

Star System Reference: Spirit of the Brazen Dawn

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Eternal Knot Games

History

Background

The system of the Twin Eagles is designated as a System of Special Scientific and Historic Interest. Like all such systems it is heavily protected by the interstellar navy; as well as an entire navy group based in a nearby system there is also a massive sensor net, together these keep a track on what is happening in and around the system.

Much of the history of the civilization that colonized the system is unknown and of what has been discovered has been uncovered by various non-intrusive means by the watching navy group.

Most of the settlements have, or at one time previously had, female names that begin with 'C', this has led to the widely accepted theory that Cherna's Dream was the third colony ship sent out from the original colony. Another theory claims that instead of being the third ship, Cherna's Dream, was allocated the letter 'C' at random - supporters of this theory claim, for various reasons, it is more likely to have been the fifth or eighth ship, instead of the third ship, sent from the original planet.

Colonization

There is not much information about the journey of the sub-light colony ship, Cherna's Dream, before it entered the Twin Eagles system - the system of the Twin Eagles was the third system the ship had visited and scanned before deciding that this was an acceptable match.

The genetic alteration of the sleepers aboard Cherna's Dream was started while the ship was in

the outer system heading towards Twin Eagles IV. Part of the alteration included modification of the body to make Carbon Monoxide less poisonous and physical changes to make life upon the cold planet bearable.

Once the leaders of each of the six pods had been altered and awoken they created a plan, aided by the computer on board, for a successful colonization of the planet.

The first pod was full of equipment that was designed to help create a mechanical infrastructure; this pod landed on the Isle of Crista and set up the settlement of Crista. With the help of the equipment onboard the colonists created a series of manufacturing plants, intended to create extra mechanical goods to help supplement the equipment of the other five pods as they landed.

As the second pod, equipped with command and communication equipment, left Cherna's Dream a slight technical fault with one of the boosters became apparent, as this should not have been a danger to the mission the pod did not abort. The danger of the faulty booster became clear when an uncharted planetoid damaged part of the heat shields of the pod - as the pod could not rotate to put the damaged shielding out of the direct heat of entry and it could not abort entry burnt up as it entered the atmosphere.

While a second plan was being drawn up, a small group of vocal zealots, calling themselves The Brothers, became influential on the ship and managed to alter the new colonization plans for their benefit. At the same time on the planet a rival cult, also that

believing in the same doctrine, rose in power before coming influential enough to start controlling Crista.

The Brazen Dawn Killings

When the third pod landed on the surface the two groups found themselves locked in a power struggle; the struggle became more intense and the arrival of the next two pods escalated the conflict to the point of bloodshed. As the sixth pod left the ship there were more reports of killings and the conflict quickly escalated into an unofficial war.

During this time the leaders on both sides became fearful about the killing and they sat down together to work out a unified approach to ruling the planet.

To mark the period of conflict over, and the dawn of the period of cooperation the name of the planet was changed from Twin Eagles IV to Spirit of the Brazen Dawn.

Breakaway

During the period of bloodshed on Twin Eagles IV, the sixth pod altered its course and headed toward Twin Eagles III.

After the peace treaty came into force, the leaders of Spirit of the Brazen Dawn contacted the sixth pod to find out why it had changed course and landed on the third planet rather than its planned position on Spirit of the Brazen Dawn. The reply told of the bloodless removal of the command crew from power so they could alter the course of the pod to stop the pod landing in a zone of heavy conflict; from this they decided to colonize their own planet.

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A message of luck was sent by the leaders to the new colony, New Oldhampton, and a small supply pod full of essential supplies was sent to give them help in starting up their colony.

The War of Redemption

In the beginning the government of Spirit of the Brazen Dawn accepted New Oldhampton as a sister planet in the system and they even sent 'undesirables' to them. While both colonies were enjoying a period of growth the government on Spirit of the Brazen Dawn became streamlined and more totalitarian. Under the leadership of a particularly harsh First Amongst the First 'undesirables' were no longer sent to New Oldhampton, but 'into the depths of space to meditate upon their transgressions'.

Despite overwhelming evidence to the contrary the government of Spirit of the Brazen Dawn claimed that New Oldhampton killed the command crew of the pod, a mock trial was held and before New Oldhampton could try and defend itself they were invaded and after a short and bloody war Spirit of the Brazen Dawn had captured New Oldhampton.

A couple of years later there was an even shorter, but even more bloody, rebellion that allowed New Oldhampton to regain their freedom from the talons of Spirit of the Brazen Dawn. Over the course of the next century there was a drawn out war where the Spirit of the Brazen Dawn tried many times to retake New Oldhampton; the turning point in the conflict came when New Oldhampton

took over Clarrie briefly before they had to withdraw due to lack of supplies.

The invasion of their holy land shocked the government of Spirit of the Brazen Dawn and they agreed to an uneasy truce with New Oldhampton. The truce has held mainly as neither planet in the system could afford another prolonged conflict, there have been occasional scuffles between spacecraft but none of them has grown beyond a show of strength between the two sides.

It was ten years before the end of the War of Redemption, just before Clarrie had been captured, that the watchers of the navy entered the system and promptly declared the system a System of Special Scientific and Historic Interest.



Planetary Data

Physical

Distance: 138,913,476 km
Radius: 6,254 km
Density: 1.0
Gravity: 0.98 G
Orbit Period: 342.14 days
Rotation: 39 hrs
Mean Temp: 252K
Atmosphere: 1.31 atm (N₂ 54%, O₂ 26%, CO 6%, Ar 4%)
Water/Ice Index: 17.66

Political

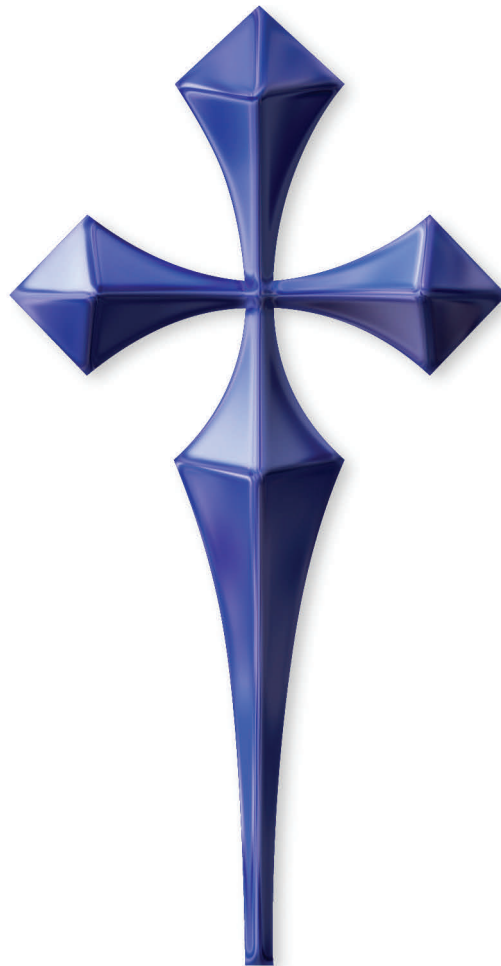
Population: 8,772
Law Level: Lax
Progress Level: Low

Cities

Ceri: 334
Christa: 1,512
Clarrie: 172
Cressa: 800
Cynthia: 2,200
Homesteads: 3,554

Description

Most of the surface is covered in almost featureless snow fields with slight hills, valleys, and cliffs. Around the lakes the surface is almost completely free of snow so the rocky surface is visible; the few native plants that live on the planet surround the lakes and are lichen like or low level plants with thick skins. To make up for the little life on the surface of the planet the lakes are filled with life of all kinds but mainly plants, fish and amphibians.



Stylized Cross of the Brazen Dawn