

Description: Sharing the same name as the syndicate that once rivalled the hutts, this Pyke Syndicate is different. Now running from a hidden base within the outer rim territories on the planet of [TBD], this faction seeks to return the Pykes to their former glory by bringing in new members and uniting the remnants of the original Pyke Syndicate under one flag, as it was before.

Just as the original Pykes did, the Syndicate specializes in the Coaxium and Spice trades. Under the new leadership of Edaline Black. The reformed Pyke Syndicate does not participate in the slave trade unlike the original name-bearing organization.

Some of the Pyke Syndicate remnants have refused to join together with the new centralized Pyke Syndicate, yet there can be no competition. The Pyke Syndicate will once again be whole. Those that refuse to join must renounce the name or be destroyed. There are Pyke remnants that rival the size of the new Syndicate, and there will likely be a war to decide who the true new Pyke Syndicate is. This attempt at unification has brought plenty of ambition out of the woodwork.

The new Pyke Syndicate has a lot of challenges to face, be it unifying under one flag or taking territory from the countless surrounding crime lords. With these challenges comes opportunity. The ever mysterious leadership of this Pyke Syndicate is quite generous to those of service, and there are plenty of rewards to reap if one distinguishes themselves by helping the faction grow.

Come forth and help the Pykes take back what is theirs, and they will give you what is yours.

The Pykes following the gulag plague and in current time:

After the gulag plague wiped out most of the galaxy, the Pykes never truly recovered. Their centralized organization broke apart into pieces that got smaller and smaller as more members broke off to pursue work in the bigger syndicates that survived the Gulag Plague. The main reason the plague hit the Pykes harder than the others was their ethnocentricity. This naturally caused the syndicate to take damage equal to the amount of damage the plague caused to their species as a whole. Not to mention trade lines were broken. Quarantines made their main product, the spice trade, nearly impossible. The amount of danger that came with smuggling came to quickly outweigh any amount of money. After a while, the flame of profit fizzled out and things started to naturally fall apart. Despite this, some parts of the syndicate persevered, causing small pockets of various pockets of gangs under the Pyke banner to still be present throughout the galaxy. However, none of them managed to unite for a long time.

The Plan to assemble the Pykes: Following the discovery of an old abandoned Pyke base on the planet of Hirsi, Edaline Black is going to assemble a team of people for a difficult job. Be it a heist, an assassination, whatever. Something big enough to cause controversy and catch the eyes of the galaxy. Following this, Edaline will claim the job under the name of the Pykes, therefore announcing their return with this:

The Pyke Syndicate once sprawled the entire galaxy with a criminal empire to rival the Hutts. Spice, coaxium, guns. We smuggled, sold, and made profit off of it all. We were one of the

greatest forces in the galaxy to be reckoned with. We even had a palace. A palace! Do you know the things I would do for a palace? I've known for a long time that the Pykes have still existed, but in a smaller fashion. Gangs, splinter cells, small operations of that nature. I've sent this message across the galaxy to tell you that we can be more. I can give you more. Under my influence, we will once again claim the stars. The earlier you jump on the train, the more rewards you will reap as we rise to the top. It's time, Pykes. Come to Hirsu if you wish to find out how we will reclaim what is ours.

To those of you not of the Pykes, this is your chance to join us. Soon, we will have the underworld held by our leash. Best to get in with us now, right?

- Edaline Black

After the establishment of the Pyke's return, there will be the next challenge. Attaining product. Operations will start small, with a few threads centered around attaining spice to sell and make money off of so that the gang can get what they need and be self-sustaining. Not to mention spreading their name around further.

Following the securing of the product, there will be a social recruitment thread to drum up interest and to encourage gang members to socialize with each other. It will also serve as an assembly and a unification point for the Pyke splinter cells to once again join as one.

Rules of the Syndicate:

1. Slavery is not to be dealt within the bounds of Pyke territory. Anyone found doing this, be it a member of the Pykes or not, will be put to death. Trying to use loopholes such as indentured servitude will not be tolerated and will result in the same punishment.
2. Spice and other drugs are not to be sold to those underage. Those found breaking this rule will be punished harshly. Multiple violations will result in expulsion from the syndicate. Excuses regarding what being of age is in the seller's own culture will not be accepted.
3. Pyke Syndicate dealers found trading syndicate product for things other than money or things that are of benefit to the Pykes will be suspended from doing business within Pyke territory for whatever amount of time their superiors find it suitable. Multiple violations result in expulsion from the gang.
4. What the boss says goes.

The Cove: Located on the planet of [TBD], this is the new discreet home base of the Pykes. A large complex of tunnels, caves, and mountain top outposts that span throughout a long line of abnormally large fold mountains that go along the coast of the sea. In the centermost area of these mountains is a massive cave opening between two mountains that's big enough to have it's own ecosystem with unique bioluminescent algae, plants, and other various flora and fauna. At the back of the opening is a beach which the docks are built upon, meant for space and sea vessels alike. Past the docks is a massive duranium door that's built into the rocks itself. It opens to those with the clearance so that they may go through a tunnel that leads to the main command area.

The command room: A large sprawling room full of computers, servers, data storage, and other various things all along the wall. In the middle of it is a hologram that projects the entire map of the galaxy. One only needs to tap it and info on the region or planet will pull up. At the back of the room is a big chair with a console full of buttons and switches in front of it, that being the seat for the commander or overseer of the operation. The adjacent rooms contain an armor and general weapons storage area, and a rec room/bar for people to relax and get a drink should they need it.

What this means for you: These are just the locations currently in operation within the base. More will be added over time. The Pykes were just as much a civilization as they were a crime syndicate. Nowhere is that more clear than within the Hirsi base, a fusion of home and work. There's more than enough open space for one to set up shop there, be it to claim one of the various rooms carved into the rock as their home, or to open up a shop or restaurant to make some money on the side. If you don't mind it being chilly and like some good scenery, you can set up in one of the outposts atop the mountain, or even upon one of the bioluminescent beaches by the docks. With the height of these mountains, the sky is literally the limit, so don't be afraid to take up some space.

Underworld favors: Underworld favors are a currency earned by participating in faction threads and doing your own threads in relation to the faction. Underworld favors can be spent on getting

normally unattainable weapons, gear, droids, and other various objects exclusive to criminals, smugglers, and other various scum of the galaxy that are within the Pyke Syndicate.

There are three kinds of threads in which underworld favors can be earned, each earning a different amount.

Pyke conflicts: Be it diplomacy or warfare, the Syndicate's goal is to once again make the Pykes one organization again. Any who help achieve this goal are sure to earn a few favors they could turn in.

Amount earned - 4 Underworld Favors

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Gang wars: As the Pyke Syndicate pushes out of Hirsi and into the wider galaxy, they will meet opposition from various other syndicates, gangs, and enterprises that wish to keep what is theirs. The Pykes will take it, and those that help them do so will be rewarded.

Amount earned - 5 underworld favors

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Gigs: There's no shortage of work in the underworld. Be it cleaning out slavers, smuggling spice, or other activities that benefit the Syndicate, there's plenty of things to do. You'll earn credit for your efforts.

Any private thread done in which the character is doing work for the syndicate can be turned in for underworld favors, the amount varying by the size of the thread.

One underworld favor per every 10 posts.

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Monthly Job: With every month comes new possibilities and unique opportunities. Every month, there will be a new job for people to use as a basis for their threads. Alongside the regular bonus of one underworld favor per every 10 posts, there will be a unique item put into the factory that only those who did a thread in relation to this objective will have access to.

The objective will vary. Maybe smuggling a new variant of spice, stealing and trading vehicles, gunrunning, all of it's on the table. There's profit to be made.