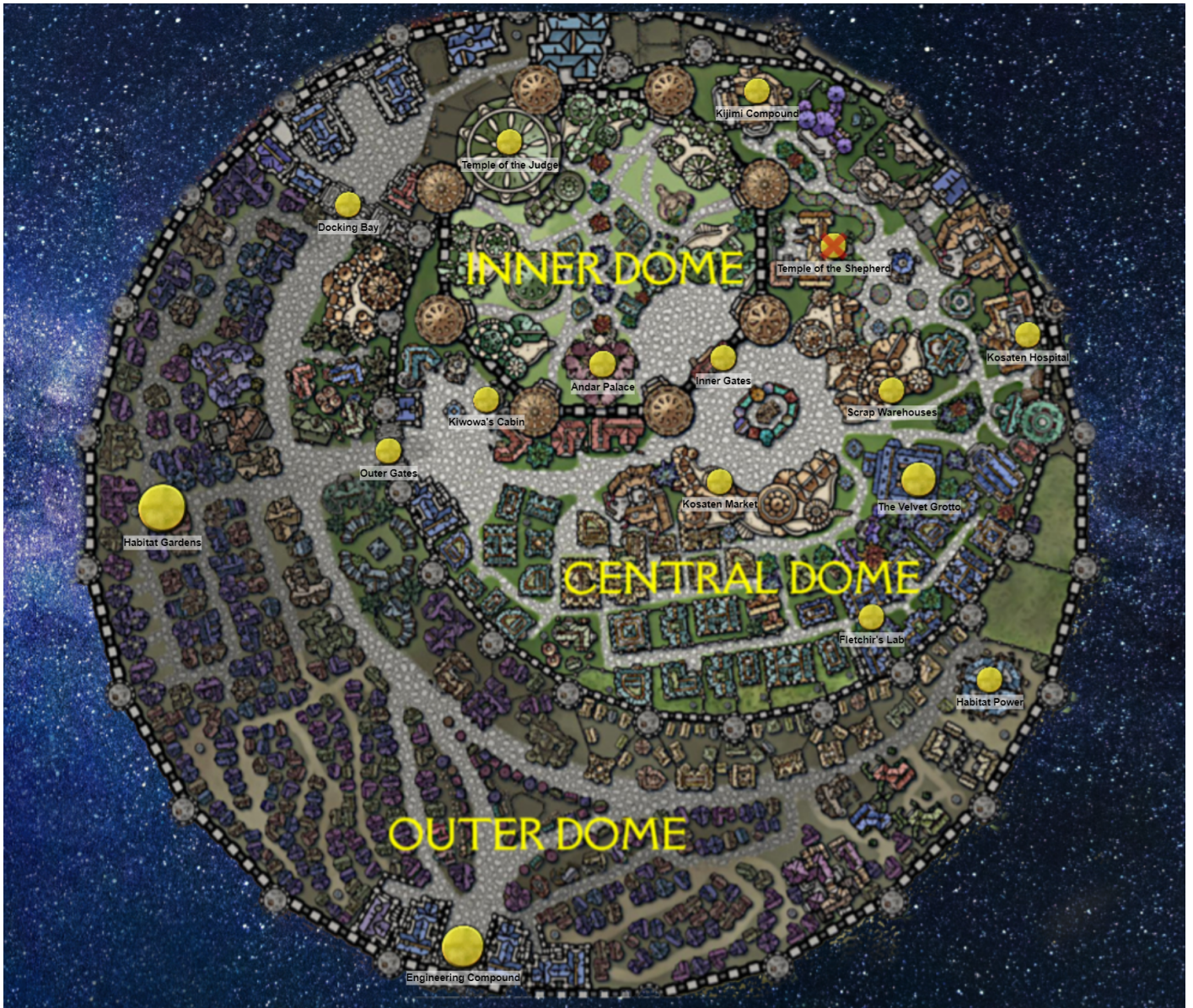


# Kosaten



The tri-domed town of **Kosaten** (population ~500) was founded in 28 ABY by **Belle-Dono of Clan Boulette**. It is the first settlement in **Megatama Valley of Dokiri** to be established by one of the poor mountain clans that live in the **Kodokushi Mountains**. After a prolonged period of mountain clans raiding the valley for food and supplies, the leaders of the Megatama Houses followed the Order of the Four's advice and offered to help build the settlement for Clan Boulette—the second largest mountain clan at the time. While the creation of Kosaten angered **Clan Halcarr**, the town's presence ultimately helped the mountain clans survive and reduced their raids into the valley.

When the **Hutt Clan** and **Order of the Judge** ignited a war against the **Spice Runners of Kijimi** in the Kessel System, Kosaten was caught in the middle of the conflict on Dokiri. The war ended in defeat for the Hutts, Spice Runners, and the Order of the Judge—General Krayt, a fallen Jedi Master,

arrived with an armada from beyond **the Maw** and conquered the Kessel system in its entirety, causing the survivors of the warring groups to escape into the Outer Rim. When Kosaten's leadership revealed that the town doubled as a live space station and left Dokiri behind, General Krayt allowed them to leave the system peacefully.

Kosaten is light on laws and rules, lacking a meaningful police force after recent conflicts. Its people are generally very loyal to Belle-Dono, who relies on close friends and mercenaries to keep the station safe. While the neighborhoods near the town's gates and market square tend to be fairly clean and safe, petty crime is commonplace elsewhere in its Central Dome. Access to the Inner Dome is restricted and requires a personal invite from Belle-Dono.

**Leadership.** While Kosaten is no longer beholden to any one clan, the human female **Belle Boulette** remains the unanimous leader of the town. Most people call Belle her honorific name, **Belle-Dono**. Belle owns **The Velvet Grotto**, a popular cantina and brothel. Belle-Dono was brought to Dokiri to be raised as a concubine of **House Dori** and impressed her masters so much with her business acumen that she was offered her freedom. Rather than stay in the House, she left for the mountains with the resources she'd earned for herself and shared them with the needy. People tend to be fiercely dedicated and protective of Belle-Dono, who repeatedly proves she is willing to do anything to keep Kosaten safe. Cunning, charismatic, and quick on the draw, the ever-entrepreneurial Belle-Dono has turned Kosaten into a prosperous boomtown in the past twenty years.

Since leaving behind Dokiri, Belle-Dono has deputized a small handful of individuals, including her guard captain **Valsi Dara**, to keep the peace and make decisions across the station in her absence. She relies on her inner circle for decision-making in the face of the broiling galactic conflict.

## NOTABLE LOCATIONS

Kosaten's pagodas and multi-tiered buildings are built beneath three biodomes of different sizes designed to protect the station. The **Outer Dome** is the largest, holding within it the other biodomes, Kosaten's shipping quarters, docking bay, engines, power sources, and the habitat gardens that provide food to the station. The **Central Dome** is the town's most populated biodome and is home to most of its businesses, service centers, and residential homes. The **Inner Dome** is Kosaten's smallest and most private biodome, containing beautiful walking gardens that separate the town's Temple of the Judge and **Andar Palace**—the gorgeous pagoda home of Belle Boulette.

**Andar Palace.** The largest pagoda in Kosaten is the private home of **Belle Boulette**, though she is often far too busy to enjoy its private ponds, walking gardens, and rooms filled with art from far-off worlds. She employs a handful of personal guards, cooks, and housekeepers to watch the palace, allowing them to live there in luxury. When she needs to host a meeting with an off-worlder or someone too sensitive to meet at the Velvet Grotto, she invites them to her home, where she provides them with a seven-course meal. Sometimes, Belle rents out her palace for private parties and events at the rate of 10,000 credits per night plus cleaning fees. A secret **Command Bunker**

lies beneath the palace, from which Belle-Dono and her inner circle fly the station and manage Kosaten's systems.

**The Velvet Grotto.** The town's large cantina and brothel is its lifeblood, pride, and joy. The Velvet Grotto is a six-story pagoda on the street leading to Kosaten's market square. **Belle Boulette** spends at least part of every day greeting guests at the Grotto, though her busy schedule means much of its management is delegated to the large staff of concubines, matchmakers, bartenders, and bouncers employed there. A beautifully tended garden of purple blooms and plants brought from off-moon surrounds the pagoda, providing a serene curtain to keep its activities discreet.

Inside, the first two floors are the cantina, containing full-service bars. The first floor features a stage, dance floor, and frequent live music—while the second floor provides dimly lit booth seating, a kitchen, and a private gambling hall behind soundproofed walls. The Grotto's third floor contains an interior garden, the brothel reception room, and private business offices. The fourth through sixth floors provide access to the Grotto's brothel services, and each higher level features more exquisite (and expensive) rooms.

**Kosaten Market and Scrap Warehouses.** Temporary tents circle the market square and are rented to anyone wanting to sell their goods for 50 credits per day. While there are no permanent stores in the town, four pagodas border the southern square, where merchants with a high volume of goods (or goods with a high volume) can rent an entire floor of a pagoda for 500 credits per day. Access to the Scrap Warehouses costs 1,000 credits, with the caveat that you can only take out what you can carry in your hands. Because of this, many merchants hire individuals particularly well suited to the work to search the scrap warehouses for diamonds in the rough. The market square is a flurry of activity much of the day, drawing in a wide variety of people looking to buy or sell from town, the nearby valley settlements, the Dokiri monasteries, and even the mountain clans.

The operation of the marketplace and scrap warehouses is left up to a gang of droids whose freedom Belle Boulette purchased from House Dori when she was granted her own. Friendly battle droid **IG-33 or "Iggy"** manages market security, while rentals and inventory are overseen by **R2-K9** and their loyal crew. All proceeds earned from renting market space are donated directly to Kosaten Hospital.

**Abandoned Temples.** During the weeks leading up to Kosaten's departure from Dokiri, conflict rose between the religious Order of the Four and the town's other residents. The conflict ended with the explosion that demolished the gorgeous **Temple of the Shepherd**, leaving it an ugly ruin in a central area of the station. The **Temple of the Judge** still stands but has been locked down. The Dark Side of the Force is strong there, and its many traps make it deadly to visit. Some Dokiri natives still live aboard Kosaten and are still dedicated to the religion despite the revelation that one of their sects—the Order of the Judge—was behind the war and attempted genocide on Dokiri.

**Kosaten Hospital.** The local hospital pagoda features three floors and a subterranean basement. Its head administrator is an old native Dokiri near-human man named **Lorn Aren**, who was exiled from the Order of the Four in his youth for refusing to spend his young adult life following the path of Crath the Wizard. He employs several dozen nurses and doctors to serve the town's emergency

needs, though much of his time is spent in the psychiatric ward in the hospital's basement, where he treats individuals suffering from post-traumatic stress and psychological disorders resulting from reactions to Dokiri's toxic environment. Lorn employs several mercenaries to provide hospital security against threats from within and without.

**Kijimi Compound.** The ugliest and most fortified building in the town is the militarized compound built by the Spice Runners of Kijimi. After the defeat of the Spice Runners in the Kessel system, it has become repurposed by ex-mercenary **Vidar** and town leader **Kiwowa** to serve as an orphanage.

**Habitat Gardens.** The Outer Dome of Kosaten is the station's largest area, accessed from either the **Outer Gates** of the Central Dome or the **Shipping Gates**. The Outer Dome is responsible for most of its clean air, food, water, and energy resources through its large greenhouse gardens. Kosaten's large workforce of habitat engineers lives in a large compound of connected apartments in the middle of the gardens. Amongst the plants grown are genetically modified Dokiri flora that intake large amounts of methane, filtering it from the air. As they do, like the woozeersu, they expand. These gas-filled plants are carefully harvested and then converted into energy at the **Kosaten Power Station**, which runs lines beneath the rest of the town to provide electricity.

Since Kosaten's departure from Dokiri, the gardens have become the home of a colony of **Shards**—sentient crystalline hybrid organic/synthetic droids experiencing freedom for the first time in their lives. Led by protocol shard **ZB-782**, they spend much of their time curiously exploring the station and telling stories of their savior, the hunter droid **V-3n**.

---

Revision #2

Created 27 September 2024 06:52:40 by cluebyte

Updated 27 September 2024 06:53:50 by cluebyte