

## Energy Transmission Spire

Venus is a planet well-known for its surprising lack of total dependency on phoron and other similar sources of energy. Instead, it uses a more archaic source of energy that is naturally plentiful: lightning. On most other planets, lightning is rare and the chances of it hitting the right place to power anything is slim, but on Venus: lightning strikes are common and are frequently **exploited** by Cythereans in the sulfuric-based clouds of the planet.

Each aerostat is mandated to be outfitted with at least six spires, called ETS', to sap in energy from lightning, however modern aerostats are usually given **ten spires** instead of the old six for selling off excess power. A single spire has several 14'5" (4.4 m) coils wrapped around the 13' (4 m) base that is the "rod" of the spire. These giant rods are able to extend and contract up to 5' (1.5 m) and serve to sap out the lightning in the clouds.

The coils serve to elongate and superheat the lightning bolt as it creates friction to the base and coil. Once the bolt is absorbed into the aerostat's power network, it gives around 6.1TW, enough to power the aerostats for *several* years. Given that each ETS does this, Venus is typically regarded as the **powerhouse of Sol** with the aerostats often outsourcing their surplus of power to Idris Incorporated, rivalling NanoTrasen's trade of phoron to the inner core worlds.

## Overheating & Maintenance

As ETS' are exposed to huge amounts of heat that eventually cause melting, they are frequently taken down one-by-one for maintenance. They are often cooled with industrial machines when partially inside the aerostat. It is a known safety regulation to never touch the much hotter tips of Spires; the searing burns that have been stored there are known (and documented) for being so strong, they can vaporize and ash a person's hand altogether.

## The Incident

Some time ago, when ETS maintenance regulations were looser and spires were poorly monitored, an incident occurred. This incident was nameless and, while the specifics have been long forgotten, the gist of it is still known by some of the more history-heavy Cythereans and the occasional Jintarian.

While Arianrhod was still operating, two spires desperately needed to be doused in coolant, but were ignored by the sleazy technicians abusing their break and the loose protocols. Eventually the superheated spires exploded from the intense heat, breaching Arianrhod's hull. A vast majority of the population was killed, and left only a thousand or so survivors. Those living in the anchor station below turned away the now-grounded survivors, leading to nearly every single survivor of Arianrhod to die on the surface in their escape pods. The last of the survivors found salvation with a group of roaming surfacers who had come to gather scrap from Arianrhod's wreck.

