

## NON-IMPERIAL PLANETS

# WARI

### CAPITAL:

None (Highly De-Centralized)

### STATUS:

Non-Imperial Planet

### LOCAL GOVERNMENT:

Independent Corporate Zones;  
Atmospheric Commission

### POPULATION:

3,219,000,000

*Human (43%), Rikkañ (33%), Vyx (15%), Nara (6%),  
Khi'Hinn (2%), Shumi (1%)*

### MAJOR EXPORTS:

Commercial Products, Synthetic Materials, Heavy Equipment, Chemicals, Ferrous Metals

## PLANETARY HISTORY

Wari was discovered roughly 500 years before the formation of the Empire, but was largely ignored for much of its early history. The planet had little water or vegetation, making much of its surface either intolerable — though not altogether hot — deserts or dry and infertile scrublands. In the years since, geologists have surmised the planet once possessed vibrant ecosystems and lush rainforests which originally established the planet's breathable atmosphere. Pockets of Rikkañ mining settlements sprang up to harvest the planet's rich deposits of ferrous metals, but even these were far less profitable than corporate interests may have liked.

## THE BORING PLANET

“WARI WAS NEVER THE MOST EXCITING PLACE TO BE. ITS LANDSCAPE WAS BLAND, ITS TEMPERATURES WERE MILD, AND ITS RESOURCES WERE MEAGER AT BEST. THERE WERE NO UNTAMED FORESTS OR BEAUTIFUL COASTLINES TO ENTICE VISITORS. IT JUST SIMPLY... WAS. IT'S SURPRISING, REALLY, THAT IT GREW INTO THE ECONOMIC HOTSPOT THAT IT DID, BUT THAT WAS A DECISION BASED MORE ON AVAILABILITY THAN ALLURE...”

Following the Sellonae War and the formation of the Empire, all imperial planets suddenly found themselves under strict imperial economic regulations. These new laws severely impeded countless corporations that had spent centuries earning fortunes that exploited local populations and environments. Though many corporations protested — warning of complete economic collapse — the Guardians stood firm behind the new rulings. Though most corporations easily adapted, others refused to concede. While some companies found loopholes in the increasingly-growing success of Lassar, others resorted to far more extreme measures.

In the second decade of the Empire, dozens of corporations began to relocate outside of imperial borders, settling their foundries and factories on the rocky wastes



WARI'S SMOG-CHOKED SKIES NOD TO THE INFLUENCE OF UNCHECKED INDUSTRY AND CENTURIES OF ENVIRONMENTAL ABUSE.

of Wari. Citing their need for “progress without intervention,” corporations began to propagandize their own employees and rally them toward secession. Though some attempts fell short, others were wildly successful.

Almost overnight, major settlements began to spring up across Wari, meant to house both economic activity and a sudden surge in population. Corporate recruiters promised immense signing bonuses and relocation assistance to impoverished peoples throughout the galaxy. Though this prompted an initial surge of workers, future waves were halted by the knowledge that few of these promises had been kept.

Recognizing the economic threat Wari was beginning to pose, the Empire moved to blockade and sanction the planet. Yet before such a move could be realized, the onset of the Lurian Wars quickly diverted imperial attention. Wari was spared the Empire’s immediate ire and the new corporate colony continued to grow. By the early 6th century, it had developed into a major — and independent — economic hub.

In the years to follow, the companies of Wari took complete control of the planet, dividing up its surface into distinct corporate zones. Each was allowed to govern its own populations, though zones operated more like businesses than political states. In many corporate zones, wages and salaries were eventually replaced by strict compensation packages that offered varying degrees of nutrition, housing, and medical care based on position, efficiency and company loyalty.

Yet unbridled industry quickly took its toll on the planet. By the late 600’s, greenhouse gases had caused the planet’s global temperatures to skyrocket, disrupting climate systems and bringing disastrous storms. As native plant species began to succumb to toxic materials, oxygen levels plummeted. Combined with the deadly poisons factories were already belching into the skies, the atmosphere was nearly unbreathable. Recognizing the threat, the companies of Wari rallied together, establishing The Atmospheric Commission to artificially regulate the planet’s atmosphere and climate systems.

Despite this drama, the planet reached its peak in the eighth century. Decline began quickly thereafter. Punitive imperial tariffs coupled with a major public outcry within the Empire against the use of Warian products began to hurt many corporate bottom lines. Some companies decided to relocate once more within imperial borders, selling their assets on Wari to those companies too stubborn to move. Some that stayed voluntarily adopted imperial

regulations, freeing their marketing teams to cash in on the changes and reinvigorate imperial markets. The planet’s economy and population began to restabilize thereafter, resulting in influential but moderate success.

## LOCAL GOVERNMENT

Wari is dominated by 3854 “Corporate Zones,” each operating completely independently. Most corporations possess their own laws and regulations, and nearly all include some form of security force. Each corporation possesses at least one urban region, usually of their own construction. While many older settlements are still open to the elements, more modern urban complexes are shielded from the planet’s harsh atmosphere by translucent “bio-bubbles.”

The planet lacks any kind of planetary government, though some would argue the Atmospheric Commission is the closest thing. Formed in the early eighth century, the Commission brought together the needs and resources of what was then more than 4500 corporate zones desperate to escape the effects of centuries of industrial abuse. All corporate zones are now required to pay annual fees to the Commission, who uses its collective resources to build and maintain planetary cooling units and atmospheric purifiers. These efforts have helped to stabilize the atmosphere, though most species still require filtration masks when venturing outdoors and violent storms are still commonplace.

### FAILURE TO PAY THE COMMISSION

“SO WHAT HAPPENS IF THE COMMISSION ISN’T PAID? NOT ONLY WILL OTHER CORPORATIONS REFUSE TO TRADE WITH THEM, BUT WORD IS THAT THE COMMISSION ACTUALLY USE ITS TECHNOLOGIES TO AIM THE SAME STORMS IT’S WORKING TO COUNTERACT DIRECTLY AT ITS DEFAULTING CORPORATE ZONES. CORRUPTION RUNS RAMPANT THROUGH THE ENTIRE SYSTEM, OF COURSE...”

In recent years, the Commission has attempted to impose planet-wide environmental regulations to reverse environmental damages and help heal the planet. All corporate zones are asked to follow these stipulations or face severely increased annual corporate fees. Despite this, most corporations find it far more cost effective to merely pay their increased fees — or bribe inspectors — than implement the costly changes asked of them.

## LOCAL CULTURE

Life on Wari is often strict and regimented, with most inhabitants serving more as full-time employees of their corporate leaders than free citizens.

Each corporate zone is different, starting workers at different ages, depending on the required job. In some zones, children begin work as soon as they become intelligent and dexterous enough to do so, receiving little education and miniscule compensation packages that only minorly supplement those of their parents. Fast-maturing species like Humans and Rikkan often have the advantage in these situations, as other beings often have to wait decades before their children are able to work. Some jobs require additional training, staving off the working years until adolescence.

Once an adult, an individual's compensation package usually expands, including meals, assigned housing, and healthcare programs. Entertainment, décor, and relationship bonuses are common to reward efficiency and company loyalty but are never expected. Typically an individual remains within the employ of the corporate zone into which they were born, but population exchanges — offering specifically-skilled workers for other workers, resources, or financial gain — are common between corporate leaders. It is exceedingly rare for a Warian to ever venture outside the confines of their corporate zone.

## WHO LIVES IN THIS HELLSCAPE?

...  
"IT'S HARD TO BELIEVE THAT ANYONE WOULD GIVE THEMSELVES TO THIS LIFE, BUT IT HAPPENS. MOST OF WARI'S CITIZENS ARE DESCENDED FROM THOSE THAT FIRST ESTABLISHED THE PLANET, BUT MANY OTHERS ARE NEWCOMERS WHO SEEK A LIFE OF ECONOMIC STABILITY, OFTEN TRYING TO ESCAPE THINGS LIKE DEBT OR INCARCERATION WITHIN THE EMPIRE ..."

Statistically, lifespans on Wari are roughly 20% shorter than on most imperial planets for nearly every species. Workplace injuries and toxic atmosphere are the most common culprits, but many beings simply lack the drive to live a robust, healthy lifestyle. Fallen workers are typically disposed of unceremoniously, replaced by younger workers by the following day to maintain efficiency.

All of this applies only to the working class of the planet, of course. The caste of corporate leaders — often referring to themselves as the Warian Elite — are free to live and act how they choose, often preferring to establish their own lives on planets like Tryss, Lovia, or even within the Empire itself. While theirs is a life of extreme luxury and independence, their workers rarely know anything more than the tasks that they do to fulfill their production quotas.

## POINTS OF INTEREST

### THE ANOLYN-GRYSS MINES

*The Anolyn-Gryss Corporate Zone is one of the leading suppliers of ferrous metals in the galaxy, but is also the site of some of the worst conditions on Wari. The zone's mining tunnels are often carved out with expediency as a top priority, with little regard for safety and structural stability. Child workers are more the norm than the exception. Thousands perish in A-G mines annually, but workers are quickly replaced with the promise of hefty signing bonuses.*

### THE COMMISSION ZONE

*Located at the planet's northern pole, the Commission Zone is the headquarters of Wari's Atmospheric Commission and their massive atmospheric filtration and climate stabilization systems. Though run like any other corporate zone, the Commission Zone generates its income from annual dues from the planet's other zones. Working conditions and compensation packages here are generally much better as well, but corruption runs rampant within commission leadership.*

### THE RUINS OF VALLACO ZONE

*VallaCo once rivalled Anolyn-Gryss in its treatment of workers, ultimately prompting its textile employees to rise up in rebellion. When workers seized control of the main factories, VallaCo leaders hired the security forces of over a dozen other corporations to crush the uprising. The result was a total bombardment of the VallaCo Zone and the immediate end of the rebellion. While VallaCo executives collected extensive insurance payouts, the zone has yet to be rebuilt.*

### TORANCHEM ZONE

*ToranChem is a biochemical company that produces any number of important — though highly toxic — manufacturing chemicals. Knowing this, the company offers one of the best compensation packages (including extensive death benefits) and actively poaches employees from its rivals. The result is often a short lifespan for its workers, but one with far more benefits and creature comforts than a typical life on Wari.*