Cities & Places of Algol

NOT FINAL ARTWORK

A Civilization Under Siege

It's important to remember that Algol is a planet in the middle of a geological pertiod not unlike the Cretaceous of our own earth. Imagine living in a world where tyrannosaurs and veloceraptors are common, everyday animals-- then scale those critters up to almost twice as large. Cities on Algol aren't just fortreses to keep rival armies out--they are also fortified to keep the deadly wildlife at bay. Until the advent of the Mekton, leaving the city required an armed guard of *tanks*.

From the start, Algolians have made a point of living in walled cities (to keep the animal life from eating the citizens), often combining living areas with production areas to lower their exposure to dangerous predators. From the earliest cities to the present megastructures, the castle-fortress has been the model of Algolian architecture on both continents. Even the roads are heavily fortified structures designed to keep the wildlife at bay.

Technological View

At the start of the **Mekton Age**, Algol was at a technological level about equal to Earth's mid-1950s. There were propeller-driven planes, a few primitive rocket planes, six-wheeled ground vehicles and diesel-powered ships. Railroads never developed (too dangerous to lay track), and jets never evolved as the Algolians were able to go directly to liquid-fueled rockets. Computers were large and cumbersome, with communications limited to bulky hand radios, televisions and very primitive microwave towers.

The Mekton Wars

The Mekton Wars changed all that by re-introducing nucleonic technologies and microcircuitry into the Algolian tech base. Both had been common in the old Bendari Empire, but until the time of the Mekton Wars, any remaining examples had either been kept hidden by the Murians or were trapped deep inside the tremendous radioactive wreck of the Far Star. Since both nucleonics and microcircuits were used in the old Bendari MEKTONS (as well as microwave generators, lasers, plasma bottles, guided missiles and even contra-gravity)--within a generation, small portable nucleonic power cells were in common use in vehicles and homes, communications were reduced to the cell-phone level, and computers were now desktop sized.

As a result, Algolian technology has a feel of a more primitive technology that has been amplified by the addition of more efficient power and minituration capacities. For example, all aircraft on Algol still have propellers, but those props are driven by nucleonic power plants. While there are now some energy and plasma weapons available, most personal sidearms are still at the chemical slugthrower and sword level, just with better accuracy and portability. While contragrav exists, 99% of all vehicles are ground types, although most now use radio-thermal batteries for power instead of diesel (lacking the great Coal Ages of Earth, Algol doesn't have much in the way of petroleum--most energy needs have been met through variations of biodiesel fuels).

ELARA

General Design

Elaran cities are open plan designs surrounding a central group of buildings. The best model for Elaran cities would be the castles of the Medieval Age. The inner city is protected by a high, wide wall topped with embedded weapon emplacements. The top of the wall is open parkland, which has the advantage of giving these weapons clear zones of fire and forcing the enemy to cross areas of unprotected open space. In a pinch, the open parklands also provide a food source for the inhabitants. Often, Elaran cities are built into or are integrated with a major resource or megastructure (like a dam or enclosed harbor)--this allows the defenders to protect both the population and its important resources at the same time.

ANDOR: Main city in Andor Province, Elara. Andora is a moderate-sized city built into a massive crag overlooking the Bay of Yvonna. It is known for its fine glass and steel craftsmanship, and for the Library of Andora, a repository of knowledge from the past.

ANDORA HIGHROAD: A modern Elaran super-highway spanning the route from the Andoran plain to the city of Kandar. The Andoran Highroad is so named because it is elevated forty feet off the ground on a series of piers. This elevated highway is rarely open to attack by anything short of a MEKTON assault.

ARCADA: Arcada is built into a massive dam overlooking the Sea of Emmeris. The dam provides power to the Elaran cities of Luriel and Arcol. Arcada, known for producing fine weapons and armor was the exiled Elaran Throne's capital during the Occupation. Arcada is also known for its fine cuisine, something like French Novelle Cuisine.

ARCOL: A moderate sized Elaran city built into the cliffs of the Bay of Orb. Arcol's great sea-farms produce about a third of Elara's food supply. Arcol is known for its excellent seafood, its textiles work, and its publishing houses.

CRYSTAL PALACE: Seat of the Throne and Kingship of Elara, the Palace has its own living, shopping and power facilities. The name comes from the construction of the upper tiers of the Palace, which are made of a reflective granite from the shores of the Crystal Sea.

CRYSTAL SEA: A now completely frozen inland sea in the north of Elara. The name comes from the rare reflective granite surrounding its shores. The Crystal