

## NON-IMPERIAL PLANETS

# LURIO



### CAPITAL:

Lur'an

### STATUS:

Non-Imperial Planet.

### LOCAL GOVERNMENT:

United Monarchy of Lurio,  
Feudal Noble Houses.

### POPULATION:

29,562,000,000

*(34,233,000,000 including Varrek and Vallen)*

*Human (97%), Rikkan (2%), Khi'Hinn (1%)*

### MAJOR EXPORTS:

Minerals, Weapons and Arms, Personal Starcraft,  
Pharmaceuticals, Vyllah Components

## PLANETARY HISTORY

The Lurio system lies at the outer edge of the galactic northeast, centered in what imperial scholars refer to as the Outer Arm. Orbiting around a central star — which locals call Lurat — are fourteen planets, dozens of moons and planetoids, and two sizeable asteroid belts.

The system's namesake and most essential planet is Lurio, the fourth planet from the system's sun. Lurio presents the system's most consistent and habitable environment, and has thus been the focus of civilization in the region for well over a thousand years.

To be considered the most habitable planet masks the fact that Lurio still must deal with dramatic and deadly conditions. A solar rotation for Lurio lasts 713 standard imperial years, and places the planet within extreme temperature variations throughout the cycle.

### JUST... DON'T VISIT LURIO. EVER.

"I MEAN... YOU CAN'T ANYWAY FOR LEGAL REASONS, BUT YOU WOULDN'T WANT TO. LURIO IS A MISERABLE WORLD, BUT IT'S THE VERY DEFINITION OF MAKING THE BEST OF A BAD SITUATION. LURIO SHOULD PROBABLY BE UNINHABITABLE, BUT INSTEAD, IT'S TOUGHENED ITS PEOPLE AND PROVIDED THEM WITH A WEALTH OF RESOURCES THAT MAKE THEM WHAT THEY ARE TODAY..."

Lurio's orbit progresses the planet through four distinct phases. The first phase is a 213 standard year epoch of intense heat known as an Era of Fire ("Haza'an-Dóht" in Old Andrian). Here, average surface temperatures increase dramatically, burning off surface flora and forcing fauna to retreat underground. A second, 86 year era — The Cooling (or "Haratt-Fin") — allows life to return to the surface under temperatures that would be considered standard and temperate on many other inhabited planets. A third Era of Ice ("Haratt-Nik") — a 348 standard year period of bitter cold — again brings destruction as the planet moves farther away from its star. The fourth



THE PLANET LURIO, AS SEEN FROM ITS LARGEST MOON, VARREK. ITS SMALLER MOON, VALLEN, AND VAST PLANETARY BELT ARE CLEARLY VISIBLE.

era — The Warming (“Hazann-Faht”)— again restores a sense of temporary normalcy over another 86 years:

## THE FIRST SETTLEMENTS

More than a thousand years ago, a flotilla of political idealists fled the Andrian Empire, settling on Lurio during the final decades of The Cooling. They established a handful of surface-based cities under a robust democratic system which thrived, but only for a short time. When temperatures began to plummet, crops from Andros and Rho quickly withered while months-long blizzards ravaged the young settlements. Democracies crumbled in favor of autocratic leaders who drove their populations into underground caverns and ravines to escape the dramatically-shifting environment.

Though countless settlers perished, many more survived the brutally-long winter. Yet the young Lurian culture was drastically changed by the cruelty of the civilization’s first Era of Ice. Autocracy and militarism became both cultural pillars and keys to survival. Settlements reestablished themselves below the surface, in immense caverns, canyons, and sinkholes. Necessity indeed became the mother of invention, as Lurian scholars cultivated new, native crops, domesticated local wildlife, and improved upon technological designs they had brought from their homeworlds.



## LURIAN CITIES

“LURIAN CITIES ARE IMPRESSIVE, TO SAY THE LEAST. WHILE OLDER CITIES TENDED TO BE BUILT INTO THE WALLS OF EXISTING CAVES, NEWER CITIES ARE DUG INTO THE EARTH IN IMMENSE AND ELABORATE GEOMETRIC DESIGNS THAT PUSH LIVING AREAS BELOW THE DANGEROUS CONDITIONS ON THE SURFACE. NOT LACKING ANY AMENITIES, THEY ARE LUXURIOUS AND BEAUTIFUL...”

By the dawn of the Era of Ice’s second century, the Lurians had developed a technologically-advanced and formidable civilization beneath the ice and snow that ravaged the surface of their world. Yet resources remained scarce and competition between settlements

was still dangerously high.

## LURIAN UNIFICATION

A few decades after the discovery of The Light, the Warlord Bellerophon Vax of the city of Lur’an began a campaign of conquest against the other cities. The war would last more than forty standard years, finally concluding when Bellerophon’s daughter — Cora the Unifier — toppled the last independent holdout at Slaeto. This conquest marked the beginnings of the Lurian Unified Monarchy and the dawn of the Vaxar Dynasty.

Vaxar monarchs ruled for two standard centuries, leading Lurio into a new era of development and growth. Subterranean cities flourished and Lurian artistic and literary culture expanded rapidly to galactic renown. Attempts at rebellion by individual territories slowly waned as time passed, eventually allowing a unified Lurian civilization to blossom. Interstellar trade began and flourished, with the craftsmanship of Lurian goods being coveted throughout the galaxy. The Vaxar monarchs remained absolute, but their authority waned as the world began to warm once more.

By 282 OL, The Warming had begun in earnest and Lurian leaders began to challenge the authority of the Vaxar monarchs. Many argued the leadership of a monarch was no longer needed, while others criticized the rampant corruption and favoritism throughout the Lurian nobility. As noble families began to rally personal military forces for war, the Vaxar king begged for the obedience of his vassals. Few remained loyal.

When the last Vaxar monarch died in 287, a war of succession broke out. Fighting raged through much of The Warming, with any number of former Vaxar vassal states vying for supremacy. As the new Era of Fire drew near, Lady Rhēa of House Ischyron finally secured control of Lur’an and a number of strategic strongholds. When The new Era of Fire began in 366, Rhea declared a new Dynasty of Flames and secured her house as the new royal family. The new monarchs would continue to secure control of the planet until it was completely reunified in 410.

Though House Ischyron had long been one of the wealthiest and most well-respected Lurian noble families, its key to success was found in its military prowess. One



of the House's early founders — Belen Ischyron — had been found to be Radiant in his early years and spent much of his life training as a powerful Guardian of the still-young Ordo Bellati. When his father passed, Belen returned home to claim his father's title, denouncing the Order of the Light in the process.

Once his family wealth and title had been properly secured, he spent the next several decades training his own brand of Radiant fighters — warriors known now as the Harrun. Though numbering only in the hundreds by Rhea's consolidation of power, they were enough to decidedly tip the conflict in her favor. As Lurio's entire population fell under Ischyron control, the new monarchy began an aggressive campaign to single out Radiant individuals and usher them into the ranks of the growing forces of Harrun.

## CHALLENGING THE EMPIRE

As the new Ischyron Dynasty consolidated its power, the Sellonae War still raged throughout the rest of the galaxy. For the most part, Lurio avoided the conflict, only selling off arms or providing mercenaries in the rarest of circumstances.

As the war concluded, though, the young Empire turned its attention toward the still-independent Lurio. The Tallunian Agreements that ended the conflict were meant to bring all known planets under a single, imperial roof, but Lurio refused to comply. Lurians cited their longstanding independence and obvious lack of participation in the war, but Imperial leaders feared a rival so powerful on their borders. They began to sanction Lurio, hoping to force it to submit. Instead, it prompted a new conflict altogether.

### LURIAN INDEPENDENCE

“DID THE EMPIRE HAVE THE RIGHT TO DEMAND LURIO'S ENTRANCE INTO THE EMPIRE? NOT REALLY, THOUGH THERE ARE STILL IMPERIAL LEADERS WHO BELIEVE THAT CONTROLLING ALL PLANETS IN THE KNOWN GALAXY IS OUR LIGHT-GIVEN RIGHT AS GUARDIANS. THAT CONTINUES TO CAUSE TENSION BETWEEN THE TWO STATES, THOUGH MANY TRY AND SWEEP IT UNDER THE RUG...”

For the next decade and a half, the Empire attempted to throw its unified military might against the Lurians while simultaneously attempting to attend to the concerns of a fledgling state. The Harrun proved

## THE HARRUN

*Clad in golden armor and bearing deadly bardiches of Vyllah steel, the Harrun have long been seen as legendary warriors throughout the galaxy.*

*If an individual sparks before their 12th birthday — as most Lurians are inclined to do for reasons not understood within the Empire — they are immediately and forcibly drafted into the elite military corps. They thereafter become property of the state, with all familial records immediately sealed or destroyed. While parents may protest at the loss of their child, the giving of one's own to the greater good is considered a great honor within Lurian culture.*

*Vigorously trained in martial arts, combat skills, and tactics, they are likewise taught multiple languages, history, literature, and at least one form of art. Harrun are not sorted into Light-given sects as the Guardians are; rather their training within The Light — which the Harrun refer to as “Metu” in Old Andrian — emphasizes combat skills over any philosophical or biological disciplines. Metu is used to direct one's concentration and aggression, thus making a more formidable combatant.*

*Though often compared to Guardians, the Harrun are an entirely different breed of warrior. They never specialize in their skills in The Light, with uniformity being vastly preferred within their ranks. So serious is the need for conformity that Harrun are often merely numbered rather than named. Disloyalty and even whispers of treason are punishable by decimation — the elimination of a tenth of one's cohort — and subsequent execution. To be a Harrun is to devote oneself until death, and all possessions, titles, and political aspirations must be renounced.*

*While not permitted to form lasting romantic attachments, Harrun are still encouraged to breed together under the assumption that the pairing of two Radiant individuals is far more likely to bear Radiant offspring. Children of Harrun are often raised in government facilities until they either spark or are offered education and training as devout government administrators. To be within the later group — known as the Hallar — is still honorable.*

*All major military installations and facilities include space for Harrun warriors and commanders. While often interacting with the typical rank and file, they are considered a military branch all their own, and are typically employed more as shock troops and special forces than front line soldiers.*

*Since the Lurian Wars, the Harrun have been trained with one goal in mind: to act as a solid defense against the Guardian Order should it ever be required. Their training, weapons, and even armor are all carefully crafted to prepare for such a moment — which many Lurians fear to be an eventuality.*

an essential counter to the far more numerous and powerful Guardians, but the planet's real value was in its own planetary shifts. By the time the Lurian Wars broke out, the planet was well into its Era of Fire, making invasion of the planet's cities — well entrenched in their subterranean strongholds — altogether impossible. As the Empire failed to capture the planet, Lurio's navy struck deep within imperial territory, cutting off supply lines within key regions of cradle space. By 425, the Empire was forced to concede in the name of far more pressing matters, and Lurio remained an independent monarchy.

### SHITTY CONDITIONS STRIKE AGAIN

“REMEMBER WHAT I SAID ABOUT LURIO MAKING THE MOST OF A BAD SITUATION? HERE WE GO AGAIN. AS IMPERIAL TROOP SHIPS ATTEMPTED TO LAND ON LURIO, MANY OF THEM WERE LITERALLY BURSTING INTO FLAMES AS THEIR SYSTEMS OVERHEATED. IT TOOK TIME BEFORE THE IMPERIAL NAVY COULD COUNTER THE PLANETARY CONDITIONS, BUT BY THEN THE WAR HAD ALREADY PROVED TO BE TOO EXPENSIVE TO CONTINUE...”

### BECOMING A GALACTIC POWER

In the centuries since the Lurian Wars, the might of Lurio has expanded dramatically. Under the Ischyron monarchs, the planet began to colonize both of its moons, Varrek and Vallen, establishing populous atmospheric zones able to withstand the moons' violent temperature shifts. Lurio also began a sizeable exploratory campaign into the rest of the Outer Arm, yielding considerable resources but only minor settlements.

This resource boon has allowed The Unified Kingdom to flourish economically, rebuilding trade lanes with both the Empire and the handful of independent planets. Lurian engineering, especially in weapons and arms, is seen as the galactic standard while personal starcraft, pharmaceuticals, and even art are also widely coveted. Though Lurio retains stricter economic regulations than planets like Wari, its economic systems give great political power to the wealthy and ignore levels of imperial bureaucracy that might be too restricting for some.

Exploration and expansion gave Lurio all of the necessary ingredients to produce the rare and valuable Vyllah steel, allowing them to capitalize on the manu-

facture of a necessary component for starships' bolan reactors. While also incorporating the material into weapon and armor designs, such designs are forbidden to be traded by both Lurian and Imperial law. Harrun troops are typically clad in armor made of a diluted form of the material, typically referred to only as “Lurian Vyllah.” Though not impervious to crystal sabers, it is notably more resistant than typical metals and is often recognized by its golden color.

### YES, THIS IS PROBLEMATIC...

“THANK THE LIGHT THAT LURIAN VYLLAH ISN'T AS STRONG AS STANDARD VYLLAH, BUT IT ISN'T SOMETHING TO BE IGNORED. IT CAN STILL TAKE MORE THAN A COUPLE DIRECT HITS FROM A CRYSTAL SABER AND KEEP THE HARRUN INSIDE STANDING. IT'S NOT UNHEARD OF FOR COMMANDING OFFICERS TO WEAR ARMOR OF TRUE VYLLAH, BUT THESE ARE FEW AND FAR BETWEEN...”

The result of all of this is a planetary GDP that stands at roughly an eighth of the Empire's overall sum — an impressive feat for a single independent planet.

Though Lurio maintains a traditional military, the Harrun have swelled in number, due largely to an active genetics program meant to encourage Radiant traits. Though imperial estimates are unable to identify specific numbers, it is well-known that the percentage of Radiant individuals within Lurian populations is far higher than within the Empire.

Relations with the Empire have already remained tense, but rarely amounting to more than a minor border dispute. Tensions nearly flared into open conflict in 717 with the maneuvering of Karal station into key Lurian trade lanes on the borders of the Empire. Though diplomacy — encouraged by Lurio's recent push into an Era of Ice — prevailed, Lurian leaders warned the Empire that they would not be held responsible for any future breaches of sovereignty. Since then, both sides have distanced themselves from each other in all but economic affairs.

### LOCAL GOVERNMENT

While Lurio maintains elements of its ancient feudal system, it exists as an absolute monarchy. The Lurian monarch gains their title at the death of the previous monarch, having been specifically chosen by their successor in life. Though Lurian monarchs have always chosen



one of their children — thus perpetuating the mighty Ischyron dynasty — the system has never skewed toward any specific gender. Queens outnumber kings throughout Lurian history, and three leaders have chosen to use “Sovereign” over gender-specific titles.

The monarch retains a sizeable retinue of advisors and ministers, each selected personally. The highest of these is the Grand Vizier, who acts as the chief minister and primary executor of the monarch’s orders. Assisting in these duties is the Crowned Heir, the individual designated as the next ruling monarch.

Beneath the various ministers are noble leaders — usually identified as prefects — who maintain more direct control over individual cities and regions. While prefects themselves are permitted to come and go as they please, a prefect’s family is required to stay in Lu’ran as long as they hold office. The requirement dates back to a centuries-old feudal tradition where noble families were held hostage to stave off disloyalty to the monarch. The custom has yet to be repealed.

## LOCAL CULTURE

Despite their peaceable origins, the Lurian culture is decidedly militaristic, proud, and highly competitive. Education, business, and even entertainment are all opportunities for individuals to overcome all others.

## POINTS OF INTEREST

### HARRUN-HALLAE

*Harrun-Hallae is a sprawling complex located in the ruins of the city of Pias. The primary training center of the Harrun, Harrun-Hallae is one of the most well-protected settlements on Lurio, including training grounds, massive residential halls, and places of learning. The center of the facility houses the Royal Parade Grounds, where new Harrun are presented to the monarch at the end of their training.*

### THENAS

*Thenas is the oldest Lurian settlement still in operation, home to more than 21 million people. Unlike the typical “sink hole” style cities of later Lurian settlements, Thenas is carved into Mount Thenas deep within the Syllaen Mountain range. The mountain contains a volcanic core, which long ago served as a major source of geothermal power but now stands as little more than a tourist attraction for Lurians looking to escape the temperatures of the Era of Ice.*

### LUR’AN

*The largest settlement on Lurio, Lur’An is also the planet’s royal capital and seat of power. Once built into a sizeable canyon, the city has been expanded mightily over the past several centuries, including seven additional artificial sink-hole structures that boost the city’s population to well over 520 million. The planet’s white towers and gleaming palatial structures are well-protected by sizeable shielding systems that create a barrier to the harsh climates above.*

### VARREK AND VALLEN

*Varrek and its smaller sibling, Vallen, are the twin moons that orbit Lurio. Though prone to the same temperature extremes as Lurio itself, both began to be inhabited by the sixth century. Both have been aided significantly by Lurian innovations in atmospheric and gravitational systems, giving Varrekans and Vallenites (as they are known) all the comfort and safety of living on Lurio itself. Each moon is now a thriving urban area with billions of inhabitants.*

While social programs do exist for the less fortunate, they are seldom accepted unless accompanied with the philosophy of a later return to strength and glory.

Most Lurians prefer the stories of long-forgotten wars to romance or comedy, and sports are often violent and bloody. Gladiatorial games were only recently outlawed, though some organizations are trying to skew the once-popular industry toward newer forms of combat with less possibility of participant death. Yelka — sizeable mammalian beasts capable of great speeds — are often raced in ornate amphitheaters where betting is common.

While often portrayed within the Empire as brutish and cruel, Lurian culture is actually far more diverse, with rich artistic and literary traditions. Lurian works are prized throughout the Empire, often depicting passionate and colorful themes. Lurian culture is often romanticized and exaggerated in imperial media, which only adds to the exotic allure.

Lurio is undoubtedly human-centric, but most would stop before accusing them of intentional speciesism. Though pockets of Rikkan and even Khi’Hinn are found in some of the major cities, the Unified Kingdom is undoubtedly skewed toward the majority species. Though no laws prevent it directly, no non-human has ever held a notable position in Lurian government and noble families come from decidedly-human stock. Non-humans are not permitted into the ranks of the Harrun.