

FACT SHEET: LAAG

OUTPOST: Laag, Tech-Level III

PROVINCE: Protectorate (Borca)

INHABITANTS: 900 / Growing

POPULATION STRUCTURE: Scrappers / dominant, Clanners (Valeni, Refugees) / dominant, Apocalypics / numerous, Judges / present, Spitalians / infrequent

LEADER: Protector Rusban

GOVERNING FORCE: Stasia, Chieftain of the Valeni

FEATURES: The Demiurge's kitchen: Three giant lime kilns belch out thick smoke, gobbling up coal and limestone to produce lime. The kilns power an electric steam generator that provides electricity to some of the outpost buildings; The Dirt Road: Main Clanners living quarters; The Doornail: Main Scrappers living quarters; The Rush: Entertainment strip controlled by Durek, a Stork of the Blood Birds

TRADE / GOODS: Coal, limestone, lime (used in building materials, agriculture, water treatment, leather processing, etc), mining equipment, distillate, beer, Burn

CITY GUARD:

- ◇ Valeni militia: a group of about 20 ex-miners
- ◇ Rusban's squad: 2 City Judges and 1 Vagrant

ARTIFACT TRADE: None

COMMUNICATION: Scrapper radio link to Mobilis

MAP:

- 01. COAL WAREHOUSES
- 02. VALENI' OFFICES
- 03. STASIA'S HOUSE
- 04. THE RUSH
- 05. THE TWIN SISTERS' INN
- 06. SCRAPPERS' OFFICES
- 07. JUGES' HOUSE
- 08. COMMUNITY CENTER
- 09. LIMESTONE WAREHOUSES
- 10. LIME KILNS
- 11. ELECTRIC STEAM GENERATOR
- 12. LIME WAREHOUSES

