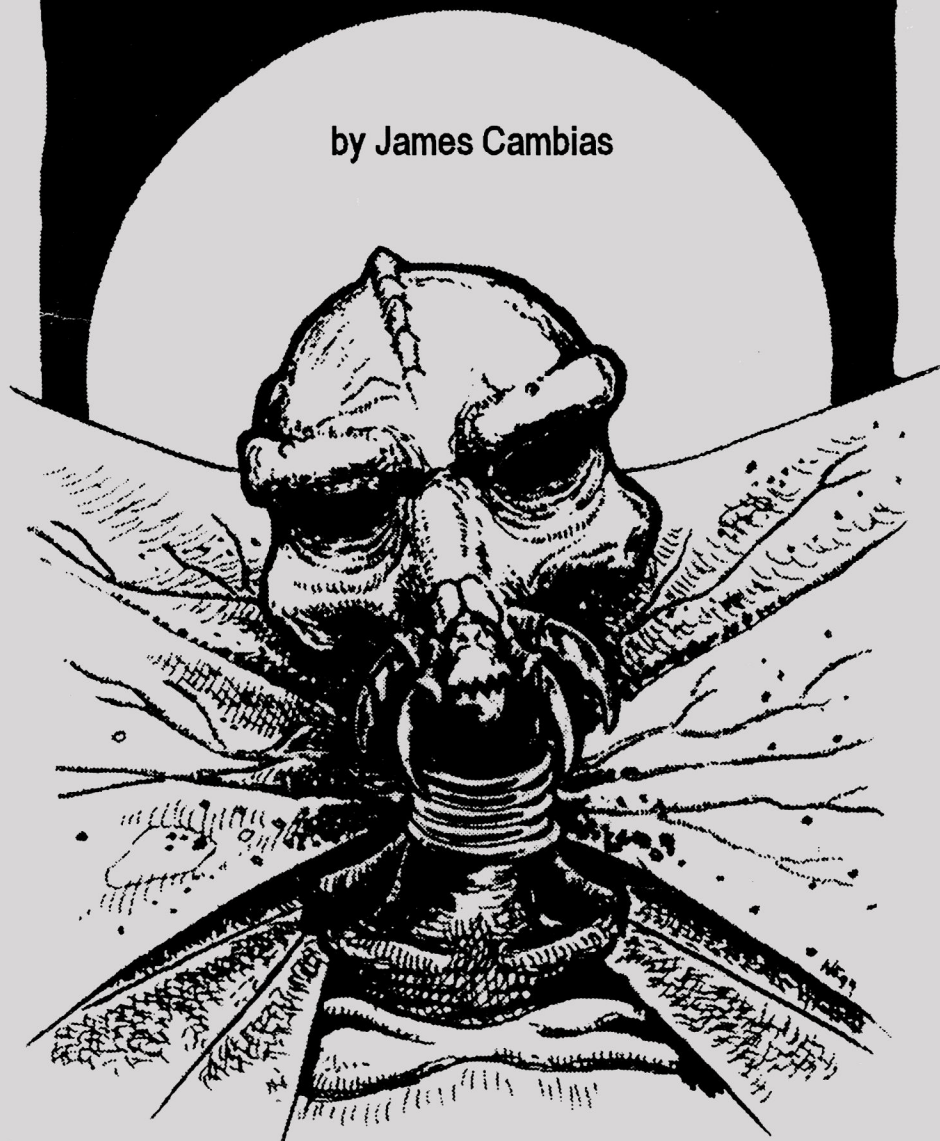


YACAHUA

World of Eternal Day

by James Cambias



Yagahina

World of Eternal Day

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Table of Contents

Introduction	05
Physical Description	06
Geography of Yagahina	06
Ghamiza	06
Thamiza	07
Radima	07
Inhabitants of Yagahina	08
The Akharal	08
The Ahaman	09
The Atoshivi	12
Languages of Yagahina	13
Politics of Yagahina	14
The Governing Council	14
Twilight City	16
Important People	17
Bert Heem	17
Anya Mikoyan	17
Jefferson Pike	17
Hiro Takashi	17
The Fat Man	18
Major Wintergreen	18
Zovaiithi Khiril Varad	18
Tamas Jinsin	19
Brother Heironymous	19
Ambassador Ramapura	19
Yagahina in Traveller	19
Adventures on Yagahina	20
The Longest Day	20
Daddy's Girl	20
Night of Terror	20
Business as Usual	20
World Map of Yagahina	Centerfold

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Introduction

"New on Yagahina? Thought so. I'm an old-timer; lived here nearly twenty years. I've been all over this planet. Spent time in the Daylands, trading with the Akharal. Rough country, that. Dry as a bone. The sun just hangs over you, glowing like a red-hot coal. My partner went crazy from the constant sunlight.

I've been over on the Dark Side, too. Helped build the mass-driver. Cold? Cold isn't the word for it. We used to joke that there's nothing better than a long soak in a hot tub of liquid nitrogen.

Oh, it's a harsh planet, all right. No question. But it's beautiful, too. I've camped in the black forests of Tarisha, where the sun hangs on the horizon like a great orange dome. I've seen sailing ships cruising on a green sea. I've watched 'bergs calving off a cliff of ice a mile high. I once flew with a war party of Kitemen to attack a pirate camp; that was an adventure!

Want to hear about it? It was about twelve years ago..."



The planet Yagahina lies in a frontier sector of space where humans have only recently begun to settle in large numbers. Yagahina's star system is located along a major trade route and the world has become an important port for interstellar shipping.

Physical Description

Yagahina is slightly larger than Earth, with an equatorial diameter of 8,500 miles (13,600 kilometers). The planet is less dense than Earth (0.7 times), so its surface gravity is 0.9 standard G. Yagahina orbits a dim, red Type M2 star at a distance of nine million miles; it receives less energy from its star than Earth does. There are only three other planets in the system, all small gas giants. Yagahina has no moons.

The planet's atmosphere is thinner than Earth's (0.8 standard atmospheres), and has a lower percentage of oxygen (14 percent). Humans can live and breathe normally at sea level on Yagahina, but need breathing gear in the mountains. People with respiratory ailments occasionally have trouble.

Yagahina is tidally locked to its star - the planet's day and year are the same length, so the sun never changes position in the sky. The orbital period is 99 days. Half of Yagahina is locked in eternal night covered in a huge icecap. The other half of the planet broils beneath the sun in an endless day. Approximately two-thirds of the area of the day side is ocean, the rest is land. The planet is much less geologically active than the Earth.

Geography of Yagahina

The three chief divisions of Yagahina's surface are defined by the amount of sunlight they receive.

GHAMIZA

The single large continent on Yagahina's sunward side is known as the Daylands, or "Ghamiza" in the language of Yagahina's inhabitants. It is a large, flat landmass roughly the size of Africa on Earth. Ghamiza is in the shape of an elongated triangle. The center of the continent lies almost exactly at the center of the day side and a long point reaches eastward to the twilight region.

Ghamiza has no large mountain ranges or active volcanoes. Most of the continent is either open plains or low hills. The interior is very dry and temperatures near the center of the day side hover around 150° F (66° C). There are no rivers in Ghamiza, only a few intermittent waterways, which fill up on the rare occasions when it rains.

Despite the harsh conditions, Ghamiza has an abundance of both plant and animal life. The plants tend to hug the ground, with most of their structure buried. Only the leaves and seedpods are exposed. The leaves are black rather than green because the darker pigments are more efficient in the reddish-orange light of Yagahina's sun. Most plants tend to have long narrow leaves.

The animals of Ghamiza are all small. There are no creatures native to Ghamiza larger than a dog. (Smaller creatures have a better surface-to-volume ratio for cooling. Large animals would quickly overheat.) All the fauna of Yagahina have six limbs. Many are burrowers, spending their entire lives buried in the soil. Burrowing herbivores live on the roots of plants and burrowing predators prey on them. All of Yagahina's creatures reproduce by laying eggs.

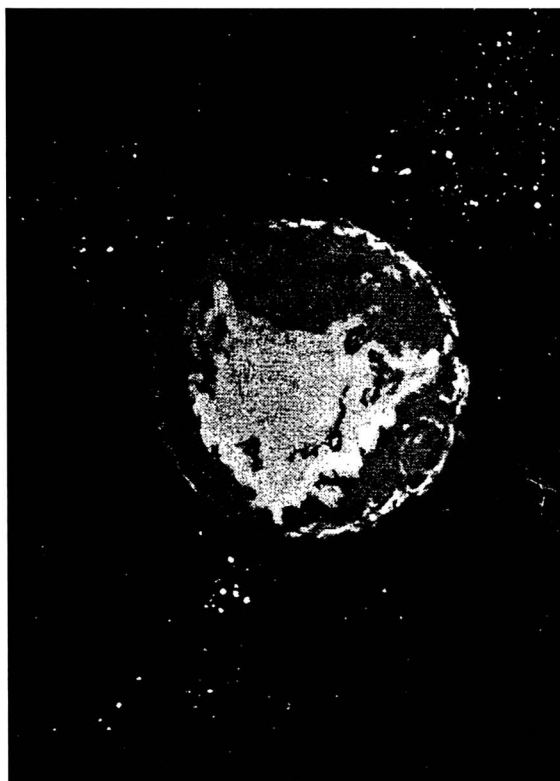
The oceans surrounding Ghamiza are extremely rich in life. The surface of the water takes on a dark color from millions of algae-like plants floating in the sea. These provide a rich food source for a vast variety of sea creatures. One species, the Lakhas, rivals the whales of Earth in size.

THAMIZA

The dark side of Yagahina, called "Thamiza" by inhabitants, is a vast region of night and cold. The unlit hemisphere of Yagahina essentially forms a single continent covered by a massive sheet of ice. In some places the ice is nearly four miles thick. The landscape is eerily smooth with no mountains to interrupt the endless plain of snow. Over most of the dark side the temperature hovers around -100°F (-73°C). Flurries of carbon dioxide snow occasionally fall.

Thamiza is almost completely devoid of life. No plants can grow in the permanent darkness, and with no plants to eat, there are no animals. Only bacteria can survive in the snow.

At present, Thamiza is the industrial center of the planet. The abundant ice and low temperatures are perfect for many energy-intensive processes. Huge fusion powerplants can be built on the dark side, with massive radiators to dump waste heat. Chemical plants take advantage of the great temperature differences to create unique crystal compounds. Atomic transmutation processors, foundries, and other waste generating factories are scattered about the dark side. The center of all this industry is an enormous magnetic mass-driver. It was built five years ago by an interstellar engineering consortium called the Vulcan Group, which still operates it. The mass-driver uses huge superconducting magnets to launch cargoes into orbit without rockets. The cost of launching cargo into space is very low, which makes Yagahina's Dark Side industries very profitable. Passengers cannot travel by mass-driver; the acceleration would kill them.



RADIMA

Between the extremes of Ghamiza and Thamiza is a narrow band in which conditions are comfortable for human life. This belt is called "Radima" by the inhabitants. Radima is only about two hundred miles wide. On the nightward side, it is bounded by the crumbling edge of the Thamiza glacier. On the dayward side, the boundary is a bit more vague, ending in the regions where the temperature hits the 100°F mark.

Much of Radima is ocean. There are two landmasses in the Radima region. One small continent, called Tarisha, sits next to the tip of Ghamiza at the eastern edge of the day side. The larger continent, called Kadila, is about the size of South America and stretches along the western edge of the day

side. Only part of Kadila is habitable; glaciers cover much of it.

Both Tarisha and Kadila are extremely mountainous. There are numerous volcanic island chains in the Radima band.

The animals of Tarisha and Kadila resemble those of Ghamiza, but tend to be larger. Some big herbivores on the plains of Tarisha are as large as dinosaurs. Flying creatures are very common, especially on the coasts, where far-ranging flyers hunt over the ocean.

Plants in Radima are larger than those in the hotter lands. Great forests sheltering a complex ecology cover much of Kadila. (The enormous alien trees with their black leaves lit by the dim red sunlight, make the forests a weird and creepy place to visit.) The trees tend to be squat and low to the ground.

The entire Radima region has very powerful winds. The winds blow constantly from the dark side of the planet toward the day side. In Radima the average wind speed is about 20 kilometers per hour (12 miles per hour). This steady wind means that trees must hug the ground, and makes wind power a very useful source of energy.

Inhabitants of Yagahina

Yagahina is home to three distinct cultures sharing a turbulent history the Akharal, the Ahaman, and the Atoshivi.

THE AKHARAL

The Akharal, the oldest inhabitants of Yagahina, are not native to the planet. Their species evolved on an Earthlike world many sectors distant that controls a small empire of several dozen colonies. (Akharal is the plural form of the species name. An individual is a Kharal. The adjective form is Khiril. See the section on language for more information.)

The Akharal are tall, skeletal beings covered with leathery white skin that forms hard plates on the chest, back, and forearms. They have a fearsome set of double mandibles set on either side of their mouths. Their eyes are featureless black patches hidden by heavy brow ridges. Their shoulders are covered with a fanlike ruff. A long tail balances them on their birdlike legs. An individual Kharal is not quite as strong as a Terran, but the Akharal have high endurance and good agility. Their manual dexterity is not as good as that of humans, but they can use their mandibles as an extra hand. Akharal have two sexes and bear live young. They have a short gestation period, after which the young remain in a pouch for several months. Infants are fed regurgitated food by their parents.

How the Akharal arrived on Yagahina is unknown. They may have been colonists or castaways. It seems likely that the rest of Khiril civilization did not know of the planet, since Yagahina was isolated for more than a thousand years.

The Akharal of Yagahina encountered great problems on the harsh planet. The native plants were inedible, and many of the local animals had proteins that caused allergic reactions in the Akharal. Fortunately, a Khiril food animal, the dachar (plural is adachar), could eat the native plant life. All of the Akharal became herders, living off the adachar. Their population remained low and widely scattered across Ghamiza and Tarisha.

Society among the Akharal today is still organized around the herds of adachar. A matriarchal clan of Akharal will follow their herd as it moves across grazing lands controlled by the clan. The female Akharal do most of the herding, while males go on raids to steal animals or goods from other clans. A few males make a living trading, wandering from clan to clan on their own.

Clans are connected by ties of marriage into complicated alliances and patron-client relationships. From time to time a ruler will forge a strong coalition of clans and take control of a large area. A ruler is called a Zovaithi, and the territory under his or her control is called a Zavitha. Rulers are almost always female.

The Akharal of Yagahina have adapted to the planet's unusual conditions in a number of ways. They do not sleep on any fixed schedule. Instead, each Kharal sleeps whenever it is convenient. What is particularly strange is their habit of sleeping while walking, riding, or even while performing simple repetitive tasks. Thus it is not uncommon to see a Kharal sleeping on the job with no loss of efficiency.

The lack of a regular day/night cycle has had weird effects on the Akharal perception of time. The idea of quantifiable units of time has lost all meaning for them. Akharal can never make an appointment on time because for them the concept of a fixed time is impossible to imagine. Their language includes words for "before" and "after" but has no units of time. To tell a Kharal, "I'll meet you in an hour" is meaningless; they can only understand "I'll meet you later." "Later" can mean in five minutes or five years.

Human travellers in remote regions of Yagahina have described entire tribes of Akharal living at a fantastically speeded-up pace - speaking and moving at a rate nearly twice normal. Others speak of tribes that seem to move in slow motion.

The Akharal population is just over half a million. Almost all of them live on the continent of Ghamiza. Their technology is still rather primitive roughly equivalent to humans of the Bronze Age. Many of the warriors carry muskets or modern rifles, purchased from traders.

THE AHAMAN

The Ahaman are the descendants of Yagahina's first human colonists. Their ancestors were a religious minority (the Zen Pentecostals) fleeing persecution. They left the worlds of human space three hundred years ago. About six thousand of them crowded aboard a single ramshackle ship in search of a world to settle. They reached Yagahina and were forced to land when the vessel's powerplant gave out.

Initial contact with the Akharal was friendly, but a series of misunderstandings led to war. The pacifist tenets of the Zen Pentecostal faith meant that the humans were not prepared to fight. Poorly armed and outnumbered, the humans were defeated and enslaved. In the Khiril language this period is known as the Zovotho, the Time of Ruling. Because they could eat the native life of Yagahina, the humans grew quickly in numbers. The Akharal used their new source of labor to build cities and temples and bred humans like animals to create a large workforce.

After two centuries, the humans - "Ahaman" in the Khiril language - outnumbered their masters. A great revolt broke out, and the humans seized control of much of the planet. The period of human dominance was called the Homono. During the Homono period, the Ahaman took control of the lands in the twilight region, where the humans were more comfortable. Ships carried raiding parties to the shores of Ghamiza, forcing the Akharal to retreat into the interior.

The society of the Ahaman is a mixture of human customs and Khiril practices. Unlike the Akharal, the Ahaman are mostly farmers, fishermen, and craftsmen, so they have no need to move around. They do follow the matriarchal pattern of Khiril family life, with children remaining in the care of their mothers and uncles, while fathers either stay with their own family, or take up a wandering existence as traders or itinerant craftsmen.

Because the Ahaman have permanent towns and farmsteads, they have a more organized government than the Akharal. All the families of a region can vote for a leader (the Ahaman use the Khiril word "Zovaithi"), who serves until death. Among the Ahaman, these leaders act as warlords and judges. They lead armies into battle and resolve disputes among the families of the region. Slightly more than half of the Zovaithi are men.

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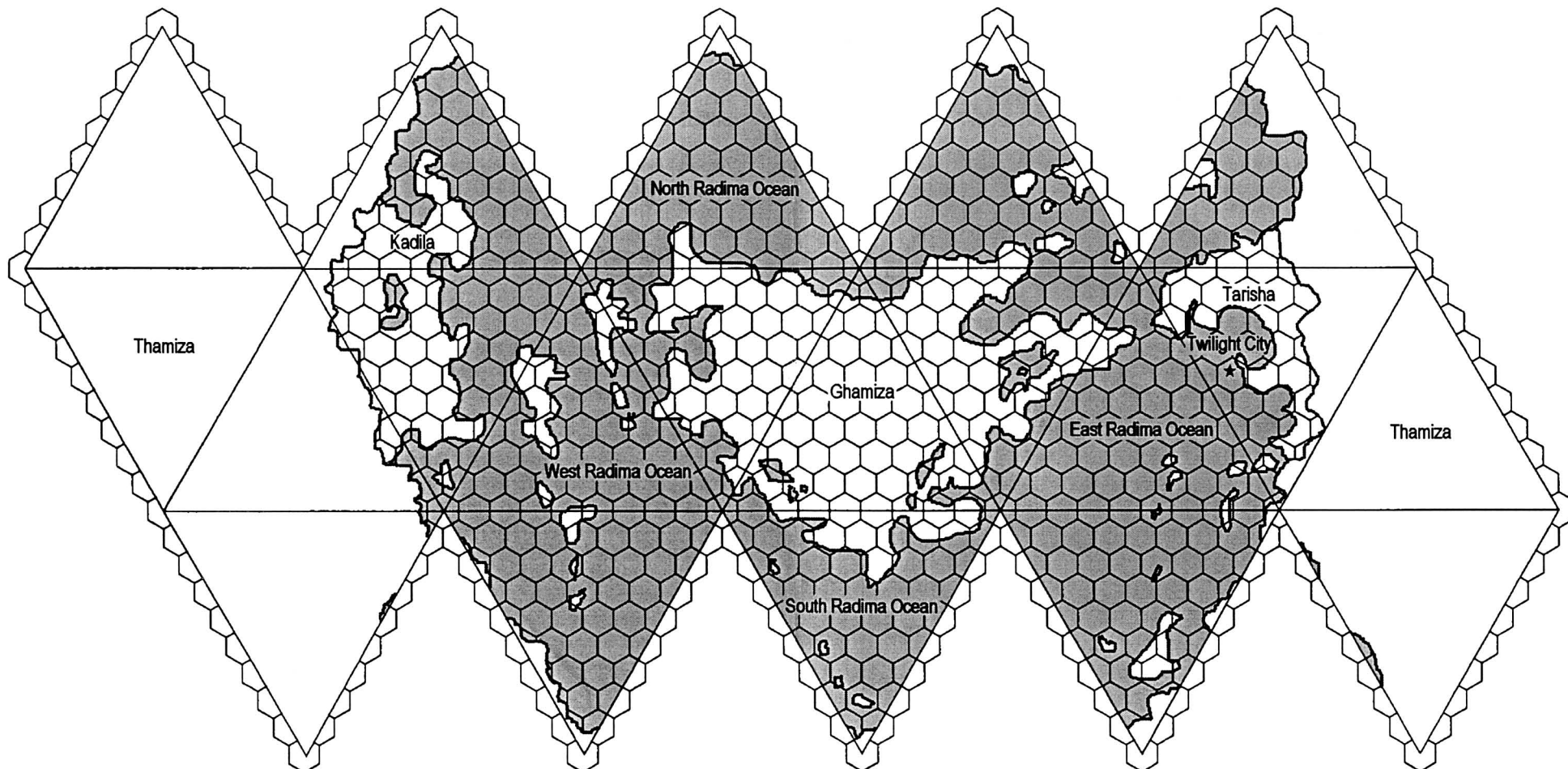
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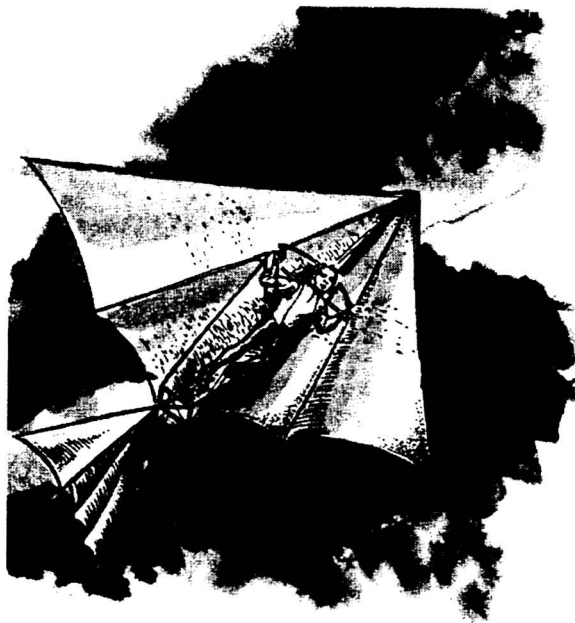
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The original Zen Pentecostal religion of the Ahaman underwent a drastic change on Yagahina. On Earth, the faith had emphasized a life of peace and inner contemplation. Followers of the faith tried to live a simple existence, with minimal reliance on technology. The experience of slavery has turned it into a more warlike religion. The tradition of contemplation and meditation has been combined with various fighting arts and the Aharilan now believe that a warrior who fights to defend his faith or his people will achieve instant salvation. Three centuries of life on a harsh world have made the Ahaman much more receptive to technology than their forbears. Tribes among the Ahaman pay large prices for modern gear. The planet's Governing Council tries to keep advanced weaponry out of their hands, with mixed success. The Ahaman themselves maintain a pre-industrial level of technology. They can make muskets and cannon, and build elaborate windmills.

One interesting group among the Ahaman are the Akoyiti, or "kitemen." In the Radima region the winds are strong enough to make man-carrying kites feasible. The Akoyiti are fierce elite warriors who mount airborne assaults using kites. They ascend hundreds of feet into the air aboard their kites before casting off the tether and gliding to attack their foes. Training of kitemen is a very difficult process, and there are only two schools that teach it: the Ayigir and the Afolairi. Graduates of the two schools are mortal enemies and will always fight one another on sight.

At present there are six hundred thousand Ahaman. Most live on the continents of Kadila and Tarisha, or on the western coast of Ghamiza. The largest cities are Samitha, on the coast of Tarisha, and Jinis Satiya, on the southern tip of Kadila.



THE ATOSHIVI

The Atoshivi are the most recent arrivals on Yagahina. Their name is derived from "Tashav", the Khiril corruption of the term "Starship", and refers to the modern representatives of interstellar civilization, whatever their species. (The word literally means "those who possess starships.") Some Atoshivi dislike the name, and prefer to be called simply "Yagahinians."

The Atoshivi began arriving about thirty years ago, when the main tide of human expansion reached Yagahina. The planet was obviously unsuitable for large-scale settlement, as the Akharal and the Ahaman already occupied the few habitable areas. But as a stopover, the planet was very valuable and the ice-capped Dark Side quickly proved to have great potential for heavy industry.

The first Atoshivi were explorers and merchants. Some of these early pioneers became wealthy and influential, like the trapper and trader Jefferson Pike, who now sits on the Governing Council. Next came the mines and industrial sites on the Dark Side. Finally, Twilight City was built as a spaceport and a center for trade and tourism.

The Atoshivi are the least numerous and the most powerful of Yagahina's inhabitants. They are recognized by offworlders as the "official" government of Yagahina, and are active participants in the interstellar economy. There are about half a million Atoshivi. Most live in the capital, Twilight City, or in industrial settlements on the night side. Atoshivi have access to all of the most modern technology available to interstellar civilization.

Languages of Yagahina

The Akharal and Ahaman of YaLyahina both speak a language derived from the ancestral Khiril tongue. Space does not permit a full analysis of the language, but a few of its important features follow:

The meaning of a word is carried by consonants. A given group of three consonants stands for a broad concept. The vowels in the word determine what part of speech it is. For example, the consonant group kh-r-l signifies the Akharal race. The vowels a-a form a noun, so an individual is called a Kharal. The prefix a- indicates the plural, so the race is called the Akharal. The vowels i-i indicate an adjective, so things pertaining to the Akharal are referred to as Khiril. A-i-a indicates "place of" so the land inhabited by the Akharal is Kharila. Some word roots and vowel modifiers, are given in the following table.

Word roots and modifiers

Ch-r-z:	"eat"	(charaz=food, charozi=to eat)
D-ch-r:	"food animal"	(dachar=food animal, dochiri=herder)
Gh-m-z:	"heat"	(ghimiz=hot, ghamaz=fire)
Gh-r-l:	"male"	(gharal=a male, ghiril=masculine)
Gh-th-l:	"sun"	(ghathal=the sun, Ghothal=sun god)
Kh-gh-n:	"build"	(khaghoni=to build, khaghan=building)
Kh-gh-th:	"write"	(khaghath=text, khoghaithi=ascribe)
Kh-v-th:	"speak"	(khavothi= to speak, khavath=language)
lrth-s:	"water"	(lathas=water, lathisa=a sea)
N-y-z:	"mountain"	(nayaz=a mountain)
R-d-m:	"between"	(ridim=between)
T sh-v:	"starship"	(tashav=starship, tashiva=starport)
Th-gh-z:	"death"	(thaghozi=to die, thighiz=dead)
Th-m-z:	"cold"	(thimiz=chilly, Thamiza=dark side)
Th-r-z:	"evil"	(thiriz=wicked, thoraizi=evildoer)
Y gh-n:	"dwell"	(yaghoni=to inhabit, yaghan=house)
Y r-l:	"good"	(yiril=nice, yoraili=friend)
Z-gh-th:	"exchange"	(zaghath=money, zoghithi=rich person)
Z-v-th:	"rule"	(zavitha=domain, zovaiti=ruler)
Z-r-l:	"female"	(zaral=a female, ziril=feminine)

Infixes

a-:	plural prefix
-a-a-:	noun, "that which is"
-a-ai-:	noun, "that which does"
-a-i-a:	noun, "place of"
-a-o-i:	verb
-i-i-:	adjective
-i-o-:	adverb
o-:	negative
-o-ai-i:	noun, "one who does"
-o-i-i:	noun, "one who possesses"

The Ahaman speak a language that combines elements of human tongues and the Khiril structure. In general, the consonants of old human words are preserved, but the vowels shift to fit the Khiril grammatical pattern. Thus "human" becomes "haman," "city" becomes "satiya," "green" becomes "girin," and so on. The Zen Pentecostal ancestors of the Ahaman left Earth during a period when English was the dominant language, so most of their vocabulary is built on English or American roots.

The Atoshivi speak whatever language is most common in interstellar civilization. Many of them, particularly the older settlers, have spiced their vocabulary with Khiril words, often to the point of incomprehensibility. Others go to great pains to avoid using the language of the "savages".

Politics on Yagahina

Each of the three groups on Yagahina governs itself. The high-tech Atoshivi all have contact with other worlds and are the only government recognized by outsiders, but they control only a small portion of Yagahina's surface.

The planet is divided into three spheres of influence. The Akharal control most of the continent of Ghamiza in a unified empire called the Zavitha Khiril. The Ahaman inhabit the two smaller continents of Kadila and Tarisha and are organized into a group of petty states known collectively as the Azavitha Himin. Several Ahaman kingdoms have fleets of sailing ships, so they can be said to control the seas. The Atoshivi government claims jurisdiction over the entire world, but in practice limits its authority to Twilight City, the Dark Side industrial settlements, and the orbiting spaceport. The Ahaman and Akharal are wary of the high-tech weaponry of the Atoshivi, and do their best to let the newcomers alone.

THE GOVERNING COUNCIL

Government in the advanced regions of Yagahina is a curious mix of laissez-faire libertarianism and crushing authority. Large interstellar corporations and a few well-financed entrepreneurs set up the first Atoshivi settlements on Yagahina. To preserve order, the companies set up a Governing Council, which was eventually recognized as the legal government of Yagahina.

The Governing Council has fifteen members. The residents of Twilight City elect four members, one is elected by residents of the Dark Side, and the remaining ten are

appointed by the corporations and businessmen that set up the Council. The Council has unlimited power on Yagahina. There is no Bill of Rights, no checks and balances; no recourse at all. Because the Council is dominated by businesses eager to avoid regulation, in practice the Council hardly governs at all.

Four factions constantly struggle against each other on the Council. The Constitutionals want a more democratic government, civil rights, and protection of individual liberties. Most of the elected members from Twilight City are Constitutionals. The Monopolists want to give complete authority to the largest corporations on Yagahina. Not surprisingly, the representatives of the four biggest companies support this view: DVX, Alchemag, Sunworld Tours, and TransFusion Systems. The Exclusionists want to limit further development of Yagahina, both to protect the planet and its inhabitants as well as to preserve their own wealth and power. The four individual tycoons on the Council are Exclusionists. The Terraforming faction wants to remove or eradicate the Akharal, forcibly assimilate the Ahaman, and use enormous rocket motors and magnetic manipulations to start the planet rotating. One elected member and the members from two corporations (Yagahina Land and Fisheries Co., and the Vulcan Group) support the Terraforming plan.

The Council has passed strict laws against violent crime. Police can pass summary judgment on most criminals. Less serious crimes are punished by banishment from Yagahina or a stiff fine. Crimes against property are also punishable by exile or a fine. The Governing Council does not want to have to pay for a prison.

There are some fairly normal traffic regulations in Twilight City, the usual space and air traffic control rules, and a strong prohibition against selling modern weapons to the Akharal and Ahaman. Those are about the only laws on Yagahina. Prostitution, drug use, environmental pollution, weird marriage arrangements, and even slavery are legal. Fraud is permitted only as long as a powerful company or individual is not the victim. Smuggling does not exist as a crime because Yagahina has no import or export regulations. Of course, legally or not, the police quickly stop anything the Council doesn't like.

One law, which is very strictly enforced, is the prohibition on "paranormal abilities." Nobody with psionic powers is allowed on Yagahina and the police will arrest anyone suspected of using them. Offworlders with psionic abilities cannot leave the orbiting starport. (This law applies even when the gamemaster has decided that psionic powers do not exist in his campaign.) The Paranormals Law was enacted on the urging of Major Wintergreen, the head of Twilight City's police force.

Another rule that does get enforced with some regularity is the ban on selling advanced weapons to the Akharal and Ahaman. Traders who deal in weapons will often find their stock confiscated by the police. Repeat offenders may be barred from the planet, or summarily shot.

Yagahina has almost no taxes. The modest utility fees in the cities are the only regular form of taxation. The Council can levy special assessments, usually as a flat percentage of income. This has been done only once, to pay for a new orbiting spaceport. Since the rulers of Yagahina are the ones with the most money, taxes are likely to remain low.

The corollary to the low taxes is Yagahina has no social programs, either. If you're broke, you starve. When the police are in a benevolent mood, they will round up deadbeats and ship them off-planet. The truly desperate sometimes join the Ahaman and try to make a living at subsistence farming or fishing. A few private charities, such as the Spaceman's Assistance League, have offices in Twilight City.

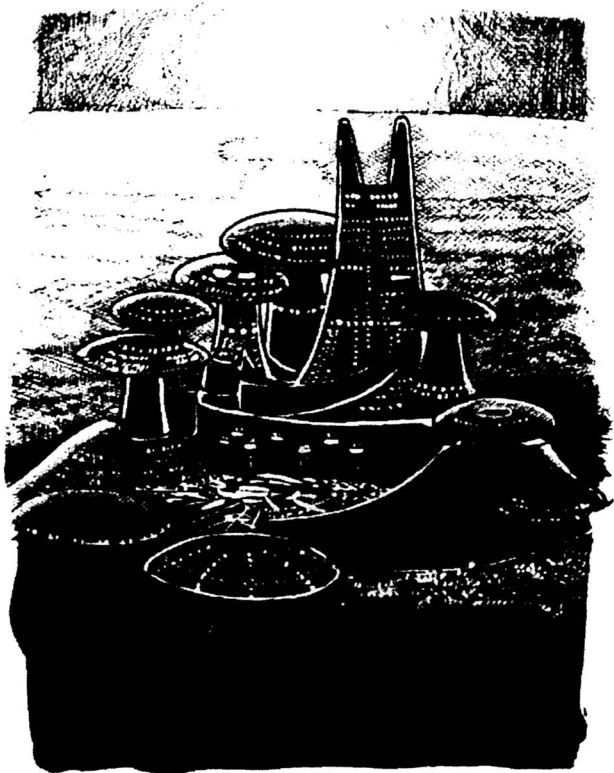
Twilight City

Twilight City is the only major city on Yagahina. It is built on a small island in the Radima region, on the equator just south of the Ahaman-settled continent of Tarisha. The starport occupies another island four miles distant from Twilight City, with a train connecting them on the seabed. From Twilight City, the sun appears to hang just at the horizon always at a permanent sunset.

Twilight City has a population of four hundred thousand. The majority of these are humans, but members of almost every important alien race can be found there as well. A handful of native Akharal and Ahaman live in the city. Most of them make a living selling knickknacks to the tourists.

The city is very built-up; the limited land area of the island has forced the residents to build skyscrapers. At present, Twilight City has a density of more than sixty thousand people per square mile. The desirable side of town is on the west, where the sun shines. The east side of town is always dark and chilly. There are several street levels. The uppermost are devoted to residential and expensive commercial establishments. The lower levels get progressively seedier, until one reaches the bottom level, which is below sea level and is excavated out of the bedrock of the island.

The city has most of the latest technology; all the most advanced items are available. Nothing is cheap, however. Since most consumer goods are imported, prices range from 10 to 100 percent above normal. Food prices are lower than the norm in interstellar civilization because the Atoshivi can buy agricultural products from the Ahaman, paying with cheap high-tech goods. Crime in Twilight City is common. The upper street levels are the safest, since that is where the members of the Council live. On the lower levels, lives are worth nothing. The city has become a favorite refuge for interstellar crooks fleeing justice on other worlds. As long as they don't burn the locals, they're safe on Yagahina.



Important People

There are more than a million people on Yagahina; the ten listed below are some of the most important or interesting.

BERT HEEM

Mr. Heem is the Planetary Operations Manager for the DVX Corporation. He has complete control over all the company's assets and employees on Yagahina, and sits on the Governing Council. DVX is a large biotechnology and chemical company with diverse interests all across human space.

Mr. Heem is in his middle forties and as trim and healthy as the most advanced medical techniques can keep him. He is always friendly, enthusiastic, and understanding. Beneath that facade, he is a ruthless schemer, willing to do anything to advance DVX's interests and his own career. Heem would like to gain control of the Governing Council and turn the entire planet into a DVX-owned colony. He leads the Monopolist faction on the Council.

ANYA MIKOYAN

Anya is a young, intense woman who is very active in politics on Yagahina. She is one of the few people to be born and grow up in Twilight City, and so she is more of a patriot than most. She is one of the four members of the Council elected by the people of Twilight City, and is the driving force behind the Constitutionalist movement.

Anya is a small woman with very fair hair and vivid green eyes. She is very dedicated to her beliefs, and pursues them with unstoppable determination. The fact that she has survived two assassination attempts has not slowed her down in the least.

JEFFERSON PIKE

Pike was among the first arrivals on Yagahina, and quickly made a fortune trading with the Akharal for the valuable prismatic Takhad skins. Pike has grown to love Yagahina as his home, and wants to preserve the planet. He leads the Exclusionist faction on the council and frequently sides with the Constitutionlists to keep the corporations in line. He has no patience with those who want to turn Yagahina into another boring, safe bureaucracy.

In person, Pike is a craggy, cantankerous old man with long white hair. He is still fit and healthy, and knows a thing or two about dirty fighting from the old days. Despite his enormous wealth, he usually dresses simply, and can often be found in some of Twilight City's seedier bars.

HIRO TAKASHI

Takashi is the chief executive of the Vulcan Group, a big civil engineering and construction firm on Yagahina. Vulcan built Twilight City and the mass-driver on the Dark Side. Takashi has already set his mind on a bigger project: terraforming Yagahina. With enough effort and money, the planet could become a new Earth. Naturally, Hiro leads the Terraformer faction on the Council.

Takashi is a small, cheerful man. He is not really comfortable with the intrigues and backstabbing of Council politics; he much prefers the elegance of computer simulations and structural designs. His hobby is model railroading, and he has a whole floor of the Vulcan Group headquarters devoted to a big train set.

THE FAT MAN

Nobody knows what the Fat Man's real name is, and he spends a lot of money to keep it that way. He runs a deceptively quiet bar off of Green Street on the Third Level of Twilight City, called the Angel Club. The Angel Club is where all of Yagahina's big-time crooks and thugs go to meet. In the quiet booths of the club, shady deals are made, plots are hatched, and assassinations arranged. The Fat Man himself is heavily involved in the city's vice rackets, genetic extortion, and information piracy. His bodyguards are inconspicuous but very effective.

The Fat Man is, of course, very fat and completely bald. He dresses neatly in old-fashioned white suits. His beady little eyes miss nothing. He is shrewd, greedy, and utterly without morals. Good food is the Fat Man's only weakness.

MAJOR WINTERGREEN

Major Carl Wintergreen is the head of Twilight City's Security Police. As such, he is 'The Law' in the city. Wintergreen is rigidly honest and very competent, and has managed to make his police force into an efficient (if sometimes brutal) unit. Wintergreen's particular obsession is the enforcement of the Paranormal Law. He firmly believes in a vast conspiracy of psionic mutants, using their unnatural powers to subjugate and destroy the human race. Wintergreen spends much time and effort tracking down and eliminating psionics (whether or not they actually exist).

Major Wintergreen is a short, hard-muscled man with crewcut gray hair, a precisely-trimmed mustache, and a severe black uniform. He is suspicious of everyone. In his off-duty periods, Wintergreen is an avid wargamer.

ZOVAITHI KHIRIL VARAD

Varad is the current supreme ruler of all the Akharal on the Ghamiza continent. She is a wily, hardheaded leader who has done her best to protect her people from the Ahaman and the Atoshivi. Varad is very conservative and hostile to new ideas. She has kept up a running battle with those of her people who want to adopt the tools and ideas of the humans. So far, her rigid adherence to the old ways has preserved Akharal society intact, but many of her people worry that she has made them vulnerable. Varad is an old, shrunken Kharal, her skin plates green with age. She wears an ancient ceremonial robe made up of the shoulder-ruffs of defeated enemies. Varad understands the language of the Atoshivi, but pretends not to.



TAMAS JINSIN

Jinsin is the leader of the Ahaman on the continent of Tarisha, near Twilight City. Most of the dealings between the Ahaman and the Atoshivi are conducted through him. Jinsin rose to be the leader of his people because he is a skilled and powerful warrior. The subtleties of diplomacy and politics are too much for him, however, and his blunders have cost the Ahaman dearly. Many of his people hope for a new leader, but no good candidates have appeared.

Jinsin is a big man in his late thirties. He is extremely strong and his body is covered with battle scars and tattoos depicting his victories. He dominates his followers by physical intimidation and frequently challenges those who argue with him to a fight. Jinsin is a master of several Zen Pentecostal fighting disciplines.

BROTHER HEIRONYMOUS

Phillipe Jerome is a biochemical designer at DVX in Twilight City. He is secretly known as Brother Heironymous, leader of the Psionic Circle. The Circle is an organization of a few dozen people who want to develop their psionic abilities. They constantly fear persecution from the police, but have great hopes of increasing their numbers to the point where they can become a serious power on Yagahina.

Heironymous himself is a tall, cadaverous man with a high domed forehead and piercing eyes. When leading the Circle, he wears flowing robes. If psionic abilities exist in the campaign, then Heironymous should be a powerful psionic. If not, the Referee can either make him a clever con man preying on the gullible, or a sincere but misguided believer.

AMBASSADOR RAMAPURA

Shatriya Ramapura is the Imperial Ambassador and the chief representative of interstellar civilization on Yagahina. She supports the Constitutionalists, and works hard to make the Governing Council more responsible to its citizens. The government of the Third Imperium has long wanted to make Yagahina a protectorate in order to "properly civilize" the planet. Ambassador Ramapura has a network of spies and operatives in Twilight City gathering information towards that goal.

Shatriya Ramapura is a very tall, elegant woman with long dark hair and sardonic eyes. She dresses in the most sophisticated styles from Capital and always remains cool and polite. She speaks the Khiril and Himin languages fluently.

Yagahina in Traveller

Yagahina's UPP code is B854632-B Ag Ic Ni G103. The planet should be located in a frontier area. In Classic *Traveller* or *Megatraveller* campaigns, Yagahina would have to be beyond the borders of the Imperium, perhaps near the Spinward Marches. In a *New Era Traveller* campaign, Yagahina might be part of a pocket empire anywhere in the Wilds.

Adventures on Yagahina

THE LONGEST DAY

The adventurers take part in a scientific expedition to survey the day side of Yagahina. Aboard a solar-powered airship, they float high above the deserts of Ghamiza. Suddenly an explosion in the control cabin rocks the ship. The airship makes a crash landing, and the party must trek across the searing landscape to find help. Will the Akharai be friendly? Who is responsible for the sabotage? And what were they trying to conceal?

DADDY'S GIRL

An influential member of the Governing Council needs the player characters to perform a delicate task for him. His daughter has run off to join a tribe of Ahaman on the southern continent. He wants her back, but the other Council members have refused to authorize the use of government security forces. The adventurers must locate the girl and somehow persuade her to leave with them. And why does the Council want her to stay?

NIGHT OF TERROR

At a remote industrial facility on the dark side, something is murdering the workers. When the adventurers are stuck at the plant by a broken vehicle, they must find the killer before they wind up victims. Is one of the staff a madman? Or is something living out there... in the dark?

BUSINESS AS USUAL

The characters are down on their luck in Twilight City, so they can't refuse a shady offer that pays well. Someone wants them to steal some incriminating data from a member of the Governing Council. Is their employer on the level? Or is this a set-up, with the adventurers as the fall guys?

STAR QUEST GAMES

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World Name:

Yagahina

Universal World Profile:

B854632B

Grid / Subsector / Sector:

(Frontier Region)

Hexagon Scale in Kilometers:

302km

