

General Notes:

- Located in a space Somewhere
- Endemic species that call the station home (Argonauts)
- Voyager species that stumble upon it
- Refugee/lostling species that fall in it (from Waypoint)
- Merchant species that utilize it as a 'timeskip' and rest spot during their travels
- Station is in orbit around a binary black hole system. Time passes Weird here
- Waypoint Anomaly from Alt-Benden is 'based' here and interacts with all other points in the Nexus.
- Lots of bars and clubs; den of thieves and hardworking folk alike
- No centralized government, is very much every individual for themselves
- Strongest current group is one of the endemic species, and they have control of the life support systems on the station and charge an 'admin fee' from every being on the station. It's not a burdensome amount, and the group essentially maintains a hands off approach to politics otherwise. Don't screw with them, though.
- Connected to a broader galaxy that is highly advanced. Many species from that galaxy call the station home, including remnants of a once great Empire. They periodically try to wrest control of the station from the endemic species, but they usually fail. Station has some sort of ore they value highly. It's hallucinogenic and they get all sorts of weird with it.
- Population of about 10 million
- Primary source of income is docking fees, with each of the docks being controlled by someone. Owners change, and no one really cares who runs them so long as they all remain open.
- The 12 Wards are how the station got it's name from the humanoids on the station. They tell legends from old Terra in the Milky Way galaxy and about a great Hero and his Twelve Labors. A being on the station gains high social status when they maintain presence in multiple wards at once. Street cred is Life here.
- 12 wards are thematically similar to the allegorical interpretations of each of Hercules' labors. I.e lion ward (busy, wallstreet-esque, black market. The sin of pursuing things too quickly)
- Each Ward has a distinct 'flavor' to it and power structure. All subject to change based on who is running things. Most are criminal, though some areas are actually pretty well run and have a calm ruling class and a sense of order.
- The Docks number several thousand and are spread out throughout all the Wards. It is difficult to control a Ward without first having control of the Docks in that Ward
- The life support systems are sacred and nobody messes with them, even the biggest jerks on the station. Terrorists who think about it are quickly rounded up and jettisoned into space.
- Several Guilds maintain a presence on the station; including a ubiquitous Merchant Guild that doesn't charge anything for membership; they just want to Know Everyone Who Sells Things. If you want info on where to buy or sell something, go to them.

- There is a central 'neutral' area controlled by the leading endemic species (who also controls the life systems) where peaceful meetings can take place. It is common for groups/planets/species looking to get established on the station to start in this place and stay there temporarily. Some of the more lawful species maintain embassies of sorts there. In recent years, the connection to a greater Cosmos known as the Nexus has ruffled feathers and gotten some Very Excited
- Weapons are not forbidden in the meeting area, but it is Highly Frowned Upon to conduct oneself violently there. Mainly because it is right next to the big filtration system for the station, so screwing around will get everyone nearby involved to shut down a fight. Fast. Think of it as the Watering Hole Truce from the Jungle Book
- Violators of the truce in life support zones are always jettisoned into space. No exceptions.
- Entertainment varies from Ward to Ward, with some hosting great arenas and others catering to more personal desires.
- Upper echelon class stratification exists, but it is highly mobile. Someone can be a gutter rat one day; stumble upon a hella good gig and end up with a ton of money within a matter of weeks.
- Health/medication is Ward specific. Some run free clinics with advanced medications and treatments ... Others are no better than snake oil. Some even use magic!
- On the subject of Magic, it exists and has been baffling the more science-oriented members of the station for the last couple of cycles. Beings from some otherwise backwater planets have been dumped in the sewers of the station with some terrifying abilities. Naturally, a fair number of them have ended up dissected in labs.
- On the subject of mad scientists, the previously mentioned Empire has harnessed their version of magic as an energy source and do Awful Things to the magically gifted members of their populace. The ore they are constantly searching for is allegedly an amplifier, though the true use for the ore to them is a closely guarded secret.
- *****Incorporate Nae's nomads here! *****
- *****Jorryn spends some 'time' here prior to entering the Nexus, hangs with the nomads and establishes a base of sorts for himself
- *****Jorryn avoids the main ambassadorial areas, so never ran into Roahe during his first trip/she wasn't present yet
- Time is relative on the station. It flows in one direction, but an hour on the station could be twenty years on your homeworld ... or just a second. The only thing it doesn't do is flow backward.
- (Dragonriders with the ability to 'time it' backwards will be Highly Sought Out by residents of the station once that ability is figured out)

NEXUS CONNECTION

- Sometime and Somewhere, the Nexus connected to the Station, and the Station connected to the Nexus.
- Wealthy merchant types immediately hooked on to the whole new worlds to explore(exploit) and started sending emissaries as needed
- The neutral zones and more lawful Wards welcomed the newcomers

- Nexus species/worlds begin to carve out their own territories on the station, same as all the beings who came before them
- Jorryn of Devastation, after realizing that he needs somewhere to call 'his' and where he can best assist Naxi'im and the Death Court, returns to the station and creates his own little network utilizing the muscle of his newly created 'Court' of dragons.
- Humanoid species on the station are thoroughly discouraged from entering Jorryn's area unless they are there to buy/sell something/someone.
- Jorryn currently has control of five docks and has crafted a reputation for No Questions and Reasonable Rates for non-humanoid species. Humanoids who want/need to use his docks are charged extra.
- Exception to the no-humanoids in Jorryn's turf will be Nae's nomads. Jorryn is fond of them and their golden ways.
- Jorryn also makes exceptions for humanoid mages escaping the clutches of the Empire. He dislikes how the Empire warps the energy of the universe to do stupid things and finds them incredibly boring. Has been known to shift into his true form and take out Empire ships orbiting the station looking for escaped mages/otherwise threatening the station.
- Jorryn thinks the endemic species is cool and likes to see them around. They tolerate him and his arrogance. Sometimes.

EMPIRE

- Main 'antagonist' to the station; highly advanced sci-fi type civilization with lightspeed/warp travel. Brutal and methodical. They want what they want and usually get what they want.
- Currently embroiled in a longstanding war with a federation of worlds resisting their rule/general way of behaving.
- Wants the ore on the station, and for now is content to be allowed to mine it without issue. Get rowdy when a newcomer tries to overcharge them for mining rights/docking issues.
- They use the timeskip element of being in the station to get the upper hand in battles with the federation planets sometimes (station-goers Do Not Approve and sometimes sabotage them)

FEDERATION

- Loose collection of worlds from the galaxy the station exists in, all have spaceflight and FTL speed. Home to the merchant guild. Very progressive/free thinking. Do their own thing for the most part and don't mess with the station
- Members of each federation species can be found on the station, as well as a few embassies.
- Federation worlds most likely to approach new Nexus worlds/emissaries for treaties/trade rights/etc
- Set the galaxy currency standard ('coin') and are host to the bankers of the galaxy.
- Empire hates them. Like, a lot. They have their own banks and merchants, but nowhere as powerful and far-reaching as the Federation.

- Nexus worlds will be encouraged to trade in/with Federation coin; this may or may not be a trap.

ENDEMIC SPECIES;

- Called Argonauts by other denizens. They don't have a name for themselves, just an 'image/feeling' of their identity which they 'send' telepathically when asked. Image is (basically) of a voyager/traveller in space on an adventure.
- Cephalopod type species (ammonites!) that was 'raised' on the asteroid according to their legends/lore by some ancient, space-faring culture that is long gone
- They consider themselves 'travellers' since their home is host to so many different species and is a link to so many worlds
- They have advanced tech and hard (but beautiful) shells and membrane that naturally protect them from the vacuum of space for short periods. Able to jet around the asteroid as if they are always in zero-G, but it is just some augmented telepathic ability.
- Super industrious and hard workers, they come in all shapes, sizes and genders.
- Also use the ore that the Empire is after, though they don't appear affected by it in the same way. They feed small portions of it to their offspring to help shells grow
- Species is not found anywhere else in the known universe
- Highly intelligent, they 'speak' telepathically and via images/feelings.
- Tend to congregate in large, hovering 'swarms' and talk in rapid fire images/thoughts. Hanging with them as a humanoid telepath can be hella trippy
- Are sometimes kidnapped and sold as oddities/for their shells by slave traders on the station (usually older members of the species, since they have the larger shells and are slower)
- Due to natural affinity for propulsion, they are excellent shipbuilders and have a LOT of guns. Lots. Traders who deal in their elders don't last long on the station, truthfully.
- Have a single 'elder' who is the keeper of their lore. This elder is just the one nominated to keep track of the accounts and keep the AI the whole colony relies on tuned up. This elder holds no political power, just granted a bit of extra \$\$ to live comfortably
- Rule via consensus among their kin and don't care overly much about other species. Just want to keep the station up and running since it is their home. Have zero issue shooting troublemakers of other species out of the nearest airlock. (Notably, being tossed out of an airlock is considered a 'spanking' in their culture. Since they can survive in space and are retrieved after the lesson has been presumably learned)
- Generally live in zero-G zones where they can 'float' without having to exert themselves much to move around. 'Homes' are just zero G chambers styled to the preference of the individual. Some are fairly spartan, others have a lot of plants or fancy paintings, it really depends. All have a computer terminal link to the colony AI that monitors the station life support system, however.
- Numbers are small, only about a hundred thousand on the whole station. However they are the biggest homogenous power bloc and they *always* move in unison after reaching a consensus.
- Their weaponry is generally specific to them and very powerful. Humanoids cannot use

Twelve Wards:

Ward #1: The Lion

- Lion is the indiscriminate rush towards improper goals
- The 'top' most ward, it hosts the main 'wallstreet' as well as blackmarket
- The Argonauts maintain the peace between the Federation and the Empire in this Ward, both of whom have 'banks' etc here.
- Gangs also run their own pop up shops here with 'financial services'
- Very fast paced and desperate type of place

Ward #2: The Hydra

- the many-headed hydra that he burned, as it were, with the fires of exhortation, is pleasure, which begins to grow again as soon as it is cut out.
- Red-light/Pleasure District
- Each 'world' has a distinct flavor; a being can travel from 'planet to planet' without ever boarding a space ship here
- This ward is very much an 'escape from reality' sort of ward

Ward #3: The Hind

- He banished cowardice also from the world, in the shape of the hind of Ceryneia
- Docks in this Ward tend to be quick-service or messenger related
- Widely understood that you don't trust ANYONE in this ward
- Thieves and thieving guilds make this Ward their home
- Need to get something off of the station without anyone else knowing? Use the docks in Ward 3

Ward #4: The Boar

- Boars often symbolize the destructive vices of gluttony and selfishness, and thus capturing the boar with a net reflects our ability to overcome and control those primal urges with the powers of reason.
- Hosts the main 'core' elements of the station, controlled by the Argonauts
- Also hosts the main 'neutral' area where violence is prohibited
- Several species and worlds have ambassadorial suites/offices here
- Relatively civilized and clean

Ward #5: The Stables

- There was another "labor" too, not properly so called, in which he cleared out the mass of dung (from the Augean stables) — in other words, the foulness that disfigures humanity.
- This story is symbolic of purification, as Hercules cleaning the exceptionally dirty stable represents the heroic human ability to purify and cleanse our old selves so we can stimulate transformation, instigate change, and improve our new selves.
- This Ward is heavily controlled by several warring religious sects and they often go at it
- A lot of 'first timers' to the station end up here because the sects have 'greeters' at almost every dock in the station. Some stay and get indoctrinated. Some get sold. Some figure shit out and GTFO quickly

Ward #6: The Birds

- The (Stymphalian) birds he scattered are the windy hopes that feed our lives;
- Gambling halls and general trade docks, run by a couple rival gangs

- Lots of weapons manufacturing here along with general industry
- Scientists and corporations of dubious virtue have labs here

Ward #7: The Bull

- by fettering irrational passions he gave rise to the belief that he had fettered the violent (Cretan) bull
- Another pleasure district mixed with trade in the exotic
- Not very 'high tech' in appearance. The ascetic is definitely 'fantasy/romance'
- The beings in charge here tend to favor the more 'organic' ambience of vegetated worlds and encourage 'beautiful' species to take up residence.
- Magic and Magic-Users find some sanctuary here, where they can hide from the Empire
- A very fancy library can be found here; it changes from level to level and can be either a super techie thing or like something you'd find at Hogwarts. Def library of alexandria vibes

Ward #8: The Horses

- Ill-disciplined lifestyles and unhealthy habits lead us towards chaos and keep us there. (man eating horses and evil king that feed his guests to his horses)
- It has a pretentious name and is controlled by the Empire
- Very evil labs are located here, along with a nasty slave-trade
- Old mining colony was in this ward, Argonauts control it the mines but the Empire wants them. There is an accord, presently. Sort of.

Ward #9: The Belt

- It is usually fairly calm before the storm. In life, we often encounter situations that seem too comfortable or problems surface with seemingly easy fixes, only to be caught off-guard at the last moment when Murphy's Law kicks in! Hope for the best but always be prepared for the worst.
- Controlled by the Federation
- Busy and industrious Ward, generally pretty peaceful
- Normal beings can live here without fear. Mostly.
- Sometimes the Federation stages raids, though. They claim to be looking for Empire spies. Are they, though?

Ward #10: The Cattle

- Stay focused on the job at-hand and see to its completion despite distractions and unexpected twists and turns — always expect delays from factors outside your control and always remind yourself why you started your journey in the first place.
- Working-class and generally 'safe' ward
- Hosts the levels that actually produce food and filter water and other required essences for the station's population
- Sometimes called the 'breadbasket ward' due to 'farming.'

Ward #11: The Apples

- Have empathy and help others where and when you can but avoid taking on their responsibilities for them.
- The act of holding the heavens for a period of time is symbolic of the heavy burden and immense responsibilities that heroes must fulfill as they endure intense pain, exert

endless toil, and overcome brutal challenges to help improve the world and elevate mankind.

- Poorest section of the station, beings who live here are almost universally destitute.
- Used to be a paradise section, but the life support systems have failed in the past so only the really desperate live here. No one even tries to charge rent
- No businesses operate here except little mom and pop joints
- Largely considered the 'forgotten' ward.
- Beings raised here tend to be very resilient and resourceful
- Sections sometimes go 'dark' and are quartered off by the Argonauts. Rescue attempts for whoever was there are rare, and usually only done by other residents.
- Every now and then, new sections come back online and are quickly moved into.

Ward #12: Cerberus

- Heracles returned from the underworld because he was determined and had built credibility with actions of valor and virtue. He was willing to lay it all on the line for his cause.
- The act of entering the land of the dead, retrieving the dog, and bringing it up to the surface of the living represents the ultimate transformation of death and rebirth. Thus, the myth of Hercules retrieving Cerberus symbolizes the dramatic journey of descending into the dark and mysterious realm of the unconscious, receiving a gift or piece of valuable wisdom, and returning to the world of light and consciousnesses as a new, transformed, and improved man.
- Lowest Ward in Herakles, it is where all the 'mind altering' stuff happens. Telepaths and other mentally Gifted individuals tend to gravitate to Cerberus Ward. Hosts labs and