



Margury

LORE WRITTEN FOR GALAXY CITIZEN'S ROLEPLAY COMMUNITY

Author: Randy, Odinsbeard, Lange - Version 1.1 - 29-04-2018

Preface

This document is written to give players an insight on Margury, its background and lore. It will cover several chapters, including the history, notable citizens, points of interest, relationships with other factions, and much more. The information, both “in-character” and “out-of-character” will serve both as a guide to those who wish to be more familiar with the colony of Margury as well as a new application for its existence in the universe of Galactic Citizen.

We, a small group of ambitious roleplayers, hope that you’ll find everything you’re looking for in this guide and that you’ll have fun reading through its contents. Should you still have questions or feedback, feel free to contact us!

About the authors

Randy

Bradley Sykes, Ro’di Sykes, Lorch ‘Meltdown’ Tigren, Archeus ‘Meltdown’ Tigren, Amanda / Erika Maddox, Jeannie Maggis, The Welton family, Ba’lesh, Brin Feurholden

I have been a part of Galaxy Citizen’s community since September 2014, according to some old screenshots that I found lying around. I wasn’t a stranger to roleplaying, but I can wholeheartedly say that I have gained the most experience and improved my roleplaying here. During these years, I have taken up a few new interests, new hobbies and took part in some interesting projects. Together with the great people I’ve met in this community, I have built several hubs, hosted some events, drawn several pieces of digital art, written lore and background stories, and (hopefully) offered people ways to develop their characters. My largest project during my history in Galaxy Citizen is undoubtedly Margury; a project in which I, together with a group of dedicated roleplayers, put a lot of effort and time. Now we’re here with a brand-new and completely revised lore for you to read!

Odinsbeard/LubricantsGladly

Colonel, Jack March, Ignatius Cain, Mac Lirk, Harry Banklin, Rustle Deep, Tusk, among others

I have been a part of Galaxy Citizen since only a few months after its creation. As my first experience with roleplaying and true character creation, it holds a very dear place in my heart. I have seen it grow and develop over the years I’ve been here, myself growing alongside it. As with Randy’s case, my biggest project participated in has to be Margury. I’ve been with it since inception and seen it be a positive and influential part of GC’s history. After its period of inactivity, I hope it can be so again for our community!

Lange

Lange Avalice, Rose Avalice/Aurumson, Adrian 'Signal' Wildner, Centam Halcard, Goldhardt, That One Fennix You Always See On Server

I've been with Galaxy Citizen since the olden days of the Outpost Bar & Grill, both as a roleplayer and a musical artist. While it wasn't my first experience with roleplay, I have spent most of my time doing so with this community, and have aged alongside it as if they were my own family. As with both Odinsbeard's case and Randy's, while I haven't been with Margury since its inception, I hope I can bring a lot to the table and bring a fresh new pair of eyes to it all!

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The colony

Margury is a colony in the Fringe that is known to be a sanctuary for refugees with the goal to offer them shelter, medical aid, (re)schooling and a place in the job market. However, refugees aren't the only ones that have been travelling through the Fringe to reach Margury's safe haven. People have ventured to Margury, looking for honest jobs; ex-criminals have come to Margury to better their lives and couples have come to settle down together while the elderly moved there to spend the rest of their last days peace.

Diplomatics

Even though the colony of Margury has always been a fairly small one (currently counting around 575,000), the people have been able to provide for themselves. Margury has thus become an independent and neutral faction in the Fringe. Due to their small numbers - and the events that happened in their grim past - Margury chose to keep it that way. This is how it has stayed, despite the fact that several factions have attempted to forge an alliance - or even trade deals - with them.

Governance

Since the foundation of Margury as a small refuge, Bradley Sykes was known as the face of the community and its prosperity. While he mostly handled the diplomatic relations and took care of the well-being of his people, Cole James Truman, better known as Colonel, took care of the security and defenses of the colony. For years, the two have led Margury's people to where they currently stand. Because of Margury's growth over those years, however, all the responsibilities that they had grew along with its prosperity. This led to a change of governance in which more people were allowed to step into administrative roles; the Council of Six was formed.

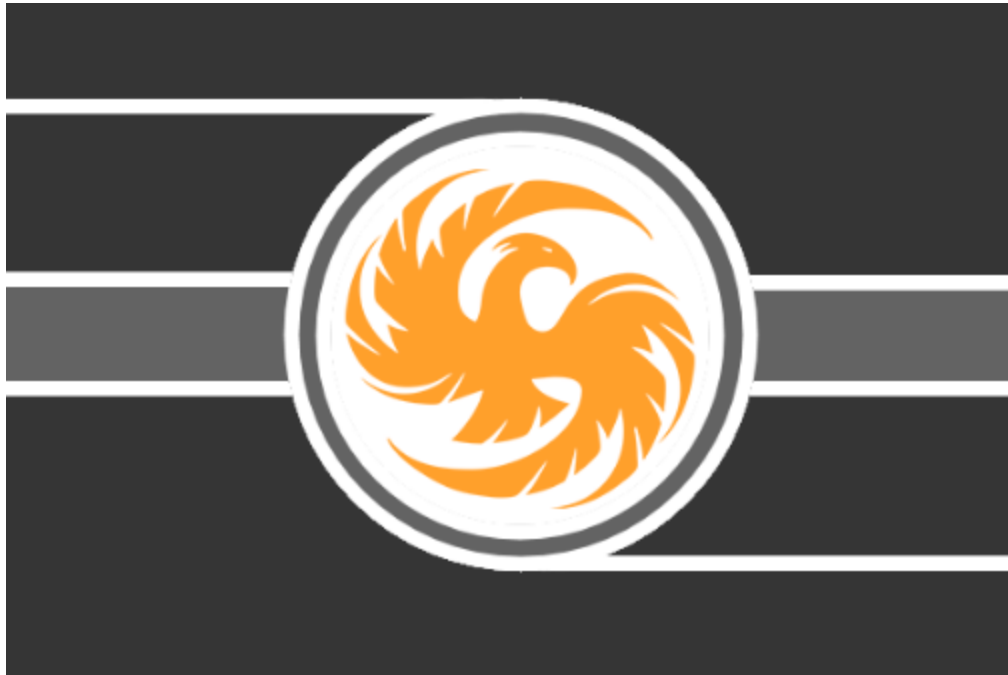
The Council of Six is a group of representatives that speak and act on behalf of the people they represent, each serving as head of a certain branch. These branches are:

- Industry
- Economy
- Health-care
- Security
- Environment
- Society

Council members make decisions and are informed by their advisors. Each advisor has a specialization in one of these branches and operates in that field. For instance, an advisor could be a biologist or an archaeologist in the environment branch, a scientist or an owner of a hospital in the medical branch, a banker or sales expert in the financial branch, head of the fire brigade and intelligence agents in the security branch, etc. An advisor's job is to inform the spokesman / spokeswoman of the latest developments in their field of work. During council meetings, reports about these developments are presented along with a few suggestions on how these should be treated. The suggestions open for debate, but the final decision is still made by the spokesman / spokeswoman.

The Phoenix Flag

Margury's grim past is no secret, the dark events inflicting great trauma upon its people. Looming above these events was the glassing of the planet that currently is known as Old Margury - their old home. During the rebuilding of their colony on New Margury (later simplified to Margury again), a priest inspired the people with a chant about rising up from the ashes, which has been a major inspiration for Margury's new flag.

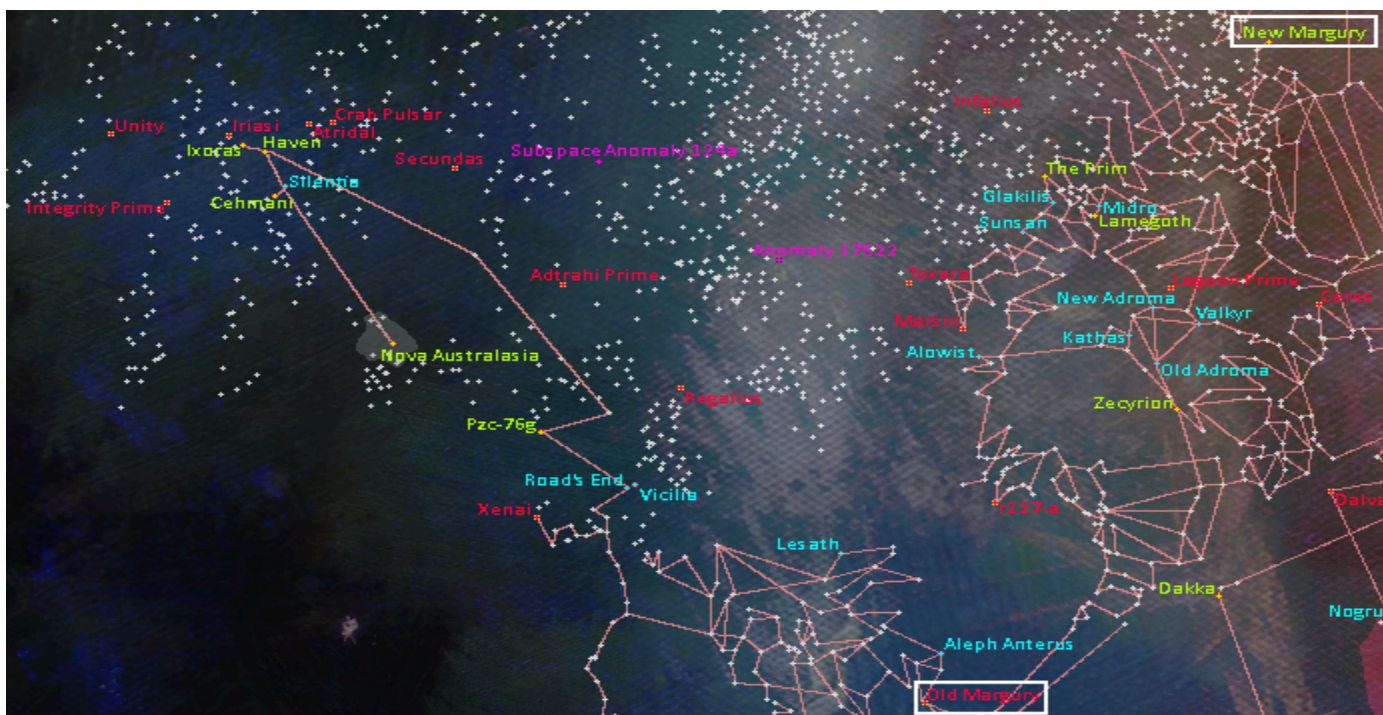


The flag of Margury with its iconic phoenix displayed in the middle

The people chose to have a symbol of a bright orange phoenix pictured on their new flag when it was being designed. It stands for hope, freedom, the survival of the colony and its resurrection from the ashes.

Solar System and Colonies

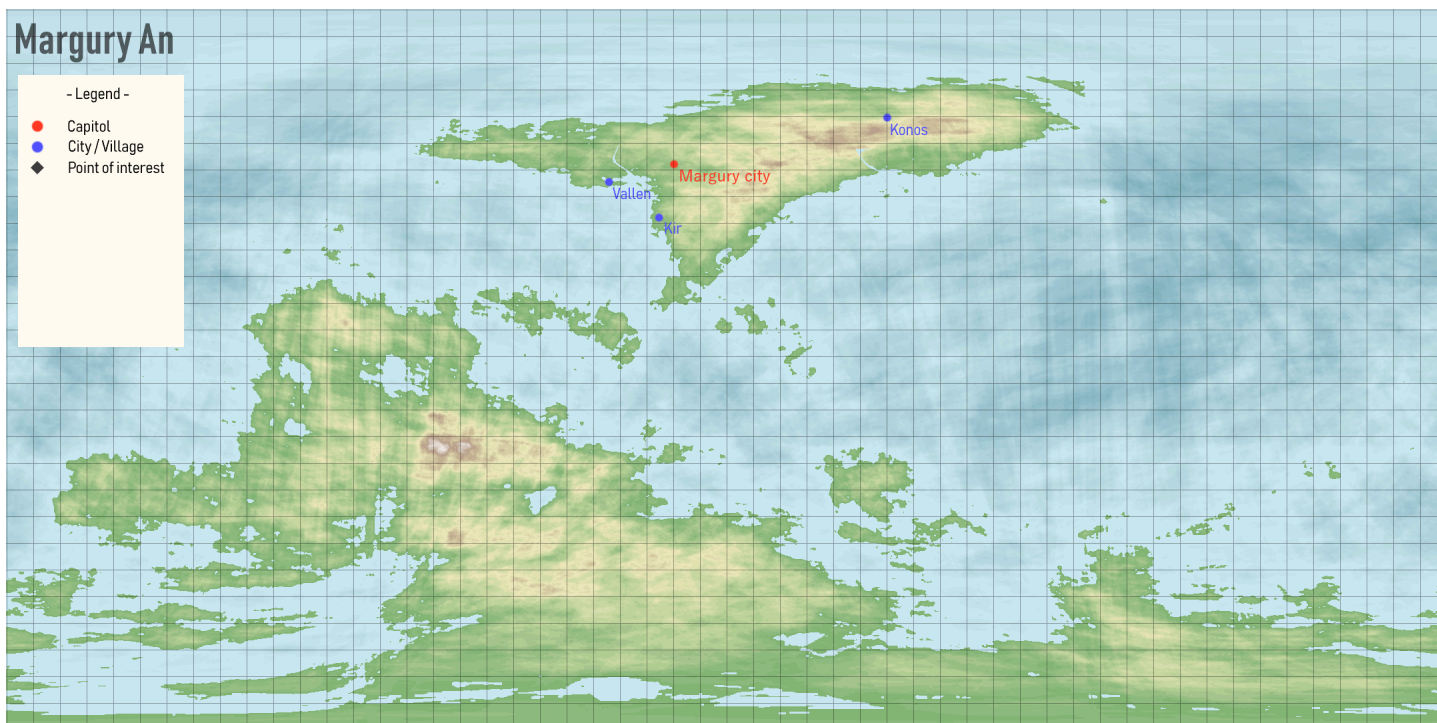
The solar system in which houses the colonies of Margury is located northwest of the Galactic Core and is connect to a vast amount of neighbouring solar systems with hyperlanes. Each exit of the Hyperlanes is carefully guarded by patrols of Margury's fleet to make sure that vessels stay on the move and don't linger within the system or try to head to one of the planets within it unbidden.



Margury's solar system displayed in the Galactic map (click [here](#) for the full size)

Margury's solar system consists of 3 planets that are named Margury An, Margury Ud and Margury Tar. Each of the 3 planets has been colonized and respectively have their own purpose.

Margury An



Margury An is the first planet of the system and has the largest orbit around its sun. It is also the first planet to be colonized by the people, and thus named the capital of the colony. The surface, split in 4 continents of which only 1 has been fully discovered, generally has a temperate and a very moderate climate, but does not exclude colder biomes such as tundras, snowy plains and icy peaks. The entire

population, in and around the walled city that resides on the planet, counts around 400,000 people and is still growing.

The city of Margury An is the beating heart of the entire colony that's spread over the 3 planets in its system. From here, the whole colony of Margury is being administered by the council of 6 (the Dal'qurra Pas), along with its advisors and informants. Despite being surrounded by cold, metal walls, the city itself features warm and homely looking streets with brick buildings, parks, shopping streets and plazas.

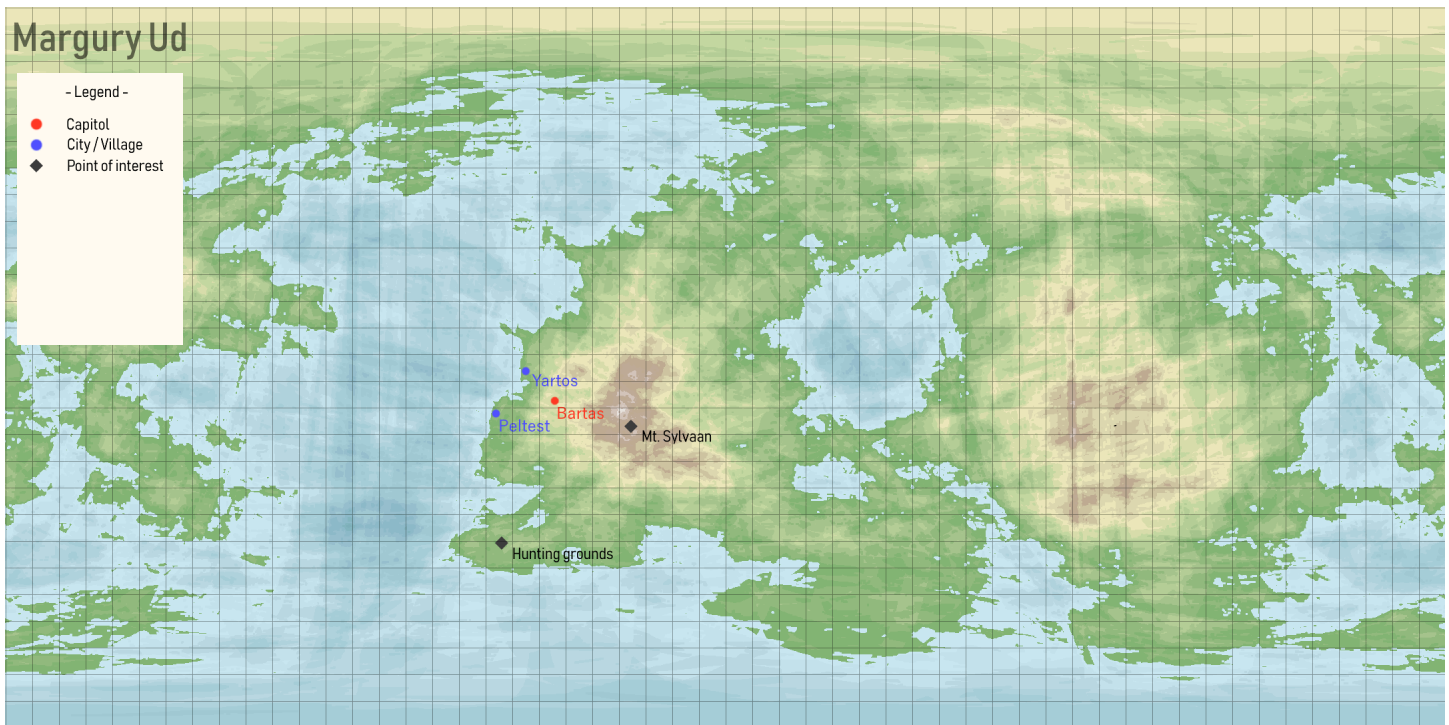


Outside its thick, metal walls, the landscapes of this continent offer a wide variety of vistas, such as mountains, foggy forests, grasslands, rivers, lakes and valleys in which small villages and outposts are set up. Most of these villages are fishing villages or farming villages that mainly produce cattle or grow fruits and plants that are produced into high quality wines, meat, cosmetic appliances, jams, all kinds of Margurian delicacies and luxury products. The outposts that are spread over most of the planet's continents are mainly placed to gather information about the ecosystems and continue to gather tech from the wreckage of a fight from the Godus and their creators above the planet.



Outside the city walls of Margury An, people form closely knit communities and offer tourists all kinds of attractions

Margury Ud

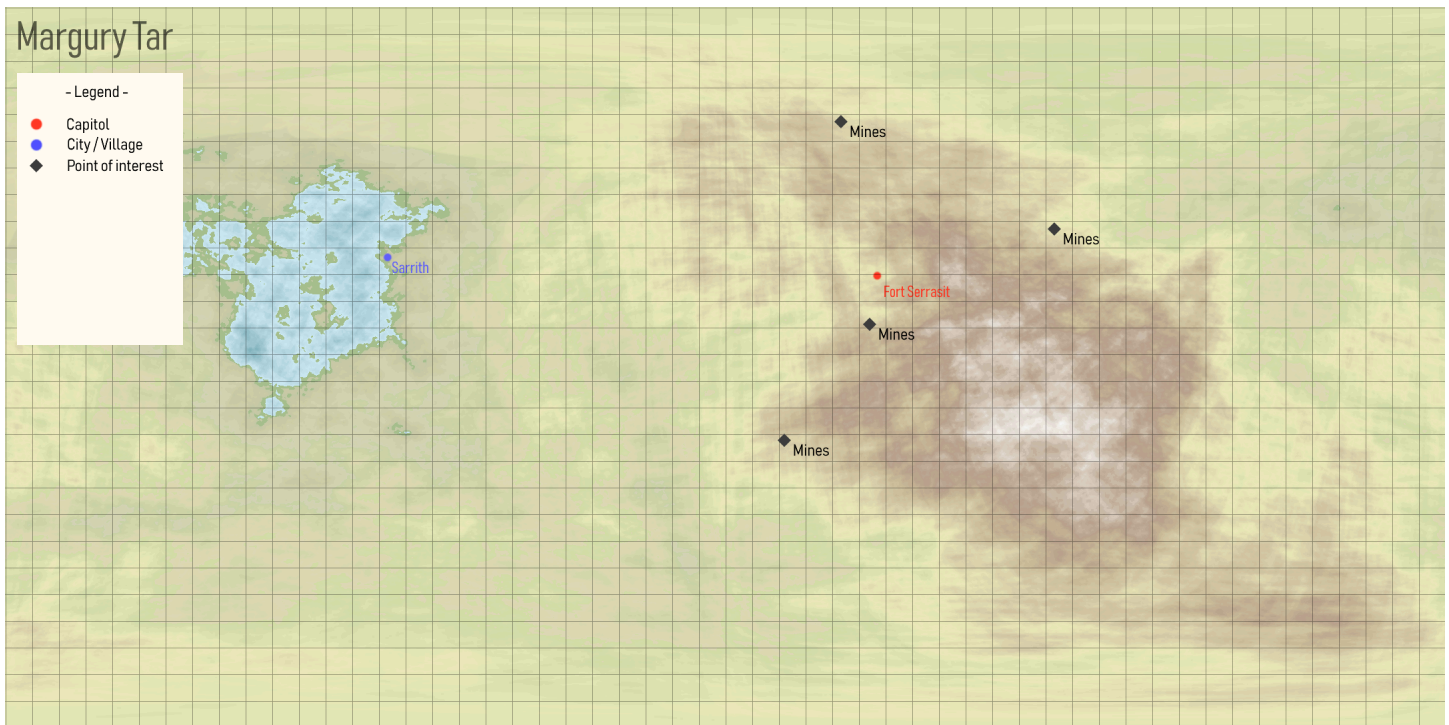


Margury Ud is the second branching colony planet within the system, mainly used for agricultural and hunting pursuits. With a population of 50,000, Margury Ud holds a great deal of farms, plantations, and ranches spread throughout the savannah plains that are common on the surface, with its plentiful forests and jungles also attracting more temporary visits . Products yielded and produced from here include, but are not limited to coffee beans, fruits, clay, vegetables, cotton, flax, flowers, dairy produce , various kinds of meats from its livestock and other products that can't grow or cannot be found on Margury An.



Margury Ud features a warmer and damper climate than Margury An.

Margury Tar



Margury Tar is the third colony established, made on the more rocky, inhospitable planet of the three within the system. It holds many ores within its crust, making it a place of inorganic resources for Margury's people, particularly iron, gold, titanium, and aluminum. The population of 25,000 that inhabit the surface are mainly involved in mining and extraction of these resources. This third colony is unique in its high amount of ex-criminals and criminals convicted within Margury's jurisdiction. The more dangerous ex-criminals proving their desire for rehabilitation and integration into Margury with their hard work in specialized colonies, while criminals convicted within Margury's borders serve the sentence laboring within penal colonies.



The plains of Margury Tar are mainly traversed either on the back of tamed beasts or land vehicles

Margury's Culture and Society

The citizens of Margury are relatively temperate, given the fact that most of them once were refugees with a grim past. Through Margurian teachings, professional help and support from their peer groups, newcomers learn to cope with their difficulties and look up to a bright future in Margury's prosperity. However, time has tempered this optimism with a wariness and distrust of the Fringe at large for some of the population, especially survivors of Old Margury. These factors, combined with the myriad of cultures that come along with being a society for refugees and hopefuls, create a colorful melting pot of people, all in one way or another devoted to making a better future.

Notable People

Bradley Sykes

Council member, leader of the people

Over the years, since the foundation of Margury, Bradley has grown into a stringent, but righteous leader with a lot of ambitions and aspirations. He is a known opportunist among his people and is closely connected to them, making him a beloved member of the colony.

Cole James Truman

Council member, Head of Security

Cole Truman, widely known as "Colonel", is a former mercenary turned leader of Margury's military and security forces. Colonel has been a part of Margury since its creation, forging a bond with Bradley Sykes that is evident when their efforts parallel. A blunt man, he is known to be harsh but fiercely devoted to Margury and its people, along with those outside Margury that match his strict criteria for a "good person."

Ignatius Cain

Health Advisor, Head doctor of Margury's hospital

A former Miniknog doctor, the elderly Apex runs the main hospital of Margury. Doctor Cain is a comrade of Colonel's from his mercenary days, recruited to New Margury shortly after it was settled. His lust for the new and exciting is suited to his skills, as he is the main man on Margury for adapting medical marvels that are uncovered from the nooks and crannies of the Fringe.

Jack March

Senior Guard and Colonel's right hand man

Jack March is a crow-like avian that was also a former comrade of Colonel in his mercenary days. Saved from life as a crippled slave, Jack works with him as a direct subordinate and confidante in security matters. Jack also operates a division of Colonel's forces that are centered on stealth and subterfuge, although you'll be hard pressed to get either man to outright say that.

Adrian ‘Signal’ Wildner

Music prodigy, Societal Advisor to Bradley Sykes

Having fled from Zecyria’s dystopian hell due to the chaos that ensued, Adrian escaped to Margury where he made a name for himself in recent months with his powerful, inspiring music and dedication to spreading information to its citizens. Adrian now works as advisory for the council, more specifically Bradley Sykes, believing that he can use the position he is in to push Margury’s denizens into a new age of prosperity.

Mac Lirk

Local handyman and caretaker of dogs

A shining example of Margury’s goals for refugees with a murky past, Mac Lirk was a petty criminal who was ousted from Civ-Space into the Fringe. After the collapse of the pixel, his daughter and estranged wife were forced to join him in the Fringe. Mac decided to then shape up and find them shelter in Margury, where he uses his savant-like skill as a craftsman to pull his weight. His intense love of dogs has also led him to help run the animal shelter on Margury An.

Jeannie Maggis

Owner and cook at Jeannie’s

Warm, tender and motherly. Jeannie Maggis came to Margury after the survivors of the war found their new refuge in an abandoned military camp. She offered to help the people by cooking them warm meals to keep them fed. Jeannie and her cooking became widely known among the people and she was later given her own diner as a token of appreciation. Now, she serves her guests with a smile and is a well respected figure of the community for her hospitality.

Ro’di Sykes

Ex-leader of Margury

Ro’di is remembered by the people as an innocent boy with his heart in the right place. After his father was assumed dead, it was almost destined for Ro’di to pick up his father’s legacy. He became a hero to the people for his role in the war against the Godus and is remembered as such, even after he got exiled. His whereabouts remain unknown.

Brin Feurholden

Gardener

After being freed from their slavers, the arrival of Brin and his wife at Bradley’s house led to the inspiration of Margury, making them Margury’s first refugees. For years, Brin has helped newcomers getting accustomed to their new lives and has offered many of them a listening ear. After his wife was struck with an incurable illness and eventually passed away, Brin became a gardener and leaves a bouquet of his own grown flowers on his wife’s grave each year.

Tarbus Roland

Former representative of the Margurian workers at Zecyria and honorable citizen

Tarbus Roland, a Margurian patriot, took up the offer of Ferdinand Welton to become his secretary and representative during his absences. While in this position, Tarbus arranged better living and working conditions for 300 Margurian workers in the state of Zecyria. During the Archon attack that left Zecyria in anarchy, Tarbus rallied a few people and a squad of Melkanians to liberate the trapped workers in one of the districts and saw to it that they made it home safely.

Lizee Chamaria

Melkanian 'representative' of Margury

'Being the goto person on the Melkanians, Lizee Chamaria was a former Planetary Defense Force soldier back in her homeplanet of Melkanian Eclipse five until she and her younger sister Nazyne went off-planet to visit a space colony in Civspace for personal reasons. When they returned back to their home-system, MEV is no more than fragments of a people gone and a planet now turned to a scattering of rocks.

Having to step up not only as an elder sister, with Nazyne taking the loss of MEV the worst, but also finding a new place for home for not only the sisters but also for any other Melkanian that have survived the tragedy that destroyed their previous livelihood. When the duo and the Melkanians in their refugee fleet entered Margury, she has become the person that any Margurian would visit if they wish to discuss matters or queries concerning the Melkanian refugees.'

Culture

Ideology

The forming of Margury's colonies is motivated and shaped by several ideals. Unlike many governments, factions, and empires in the Fringe, Margury's societal pillars do not focus on technological prowess, power, or wealth a great deal. Instead, Margury heavily focuses on the ideals of secular and modern humanistic philosophies of life. Margury is first and foremost a communal nation and people, with much of its efforts focused directly on the improvement of the lives within it. As such, the 6 main ideals that identified as the core points in the function of Margury's culture reflect this.

Freedom

While the lack of direct order and laws in the Fringe provide a lot of freedom for its inhabitants, freedom isn't a matter of course for everyone. There are those that are using their freedom to take away other's freedom, such as slavers, dictators and bandits. Margury believes that each and every individual should be able to live without having their freedom limited unreasonably by someone else.

Humanism

The modern and secular humanistic characters of Margury are defined by how it prioritizes human dignity, freedom, values, identity and personality within reason, ethics, justice and the safety of others. While other humanistic life stances include religious movements and motives, Margury consciously waves those aside, despite condoning those who seek their guidance in the supernatural as long as this is kept to themselves.

Fraternity

Fraternity is a combination of nationalism and love and concern for one's fellow citizens. For Margury, it is a rallying cry for nationalistic cooperation and caring for others within the community, and is often verbally exclaimed as "Bartast son Kitaash" which means "Strength in Unity."

Equality

The Fringe can be rife with prejudices and bias. Margury attempts to be a bastion against such ideas, instead placing that all peoples should be treated equally and given a chance at happiness. Even with peoples with innately more dangerous designs, such as androids, the rule of thumb is to not deny them the rights of others. Their only caveat in society is that those who abuse this leeway and good faith face harsh consequences.

Sanctuary

Of all the properties of Margurian culture, the idea of Sanctuary has shown to be the most difficult to balance. The principle is that those who search for protection from the violent, anarchistic state of the Fringe at large should be able to find a place that can properly do so. After the glassing of Old Margury, protection and safety took a forefront over most other problems well after Margury had grown and become relatively stable. Even now, Margury's culture struggles with ideals of humanitarian efforts while not overextending their ability to protect their people.

Fashion

Margury An

As a melting pot of refugees the clothings from many cultures are widely used but most varieties have adopted the general trends and climate of Margury. These trends have been heavily influenced by "The Beauty and the Budget" clothing line of Melting Hearts. This entails warm, cheerful ensembles that can stand up to a daily use well and are usually quite casual. The only outliers to this are clothing that use Margury's banner colors of grey with orange accents, which are worn in many uniforms and official capacities.

The countryside of An usually contains a little more practicality on their clothing than city folk, with a more functional focus and slightly duller colors. The countryside has as a result made its own unique flair that some might hearken to a rustic steampunk aesthetic, which is further accented and

made fashionably prominent for those who interact with visitors, such as store owners or guides.

Margury Ud

Ud's very rural setting and population tends to make daily clothing choices very practical. Most are made of breathable but sturdy materials to combat the heat of the savannah and jungles while protecting from wear and tear of outdoors. Colors are usually muted by design or by nature of life outdoors, unless highlights of bright colors are used and maintained to make one more visible for safety purposes. Events that do lend themselves to fashion, such as holiday celebrations or formal meetings, tend to follow the trends of An with a rustic spin.

Margury Tar

Fashion isn't really a thing on Tar. Guards and other employees usually have standardized clothing. Prisoners have uniforms of their own that are usually sparse in variation of design or wear, usually always incorporating large amounts of orange to tie a phoenix and their rebirth to a symbolic representation of their time served.

Architecture

The buildings of the city of Margury are sturdy creations with warm and inviting displays. The result of past attacks and bombings have lead to a building and safety code guideline that has made Margury's buildings are built to last and be safe. Heavily fortified durasteel frames are the norm, and many key parts of the city and their buildings are supported by the Godus and Ancient metals that were scavenged, making them even sturdier. The general trend, however, is to overlay these hardpoint constructions with brick and make the overall aesthetic design of buildings congenial and comfortable, rather than sterile and secure. The buildings that break this norm are the security buildings that house the guards, which are built as durasteel fortresses.

The walls that have earned Margury the nickname of the "The City of Steel" are thick durasteel frames, lacking the warm qualities of the buildings inside it. Reinforced Precursor metals dot key points and the whole wall is usually dotted with guard outposts as well, although defending from outside walls has not been an issue for some time.

The other areas usually follow the trends of Margury An's city trend, with their own small quirks. The countryside settlements of An generally lack walls but are very similar in composition. Ud usually has a more spaced feel and larger residences due to the plantation and ranching nature of most settlements.



Media

Just like the average person in the Fringe, Margurians are fond of sharing their interesting stories, flaunting themselves a little, meeting and contacting new people and read the daily news on the public transit. Unlike the Nexus, the Margurian intranet isn't available for everyone in the Fringe, but only for their own people that also happen to be inside the system. Margury does offer access to the Nexus, but not many people make use of its services other than to keep up with Galactic and Fringe politics and events.

Margury Daily



The Margury Daily is the main provider of news about the colony, both on the Margurian intranet as well as in their own digital newspapers. Their articles, besides news about events that occurred in the entire colony, feature spotlights and introductions of notable citizens, advertisements, tips and tricks, comics, puzzles and columns that people maintain as a hobby. On rare occasions and only when they're related to Margury as well, developments in the Fringe are featured in the newspaper.

Love-a-licious



For those who are unlucky at finding a partner, Lorch Tigren funded the design and launch of a meeting and dating platform where both Margurians and outsiders could sign up for an account and create a profile in order to have them matched. During the isolation of Margury, access to this website was removed as to prevent possible information leaks.

Religion

Margury was by majority atheist in its beginnings, though some of the Fringe's religious movements are being practised in small groups currently. Dal'vidda Bradley Sykes' beliefs are that people deserve hope and that if they can't find it in the people they're surrounded with, they're free to seek it wherever they can find it, higher powers included. Despite these open-minded ideals, the council made it clear to the people that upholding the ways, standards and laws of the colony in public goes above the teachings of their religions. People are allowed to practice their religions at home and in the communal buildings that they've been given by the council. Preaching and seeking followers in public is forbidden, which makes it hard for religious movements to grow. The Council decided that people shouldn't be approached and possibly pressured into religious movements. If people wish to learn more about a religion or join one, they visit a church or search the Margurian internet for information on their own initiative. As such, while religion is tolerated and accepted as long as it is forgiving and non-intrusive, the nature of Margury's culture is counter-intuitive to religions that often seek conversion as a holy duty.

Despite Margury's general attitude and skepticism towards religions, it did help an Avian priest start his own religion after he came to believe that a spirit guided the survivors to a new promised land. The spirit that he saw took the form of a mystical being: a phoenix that appeared in a bonfire after the last survivor of the glassing was brought back to the group, Ro'di Sykes.

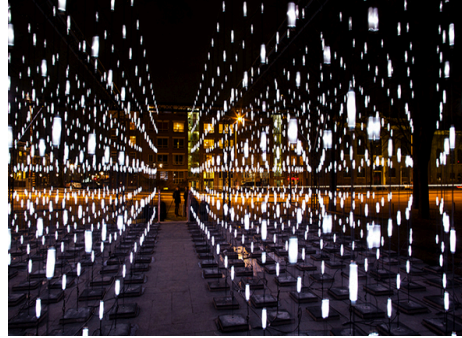
A phoenix is known to die of old age after combusting in a shower of flames until it's completely burned up in a pile of ashes. From these ashes, new life is given and the phoenix starts a life anew, just like the people of Margury, now that their leader was brought back to them. The priest didn't see the appearance of the phoenix as a coincidence, despite being drunk at the time, he claimed to have seen it. He even started to worship the phoenix and prayed for more of its guidance and good fortunes. As Margury developed more and more into an actual city, the priest was given his own church which coincidentally is built on top of where the bonfire once had been.

The "Tarsiit Foros'Virra", as the religion calls itself, doesn't believe in a supreme being which is behind the creation of all life and existence and the maintainer of the universe, unlike most of the other religions. Instead, this religious movement puts its faith in a much smaller incorporeal being; a spirit that once took the form of an ancient phoenix. The spirit is said to watch over the people and offer them guidance and good fortune when they're in need of it. Followers believe that the spirit has been watching over them long before its first sighting at the bonfire. The young writings describe how the spirit has blessed the soldiers and given them the courage and strength to rescue those in need, that it has stopped escalations between Margury and Purgatory with its peaceful aura, that it has guided Randall to them to save them and that it has shown the colony the way to their new home. However, the biggest miracle that the spirit has performed, was the resurrection of Margury's former leader, Bradley Sykes. Nowadays, the spirit is said to be influencing the weather and nature to ensure a bountiful yield during the harvesting and hunting seasons, while Margury's council is left to the welfare of the colony.

Parties and Holidays

Day of the Dark

On the shortest day of the year, a festival is hosted in all the villages and city on Margury An and Ud. Each village is lit in the early dusk of the evening and the streets. When the sun on this day stops shining its light over the mountains of the continent, the festivities begin and continue until the early morning. Festive events on this day include getting together with the fellow townspeople and tourists and dining together at home or at community places, singing, ice skating, an ice sculpting contest, an ice fishing contest and the distribution of hot drinks and snacks.



Day of the Light

The longest day of the year is celebrated with a large festival, hosted in the city of Margury An. A day before this day, the whole city is adorned with all kinds of decorations, varying from small flags to colorful prisms that scatter the sunlight into different colors and shapes, from fountains to balloons. On the day itself, a wide variety of games and competitions are hosted in which the people can participate. In the large park, a stage has been erected on which various people from all over Margury's system are allowed show their skills, either individually or with a full group. Two other major events on the Day of Light are the cooking contest and the city barbecue where dishes are made for everyone attending the celebrations.

Day of Remembrance

The day on which Margury fell. Generally a somber affair used to come together and remember those lost within the community on that day and any other. On this day, a silent march is organized for those willing to attend. The march starts at the gate of Margury city and goes all around the city. The way is lit with torches and people are given lanterns to carry with them. Some of the attendees have baskets filled with flower petals that are gently thrown out along the way. Once the walk around the city is done, the people head towards the USCM memorial, where the names of the fallen are read out loud, followed by a speech. In addition, the statue of Bradley Sykes is adorned with flowers on this day. The "Tarsiit Foros'Virra" holds a special service in their church as well, thanking their spirit for watching over the lost souls of the people that they lost to the Godus.

Day of Rebirth

The day on which Margury's people were brought to "New" Margury. It is a celebration of new arrivals and hope for the future, with many public events featuring a spotlight on citizens that have arrived since the previous Day of Rebirth. This is an important day for the "Tarsiit Foros'Virra", as well. The Day of Rebirth marks the day of the appearance of the spirit their religious movement worships. The appearance of the spirit took the form of a phoenix in a bonfire; a mythical animal that rises from its own ashes.

Phoenix Festival

The phoenix festival is celebrated in August under a golden sunset to praise the spirit for its good fortunes and guidance. Despite its religious background, non-believers take part in celebrating this holiday as much as the "Tarsiit Foros'Virra". Dancing acrobats in orange phoenix costumes are a common sight on this day. The festivities are concluded with the burning of a large masterfully crafted statue of a phoenix, made out of wood and soaked in gas. In the evening, when the sun is nearly hidden behind the mountains, the statue is set ablaze, making it look like an actual phoenix.

Ceremony of the Hunt

An event celebrated on Margury Ud as they enter the hunting season. Each acknowledged hunter participates and the biggest trophy receives the honorable title of Master Hunter. The food is prepared by cooks hailing from both Margury An and Ud and is served on a large-scaled buffet.

Soulbinder's Day

A day on which the Kos-Tavit flowers start to bloom. They're often gathered by people and handed to their significant others or those they secretly admire to show their admiration to them and to see if their love is mutual. Similar to the Valentine's day of Earth's culture, it is a holiday of romance.

Night of Renewal

The night of renewal concludes the last day of a year. The event is celebrated after a large overview of the things that happened and changed in the past year and how the council thinks on making improvements in the next year. After the summary ends, the festivities are announced and kicked off. The night of renewal is celebrated with colored lights adorning the city, music played on different stages throughout the public places of the city, freshly made local delicacies from the villages that are distributed at the parties and of course a lightshow, combined with fireworks after the 15 second countdown towards the new year.

Jurisdictional system

Margury's jurisdictional system is formed upon the ideals that they strictly live by. In the past, this has conflicted with the jurisdictional systems of other factions. Anyone that stands on Margurian ground, will fall under their jurisdiction and will be granted immunity against that of other factions, despite their crimes. Only if the refugee's crimes have been so dire and have been committed so recently that exile or execution are the only fitting punishment, he or she will be handed over to their pursuers. This is to be judged in a trial that they, like every other criminal or defendant, will be put through.

Judges are used for both mediating larger decisions of the court during more serious trials and for handling cases where a jury is not necessary. They come from a background of both Security and Society in some form, and are usually highly esteemed in the community and accomplished in deeds before they even become a judge.

In cases where more serious crimes and extensive work is needed, a trial with the citizens of Margury acting as a jury are used. They make the final decision on what the sentence of a matter should be.

If a trial has reached such a standstill that these methods have not worked out viable solution, two options can be taken. It can be passed up to the Council, where the six will deliberate until heads of Society and Security can come to an agreement on the matter. Otherwise, a vote will be taken from the entirety of the population.

Punishment in Margury usually takes a rehabilitative approach for its citizens. Most measures are sentences similar to probation, without imprisonment, instead imposing sanctions and usually some mandatory form of therapy or checking in with authority. The harsher punishments come in three varieties. Hard labor at a correctional facility on Tar is the most common of these three, with reintegration still possible and actively encouraged by programs and facilities. Exile or expulsion from Margury is the second most common. Executions are the least common and only form of punishment to use deliberate physical harm.

Language

One would think that with so many refugees from the Fringe's many horrors, the colony would stick with the Galactic common language. They wouldn't be entirely wrong, since the people are able to speak and understand Galactic common perfectly fine. However, Margury chose to create an artificial language to strengthen the unity of their people and to differentiate themselves from the rest of the Fringe in the creation of their own identity. Mastering the language, especially as a refugee and outsider, is seen as a sign of commitment to fit into this closely knit community. Besides that speaking the language is well respected, it also keeps information hidden from unwanted ears from outsiders that wish to eavesdrop.

The creation of the language goes back to the occupation of Old Margury by the Godus, where the people had to exchange secret information and coordinate secret operations, such as the creation of the meeting room for the resistance. Because of its purpose, the language started off with a few short words and sounds with only one or two syllables, such as "An", "Vid", "Skror", "Ar", "Soros", etc.

The more Margury's language developed, the more complicated and longer the words got, yet they always maintained their strong and rough sounding consonants in most of their words.

Traveling

During the isolation of Margury, the council decided to shut down the teleporter network that allowed people to visit each planet and other villages. Instead, Margury chose to have public transit to bring people to their destinations. While not as fast and efficient as teleporters, the vehicles used to travel with cannot be as easily hacked, infiltrated or shut off due to a power outage or outside influences. By setting up public transit lines between the city, villages and planets, new jobs have become available as well.

The people that do not wish to use the public transit to travel from place to place can buy their own personal vehicles, varying from hoverbikes to small ships that are large enough to take people into the space of Margury's system. While it isn't common, there are a few people that prefer to ride a tamed animal to reach their destinations. Especially during hunts, covering shorter distances in and around the rural villages and crossing the mountains on Margury An, the jungles of Margury Ud and the sandy dunes of Margury Tar, this method of traveling has been preferred.

Art

Art was not something focused on for many part Margury's cultural evolution and creation. Unlike many aspects, no attempt was made to encourage a unique Margurian style or highlight certain components. It has yet to settle, having great variety from all walks of life, although formal artists are generally rare. Instead, it is usually a side-job or a hobby. Still, "traditional" Margurian art follows the Margurian trend of hopeful ideals, community, and rebirth.

Major pieces of art within Margury are the USCM memorial, gifted to Margury after their glassing from the Godus, and the statue of Bradley Sykes outside the main city hall, glittering with diamonds made from the ash of fallen Old Margury.

Musicals, movies and plays

The Runner

"The Runner" is currently the most popular musical among the Margurian people. It is prized mostly for its tragic story and stunning visual effects. It features music composed by Aryn Tei and lyrics by Daron Harkwell. The story is partially based on the events regarding the death of a teenager during a peak in criminal activities that the colony was dealing with in the year 3283. Together with the family that the teenager left behind, Tei and Harkwell reconstructed the touching story of a young and ambitious, but unfortunate boy who got soaked up in drug trafficking, while wanting to provide for the only person he had left: his mother whose physical state got worse after months of intense grief after the loss of her husband.

Places of Interest

Margury An

The “Angel” Defense System/Precursor Defense Artifacts

The end result of the Godus occupation and the glassing of Old Margury was a brawl between the Godus and their ancient creators in orbit of New Margury. What was left behind was the debris and scrap of Godus and creators alike. These pieces have been incorporated into the fabric of Margury’s infrastructure, granting it some surprising technologies and defenses for its size. This, along with a gift from the creators of the Godus in the form of a planet-wide orbital defense system, have helped secure Margury’s independence and security since.

Jeannie's Diner

A staple of cozy entertainment and dining in Margury, Jeannie’s Diner is popular with both locals and tourists alike for representing Margury in a bite-sized fashion. Close-knit, lively, and full of heart.

City Entrance

The high walls that Margury is known for are punctured by small openings, but the main entrance is usually a hub of people bustling in and out of the walls. The heavy security at the entrance can slow things down to a crawl sometimes and cause some delay, but the locals almost all agree that it is a small price to pay.

Council Hall

The beating heart of Margury, the Council Hall is a buzzing center of government for its people. Council meetings both big and small take place within its walls, with the offices of head advisors being placed there.

Security and Defense HQ

The headquarters for the defense and policing of Margury is a fortress, filled with the inner workings that keep the armed forces of Margury running. Colonel and other security leaders are usually found there, coordinating efforts across the system.

Phoenix Hospital

A high tech wonder, the Phoenix hospital is the main hospital of Margury An. Between the leadership of the experimental Dr. Cain, the skills of the myriad of other doctors present, and the technology scavenged from the Godus, it is on the cutting edge of medical technology. For the Fringe, at least.

The Roscommon Foundry

Formerly a factory of Roscommon Industries, The Foundry, as it sometimes shortened to, was seized by Margury's governing body after the owner's troubles lead the business to crumble. Yet another relatively small but very high tech asset that Margury has scavenged from ashes.

Margury Ud

Floran tribe

A primitive but fairly sprawling floran tribe calls the jungles near Mt. Sylvaan their home. Limited contact has been made between them and Margury, with a policy of non-interference being taken by Margury's people.

Hunting grounds

Countless hunting grounds dot the surface of Margury Ud, some officially created to service visitors and more closely monitored as a result. Otherwise, many areas are available on the surface to hunt, although care is taken to not harm the ecosystem at large.

Mt. Sylvaan

Translated to galactic common language "Mt. Silver". The mountain received its name from its gray color and how it reflects the color of the moon after a rainy day.

Margury Tar

Prisons

The prisons and rehab centers of Margury Tar all have varying setups catering to the type of person it must service and hold. The centers for offenders convicted outside Margury's communities are usually noticeably more lenient, however, compared to those convicted within Margury. They are often treated as trial runs for people to be integrated, rather than punishment.

Mines

The mines of Margury Tar are carved out by the offenders there, closely monitored by Guards. Incidents are usually few and far between, but they do happen, caused by offenders or situations with mining.

Bestiary

Balakyl

Named short for “Boulder tail”, this carnivorous lizard resides only on Margury Tar and a few parts of Margury Ud. These creatures are covered in layers of tough scales that are able to withstand threats such as bites, scratches, thrown projectiles and the heat that dominates their natural habitats. Despite being large and relatively heavy, their average running speed varies from 17 to 20 kilometres per hour, making them a deadly predator. The Balakyl are named after the large keratin ball at the end of their long tails that are able to damage and even break stone boulders as an adult.

Despite a few incidents with these creatures, the Margurians managed to tame a few of these creatures and to breed them. They are used both as relatively fast mounts as well as hunters, warriors and sometimes they’re even used to weaken an obstruction in the mines.



Foryvir

Named short for “Flaming Fox”, this carnivorous fennix resides on most lush planets in the Fringe, but lives on Margury An and Margury Ud, mainly in forested areas and in some residential areas. They seem to be very popular among Margurians as household pets. They have the ability to spew fire, which can be helpful for hunting or other activities.



Plants

Kos-Tavit

A complex, yet delicate pink flower that grows in the fields of Margury An's valleys in early spring and blooms halfway the season, marking the "Soulbinder's day" in Margurian culture. The reason why the Kos-Tavit (translation: love flower) received its name as well as becoming the icon on the holiday of love, is because of how color of the petals turn to a deeper and darker pink after they're picked from the fields and held by the lower end of the stem. This occurrence only seems to happen if the holder of the flower is close their partner or love interest, if they touch them or if they think about them.

Research has shown that the plant rapidly adjusts itself to the body heat, the sweat on someone's palms, the grip around the stem, the pulse in their hands and fingers and even the amount of adrenaline, oxytocin, phenylethylamine and dopamine in one's body if the small trichomes of the stem manage to puncture the skin - which doesn't hurt because of their small size.

If the holder of the flower doesn't show any of these signs of affection - or anxiety, seeing how most of the aforementioned signs are alike - the flower doesn't change color. Despite the unreliability of the flower's result of its "measurement", it's widely used for it during soulbinder's day.



Timeline and history

Year 3281


Margury, known as the city of steel, opens its doors for new citizens. Word spreads around quickly about the Fringe's new sanctuary, resulting in a massive stream of refugees and victims of ongoing war between the USCM and USSS.

Head of security Cole James Truman establishes the Margurian Response and Rescue Operatives (MRRO) in Margury's security unit. The MRRO responded to many distress calls and has proven its effectiveness after several successful rescue operations.

In the massive influx of refugees that come to Margury, an active member of the USSS takes refuge behind the steel walls of Margury in an attempt to escape his Purgatorian pursuers.

Businessman Gregory Welton of the Welton family visits Margury after receiving word of the sanctuary. He carries the message that the city of steel was built on a planet that the family claimed as their own long before the colony got there. In an attempt to take back what is theirs, Gregory threatens the city and have the people evicted. Bradley Sykes paid no heed to his threats and engaged Gregory in a heated discussion, which led into a fight and ultimately in the death of Gregory. After the news of Gregory's death reaches the family, they become infuriated. Especially his father, Edward. He personally travels to Margury to retrieve his son's body and finds out that the USSS member is hiding there. While still fueled with rage, Edward hurries to Purgatory to bring them the news.

After news of the USSS member reaches Purgatory, a diplomat is sent to Margury to strike negotiations about a trade. However, Margury feels nothing for the plan and leaves diplomat on the cold, steel doorstep. The diplomat takes his leave, only to come back with a squad of heavily armed Purgatorian soldiers who opened fire on Margury's heavily fortified gate. Not only the citizens, but also frequent visitors of Margury came to offer aid against the new threat under Colonel's orders. The attack only lasted until Bradley Sykes rushed to the scene and called for a ceasefire in order to avoid bloodshed. The USSS member was handed over to Purgatory after negotiating.



Seeing how his plan failed to get revenge on Margury for the death of his son, Edward Welton thinks of a different approach. Rather than taking on the colony all at once, he figures it'd be wiser to gain control over their leader. Edward sends one of his henchmen into the city of Margury, who lures Ro'di Sykes, out to one of the remote farms. There, Edward and the henchmen abduct the young boy and hold him hostage somewhere around the Horsebutt saloon. No matter how much Margury tries to negotiate with Edward, all he wants was their planet back for the Welton family.

Bradley finds himself out of options, until a group of Margury's frequent visitors offers their help. Olivia Florentine had gathered a group earlier and takes them to the Horsebutt saloon in an attempt to overthrow Edward and save Ro'di. The plan almost fails as Edward sees through it and uses Olivia to get out of the saloon by pressing a hidden pistol against her back and have her lead him out. However, a visitor of the saloon caught wind of what was happening. Before Edward knows it, he is surrounded by the saloon's guests and is brutally killed for his crimes.

Because of Margury's defenses and its strategic position, both the USCM and USSS take an interest in it. Both factions visit the sanctuary for refugees and offer their alliance in exchange for their walls. After weeks of negotiating, the USCM outbids the USSS and stations their soldiers on the steel walls of Margury.

In an attempt to forcefully pry the USCM's hands from their new strategic position, the USSS launches an attack on Margury. Bradley is put in charge of the USCM troops in the assault while Cole leads the Margurian troops. The battle for Margury lasts shortly and the USSS is swiftly dealt with as they are heavily outnumbered.



The war between the USCM and USSS comes to an end. The USCM troops are called back from their stations on the walls of Margury and are now stationed on the vessels that remain in Margury's orbit.

Mourning the deaths of her son and her husband, Diana Welton contacts Margury with a proposition. She wants the bodies of her son and husband so that she can have them properly buried. In exchange, she'll void the family's ownership of the planet. Together with her bodyguard, Archeus Meltdown, Diana visits Margury to complete the exchange. However, the meeting is violently disrupted by two henchmen that work for Colby Greenstokan, who secretly runs an operation outside the city walls. Joel Washinton and Samuel Dist breach the office building and attacked the 4 people that are inside. Everyone survives the assault, but Archeus is shot in the side, while Bradley makes it out with a bullet hole in his leg. The perpetrators are easily taken into custody and are banished from the city.

Atlas, led by Matthew Enfield, sends two infiltrators - Darek and Kale - in order to gather intelligence from Margury's security system inside the guard post. Their attempt, however, is an abysmal one. After Darek breaches the security room by hacking the fingerprint panel, the alarm starts to sound. With no time to lose, Darek dives right into hacking the computers. As guards rush toward the security room, Kade takes no chances and makes his way out of the scene after he yells for his partner to abort his mission and bail. However, since Darek is on the second floor and guards start to rush the stairs, he finds himself cornered. A final attempt is made to escape. Darek rushes to the window leading outside and fires a couple of rounds at it, hoping to shatter the glass so he can throw himself out of the building. What he doesn't know, is that the glass is entirely bulletproof and pushes the man back after he jumped against it. While Kade makes it out safely, Darek is taken into custody and locked away in Margury's holding cells until negotiations with Enfield can be made.

Disguised as Margurian citizens, Joel Washinton and Sanmuel Dist infiltrate the city's walls and enter the holding cells where Darek is being held, saying that they're there to visit a prisoner. Together, they manage to overpower a guard and force her to release Darek from his holding cell. Their actions didn't go unnoticed, however. Outside the gate, Bradley is waiting for them, leaning down on a crutch with his injured leg. A revolver sits firmly gripped in his free hand, but Bradley fails to force the criminals into surrendering. Darek successfully makes his escape before the USCM ships in orbit are notified of the current event.

With Colonel, the guards and the locals on their way, Joel and Sanmuel see no other choice but to overthrow Bradley and use him as leverage so that they can make their escape. A shot is fired at the two criminals, but Bradley's instability makes it hard to aim, resulting in the shot missing its targets. A struggle ensues after the criminal duo throw themselves on Margury's leader after Bradley swats his crutch at Joel, who effectively caught the makeshift weapon under his arm. Along with the guards, Colonel makes it to the scene with his weapon at the ready, but fails to take a clear shot as he fears that Bradley might get hit. After getting a hold of Bradley, Joel and Sanmuel beam away to the Joel's ship. Colonel desperately tries to contact the orbiting USCM fleet, but they fail to respond.



A grim discovery ends the confusion Margury is in and makes room for disarray after one of Margury's frequent visitors finds Bradley lying in the bushes, outside the city's walls, groaning in pain. With utter haste he is taken to Margury's hospital, but despite the efforts the doctors put in saving their leader's life, Bradley passes away due to his injuries with his son and friends at his side.



Year 3282

Destined to continue his father's legacy, Ro'di Sykes takes up the leadership of the city at a very young age. While the rest of the Fringe raise their eyebrows skeptically at Margury's new and inexperienced leader, the people support the young whelp thoroughly as their new representative. After all, Colonel made Bradley one last promise that he'll look after his son as if he's his own.



After a month of successfully leading Margury's people, Captain Shep Caspan visits Margury to welcome and congratulate Ro'di Sykes to his new position. With Colonel at Ro'di's side, Margury and the USCM renew their agreements in the alliance they have. Both out of curiosity and intrigue, more factions, including the GMFC and Atlas send their representatives to strike negotiations for alliances and trade agreements.

As the Godus armies start to invade the Fringe, the numbers of refugees that travel to Margury explode. Margury is nearly large enough to house the refugees and are eventually forced to let people sleep in tents in the parks and a few even outside the city's walls. The guards work double shifts in order to guide the refugees to their new, temporary stays.

The Godus army sets out and heads for Margury in a fast pace. Knowing the threat of the army, the USCM fleet orbiting Margury retreats and heads back to their headquarters, leaving Margury defenseless against the Fringe's new enemy. Margury sends out a call for help, but none of the factions claim to be able to send troops.

Within two days, the Godus army arrives at Margury's solar system and move their ships to the orbit of their planet. From the planet itself, huge ships with large lights can be seen above the city and chaos ensues. People start running towards the gates, hoping to escape whatever fate is waiting for them, but the city guards keep them at bay while Ro'di and Colonel rush towards the front of the gate. The remaining guards take their positions. Thousands upon thousands rays of light shoot down to the planet's surface and everyone in the city goes silent at the sight and sounds, knowing what this means. The guards too, silence themselves in fear for what they're witnessing: a few hundred thousand armed Godus soldiers carefully lined up behind and next to each other, accompanied by several mechs that are unlike anything they have seen. One of Godus's "True Blood" stands in front of the army: Quaestor Nerazim Godus. Confident and unwavering, Nerazim makes his way to Colonel and Ro'di at the gates, accompanied by a small squad of soldiers. He brings a single message for Margury's young leader. Either he and his people surrender peacefully, or the Godus army takes this stronghold and strategic point by force and kill everyone if needed be. Ro'di looks at Colonel, hoping that he'd have the answer, like he always did. However, Colonel finds himself at a loss. Without USCM's help, Ro'di finds himself forced to let the Godus take his home without any further resistance. Ro'di steps aside without a word and allows a portion of the Godus army to march right into their new base of operations. Colonel watches each of them in disgust and frustration from behind the visors of his helmet

During the occupation of the city, Ro'di is tasked with making sure that the people don't break the rules that the Godus set up. This task grows harder after food is becoming scarce now that the allied factions have stopped trading with the colony. The people start to grow restless and there's word spreading of some citizens conspiring, despite Ro'di's urge to refrain from doing so.

The pressure on Margury's people grows, caused both by their leader who wants to keep his people from harm, and the Godus that make sure that the rules are being followed strictly. The peaceful occupation comes to an end, however, when the group of Margurians speak out their frustrations openly and one of them threatens to shoot a Godus soldier. A Godus commander, Cornelius Godus, responds immediately and publicly executes the group of protesters by beheading them with a sword.

The city is filled with fear and despair, but also anger after the public execution. Especially Ro'di Sykes feels this anger and takes this out on the executioner, Cornelius. In one of Margury's elevators, Ro'di makes a failed attempt to push the Godus out and send him to his death. The young leader lacks the strength to accomplish this, which amuses the Godus greatly as he toys with the boy. Once at the top of the city, Ro'di's actions are noted by Lesun Godus, a spy seeking to overthrow the order. She takes an interest in the boy and reassures him that a change will come.

Margury is visited by a red-haired woman named Talya. She has connections with Lesun Godus and was sent to check up with Ro'di and discuss plans privately. She tells him about a resistance that is currently being formed, but doesn't stand united. She says that the resistance needs someone to lead them and that that person needs to be him.

In order to meet with the heads of the resistance, Colonel sends a small group of Margurian workers into the sewers to turn a maintenance room into a meeting room and obscure it with a hidden door made of stone. An old teleporter is put inside the meeting room so that members of the resistance can make their arrivals unnoticed. In case things go awry and evidence of the meeting room's existence needs to be erased, bombs are hidden in the walls in front of the entrance.

The first meeting takes place a week after the makeshift meeting room was finished. Attending the meeting are Grom Grimm of Gromtech, Captain Shep Caspan of the GMFC, Talya, Ro'di Sykes and Colonel. Introductions are kept short; mainly because of the urgency, but also because of Margury's distrust towards the other factions after their role during the invasion.

Colonel's intelligence force sets up a secure connection to the resistance network and starts sending reports with information about how the Godus operate and about the developments in the city. In the meantime, Talya becomes a frequent visitor of the city to see how the pressurized leader is holding up and takes care of him.

A third meeting is planned to be held in the undergrounds of Margury, but it never takes place. In order to keep control of the city's people, Quaestor Nerazim Godus introduces a new piece of technology to the city: An 11 meter tall armed mech that is controlled by the Quaestor. The people at the front of the gates are left speechless and filled with fear. Ro'di and Talya too, can't believe what they're seeing. Knowing how the mechs of the Godus are operated, Talya knows that in order to stop this machine, she'd have to take out the Quaestor. She sees this as her one and only chance to strike before things get to grow worse. She pulls out a plasma pistol, aims it and fires three rounds into the Godus's direction, who is hit in the shoulder and arm. Within the fraction of a second, Godus soldiers present at the scene fire their weapons at the red-haired lady who flees into the city, followed by Ro'di. The Godus order the two to stand still and surrender, but they know that this would mean certain death. After a bullet grazes the young leader's ankle, Ro'di trips and falls down to the floor, after which he's easily apprehended. Ro'di manages to yank himself free, but the pain in his ankle is stinging so much, he isn't able to stand on it. He drops onto the floor just behind Nerazim. In a final attempt to fight back against the order, Ro'di sinks his teeth into the shark-like tail of the Godus. Pained, but unimpressed, Nerazim slams Ro'di against the wall and wraps his tail tightly around the boy's throat and lifts him up in the air. He bares his sharp teeth and takes a clean bite out of Ro'di's shoulder before tossing him back to the soldiers. Nerazim orders them to take the boy to their ship and to take care of his wound. As Ro'di is dragged away, he screams and yells out for Colonel, but help arrives too late. Talya's escape doesn't go as planned, either. As she runs through the city, more and more Godus soldiers are closing in on her position. On the street behind the cafe, Talya encounters Cornelius Godus, who immediately gives chase to finish the job himself. Talya sprints into an alley and flees into the sewers, hoping that she would be able to hide in the meeting room. However, Cornelius is too close on her trail and couldn't be shaken off on time. He watches the large stone door close in front of him and immediately orders nearby Godus soldiers to destroy the generator that supplies the cities with electricity. The city goes dark before Talya could use the teleporter to escape and a large group of Godus soldiers tries to breach the stone door behind which she's hiding in an almost pitch black darkness. The only light in the room comes from an emergency generator that is slowly charging the teleporter. After remembering what Colonel said about the room's last stand, Talya rises up to her feet to give the Godus something to chew on while they are trying to get to her. She activates the explosives outside the meeting room, effectively obliterating the soldiers and Cornelius in the blast and crushing those that managed to survive under the rubble.

Due to explosion in the sewers, the foundation of the bar above it lost most of its strength. The building collapses, damaging the buildings around it and taking the lives of around 70 people. Another 126 are wounded during the incident.

Colonel takes over the full leadership as a last resort to keep the people from either being crushed under the pressure that the Godus puts on them, or rallying and fight an already lost battle against their enemy. Being fully responsible for the city and the people's well-being weighs heavily on Colonel's shoulders and even more on his mind.

Food becomes a scarce resource now that the people are nearing the end of their rationed stockpile and despair instills itself into the people's minds. Fights take place on almost every day, resources are stolen and hoarded, both by guards and citizens as everyone starts to look after their own

A sparkle of hope is given to the people as Ro'di Sykes makes his way into the city, half limping and somewhat disoriented. After receiving the word, Colonel rushes to the city's gates and catches the soaked boy in his arms. Ro'di is taken to the hospital and Colonel makes sure that he's watched every second.

A visitor makes her way into the hospital after the news of Ro'di's return. Just like everyone else, she is halted by Colonel himself, but this time, Colonel's voice growled with rage and distrust. The visitor is none other than the spy Lesun Godus. Despite her good intentions, Colonel doesn't trust her until she reveals who she really is and tells him that the city could be in even more danger than he could be anticipating. Lesun's worries are confirmed after having a vague conversation with Margury's returned leader. After Ro'di spoke about a few days in a lifepod, tubes through which a black substance was pumped and feeling barely alive, Lesun informs Colonel that she's almost sure that Ro'di has been turned into an asset of the Godus and that they made him into a "sleeper agent", a hypnotic state that can be triggered by certain conditions. During this state of hypnosis, the sleeper agent will take out any orders that their master give them. With Ro'di in their hands, the Godus could extract any secret from him; even about the city, or worse, the resistance. With that in mind, Colonel allows Lesun to take Ro'di to a safer place.

The city finds itself in disarray once more as people start to revolt against the oppression of the Godus. Organized fights against soldiers take place, but are quickly solved by gunfire, either shot in the air as a warning or aimed at the people to send the revolvers a message. At this point, Colonel can't do anything to gain control as the actions of Margury's people are purely driven by despair and the need to survive. Siding with the people in the revolts could eventually be his own undoing, while forcing the people to cease their desperate attacks against their enemy could brand him as a traitor by those he wishes to keep safe from harm.



The planet's sources for raw materials are nearly depleted and the Godus see no further reason to stay. In the evening after a surprisingly uneventful day, the Godus troops inside the city gather in front of the exit and march out together. Outside the city's walls, the full Godus army gathers, along with their machinery and mechs. Several individuals start shouting order and count the heads of their divisions. Curious guards move up the walls in order to watch this happen and citizens clog the entrance of the city to do the same. After everything is in order, each member of the Godus army beams back to the orbiting fleet. Loud noises and pillars of light rain down from the sky, each dematerializing their targets until there was none left - not even a single mech or soldier was left behind.



The people of Margury are left clueless, but can't help but to feel the relieve that came with the departure of the their enemy. Some of the citizens already start cheering, however, their joy and relieve comes to an almost immediate end when the sky above the planet lights up along with a deep buzzing noise. A few slow seconds of confusion pass until a small number of people in the crowd get the clue: the Godus ship in orbit is charging a weapon. A weapon that is aimed at the city and readying itself for the darkest moment in Margurian history. Not a second could pass before chaos breaks out. People start running into different directions, screaming out their fear from the top of their lungs, while others accept their fate and kneel down. Inside the long, clogged hallway that leads into the city through the walls, large masses of people are desperately pushing and pulling against each other, either trying to make it back into the city or get out to the lush grass plains, hoping to escape or survive what is to come. Screams of fear eventually mix with screams of agony and the sound of breaking bones as people are being trampled and crushed to death by the many feet that climb over them. Three of the guards decide to end their lives the way they see fit, rather than giving the Godus their satisfaction. One of them jumps off the wall, crashing to her death, while the other two shoot themselves in the head with their sidearm.

While all the chaos unfolds, Colonel makes a desperate attempt to contact the Godus and beg them for mercy for the sake of his people, but the call is left unanswered. Several messages and distress signals are made across the Fringe, but he doesn't have the time to answer the responses he gets. After receiving and reading a message from an unknown source, Colonel triggers the city's alarms from his wristpad and rushes off to the center of the city. While on his way, he rallies and orders a few stray guards to guide the citizens there. While most of them don't heed the sirens echoing through the city and keep running to their hiding spots, only around 42 of them gather reluctantly at the plaza, hoping that Colonel has a solution to this dire situation. He watches the people, unsure of what he should say, for he blindly threw his last hope in the hands of the stranger that messaged him.

Then, all of a sudden, a column of light shoots down from the sky and envelopes one of the citizens in it. She dematerializes and is beamed away from the face of the planet. More columns shoot down and soon the people understand that they're being rescued. Person after person is beamed away, but as soon as this comes to the attention of the rest of the citizens, a large-scaled stampede rushes to the plaza, hoping that they too, could be rescued. A last attempt at keeping order is made as a few guards move to stand in front of the crowd that is being beamed up, but to no avail. The desperate citizens keep rushing to the center of the plaza. Guards stumble back and so does Colonel, until he sees a woman in the crowd. She runs behind her child and pushes those who come too close aside with all the strength she's got, while yelling for her son to keep running. After receiving a push in return, the woman trips and quickly disappears below the stomping feet. Colonel locks eyes with the boy and immediately rushes forward. In the meantime, a bright light rains down from the sky, together with an almost deafening roar. The Godus battleship fires large lances of plasma down to the city. The last thing Colonel sees is his hand reaching out to the boy before everything disappears in a bright light.



Lances of plasma rain down from the sky and strike not only the city, but large areas around it as well. Each projectile turns the surface larger than the size of a nuclear detonation around the impact into a glass-like material. The areas outside impact zone are affected by the deadly heat it generates. Bodies of water simple vaporize and are replaced with nothing but sand, dust and ashes, resulting in entire ecosystems being torn down. The air is filled with ashes and dust and the surface is layered with blankets of fire ,winds of heat and a molten surface that make short work of the lifeforms that the planet once housed.

Two ships with each the size of a school gym sit in the orbit of what once was the home planet of Margury's thriving colony. They're packed with the refugees that they managed to save from last judgment of the Godus. Even to his own surprise, Colonel survived, but some of his armor is molten by the impact of the plasma lance. People get together, comforting each other and trying to process what happened, but not Colonel. He stays all by himself, evaluating everything that had happened before he got here. A door in the bay opens and 3 figures in white armor walk in. One of them steps forth, a man around the age of 25 with a brown faux-hawk and stubbles spread over his chin and jaw; a close resemblance to their former leader, Bradley. He calmly explains what's going on and how he and his group came to the rescue. He is thanked by the few that are able to speak, but he waves it off, saying that anyone closeby would've done the same. He takes Colonel away from the crowd to discuss their next plans.



After a few days of mourning and trying to get a hold of themselves, the survivors are taken to a planet not too far away from their lost home; a planet, covered in grass, forests and mountains in the distance that are seperated with wide rivers and lakes. Once there, the people occupy an abandoned military encampment that was found earlier by the man who orchestrated their rescue, who formally introduces himself as "Randall". Not everyone is able to find a sleeping spot in the worn tents and there's not enough food to get around every day, so the people take turns. Wild animals occasionally walk around the heavily damaged chain-link fences, hoping to find a prey. Though saved, the situation of the survivors is still dire and not without peril.

A heated discussion takes places between Randall, Colonel and a floran visitor named Zel'nara after she was caught slipping drugs into the camp and dealing them to the people as a way to offer them an escape from their depressing situations. While Randall could find some sense in Zel'nara's reasons but didn't agree with her approach, she was met with fierce words, accusations and curses from Colonel who felt nothing for whatever reason she came up with.

Despite the clear warnings and having put her on notice, Zel'nara was found again with drugs within the camp. She claimed that the drugs were for her own personal use, but Colonel didn't buy it. Zel'nara was restricted from entering the camp or to even come close to it.

While the people struggle to survive, Randall takes one of the ships in order to gather supplies for them. The armored individuals he had with him are stationed in the camp and are placed under Colonel's command, who make sure that the dangers stay out of the camp. The people spend weeks improving the fences and planting seeds in order to grow their own crops.

Randall returns with a ship filled to the brim with supplies and the people eagerly line up at the back, cheering and applauding as the loading platform slowly folds open and extends. The cheering and applause fades quickly as Randall walks down the platform with Ro'di Sykes besides him. The boy watches the people in silence with tears welling up in his eyes as he sees how the aftermath of the war has treated them. Silence makes room for the sound of sobbing and sniffing, both coming from the boy as well as the crowd. The people make place, allowing the boy to walk through. A few hands reach out from the crowd to pat him on the shoulder, back and stroke his hair lightly in compassion. At the end of opened path to the entrance of the camp, Colonel makes his appearance with the few guards that are left after the destruction of Margury. He's clueless at first, but when he recognizes the boy, he collapses down onto his knees as Ro'di runs to him through the crowd with his arms spread. The boy is met with a tight hug as he's welcomed back into his new home.

Ro'di's return greatly boosts the morale of the people, seeing it as a sign of new hope. The day is concluded with a huge celebration around a large fire. There's music, dancing, drinking and singing. A young priest even takes the stage and chants about their rise from the ashes after he claimed to have seen a phoenix in the flames of the fire. Even though people know about the priest being intoxicated, they found a certain comfort in his inspirational chants.



After Ro'di's return, the people are working with renewed spirits as they are improving the camp that they're forced to live in. Together with the service of Randall and his men, they manage to fortify the fences and build small buildings. The buildings are just makeshift and not sturdy at all, but they're able to offer shelter to the people. Just above the gate, a carpenter places a sign with "Hope!!" written on it.

Ro'di posts a message on the Nexus, titled "You missed us. We're still alive.". The thread gets viral with the next hour and is being spread all over the Fringe. Many people send their condolences, share heartwarming words for Margury's people and some even publicly state their fueled hatred for the Godus after their heartless deeds.

Besides getting a lot of support over the Nexus, the message also spurs people throughout the Fringe to help the victims of the war. Help comes from an Apex named Lorch 'Meltdown' Tigren, an ambitious and flamboyant young man who spends day after day tailoring clothes in public for the people of Margury. Taking note of this initiative and having no way to do so otherwise, people donate their money for Margury to the Apex, who in turn takes it to the refugee camp. Within a mere week, Lorch gathered around 4700 pixels in cash, which prompts him to open a bank account, together with a crowdfunding platform. The platform eventually reaches the larger groups in the Fringe and even the major factions that are present, Margury's old former allies such as the USCM included. With the platform, Lorch manages to raise roughly 2.1 million pixels for the victims of the war.



Margury welcomes a vast amount of new faces that have traveled through the Fringe to offer their help. Among the volunteers are Jeannie Maggis, Jack March and Ignatius Cain.

Jeannie quickly becomes known for her incredible cooking skills which she uses to turn simple canned food and harvested vegetables into a daily feast for the hungry bellies of the people. Her warm and motherly character is a comfort to entire community.

With the leadership and structure of Margury shattered, Colonel looked to his past for help. Hiring mercenaries from the Fringe at large, he sent them to recruit and rescue an old subordinate, Jack March. Racked by nerve damage and recently enslaved, he was saved by the mercenaries in an efficient rescue that brought him back to Colonel's side. Indebted but given purpose once again, the avian worked tirelessly behind the scenes to rebuild the security of Margury.

The Apex doctor was another saved by hired mercenaries, however locating the good doctor discovered him to be recently kidnapped and forced to make drugs by a small gang. After the mercenaries made quick work of the crew, Dr. Ignatius Cain gleefully settled into the medical sphere of Margury

Margury uses the funds raised by Lorch to order construction tools and materials, and to compensate the architects that initially came to Margury to volunteer. The architects work together with Roscommon, who offered their services in return for a place in the city where they want to set up their own foundry.

Construction plans are made, and together with the volunteers, the people of Margury start working on rebuilding their homes after Ro'di officially marked the day as "the day of rebirth"

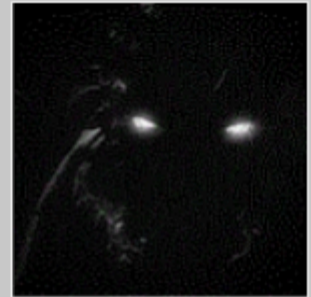
John McCoy sets up the Galactic Defense Initiative (GDI) within one of Colonel's divisions and uses Margury as their base of operations.

A meeting between Ro'di, Colonel and the GDI is interrupted by Randall, who carries an urgent message after he stumbled upon a wounded female Hylotl. She speaks of a prison that is operating under the name of the USCM which imprisons people without a valid reason. The people are being tortured until they break and are then sold as slaves, according to her. Together with Colonel and Jack, Randall sets up a rescue operation. Because Margury can't afford their guards to leave the colony, Randall decides to reach out to the Fringe and gather people in order to have them infiltrate the prison. During the mission, the cover of the infiltrants is blown by the sharp-tongued warden. Luckily, the team managed to get a hold on some weapons in guards' changing rooms and easily overthrows her after she raises the alarm. Gunfights follow in the hallways and the guards are quickly disposed of. After a thorough search, the team stumbles upon a dark dungeon in which the rest of the prisoners are kept, along with the torturer named Siegfried "the Butcher". Despite the guns that the team brought, the Butcher put up a tough fight as bullets barely seemed to bother him. With teamwork, coordination and fire, the torturer is eventually disposed of. After having freed the prisoners, the team holds their position until Randall arrives with the extraction ship. The team is mildly wounded, but the medic at Margury is able to treat their wounds.



An individual approaches the gate and is immediately stopped by one of the guards; a Godus, judging by their appearance. Despite knowing that Godus carry a bomb inside them that explodes when they die, the guard raises his weapon and threatens to shoot if the individual takes another step closer. The individual doesn't flinch and calmly explains that he is an emissary of Amon and that he carries an invitation for both Randall and Ro'di. After being called in, Ro'di and Colonel gingerly accept the invitations.

Randall, together with his two guards, and Ro'di, accompanied by Colonel attend the meeting for which they were invited, unsure of what to expect. Arriving at the meeting, Colonel and Ro'di can't help but to feel tense and a hint of distrust at the sight of the other attendees: members of the resistance, such as Shep Caspan and Grom Grimm. Shep offers his deepest condolences to the two, but those are met with a simple, expressionless nod. During the meeting, the emissaries of Amon reveal themselves and that they have come to put a stop to the Godus and that they needed the help of both the resistance and Margury to achieve this. They also revealed that they were to blame for the Godus, for the emissaries created the first "true blood" Godus; the first descendants of the first High Keep. Despite being asked for help, there is little that Margury could offer as they are still rebuilding.



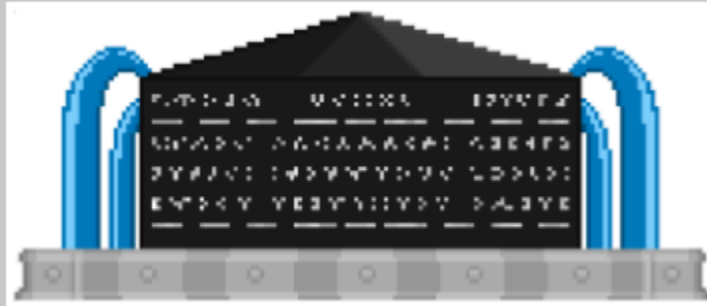
The first parts of the walls are finished, together with the first houses and apartments, the diner and a few farms on the outside of Margury. With the openings of these places, Ro'di feels the need for a speech. Together with his followers, Ro'di reflects back on what they all have achieved together and shares with them his visions for the future of Margury and its people. The speech is concluded with a toast to those who have assisted the small colony in their "rise from the ashes". Of course, this speech doesn't end with just applause and yelling; a feast in the evening is what leads the rallied people of Margury into a late, late night.

The effort that Lorch Tigren put into helping the citizens of Margury is being repaid. After having been invited to the city, Lorch is taken to a building site with a blindfold on. The clue doesn't hit him after the blindfold is taken off. After Colonel reveals their plans with this building site, Lorch immediately collapses onto his knees in sheer happiness. With the building of his very own clothing store, Lorch is able to make his dreams come true.



After reading a rather disturbing advertisement, Ro'di makes his way to the space station called "the Outpost". He becomes infuriated when he finds out that someone has harvested diamonds from the bodies she found on Old Margury and that she was selling them as trinkets. These diamonds were formed in the process of glassing Old Margury's planet and haven't been touched after the survivors escaped. Ro'di scolds the merchant for what she's done and manages to talk her into handing over the trinkets. Back at Margury, the diamonds are used to adorn a statue of Bradley Sykes that the people erected in honor of their former leader

As a sign of good will, the USCM designed and creates a memorial for Margury and its people. Against all expectations, Ro'di accepts the gift with some reluctance. He shared the grudge and distrust that his people feel towards the former ally that left them defenseless against the Godus. Within a few days, a fountain with a granite base and an obsidian memorial pillar is placed in the center of where the shopping plaza of the city will be built. On the pillar, the names of the people who didn't manage to escape the final verdict of the Godus are engraved into the surface. At the top of the pillar, the engraving reads: "In remembrance of those who have fallen".



A large, alien ship enters the orbit of Margury An. It shows no sign of hostility so small fleet consisting of different kinds of ships bearing different flags leaves them alone; not that they could stop the massive ship if they'd attempt to. From the ship, a single person beams down: the person known as Raishi and "Black", the emissary of Amon. He lays his eyes upon the rapidly developing colony and is somewhat impressed. Black is quickly approached by Colonel with Ro'di following after him. He invites the two over to his ship, saying that there are some things he would like to explain before time runs out. Once on the ship, Black apologizes for all the inconveniences between the Godus and Margury. Ro'di waves it off, saying that it isn't their fault, but Black disagrees. He starts to explain that Amon is the one who created the Godus. Besides being a social experiment of Amon's, the Godus had another purpose which remains unknown. After Amon's death, the emissaries - either selected individuals or creations by Amon - manipulated the Godus and forced them down to a path that was able to give them more results in a less amount of time. This path has led to corruption in the higher ranks of the Godus. In turn, the corrupted true-bloods started to form their own armies, turned against the emissaries and started their conquest of the Fringe to establish order and peace by force. After the explanation, the time that the emissary has is running out. He states that they should make preparations to leave and offers Ro'di to join the emissaries; a sign of equality and respect, but the young leader declined, for he still has his home and his people to look after. As a parting gift that doubles for a compensation for everything Margury has gone through, Black has his ship send down a highly advanced piece of technology, called "Angel". A planetary defense system.

After the meeting, it becomes clear why Black was being so urgent. A fleet, consisting of nearly a hundred ships bearing the Godus flag quickly move into the system of Margury and start firing at emissaries' flagship. The massive battle unfolds in the orbit of Margury and while the Godus ships are precise, some of the projectiles hit the surface of the planet, creating a crater here and there. A few Godus ships are destroyed and sent down crashing to the planet, but the emissaries see no other choice but to escape after calculating the odds. Using their alien tech, the emissaries make their escape, followed by the remaining Godus fleet. Just to make sure that the Godus ships won't possess a threat, Colonel sends out scavenging teams to inspect the nearby wreckages. Because some of the wreckages landed on other continents that are still unreachable, those are left alone.

Year 3283

Margury has turned into a prospering colony with a thriving population. The construction of the city has been completed and Ro'di publicly opens its gates with a ceremony, a speech and a couple of festivities in which the first newcomers are welcomed with open arms. The grand opening of the city has allows for a steady stream of tourists, frequent visitors and business to and from Margury. Having held up their end of the bargain with Roscommon for their assist in the construction of the city's walls, Margury has erected a foundry for the company, which is ready for operation on the same day the city is opened for visitors and tourists. Margurian citizens have been hired to work at the foundry that processes the ores, giving them honest jobs and a good salary. In exchange for the ores, Margury asked for a cut of the revenues.

Roscommon's foundry isn't the only company that started its operations. Lorch Tigren's clothing store, Melting Heart's, opened for business as well, a month after the building was finalized and Margurian applicants were hired.

With these new changes and a growing population, Margury starts making plans to utilize the unused grounds of the rest of the continent on which the city and its surrounding farms are settled. Even plans to start populating the other planets in their systems are being made after an ambitious shopkeeper, Franklin Maeson, saw potential in the selling of more exotic wares in his new groceries store "Frank's Fresh".



Seeing the potential that Franklin Maeson saw, together with other possibilities, Margury sends a group of specialist different fields, such as archeologists, biologists, but also farmers, scouts and professional hunters to Margury Ud, the second planet in the solar system. They are accompanied by an escort of guards to ensure their safety while the specialists conduct their researches to find out whether or not this planet would be habitable and safe for a part of Margury's colony to settle here. After 3 weeks, the green light is given and Margury starts working on plans to colonize Margury Ud.

Having an influx of immigrants, refugees, tourists, workers and frequent visitors inevitably brings along a fair amount of criminal activities to the city. Bar fights happen more frequently, pockets are being picked, there's an increase in the excessive use of alcohol, drugs are being smuggled into the city and there's even talks about people forming groups and criminal gangs together. With the increase of criminal activities, the holding cells prove to be too small eventually. In order to keep criminality low and the criminals separated from the rest of the colony without sending them back into the Fringe, Margury decides to put the third planet of Margury's solar system "Margury Tar" to use. On the planet's sandy plains, constructions for a rehabilitation center and a prison have started. While serving their sentences here, prisoners are forced to do hard labor as well as following the rehabilitation program.

On what seemed to be an average and uneventful day, Lorch Tigren barges into the meeting room of the city hall while a meeting is taking place. As guard grab him by the collar and the shoulder, Lorch struggles while yelling his short, but urgent message into the room. According to the Apex, a Miniknog spy that he knew had made her way into the city. Ro'di orders the guards to let go of Lorch, so that he can speak freely, but Colonel doesn't think twice. He stands up and strides his way out of the meeting room, keeping in the back of his head the past that both he and the Sykes family had with the Miniknog. Outside the building stands a confused Apex woman who came to Margury about a week ago. She has shown a bit of attitude during her stay, but she never caused any trouble. Despite this, Colonel grabs her collar and drags her over to the statue of Bradley Sykes that stands in front of the city hall. Her confusion and demanding demeanor quickly make place for fear as Colonel unholsters his weapon and presses it against the forehead of the woman. While Colonel interrogates Uma, a crowd of citizens slowly gathers around the scene. Guards follow shortly they try to get them dispersed. Despite Ro'di's protests from the sideline, Colonel keeps spitting threats at Uma who complies in the interrogation. After having heard enough, the low chatter from the crowd and Ro'di's yelling come to an abrupt end as a loud bang ploughs through. Colonel just fired his weapon to silence the spy. Her body slowly slides sideways over the pedestal off the statue. This wasn't just ensuring the people's safety by getting rid of loose ends, the outcome of this ordeal was also a message to the rest of Margury: an example of how traitors and spies are punished. This message was overall well taken in with the people, but Ro'di greatly disapproved.

As if the death of Uma wasn't enough to shake the people of Margury up, a familiar voice called out for Colonel. Everyone at the scene turns to the gate to find out that the familiar voice is no one else's but Bradley Sykes's. The man looked worse for wear and heavily underfed, but he is alive. The minority of the people stare at Bradley as if they were looking at a ghost, completely overthrown and barely believing their own eyes as they know him as their former leader. The rest of them doesn't have a clue until a few silently point out that the man at the gate is actually the one from the stone statue in front of the city hall. Still experiencing the anger and adrenaline from Uma's execution, Colonel storms up towards the gates with his smoking pistol still gripped tightly in his hand. About twenty metres away from Bradley, Colonel raises his pistol and aims it at what he believes, is an imposter, a spy sent by the Godus, one of the five clones of the Sykes project or anything else that could answer the many questions he has for the reappearance of his friend and leader. Rather than being met with open arms, Bradley is welcomed with a lot of suspicion and distrust and is taken away for further examination. In the weeks after, Bradley's return is the topic of the day.

While Margury is faring well under the combined leadership of Ro'di and Colonel, Bradley decides to pick up his role as their leader again. Ro'di proved himself to be a competent leader, but Bradley explains in a public statement that his son still is a child and that he deserves to spend his childhood being just that. The suspicion about Bradley's sudden reappearance is still present. Though in a lesser degree, it did influence the voting that was held after the speech. With a result of 58 to 42 percent, Bradley was chosen as Margury's new leader, until the time is right for Ro'di to replace him again.

The entire city is shaken up after the body of a 19-year old Hylotl named Yato Ichisaka was found lifeless on the second floor of Jeannie Maggis's popular diner. After investigating the death of Yato, it became clear that he was murdered. Further investigation of the murder case, pointed out that Yato was in possession of a "BOBOR" unit; a personal assistant robot. After sarcastically saying: "Kill me now", the BOBOR unit ironically failed to recognize the sarcasm and shot Yato dead. While the BOBOR unit in question is still missing, other comparable units are banned from the city until the manufacturer is able to guarantee that these units are safe and have their dangerous flaws fixed.

With the investigation still going on, it soon becomes clear that a shady floran named Ail, who has been put on watch before, is involved with the death of Yato Ichisaka. Eyewitnesses claim to have seen Ail enter Jeannie's diner along with Yato and the green BOBOR unit. One of them even stated that Ail happened to be a business partner of the young Hylotl. Ail is arrested quickly and questioned by the authorities, but he denies despite the growing number of testimonies that contradict Ail's claims.

A single individual beams down to the planet of Margury and makes its way towards the gates. The guards stationed at the gates don't think much of it, until they identify the newcomer. A quick alert is spread to the rest of the team and it only takes a few minutes for Ro'di to catch wind of this and investigate himself. While the individual is held at gunpoint inside the city's walls, Ro'di makes his entrance. He finds out about the threat and yanks the pistol of a guard out of the holster and closes in on the individual with the said weapon trained at them. The individual is a gray toned, shark-like hylotl with white eyes and facial features, dressed in black and white clothing; the same features that the Godus are known for. While Ro'di keeps threatening to shoot the Godus, the individual himself doesn't seem to be scared in the slightest. Things do take a turn when Bradley arrives and tries to get Ro'di to surrender the weapon to him. Unsuccessful at that, Bradley then surprises the people at the scene by standing in front of the seemingly young Godus. He orders the guards to open the gates in which they had trapped him and proceeds to take the Godus outside. There, he lets them go after a brief introduction.

With Ro'di stepping down as leader and figurehead, the boy suffers from a lack of distractions from issues that have plagued him since his father's death and his own kidnapping. He grows increasingly more distant and isolated from those around him. The boy lets himself get dragged down a negative spiral and eventually suffers from depressions in his isolation.

The previous arrest of Ail lead to a rise in violence and crime in the city due to a tension and power plays between gangs formed from burgeoning populations of new refugees. Most prominent and centerpiece is the conflict between the Koi's and the Freighter's. Integration with burgeoning numbers is difficult, and the gangs make it even slower by fragmenting new populations. Colonel responds with massive crackdowns that are taken poorly by some due to both gangs usage of underage members. The conflict reaches a breaking point when Bradley Sykes is assaulted by two members of the Koi's, Salt and Church after he threatened to inform the security of their illegal drug consumption in public. Seeing that he can't settle the unfolding fight, Bradley is forced to whip out his pistol and keep Salt at bay. Church makes a run for it, but is quickly apprehended at the gates of the city. Seeing no other way out, Salt drops his knife and surrenders when the guards arrive at the scene. The peaceful arrest takes a turn when Ro'di walks straight up to the handcuffed gang member and shoots him a few times in the chest. Attempts to contain and disarm Ro'di ended up in him crying and screaming uncontrollably as he suffered from a mental breakdown.

The Shifter royal and wife of the Caliph, Zel'nara, is officially banished from Margury after numerous incidents, ranging from supplying free hard drugs during its initial formation to purposeful neglect in regards to her ability to infect individuals from bodily fluids. A formal visit by the Caliph on Zel'nara's behalf goes poorly. This leads to tensions against shifters and with relations to the ICIF.



Ro'di is sent to Margury Tar to be assessed and initially treated. Rumors are abound among the citizens and the Margury Daily Newspaper. Many point to the boys abduction during the Godus siege and stress of being a figurehead and leader at such a young age as being mitigating factors, while others decry special treatment and favoritism, despite how hard Bradley tries to justify the actions of his son. The public opinion was measured and a small majority of the people found that, according to the laws, Ro'di should serve at least a sentence of a few months before being put on close watch of doctor Ignatius Cain, at least until he's deemed safe and stable enough to be released back into the community. Instead of accepting the penalty and believing in his innocence, Ro'di chooses to be exiled and is shortly released into the Fringe after making the decision.

When a whistleblower spreads a rumor about the head of Margury Tar's psychiatric department, Cole sends an undercover prisoner to the facility in order to gather evidence to support the rumors. Just like the rumors said, the head of the department was abusing his position and power. Cameras were placed in questionable places such as bathrooms, people were blackmailed, false reports were written and faulty medicines were distributed to the patients. Knowing that Ro'di must've gone through this, Cole rushes over to the facility with Bradley already protesting after him. Not waiting for a confession from the doctor, Cole executes the wrongdoer right behind his desk. The doctor is quickly replaced by one of doctor Ignatius Cain's endorsed doctors. The faulty medication is quickly replaced after Ignatius Cain recommended the medication from Pharmaceutical company "Olivae".



With the Shifters expanding and the ICIF in poor favor with Margury, the difficult decision of isolation is made by Margury's governing body and people. While those who seek it could find Margury, its gates are far more guarded, and closed to all but the most desperate and determined to enter. Population stagnates, but Margury has built itself to be self-sufficient as a result of past experiences, and its citizens do not suffer too greatly from a restricting of outside trade.

Due to the isolation, companies and businesses that heavily rely on tourists suffer greatly. Lorch Tigren's clothing store on Margury eventually is threatened with bankruptcy now that tourists, customers and admirers of his work aren't able to access Margury so easily. After receiving an offer from Lillith Northman from Bathshire, Lorch reluctantly closes his clothing store and takes his business to Bathshire.



Year 3285

Margury is approached by Haven and is invited to discuss terms and conditions of possible trade agreements and even an alliance between the two nations in the future. Bradley, as Margury's front, decided to travel to Haven. Sadly, no agreements to the offered terms and conditions were made and Bradley returned to Margury empty-handed.



As a colony grows, so do the responsibilities and the variety of needs of its civilization. In order to meet the requests and demands of the masses, Bradley and Cole work together to reform Margury's governance and establish the "Council of Six"; allowing for more citizens to rise up and to be elected as a council member or advisor. With forming of the council, people from all ranks and classes are given more opportunity to influence the course of their colony and its prosperity.

With the come of a new program in order to increase the employment rate, to offer citizens more chances outside Margury's borders and to strengthen their bonds with their far neighbours, Margury sends 300 people to the state of Zecyria after they signed up for the pilot of this new initiative. Because of their natural suspicion and distrust towards foreigners, the people of Margury are not met with the warm welcome and respect they hoped for. Instead, the Margurians were assigned to the drains of Zecyria, Yorkchester District: the youngest district of the state where all the immigrants are placed together. It's been subject to infection, terrorist attacks and a small Apex rebel insurgency against the People's Military Forces, that ultimately led to gangs running rampant throughout the district. In order to ensure the safety of the Margurians, Tarbus Roland takes up the offer of a Zecyrian administrator, Ferdinand Welton. As his secretary and representative, Tarbus is able to influence Ferdinand for the good of his fellow Margurians, allowing better housing and better opportunities for them in the state of Zecyria.




Margury is contacted by a Grey diplomat from Zecyria. Their aid is requested in an impending assault on Zecyria from Shifter fleets. A meeting is held with the diplomat by Colonel and Bradley Sykes, with a very steep price enacted by Margury for helping the dictatorial state. Shrewd and skeptical eyes require vassalage of the larger state to Margury as part of the deal, along with plans for a larger Fringe-wide alliance to be made. The demanding requests are refused, and the relations fall through as Zecyria is invaded by Shifters and Archons, with Margury continuing its isolation.



The MRRO starts an operation in order to save the Margurian workers that are trapped in the chaos and anarchy of the invasion's aftermath. They operatives secure the area in which they landed and set up a safe zone. During the operation, the MRRO sends out signals and broadcasts throughout the city in order to reach as much of their fellow Margurians as possible. The sound of supplies and aid being handed out also attracts a number of antagonists such as gangs, robbers, looters, and kinds alike, but the MRRO makes short work of anyone approaching the safe zone with a weapon in their hands. A few squads eventually head out to search and rescue the trapped workers in Yorkchester, Pillpeg and Castille. After nearly a month of gathering and shipping Margurians and Zecyrianas back to Margury, the MRRO pulls out of Zecyria and heads back home. Back at Margury, Tarbus Roland and Alexandre Durand receive a medal, heroic records in the archives and an honorary status in the community for their role in caring for the Margurians as well as leading them to safety during the chaos that now reigns Zecyria.

Despite its isolation, Margury is invited to the assembly of powers within the Fringe on Silent Bastion. Colonel and Bradley Sykes attend, with Bradley making a brief speech and representing Margury in discussions. Bradley brought forth the ideals that he strongly believes in that also are woven into Margury's culture: Strength in unity, and that they're willing to work with others to achieve that, despite the efforts it'll take. He did add, however, that Margury's trust has been squandered in the past and that the USCM and Atlas still had to make up for that. After he shared what he had to say, Bradley had some questions for the ICIF regarding their attitude and relations towards others; questions of which the answers didn't please the two attending Margurians all that well. Regardless, talk of lessening their isolation begins back at Margury.





A large civilian fleet of five ships entered the edge of Margury's solar system and sends their hails to the space station, stating their business. Piloting one of ships, is a female human with chocolate brown skin and unbrushed onyx black hair, named Lizee Chamaria. After speaking with Cole, it becomes clear that the people within the fleet are Melkanian refugees. After having travelled for months in order to find the rest of their kin, the refugees are searching for a new place to call home. Cole gives them the go. The Melkanians are greeted and warmly welcomed at the docking bay by Bradley, Cole and a few squads of soldier. When the welcoming speech and instructions are given, the newcomers are brought in for medical examination and citizenship applications.

Techs and augmentations

The “Angel” planetary defense system (To be apped)

Miscellaneous information & author commentary

While everything has been described in all the other sections, there still are pieces of information left that could be described, but that we didn’t find fitting for the other sections of this document, such as out of character information, media or references. These pieces of information can be found in this section.

Image gallery of the roleplay hubs

Did you know that Margury has been built 3 times in total? Because of the updates that Starbound went through, world files eventually grew incompatible. Lucky for you, we still have the images of what Margury looked like as a hub!

Margury’s first hub (December 2014) [*Screenshot album*](#)

This version of the hub is the first one we’ve ever created. The idea was to have the walls of Old Margury look a little crude and unfinished. That same idea and theme was applied to the rest of the buildings as well, except for the hospital and the Sykes residence. The pillars scattered throughout the city, supporting the second level of the city were given a slightly rusted color to add up to that feeling. Large piles of scrap metal were placed outside the city. People would come over and dump their metal waste, which Margury used for reinforcing their buildings and walls.

Margury after the first rebuild (February 2015) [*Screenshot album*](#)

After the release of Rampaging Koala, the world file of Margury became incompatible for the new update. This meant that we had to rebuild the whole hub again. Luckily, the outpost brought a whole new arsenal of new blocks and furniture, which allowed us to redesign the whole city. We took the opportunity to improve our hub and make it a little more lively by adding more details. We also polished away all the crudeness that the previous hub had, because the city had developed over time. The heaps of scrap outside the city were turned into a shanty town for those who wanted to Roleplay a more low-life character, but no one really picked up on that idea.

With this update of Margury, we came up with the idea of having people own a small piece of the hub for their character. We introduced the rental of apartments that people were allowed to occupy. Nowadays, several hubs on GC took inspiration from that idea and introduced the same concepts in different contexts.

New Margury (Late 2016) [Screenshot album](#)

I (Randy) remember the moment where I was asked how much damage the Godus were allowed to inflict on Margury's hub and if I could make the buildings look damaged. My response to it was simple: "Do with it as you please". After a few hours of discussing, we came to the conclusion that it'd make sense for Margury to be entirely annihilated, seeing that the Godus had no use for Margury anymore, besides showing their might and mercilessness to the rest of the Fringe.

Odinsbeard and I felt like we needed to do something new with Margury in order to provide interesting and refreshing roleplay to the people. With the glassing of Margury we could justify our new approach to Margury and shape it from scratch with our new ideas.

Projects and documentation

In the past, we have picked up a few interesting projects; projects that were both in character (offering character progression) as well as out of character (more background information). In this section, we'd like to dust off those old projects and share them with you.

The prison event / quests [Documents](#)

The prison event was meant to be one of the many quests and episodes that we wanted to host. These quests, episodes and events were meant to not only offer character development to the participants, but the outcome would also have an effect on Margury as a hub. However, the prison event only proved that these quests and episodes would take up more time than we could afford back then. It was hard to plan, host and monitor, but it was also a lot of fun and a new experience in our role-playing "career".

What made this event so special is most likely the fact that most of it was scripted and that people would have to interact with what they were handed, just like how you would play any other game. The outcome of this event also depended on how they did this. Using the mechanics of the game, they'd have to search through desks and containers in order to find clues and information in order to progress, but they also had to deal with persuasive characters and a handful of trained guards.

In the old archives that we supplied (see the link next to the paragraph's header), you can read about the plot, goals and motivations to host these events.

Margury Daily [Documents](#)

With the Margury Daily digital newspaper, we wanted to keep people up to date on the developments of the colony and offer a little more insight on the smaller things that are happening. We also used them to introduce new members to the colony, such as Ignatius, Oni and Baranike. Despite the positive feedback we've received, only 4 newspapers have been made; one a month.

The design of the digital newspaper is heavily inspired by the ones that can be found in Square Enix's Deus Ex - Human Revolution; a game that I used to play frequently. The design was changed a little to fit Margury's theme a bit better.

Margury economics [Documents](#)

After the survivors inhabited the old army camp on their new planet, we thought it'd be fun to keep track of Margury's resources and income. That way, people could see what Margury was doing with their donated money and have slight, indirect involvement with Margury's development. For us, it'd also be a way to warrant how its development was going.

Just like the Margury Daily digital newspapers, we aimed to release one each month, but after 4 months, we found out that the information provided in the sheets we published wasn't all that useful, which is why we decided to stop monitoring and logging this information.

Pixel art [Documents](#)

With the introduction of signs to Starbound and soon after custom made signs, we decided to put our creativity to the test and make Margury more lively with several pieces of pixel art for which we used a lot of starbound assets to keep the overall Starbound feeling to these pieces.

Maps of Margury

In order to give roleplayers a better idea of the topography of each of Margury's planets, we've used a neat little tool to generate some planets for us on which we marked the cities, settlements and points of interest. We aim to keep these up to date after each roleplay that discovers a new area. The maps of Margury can be found by clicking on [this link](#).

Anthem / Theme song

If Margury would have an anthem, the music in [this link](#) would be pretty close to what it'd sound like. Of course, an anthem isn't complete without lyrics, but for now this should give an impression. We may choose whether or not we'll write those in the future.

Margurian language

With the complete rework of Margury that we have been going through, we also started working on a custom language to make Margury a bit more distinctive. The language will most likely not be used to have entire dialogues between Margurian characters for now, since looking up each word will take a lot of time and the language isn't worked out enough to put in a custom online translator. To see what we've got so far, you can use [this link](#).