

# Sehkratt

NOT APPROVED, WIP

Located in the Shhott'hylIn System, Sehkratt, or the "Second Soil" in Llranni, is a tropical planet dominated by a geologically active continent that is in the process of separating from a lesser tectonic plate. It has a massive ocean covering 60% of the planet's surface and a much smaller inland sea between the separating continents, both are dotted by volcanic islands and archipelagos. The population is widely spread across the land masses and boasts an explosive birthrate that has turned both continents into organic megalopolises. Several truly massive tree-like constructs extend into geosynchronous orbit and serve as orbital elevators, shipyards, and growing population centers for the Llranni Protectorate.

## Settlements

### Capital Region, Southern Glade

The Southern Glade is the smaller of the two continents, and hosts the only land-based orbital elevator on Sehkratt.

### The Protectors' Estates

Located on the smaller continent. The Estates are the first and largest tethered station houses an enormous root structure that have budded secondary growths already the size of small skyscrapers. This city-sized estate houses the majority of the Protectorate's military forces and a great many fabrication complexes both on the ground and in orbit. The orbital elevator of the Estates can handle enough traffic to supply all of the Protector Fleet's material needs day by day.

### Important Wards

- Palace of Leaves: site of terrestrial governance and host to a majority of the Protectorate's administrative staff, the palace sits a mile above the Estates proper, grown out of the orbital elevator, it provides a commanding view of the surrounding cityside.
- The Foundries: built around the rim of a massive caldera, this portion of the Estates siphons raw materials and heat from the super volcano, transmitting the cooled and sorted product up the elevator and into orbit where a majority of the fabrication and assembly is done.
- Trondheim: a massive orbital elevator, the harbor-station 'World's Apex' sits atop it and acts as a counterweight to keep the structure in orbit. Trondheim is not a stationary structure even for a living thing, with every gram transmitted up or down its length and every multiton ship berthed or released at World's Apex the organism must contract or expand its length to account for the change in mass keeping it aloft. The respiration of this leviathan puts out long trails of cloud

cover that drift over the ocean like a massive streamer of condensed air from a passing jet.

- Ocean Intake Aqueducts: a vast number of root-like structures extend out from Trondheim and run through the surrounding forest and off the land mass to float like some great jellyfish in the oceans' waters. Those tubes that don't, circle back on themselves, creating giant, hollow transitways, transporting mass quantities of osmotically filtered seawater to keep the Trondheim and World's Apex alive.
- World's Apex: almost as big as the Estates at the base of Trondheim, this city-station produces and services a majority of the Protectorate's military and civilian vessels and provides a staging point for moving resources for the remainder produced at free-floating facilities. This green and red construct serves as a waste recycling and solar plant, keeping the top third of Trondheim alive.

## **Academy Region, Northern Glade**

The Northern Glade is the greater continent of Sehkratt and is composed mostly of civilian combines focused around the Naval College which effectively controls this area of land and the Aerospace Academies that operate under the College's leadership.

### **Protectorate Naval College**

One of the most prestigious vocations is to be selected for service in the Protector Fleet. This sprawling area of lush and low-growing forest is an agrarian place of study.

### **Important Wards**

- The Naval College proper is a collection of observatory spires that serves as a kilometer-wide multi-spectrum phased array telescope and the formal facilities of instruction for both ratings and officers alike as well as civilian operators seeking a commission aboard their own freighter.
- Throughout the Northern Glade many Aerospace Academies sortie their cadets and armor divisions across the surrounding countryside from their attending airfields. Steward-Class vessels can be seen lifting off daily, bound on long trips to the nearby planets.
- The Civilian Wards are most numerous around the Aerospace Academies, requiring a large support staff to keep the massive efforts of a carrier-based fleet running properly. Technical schools abound throughout these areas and are typically segregated by medical and engineering specialisations. Very few civilians actually remain so due the Protectorate's desire to expand their territory as fast as possible into the surrounding areas of their home system, pushing as many Llynni as possible towards a military career.

## **Far Sea Region, Trojan Colonies**

Site of a second orbital elevator complex, the Troy, grown from the ocean floor, the Far Sea is home to a more free-blooded group of sea-stedder colonies home to a much higher proportion of Narrya. Troy is also the focus of the most innovative medical/bioengineering theorists, boasting the birthplace of the mass effect coil. Seafloor colonies are steadily growing in size as the population expands and some

colonists emmigrate to Troy rather than spend several years in space for the more distant and only recently founded colonies where subversive behavior is rumored to abound, sometimes even in public. Sea floor extraction is also a booming line of work, Steward-Class conveyances making daily landings in the Trojan waters to pick up fresh loads of minerals and drop off needed supplies. 'Earthmover' ICHS Heavy Lift Vehicles also make frequent water landings, carrying supplies, personnel, and equipment for Troy and its local colonies and sea-steads.

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