

# Meadow Folk Empire

This area encompasses a set of broad plains between mountain ranges that take up much of the central portion of the peninsula.

## Meadow Village

The capitol of the Meadow Folk Empire.

### Questions

How does it feel to be second-class (third-class?) citizens? How do you respond?

## Grenville

Home of the local Gren population. The grens have a secret, which is why they are so reclusive. They have bred their own demi-goddess, their answer to the demi-goddess of the Red Arrow Tribe. It is just a child now, but her powers will in theory allow her to someday make the forest overgrow everything (which the Grens see as "natural").

### Questions

Do you spread news of their secret? Do you take out their child-god?

## Sleeth Inhabitation

Home of the local Sleeth population. One of the Sleeth named Ssathassa has the ability of Planar Travel, which, due to his attunement to the main sensor array, has given him knowledge of several planets that the ship has visited. This fact will become apparent if the PCs reach the

### Questions

Do the PCs use Ssathassa's power to move to a new planet? What if Ssathassa objects?

## Badder Hill

A hill riddled with holes dug by the Badders that inhabit it. The Badders have, along the lines of their preferred cultural norms of feudality, sworn fealty to the Meadow Folk. But they see it as a necessary

evil, and do very little in terms of supporting the Meadow Folk. Generally the Badders send out raiding parties against all of the other people of the area, going with their “might makes right” attitude that whatever they can take is what they deserve. Everybody considers them a dangerous nuisance.

## Questions

Given the opportunity to wipe out an entrenched population of bad guys, do the PCs commit genocide?

## Red Arrow Tribe Village

While in the Meadow Folk plain area, the Red Arrow Folk are a warlike tribe, and only succumb to Meadow Folk rule very grudgingly. They see Highvale’s much more compliant submission to the Meadow Folk as being about getting special treatment. In fact, the Meadow Folk patrol has ruled in favor of Highvale on a few occasions with regard to hunting ground rights between the two villages. And now the Patrol is doing more than ever to make it look like they’re on Highvale’s side, understanding that this will likely lead to war between the two groups. Something the patrol wants, as they see it as a way to reduce the mutant human population drastically.

The Red Arrow tribe is a hive of Iron Society activity.

## Questions

Is there a way to prevent war with the Red Arrow Tribe? Can evidence be found that exonerates the Highvale folk? Do the PCs collude with the Red Arrow, when their Iron Society members want to enact a plan of genocide against the Meadow Folk? What about a more moderate plan to set off a mutation bomb in their capitol?

## Raymount

An ancient broadcast power station. If it goes down, many or most devices will cease to work, including a lot of robots and androids. The Oracle will advise against this (as many of the free androids are Dowin’s servants, and he’s generally pro-tech), but with some effort it’s possible to sabotage the facility. The real issue is getting way up there, and dealing with the Yexil’s that roost there.

## Questions

Turn off the power? It levels the playing field dramatically, but also removes lots of advantages folks require for survival (to say nothing of effectively killing any androids who don’t have backup power).

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