant given the change in system of government.

5492: Mary Castildon passes away of old age peacefully in her home sounded by her family and by the important members of each clan. Her proposed changes in governmental representation were heralded as what saved Marazion V from itself. Her eldest son Rory takes over the running of the Castildon clan.

5555: After the discovery of a massive underground ocean, the Silhorn Clan lead a deep-sea expedition discovering a huge oil reserve under the sea bed, however direct extraction proves extremely difficult due to what appears to be more hostile native fauna.

5556: The underground ocean is named 'The Sound of Marazion' due to the noise generated by the creatures that populate it. This noise is similar in resonance to that of the factories above sea-level, and rumoured to be a response to the Terran colonisation.

5577: The Terran Sovereignty breaks the blockade of the Segovax cluster.

5598: The Drason Clan, in a joint military exercise with the Scott Clan and Mato's, develop an orbital magnetic minefield to sit outside the Castildon force field, as a front line of defence from offworld invaders. This act of alliance once again strengthened the Drason's financial and political position and succeeded in putting them back in their place as one of the wealthiest clans on Marazion V.

5698: With the Mato's holding an historical political place within the cluster as one of the origin investors in the overall colonisation, the Castildon's decide to pass on ruling rights to back to the them in a political manoeuvre to help strengthen the planet's position within the Segovax Cluster.

5699: The Mato's strike a lucrative financial deal with the Terran Sovereignty and Cantiacorum to become the main suppliers of all ammunition within the Cluster and Terran-occupied space. This sees the construction of over 50 new dedicated factories for this endeavour.

5700: With Marazion V now financially strengthened, funding is channelled into upgrading mining technology to an aim to further boost the economy. The 23rd Heavy Infantry are formally sponsored by the Mato Clan, and gifted the use of their 'Royal Stewart' tartan.

5765: Von Vortex begin to flourish through technological research in weaponry and as a result gain an incredible amount of popularity within the military hierarchy. This enables them to begin construction on a space station of their own, as well as specialist high-tech weapons factories within the planet.

5803: Von-Vortex complete their spaceport, this one not linked to the original Gabriel Station. This lavish and extravagant spaceport is the largest yet, and while possessing significant firepower, is dedicated to a more exuberant lifestyle, furnished with the latest technologies and offering spacious apartments for the wealthy. As a result, ambassadors from other planets and species begin to arrive at Marazion V.

5809: The Mascen are the first to formally request an embassy on Marazion V.

5812: The Mascen embassy is set up in Sangomont. As a result, a small amount of Mascen relocate to the planet, and are drawn both to the military and the engineering facilities.

5815: More Mascen are drawn to the planet, and a specialist military and engineering training facility for them is constructed just outside of Marazion City, named Bracktown.

5817: News of the Mascen facility spreads across the sector, and interest in an official Myr'na embassy on Marazion V is dispatched from Cantiacorum from the Akiyama Clan.

5822: The Mato Clan, backed by the Council of Lairds, reach an agreement with the Myr'na for the sharing of their mining technology in exchange for a large section of land off the northern coast of The Sound of Marazion. The Akiyama Clan agree to this deal and the newly constructed city is named Uminoyama.

5844: The Silhorn Clan, in partnership with Akiyama, mount another deep-sea exploration of The Sound of Marazion. Several new ore deposits are discovered while the excavation of the underwater oil reserve gets underway, thanks to the technology shared from the Myr'na.

5876: The deep-sea ore deposits are mined to nothing by all clans within 22 years, causing the collapse of part of the mountain near to Uminoyama. Myr'na representatives petition the Council of Lairds as to why no restrictions are in place to stop this kind of ecological damage, and are backed by the Silhorn, Scott, Drason and Morey clans.

5877: Official talks regarding the safeguarding of the planet are held within Marazion City and chaired by Grant who choose to remain neutral in this issue. On one side sit the Scott, Von-Vortex, Silhorn and Drason clans, harbouring for more severe restrictions to be placed upon the mining of the planet, and for more focus to be placed on construction and manufacturing. Whereas on the other sit the Mato, Morey, Castildon and Roderick clans, who argue that the planet is simply a resource to be claimed. No decision is reached and all clans retreat to their own cities and begin to fortify their positions.

5878: Small skirmishes break out along the Drason and Castildon borders, reigniting old wounds.

5879: The Myr'na discover sea-life native to the Sound of Marazion following the erosion and ensuing collapse of the natural reef caused by the strip mining. They are however accidentally stopped from sharing this with the Council of Lairds by Morey militia, who stop short in their violence only in the near death of one of the Myr'na representatives.

5880: The Myr'na retreat to the city of Uminoyama with the help of Silhorn clan, who then provide them with fortification and guards while they attempt to preserve the natural sea fauna. A standoff occurs between all clan skirmishes.

5897: More outbreaks of violence occur along all borders of the clans of Marazion V, with the Grant's still remaining as a neutral party in the hopes that a cease-fire can be reached. Several diplomatic meetings are held but to no avail, as old differences are resurrected in a grab for power.

5901: As several of the clans grow in power and status so do their borders, and as a result, several major border skirmishes erupt, but are barely shut down quickly enough by Mato as so to prevent the actual breakout of a civil war.

5902: With strip-mining at an all-time high, the outbreak of a disease named Asthenia Cavum (The Hollow Atrophy) becomes almost commonplace with miners and workers alike. This disease appears to be caused by pollution of the air that is piped into Marazion V mixing with the toxins given off by the dense ore. The disease itself begins with a harsh cough which soon accelerates into internal bleeding and wasting of the limbs.

5904: The Hollow Atrophy spreads to the space stations around Marazion V, signalling that it is now airborne and not exclusive to those on the planetary surface. Quarantines are put in place and all space-faring traffic is shut down.

5905: It is revealed that the Myr'na and Mascen on Marazion V are immune to the disease, and in exchange for the cessation of all mining activities, will work with the Marazionites on a cure, with the Mascen working the factories to keep the planet turning.

5918: The Myr'na reveal they have succeeded in finding a cure for the Hollow Atrophy, but not before it succeeds in claiming over four million lives. They offer this freely to all citizens on the condition that the Council of Lairds put their differences aside and meet to discuss a permanent ceasefire, and address the pollution of their planet.

5919: The Council of Lairds finally agree to new laws surrounding border resources and land. These laws and restrictions are put in place to help improve the quality of life for the people of Marazion V and regulate the amount of ore that can be claimed from each mine annually. These laws also define the borders belonging to each Clan under the surface of Marazion V, in the hopes of preventing any future conflicts.

5920: After the successful inoculation of the entire planet, and the eradication of the disease complete, the foundries once again begin to burn, the machines are turned back on and the rumbling sound of Marazion V is heard throughout the Segovax Cluster.

5922: The Myr'na once again petition the Council of Lairds to cease mining within the Sound of Marazion in the hopes of preserving the native life in the ocean. This time their petition is met with agreement and all clans band together in the scientific exploration of their ocean.

5924: Hundreds of unique species are discovered in the ocean the Sound of Marazion, but all bizarre in nature. It is rumoured that some of the species found resemble the old creatures once thought extinct from biological warfare, but this is never proven. As a result, the Sound of Marazion is declared as off-limits as an ecologically protected area, and the extraction of any oil or ore is strictly prohibited.

5940: Owing to no male members of the family to continue the Mato name in leadership of Marazion V, it is decided that Charlotte Mato would marry Samuel Von-Vortex, thereby pass on the ruling rights through marriage to the now powerful Von-Vortex family, but maintaining some rights and privileges through this agreement.

5949: Following the exchange of power and rights of leadership to the Von-Vortex, many workers sponsored by Mato found themselves unemployed with factories and mines changing hands. As a result, several protests broke out, most significantly one on board the Gabriel Station. With a peaceful protest escalating quickly out of control, violence was inevitable, and the resulting chaos saw station-wide explosions destroy half of the Gabriel, and almost wipe out the stationed regiment of the 23rd Heavy Infantry to a man. Mato, feeling responsible for the senseless destruction, quickly mobilised their militia reserves and crushed the chaos aboard the Gabriel Station. The brave actions of the men and women in those militia forces would then become the 23rd Heavy Infantry we know today.

6012: After many years of strained peace, the One Bakkar renew their assault on Terran-occupied space, and the planet Zennor in the Segovax cluster comes under heavy attack. The Green Cloaks are deployed to repel the ground assault, and among them is the 23rd Heavy Infantry of Marazion V, led by Colonel Richard Von-Vortex, eldest son of Much Honoured Samuel Von-Vortex, High-Laird of Marazion.

6013: Colonel Richard Von-Vortex is killed while on the front line of the battle on Zennor. His death is reported as having died bravely while fighting waves of One Bakkar following an ambush while on routine patrol.

6014: Death toll in the Marazion V regiments reached new heights. The reserve forces from the Clan's private military send volunteers to the Zennor front line.

6016: Duke Samuel Von-Vortex names his eldest daughter as the air to the throne, the following political battle causes the Drason Clan to break the peace treaty of 5919. Lines are drawn and alliances formed once again, and while a state of civil war is not quite reached, it comes close on several occasions.

2. Colonisation

After the discovery and subsequent colonisation of the Segovax Cluster, a series of probes were sent to more deeply survey the surrounding planets. During one of these routine scans, what was first thought to be a dense asteroid belt turned out to be a huge planetary body, designated M-44-Z-10, which was extensively rich in minerals. The company Toshi-Mato, one of the original investors in the Segovax colonisation, upon hearing the news such a mineral-rich planet, send out their own probes and begin the development of several S-Drive colony vessels in preparation.

With the probes' return reporting a potential habitable atmosphere, the construction of the colonisation fleet was put into overdrive on Terra, with candidates being fast tracked along the selection process, and all funding funnelled into the completion of one giant colonisation vessel, The Gigamesh. Within a year the Gigamesh was completed and at exactly 07:49, July 21st 4803, was launched from Terran space headed to M-44-Z-10, now referred to by the colonists as Marazion.

On September 30th 4810, at 10:22 am, the Gigamesh powered down her S-Drive and began her approach to Marazion. Whilst contact was initially lost for several minutes following the shutting down of the S-Drive, communication continued throughout the descent to high atmosphere in preparation for the deployment of the much smaller landing crafts. For two days the Gigamesh remained in orbit of Marazion, conducting further scans for viable landing sites, until a suitable area was found and landing commenced. Within seconds of ejecting the landing crafts all communication ceased following a malfunction in the Gigamesh's S-Drive, causing it to jump immediately, knocking the landing crafts off course due to their immediate proximity to the jump. There were no survivors. With communication between the Segovax Cluster and Terra taking upwards of twenty years, this was not known until around the time of the third failed attempt at colonisation.

The second colonisation vessel, "The Leviathan", powered down her S-Drive and began orbit of Marazion at 16:49, October 23rd 4819. Expecting to see beginnings of colonisation on the surface of the planet they were met by the repeating cycle of the distress signal from the surface, and remnants of the failed landing crafts scattered on the surface. While the Leviathan remained in orbit for several years, and some attempts were mounted at landing on the planet, it was ultimately abandoned following solar winds damaging the operating systems on board while attempting to get a deeper scan of the planetary surface. As a result the vessel was resigned to travelling to Cantiacorum to assist with their colonisation, leaving a communication beacon behind for the next attempt, relaying their findings and reports.

In 4832 the third vessel, The Neptulus, arrived at Marazion only to be greeted by the communications beacon left behind by The Leviathan, highlighting their own failed attempt at pioneering and what they discovered about the disastrous Gigamesh colonisation. Deciding against following the sister vessel The Leviathan to Cantiacorum, they instead sought to build upon the work previously laid down and doggedly began working on a solution to the difficulty in landing on Marazion. Huge leaps were made in a close-landing technique, and in 4838 they made the decision to attempt to make landfall. The idea was to break high geocentric orbit and descend some 30,000 km into a very low orbit, in order to enable the ship's sensors to completely survey the surface and locate suitable landing sites. Owing to difficulty in scanning the planet, it wasn't until near the end of the orbital movement that The Neptulus discovered the extreme gravitational changes at the pole of the planet. The strength of the gravitational shift resulted in pulling the vessel completely out of orbit, and led it to be smashed into the mountains beneath the cloudline. This accident resulted in the loss of the cryo-pods systems and the subsequent death of all colonists.

In 4857, the arrival of the rest of the Toshi-Mato colonization fleet was greeted by the three failed attempts to colonise Marazion, and while the fleet remained in orbit, the lead of the expedition, Director Gabriel Mato, travelled to Cantiacorum to discuss possible solutions to the problems with colonising the extremely mineral-rich planet. The solution was to create their own landing area, literally carved from the rock to counterbalance the shifts in gravitational pull. Director Mato led the first official landing, pushing the button which started the very first mining machine that began the excavation into the planet. In time, huge underground complexes were carved out and manufactured, lit by the natural crystals growing from the rock, and Marazion V was colonised, named "The Fifth" after the amount of attempts it took to colonise and in remembrance of those lives lost in the process.

3. Culture

Dress and Appearance

Marazionites are a highly practical people, proud of the civilisation they have carved for themselves. Their clothing reflects this, showcasing their profession and heritage even when they are not working, with strips of tartan and bright accessories adorning their outfits. It is not uncommon for miners to wear clean mining suits or personal protective equipment casually, especially in areas on the outskirts of major settlements where they could be called to work at any time. Clothing is mass produced on-planet where possible, most commonly from polycottons and finely woven hessians, with more specialist items imported from Durgan and Rossi.

If there's one item a Marazionite won't be found without, it's a torch. Power outages can be deadly for a world reliant on artificial lighting, so it has become common practice for each citizen to have at least one small torch on their person at all times. High-end jewellery and clothing has developed to incorporate this need, with inbuilt lighting features seamlessly complimenting the outfit's design.

Temporary tattoos and woad paints are also used for identification. Electro-conductive inks are applied to the skin, glowing faintly from the individual's natural mild electric current. They are also applied liberally to walls and equipment, lining paths so miners don't lose their way in the dark tunnels, powered by small battery units.

Jewellery and accessories follow angular designs, displaying superior planning and craftsmanship. Most pieces are mass produced in cast plastics or metals, with finer pieces carved painstakingly in stone. Protective equipment and armour produced on the planet is likewise cast from high impact plastic and metal, with ballistic weave and tactical vests imported from off-world. Metal items are well maintained, as it is unusual and a point of concern if a Marazionite is found to be wearing rusted accessories and equipment. Wood isn't produced on Marazion, however craftsmen frequently carve rock and cast metal to mimic a range of other materials for those wealthy enough to afford the extra detailing.

Colour serves an important role in Marazionite society. Each clan-corporation, and therefore region of the planet, lays claim to a combination of dye plants developed to flourish in subterranean conditions. Mato is known for their red tartans, Drason for light blue, Castildon for grey, Grant for white and orange, Morey for pink, Roderick for green, Scott for purple, Silhorn for yellow, and Von Vortex for deep blue. Through these dyes, clothing is not only used to identify where a person lives and where their affiliations lie, but also to aide in locating lost workers in the sprawling tunnels. Deep tunnel miners and hazardous machinery operators wear garishly bright clothing, whilst politicians and office workers in the main cities don more subdued tones. Although a specific tartan pattern is used to represent each clan through sashes and fly plaids, many citizens only wear this during formal occasions, opting to wear simpler variants on a day-to-day basis to further distinguish between local areas and families within the clan.

For a time, dyes became scarce on the planet. With the loss of most of their trade routes between other Terran occupied planets in 5012, trade and goods production changed focus to that which would directly help the war effort. Hydroponic farms shifted from highly pigmented plants to fast growing edible crops, and dyed clothing became a luxury few could afford. Richer corporations ensured their most high-risk workers remained easy to identify for as long as they could, but by the time the Terran fleet broke through the One Bakkar blockade in 5577 it was unusual to find a Marazionite with more than a small strip of colour on their clothing. Mass dye production only began once more when the immense strain was

lifted from the agricultural industries in the Segovax cluster thanks to the recovery of old trade links. Many areas have still not entirely recovered, with poorer regions still producing very muted clothing with small sections of colour. Marazionite military forces are most commonly issued with grey or black uniforms due to this past scarcity.

With regards to military uniformity, owing to the dye scarcity of 5012, grey fabric was adopted by the armies, due to the highly affordable costs of the fabric, and that the colour itself spoke volumes, and leant towards a neutrality for all the peoples. Today, in a more modern climate, this grey has become a more stylised grey digital camo, uniform across all Marazion V regiments. While some military formal dress is made from fabrics imported from other planets, the digital greys, as they are referred to by the infantry, is entirely Marazion-made.

Identity and Philosophy

To be from Marazion V is to be a cog in a planetary machine. Some cogs are more vital than others, but all must be working for the machine to operate properly.

If there is one key trait shared by the people of Marazion V, it is their industriousness. They take great pride in their work, and for good reason, as they are renowned throughout the sector and beyond for the quality of their products. A Marazionite will place great trust in what they are able to make, repair, and take apart. The greatest engineers have been known to work tirelessly until their creation is complete, an admirable trait that unfortunately all too easily and frequently leads them to become more obsessive the more difficult the task is.

To live and work in the deep tunnels of the planet, one must possess a great deal of courage. Although safety levels have reached an all-time high, not every collapsing tunnel or exploding pocket of gas can be accurately predicted and worked around in time. Hand in hand with this courage comes resilience, to swiftly recover from disasters and stand strong through events that would break many others.

A less noticeable characteristic in every-day life is the people's constant desire for self-improvement. From efficiently to attention to detail in a chosen profession or general life tasks, a Marazionite will always in some way be striving to become a better version of themselves. This is more obviously seen in innovative spheres, but is just as prevalent to housecarers as it is engineers, miners and soldiers.

As a productive people, there is a great wariness of injuries that would impact their ability to work. Craftsmen go to great lengths to protect their hands and fine motor control, whereas miners focus on protecting their legs, as that is what will save them from any disasters in the tunnels.

Great amounts of research and testing have gone into developing highly functional prosthetics and advanced cybernetic limbs, reducing the concern around limb injuries for those who can afford to replace them. An increasing number of workers have been choosing to "upgrade" their limbs in their quest for self-improvement, despite the new set of potential problems artificial limbs present.

With most Marazionites spending their whole lives deep underground, it is exceptionally common for them to develop travel sickness when travelling by ship or small spacecraft. After decades of living connected with the vibrations of Marazion V and the hum of machinery, they will find changes or removal of these specific noises to be very unsettling.

Mimicking the constant thrum of the planet, Marazionites have developed a wide range of percussion and pipe instruments. Their music is based around steady rhythms, in time with the machinery around them. Singing is very common, especially in mining tunnels.

The Nine Clans - Mato, Von Vortex, Drason, Castildon, Morey, Silhorn, Grant, Roderick and Scott - form the foundation that everything is built from. It is unusual for citizens to not be members of one of these clans, and it is next to impossible to progress in society without their backing. There has always been a certain level of bias towards those in the same clan, after all, each clan seeks to improve the lives of its members, and expects individuals to do the same.

Each clan has particular philosophies that their members follow. This doesn't mean that these traits are not seen in other clans, more that specific ones are more prominent in some clans than others.

Von Vortex: *Fortune and success through business, trade relations and diplomacy.*
Castildon: *Fortune and success through calculation and strategy.*
Drason: *Fortune and success through swift action and loyalty.*
Grant: *Fortune and success through balance and law.*
Mato: *Fortune and success through tradition and solid foundations.*
Morey: *Fortune and success through precision and exclusivity.*
Roderick: *Fortune and success through perseverance and progress.*
Scott: *Fortune and success through fortitude, reliability and simplicity.*
Silhorn: *Fortune and success through ingenuity and innovation, education and knowledge.*

Further details on the clans can be found in 4. Civics.

Ceremonies and Traditions

Birth

Shortly after birth, a child will be gifted a clan tartan to use as a blanket, and gain provisional membership to that clan. This is usually done when both parents and the child are fit to leave the hospital, and is accompanied by friends and neighbours presenting gifts to aide in the initial raising of the child. Commonly gifted are items of clothing, crafting supplies to teach the child, and small vials of pigments in clan colours.

Formal Unions

Proposals of union are commonly signified by the gifting of a pendant crafted specifically for the individual. Marazionites frequently spend months painstakingly carving stone, metal or crystals into an item of great personal value, before presenting it to their partner. If accepted, their partner will spend the time up until their formal union crafting their own version to gift to them in return during the ceremony.

Formal union between lovers may be performed by clan officials, commanding officers, or ship's captains. If both lovers belong to the same clan, they will each wear their tartan fly plaid or shawl throughout the ceremony. If they are from separate clans, they will decide who is leaving their clan to join the other and seek permission from the clan official, then the individual who is leaving will remove their tartan mid ceremony and their partner places the new tartan over their shoulders. The ceremony ends with the handing over of the second crafted pendant. Each will dip their thumb in long-lasting electro-conductive paint and place it

on the other's pendant, creating a glowing thumbprint that will be renewed at various points in their lives.

Etome

In times of great struggle or discomfort, Marazionites perform a ceremony known as Etome to ground themselves. Performed around a light source, be it a fire, torch or bioluminescent stone, they will remind themselves of home through stories, performances and music, with an industrial thrum of drums where possible. It is best performed in groups to effectively raise morale, though lost miners and soldiers separated from the rest of the troops will use it to stay calm in the face of danger. The Etome frequently contains Requiem Memorials to remember those who have recently been lost.

Last Rites

All bodies are cremated on Marazion V, as the rocky ground makes for difficult burial and would use up vital space. Cremation is efficient, with ashes being used to fertilise plants and continue the person's usefulness to the planet. It is accompanied by a performance of Last Rites, a reading of the individual's final message and requests, and a meal in their name. If no body was recovered, or a further ceremony is requested, a Requiem Memorial is performed during an Etome. Stories of the deceased are shared. Any unfulfilled Last Rite requests are read again during this time.

Sports

Clach-Chrom

Clach-Chrom is the longest running full-contact, ball-sport on Marazion V, played on 50-meter square court that is divided into opposing sides by a centerline called the *Chrioch*, opposing lines at each end of the court centred with a square box on the floor called the *Bogsa* and a stone hoop called the *Dòchas*.

The simple aim of *Clach-Chrom* is to get from 14 points, down to 0, and this is accomplished in many ways, under varying conditions.

- Each *Clach-Chrom* team consists of 4 sets of five players, a team of twenty in total, but only five may be on the court at any one time.
- The ball in play, or the *Creag*, is twelve inches in diameter, weighs about ten pounds, and must remain in motion at all times until a point is scored, utilising any part of the body except the legs and feet. Should the ball fall to the ground, all players must leave the court and be replaced by others from their team, and the game restarted.
- Any action aside from the use of weaponry is permitted to gain possession of the ball, or to stop the other team keeping the ball in motion.
- A ball that is allowed to cross the end line, will result in a gained-point for the defending team.
- A ball that is allowed to cross the end line, but lands inside the *Bogsa*, will result not only in a gained-point for the defending team, but a loss in point for the attacking team.
- One player on each team is in possession of a two-handed metal paddle, which can be utilised to catch the ball and throw through a stone hoop, rewarding their team with the loss of two points.

Glachan Ratan (Glak-Rat)

A sport that is primarily played once per year during the festival of the same name, which involves in the most basic form, of chasing small rodents down specific tunnels in the hope of catching your opponent's rodent. While originating as a way of entertaining children while their parents mined, this pastime has become a sought-after Championship, with winning

teams granted huge financial payouts by Clan sponsors, and an almost celebrity-like status planet-wide.

A team consists of three individuals; the Grabbler, the Flobb, and the Diddler; each possessing a small net from which to catch the oppositions rodent, as well as their item of position.

- The role of the Grabbler is to terrify the small rodent into running in a straight line either forward or away from opponents, with an instrument known as a 'tickle-brush' - which is a fine-wired stick that when waved, releases a high-pitched screech.
- The role of the Flobb is two-fold; to protect their own rodent with a huge paddle-like glove, and to guide their opponent's rodent to a suitable capture position for their Diddler. This does include herding the rodents down shortcuts on the chase routes and blocking off opponent's routes.
- The role of the Diddler is to wield a high-powered torch designed to stun both rodents and opponents in order to secure the win. Often the Diddler is employed as a "jester" for the team, encouraging chants and entertaining audiences. Owing to earlier issues with excessive diddling causing permanent blindness, goggles are now worn by all members of the team, with the exception of the rodent. These goggles cause the same blinding effect by activating when hit by bright light by dulling the lenses, thus temporarily and artificially blinding the user.
- The team's rodent is painted with team-specific bright colours, and raced against each other in pre-match warm-ups to decide which is released first in the Glachan Ratan.

The current Marazion V Championship is held by the team of the Crested Hams, who have successfully defended their title for the last three years.

Razorball

A sport which has rapidly gained popularity on Marazion V is the Delmont sport of Razorball. The games are six-a-side, played with a ball approximately three inches in diameter, with the object of the game being to cross a line in the opponent's field with that ball, and place it on the ground. The only problem is, all players are armed with melee weapons such as pipes and shock-batons with which to 'stop' the player carrying the ball. While rules tend to vary on the home planet of Delmont, here on Marazion V they have managed to come to an agreement planet-wide as to the overall set of game rules. The demand for this sport has resulted in many of the major cities of the planet adopting their own teams, such as Marazion City Mystics, Eastern Incline Eagles, Silhorn Royals, Medwyn Wildcats and the Bracktown Bruisers.

Festivals

Mato-Day

The first official world holiday of Marazion V, Mato-Day celebrates the life of Director Gabriel Mato, honouring his work in establishing the planet as the most successful hub of industry in the sector.

Breaklight

Artificial light is vital for life on Marazion V. Therefore, once a year, every light source is checked for faults. This was initially left to individuals to check, however several major incidents escalated by failure of emergency lighting lead to a law requiring all light sources to pass a fault test on a set day each year. Any major light units that failed would incur a fine, so companies and citizens will spend the days prior checking their equipment and replacing broken parts. During this day, all light units remain turned on for the entire day while they are inspected by officials. As the day comes to a close, the emergency light sequences are tested in a choreographed light show, signalling the end of the test.

Lifyn

When Marazion V's pigment production finally reached its old levels, there were great celebrations across the planet. Factories ejected pigmented powders hundreds of metres into the air in brightly coloured plumes, marking the beginning of a new age of prosperity. Each year that production remained above this level, this would continue on its anniversary, with smaller powder projectiles produced for civilians to set up and even hand-held devices for children. The streets would be lined with colour, and different cities and clans would compete with one another to produce the most spectacular show, the aftereffects visible for weeks after. Clothiers took to dyeing clothes during this celebration, selling them as keepsakes of that year's chosen dyes.

Week of Remembrance

Many disasters have befallen the people of Marazion V, enough that the planet takes time each summer to remember those who have fallen.

On the first day of the week, those who died during the many colonisation attempts are remembered. Small pastries and other snacks are made and handed out amongst family, colleagues and neighbours, reminiscent of the small ration packs those explorers would have had access to.

The victims of the Gigamesh wars are remembered on the second day. Effigies of the great beasts are placed around towns, and children enact the slaying of the Gigamesh. Some children even take to playing the part of the Gigamesh, wearing costumes and terrorising other children and adults alike.

The third day sees those fallen to natural and industrial disasters remembered. Lights are strung out on ropes and hung above paths, lighting the way as other settlement lights are dimmed.

The fourth day remembers those who have fallen in the ongoing war against the One Bakkar. A great parade travels through the settlement, marching to a centre point where clan banners are erected. A Requiem Memorial is held for all those who have died in service of Marazion V, to the backing of dozens of drums.

Finally, on the fifth day, is a feast. Marazionites celebrate the lives of those no longer with them and revel in the delights of the civilisation that has not yet been broken. The streets are filled with dancing and merriment, noise and light.

Glachan Ratan Feis

A small but thrilling festival developed in tunnelling settlements, the tunnel chase originated as a way of entertaining children while their parents mined. Small rodents and other pests were captured and their backs painted with bright colours, then either raced against one another or released and recaptured in the tunnels by different teams. Soon, people began taming and training these creatures to be fast runners or good at hiding, and teams were formed to compete against other settlements in annual competitions.

Sky Dancer Festival

Every few years, the borealis above Marazion V takes on unusual electromagnetic properties, resonating with the planet below. The usually orange light takes on a green-blue hue for anywhere from a few minutes to several weeks, causing some natural formations under the surface to vibrate or emit unusual readings when scanned. Bioluminescent substances emit light more brightly, and phosphorescent stones begin to glow without a visible or UV light source.

Much like a weather system, the date and intensity of this phenomenon can be predicted with reasonable accuracy up to several months in advance. The most stunning day would be chosen as the date of the Sky Dancer world holiday, to allow for citizens to travel to observation points to witness its beauty. As people began to travel from distant reaches of the planet to see the borealis or bioluminescence, the day quickly developed into a celebration of food and drink as well, with merchants using it as an opportunity to peddle regional and exotic treats to a captive audience.

Language, Writing and Naming

Marazionites all speak Terran standard, the common tongue throughout all of the Terran Sovereignty, and use this as their primary written language also. However, this text is not easily carved into rocks, so the people developed two additional scripts for use in the tunnels, one resembling old Ogham runes, the other being braille. These scripts are used to convey information quickly, and allow for communication in pitch black should lighting fail. They are industrial languages, used more frequently the further from a city's centre you go.

Marazionites usually choose words of Gaelic heritage for their given names, followed by their family name (though this is often not mentioned when introducing themselves), and their clan. If they are of the clan's original bloodline, they will use their clan name in place of a family name, whilst those who gain full membership in other ways will refer to themselves as being 'of' that clan instead (i.e., Ailsa of Drason).

4. Civics

Education

Education on Marazion V is reasonably consistent across the planet, with each town having at least one centre of education for anyone over the age of four. Courses last for three months, a short period of intense study on a specific subject, and students are expected to attend three to six courses simultaneously. Courses that are failed or unfinished during this period can be repeated the next quarter as many times as it required before the student passes, with many courses having prerequisites before they can be taken. This level of education is free for all citizens of Marazion V.

After completing a number of general education courses in relevant areas of study, a student may apply for spaces on a specialised course. These courses are not as readily available as the general level courses, often requiring students to wait several quarters or travel to another town or city. It is advised to only attend one specialised course at a time, though some exceedingly dedicated students are able to complete two simultaneously through neglect of most other areas of their lives. As per general courses, specialist courses are marked only on a pass/fail basis. This level of education is not free, but most citizens can comfortably afford to take three or more courses before having to consider sponsorship.

The final level of education, graduate courses, are only available in cities. Unlike previous courses, graduate courses are graded beginning at level 1, and are considerably expensive per quarter. These courses are predicted to take two years for dedicated students to complete, though realistically take most students three to five years to reach a grade they are happy with. Once any level of grade has been achieved, the student may choose to graduate at the end of the quarter, joining a clan and entering the workforce. The average graduating grade is level 12-15, with students usually becoming too eager to leave education by this point. Any student who reaches level 20 on a course may begin to receive invitations from clans to join without the need to graduate, giving them extra support on the course and ensuring the clan gains more highly skilled workers.

During a Marazionite's formative years, they are only provisionally members of their clan. They gain full membership after graduating in their chosen field, or through formal invitation after a considerable achievement. A graduate may choose to decline full membership of the clan that sponsored their education, opting to join a different clan, however will then have support from the original clan withdrawn and will be required to repay their sponsorship fees.

Graduation ceremonies occur quarterly, allowing for a frequent influx of trained individuals to the work force. The ceremony is split into two major sections, both occurring in a public area for all to see. The first section includes speeches from academic leaders, then all graduates are handed their qualifications from the head of their academy. After a short reprieve, a representative from each clan take the stage, and graduates choose which clan to join and receive their official tartan.

Sponsorship plays an important role in education. Courses become steadily more expensive the more specialised they are, with students usually being unable to pay for graduate courses without outside help. Every clan offers a range of sponsorships for students depending on their heritage and the course they wish to attend, though no matter how many courses a student is attending, they may only receive financial aid from one clan. If at any point they wish to take an expensive course that their chosen clan does not sponsor students for usually, they must either attempt to convince their local clan officials that the training is worth the exception, or repay all previous sponsorship assistance that clan has given them and accept a sponsorship offer from a different clan. When specific graduate

courses are in need of more students to fill gaps in the workforce, it is common for clans to offer to repay these debts for defecting students. Most graduate-level sponsorships have guaranteed jobs upon completion of set levels on the course.

It is not only citizens of Marazion V that are offered course sponsorship. Many clans offer Segovax cluster citizens the chance to learn on this planet, provided they join the clan and work for the sponsoring company after graduation. There has been a large influx of Tetrarchii on Marazion V since sponsorship was opened up to non-Marazionites, seeking to take advantage of the facilities not available on their home planet.

Leadership and Politics

“Something claimed is its own reward”

Director Gabriel Mato (4862).

Marazion V is led by a Council of Lairds, made up of representatives from each of the nine clans and lead by an individual elected by these representatives. This individual is referred to by the title Much Honoured [NAME], High-Laird of Marazion.

The nuances of elected leadership on Marazion V comes in two stages. Firstly, a vote is held once every five Terran years as to the satisfaction level of the current ruler and whether or not change is required. If it is decided that the current rulership is successful, then nothing changes, however, if it decided that the current leadership is failing then they move onto a second vote five years later. This is where each clan who wishes to pursue the leadership of Marazion V puts forward their candidate, including the current leadership, and an election vote is cast. In summary, this provides a potential leader at least ten years in office, and if after the first five years they are deemed to have failed the system, then they have five years to turn it around.

The current ruling rights are held by Von-Vortex, and led by Much Honoured Samuel Von-Vortex, High-Laird of Marazion.

The Clans of Marazion V

Von Vortex

“Plan carefully and you will never fail”

Duke Samuel Von-Vortex (5980).

The Von-Vortex Clan originally existed as *Vortex Pharmaceuticals*, and stepped into the limelight in 5325 during the Gigamesh crisis, when a Dr. Bertram Harrison approached MAVAE (Marazion V Aerospace) with a biological solution to the infestation. After striking a deal in 5326 which saw all military funding diverted to pursue the production of this solution, it took only two years to begin implementing the creation of the Gigamesh Virus. Twelve years later, the weapon began its deployment, ending the Gigamesh War and exterminating most creatures native to Marazion V.

The Von-Vortex clan are shrew in business and clever negotiators, and their dealings on and off-planet are why they find themselves now leading Marazion V into a new age of prosperity.

Clan Head: Duke Samuel Von-Vortex
Clan Size: Medium
Position: Diplomacy and politics

Alliances: Mato & Silhorn
Rivals: Drason
Attitude: Fortune and success through business, trade relations and diplomacy
Colour: Deep blue

Castildon

“There’s only weight to the stone, if you hold it yourself.”
– Mary Castildon (5418)

The Castildons came to Marazion V originally as the mining corporation Tarasovich, Edelmann & Castildon, in order to assist in deeper mining of the planet. In 5360 they took over the operational side of the exporting of ore and materials off-planet, eventually developing the ‘Shield of Marazion’ defensive protocols, and as a result adapting their business into the Castildons we know today. Their rivalry with Drasons is the longest running on Marazion V, dating back over 600 years to when Matthew Drason was replaced as planetary leader by Nathaniel Castildon. The resulting violent backlash that ensued has never been forgotten.

The Castildons are strategists first and foremost, who play the long game, setting goals, determining actions to achieve the goals, and mobilizing resources to execute those actions.

Clan Head: Lady Temperance Castildon
Clan Size: Small
Position: Personal defense technology, medical research & engineering
Alliances: Silhorn
Rivals: Drasons
Attitude: Fortune and success through calculation and strategy
Colour: Grey

Drason

“To hesitate is to have already failed.”
– Matthew Drason (5406)

Arriving at Marazion V in 4875, the Drason family made an immediate impact by creating the largest industrial-sized mine ever conceived, deep inside the planet. This construction gave rise to Marazion’s “gold rush” of Uranium a year later, and provided the Drason’s with the fortune they still rely on to this day. Today, the Drason’s prefer putting to use the mined materials as opposed to the actual mining itself, refining the use of volatile ore into high-grade explosives and continuing to experiment and manufacture nigh-indestructible ship and planetary force fields.

The Drasons are quick to anger, and long to hold a grudge, which is why their rivalry with the Castildons has continued for over 600 years, and shows no signs of going away anytime soon.

Clan Head: Lord Thomas Drason
Clan Size: Large
Position: Defensive technology, explosives & engineering
Alliances: Scotts & Rodericks
Rivals: Castildons, Von-Vortex
Attitude: Fortune and success through swift action and loyalty
Colour: Light blue

Grant

“Do what is right, not what is easy.”

–Mordecai Cotton Aldridge of Grant (5419)

The Grants introduced themselves to the populace of Marazion V in 4879, by building and maintaining the most high-tech prison to date, and have remained close to their initial roots ever since. In addition to the maintenance of the life-prison Hidden Fortress, they are also responsible for the law and order on Marazion V, and what may at first seem like unabashed neutrality is part of a very keen sense of necessary right on their part. They have remained neutral in all border clashes, political bickering and civil wars that have occurred on the planet in order to maintain a sense of balance between the clans.

The Grants seek to bring all issues to the table, in an aim to maintain neutrality. They feel this will allow for all parties to be heard upon a matter and justice to prevail.

Clan Head: Sir Clement Grant
Clan Size: Small
Position: Military Recruitment and law and order
Alliances: None
Rivals: None
Attitude: Fortune and success through balance and law
Colour: White and Orange

Mato

“From the past, we build our future.”

– Director Gabriel Mato (4898).

If there were a clan who could define Marazion V it would be the Matos. They were the first to colonise, and despite the colonisation being over a 1000 years ago, they still manage to hold onto the virtues instilled in them in the beginning, by Director Gabriel Mato. While some clans believe their ideas are outdated and that they simply ride the coattails of history, none would say so in public, for the Matos are as Marazion as the rock itself, and to insult a Mato is to insult all of Marazion V. It was a Mato who saw the potential in a once-barren space rock, it was a Mato who saw that they could not succeed in colonising alone, and when the manpower ran out, it was a Mato who decided to take the recruitment drive to Tetrarch.

The Mato tradition is one that characterises Marazion V, because without heritage there is no progress.

Clan Head: Duke Eldon Mato
Clan Size: Large
Position: Recruitment, Civil Engineering, Macro-Engineering & Aerospace
Alliances: Von Vortex & Drason
Rivals: None
Attitude: Fortune and success through tradition and solid foundations
Colour: Red

Morey

“Set a standard, and all will measure themselves by it.”

– William Morey (5416)

The last of the clans to make Marazion V their home, the Morey's have done their utmost to keep away from the limelight. Exceptionally small by the size of the other clans, Morey is by no means the weakest. Having begun as a microcybernetics company, they were first to develop a fully functioning net-interface algorithm, allowing miners to control their machinery from a safe distance, and it was this that cemented their place within the hierarchy. From those beginnings, the Moreys branched out into more decorative engineering and eventually their research in laser-tech allowed them to become the foremost miner of precious crystals.

The Morey's are experts in luxury goods, be they jewellery or decorative cybernetic replacements, mirroring their attitudes to exclusivity and privilege.

Clan Head: Lady Anastasia Morey
Clan Size: Small
Position: Jewellery, laser technology & crystal mining
Alliances: Silhorns & Scotts
Rivals: Von-Vortex
Attitude: Fortune and success through precision and exclusivity
Colour: Pink

Roderick

"Build the road you walk upon."

– Naomi Roderick (4899)

The Rodericks were the first family to be invited by Director Gabriel Mato to Marazion V because of their reliability as the best miners in Terran space, and that has never changed. To this day they are still responsible for the maintenance of the active mines on Marazion V, and the building of any more should fresh ore or mineral veins be found. In addition to their work below ground, during one of the many aggressive outbreaks of 5897, they discovered that their mining equipment could be repurposed as heavy artillery to electrically charge-up and throw the mined rocks they had been paid to dig out.

The Rodericks are best described as stalwart; being the closest and most loyal ally anyone could wish for, but also a furious and stubborn enemy you wouldn't want fighting against you.

Clan Head: Lord Algernon Roderick
Clan Size: Medium
Position: Earthworks and siege weaponry
Alliances: Drason & Mato
Rivals: Scotts
Attitude: Fortune and success through perseverance and progress
Colour: Green

Silhorn

"Build for the future!"

– Philip Silhorn (4886)

There is a quote on Marazion V, that *"everyone loves a Silhorn"*, and while that is essentially true, it is not for the reasons first thought. Upon their original arrival on Marazion, the Silhorns were a petroleum company looking for a quick fortune, but the planet took them in and nurtured them into what they are today; the educators. While they still have a hand in

mechanical engineering and the production of vehicles, the Silhorns now work primarily as the teachers for each new generation, passing on the traditions of each of the clans equally and without bias, in the hope that they will learn from past mistakes.

The Silhorns understand the lessons of the past, and how they are best not repeated. They seek knowledge in all its forms, in the belief that that shall be what makes Marazion flourish.

Clan Head: Lady Tabitha Silhorn
Clan Size: Medium
Position: Education, mechanical engineering and transport manufacturing
Alliances: Morey, Castildon & Von-Vortex
Rivals: None
Attitude: Fortune and success through ingenuity and innovation, education and knowledge
Colour: Yellow

Scotts

"Here today, here tomorrow."

– Scott Quantum Minerals advertising campaign (4875)

Guns. The Scotts are defined by the word, but this wasn't always the case. Prior to their revolutionary redesign of heavier personal weaponry, the Scotts were a mining company specialising in drilling. It wasn't until 5003 that the company ditched mining altogether, and were gifted the entire planetary defence budget in order to begin mass-production of their new "Vulcan" design. As if to prove this wasn't a fluke, they soon branched out into orbital lasers, more lightweight weaponry and armour, until eventually being granted the means to build a city named Medwyn, with the express purpose of the manufacture of weapons and the training of soldiers.

The Scotts are the third largest clan on Marazion V, and that is in no small part due to the amount of young conscripts eager to join the war against the One Bakkar.

Clan Head: Admiral Oscar Ulysses Scott
Clan Size: Medium
Position: Military training, weapons production and component manufacturing
Alliances: Drason, Morey
Rivals: Roderick
Attitude: Fortune and success through fortitude, reliability and simplicity
Colour: Purple

Crime and Punishment

Punishment of Marazion V is simple but highly effective. Once a person has been found guilty of a crime through trial, they will be incarcerated for a set period of time, anywhere from thirty minutes to thirty years and above. For sentences longer than a week, they will be set to work on specific tasks within the facility at a set time each day after the initial imprisonment, returning to their detention chamber once they are done. All prison and containment areas remove one of two things that are vital to Marazionites: light or sound. Light prisons are either pitch black, or have small low light areas. Sound prisons have almost entirely soundproofed walls, cutting off prisoner's link to the natural noise of the planet and the deep vibrations in the ground.

The death penalty, while still a valid form of punishment, is used exceedingly rarely, and only when it is more important to make a political statement. It is reserved for those who commit high treason against Marazion V.

Technology

The vast majority of Marazion's inner surface is covered by manufacturing facilities and factories, giving rise to the reputation that Marazion has the best metallurgic and electronic technology in the Segovax Cluster. Mass production and superior advancements in mining technology are the bedrock on which Marazion V is built, and its vast planetary defence is how it remains indomitable. This defence system has prevented any hostile spacecraft from reaching the planet's surface, protecting the mines that supply the sector and the factories that produce the its weaponry. Visitors to Marazion V are normally taken aback not by the sights, but the sound that encompasses the entire planet caused by the sheer mass of manufacturing facilities. To residents of Marazion this is now just background noise that is more shocking when not present, but to a guest, or a returning native, the continuous drone of machinery can become somewhat overwhelming, and as a result Marazion contains specific 'sound-proof zones' to assist in adjustment.

The current standard in Heavy Weapons technology was set by the Scotts in 5003 (under their original company name of Scott Armaments), and utilised the same lightweight materials used in their mining equipment to develop much lighter weapons, which required much less training to use effectively, and could be more easily mass produced than the standard heavy weapons at the time. After a large defence budget was given to Scott to mass produce this new hardware, they became the staple weapons of many regiments, resulting in several of the Marazion Defence Force armies becoming dedicated heavy infantry or shock troopers. Since then, several small advancements have been made, with Scott at the forefront of development each time, but never moving far from their original breakthrough.

Cybernetics and prosthetics are nothing new to Marazion V, given the extreme conditions in which some of the miners work deep into the core of the planet, but recent advances by the Silhorn clan have pushed them to the forefront of new and more advanced techniques. Marazionites are not averse to prosthetic replacements owing to the aforementioned dangers of working the mines, but recently these prosthetics are pushing the boundaries of what is currently possible when it comes to augmentation.

The Space Stations of Marazion V

Surrounding Marazion V are a network of interlinked satellites, at first appearing as a junkyard connected to the massive Gabriel Spaceport. In reality, this “junkyard” is a series of three smaller space stations each with their own dedicated purpose should the need arise, defensively, offensively, or otherwise.

The Gabriel Station, completed in 4953 and named after the planet founder Director Gabriel Mato, is one of the oldest space stations in the cluster, and acts as the hub for the planet. Part docking ring, part tradestation, and part weapons platform, the Gabriel is the centrepiece to which the others link.

The second station, named The Crescent Terminus was constructed by the Castildons in 5360 and is the primary defensive station linked to the Gabriel. This station has the means to deploy the series of platforms that link via the giant spire housed in Sangomont named the Panopticon. These smaller platforms, once deployed and activated by the spire, become the Shield of Marazion, the literal wall that covers the planet.

Frontier Station, built in 5598 is the smallest of the four, and operated solely by the Drasons. This is the home of the 16th Marazion Fusiliers, whose job it is to operate the station in times of crisis. This station allows for the deployment and maintenance of the magnetic mine field that also surrounds the planet

The Hyperion is an exercise in luxury. Built by the Von Vortex clan in 5803, it is the most extravagant spaceport in satellite. While it does possess its own significant firepower should the need ever arise, its main purpose is to serve the extremely wealthy. Furnished with the latest technologies, and spacious apartments, it is what is considered home for many of the Lairds of Marazion.

5. Ecology and Geography

Landscape, Geography and Natural Resources

Marazion V and its technology are not mutually exclusive, they are in fact intertwined into the planet's very core, literally. While there are a few unique Marazion settlements that are built differently from the rest, the vast majority are built from reclaimed technology; simple containers, abandoned skyscrapers or now defunct mining machinery. If housing and civil buildings are not constructed and adapted from the recycled tech they are built directly out of the planetary rock itself, with power lines dug deep into the bedrock and sediment. Simply put, the planet is seemingly alive with circuitry.

While the inside of Marazion V is an amalgamation of technology and stone, the surface of the planet is hostile even to automation. Almost covering the entire planetary surface are high-impenetrable sharp and impassable mountains, whose summits and crevasses make the planet almost impossible to land upon, with the exception of small sections which now house the Great Elevator to the Gabriel Station in orbit, the port to the planet. Inside the mountainous crust lies the softer and more mineable bedrock from which the natural caverns have formed, and which the initial colonists settled. These mountains are the result of tectonic deformations and manipulation by dynamic forces within the planetary mantle, indicating that it may have been geologically active at some point in its lifespan.

Weather on the planet is limited to heavy rain, wind and sleet, which causes surface water to gather in large crevices at the bottom of the mountains, which in turn seeps down through some porous rock causing natural water springs beneath the surface. This occasionally, during heavy planetary rainfall, can cause tunnel-flooding, and during the initial colonisation this was responsible for a great many deaths of miners working the tunnels. As a result, a series of waterlocks were placed in each tunnel, allowing for whole sections to be sealed off in an emergency.

The inside of Marazion V is phenomenally rich in natural ore and minerals. Aside from the tons of metals including iron, aluminium, gold and platinum, the planetary core contains a massive amount of uranium. This uranium has spread out into most ore veins on the planet, meaning that mining uranium is almost a side product of mining any ore on the planet. It is this uranium that limits the amount of natural flora that can be found on Marazion, meaning only the most hardy of plant life manages to survive. In addition to the natural ores that can be found are extremely rare Terran gemstones, something that initially drew a lot of attention from original investors.

While from orbit the surface of Marazion V looks like a series of geometrically beautiful shapes, part and parcel of the planetary crust it is part of, in reality the surface is a harsh and inhospitable place, something the people of the planet seek to do the opposite, under the massive and imposing ridges of the exterior.

Geology

Steaandite

(Stey-an-dite) (pl. steaandite)

Steaandite is the most naturally occurring mineral on Marazion V, covering the entire planet all the way to the core, as an embedded igneous rock.

The reason for the abundance is due to the heavy and violent seismic movement of the planet during its birth, causing excessive felsic lava to be released from the core. The

ensuing cooling bonded all other natural minerals on the planet, producing the extremely durable grey-black substance we know today.

Cinnocerite Crystal

(Sinow-ser-ite) (plr. cinnocerite crystals)

These crystals, unique to Marazion V, are in abundance within the planet, and are a positive side effect from the mining that occurs. Found in a vast array of size - from marbles to boulders - this mineral gives off an iridescent glow depending on the colour of the crystal, and are commonly used as light sources around the cities and towns on Marazion V.

The actual luminescence from the crystals is not the result of heat, but from a form of cold-body radiation, resulting in spontaneous emission in the form of photons.

Magenta-Rose Vivenock

(Ma-jen-ta rose Viv-enok) (plr. magenta rose vivenock shards)

Worth a mention in this section is the rarest of all minerals on the planet, the Magenta Rose Vivenock. This incredibly rare and precious metal is only found in the thinnest of slivers, no wider than a millimeter, and no longer than a centimeter, and is valued so highly not only for the plethora of unique properties it possesses – the non-susceptibility to corrosion and oxidation and almost zero conductivity with electricity – but for its near-perfect malleability when it comes to jewellery craft, perfect for the extravagant designs of the Marazion jewellers.

Flora and Fauna

Flora

Because of the horrendous terrain on Marazion V, very little plant life grows on the surface, and it isn't until you look under the rocky crust that the life that keeps the planet alive comes to light. Anyone who hasn't visited Marazion before is normally surprised to see multi-coloured moss thickly lining the walls of the natural and man-made caverns, or the spherical miniaturized cacti-esque spores that can be seen scattered on busy streets or rolling downward mines towards the deep, and even the bioluminescent dwarf shrubs that act as natural curtains if allowed to spread into the caves. Marazion V teems with plant life, albeit very deep into the rock, but all non-native plants require imported soils or specialist equipment to grow fully, as they are not suited to life underground.

All flora here is hardened through evolution, all of it having survived while the tectonic plates of Marazion shifted violently and unexpectedly, crashing into one another violently, to create the spiked and hostile mountain ranges. The ones that did survive did so by adapting to life under the surface, on little to no moisture for extremely long periods of time, and no sunlight.

Cheedra Vine

(Ch:eed-ra-vine) (plr. cheedravines)

Bioluminescent vines that root deep into the rock and hang down from most natural cavern openings. This structure occurs, botanists believe, because they would use their long vines to brush moisture from any of the creatures that passed underneath them. Their bioluminescence occurs as so to attract those creatures to it, and acts as the only natural light beneath Marazion V.

Sappers Savior

(Sap-ers seyv-er) (plr. sappers-saviour)

These small 1–2 inch spherical cacti are found everywhere on Marazion V, and are known to stick to almost anything. While a deep green under the ground, they turn a sickly yellow

when exposed to the surface and decay very soon afterwards, showing an extreme aversion to solar rays. These unique little cacti contain the equivalent of a handful of water deep in their pores, and hence were given their name by the first colonists.

Ciabheall

(Key-ab-he-yal) (plr. ciabheall)

Ciabheall is the name given to the multi-coloured moss that brightens the blackened mining tunnels beneath Marazion, and is the sole converter of carbon-monoxide to oxygen. This moss is not limited to growing either horizontally or vertically, doing both when given the room to grow, and can be found in any cavern or tunnel.

Fauna

Marazion V was once a planet teeming with life deep under its surface, then at some point prior to the Terran colonisation, these creatures entered a hibernation cycle of sorts. Little is known about the whys and hows of their cycle owing to their aggressive nature when eventually encountered but xenobiologists have theorised that because of the planet's' originally tempestuous nature, packs of these creatures would seek closed spaces for safety, and sleep until the tectonic shifting has ceased. It wasn't until 5236 that these creatures became known to the denizens of Marazion, most likely due to deep excavation mining, and the only contact they had was with the extremely violent Gigents, Ameomis and Shrels, which caused a colossal loss of life. In 5340 a the Gigamesh Virus was used to exterminate these three violent animals, however almost all other creatures died out, unfortunate casualties from the efforts to eradicate these Gigents, Ameomi and Shrels. Most creatures now found on the planet are imported in some way, or have 'found' their way to the planet, including rats and small birds.

There are many undiscovered species on Marazion V, primarily within the Sound of Marazion itself, as deep exploration is limited due to the agreement between the Myr'na and Council of Lairds to preserve the ecology, but there are also accounts from miners that hint at unknown species living deep within the planet, their skin indistinguishable from the rock they were mining, however no lifesign detectors have been able to find proof of their existence.

Snagtooth Hound

(Snag-tooth-hound) (plr. Snagtooth hounds)

The largest native species to survive the Gigamesh Virus, Snagtooth Hounds are medium sized quadrupeds that live in small packs, roaming the surface and upper caves of the planet. These nocturnal creatures are more frequently found nearer the planetary poles, though their dark furred coats make them difficult to spot. They gained their name from their impressive sets of teeth, multiple rows of canines and molars with muscles that allow each set to move independently of each other and the jaw.

Dankrat

(Dank-rat) (plr. dankrats)

Large, dog sized rodents that are frequently found scavenging in mines, the dankrats are the most common pest on Marazion V. Smaller sub-species are found in heavily populated areas, but they tend to stay clear of heavy machinery. They are a frequent target for the Tunnel Chase Festival.

Famhan

(Fahm-hahn) (plr. famhans)

Medium sized rodents with extremely poor eyesight, famhans rely on reading vibrations in the ground with their paws to navigate. It is said that the Roderick's love of tunnelling is

matched only by the famhans, who incidentally are also the reason for most of the collapsed mining shafts.

Camazot

(Kam-ah-zot) (plr. Camazots)

These small rodents have developed wide flaps of skin between their front and back legs, allowing them to glide between vines and rocks.

Notable Places

Cites

Sangomont

The capital city of Marazion V can be seen from orbit as a two-mile-high spire, surrounded by towering silver skyscrapers, but extends deep down into the core and is home to the Council of Lairds, the governing body of Marazion V. The giant spire is the housing for the Panopticon, the main power supply and activation point for the Shield of Marazion V, the all-encompassing planetary shield, and primary barracks for the 23rd Heavy Infantry. Additionally, Sangomont is the location for all diplomatic embassies on Marazion V.

Marazion City

The first city to be built on Marazion V, Marazion City is a marvel of industrial engineering. To outsiders Marazion City is massively overcrowded, with houses upon houses and nowhere to breathe, but to a Marazionite the city is perfection. All space within the city is reclaimed in some way; housing built from damaged and abandoned mining hulks, once mineral containers now utilised for civil buildings, and the cables of power running as far as the eye can see.

Eastern Incline

This once prosperous city was half mine and flourishing centre of excellence for business, but owing to the collapse of the mine in 5400 the skyscrapers now act as housing for the populace while the mine itself remains uninhabitable and highly radioactive. Aside from the housing, Eastern Incline contains a great many manufacturing facilities dedicated to research and production of all explosives used within Marazion V.

Silhorn Valley

Owing to the great fortune held by the Silhorns, Silhorn Valley is one of the most technological cities in the Segovax Cluster, boasting a revolutionary style of automated architecture, the most prestigious engineering institutions and forward-thinking R&D facilities. Additionally, Silhorn Valley boasts the most open space in all of Marazion V, and only sparsely populated with several universities and academies.

Medwyn

Constructed by the Scotts, Medwyn is responsible for the mass production of 90% of the weaponry produced on Marazion V. The city is uniform and built in squares with contain upward of 1000 separate manufacturing facilities, each with own living facilities designed for their workers. Medwyn is a unique city in the eyes of the everyday Marazionite for being 'flat' and uniform.

Bracktown

Originally designed as a specialist military and engineering training facility for the Mascen wishing to colonise Marazion V, Bracktown has since become a rising star in the Segovax Cluster, drawing Mascen in with the promise of training and education.

Uminoyama

Built half into the rock, and half into the ocean, Uminoyama is home to the Akiyama Clan who have taken residence on Marazion V. While the city itself is mostly a giant research facility, the Council of Lairds defers to them in all matters ecological, and as a result are seen as residents of Marazion V.

Other Places of Note

The Hidden Fortress

The Segovax Cluster's most secure maximum-security prison for those serving life-imprisonment. It employs only a minimal number of guards owing to amount of automated services, while electronic and biometric surveillance is done throughout. Surveillance cameras and drones afford a 360-degree view at all times, with motion detector sensors strategically located all over the prison. As if that wasn't enough, face detection technology assists in identifying inmates in addition to each prisoner's cell containing a biometric lock.

The Gabriel

Covering almost one side of Marazion V is the giant space station The Gabriel, named after the original colonist Director Gabriel Mato. While on original inspection it appears as if made from discarded space debris, the Gabriel is in fact many, much smaller stations designed to break apart and act independently should a planetary attack occur. What she loses in beauty, she more than makes up for in firepower.

The Great Elevator

Connecting the under-surface of Marazion V and the interlinked network of space stations orbiting it, is the great elevator of Marazion. Originally designed for the transportation of ore and materials into orbit for trade, the elevator itself is capable of housing nearly 10,000 people per journey, should the need ever arise.

The Sound of Marazion

Marazion V's only ocean is a colour indistinguishable from oil and it is only on further inspection that it is possible to see the difference in texture. Home to thousands of not yet discovered life forms, their discovery takes a back seat to Marazion production values, and only the Myr'na seem interested in the activity. The name is given owing to the noise created when under the surface of the ocean being similar to that which is produced from the many factories on the surface.

6. Military

Structure

The military might of Marazion V is incredibly straightforward. Each of the nine clans sponsor five 'official' regiments apiece, with their own specialisations that make up the forty-five-strong regimental army under the umbrella of the United Clans of Marazion V, the UCMV. While other military units do exist as private contractors for each of the clans, they are not formally recognised as part of the UCMV, but serve more as police enforcement for designated sectors on the planet.

Grant: ***The Marazion Guard
1st – 5th Grenadier Guards***

Part of the reserve components of the United Clans of Marazion V, these five regiments make up the reserve military force, composed of military members or units of each clan and the territories therein. All members of the Marazion Guard are also members of the militia of Marazion V, and are under the dual control of the Council of Lairds and federal government.

Von Vortex: ***Light and Mechanised Infantry Division
6th – 7th Light Infantry, 8th – 9th Light Cavalry, 10th Mechanised.***

This division uses the term "light infantry" loosely, and instead generally refers to their speed and mobility over armour and firepower (including Commandos and deployments). They are nominally the first deployed in military situations, utilising their speed and mobility in a skirmishing capacity to allow for the deployment of other units.

Castildon: ***Marazion Logistics Corps
11th Transport, 12th Ordinance, 13th Pioneers, 14th Catering, 15th Communications.***

The Marazion Logistics Corps (MLC) provides constant support to the Army, both in peacetime and on operations. From vehicle parts and tools to ammunition, rations and water, the MLC maintains the Army's operational capability by providing the required item, in the required quantity, in the required place and at the required time.

Drason: ***The Marazion Fusiliers Division
16th – 20th Fusiliers.***

The Marazion Fusiliers Division is a forward thinking, adaptable and professional infantry regiment. They are equipped with heavy armoured infantry fighting vehicles as part of their reactionary forces, and also specialise in light role operations. All five regiments have the ability to deploy highly motivated and trained soldiers who can adapt quickly to any scenario.

Mato: ***The Heavy Infantry Corps
21st – 25th Heavy Infantry.***

This division refers to the heavily armed and armoured ground troops that are trained to mount frontal assaults and/or act as the defensive anchor in the defensive centre of a battle line. In addition to the personnel, each regiment comes fitted with mobile heavy weapon platforms, locational artillery and personalised civilian auxiliary.

- Morey: ***The Marazion Tank Brigade
26th – 30th Armoured Regiments.***
Defensively designed to identify the direction and strength of enemy thrusts, and impose maximum delay and damage to the enemy's reconnaissance forces, while allowing main forces to manoeuvre to combat the threat. They are assisted in such a task by using their own close and long range guided weaponry and other assets that might be attached.
- Roderick: ***The Marazion Armoured Artillery Corps
31st – 32nd Marazion Artillery, 33rd Air Defence, 34th – 35th Gunners.***
The artillery corps are responsible for two principal missions, to assist ground and manoeuvring forces with the firepower required, and to paralyse and destroy enemy targets when required. Often upgrading and setting the standard for all other artillery divisions, they find themselves at the forefront of weaponised technology, and as a result continuous training is required.
- Silhorn: ***The Corps of Marazion Engineers
36th – 40th Marazion Engineers.***
The Corps of Marazion Engineers is unique, with their Sappers also being multi skilled soldiers, combat engineers and tradesmen working alongside all parts of the Army. They play a vital role in the effectiveness of the Marazion Army in both peacetime and on operations, as well as being encouraged to work within the engineering corporations to further advancement.
- Scotts: ***The Marazion Marine Corps
41st Assault Marines, 42nd – 44th Commandos, 45th Marazion Specials.***
A highly specialised and adaptable light infantry force, the Marazion Marines are trained for rapid deployment sector-wide and capable of dealing with a wide range of threats. They personify courage, selflessness and positivity in the face of any challenge. Ready to deploy anywhere, in all conditions on the frontline of combat and humanitarian aid operations.

Military Tradition on Marazion V

While officers for each regiment will experience at least some of their training on Cantiacorum, each clan drafts troops into the main defence force of the planet and when required drafted, dependent on which clan are sponsoring them, into a regiment to fight on the front lines. Due to this drafting process, troops may not always end up in one of their clan's own regiments, and in these cases gain a dual-clan citizenship to recognise their efforts on the front line.

Overall military control of the forces of Marazion V falls to whomsoever is acting as the head of the Council of Lairds which at present is held by the head of the Von Vortex Clan, Duke Samuel Von Vortex. It is their duty to oversee all Military forces of the planet and distributing them evenly between the requirements of the TSA and the defence of Marazion V. More often than not, however, the leader of Marazion V passes along command to more experienced military leaders, and at this present time that falls to Field Marshall George Mortimer.

While most of the larger Clans possess private military units, it is not uncommon for one of them to receive officer fast-tracking to an official military capacity when required or necessary. In times of difficulty, or when a regiment suffers severe losses, the private military units may also be sent to the front line as reserves, until such a time when the

regiment can be reinforced with new recruits. These units relinquish their Jurisdiction when on the frontline and are subject to TSA laws.

The 23rd Heavy Infantry is seen as the crown jewel by the United Clans of Marazion V, and as a result are regularly resupplied with new recruits to maintain a strong and formidable force on the front line. All other regiments of the United Clans of Marazion V are deployed across a variation of war zones.

Notable Individuals and Military Officers of Marazion V

Field Marshall George Mortimer

George Mortimer is the current head of the armies of Marazion V, second only to the Much-Honoured Samuel Von-Vortex, High-Laird of Marazion. Mortimer has a distinct strategic mind, specialising in the use of heavy infantry as the core of the army, and defence as the favoured form of attack, or rather counter-attack.

During a border skirmish with the One Bakkar, the then Col. Mortimer found himself massively out-numbered, the only ranking officer alive, and forced into a running retreat. Noticing a nearby valley, Mortimer ordered his soldiers into the valley and then collapsed the entrance, blocking themselves in. When asked where he would like the dropships to land to allow them to withdraw, Mortimer simply replied *“a clever combatant imposes his will on the enemy, but does not allow the enemy’s will to be imposed on him”*, before ordering what remained of his forces to hastily craft bunkers on each ridge. By the time the One Bakkar had dug through, emplacements had been built and the soldiers rested, and not one enemy combatant made it through the valley. Mortimer had saved what had remained of his soldiers, and defeated the One Bakkar in the process.

General Seth Daniels

Field Marshall Mortimer’s right-hand man, and a highly decorated soldier, General Seth Daniels is a genius in logistics. Having earned his reputation in the Marazion Logistics Corps 15th Communications Regiment, Daniels understands the complexities of planning and carrying out the movement and maintenance of military forces like no other before him. Whereas Mortimer possesses the keen mind of battle, Daniels is the individual that can provide the means to make it happen.

Major-General Caly MacFaden

A poster-child for Marazion warfare, Caly is the example of what exemplary soldiering can aspire to be. Caly began her career in the 23rd Heavy Infantry as a conscript during the Gabriel Revolt of 5949, and within that one campaign rose to the field-rank of Lieutenant, after the death of her commanding officers. A fierce warrior by any standards, she rejected a promotion to the 45th Marazion Specials following the campaign in favour of remaining in as a Lieutenant within the 23rd until a suitable replacement could be found to lead the regiment. In light of her achievements she was instead promoted to Colonel of the 23rd, leading them to the glory they know today.