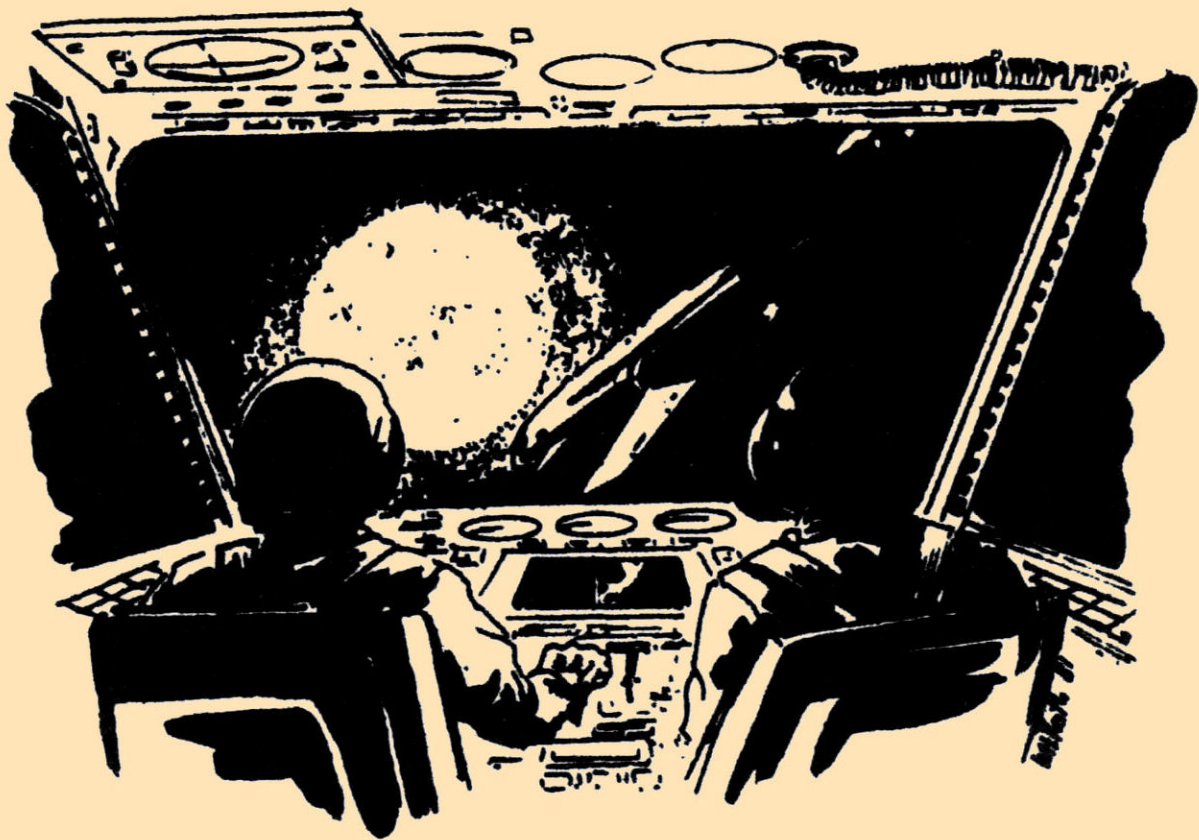


REAVERS' DEEP

Sector Sourcebook

by Paul Sanders



CARGONAUT PRESS

REAVERS' DEEP

SECTOR SOURCEBOOK

Edited

by

Paul Sanders



CARGONAUT PRESS

Credits

Original Design & Development	J. Andrew Keith
Cover Art and Illustrations	William H. Keith, Jr.
Editing and Layout	Paul Sanders
Contributing Editor and Maps	Jimmy Simpson
Insert Adventure Author	Hans Ranke

Dedication: In memory of J. Andrew Keith, who made the final jump to journey beyond the stars on August 7, 1999.



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Introduction

This supplement presents the Reavers' Deep sector of the *Traveller* universe. The sector data contained in the first section of this supplement is a compilation of previously published data. This data is based primarily upon the works of J. Andrew Keith and William H. Keith Jr., as well as other writers and fans of *Traveller*. This supplement contains data on the 16 subsectors that comprise the Reavers' Deep sector, which contain 366 worlds total, as well as other additional background information. Also included is an adventure scenario that is set within the sector. The Reavers' Deep sector is large enough and varied enough to provide a setting for any *Traveller* adventure or campaign, and many previously published adventures take place within the sector.

STANDARDS AND ASSUMPTIONS

The following standards apply to the text of this supplement.

Dates: All dates herein correspond to the Imperial calendar. Dates are centered upon the Imperial Year Zero (4521 AD by Terrestrial dating). Years preceded by a minus sign are before that date; years without a sign or preceded by a plus are after that date. Each year consists of 365 standard 24-hour days, numbered from 1 to 365. The full date is expressed as day number-year number; for example, 001-1000 is the first day of the year 1000. The current date of this sector data and the adventure scenario is 1115.

World Locations: There are 16 subsectors in a sector, arranged in four rows of four subsectors each. For identification, they are lettered from A to P, and each one also has a name. A subsector has 80 hexes in eight columns of 10, and each hex is individually numbered (on the subsector maps, empty hexes on the sector map are blank for clarity). The numbers begin in the top left subsector (subsector A) and continue into the adjacent subsectors. Any world in the sector can be identified by its hex location; for example a world's location may be stated

as 1815, which is Caledon in the Caledon subsector (subsector G).

World Data: The world data presented in this book is expressed using the universal world profile, or UWP; which is the format used by the first four editions of *Traveller*. The UWP and other formats used in this supplement are detailed in the section entitled Mapping Conventions within the Map Symbols and World Data subsections.

THE REAVERS' DEEP

The sector most often known as Reavers' Deep is a frontier region lying along the Imperial border. Bounded to spinward by territories dominated by the Aslan, to trailing by the Imperium, to rimward by the Solomani Sphere and various independent worlds, and to coreward by the Great Rift, Reavers' Deep is a diverse region showing the influences of all these neighbors.

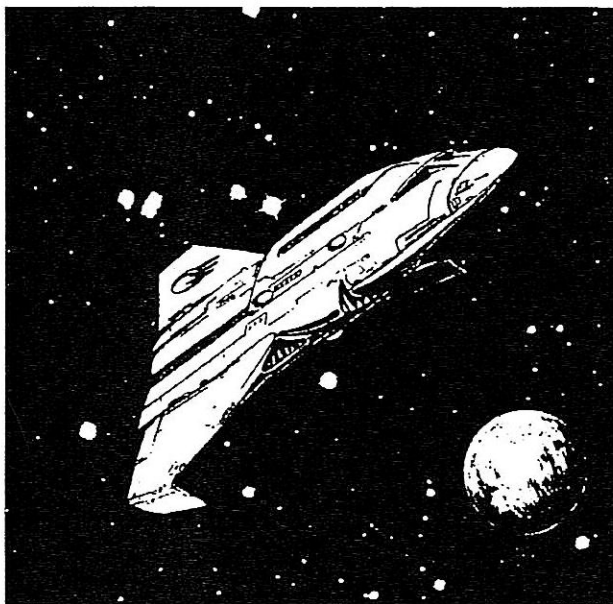
HISTORY

Sector History:

Little is presently known of the early history of the Deep. It is certain that the Ancients visited several planets in this region; artifacts proving this have recently been discovered at a number of sites within the Deep.

Near the end of the Pax Vilanica, when the First Imperium was beginning to feel the strain of

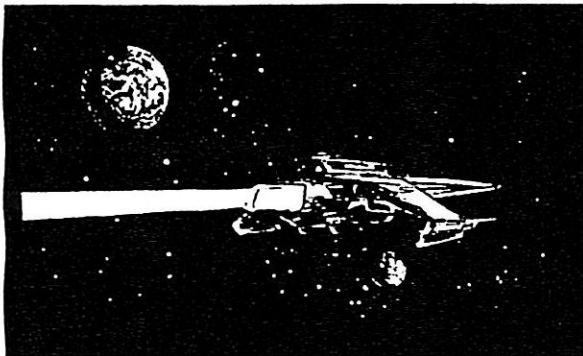
age and decay, various Imperial governors along the frontiers began clandestinely recruiting barbarian mercenaries beyond the borders to support their bids for power. One such governor in the region known today as the Daibei sector is believed to have sent expeditions into the Deep, where his people made contact with the Saie culture. Technical assistance was dispatched to the Saie world to give them the capacity to build weapons and starships that would make them useful to the governor's planned rebellion. Soon after these advisors were dispatched, however, violence erupted in the province. In the fighting that followed, the governor perished, and the secret of the



Saie was lost to the Imperium. The advisers, being stranded and unable to return home without aid, continued to supply their charges with technology.

The Saie, an aggressive, expansionistic race, used their new technology to establish a small empire in the Caledon, Riftrim, and Nightrim subsectors. They overextended themselves in the process, and, in a widespread civil war, their empire collapsed. Being widely scattered, the Saie culture within their former empire vanished almost without a trace. Even the identity of their homeworld and all records of their physical appearance were lost, buried amid confused myths and legends among the races that they had conquered.

It was during the period of the Interstellar Wars, when the Vilani and the young, vigorous Terran Confederation first came into collision, that humans of Terrestrial extraction first arrived in the Deep. Settlers seeking refuge from the war ravaged worlds near Terra made an epic journey that ultimately ended with the discovery and colonization of Caledon, today the primary world within the Caledon subsector. Other Terrans followed later, during the years of the Second Imperium (the Rule of Man, after Terra conquered the Vilani empire). The Deep was explored, and a few worlds were settled, but the region remained largely open and uninhabited.



When the Second Imperium in its turn collapsed (largely due to the inherited problems of the previous Vilani regime), the Long Night fell. Interstellar government and communication alike passed away, except in individual areas where a few strong men could hold on to isolated outposts of civilization. It was during the later stages of the Long Night that the Reavers first appeared in the Deep. They were petty warlords or pirates who scraped together a few space worthy starships. These Reavers used them to loot backward worlds or to seize and hold small empires. Though the same sort of thing happened outside the Deep as well, these freebooters flourished in the Deep long after the rising tide of civilization had put an end to the majority of their brethren, elsewhere.

The Third Imperium trailing and the spreading Aslan clans to spinward each expanded into the Deep at about the same time. The Reavers faded as ships of these two groups began to explore and conquer the Deep, and

the Aslan Border Wars broke out. The conclusion of the wars established a neutral region between Aslan and Imperial Space through the middle of the Deep. This area remains largely independent, though considerable influence is still wielded by the neighboring powers. A few client states or small interstellar governments are present, like the Principality of Caledon and the Carrillian Assembly, but many worlds cling fiercely to their traditional independence, and there are even a few freebooters left to carry on the romance of the Reaver legend.

All in all, Reavers' Deep is a place of contrasts, a fascinating, but often dangerous, frontier region.

SECTOR TIMELINE

The Reavers' Deep sector timeline below chronicles the major events that have transpired within the sector from its inception up to the present time. The dating standard employed is based upon the founding of the Third Imperium to trailing and is termed as either Pre-Imperial or Imperial Era, with the abbreviations being PI and IE.

- Circa -300,000 – Ancients settle humans on Drexilthar Rejhappur and Ghost and Droyne on Askoapoy (located within the Gralyn System).
- Circa -2600 – A rebellious Vilani governor bestows jump technology upon a non-human race in Reavers' Deep, the Saie. The Saie forge a small empire in the Caledon, Riftrim and Nightrim subsectors. However, after a time they become involved in a disastrous civil war that shatters their society, leaving behind only a few isolated pockets of survivors.
- 24th Century PI – Caledon is settled by political dissidents from Terra, mainly of Western European origin. Jump drive technology lost due to struggle for survival.
- -2204 to -1776 – Various Terrans settle other suitable planets within the sector.
- Circa -2000 – Askoapoy discovered by Second Imperium scouts.
- -1950 – Pendang is colonized.
- -1893 – Scientific outpost established on Askoapoy.
- Circa -1800 – Tashrakaar colonized by Solomani. This colonization was due to a misjump and forced-planetfall since the planet is only marginally suitable for human life.
- -1778 – Budgetary crisis on Daibei strands human outpost on Askoapoy. Last starship leaves for help.
- -1723 – Humans transplanted from Askoapoy to Gralyn.
- -1118 – First Aslan Border War begins.
- -1087 – Drellesarr colonized by Reaver warlord Blackjack Duquesne as a refuge for his raiders.

- -1029 -- Grand Admiral Izanak, a Reaver warlord, takes refuge on Drexilthar and forces locals on the Iltharan Continent to repair his ships. After he leaves, the Iltharans use their new knowledge to subjugate the people on Tring and Akakhad Continent.
- -1012 -- First Iltharan spaceship.
- -1010 -- Pendang attacked by Khalyasyu' Clan.
- -1002 -- First Iltharan starship.
- 10th Century PI -- The Lshana, a minor non-human race of Lhshami/Caledon, achieve a stable civilization that continues to the present.
- -988 -- Traneer settled from Drexilthar, primarily by Akakhad and Tring political refugees.
- -988 to -970 -- The Drexiltharans establish their empire by conquering the other inhabited worlds of the Drexilthara Main, namely Tashrakaar, Drellesar, and Drenslaar.
- -897 -- K'Tring ancestors crash on Gaajpadje.
- -890 -- Iltharans from Drexilthar develop the jump-2 engine. They start roaming through the neighboring star systems, claiming them for their budding empire and "taxing" anyone they find. With the exception of Drinsaar, a former Reaver base, the Iltharans do not actively occupy any other systems aside from Rintama, which voluntarily joined them. The Drexiltharans have the philosophy that "if our ships can reach it, it's ours".
- -835 -- The Loakhtarl Clan sponsors creation of The Eakoi Corporation, a trade company headquartered on Eakoi.
- -800 -- The Eakoi Corporation establishes a base on Danelag.
- -645 -- Aslan led by Leahyakhyen colonizes Roakhoi. Leahyakhyen and his followers had lost their lands in a clan war, and fled the Hierate. Two generations later, natural disasters (volcanic eruptions, plague, and famine) destroy the colony ships and technological base.
- -480 -- The *Bold Endeavor*, a colony ship bound for Andrios (Urleggash subsector) is attacked by reavers and misjumps to Roakhoi, where it crash-lands. Although initially hostile, both the humans and Aslan of Roakhoi have created an integrated society, with primarily Aslan cultural values.
- -250 -- Gralyn System achieves a sustainable jump industry.
- 2nd Century PI -- Caledon acquires jump technology from traders. Colonies are established on a number of other worlds, including Duncinae, Ranald, and Fulton.
- -102 -- The Principality of Caledon is established by Jamieson Dundas of Caledon.
- -100 -- The Loakhtarl Clan begins moving into Eakoi and Ea Subsectors in earnest, greatly assisted by The Eakoi Corporation.
- -63 to -7 -- Aslan Cultural Reform. The reform modified and codified Aslan culture.
- 56 to 49 -- Aslan Cultural Purge. The purge enforced the new Aslan code on those Aslan who had not embraced it voluntarily or had left before the enforcers' arrival. There was a marked increase of dissident Aslan leaving the Hierate during the first part of the Purge. Many of the Aslan migrate to Reavers' Deep.
- 1st Century IE -- The infant Principality of Caledon turns back the conquistadors of Drexilthar, but not before losing Duncinae, Ranald, and Fulton.
- 107 -- Third Imperium scouts survey Reavers' Deep. Upon contact, the Drexiltharans and the Imperials clash in several ugly incidents.
- 2nd & 3rd Century IE -- A rise in interstellar activity increases the number of Drexiltharan attacks on colonies and shipping. The Drexiltharans make themselves thoroughly unpopular with all their neighbours.
- 212 -- "Peace of Dark Nebula" between the Aslan and some polities in Magyar.
- 257 -- Principality of Caledon engineers revolts on Duncinae, Ranald, and Fulton. This results in open war between Drexilthar and Caledon.
- 266 -- The Imperium enters the Caledon-Drexilthar war on Caledon's side.
- 267 -- Drinsaar is conquered by the Imperium.
- 268 -- Drexilthar is bombed back to pre-stellar industry levels by elements of the Imperial White Fleet.
- 309-328 -- First Civil War within the Principality of Caledon. Duncinae, Ranald, and Fulton secede from Caledon and organize themselves into the Confederacy of Duncinae.
- 360 -- Dr. Charles Abercrombie of the Principality of Caledon surveys Grendal and surrounding systems and subsequently leads a colonizing venture to Grendal.
- 374 -- Indiscriminate attacks upon Aslan ships by the Old Earth Union lead to serious naval engagements.
- 380 -- "Peace of Ftharl" signed and ratified by all parties.
- 517 -- The Imperium forces several powers within the Drexilthar and Ffahlnar subsectors that are on the brink of war to negotiate at a neutral site in the Carrillian Belt.
- 519 -- The Carrillian Assembly is formed.
- 542 -- Tharill and its sister world, Anatar, are colonized by the Carrillian Assembly shortly after that state's formation.
- 563 -- Tsanesi/Caledon is surveyed by merchant explorers from the Principality of Caledon. Formal relationships with the Yn-tsai, a non-human race living there (but not native to the planet) are established.
- 598 -- Lhshami/Caledon is surveyed by merchant explorers from the Principality of Caledon. Formal

relationships and trade agreements are formed with the Lhshana, a non-human race native to the planet.

- 760 -- The Confederacy of Duncinae establishes Coventry as an exile world.
- 800 -- Large lanthanum strike on Dakaar.
- 800-875 -- Expansion of the Principality of Caledon's mercantile and trading interests. Era of considerable exploration and expansion by the Principality in all directions.
- 831 -- Martheim invades Pendang.
- 833 -- The Principality of Caledon establishes a trade enclave on Dunmarrow.
- 846 -- Subsidized by the Principality government, the Scotian Deep Trading Company upgrades the starport on Rejhappur's moon from class D to class C. The improvements are intended to support the increased rimward trade with various enclaves and trade centers on Rhys, Brighton, and Dunmarrow.
- 861 -- Sir James Armstrong of Caledon establishes a wilderness retreat on the otherwise uninhabited world of Glenshiel.
- 870 -- Outpost is settled by 500 colonists, many of them retiring Imperial Navy personnel.
- 871 -- Outpost colony petitions to become an Imperial client state.
- 872 -- The Imperium establishes a naval base on Outpost.
- 904 -- Ildrissar is settled by the Carrillian Assembly.
- 910 -- Datinar is colonized.
- 922 -- Anatar, in the Tharill system, is depopulated by The Red Plague.
- 925 -- Daken is settled.
- 985 -- Small colony established on Daken.
- 1080 -- Dakaar Trading imposes servitude on natives of Lajanjigal.
- 1024 -- The Dynastic Crisis of 1024 within the Principality of Caledon, a.k.a. the Second Civil War. Caledonian civil conflict is sparked by the death of Prince Colin without issue. Two rival claimants to the throne, Admiral Earl Maxwell and Edward, Lord Campbell, emerge. Campbell, backed by several of the wealthiest mercantile corporations within the Principality, was victorious at the decisive Battle of Dunbarton. Campbell's victory was largely due to his superior war chest.
- 1024 -- During the Dynastic Crisis of 1024 the Scotian Deep Trading Company, led by Robert Armstrong, actively supports the Campbell faction, and as a result gains considerable influence at court, as well as a Barony for Lord Armstrong.
- 1025 - Day 004: Edward, Lord Campbell ascends to the throne of the Principality of Caledon.
- 1058 -- Roakhoi is opened for trade (primarily tlaospice) by Tlasayerlaahel, a trading corporation operating out of Roaa.

- 1086 -- Miners of Cassandra Belt revolt against Dakaar Minerals and become independent.
- 1098 -- Roakhoi starport upgraded from D to C.
- 1099 -- Two of Datinar's three largest mines close causing a massive recession.
- 1100 -- Planet-wide rebellion on Garrison.
- 1104 -- Intact Drexiltharan Empire base found on Kraan.
- 1107 -- Total failure of safety interlocks causes over three million inhabitants of undersea domes on Sarrad to die in flooding disaster.
- 1109 -- Ildrissar revolts against the Carrillian Assembly.
- 1111 -- Reestablishment of Sarrad undersea colony.

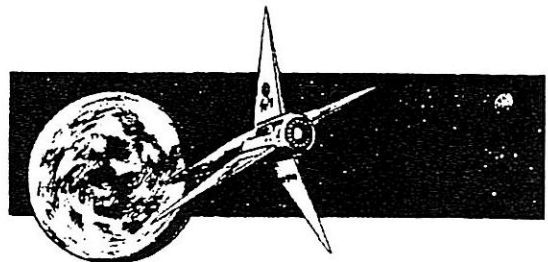
MAJOR GOVERNMENTS

The (Third) Imperium: The Imperium is a gigantic, human controlled and dominated interstellar empire. The Imperium encompasses hundreds of subsectors and thousands of worlds. However, its control is loose, and most worlds handle their own internal affairs.

Aslan Hierate: The Aslan Hierate is a region of space dominated by the Aslan, an intelligent non-human race descended from carnivore/pouncer stock. The Aslan are a warrior race, proud and noble, with a fierce territorial drive and a semi-feudal society that encourages local independence and rivalries between Aslan clans.

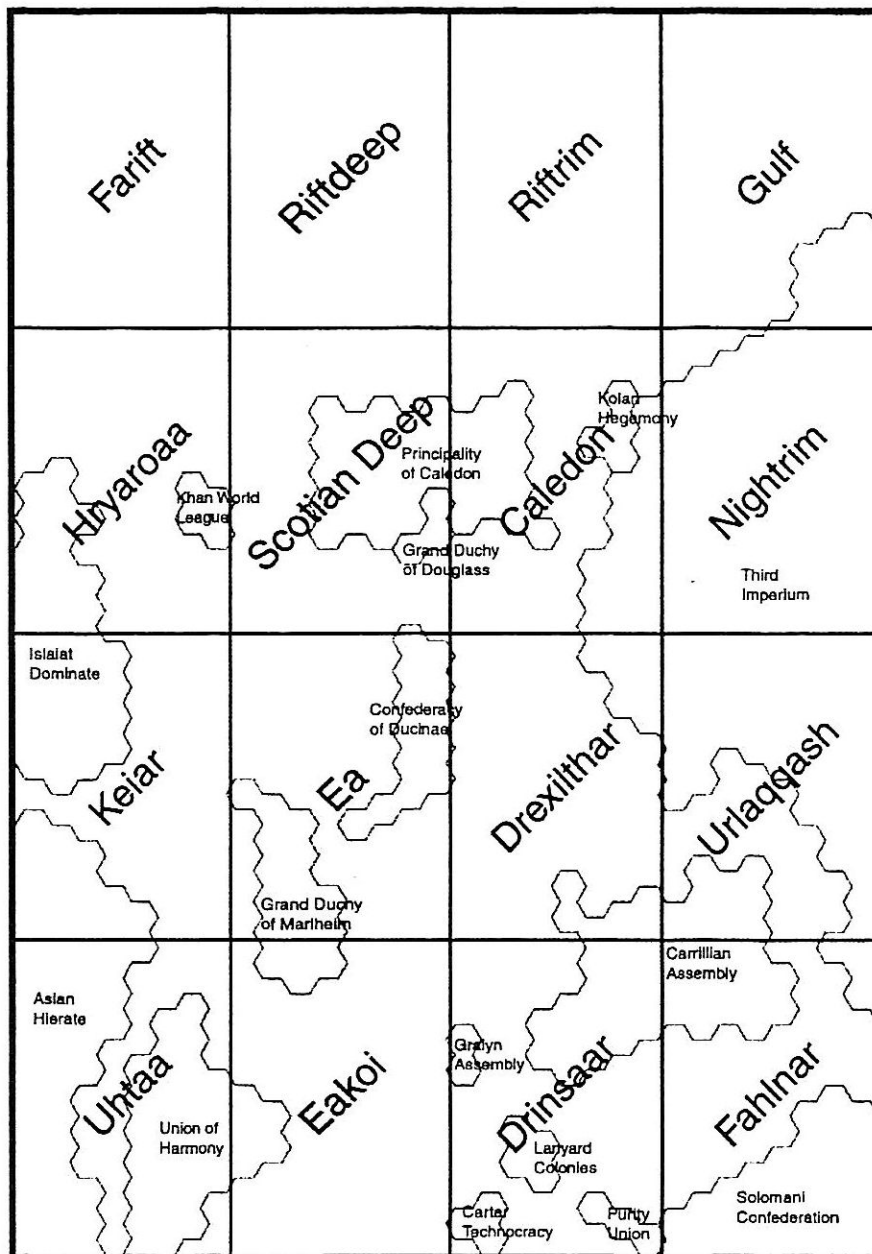
Solomani Confederation: The Solomani Confederation is another human controlled state, hostile (but not actively so) towards both the Imperium and the Hierate. The Confederation is a representative democracy, with the governments of individual worlds selecting representatives to higher levels of government; again, local world governments retain a great deal of power.

Smaller States: There exists in the Reavers' Deep four smaller multi-subsector governments and numerous other smaller multi-system governments. These interstellar states have sprung up in the neutral territory between the Imperium and Aslan Hierate. Some remain aligned with one or another of the major states, but many simply look out for their own best interests, and are not above playing one major state off against another.



Subsector Maps

SECTOR OVERVIEW MAP



SUBSECTOR A: FARIFT

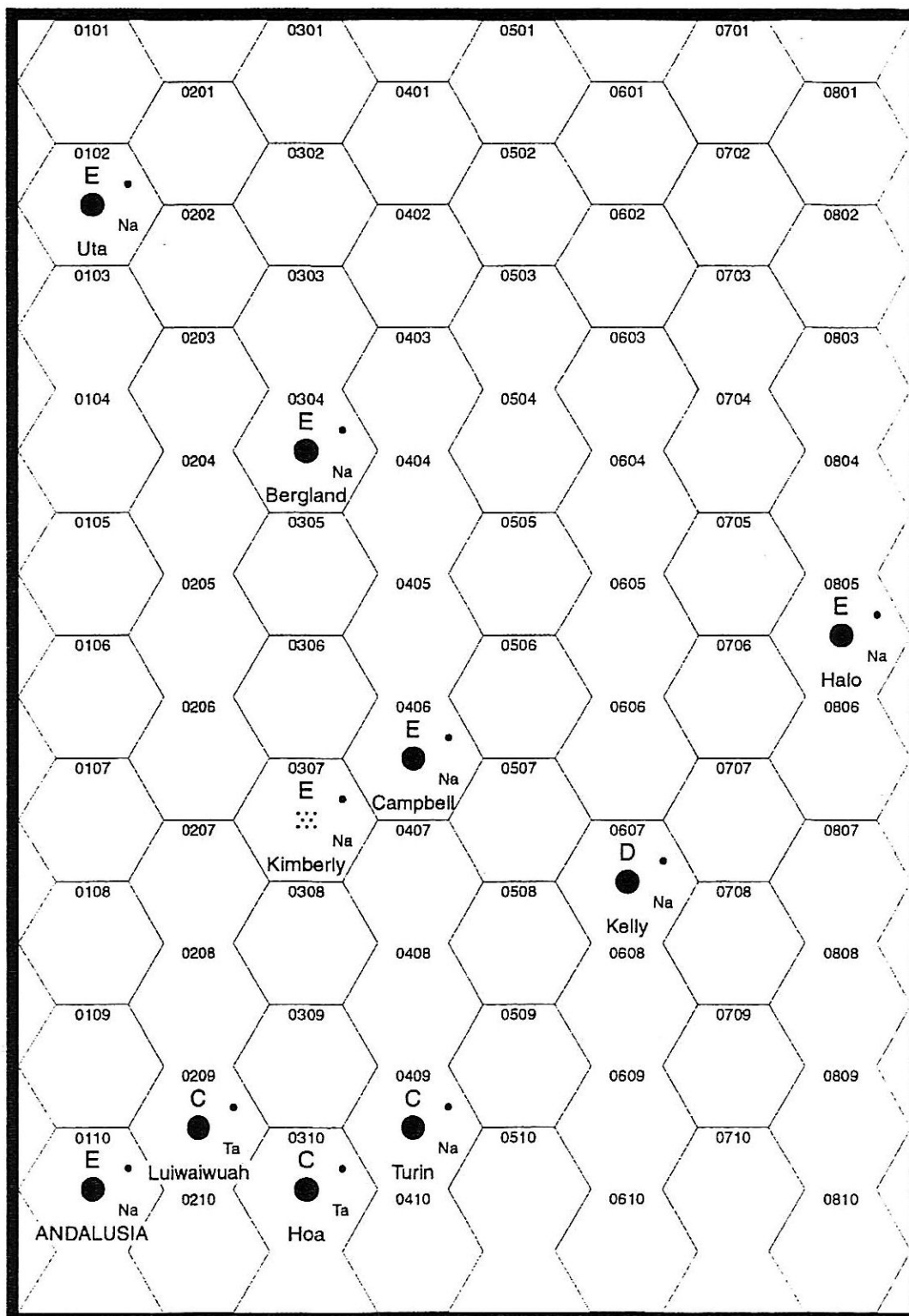
The Farift subsector is actually situated within the Great Rift, along the bottom of the "thumb" portion of "The Claw". Only two worlds in the subsector are part of a multi-world government, the Tiyetrai Assembly. Luiwaiwuah and Turin were settled by a minor race from Hoa in -75 by sublight generation ships, and for centuries, all contact was via these sublight ships. Several decades ago, Hoa acquired a jump capable starship and proceeded to conquer their colony on Luiwaiwuah. It is through their possession of this lone ship that they hold together the Assembly, and that ship is beginning to break down.

Name	Hex	UWP	B Classes	Zn	PBG	AL	Stars
Uta	0102	E 2 4 3 0 0 0 - 0	Ba Lo	902	Na	F7 V M3 D	
Andalusia	0110	E 6 7 8 9 8 5 - 5	Hi In	905	Na	F7 V M2 D	
Luiwaiwuah	0209	C 6 7 7 6 6 6 - 7	Ag Ni	124	Ta	G2 V M1 D	
Bergland	0304	E 4 5 2 0 0 0 - 0	Ba Lo	112	Na	G5 V	
Kimberly	0307	E 0 0 0 0 0 0 - 0	As Ba Lo Va	703	Na	G9 V M8 D	
Hoa	0310	C 6 6 4 8 5 3 - 8	Ri Cp	211	Ta	M8 V	
Campbell	0406	E 7 7 5 0 0 0 - 0	Ba Lo	903	Na	F3 V M2 D	
Turin	0409	C 8 5 7 6 4 3 - 8	Ag Ni	924	Na	F8 V	
Kelly	0607	D 2 6 4 6 7 7 - 7	Ag Ni Ri	405	Na	G0 V	
Halo	0805	E 6 7 7 0 0 0 - 0	Ba Lo	825	Na	K8 V M4 V	

The Farift subsector contains 10 worlds with a population of 9.214 billion. The highest population is 9 billion at Andalusia, and the highest tech level is 8 at Hoa and Turin.

SUBSECTOR MAP GRID

Farift
Reavers' Deep



SUBSECTOR B: RIFTDEEP

Riftdeep is a relatively empty subsector situated along the edge of the Great Rift.

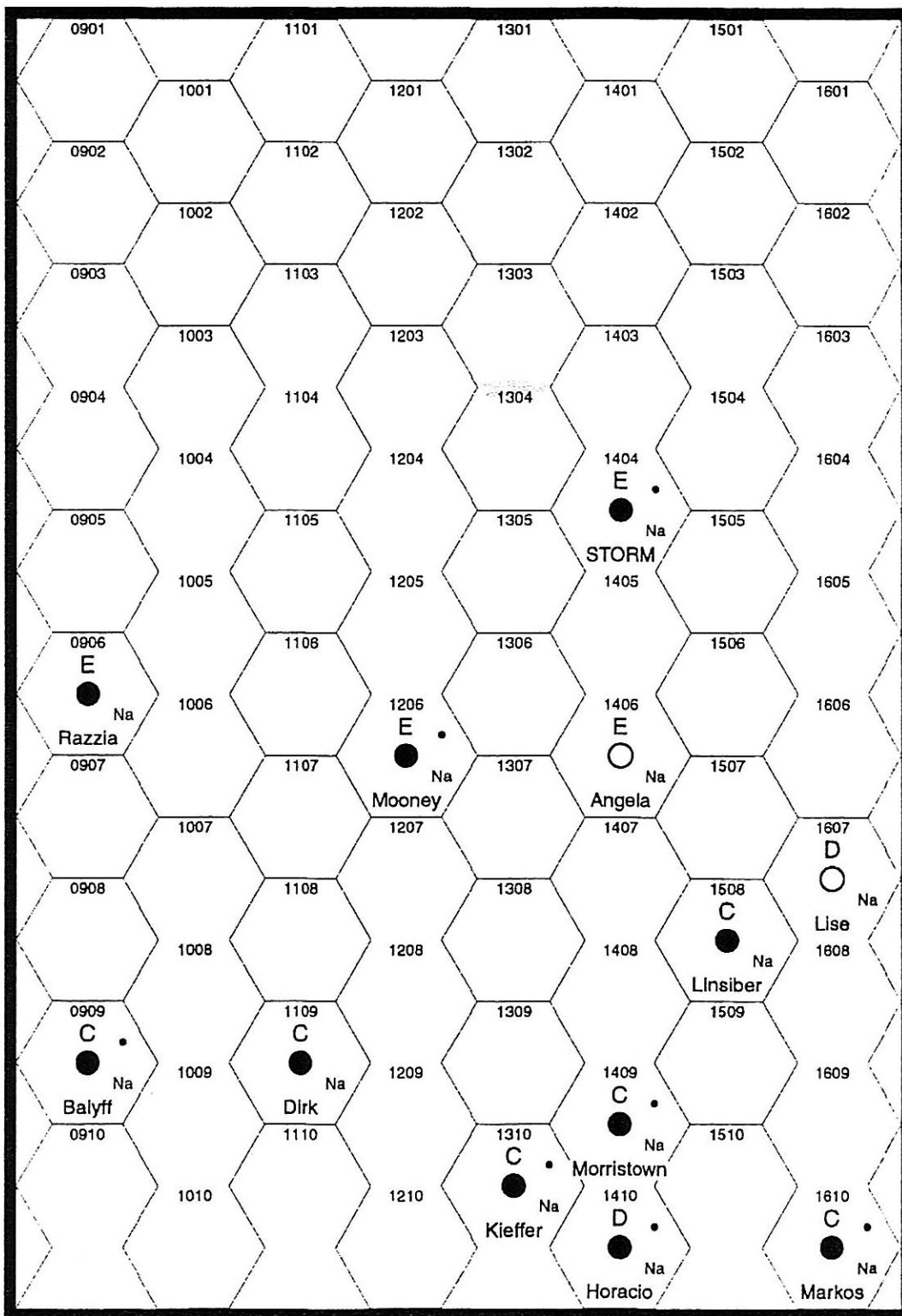
The planet Storm is the home of the H'Oskhikhil who have just been contacted within the last decade by traders from Caledon Ventures. Storm has just come out of its closest approach to the sun and the H'Oskhikhil are now expanding across their planet again, and now out to the stars.

Name	Hex	UWP	B Classes	Zn	PBG	AL	Stars
Razzia	0906	E 6 6 2 0 0 0 - 0	Ba Lo	110	Na	F2 V	
Balyff	0909	C 7 6 8 8 4 5 - 8	Ri	904	Na	F5 V	
Dirk	1109	C 3 2 5 6 8 5 - 9	Ni	600	Na	M2 V M8 D	
Mooney	1206	E 7 6 8 0 0 0 - 0	Ba Lo	423	Na	K4 V M3 D M5 D	
Kieffer	1310	C 6 8 5 5 8 9 - 7	Ag Ni	204	Na	G8 V	
Storm	1404	E 7 7 4 9 5 0 - 8	Hi In	801	Na	A0 V	
Angela	1406	E 3 0 1 0 0 0 - 0	Ba Ic Lo	610	Na	M5 D M5 D	
Morristown	1409	C 7 9 7 3 4 5 - 7	Lo	902	Na	M6 V	
Horacio	1410	D 7 7 8 5 8 8 - 6	Ag Ni	703	Na	F0 V M7 D	
Linsiber	1508	C 8 9 7 5 4 5 - 5	Ag Ni	300	Na	G0 V	
Lise	1607	D 1 3 0 5 AA - 9	De Ni Po	800	Na	F2 V M7 D	
Markos	1610	C 5 4 7 5 4 5 - 6	Ag Ni	502	Na	K5 V	

The Riftdeep subsector contains 12 worlds with a population of 8.908 billion. The highest population is 8 billion at Storm and the highest tech level is 9 at Dirk and Lise.

SUBSECTOR MAP GRID

Riftdeep
Reavers' Deep



SUBSECTOR C: RIFTRIM

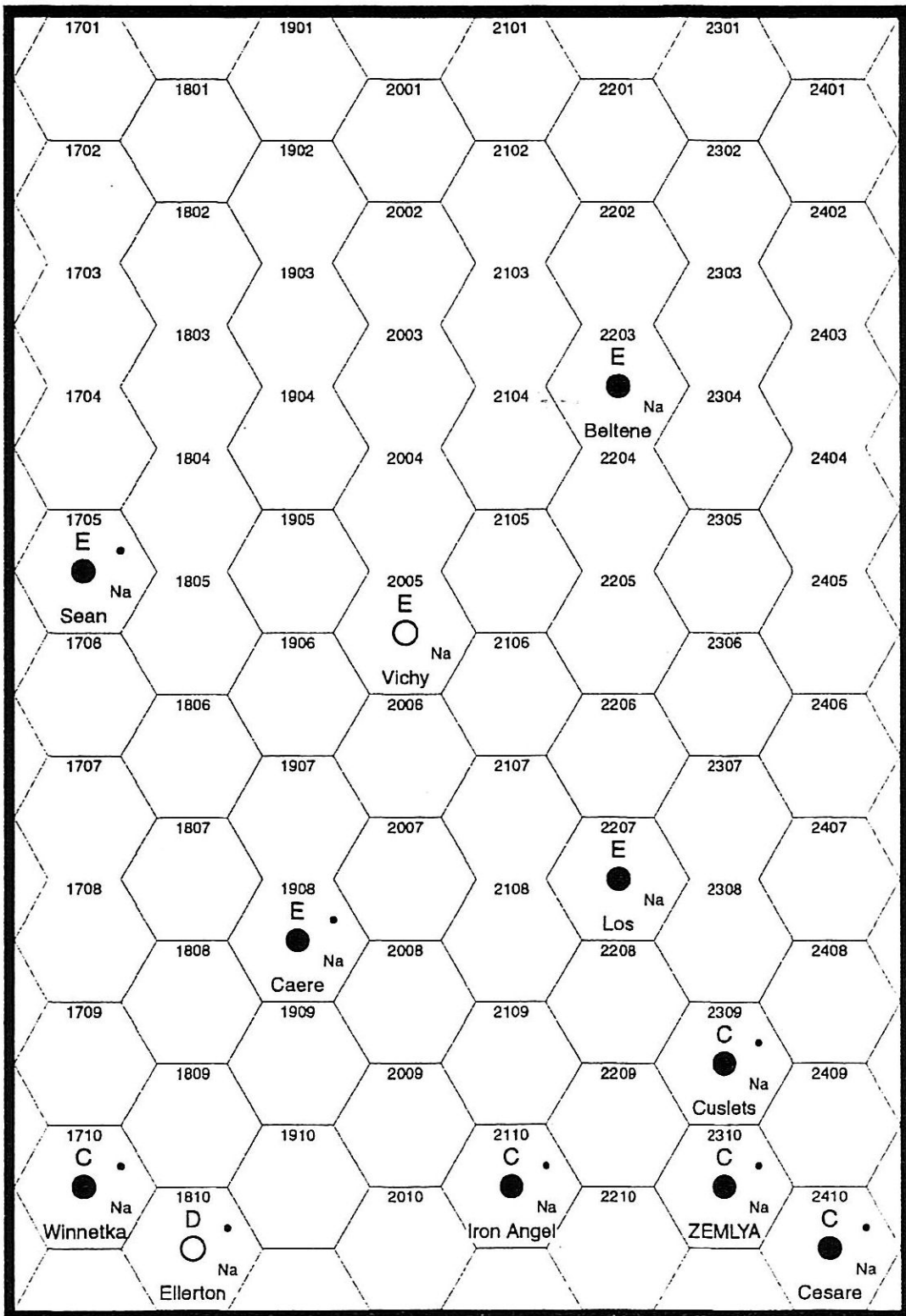
Riftrim is a barren subsector situated at the edge of the Great Rift. It is sparsely populated without any multi-world governments, or much reason to attract them.

Name	Hex	UWP	B Classes	Zn	PBG	AL	Stars
Sean	1705	E 4 5 2 0 0 0 - 0	Ba Lo	014	Na	F8 V	
Winnetka	1710	C 3 3 5 5 7 7 - 9	Ni	803	Na	G5 V	
Ellerton	1810	D 1 0 2 3 2 2 - 9	Ic Lo	213	Na	F8 V	
Caere	1908	E 6 5 6 0 0 0 - 0	Ba Lo	801	Na	G0 V M8 D	
Vichy	2005	E 3 0 1 0 0 0 - 0	Ba Ic Lo	100	Na	M5 D	
Iron Angel	2110	C 4 3 5 4 1 2 - 9	Lo	321	Na	G0 V M7 D M9 D	
Beltene	2203	E 8 5 6 0 0 0 - 0	Ba Lo	310	Na	G4 IV	
Los	2207	E 6 6 6 7 A 9 - 4	Ag	720	Na	F1 V	
Cuslets	2309	C 8 9 7 5 3 4 - 6	Ag Ni	803	Na	G6 V	
Zemlya	2310	C 7 6 7 9 7 6 - 8	Hi	424	Na	G0 V	
Cesare	2410	C 5 7 9 7 4 2 - 7		904	Na	F2 V M3 D	

The Riftrim subsector contains 11 worlds with a population of 4.161 billion. The highest population is 4 billion at Zemlya and the highest tech level is 9 at Winnetka, Ellerton and Iron Angel.

SUBSECTOR MAP GRID

Riftrim
Reavers' Deep



SUBSECTOR D: GULF

The Gulf subsector is on the edge of the Great Rift, and contains the coreward most portion of Imperial presence in the Reavers' Deep. It is also the least populated subsector in the Deep.

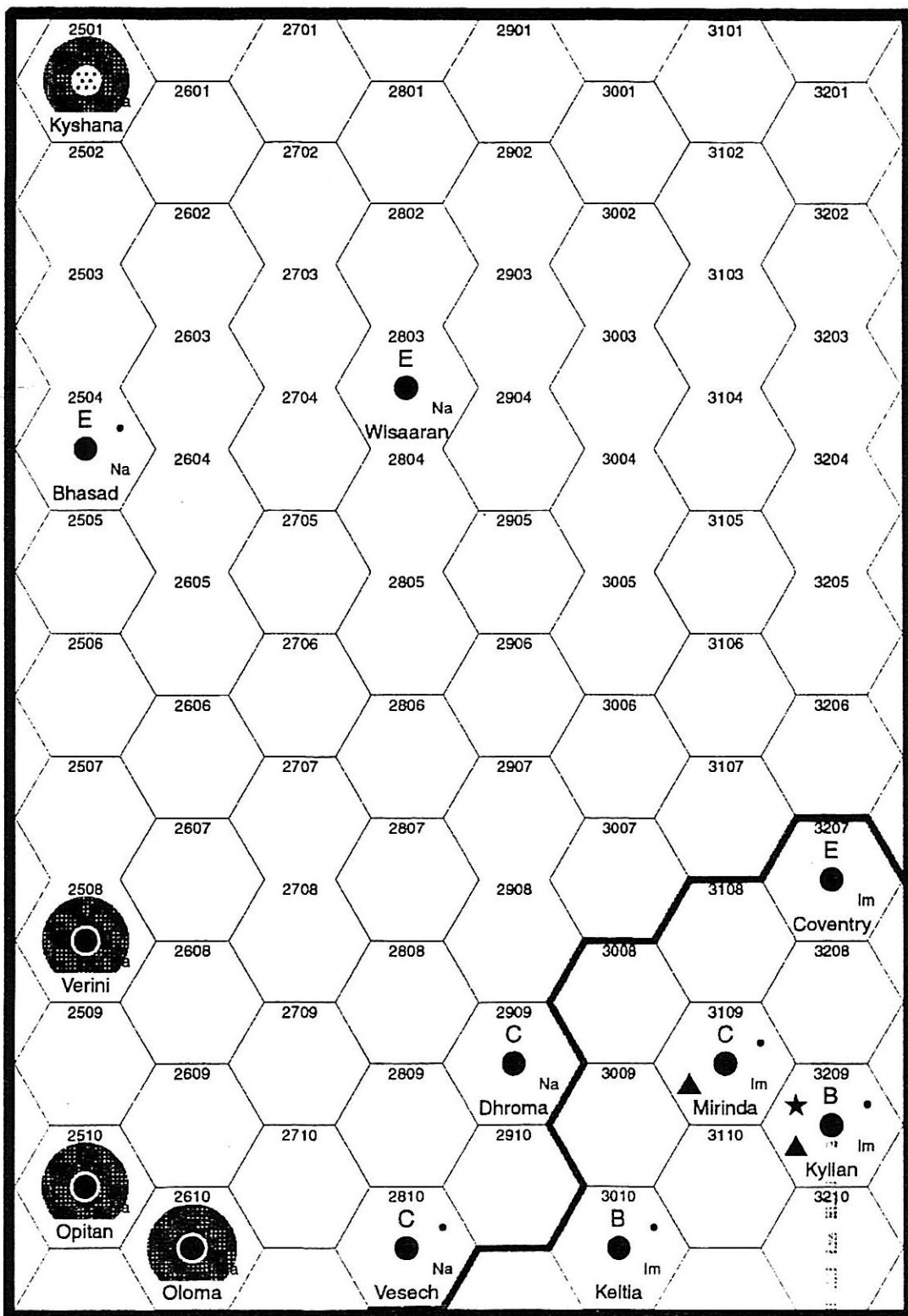
Two major city-states on Verini have recently declared war on each other, and this has led the TAS to declare Verini a Red Zone.

Name	Hex	UWP	B	Classes	Zn	PBG	AL	Stars
Kyshana	2501	E 0 0 0 0 0 0 - 0	As	Ba Lo Va	R	700	Na	G5 V
Bhasad	2504	E 8 6 5 0 0 0 - 0	Ba	Lo		213	Na	F4 V
Verini	2508	D 3 2 4 5 7 8 - 9	Ni		R	903	Na	F1 V
Opitan	2510	C 6 5 8 8 9 C - 6			R	403	Na	F5 V M0 D
Oloma	2610	C 6 6 4 6 3 2 - 6	Ag	Ni	R	310	Na	F2 V
Wisaaran	2803	E 8 5 8 0 0 0 - 0	Ba	Lo		200	Na	K3 III
Vesech	2810	C 7 6 4 8 5 7 - 4	Ri			704	Na	M6 V
Dhroma	2909	C 7 8 8 5 3 5 - 7	Ag	Ni		110	Na	G7 V
Keltia	3010	B 4 8 4 6 5 5 - 4	Ag	Ni Ri		122	Im	F6 V
Mirinda	3109	C 1 2 0 2 2 0 - C S	De	Lo		301	Im	F5 V
Coventry	3207	E 6 8 6 7 2 0 - 5	Ag			530	Im	F3 V
Kylian	3209	B A 5 7 7 4 2 - A A	Ag			113	Im	F0 V

The Gulf subsector contains 12 worlds with a population of 1.165 billion. The highest population is 700 million at Vesech, and the highest tech level is 12 at Mirinda.

SUBSECTOR MAP GRID

Gulf
Reavers' Deep



SUBSECTOR E: HRYARAAA

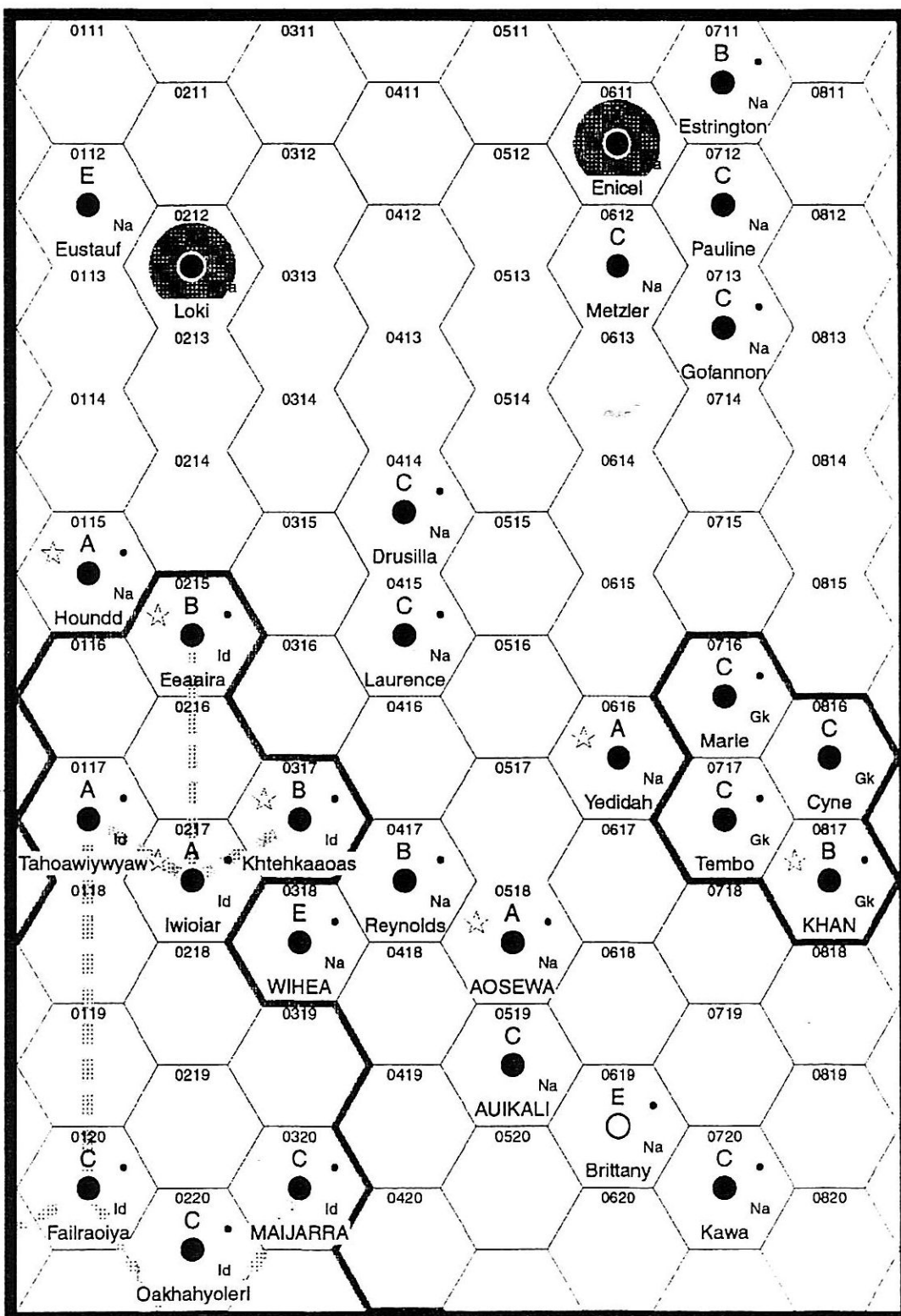
The Hryaraaa subsector contains two interstellar governments, the Khan World League, and a portion of the Islaiat Dominate.

The Khan World League is a tightly controlled group of worlds all ruled from Khan, one of the last Reaver states established. Yedidah was formerly a part of the League until they revolted in 1031.

Name	Hex	UWP	B Classes	Zn	PBG	AL	Stars
Eustauf	0112	E 4 4 5 5 4 2 - 7	Ag Ni		900	Na	F2 V M1 D
Houndd	0115	A 6 6 5 8 8 B - C J	Ri		203	Na	F5 V
Tahoawiywyaw	0117	A 3 5 4 5 4 4 - B	Ag Ni		515	Id	F2 V M9 D
Failraoiya	0120	C 3 8 2 8 C 9 - 5			223	Id	K4 V M3 D
Loki	0212	X 4 7 5 9 9 B - 2	Hi In	R	524	Na	F9 V
Eeaaira	0215	B 6 4 4 4 8 8 - 7 J	Lo		503	Id	F7 V M4 D
Iwioiar	0217	A 7 9 9 7 6 9 - 7 J			224	Id	M2 V
Oakhahyolerl	0220	C 7 9 7 5 5 9 - 8	Ag Ni		304	Id	F4 V M9 D
Khtehkaaoas	0317	B 4 6 5 3 6 9 - A J	Lo		903	Id	M3 V
Wihea	0318	E 8 7 7 9 B 8 - 7	Hi In		304	Na	F7 V
Maijarra	0320	C A 4 8 A D D - 7	Hi In		504	Id	F5 V
Drusilla	0414	C 6 7 2 6 A 7 - 6	Ni		105	Na	F1 V
Laurence	0415	C 7 3 7 4 5 1 - 9	Lo		403	Na	M8 V M6 D
Reynolds	0417	B 5 5 4 6 4 5 - 7	Ag Ni		402	Na	F8 V
Aosewa	0518	A 4 4 2 9 6 A - A J	Hi In Po		824	Na	G8 V M0 D
Auikali	0519	C 5 6 8 9 7 7 - 8	Hi		710	Na	F0 V
Enicel	0611	X 4 3 7 6 3 0 - 0	Ni	R	814	Na	M5 V
Metzler	0612	C 8 6 A 1 2 2 - 7	Lo Wa		400	Na	K2 V
Yedidah	0616	A 5 4 6 7 8 7 - 9 J	Ag		600	Na	F8 V M6 D
Brittany	0619	E 8 D 0 8 A D - 5	De		803	Na	K1 V M4 D
Estrington	0711	B 4 2 1 6 1 1 - 8	Na Ni		304	Na	F6 V
Pauline	0712	C 6 3 1 4 1 0 - 8	Lo Po		600	Na	A8 V M5 D
Gofannon	0713	C 6 6 7 7 A 8 - 4	Ag		404	Na	F8 V
Marie	0716	C 3 1 3 7 6 7 - 7	Ic Na		722	Gk	G3 V
Tembo	0717	C 6 8 4 5 6 6 - 7	Ag Ni		504	Gk	M0 IV M5 D
Kawa	0720	C 5 6 3 6 8 C - 8	Ni Ri		815	Na	G7 V
Cyne	0816	C 8 7 8 6 6 2 - 5	Ag Ni		900	Gk	M6 V
Khan	0817	B 5 2 1 9 C C - A J	Hi In Na Cp		313	Gk	F9 V

The Hryaraaa subsector contains 28 worlds with a population of 77.425 billion. The highest population is 50 billion at Maijarra, and the highest tech level is 12 at Houndd.

Hryaroaa
Reavers' Deep



SUBSECTOR F: SCOTIAN DEEP

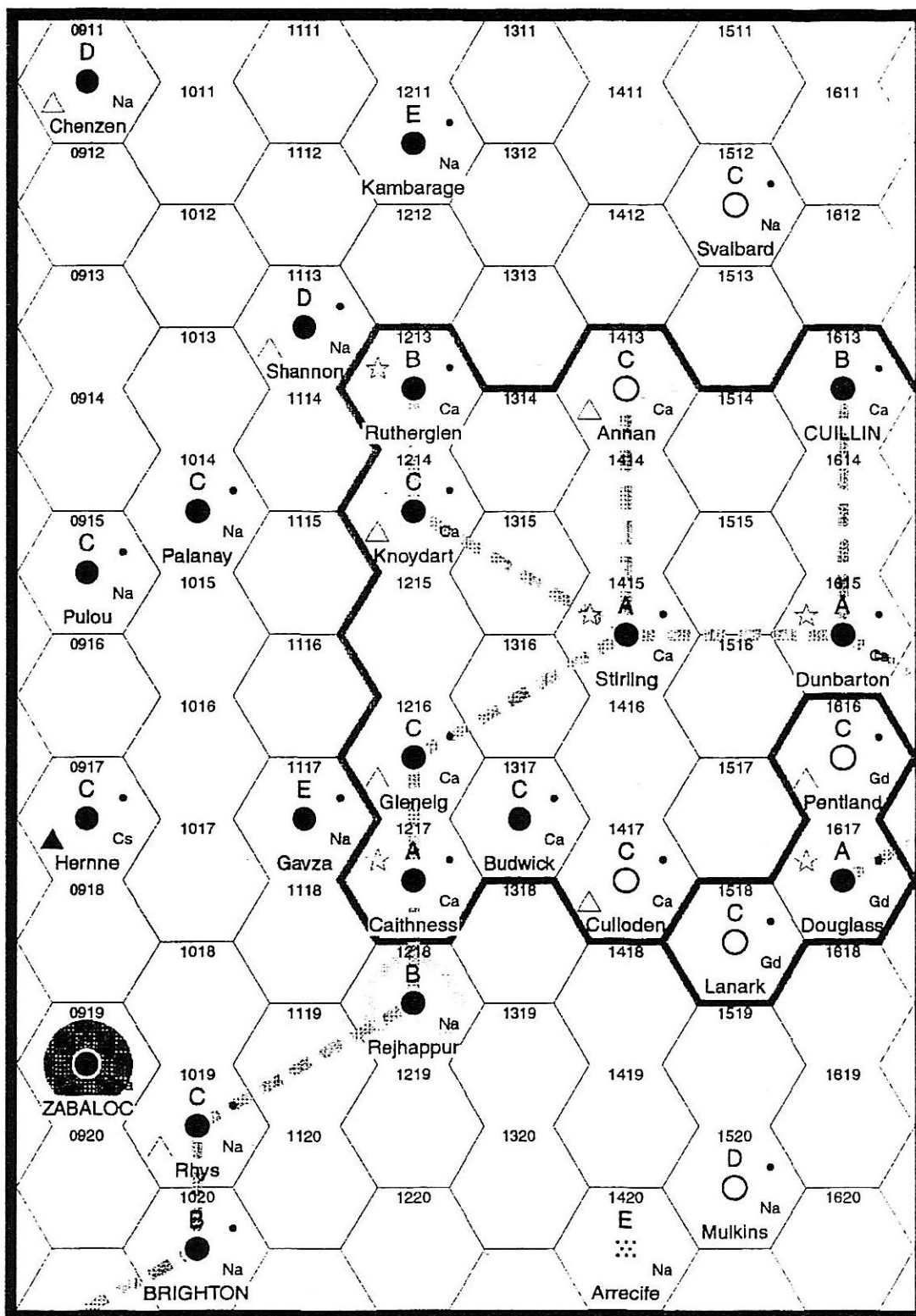
Located near the heart of Reavers' Deep, the Scotian Deep subsector is dominated both politically and economically by the Principality of Caledon. Politically, nearly a third of the subsector is directly answerable to the Principality. The trade network of various Caledonian mercantile firms exercises a great deal of influence over the other systems in the region.

Name	Hex	UWP	B	Classes	Zn	PBG	AL	Stars
Chenzen	0911	D 7 4 7 5 5 7 - 6	J	Ag Ni		200	Na	F1 V
Pulou	0915	C 3 4 3 6 7 7 - 7		Ni Po		313	Na	G1 V
Hernne	0917	C 7 7 8 5 8 4 - 9	S	Ag Ni		703	Cs	F8 V
Zabaloc	0919	X 6 7 5 A A C - 5		Hi In	R	103	Na	F4 V
Palanay	1014	C 4 6 2 7 7 8 - 8		Ri		305	Na	F4 V M2 D
Rhys	1019	C 7 6 6 8 9 6 - 7	J	Ri		521	Na	M7 V
Brighton	1020	B 6 9 5 9 A C - 9		Hi In		903	Na	F7 V
Shannon	1113	D 6 6 8 6 9 B - 3	J	Ag Ni Ri		604	Na	K4 V
Gavza	1117	E 8 7 7 4 5 3 - 8		Lo		703	Na	F7 V M5 D
Kambarage	1211	E 5 2 5 6 A B - 7		Ni		104	Na	G8 V M4 D
Rutherglen	1213	B 7 7 8 8 C A - A	J			302	Ca	M7 V
Knoydart	1214	C 3 2 2 6 2 4 - B	J	Na Ni		904	Ca	F2 V
Glenelg	1216	C 5 6 7 7 7 8 - 8	J	Ag Ri		903	Ca	F3 V
Caithness	1217	A 6 6 6 8 8 8 - B	J	Ri		102	Ca	G7 V M2 D
Rejhappur	1218	B 6 5 1 6 1 3 - A		Ni Po	A	210	Na	M7 IV K6 V
Budwick	1317	C 8 8 7 8 7 4 - 8		Ri		601	Ca	K5 V
Annan	1413	C 1 0 0 6 5 3 - A	J	Na Ni		700	Ca	M1 V M8 D
Stirling	1415	A 9 5 7 8 6 5 - C	J			203	Ca	G0 V
Culloden	1417	C 2 2 0 3 5 4 - 9	J	De Lo		124	Ca	M7 V M4 D
Arrecife	1420	E 0 0 0 3 0 1 - 9		As Lo Va		300	Na	M4 V
Svalbaed	1512	C 2 0 2 4 5 6 - 9		Ic Lo		302	Na	F7 V M3 D
Lanark	1518	C 1 2 0 4 0 3 - 9		De Lo		124	Gd	F0 V M5 D
Mulkins	1520	D 9 B 4 3 5 8 - 7		Fi Lo		522	Na	M7 V M4 D
Cuillin	1613	B 6 4 8 A A 9 - 9		Hi In		204	Ca	F7 V
Dunbarton	1615	A 8 8 6 7 8 5 - B	J	Ag Ri		813	Ca	F2 V
Pentland	1616	C 4 1 3 5 3 3 - 8	S	Ic Ni		524	Gd	F6 V
Douglass	1617	A A 9 7 8 C A - C	J	Cp		822	Gd	G1 V

The Scotian Deep subsector contains 27 worlds with a population of 41.729 billion. The highest population is 20 billion at Cuillin, and the highest tech level is 12 at Stirling and Douglass.

SUBSECTOR MAP GRID

Scotian Deep
Reavers' Deep



SUBSECTOR G: CALEDON

The Caledon subsector is named for the Principality of Caledon, a small but flourishing interstellar state that extends over a portion of this subsector and the adjoining Scotian Deep subsector as well. The Principality is the largest independent state in this portion of the Deep.

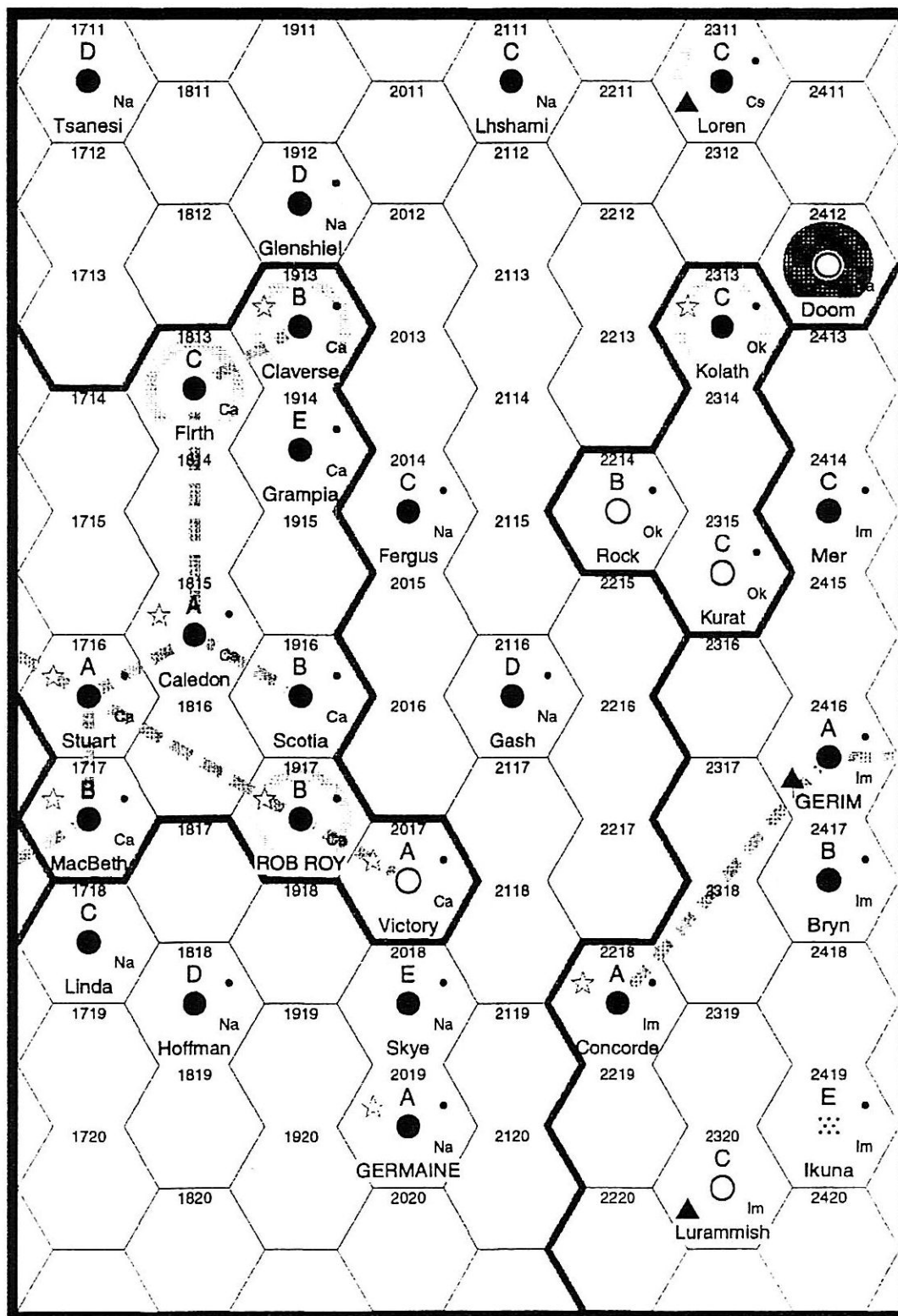
The trailing portion of the subsector is dominated by the Imperium and its client state, the Kolan Hegemony, which the Imperium is slowly absorbing.

Name	Hex	UWP	B Classes	Zn	PBG	AL	Stars
Tsanesi	1711	D 6 5 3 6 3 6 - 6	Ni Po		200	Na	F5 V
Stuart	1716	A 6 6 8 7 8 6 - B	J Ag Ri		323	Ca	M8 V M8 D
MacBeth	1717	B 5 7 3 7 3 3 - A	J		622	Ca	M1 V M5 D
Linda	1718	C 6 5 7 5 1 0 - 8	Ag Ni		820	Na	F6 V
Firth	1813	C 5 2 5 5 9 B - 9	Ni	A	200	Ca	K2 V
Caledon	1815	A 8 6 8 8 A 5 - C	J Cp		913	Ca	F0 V
Hoffman	1818	D 3 2 1 8 A 8 - 8	Na		902	Na	F0 V M0 D
Glenshiel	1912	DA 8 6 5 6 3 - 7	Ag Ni		602	Na	F2 V
Claverse	1913	B 7 6 7 7 B B - 9	J Ag	A	614	Ca	K6 V M6 D
Grampia	1914	E 1 3 2 5 2 0 - 5	Ni Po		201	Ca	F6 V M6 D
Scotia	1916	B 7 8 9 4 3 4 - B	Lo		124	Ca	F0 V
Rob Roy	1917	B 6 4 6 9 B A - B	J Hi In	A	704	Ca	F2 V M1 D
Fergus	2014	C 2 5 3 3 0 4 - 7	Lo Po		124	Na	F6 V M6 D
Victory	2017	A 2 0 1 7 6 6 - C	J Ic Na		914	Ca	F7 V M1 D
Skye	2018	E 7 9 9 7 5 1 - 1			312	Na	F9 V M7 D
Germaine	2019	A 9 8 6 9 5 6 - D	J Hi		301	Na	M7 V
Lhshami	2111	C 4 7 7 7 9 4 - 9	Ag		600	Na	F4 III M8 D
Gash	2116	DA F 8 5 7 3 - 7	FI Ni		112	Na	M8 V
Rock	2214	B 4 0 0 3 6 4 - A	Lo		601	Ok	F8 V M8 D
Concorde	2218	A 9 9 9 5 8 7 - E	N Ni		613	Im	G7 V M6 D
Loren	2311	C 5 7 4 5 9 C - 7	S Ag Ni	A	201	Cs	K1 V
Kolath	2313	C 7 6 7 8 C B - 8	J	A	424	Ok	F3 V M9 D
Kurat	2315	CAA 7 6 6 7 - 7	FI Ni		613	Ok	G5 V
Lurammish	2320	C 5 1 2 7 5 5 - 9	S Ic Na		800	Im	F6 V M5 D
Doom	2412	X 4 0 0 2 0 0 - 4	Lo	R	101	Na	F1 V
Mer	2414	C 7 9 A 5 2 0 - 8	Ni Wa		424	Im	G2 V M9 D
Gerim	2416	A 8 8 8 A 9 7 - E	S Hi		224	Im	F4 V M0 D
Bryn	2417	B 4 2 6 8 B 8 - 8			914	Im	G3 IV M4 D
Ikuna	2419	E 0 0 0 4 1 0 - A	As Lo Va		312	Im	K6 V

The Caledon subsector contains 29 worlds with a population of 33.521 billion. The highest population is 20 billion at Gerim, and the highest tech level is 14 at Concorde and Gerim.

SUBSECTOR MAP GRID

Caledon
Reavers' Deep



SUBSECTOR H: NIGHTRIM

The Nightrim subsector is the most populated subsector in the Deep, containing almost 20% of the Deep's populace and fully two-thirds of the Imperial presence.

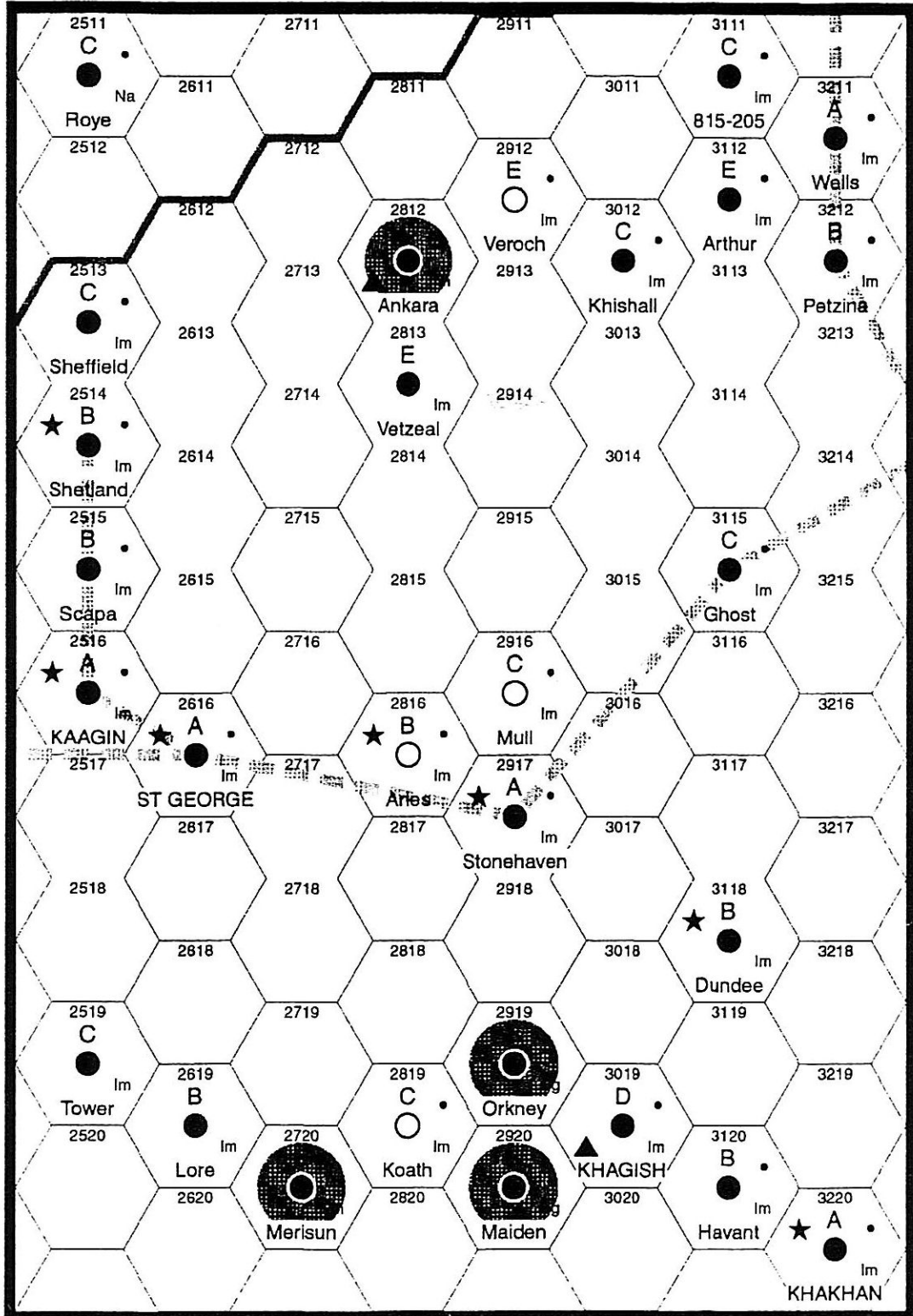
The Imperium dominates this subsector, ruling over all but one world. Two worlds (Orkney and Maiden) form the Dienbach Grÿpen, an autonomously governed region that has been quarantined by the Imperium. This quarantine is monitored by the scout base at neighboring Khagish.

Name	Hex	UWP	B	Classes	Zn	PBG	AL	Stars
Roye	2511	C 7 9 A 4 5 8 - A	Lo	Wa	202	Na	M3	V
Sheffield	2513	C 6 6 7 5 7 5 - 8	Ag	Ni	214	Im	M8	V M4 D
Shetland	2514	B 5 4 4 7 8 A - 8	N	Ag	914	Im	F0	V M8 D
Scapa	2515	B 6 6 7 7 8 4 - A	Ag	Ri	703	Im	G6	V M2 D
Kaagin	2516	A 5 6 5 9 A 9 - D	N	Hi	504	Im	M5	IV
Tower	2519	C 5 3 2 7 B 8 - 7	Na	Po	710	Im	G9	V M1 D
St George	2616	A 6 7 6 A A 6 - C	N	Hi In Cp	314	Im	F1	V M2 D
Lore	2619	B 6 6 8 7 2 3 - 8	Ag		700	Im	G2	V
Merisun	2720	E 6 8 5 6 7 9 - 5	Ag	Ni Ri	R 701	Im	G5	V M4 D
Ankara	2812	C 9 9 9 4 7 B - 9	S	Lo	R 411	Im	K9	V
Vetzeal	2813	E 4 2 3 2 1 4 - 7	Lo		310	Im	F7	V
Aries	2816	B 1 1 0 4 4 4 - F	N	Lo	214	Im	F1	V
Koath	2819	C 3 0 1 4 5 3 - A	lc	Lo	424	Im	G5	V M9 D
Veroch	2912	E 6 B 0 1 0 1 - 8	De	Lo	713	Im	G4	V
Mull	2916	C A C 7 3 1 2 - 9	Fi	Lo	611	Im	F9	V
Stonehaven	2917	A 9 D 5 4 2 2 - C	N	Fi Lo	914	Im	F2	V
Orkney	2919	B 5 8 8 8 C B - 9			R 302	Dg	M0	V M7 D
Maiden	2920	E 5 4 4 5 6 7 - 7	Ag	Ni	R 104	Dg	K2	II
Khishali	3012	C 8 6 6 7 5 9 - 8	Ag	Ri	914	Im	G3	V M1 D
Khagish	3019	D 7 6 4 9 D D - 8	S	Hi	715	Im	K0	V
815-205	3111	C 9 9 A 3 1 1 - 9	Lo	Wa	204	Im	M5	IV
Arthur	3112	E 5 6 6 0 0 0 - 0	Ba	Lo	203	Im	M5	V
Ghost	3115	C 6 8 5 6 8 8 - 5	Ag	Ni Ri	713	Im	F1	V
Dundee	3118	B 5 3 3 1 3 3 - A	N	Lo Po	700	Im	M0	II M2 V
Havant	3120	B 2 4 2 5 2 4 - B	Ni	Po	702	Im	M9	V M5 D
Wells	3211	A 7 8 6 5 0 0 - 8	Ag	Ni	523	Im	G6	V
Petzina	3212	B 6 7 4 7 6 7 - A	Ag		824	Im	K6	V
Khakhan	3220	A 9 8 8 A A 8 - E	N	Hi	903	Im	F6	V M0 D M9 D

The Nightrim subsector contains 28 worlds with a population of 132.785 billion. The highest population is 90 billion at Khakhan, and the highest tech level is 15 at Aries.

SUBSECTOR MAP GRID

Nightrim
Reavers' Deep



SUBSECTOR I: KEIAR

The Keiar subsector is named for the brightest star in the subsector in the Aerin system. The subsector is dominated by the Islaia Dominate and the Aslan Hierate.

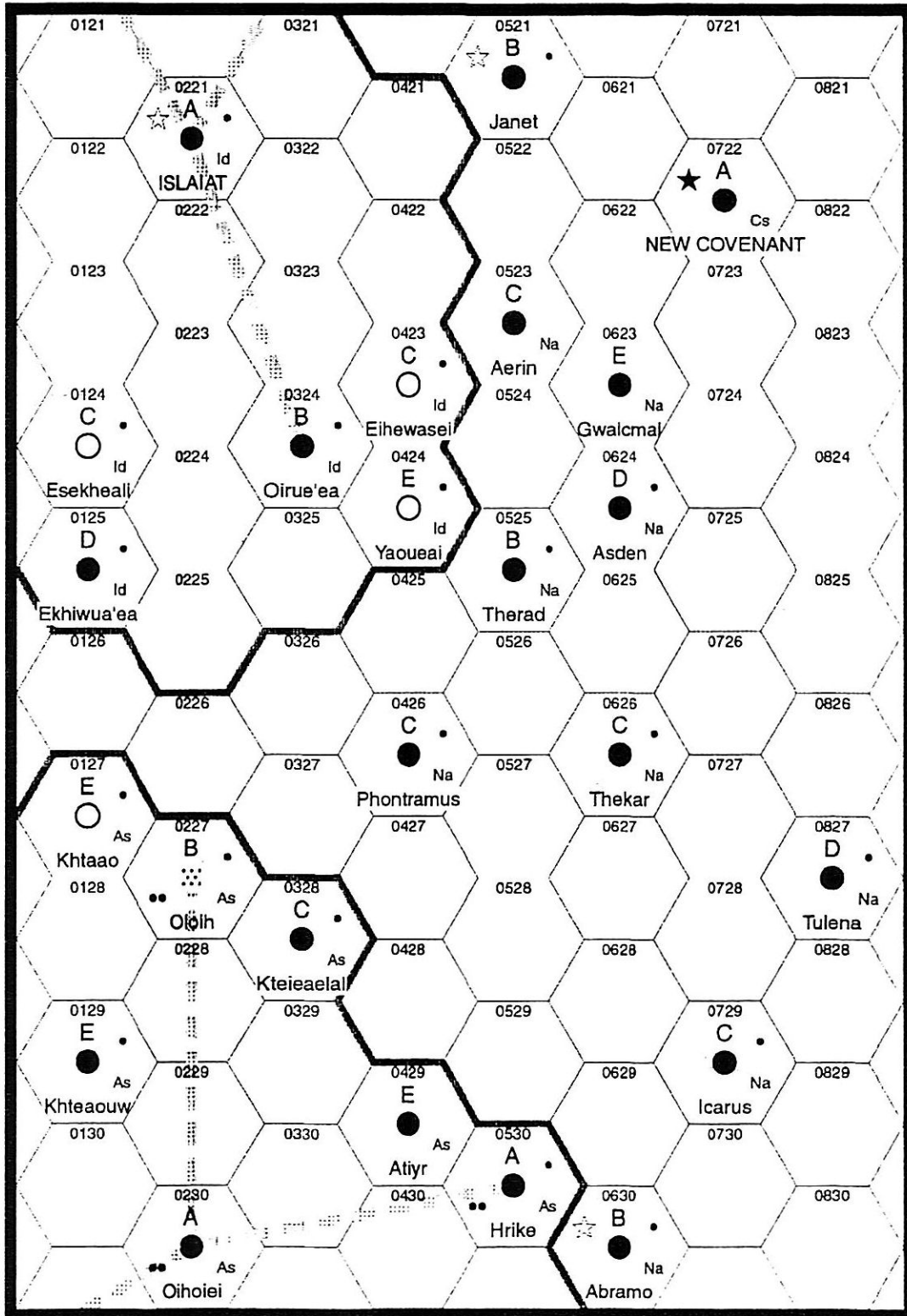
The Islaia Dominate is controlled by a minor race native to Islaia. They gained jump drive from the Aslan early in the Hierate expansion and quickly founded their own empire, which extends into Hryaroaa subsector and Ehilao and Tulrahk subsectors of Ealiyasiyw sector.

Name	Hex	UWP	B Classes	Zn	PBG	AL	Stars
Esekheali	0124	C 4 0 0 5 7 3 - 9	Ni	504	Id	F4	IV
Ekhiwua'ea	0125	D 8 9 8 8 7 4 - 6		504	Id	K7 V	M6 D
Khtaao	0127	E 5 A 3 2 G 7 - 8	FI Lo	314	As	F7	V
Khteaouw	0129	E 5 3 1 4 L 7 - B	Lo Po	301	As	F8	V
Islaia	0221	A 8 6 8 A A 9 - D J	Hi Cp	914	Id	G2 V	M8 D
Oloih	0227	B 0 0 0 7 L 7 - E T	As Na Va	304	As	F8	V
Oihoiei	0230	A 8 5 5 7 H 8 - E T	Ag	210	As	F9 V	M1 D
Oirue'ea	0324	B 4 6 4 8 B B - A		303	Id	F8	V
Kteieaelal	0328	C 9 8 9 6 L B - C	Ni	714	As	F4	V
Eihewasei	0423	C 1 1 0 4 6 6 - 9	Lo	413	Id	F0	V
Yaoueai	0424	E 2 6 0 4 6 8 - 7	De Lo	915	Id	M7 V	M2 D
Phontramus	0426	C 8 7 A 3 4 1 - 9	Lo Wa	203	Na	M0 V	M7 D
Atiyr	0429	E 4 1 3 7 H 4 - B	Ic Na	210	As	F0 V	M0 D
Janet	0521	B 9 9 9 5 A B - A J	Ni	923	Na	M4	V
Aerin	0523	C 8 9 6 8 6 3 - 8		320	Na	A1 III	K4 V
Therad	0525	B 6 6 6 8 5 4 - 8	Ri	601	Na	F1 V	M8 D
Hrike	0530	A 7 8 8 7 K 9 - D T	Ag	415	As	G3 IV	M0 D
Gwalcmai	0623	E 5 4 3 4 4 3 - 5	Lo Po	800	Na	F9	V
Asden	0624	D 4 4 3 5 0 0 - 7	Ni Po	322	Na	A7	IV
Thekar	0626	C 3 5 3 0 0 0 - 0	Ba Lo	202	Na	F9	V
Abramo	0630	B 2 0 0 7 2 2 - B J	Na	323	Na	G3 V	M6 D
New Covenant	0722	A 5 5 7 9 D E - 9 N	Hi	410	Cs	F5	V
Icarus	0729	C 7 5 9 8 5 5 - 5		223	Na	G0	V
Tulena	0827	D 7 4 6 3 0 0 - 7	Lo	523	Na	F6 V	M6 D

The Keiar subsector contains 24 worlds with a population of 96.048 billion. The highest population is 90 billion at Islaia, and the highest tech level is 14 at Oloih and Oihoiei.

SUBSECTOR MAP GRID

Keiar
Reavers' Deep



SUBSECTOR J: EA

Originally explored by Aslan traders and clan scouts looking for new territory, the Ea subsector has been the scene of numerous confrontations between humans and Aslan in competition for the same real estate. During the era of the Reaver Warlords, several small human states sprang up here; as a result, competition is stiff.

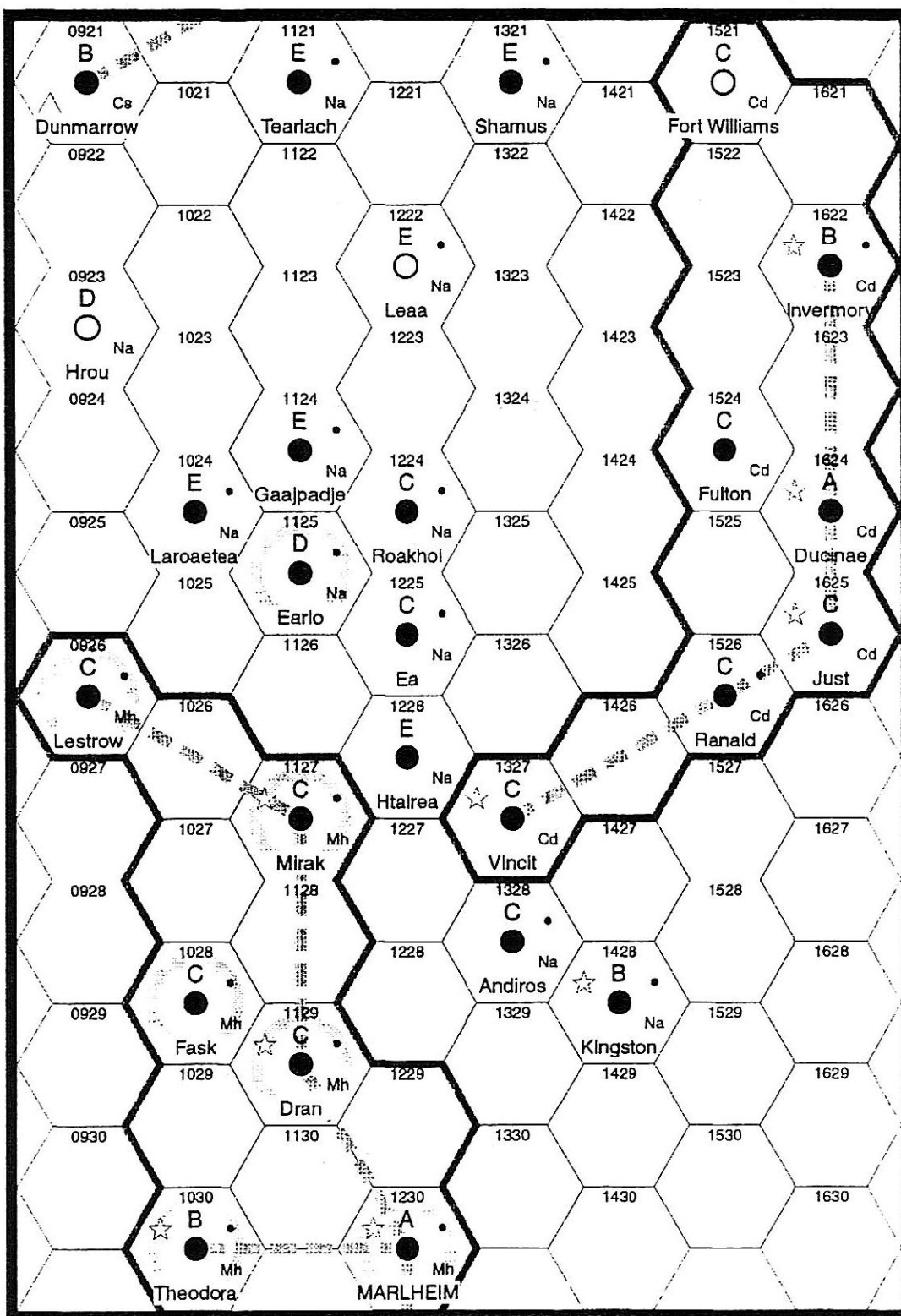
Two substantial human states, separated by a scattered band of unclaimed independent worlds, dominate this region. The Grand Duchy of Marlheim is a tightly controlled, expansionistic, totalitarian state. The Confederation of Ducinae is a less restrictive interstellar community with close ties to the Principality of Caledon to coreward.

Name	Hex	UWP	B	Classes	Zn	PBG	AL	Stars
Dunmarrow	0921	B 4 4 4 6 5 3 - A	J	Ag Ni		200	Cs	G0 V
Hrou	0923	D 2 0 0 5 7 9 - 8		Ni		310	Na	F3 V
Lestrow	0926	C 7 9 8 7 6 4 - 8		Ag	A	813	Mh	M6 IV
Laroaetea	1024	E 5 5 6 5 5 5 - 6		Ag Ni		512	Na	F5 V M2 D
Fask	1028	C 9 8 6 8 A A - 8			A	321	Mh	M7 V M6 D
Theodora	1030	B 8 5 7 5 6 3 - A	J	Ag Ni	A	104	Mh	G9 V M7 D
Tearlach	1121	E 5 6 9 7 4 9 - 8		Ri		413	Na	G9 V M4 D
Gaajpadje	1124	E 6 6 7 8 7 4 - 4		Ri		904	Na	G8 V
Earlo	1125	D 2 4 2 1 0 2 - 7		Lo Po	A	404	Na	F7 V
Mirak	1127	C 7 6 6 7 6 3 - A	J	Ag Ri	A	702	Mh	M5 V
Dran	1129	C 4 5 1 5 6 6 - 9		Ni Po	A	123	Mh	F9 V M5 D
Leaa	1222	E 1 0 0 4 8 8 - 9		Lo		312	Na	G7 V
Roikhoi	1224	C 9 6 9 5 4 3 - 4		Ni		702	Na	F0 V
Ea	1225	C 7 5 8 6 A A - 7		Ag Ni		214	Na	F0 V M1 D
Htalrea	1226	E 7 6 7 6 1 0 - 0		Ag Ni		100	Na	F1 V
Marlheim	1230	A 5 7 5 9 A 8 - B	J	Hi In Cp	A	303	Mh	G2 V M9 D
Shamas	1321	E 4 5 6 3 0 5 - 6		Lo		703	Na	F7 V
Vincit	1327	C 8 9 8 7 A 9 - 8	J	Ag		400	Cd	F1 V
Andiros	1328	C 7 9 9 5 6 6 - 8		Ni		605	Na	F3 V
Kingston	1428	B 7 6 4 9 9 4 - C	J	Hi		213	Na	F0 V
Fort William	1521	C 2 4 0 4 6 7 - A		De Lo Po		600	Cd	F2 V M4 D
Fulton	1524	C 9 8 A 7 8 8 - 9		Ri Wa		100	Cd	G3 V M5 D
Ranald	1526	C 4 5 6 5 4 4 - 9		Ag Ni		622	Cd	F0 V
Invermory	1622	B 4 8 4 7 8 9 - A	J	Ag Ri		525	Cd	M3 IV M5 V
Duncinae	1624	A 6 8 6 6 4 8 - 8	J	Ag Ni Ri Cp		500	Cd	G0 V
Just	1625	C 7 4 8 7 A A - 5	J	Ag		420	Cd	K4 V

The Ea subsector contains 26 worlds with a population of 6.542 billion. The highest population is 3 billion at Marlheim, and the highest tech level is 12 at Kingston.

SUBSECTOR MAP GRID

Ea
Reavers' Deep



SUBSECTOR K: DREXILTHAR

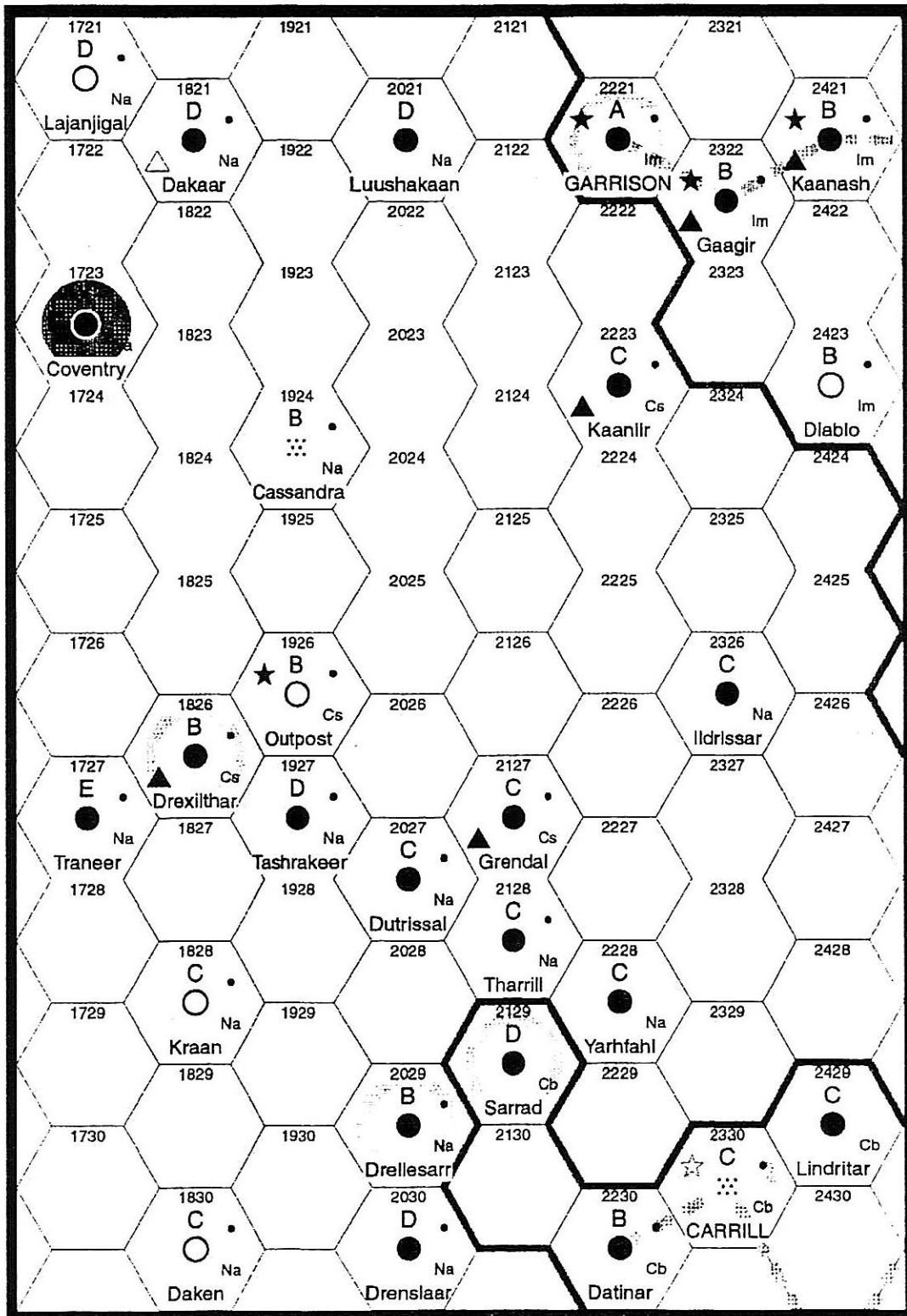
The Drexilthar subsector can be divided into three parts. To coreward and trailing, the Imperium dominates, with a few client worlds and possessions beyond Imperial boundaries, such as Outpost and Kaaniir. To rimward and trailing, the Carillian Assembly is dominant, extending its influence to worlds like Yarfahl and rebellious Ildrissar. The last part is a broad sweep of diverse and mutually independent worlds scattered across the spinward half of the subsector.

Name	Hex	UWP	B	Classes	Zn	PBG	AL	Stars
Lajanjigal	1721	D A B 6 5 8 3 - 3	FI	Ni	805	Na	G8	V
Coventry	1723	X 5 6 5 7 3 3 - 2	Ag		R 404	Na	G2 III	M0 D
Traneer	1727	E 5 7 6 6 7 9 - 7	Ag	Ni	323	Na	G6 V	M3 D
Dakaar	1821	B 4 2 5 6 1 2 - B	J	Ni	202	Na	M6 V	M2 D M5 D
Drexilthar	1826	B 4 6 9 6 9 D - 7	S	Ni Ri	A 914	Cs	F6	V
Kraan	1828	C 5 0 1 4 5 6 - 8	Ic	Lo	223	Na	F3	V
Daken	1830	C 6 3 0 2 3 3 - 9	De	Lo Po	902	Na	M8 V	M5 V
Cassandra	1924	B 0 0 0 5 3 8 - C	As	Ni Va	914	Na	K0	V
Outpost	1926	B 1 1 0 4 4 2 - E	N	Lo	413	Cs	F7	V
Tashrakaar	1927	D 6 5 1 6 9 5 - 7	Ni	Po	213	Na	M2	IV
Luushakaan	2021	D 5 4 1 5 1 3 - 4	Ni	Po	810	Na	F0	V
Dutrissal	2027	C A C 4 2 3 5 - 8	FI	Lo	A 802	Na	F4 V	M8 D
Drellesarr	2029	B 3 1 0 5 5 0 - A	Ni		502	Na	F5	V
Drenslaar	2030	D 4 5 3 6 9 4 - 7	Ni	Po	313	Na	F2 V	M5 D
Grendal	2127	C 8 8 9 8 5 5 - A	S	Ri	613	Cs	F7 V	M6 D
Tharrill	2128	C 8 8 5 7 4 1 - 9	Ag	Ri	A 722	Na	M6 V	M3 D
Sarrad	2129	D 8 8 A 3 0 0 - 8	Lo	Wa	A 820	Cb	F8 V	M3 D
Garrison	2221	A 3 5 7 9 6 B - B	N	Hi	412	Im	F5	V
Kaaniir	2223	C 6 8 8 6 1 1 - 6	S	Ag Ni	723	Cs	F8	V
Yarfahl	2228	C 6 5 8 7 9 6 - 6	Ag		110	Na	M7 V	M4 D
Datinar	2230	B 4 3 1 6 8 5 - A	Na	Ni Po	303	Cb	K0	V
Gaargir	2322	B 4 6 5 3 0 4 - C	A	Lo	713	Im	K7	V
Illdrissar	2326	C 9 9 5 8 3 6 - 7			A 200	Na	F1	V
Carrill	2330	A 0 0 0 9 A E - E	J	As Hi Na Va Cp	613	Cb	F4	V
Kaanash	2421	B 5 5 6 8 7 A - 7	A		414	Im	M1 V	M6 D
Diablo	2423	B 9 C 7 4 7 7 - 8	FI	Lo	724	Im	M2	V
Lindritar	2429	C 5 7 9 6 A 7 - 8	Ni		210	Cb	F7	V

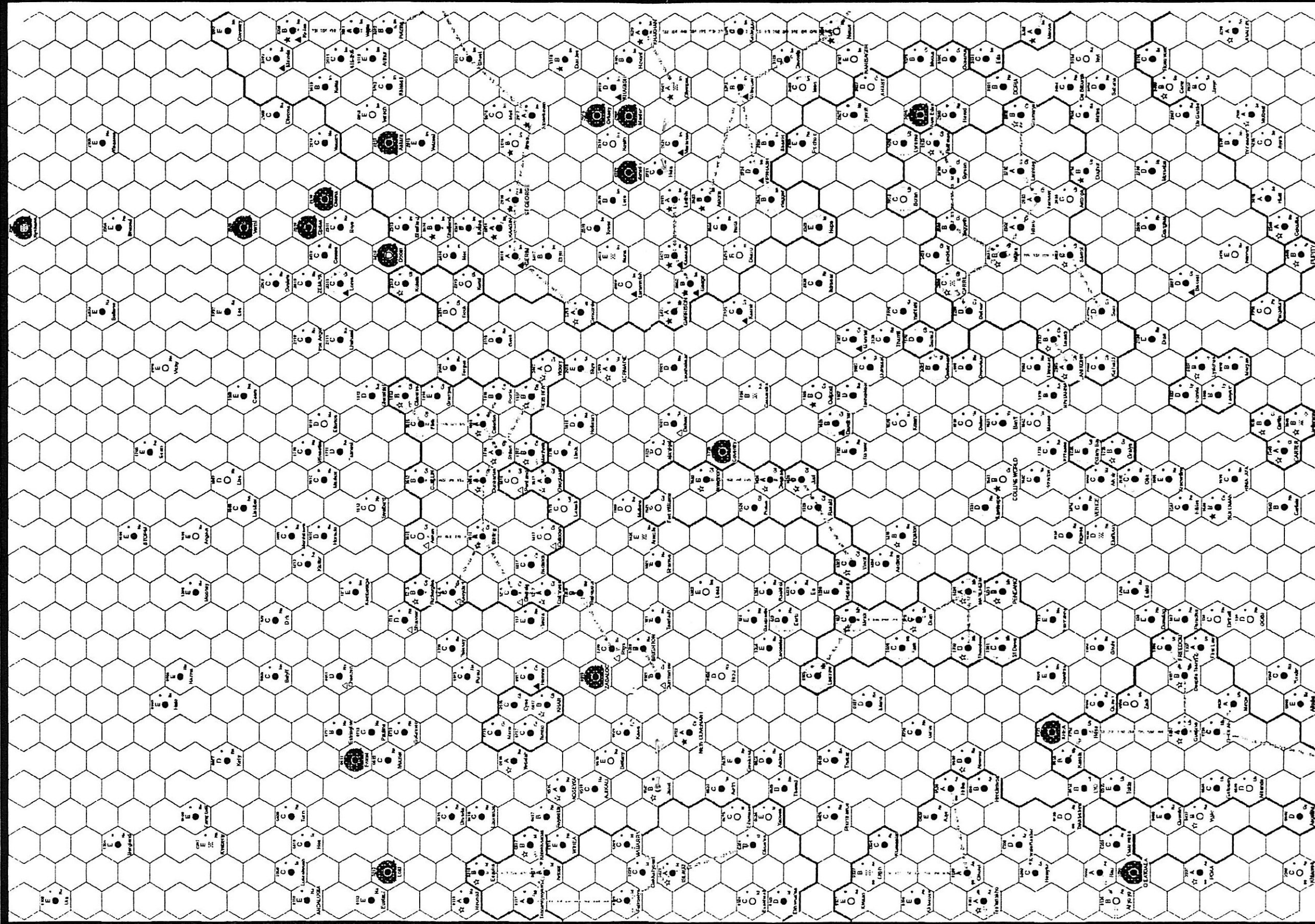
The Drexilthar subsector contains 27 worlds with a population of 11.354 billion. The highest population is 6 billion at Carrill, and the highest tech level is 14 at Outpost and Carrill.

SUBSECTOR MAP GRID

Drexilthar
Reavers' Deep



REAVERS' DEEP / AEITLE SAKH



SUBSECTOR L: URLAQQASH

The Urlaqqash subsector is dominated by the Imperium in the coreward half. The Camillian Assembly controls the rimward and spinward portion of the subsector.

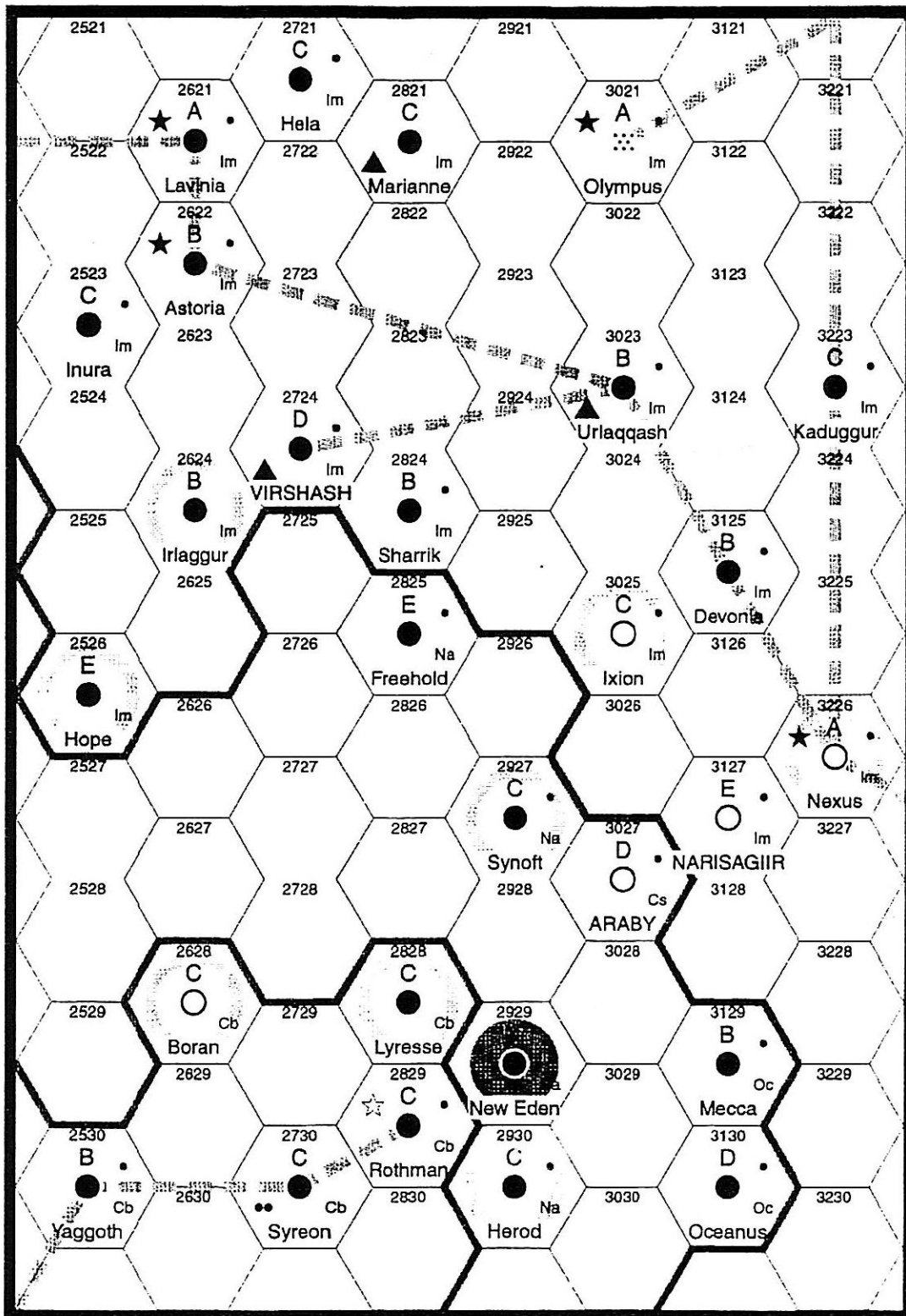
Virshash, perched just within the Imperial border, is the homeworld to one of the more notable minor races: the Virushi. The influence of Virushi culture and psychology can be felt in many of the neighboring systems.

Name	Hex	UWP	B Classes	Zn	PBG	AL	Stars
Inura	2523	C 1 2 1 3 1 2 - A	Lo		812	Im	G9 V
Hope	2526	E 6 5 7 7 8 B - 4	Ag	A	200	Im	F4 V
Yaggoth	2530	B 8 6 4 7 5 6 - B	Ag Ri		222	Cb	F8 V M1 D M6 D
Lavnia	2621	A 4 4 6 6 5 7 - E	N Ag Ni Cp		704	Im	G2 V M7 D
Astoria	2622	B 5 4 5 6 7 4 - A	N Ag Ni		201	Im	F0 V M4 D
Irlaggur	2624	B 6 9 1 8 C E - A		A	300	Im	M9 V
Boran	2628	C 3 1 3 5 A B - 0	Ic Ni	A	300	Cb	G2 V
Hela	2721	C 3 3 1 3 0 0 - 9	Lo Po		412	Im	F5 V
Virshash	2724	D A 8 6 9 5 4 - 6	S Hi		403	Im	F9 V M4 D
Syreon	2730	C 4 4 6 8 8 C - 8	M		320	Cb	F0 V
Marianne	2821	C 6 7 8 7 C 9 - 8	S Ag		500	Im	M5 V
Sharrik	2824	B 6 6 4 8 9 6 - 9	Ri		804	Im	M1 V M1 V
Freehold	2825	E 5 5 5 4 5 7 - 7	Lo		515	Na	G6 V
Lyresse	2828	C 6 9 3 6 5 1 - 9	Ni	A	810	Cb	A4 II
Rothman	2829	B 7 9 6 8 5 5 - 9	J		403	Cb	F1 V M3 D
Synoft	2927	C 3 4 2 8 C C - 7	Po	A	315	Na	F2 V M7 D
New Eden	2929	X 4 6 2 6 B C - 3	Ni	R	203	Na	F7 V
Herod	2930	C 5 5 6 9 C C - A	Hi	A	723	Na	F3 V
Olympus	3021	A 0 0 0 5 6 7 - D	N As Ni Va		604	Im	M4 V
Urlaqqash	3023	B 7 8 8 7 7 7 - 9	S Ag Ri		412	Im	F9 V
Ixion	3025	C 6 A 1 2 3 4 - 9	FI Lo	A	704	Im	M8 V M2 V
Araby	3027	D 3 7 0 9 A 9 - 8	De Hi In		704	Cs	F0 V
Devonia	3125	B 5 6 6 5 6 3 - A	Ag Ni		213	Im	F5 V M5 D
Narisagiir	3127	E 1 0 0 9 4 3 - 8	Hi Na		503	Im	F9 V M0 D M1 D
Mecca	3129	B 8 5 8 7 6 8 - 8	Ag		813	Oc	G3 V M6 D
Oceanus	3130	D 9 7 A 6 8 8 - 6	Ni Wa		402	Oc	F4 V
Kaduggur	3223	C 3 3 1 2 3 1 - 7	Lo Po		804	Im	K1 V
Nexus	3226	A 2 1 0 5 A A - D	N Ni	A	712	Im	F6 V M9 D

The Urlaqqash subsector contains 28 worlds with a population of 25.334 billion. The highest population is 7 billion at Herod and Araby, and the highest tech level is 14 at Lavinia.

SUBSECTOR MAP GRID

Urlaqqash
Reavers' Deep



SUBSECTOR M: UHTAA

The Uhtaa subsector is dominated by the Aslan Hierate and the Union of Harmony.

Most of the Aslan operations throughout the Reavers' Deep are controlled from the Hierate world of Roaa, which is under the joint control of several major clans including the Yehaso clan.

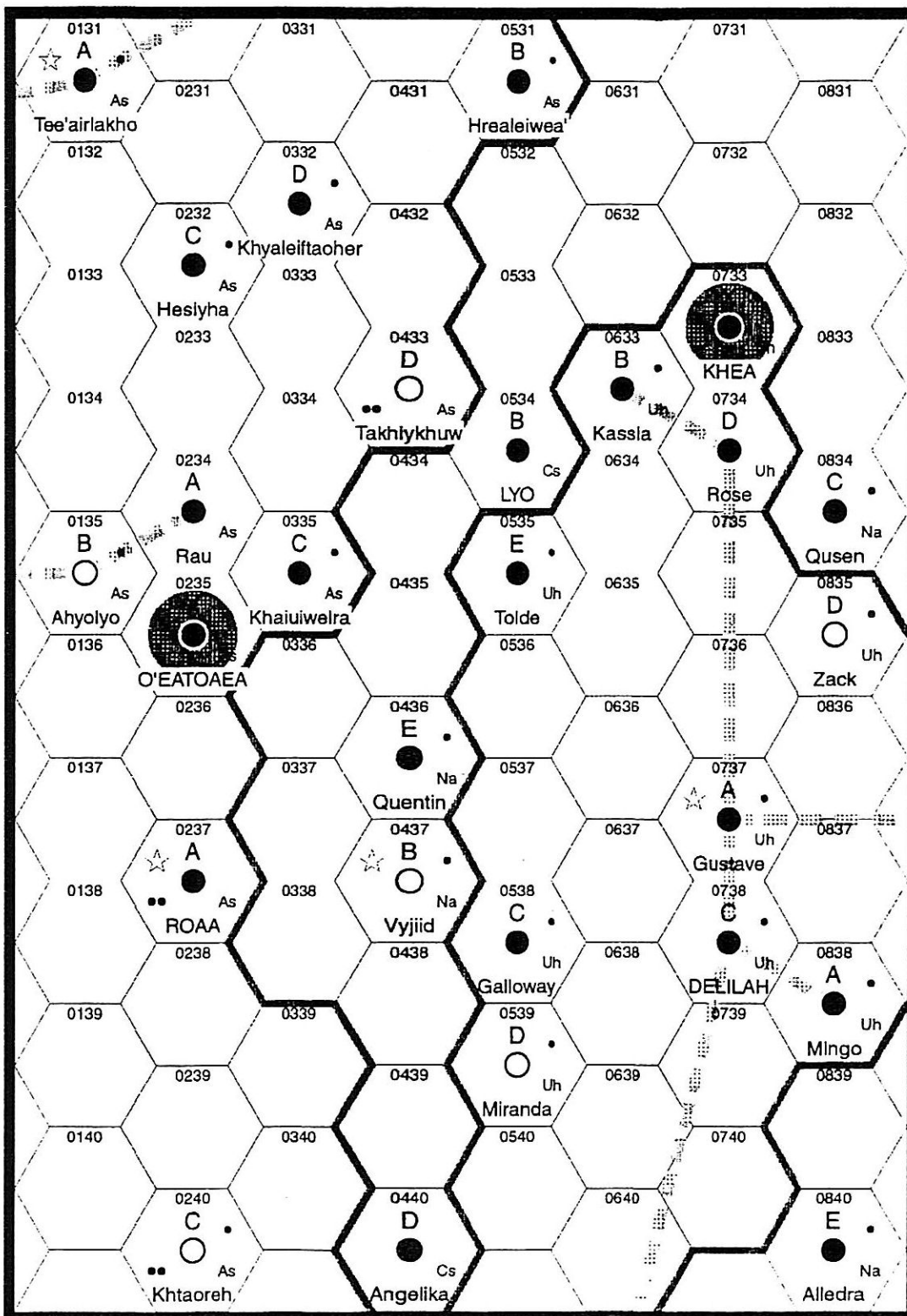
The Union of Harmony is a human dominated government that has close ties to the Solomani. There is a low level of tension between the Union and the Hierate that has been ongoing since the Union formed in 856.

Name	Hex	UWP	B Classes	Zn	PBG	AL	Stars
Tee'airlakho	0131	A 9 9 8 6 L B - C T	Ag Ni		504	As	K4 V M5 D
Ahyolyo	0135	B 2 0 0 6 L 7 - C	Na Ni		704	As	F8 V M6 D
Hesiya	0232	C A 9 A 5 K 7 - 9	Ni Wa		623	As	F3 V M0 D
Rau	0234	A 6 9 9 7 K 7 - D			510	As	F4 V M4 D
O'Eatoaea	0235	X 9 8 9 9 L 9 - 8	Hi	R	614	As	K3 V
Roaa	0237	AA 6 7 9 H 7 - E T	Hi		720	As	G4 V
Khtaoreh	0240	C 1 0 0 4 L 6 - 7 T	Lo		705	As	F3 V
Khyaleiftaoh	0332	D 8 8 7 6 H 6 - B	Ag Ni		913	As	F0 V M8 D
Khaiuiwelra	0335	C 7 8 9 6 L 8 - 8	Ni		604	As	M5 V
Takhiykhuw	0433	D 1 2 0 7 L 2 - B T	De Na		600	As	F0 V M4 D
Quentin	0436	E 3 5 4 5 5 5 - 5	Ag Ni		202	Na	F0 V M1 D
Vyjiid	0437	B 9 A 7 3 5 8 - A J	FI Lo		202	Na	G7 V M2 V
Angelika	0440	D 4 5 5 6 B C - 6	Ag Ni		900	Cs	G6 V
Hrealeiwea'	0531	B 5 7 5 8 L 9 - E			603	As	F0 V M3 D
Lyo	0534	B 8 8 9 A B C - B	Hi		220	Cs	F3 V
Tolde	0535	E 9 D 9 5 7 6 - 5	FI Ni		102	Uh	G3 V M5 D
Galloway	0538	C 6 8 4 7 6 9 - 7	Ag Ri		102	Uh	M2 V M9 D
Miranda	0539	D 5 A 0 7 6 6 - 7	De		104	Uh	M6 V
Kassia	0633	B 5 6 6 7 6 6 - 7	Ag Ri		405	Uh	F0 V M3 D
Khea	0733	X 9 7 7 A 7 3 - 7	Hi In	R	111	Uh	F3 V
Rose	0734	D 2 4 4 3 6 6 - 5	Lo		420	Uh	F0 V
Gustave	0737	A 9 8 7 8 A 9 - C J	Cp		502	Uh	F0 V
Delilah	0738	C 4 8 6 9 6 7 - 4	Hi		602	Uh	F6 V M9 D
Qusen	0834	C 5 2 5 8 5 8 - 6			203	Na	G0 V
Zack	0835	D 3 5 0 5 6 3 - 6	De Ni Po		902	Uh	F5 V M8 D
Mingo	0838	A 7 6 4 2 0 1 - 7	Lo		901	Uh	F6 V M0 D
Allendra	0840	E 3 6 6 5 7 6 - 5	Ag Ni		203	Na	M5 V

The Uhtaa subsector contains 27 worlds with a population of 50.508 billion. The highest population is 20 billion at Lyo, and the highest tech level is 14 at Roaa and Hrealeiwea'.

SUBSECTOR MAP GRID

Uhtaa
Reavers' Deep



SUBSECTOR N: EAKOI

The Eakoi subsector was originally explored and settled by the Eakoi Corporation, an Aslan company owned by the Loakhtari clan. This corporation dominated the subsector until 128 when the Loakhtari pulled out of the subsector.

The trailing portion of the subsector is a part of the Drinsaar Loop, which extends into the Drinsaar and Drexilthar subsectors.

Aikhy is an agricultural world run by the Aikhy Development Trust, a company owned jointly by Gralynite and Venician interests.

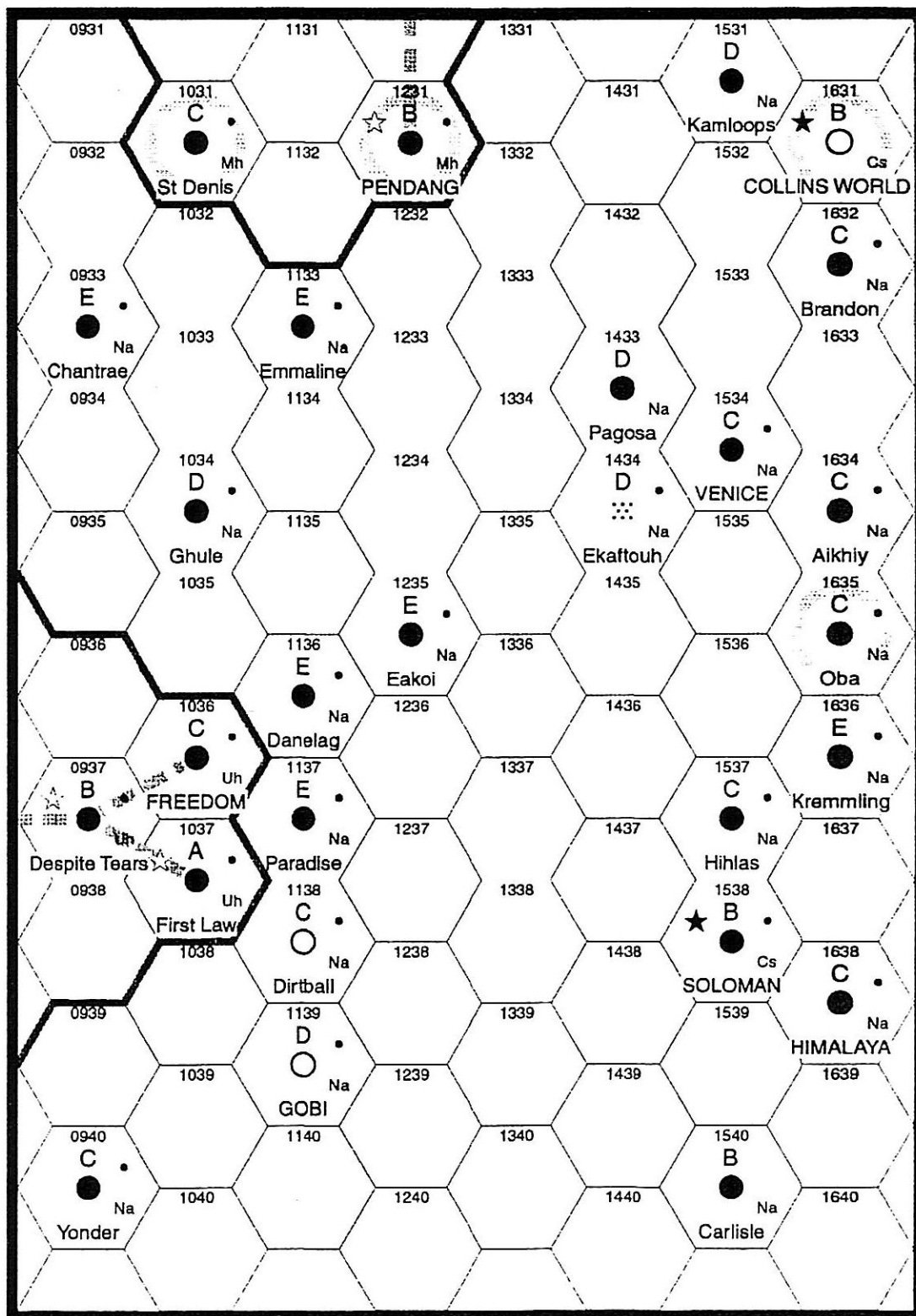
Venice is a high population waterworld with most of it's population living in floating and seamount top cities.

Name	Hex	UWP	B	Classes	Zn	PBG	AL	Stars
Chantrae	0933	E 6 3 A 4 8 B - 7		Lo Wa		404	Na	G0 V M0 D
Despite Tears	0937	B 7 7 9 6 6 6 - 9	J	Ni		622	Uh	F9 V M4 D
Yonder	0940	C 9 9 7 7 5 4 - 8		Ag		514	Na	F6 V
St. Denis	1031	C 2 4 3 3 1 3 - 8		Lo Po	A	401	Mh	F2 V M3 D
Ghule	1034	D 4 3 3 6 7 7 - 5		Na Ni Po		102	Na	F9 V
Freedom	1036	C 5 8 7 9 6 6 - 6		Hi		603	Uh	F8 V
First Law	1037	A 8 8 7 7 6 7 - 8	J	Ag Ri		614	Uh	F7 V M7 D M3 D
Emmaline	1133	E 3 2 6 3 4 0 - 7		Lo	A	903	Na	M9 V M7 D
Danelag	1136	E 6 8 6 8 8 9 - 5		Ri		423	Na	M8 V
Paradise	1137	E 8 8 5 8 5 8 - 6		Ri		614	Na	F8 V M1 D
Dirtball	1138	C 2 0 0 4 5 3 - A		Lo		604	Na	F3 V
Gobi	1139	D 4 4 0 9 B 9 - 8		De Hi In Po		102	Na	F3 V
Pendang	1231	B 8 7 6 9 A 7 - A	J	Hi In	A	503	Mh	F9 V M8 D
Eakoi	1235	E 8 5 7 9 B 9 - 5		Hi		704	Na	G1 V
Pagosa	1433	D 7 4 9 2 2 0 - 3		Lo		700	Na	K6 V
Ekaftouh	1434	D 0 0 0 6 8 6 - 9		As Na Ni Va		502	Na	F7 V
Kamloops	1531	D 2 4 2 4 7 A - 5		Lo Po		910	Na	F7 V
Venice	1534	C 3 5 A 9 9 5 - 8		Hi Wa		714	Na	G9 V M0 D
Hihlas	1537	C 6 7 4 5 0 4 - 8		Ag Ni		723	Na	M5 V
Soloman	1538	B 8 9 7 A 9 7 - B	N	Hi In		302	Cs	F4 V
Carlisle	1540	B 5 5 9 4 8 B - A		Lo	A	820	Na	F2 IV
Collins World	1631	B 2 0 0 9 8 C - B	N	Hi Na	A	604	Cs	M3 V
Brandon	1632	C 3 3 7 3 2 2 - 6		Lo		322	Na	M1 IV M8 V
Aikhy	1634	C 5 4 6 6 1 6 - 7		Ag Ni		912	Na	F9 V M7 D
Oba	1635	C 6 4 6 2 0 0 - 9		Lo	A	713	Na	F3 V M8 D
Kremmling	1636	E 7 9 6 3 1 3 - 7		Lo		722	Na	F5 V
Himalaya	1638	C 9 D 9 9 7 8 - 9		Fi Hi		304	Na	F2 V

The Eakoi subsector contains 27 worlds with a population of 66.131 billion. The highest population is 30 billion at Soloman, with the highest tech level being 11 at Soloman and Collins World.

SUBSECTOR MAP GRID

Eakoi
Reavers' Deep



SUBSECTOR O: DRINSAAR

The Drinsaar subsector is made up of several multiworld states and scattered independent worlds. The largest of these governments is the Carillian Assembly to trailing and coreward. The Gralyn Assembly controls two worlds on the Drinsaar Loop. To rimward lie the Lanyard Colonies, the Carter Technocracy, and the Purity Union.

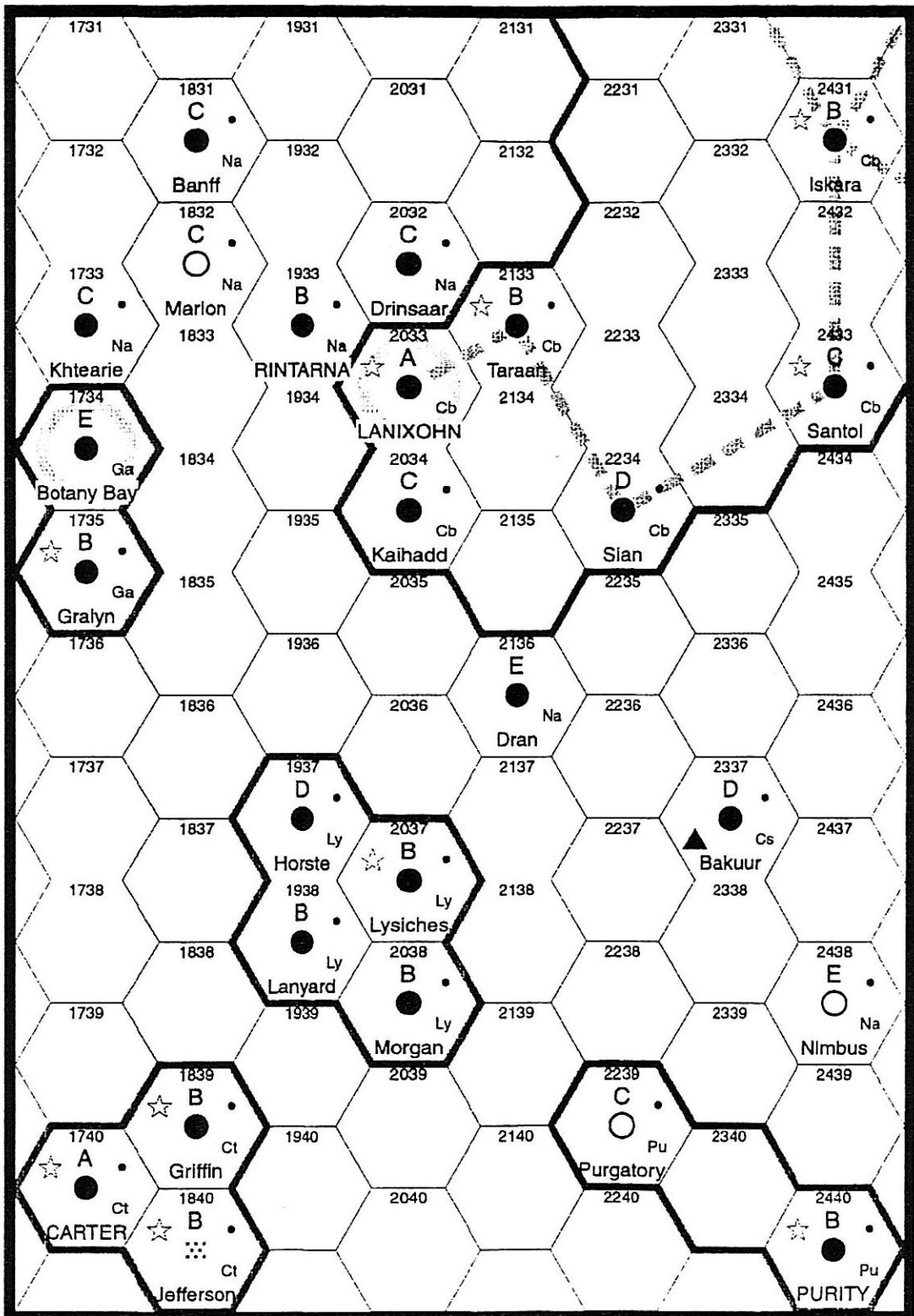
The spinward and coreward worlds of the subsector make up a portion to the Drinsaar Loop, a 23 world main that extends into the Eakoi and Drexilthar subsectors. The main is named for Drinsaar, near the trailing end of the main, which was an important gateway for human exploration of the area.

Name	Hex	UWP	B	Classes	Zn	PBG	AL	Stars
Khtearie	1733	C 5 9 5 7 7 8 - 5	Ag			614	Na	F2 V
Botany Bay	1734	E 6 4 3 5 6 9 - 4	Ni Po		A	310	Ga	K5 V M0 D
Gralyn	1735	B 7 5 8 8 9 9 - A	J Cp			111	Ga	K5 III
Carter	1740	A 7 5 8 9 A 8 - B	J Hi Cp			402	Ct	K7 V
Banff	1831	C 5 1 6 3 1 0 - A	Ic Lo			601	Na	F3 V
Marion	1832	C 7 B 4 3 5 2 - A	Fi Lo			703	Na	G8 V
Griffin	1839	B 8 8 7 8 A C - 9	J			313	Ct	G8 V
Jefferson	1840	B 0 0 0 6 6 6 - 9	J As Na Ni Va			603	Ct	F4 V
Rintarna	1933	B 8 8 7 A 9 9 - D	Hi			313	Na	G3 V M5 D
Horste	1937	D 7 6 7 5 5 1 - 7	Ag Ni			804	Ly	F0 V M5 D
Lanyard	1938	B 8 9 A 5 6 9 - B	Ni Wa			314	Ly	F4 V M9 D
Drinsaar	2032	C 7 9 9 4 3 5 - A	Lo			803	Na	F9 V M9 D
Lanixohn	2033	A 7 8 9 9 7 3 - D	J Hi		A	700	Cb	M5 V M3 D
Kaihadd	2034	C 8 8 5 6 6 5 - 7	Ag Ni Ri			702	Cb	F7 V M2 D
Lysiches	2037	B 4 4 6 5 6 2 - 8	J Ag Ni			803	Ly	G2 V M1 D
Morgan	2038	B 6 5 9 6 9 8 - 8	Ni Cp			811	Ly	F4 V
Taraan	2133	B 8 7 7 6 8 7 - A	J Ag Ni			105	Cb	M2 III
Dran	2136	E 3 2 3 5 2 3 - 5	Ni			610	Na	G0 V M7 D
Sian	2234	D 8 7 A 4 6 6 - 8	Lo Wa			505	Cb	G8 V
Purgatory	2239	C 2 1 3 3 6 7 - B	Ic Lo			201	Pu	F6 V
Bakuur	2337	D 5 6 7 5 8 5 - 5	S Ag Ni			904	Cs	F1 V
Iskara	2431	B 5 5 4 7 5 9 - 9	J Ag			421	Cb	M1 V
Santol	2433	C 9 9 9 5 6 3 - 7	J Ni			204	Cb	F7 V
Nimbus	2438	E 6 A 1 4 5 3 - 8	Fi Lo			212	Na	F5 V M5 D
Purity	2440	B 8 8 8 9 D C - A	J Hi Cp		A	813	Pu	F2 V M9 D

The Drinsaar subsector contains 25 worlds with a population of 49.526 billion. The highest population is 30 billion at Rintarna, and the highest tech level is 13 at Rintarna and Lanixohn.

SUBSECTOR MAP GRID

Drinsaar
Reavers' Deep



SUBSECTOR P: FAHLNAR

The Fahnar subsector is the only place where the Solomani Confederation enters the Reavers' Deep. It also contains about a quarter of the Camillian Assembly and a token Imperial presence.

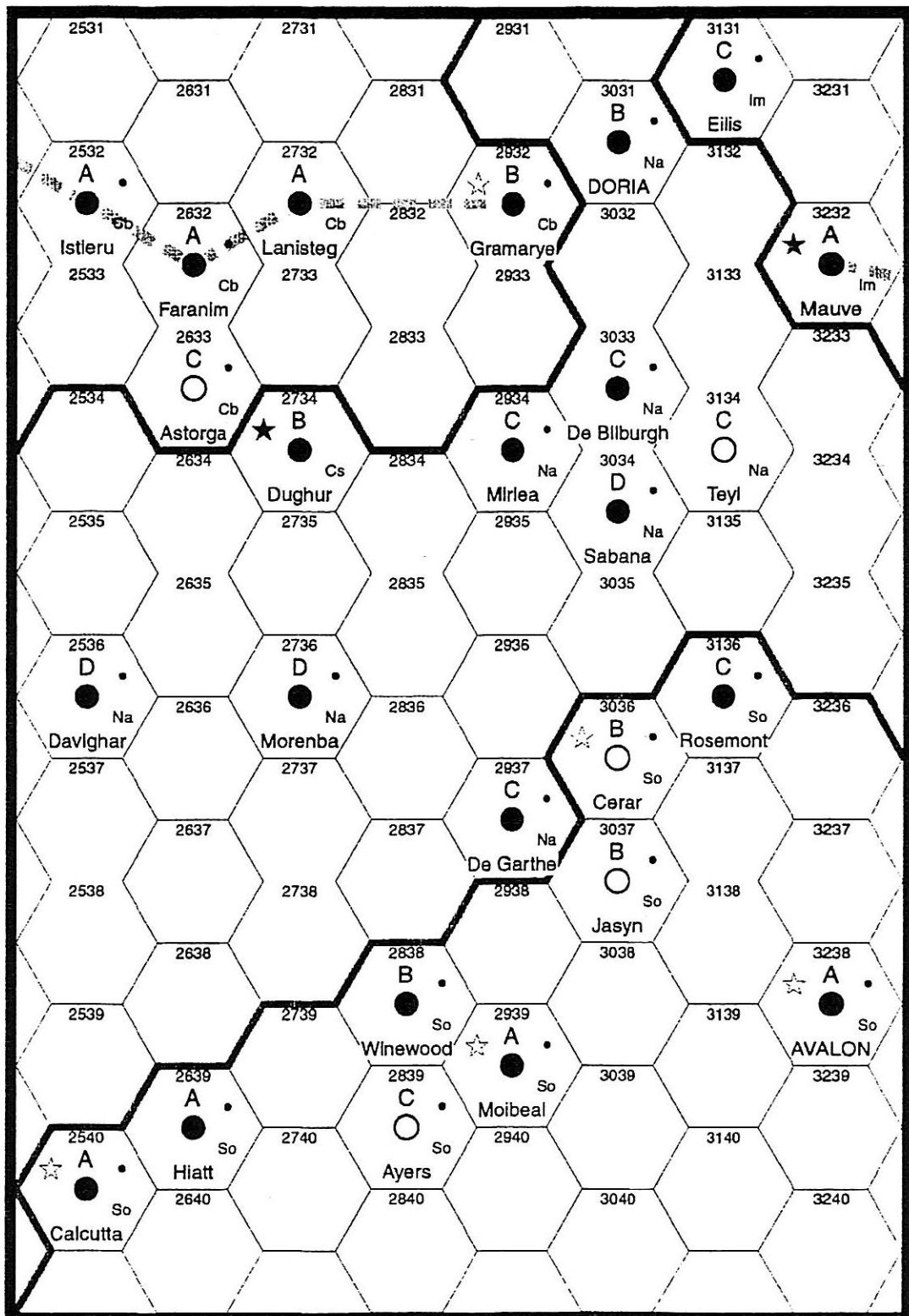
When the Peace of Ftahlr was signed and the buffer zone established, the Solomani Confederation was not in existence. When the Solomani Autonomous District was established in 704, the Solomani violated the buffer zone, and established colonies right up to the border of the Hierate. This created tension between the Hierate and the Imperium that worsened after the Solomani Confederation was declared in 871. Tensions between the Imperium and the Hierate eased after the Solomani Rim War in 990, but this only transferred those tensions to the Confederation.

Name	Hex	UWP	B	Classes	Zn	PBG	AL	Stars
Istieru	2532	A 8 8 7 7 8 6 - B	Ag	Ri	804	Cb	G4 V	M3 D
Davighar	2536	D 9 9 9 3 3 0 - 4	Lo		121	Na	K0 V	
Calcutta	2540	A 6 9 9 8 9 6 - C	G		103	So	F5 V	M7 D
Faranim	2632	A 8 6 8 7 4 2 - A	Ag	Ri	103	Cb	G6 V	M1 D
Astorga	2633	C 6 B 5 5 2 1 - 8	FI	Ni	212	Cb	F4 V	
Hiatt	2639	A 8 5 5 7 3 3 - A	Ag		414	So	G7 V	
Lanisteg	2732	A 5 6 8 5 6 9 - D	Ag	Ni	600	Cb	K4 V	M4 D
Dughur	2734	B 5 3 1 1 0 0 - 7	N	Lo Po	100	Cs	F7 V	
Morenba	2736	D 4 4 5 6 7 8 - 6	Ag	Ni	404	Na	M4 V	
Winewood	2838	B 3 3 8 2 0 0 - C	Lo		822	So	M3 V	M2 D
Ayers	2839	C 8 A 4 5 7 4 - 7	FI	Ni	515	So	G4 V	
Gramarye	2932	B 7 9 5 6 6 3 - 7	J	Ag Ni	203	Cb	F0 V	M9 D
Mirlea	2934	C 3 5 1 5 4 8 - A	Ni	Po	105	Na	M4 V	
De Garthe	2937	C 2 5 4 8 8 A - 8			513	Na	F6 V	
Moibeal	2939	A 3 3 3 6 9 5 - D	G	Na Ni Po	801	So	G0 V	
Doria	3031	B 5 5 4 9 7 2 - C	Hi		212	Na	G1 V	
De Bilburgh	3033	C 7 5 2 5 2 1 - 5	Ni	Po	202	Na	F3 V	
Sabana	3034	D 4 3 2 3 8 8 - 7	Lo	Po	102	Na	F6 V	M1 D
Cerer	3036	B 2 0 0 6 8 8 - C	G	Na Ni	903	So	F4 V	M7 D M3 D
Jasyn	3037	B 3 1 4 5 5 6 - A	lc	Ni	903	So	M0 V	
Eilis	3131	C 6 3 4 6 8 8 - 8	Ni		705	Im	F0 V	M3 D
Teyl	3134	C 1 0 0 6 3 4 - 8	Na	Ni	400	Na	M1 V	
Rosemont	3136	C 7 8 7 7 9 6 - 8	Ag	Ri	103	So	F3 III	M2 D
Mauve	3232	A 6 6 7 8 3 3 - A	N		920	Im	M2 IV	M5 V
Avalon	3238	A 5 7 4 9 8 8 - C	G	Hi In	324	So	F4 V	M2 D

The Fahnar subsector contains 25 worlds with a population of 6.676 billion. The highest population is 3 billion at Avalon, and the highest tech level is 13 at Lanisteg, and Moibeal.

SUBSECTOR MAP GRID

Fahlnar
Reavers' Deep

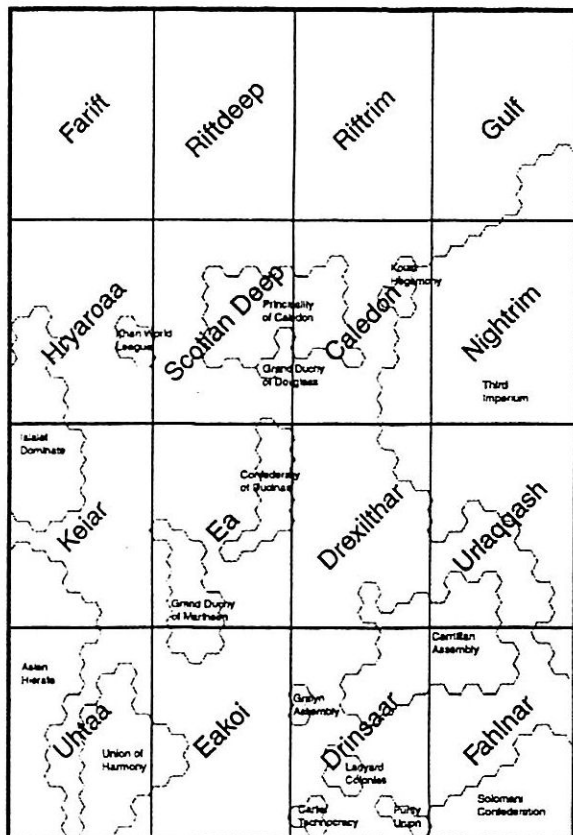


Mapping Conventions

ASTROGRAPHY

Reavers' Deep contains 16 subsectors, though four of these (Farift, Riftdeep, Riftrim, and Gulf) are technically a part of the Great Rift, and have only a thin scattering of stars. The other twelve subsectors are more normal in stellar concentration, averaging close to 30 worlds per subsector.

SECTOR LAYOUT MAP



MAP SYMBOLS

The symbols used in the subsector and sector maps in this supplement are intended to make any player or referee instantly aware of certain basic points of information about the worlds and systems in the Reavers' Deep sector. The symbols used present basic data about fuel availability, local bases, population and starport type at a glance. More detailed information is contained in the world listings.

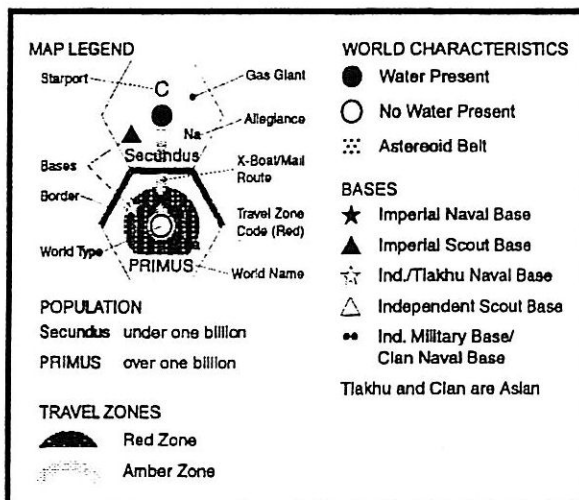
Within each hexagon, symbols are placed in specific positions to aid in their readability. The map legend shows this positioning. World symbols are centered in the hex; bases are shown to the left; gas giants are shown to the right.

World Characteristics: Each world symbol indicates if water is present on the world and usable for fuel. Asteroid belts are indicated by a distinct symbol.

Bases: Symbols indicate the presence of various types of bases within a system.

Travel Zones: An empty or whole circle indicates systems that have been classified as dangerous or interdicted.

Population: Worlds having a population of less than one billion are indicated with their name in lower case. Worlds with a population of more than one billion are indicated in upper case type.



WORLD DATA

World listings are presented in the format described in Book 10. For convenience, the format and explanations are given below.

Name Hex UWP B Classes Zn PBG AI Stars
Example 0101 A123456 7 N Po Ni R 890 Im G2V

Example is the world's name. 0101 is its hex location within its subsector. A is its starport type. The following six digits are its UPP: 1 is its size code, 2 is its atmosphere type, 3 is its hydrographic percentage, 4 is its

population exponent, 5 is its government type, and 6 is its law level. 7 is the world's tech level and N is the code for bases present. *Remarks* give additional information about the world, most often its trade classification. R is the world's travel zone classification. For PBG, 8 is the population multiple, 9 is the number of planetoid belts, and 0 is the number of gas giants in the system. The allegiance code follows next and then the star(s) classification designation for the system.



Starports: The various starport codes are described below.

STARPORTS

Code	Description
A:	Excellent Installation - Capable of annual maintenance overhauls and construction of both starships and non-starships. Refined fuel available. Travellers' Aid Society hostel present (Imperium and Client States only).
B:	Good Installation - Capable of annual maintenance overhauls and construction of non-starships. Refined fuel available. Travellers' Aid Society hostel present (Imperium and Client States only).
C:	Routine Installation - Repair facilities and unrefined fuel are available.
D:	Poor Installation - No repair facilities. Unrefined fuel available.
E:	Frontier Installation - No facilities or fuel available.
X:	No Starport - No provisions made for starship landings. Most such worlds are interdicted.

Planetary Size: The planetary size digit gives the diameter of the world in thousands of miles (a size A world has a diameter of 10,000 miles). A size code of 0 indicates an asteroid belt.

Atmosphere Type: This digit describes the world's atmosphere, as shown through the atmosphere table below.

ATMOSPHERES

Code	Description
0	No atmosphere.
1	Trace.
2	Very thin, trace.
3	Very thin.
4	Thin, tainted.
5	Thin.
6	Standard.
7	Standard, tainted.
8	Dense.
9	Dense, tainted.
A	Exotic.
B	Corrosive.
C	Insidious.
D	Dense, high.
E	Ellipsoid.
F	Thin, low.

Atmospheres of types 5, 6, and 8 are breathable by humans without artificial aid. Atmosphere types D, E, and F require a longer explanation. These three types are found only on high-gravity worlds, because such worlds have a high-pressure gradient; that is, the air pressure changes more drastically with altitude than on lower-gravity worlds. On type D worlds, the air pressure at sea level is too high to support human life, but is breathable at high altitudes. On type E worlds, the world surface is ellipsoid, not spherical, in shape; the atmosphere remains spherical, so the surface pressure varies from extremely low at the ends to extremely high at the middle, with two breathable bands in between. Type F worlds are exceedingly rare; these are massive worlds which, paradoxically, have atmospheres too thin for humans to breathe at most altitudes, but which are breathable near or below sea level (in depressions of the ground).

Hydrographic Percentage: This code describes the portion of the world's surface that is covered by water (or, sometimes, other liquid), given in increments of 10%. Thus, a code of 0 means that there is no water, a code of 1 means 10% water, and so on up to a code of A, meaning the entire surface is covered by water.

Population: This code gives the exponent of the world's population level. A code of 0 means the world is uninhabited. A code of 1 means tens of inhabitants, 2 means hundreds of inhabitants, and so on up to A, meaning tens of billions of inhabitants.

Government: This digit describes the world's government, as shown on the government table.

GOVERNMENTS

Code	Description
0	No government.
1	Company/Corporation.
2	Participatory democracy.
3	Self-perpetuating oligarchy.
4	Representative democracy.
5	Feudal technocracy.
6	Captive government.
7	Balkanization.
8	Civil service bureaucracy.
9	Impersonal bureaucracy.
A	Charismatic dictatorship.
B	Non-charismatic dictatorship.
C	Charismatic Oligarchy.
D	Religious dictatorship.
G	Small station or facility.
H	Split control.
J	Single on-world clan control.
K	Single multi-world clan control.
L	Major clan control.
M	Vassal clan control.
N	Major vassal clan control.

* Types G -- N are Asian governments.

Law Level: This digit describes the degree to which the government restricts the actions of individuals. One aspect of particular interest to adventurers is the nature of the local arms-control laws, as shown on the law level table.

LAW LEVELS

Code	Description
0	No laws affecting weapons possession.
1	Body pistols, bombs, grenades, and poison gas prohibited.
2	Portable energy weapons such as lasers are prohibited.
3	All autofire weapons (except SMGs) prohibited.
4	Light assault weapons (including SMGs) prohibited.
5	Concealable weapons (such as pistols) prohibited.
6	All firearms except shotguns prohibited.
7	Shotguns prohibited.
8	All blade weapons except daggers prohibited.
9	All weapons prohibited outside of one's home.
A+	All weapons prohibited.



Tech Level: This digit gives the general level of technological sophistication of the world. The tech level table gives a rough equivalence between tech levels and periods in Terran history, which may serve as a guide.

TECH LEVELS

Code	Description
0	Stone age, primitive.
1	Bronze age to middle ages.
2	14 th to 17 th centuries.
3	1700 to 1860.
4	1869 to 1900.
5	1900 to 1940.
6	1940 to 1970.
7	1970 to 1980.
8	1980 to 2000.
9	Early Interstellar.
A	Interstellar community.
B	Average Imperial.
C	Average Imperial.
D	Above average Imperial.
E	Above average Imperial.
F	Technical maximum Imperial.
G	Experimental Imperial.

Bases: This code describes the presence of any of several types of naval, scout service or military bases at a world, as shown on the bases table.

BASES

Code	Description
N	Imperial naval base.
S	Imperial scout base.
A	Imperial naval & scout bases.
J	Independent naval base.
M	Independent military base.
F	Independent naval & military bases.
K	Independent scout base.
G	Solomani naval base.
T	Aslan Tlakhu base.
R	Aslan clan base.
U	Aslan Tlakhu & clan bases.

Trade Classifications: Most entries under the *Remarks* section are trade classifications, as explained in Book 2 and briefly described below.

TRADE

Code	Description
Ag:	Agricultural world.
As:	Asteroid belt.
Ba:	Barren world.
De:	Desert world.
Fi:	Fluid (not water) oceans.
Hi:	High population.
Ic:	Ice capped.
In:	Industrial world.
Lo:	Low population.
Na:	Non-agricultural world.
Ni:	Non-industrial world.
Po:	Poor world.
Ri:	Rich world.
Va:	Vacuum world.
Wa:	Water world.
Cp:	Capital world.
Mr:	Military rule.
O:	Owned by...

Travel Zone Classification: The Travellers' Aid Society classifies all worlds according to their degree of danger to travelers. Worlds are coded red (R), amber (A), or green (blank). Most red zones are interdicted by interstellar governments, with severe penalties for violations. Amber zones are accessible, but pose some hazard to travelers. Most worlds are green, indicating relative safety.

Population Multiple: This is the population modifier for the UWP population digit. A UWP population digit of 7 with a population multiple of 3 would give a population of 30,000,000 (3×10^7).

Belts: This is the number of planetoid belts in the system. Planetoid belts differ from asteroid belts, in that an asteroid belt is the main world in the system. A system with an asteroid belt as the main world and 2 planetoid belts would have a total of 3 belts in the system.

Gas Giants: Gas giant planets are important as a source of starship fuel. The G portion of the PBG code indicates the number of gas giants in the system.

Allegiance Code: This code indicates what interstellar government (if any) the system owes its allegiance to. A code of Na means non-aligned with any interstellar government. A Cs means client state, usually of the Imperium, but sometimes of other governments.

Stellar Classification: This shows the stars in the stellar system, with the first star listed being the primary star, and subsequent (if any) stars being companions.

Library Data

Adwuj: A slightly syrupy beverage, usually served heated, made from the fermented sap of several varieties of trees on Gaajpacje (1124). The bittersweet flavor has often been described as a cross between licorice, cinnamon, and burnt wood.

Aeltle Sakh: The Trokh (Aslan language) name for Reavers' Deep Sector.

Alison "Hellion" Murdoch: A famous pirate or Reaver from the post-380 period. Although the subject of many fanciful books and holodramas, "Hellion" Murdoch is a documented historical figure. He was killed when his ship, the *Black Widow*, was destroyed with all hands during an engagement in 393 against superior Caledonian forces under the command of Commodore Channing.

Aquapur: Fine liqueur from Hilar. Brewed from Fickleweed, it commands a high price and is exported throughout the sector.

Aslan: The Aslan are a race of intelligent beings with an established interstellar empire spinward and rimward of the Imperium; in addition, large numbers have settled within the Imperium.

Aslan stand roughly human-sized, averaging 2.0 meters in height and weighing about 100 kg. They are descended from four-limbed, upright, bipedal carnivore/pouncer stock originally adapted to a solitary arboreal existence.

The earliest Terran explorers saw in them a vague resemblance to the Terran lion, and they have been described (by Terrans) as lion-like ever since, although there is very little true similarity. The derivation of the word Aslan is unknown. There are two sexes, male and female. The most notable external difference is the increased size and mane of the former. Females outnumber males by three to one.

Aslan have a single highly specialized dewclaw under each thumb which folds back jackknife fashion into a horny covering in the base of the thumb and palm.

A vast Aslan-dominated empire (the Aslan Hierate) lies to spinward and rimward of the Reavers' Deep, but Aslan themselves have ranged well beyond its borders, with many settling on the independent worlds of the Deep.

Aslan Society: The Aslan are a warrior race, proud, noble, and devoted to those in authority above them. An individual Aslan is usually a member of a family of from 2 to 12 individuals under a patriarchal leader. Several families will combine into a pride with one family dominant. A number of prides form a clan, again with a top pride.

Aside from military organizations and the ruling council (within the Hierate), the clan is the highest social-political organization among the Aslan.

A deep-seated territorial instinct causes the Aslan to have an inordinate (from a human standpoint) concern with land. For male Aslan, owning land is a major goal in life. An Aslan's stature is determined by the amount of land he (or her husband) controls, or by the amount of land owned by any higher lord the Aslan may be vassal to. The lowest classes of Aslan are landless, and provide the farmers, laborers, artisans, and factory workers. A holder of a large territory will often grant authority over it to vassals (usually sons, brothers, or male relatives by marriage) who administer the land in his name.



The sexes have very different roles in Aslan society. Males (in all but the lowest classes) are concerned mostly with military operations, acquisition of territory, and political affairs. Females are concerned with trade, industry, and the accumulation of knowledge. Upper class males have little conception of money and are literally incapable of functioning in a technological society without aid, so they are thus seldom encountered without the supervision of a wife, mother, or other female relative or employer.

For instance, a typical Aslan mercenary unit will be organized by a wealthy married female, who will then assign its operation, for a share of the proceeds, to an unmarried female relative. The battle commander and most of the troops will be unmarried males (many of them also relatives) hired with the promise of land grants (and the opportunity to gain honor and reputation in combat); however, staff, operations, supply, and intelligence officers will generally be female.

The extremely deadly nature of any combat between Aslan has led to a rigid, ritualized pattern of behavior designed to reduce conflict. Aslan are very polite, and while most have learned to be patient with non-Aslan, accidental fights still occur. Disputes between individuals are handled by the patriarchs; disputes between families are handled by the pride leader; disputes between prides are handled by the clan leader.

Aslan Calendar: The Aslan calendar is based on the period of the Aslan homeworld, Kusyu (Dark Nebula 1919) around Tyeyo, its star. The Aslan ftahea (year) is 319.98 standard days in length.



Aslan Border Wars (-1118 to 380): Series of conflicts between various Aslan clans and human systems as the Aslan expanded toward already settled human territory. The Aslan achieved jump drive late (-1999) and proceeded to expand into the available territory in their region of space. Contacts along their trailing border necessarily resulted in friction with the human systems in that region.

Because the Long Night was already well under way by the time the Aslan encountered humans, there was no central human government to resist Aslan attacks. Since there was no united Aslan authority either, the sides were fairly matched, and numerous small wars erupted between Aslan clans and human splinter states, with alliances among the various powers constantly forming and dissolving.

The border between human and Aslan space remained relatively constant, with a few systems changing hands after each war. At this time some clans also launched raids into the interior of the former Imperial domains, where they conquered and settled worlds as much as 40 parsecs beyond the border.

Once the Third Imperium expanded into the region (circa 200), its superior organization and technology gradually put an end to the Aslan threat. The final treaties, known as the Peace of Ftahair, were negotiated with all the major clans. They established a buffer zone about 30 parsecs wide between the Imperial border and the region of Aslan control. There has been no war since then (380), although the Solomani have violated portions of the zone and incorporated it into their boundaries.

Aslan Hierate: Interstellar, multi-sector government of the many Aslan clans. Aslan society centers on the clan. Within the Hierate, the family structure of the Aslan and the governmental structure are the same. A council of twenty-nine clan leaders chosen from amongst the most powerful clans performs the highest governmental functions. The Trokh (Aslan language) name for this council is *Tlaukhu*, which has a literal translation of thirty-five (29 in base-10 counting).

"The 29" (as they are called) have quasi-religious status and represent the essential unity of the Aslan race. To be chosen one of the "the 29" is the highest honor to which any Aslan can aspire. The 29 meet continuously on the Aslan homeworld, Kusyu (Dark Nebula 1919) to adjudicate inter-clan disputes and decide matters of group policy. No member of the 29 speaks for the Hierate as a whole, nor does the whole 29.

There are no Hierate military forces; each clan has its own, and they rarely act in concert with those of other clans. The Hierate itself can call upon military forces only insofar as the clans themselves agree to provide such forces. Even the minor forces conveying the 29's decisions are actually under the control of individual clan leaders.

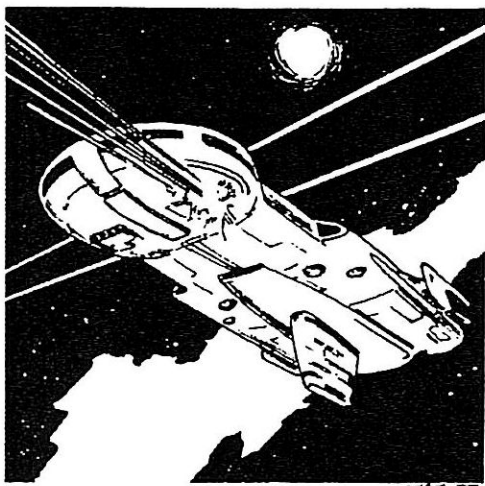
Ayansh'i, The: A secretive minor human race native to Ghost (3115). Externally, the Ayansh'i appear to be lightly built humans, but with irises that cover 95% of the eye, allowing them better vision in the lower light levels of their homeworld. They appear to have a longer lifespan than most of Humaniti, even the long-lived Vilani. Little is known about Ayansh'i reproduction, except that twins seem to be relatively common. The Ayansh'i are also incapable of interbreeding with the rest of Humaniti, due to what appears to have been large scale genetic engineering performed by the Ancients combined with a certain amount of natural selection on their planet. Oddly enough, while the Ayansh'i both recognize and understand these concepts, they claim that neither hypothesis is true. They claim their differences are the direct results of the conscious decisions of their ancestors, but they have not permitted archaeological expeditions on their planet to disprove either theory.

Ayansh'i society revolves around two realms, *Ayata*, the "world of the living" and *In'chata*, the "world of the mind" or "spirit." Everything in the *Ayata* is seen as a manifestation of the *In'chata*, but while interpretation of the *Ayata* is up to the individual, only the Oracle and her

disciples can interpret the *In'chata*. Most of the society is nomadic with only the *Patza'itah*, the "disciples of the Oracle" and their highly trained guards, the *Inoshans* residing in the massive ceremonial centers. It has been noted that the members of both the *Inoshan* and the *Patza'itah* are all twins, with one twin being in the *Inoshan* and the other in the *Patza'itah*. It is believed that this is a continuation of the basic duality of Ayansh'i life, *Ayata* vs. *In'chata*, and the symbolic importance of twins in that system.

Early explorers in the Ghost system determined from orbital surveys that massive structures were present on the planet and that a number of large life forms existed. However, due to the differences in Ayansh'i physiology they were unable to locate any human life forms. Thus, when the explorers finally made landfall and began to explore the structures they were amazed to discover them remarkably intact. Soon stories began to spread about the Ghost planet and it was not until two months later that initial contacts were made with the indigenous peoples. Apparently the locals had been observing the interlopers and only made themselves known when the Scouts were about to begin excavating a series of burial mounds.

The Ayansh'i are possibly best known for their contribution to the fine arts of the Imperium. Nothing on Ghost goes unadorned, from the humblest carving knife to the most impressive structure; everything on the planet is a work of art. These art works are currently exported and collected throughout the Daibei Sector and may one day become as highly sought after in the remainder of the Imperium. Though the Ayansh'i rarely leave their homeworld they have, on several occasions been persuaded to do so by clients they judge worthy. The "Ducal Gardens" on Wariner (Daibei 0507) were created by the Ayansh'i as was "The Scepter of Seasons" possessed by the Archduke of Terra and the "K'sium Matari" in the Imperial Palace on Capital (Core 2118).



Battle of Dunbarton: This decisive battle of the Dynastic Crisis of 1024 was waged between competing

factions within the Principality of Caledon and marked the end of the Second Civil War.



Blackjack Duquesne: An infamous Reaver from the -1120 to -1100 period. Although many worlds have traditional stories and folktales of Blackjack and his starship *Skylark Duquesne*, surprisingly little historical information is known about this Reaver.

Caledon Ventures, Ltd.: Trading firm based on Caledon (1815) in the Principality of Caledon. A relatively young company, Caledon Ventures has been aggressively expanding its trade contacts throughout the Deep. A Caledon trading post has been established on Dunmarrow (0921) in Ea subsector, from which trade-pioneering teams are beginning to open up markets hitherto monopolized by other trading companies, in particular, the Aslan *Tlasayerlaahel*. Among other vessels, Caledon Ventures operates a number of Type A2 far traders for its exploratory trade missions.

As of 331-1113, Caledon Ventures bought-out and merged the Scotian Deep Trading Company into its operations.

Carrillian Assembly: The Carrillian Assembly, the second largest human-dominated political entity in the sector, was formed in 519, when various worlds in the Drexilthar and Fahlnar subsectors threatened to plunge the region into interstellar war. The Imperium stepped in and "suggested" that they peacefully settle their differences. A series of conferences held in the Carrillian Belt (2330) led to an agreement to federate into a single state for regulation of trade, economic coordination and common defense. The Articles of Assembly were signed later that year, and designated the Belt as the capital of the new federation.

The Assembly has recently been dominated by a charismatic, but ruthless leader, High justice Daldreem, who under various constitutional pretexts has imposed a state of martial law and is centralizing Assembly authority under his control.

Carellines Ltd.: A ruthless and aggressive trading firm well known for its determination to turn a profit, no matter what the costs. Though their activities often border on piracy, the loose political structure of the Reavers' Deep has allowed them to remain a thriving enterprise.

Celestial League: Precursor state to the Union of Harmony, consisting of a number of worlds in the Uhtaa and Earle subsectors. Settled by Solomani of Chinese ancestry in the 21st century PI. The League maintained jump capacity throughout the Long Night and was an occasional source of Reaver fleets for most of that time. Constant low-level conflict with the neighboring Aslan kept the League united until the Peace of Fiahair relieved the pressure. The League then shattered due to conflicting interests and internal conflict shortly thereafter. The League's former member worlds continued to be plagued by internecine warfare for centuries afterwards and this did not cease until they were again brought together as the Union of Harmony in 856.

Collin's World/Eakoi (1631): This small airless world that was originally a Reaver stronghold. Later turned legitimate and became an Imperial client state in return for letting the Imperium maintain a naval base in the system. Protected by Imperial ships and given preferred trade status, Collin's World has prospered and increased its population to the point where the resources of the system are strained to maintain it.

Concorde/Caledon (2218): Concorde is chiefly important as the major link between the Imperium and the Principality of Caledon, and has a long history as an advanced outpost of the Imperial presence in Reavers' Deep.



The world was originally settled around -200 by a small band of Aslan clansmen, Ihatei searching for a landhold of their own. It was not exactly choice real estate, but the Aslan were not strong enough to take better property away from the various Reaver warlords who dominated the better worlds. The Aslan colony prospered, and established good relations with the emergent Principality of Caledon as the latter began to expand into space.

The Third Imperium arrived in the region just over 400 years after the Aslan settlement was established, and Concorde was the scene of one of the many conflicts that made up the Imperial phase of the Aslan Border Wars.

Strangely, in those conflicts the humans of Caledon sided with the alien Aslan, against the Imperium: the Caledonians were unwilling to see themselves consumed by the expanding Imperial frontier as the Kolan Hegemony already had been.

Eventually, though, sufficient guarantees of independence and good faith were offered, and the Principality agreed to withdraw from the conflict. The Aslan on Concorde ultimately chose to accept the Emperor as their new overlord, and Concorde joined the Imperium. The world, given its name to celebrate the new spirit of fellowship that followed this agreement (its previous, Aslan name was Wyaseakhtai), continues today to support a mixed population of humans and Aslan.

It is a major port for trade with Caledon; far-flung Caledonian mercantile interests in turn ensure that goods from as far away as the Hierate border worlds wind up passing through the trade docks of Concorde. Lately, competition between the Caledonian merchants and various Imperial firms (especially Delgado Trading, LLC, a megacorporation) has led to slight downturn in trade through Concorde, and consequent economic and political concerns.

Confederacy of Ducinae: The Confederacy of Ducinae was founded by refugees from an early civil war (309 to 328) in the Principality of Caledon. It has since reestablished close relations with the mother nation and enjoys cultural and economic ties that benefit both. The Confederacy is ruled as a loose hegemony of states where individual freedoms are highly valued (where conditions permit) and local governments enjoy considerable independence.

Cross of Andrew: The Cross of Andrew is roughly equivalent to the Starburst of Extreme Heroism of the Third Imperium, and is the highest award bestowed by the Caledonian Defense Forces.

Coventry/Drexilthar (1723): Coventry is an exile world established by the Confederacy of Ducinae. Political dissidents and other criminals are frequently offered the choice between trial and punishment or voluntary exile to Coventry. This has proven a useful method of humanely dealing with undesirables, and has worked quite well since the system began some 350 years ago.

Coventry is rather strictly interdicted; the Confederacy maintains a listening post, two small warships and a fighter base in the system at all times, based on one of the moons of the innermost gas giant. Security has been considerably tightened since the exile of Admiral Birham in 1108. Traffic can refuel in the system by skimming one of the four gas giants, but visits to Coventry itself are forbidden.

Coventry/Gulf (3207): During a three-century period of the Long Night (circa -1620 to -1320), Coventry was a prison planet, and the site of numerous cruel and lethal biological experiments involving unwilling human and non-human subjects.

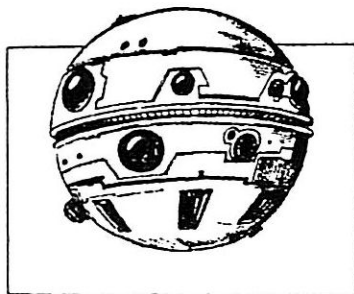
Even though nearly two and a half millennia have passed and Coventry is no longer a prison, the fearsome threat of "transport to Coventry" is still used effectively by unscrupulous law enforcement officials in certain Solomani subsectors. So infamous was this planet that one of the conditions of the Peace of Ftahair was that the Imperium would never upgrade the Coventry starport facility above Class E.

Coventry is now the home for more than 50 million peaceful, hard-working inhabitants (many of them descendants of prisoners). Coventry also exports agroproducts to Imperial worlds of nearby Daibei Sector. Cargo shuttles land at selected marked locations around the globe on Coventry, pick up unmarked pallets (they can be identified only as "from Reavers' Deep"), then depart as quietly as they came.

The government of Coventry is a participating democracy with little formally structured legal code. All legal matters are handled at the local level.

Dakaar Minerals: Typical of many of the large corporations based on independent worlds of the sector, Dakaar Minerals is a far-ranging, unscrupulous organization whose activities are not far removed from the Reavers themselves. Based on Dakaar (1821).

Danelag/Eakoi (1136): Danelag was settled during the Rule of man by a Racial Purity Group from Scandinavia. Raided heavily during the Long Night, the world was later invaded by Aslan and Human forces alike. Since then the population of Danelag has been very insular, thoroughly convinced that "Outsiders" are nothing but trouble.



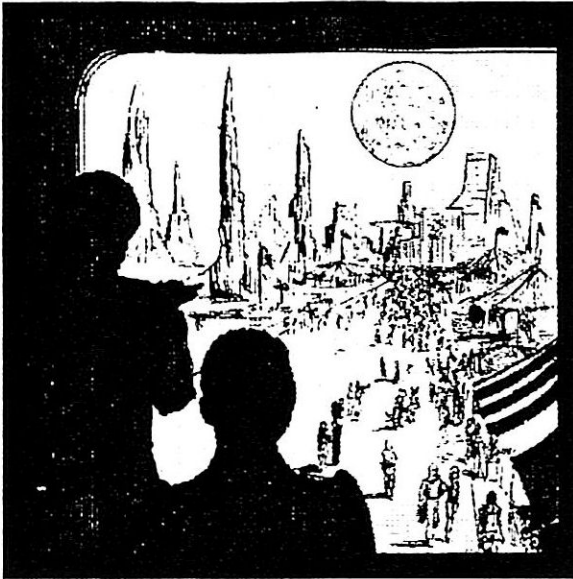
Danforth's World/Urlaqqash (2624): The outermost planet in the Irlaggur (2624) system is the site of an Ancients' starship crash. The massive vessel apparently impacted with such force that it buried itself one-kilometer underground. The vessel was discovered in 1107 and during transport of some artifacts to Lavinia (2621), one of the artifacts (a sabotage robot) activated.

Doom/Caledon (2412): The names given to the bodies in this system ("Omen", "Doom", etc.) are said to have first been applied by the superstitious Caledonian merchant who made the first recorded visit to Mt. Orodruin, the great and terrifying enigma of the planet. That merchant arrived on Doom with a crew of ten; he escaped alone, gravely wounded, and it was only by the merest good fortune that his ship made a successful jump to neighboring Kolath (2313). The injured crewman died on the jump back, leaving behind recordings of his experiences. These, however, are the largely incoherent ravings of a deranged and frightened man, and are of little value in unraveling the secrets of Doom.



Something, apparently, lies within the great dead volcano Captain Donald Morrison christened Orodruin. It is uncertain just what it may be, from the content of the tapes, but Morrison seemed to be describing an artificial complex of some kind. By piecing together the rambling, incoherent statements made by Morrison and certain supporting information from later expeditions, scientists believe Orodruin is the site of an abandoned military base, probably belonging to the Saie. Morrison's account seems to indicate that one of his men accidentally reactivated a long-dead geothermal generator, which powered up the automated base defense system of this long-forgotten complex. These defenses worked with frightening effectiveness.

Moreover, it seems they continue to work today. No fewer than ten major expeditions have visited Doom since 678, when Morrison's visit occurred; none have successfully penetrated Orodruin. Every person who has attempted to enter has been killed, and vehicles outside the underground complex have been destroyed when they ventured within a given radius of the base entrance. Twice, ships have been brought down by effective particle beam weapons, as well. The Imperium has posted Red Zone warnings for Doom as a result, though a small, semi-permanent research colony is maintained hoping to crack the base and learn its secrets. There is little hope of this, based on past experience, though at least one researcher has advanced the theory that individual defense systems might be disarmed by a crystal key fitted into any of several locking devices near complex doors. A shattered version of the key was discovered at Crash Jura on Glenshiel (1912); so far, attempts to duplicate it have failed.



Drellesarr/Drexilthar (2029): Drellesarr was colonized in the era of the Reavers by the great Reaver warlord Blackjack Duquesne as a refuge for his raiders. This original settlement for raiders has turned into a modern day settlement for raiders. It is a Freeport in every sense of the word. A lawless, wide-open frontier community, the colony serves as an open port where repairs, alterations, and improvements can be performed on visiting starships, equipment legal or illegal purchased, goods marketed...all with no questions asked.

Drexilthar/ Drexilthar (1826): Home of the Ilthara, a minor human race that exploded to carve a petty Reaver empire in the Deep in the waning years of the Long Night. The Iltharan Empire suffered its final defeat here at its homeworld, when the Imperial White Fleet bombarded Drexilthar in 268. The planet is only now beginning to recover in technological and industrial capabilities.

Drexilthar has been posted an Amber Zone, due to the excessive powers of the local paramilitary police and the extreme disdain for offworlders.

The scout base at Drexilthar is an Imperial station set up on a moon of the innermost gas giant. Cultural specialists have been working out of this base for several years investigating the people and society of Drexilthar in depth.

Drinsaar Loop: The Drinsaar Loop is a 23 world main covering a subsector-sized area that spans three subsectors in the Reavers' Deep sector. The main is named for Drinsaar, located near one end of the main, and which served as an important gateway for human exploration of the area. Drinsaar is no longer the most important world on the main, but the name has stuck, even among the non-humans who trade up and down its length.

Dunmarrow/Ea (0921): Dunmarrow was settled by Caledonian colonists and serves as an outpost in the Principalities trading empire. It supports a scout base jointly run by Caledon Ventures and the Caledon Royal Mail.

Dynastic Crisis of 1024: Caledonian civil conflict sparked by the death of Prince Colin without issue. Two rival claimants emerged to dispute the throne, Admiral Earl Maxwell and Edward, Lord Campbell. Campbell emerged victorious at the decisive Battle of Dunbarton (1615), largely due to his superior war chest backed by the support of a number of the wealthiest mercantile corporations in the Principality. Campbell ascended to the Princely Throne on 004-1025; his descendants continue to rule to this day. Maxwell's exiled descendents today reside on Germaine (2019), and still claim they are the rightful rulers of the Principality.

Eakoi Corporation: Aslan trading company associated with the Loakhtari Clan. Formed in -835, ostensibly to trade with the score or so of inhabited worlds in Eakoi and Ea subsectors. This was done despite the dangers and difficulties of such a venture at that time and despite the fact that trade with the mostly pre-stellar TL communities of the time simply weren't profitable enough to be worthwhile. In reality the corporation was a nearly self-supporting tool of the Loakhtari Clan Lords. The Loakhtari used the Eakoi Corporation for keeping the areas adjacent to the main holdings of the clan under surveillance, preempting choice pieces of land for future use, and discouraging other Aslan clans from settling there.

Although the Eakoi Corporation could not seal off the area to outside settlement completely, it did keep down the number of such settlements considerably. Historians note those non-Loakhtari settlements in Eakoi and Ea tended to fail due to Reaver attacks. Much of the blame for this has been put on the Iltharan Empire and the Celestial League, but some historians speculate that the Eakoi Corporation may also have played a part in these disasters.

By -100 the Loakhtari Clan had consolidated its hold on its main territories and began moving into Eakoi and Ea subsectors in earnest. A number of clan's holdings were established on Eakoi, Ea and several additional planets. But the greedy, selfish policies of the clan got it accused of un-Aslan-like conduct during the Aslan Cultural Purge and it was attacked by a coalition of minor, land-poor Aslan clans and lost a substantial amount of its former power and wealth. Simultaneous to this setback, a minor human polity centered on Soloman also waged a sustained trade war against the Eakoi Corporation.

After a protracted war with little real action but a ruinously expensive arms race, the Loakhtari Clan gave up in the end and abandoned the area in 128, bringing its fighting assets back to the Loakhtari heartland to help stave off the attacks mentioned above. The collapse of the Eakoi Corporation triggered an influx of Aslan lhatei fleets to

Reavers' Deep that in turn led to the escalating series of Aslan/Human conflicts that is called *The Turmoils* and which culminated in the last Aslan Border War (374 – 380).

Fickleweed: A migratory plant native to Hilas used in perfumes and the production of aquapur, a liqueur known and prized throughout the Reavers' Deep sector.

Gaajpadje/Ea (1124): The J'aadje (the planet's native sentient race) population of Gaajpadje is governed by the Gaajpadjet Oligarchs who rule the balkanized city-states of the J'aadje Nations. Inhabiting the East Continent are the K'Tring, a militaristic human race. Tensions between these two groups of inhabitants continue to run high. In early 1114, Caledon Ventures signed agreements to mediate the disputes between the J'aadje and the K'Tring.

A valuable trade site for gems, hand-crafted art objects, and collectibles, Gaajpadje is a non-aligned world and was rarely visited by humans until about a decade ago, when Caledon Ventures opened trade negotiations with the J'aadje.

Glirkha Girgi: Hero (main character) of an old Vilani folk-tale about a foolish wanderer who found and entered an enchanted castle where he slept for ten *kargukula* (roughly 130 years). Upon awaking and returning to his village Girgi finds his young fiancée grown old and on her deathbed surrounded by five generations of her descendants that could have been his if he had not been so foolhardy.

Girgi: Vilani name for a Winkle. Term is derived from the hero of an ancient Vilani folk-tale.

Gralyn/Drinsaar (1735): Humans settled the Gralyn system in –1893 after making contact with the Droyne living on the moon of Kraln, known as Askoapoy. The Droyne allowed colonists from the Rule of Man to settle on Askoapoy. When the Long Night began the humans moved to Kraln (whose name was later corrupted to Gralyn) to avoid being a drain on the Droyne colony. During the Long Night, Gralyn and Askoapoy formed a system defense boat network that was effective in fighting off the Reavers and later the Aslan. During the Imperial era, Gralyn profited from the trade along the 23-world main it is situated on. After the Solomani Rim War, Botany Bay (1734) was abandoned by the Solomani corporation running it and they appealed to Gralyn for aid. Gralyn agreed to aid Botany Bay, and later admitted them as a member of the Gralyn Assemblage.

Grand Duchy of Douglass: The Douglass system (1617) and two neighboring systems as well (Pentland (1616) and Lanark (1518)) is a semi-independent Grand Duchy with close hereditary, political and economic ties with the Principality of Caledon. It exercises a fair

degree of independence, however – much more so than systems directly under Principality control.

Grand Duchy of Marthelm: A tightly controlled expansionist totalitarian state controlling eight worlds in the Ea and Eakoi subsectors. The Grand Duchy can trace its origins to one of the last successful Reaver Warlords in the Ea subsector. The Duchy capital is at Marthelm (1230).

Tensions have been high between the Grand Duchy and the Confederacy of Ducinae for some time and the Grand Duchy closed its borders to all shipping from the Confederacy following riots in late 1113 on Mirak (1127).

Gruut: The Imperial name for a small (20 kg), herbivorous marsupial reptile, found on the Aslan-inhabited worlds of Oihoiei (0230), Khyaleftaoaoher (0332), Hrike (0530), and Hrealeiwea' (0531). The female gruuT lays up to eight eggs per season – but subsequently eats one or more eggs herself (an unusual instinct-driven reaction, apparently to keep the gruuT population from exceeding the local area's ability to support it). The mother places the un-devoured eggs in two large hip-pouches where they remain until they hatch.

Once they hatch, the mother cares for the offspring until they are old enough to fend for themselves (about 60 standard days). Nocturnal by nature, gruuTs (or *kehe'ea*, as the Aslan call them) mostly eat water grasses and some small fruits. To-date, efforts to make pets of them have been unsuccessful.



H'Oskhikhil: Indigenous to Storm (1404), the members of this minor race are disk-shaped, .5 meter high and 1.5 meters across. Their world's eccentric orbit has molded their lifecycle into two major phases: the civilized adult which, after reproducing, is consumed by the voraciously hungry juveniles. This process has kept the race from developing an enduring technological society until relatively recent times, when the adults have been constructing armored, air-conditioned refuges where they can live to pass on their culture and technology to the next generation.



Halo/Farift (0805): One of the largest concentrations of accessible mineral ore and refinable gases in any system of this sector, the Halo system has five gas giants and two metal-rich asteroid belts. Only recently surveyed by the human firm of Travis Commodities, the Halo system has been the site of increasing amounts of mining activity sponsored by the Aslan Khotoa'ya clan. The system's remote location gives each party equal rights to exploitation of Halo's resources, but the Khotoa'ya's resistance to Travis' presence has become increasingly hostile.

Hellion's Hideout: Secret retreat supposedly built by the notorious pirate Alison "Hellion" Murdoch somewhere in Reavers' Deep. The place was said to be stocked with every comfort needed to stay hidden for a few months at a time is Murdoch was ever forced to lay low for awhile.

Hellion's Hoard: Much of the loot taken by a notorious pirate "Hellion" Murdoch was never recovered. While some of it may have been aboard his ship when it was destroyed, rumors persist that he hid a lot of it away in a private place known only to him. The two most popular theories are that the hoard is hidden in "Hellion's Hideout" or on some civilized planet where Murdoch had planned to retire. The hoard is an often-used bait for con-men and swindlers.

Hkahaoseahe: Legendary clan of ancient Aslan tradition, often claimed as ancestors by various distinguished clans of contemporary Aslan society. The exploits of the Hkahaoseahe are recorded in the cycle of epics traditionally grouped together under the title of *Siyreakhaotoior*. These epic poems and stories are among the oldest and best known of Aslan literature.

Htalrea/Ea (1226): Htalrea is the home of the Polyphemes, a minor race, and the rishth, a 200kg pouncer, prized for its scent glands. In 1109, Caledon Ventures made contact and opened trade with the native Polyphemes.

In 1113 they set up a permanent trade base, in an effort to break the Aslan corporation, Tlasayerlaahel's monopoly on rishthscent. Contact was lost with the base in 1114 when Tlasayerlaahel retaliated and destroyed the base. This appears to be a prelude to further operations against Caledon Ventures, which has in recent years has encroached upon Tlasayerlaahel's domination of Ea subsector.

Ildrissar/Drexilthar (2326): Settled over 200 years ago by the Canillian Assembly, Ildrissar is a small lightly populated planet rich in radioactives and heavy elements. Ildrissar is claimed by the Assembly, but has until recently been left largely to itself. With the assumption of Assembly power by High Justice Daldreem, several extremists on Ildrissar started advocating independence, and also started using their wealth to stockpile equipment and arms, and to hire offworld mercenaries.

In 1109, attempts by Assembly peacekeepers to enforce Daldreem's new laws led to the notorious Starport Massacre, an atrocity which triggered (prematurely, from the Ildrissarian Patriots' point of view) a full-scale planetary uprising. The Assembly responded to the defeat of the local garrison by gathering a large force, including a contingent of elite Aslan mercenaries, to launch a renewed attack on the colony. Although successful in the early stages of their invasions, the Assembly drive has lost momentum, and the war on Ildrissar continues to rage at this time.

Iltharan Empire: A highly expansionistic Reaver empire that burst onto the scenes around -1000 after receiving jump drive technology from the Reaver warlord, Grand Admiral Izanak, who crashed on their homeworld of Drexilthar (1826). They quickly absorbed Drexilthar and portions of adjacent subsectors. They only stopped expanding when the encountered the fledgling Principality of Caledon in -86. While building up forces at Ildrathir (now Victory (2017)) in preparation to invade the Principality, they were attacked by a Caledonian strike force that defeated the Iltharan Star Navy.

The Principality engineered the rebellion of Ducinae (1624), Ranald (1526) and Fulton (1524). This along with the expanding Aslan Hierate and Third Imperium

began the long downfall of the Empire, over the course of the next 300 years. The final blow came when the Imperial White Navy bombarded Drexilthar in 268.

Imperium, The (Third): The Imperium is a gigantic, human controlled interstellar empire, encompassing, in whole or in part, 28 sectors and about eleven thousands of worlds. It is the third such empire to encompass that portion of space; the Pax Vilanica, or First Imperium being ruled by the Vilani, and the Second Imperium, sometimes called the Rule of Man or the Ramshackle Empire, being ruled by Solomani after conquering the Vilani. The Third Imperium arose from the ashes of the first two about 1800 years after the Second Imperium collapsed into the Long Night.

It is governed by a loose feudal society, with the Emperor ruling through nobles throughout the Imperium from Barons to Dukes and ArchDukes. The Imperium is essentially a trade protectorate that controls the space between the stars and allows most worlds to govern themselves.



J'aadje: The J'aadje are a non-human minor race native to Gaajpadje (1124). They are small (with an average mass of 60 kg), agile, golden-skinned bipeds. The J'aadje, peaceful and friendly toward each other, are likewise courteous toward offworlders. J'aadje civilization places little importance on technology, instead stressing art, poetry, and dance. Graceful and delicate artforms and workmanship of high commercial quality are the norm, fetching excellent prices among admiring off-world buyers.

Kaihadd/Drinsaar (2034): Formerly a part of the Iltharan Empire, Kaihadd is now a garden-resort world catering to the elite of the Carrillian Assembly. The world is also the site of several Assembly owned agricultural combines.

Kolan Hegemony: The Kolan Hegemony today consists of Kurat (2315), Rock (2214) and the capital of Kolath (2313). The Hegemony is considered a part of the Imperium, but is administratively independent from the authority of the neighboring Nightrim subsector, which governs other Imperial territory in this area. This local autonomy is a long-standing arrangement; it dates back to the latter part of the Aslan Border Wars period (the Imperial phase, 200-380), when the Imperium was just beginning to expand into Reavers' Deep in the face of oppositions from various Aslan clans. Kolath at that time was a late Reaver Kingdom, encompassing its present area plus Gash (2116), Gerim (2416), and Mer (2414). Already organized, the region served as an excellent springboard for an Imperial presence in the area, so treaties were signed binding Kolath to the Imperium, but with a grant of local autonomy. As time went on, Gash pulled out of the Hegemony (and the Imperium), and the Imperium found it expedient to detach Gerim and Mer. Current trends hint that Rock will be the next to go. Still, Kolath remains set in its insistence on internal autonomy, ruling its possessions in accordance with tradition. It has been some time since the Imperium permitted Kolath a sizable interstellar fleet, but recruitment for Imperial armed forces (especially the Navy and Marines) is high on Kolath, and their personnel have a justifiable famous reputation as superb fighters.

K'Tring: Warlike human inhabitants comprising part of the sapient population on Gaajpadje (1124). Descended from the crash of a warship 2,000 years ago, the K'Tring are believed to be related to the since-vanquished Drexiltharans: one of the last great Reaver states. Currently, the K'Tring are planet-bound, with a tech level of 6.

Languljigee: A tripedal race of sophonts native to the chlorine environment of Lajanjigal (1721). They have come under the domination of the Dakaar Corporation, who uses them as a virtual slave labor force mining the various rare metals and radioactives of their homeworld.

Lanthanum: A rare earth element, atomic number 57, and the first of the inner transition metals. Lanthanum is vital to the construction of the inner coils of interstellar jump-drive units.

Lanyard Colonies: The Lanyard Colonies are a tight cluster of systems settled in 995 by Solomani citizens. The Colonies have enjoyed Solomani support due to its good agricultural and aquacultural exports. The worlds of

the polity are so named by the first four governors of each main world.

The Solomani Confederation left the worlds pretty much to themselves until 1008, when they started to take more interest in the cluster as a forward point in the Deep. This heavy interest peaked in 1096 and dropped gradually since then to the current date where the Confederation has only a token presence in the Colonies.



Lhshana, The: Minor non-human race in the Caledon subsector of Reavers' Deep, native to Lhshami (2111). Descended from omnivore/gatherer stock, the Lhshana are small (1.2 meters in height), trilaterally symmetrical intelligent sophonts. An unaggressive, contemplative race, the Lhshana have enjoyed a fairly stable civilization for over 2,000 years, and had achieved some elements of tech level 9 by the time they were contacted by Principality of Caledon merchant explorers in 598. They have never shown any great interest in space or exploration, and had not invented any sort of space flight at the time of the first Caledonian contact.

The pre-civilized Lhshana were dominated by the Saie during the Saiean empire period, and traditions of their actions are found in Lhshana folklore and mythology. Civilization on Lhshami was given a boost, first by technology introduced by the Saie, and later by human Reavers who visited the world during the Long Night.

Loakhtarl: Aslan clan dating back to the original expansion of the Aslan from their homeworld of Kusyu in the 20th Century PI. Instead of competing with rival clans and humaniti on worlds near Kusyu, the Loakhtarl went deep into Ealiyasiyw sector to llekhakhe (Ealiyasiyw 2828). This allowed several centuries of relatively uncontested expansion into neighboring star systems before the eventual arrival of other clans. The Loakhtarl parlayed this lead into control of nearly eight subsectors with the promise of acquiring more. However, the tides of war turned against the Loakhtarl during the Aslan Border Wars. This happened

to such an extent that by the time the Peace of Ftahair was signed in 380 IE (2810 Aslan) the clan holdings were reduced to less than four subsectors, all situated along the Hierate border in Ealiyasiyw sector.

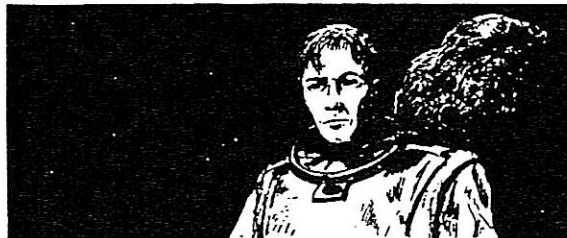
Loren/Caledon (2311): Loren is a fascinating world, an example of a highly unusual ecology at work. Locked with one side constantly towards its star, the world is not the classic "twilight zone" planet, because even the dayside temperatures under the feeble light of Prometheus are barely over freezing. Twilight zone temperatures are far below the range for human comfort.

Nonetheless, this singularly inhospitable world does support life. In the absence of an effective form of photosynthesis, the plant life of Loren relies on a chemosynthetic base; life flourishes even in some portions of the nightside, where volcanoes supply sufficient heat and a source for a variety of chemicals necessary for the world's life-processes. Higher forms of animal life also exist, in a complex food chain not entirely unlike our own, but with intriguing variations.

The world has been colonized, albeit lightly by a non-human Imperial race originating in the Daibei sector, the Bruhre. The Bruhre are a massive, hexapodal race who themselves are accustomed to a high atmospheric sulfur content (they find the tainted atmosphere of Loren breathable, but rather bland and tasteless). Their body chemistry is such as to permit them to eat the plants and animals of Loren with relish; humans find such food highly poisonous. Thus, the planet is a Bruhre agricultural colony.

The Bruhre are a complex and often unfathomable race, bound to a life of ritual and ceremony. They have complicated laws covering almost every aspect of their lives; it is said that a Bruhre can go for days on end and never say, do, or think a single thing that is not strictly regulated by law and custom. They are also a remarkably intolerant race, and outsiders are expected to comply with their ways totally. For this reason, the Bruhre usually are isolated from the mainstream of other Imperial cultures.

Loren is not actually part of the Imperium, but an IISS base is present, and the Bruhre government of the world is answerable to their own homeworld. Imperial membership is likely to be granted within the next fifty years.



Molih, Winchestur (578- 644): Described by some as a hero and by others as a rapacious scoundrel, Winchestur Molih was by all accounts one of the richest

merchant princes in the history of Reavers' Deep. Specializing in the weapons trade, Mollh would also willingly transport desperate passengers who could pay his high prices, with no questions asked.

Mollh, in one of his more successful schemes, would locate a raw material or manufactured product in danger of being captured by a competing or warring faction. Mollh then offered to purchase the goods for half its true worth from the owner – arguing that a small price was better than having the goods confiscated. If the owner eventually gave in, Mollh would transport the goods to another market (usually also near one of the warring factions), make a huge profit, and then repeat the cycle. His buyers usually left him alone because they badly needed his goods and he could deliver as promised.

Mollh was not above stealing military supplies, removing all identifying marks, and reselling them to the highest bidder. In one infamous scam, Mollh “liberated” several shipments of stolen laser-rifles, which he then partially disassembled to remove the firing circuits. The rifles were then sold to one side as semi-functional weapons, and the missing circuitry was sold to the other side as spares.

Mollh had a philanthropic side. He donated more than MCr115 to various charities during his lifetime, and left much of his huge estate to advance the study of psionics. Mollh died in deep space from natural causes. A small holographic memorial exists on his homeworld, Stirling (1415).

Murdoch, Alison “Hellion”: A famous pirate or “Reaver” from the post-380 PI period. Although the subject of many fanciful books and holo-dramas, Alison “Hellion” Murdoch was also a documented historical figure. He was killed when his ship, the *Black Widow*, was destroyed with all hands during an engagement in 393 with superior Caledonian forces under the command of Commodore Channing.

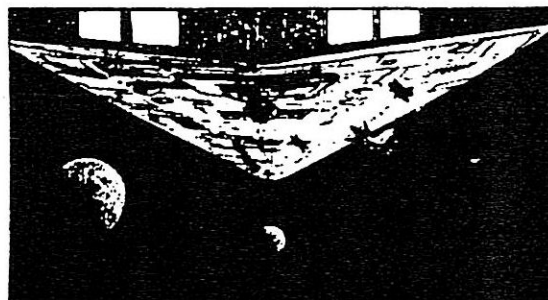
Onnesium: Rare element, atomic number 118, mildly radioactive and a proven room-temperature superconductor. Onnesium is normally found as small, silvery spheres embedded within meteoric nickel-iron. Created within supernovae, onnesium is plated onto asteroidal surfaces, and can eventually be discovered in free-floating or in impact craters upon planetary surfaces.

Recent discoveries of in the Gavza system have suggested that a supernova at Scotian Deep (0308) may have spread onnesium deposits to several nearby systems within the Scotian Deep subsector.

Outpost/Drexilthar (1926): Outpost is an Imperial Naval facility established here for two primary reasons. First it provides a certain degree of security and protection to trade in the region, formerly menaced by

piracy and strife. Second, it maintains communications with the Confederacy of Ducinae, which is an Imperial client.

The establishment of Outpost was controversial as it is maintained in violation of the Peace of Ftahair. It made use of a loophole in the treaty that allows ground to be leased from client planets or states by the two empires for the purpose of protecting those clients. Outpost was settled in 870 by 500 colonists, many of them retiring Imperial Naval personnel. In 871, they signed a treaty establishing Outpost as a client world, and construction of the base followed almost immediately. Certain influential Aslan clans have filed protests, but otherwise no action has been taken. Nonetheless, there is a certain amount of pressure on responsible Imperial officials to shut down the base, generated both within and without the Imperium... pressure which has been exploited by parties interested in seeing the Imperial presence diminished.



Peace of Ftahair: The treaty that ended the Aslan Border Wars (-1118 to 380). The wars were finally settled after a “duel-war” between the Imperium and four of the major Aslan clans along with several of the minor ones. The duel-war’s objectives were for the Imperium to capture Gavza (Reavers’ Deep 1117) or for the Aslan to capture Kafal (Daibei 1539). After several battles, the Imperium captured Gavza, and the Imperial ambassador received the ritual apology from the Aslan clans on Ftahair (Dark Nebula 1208) in 380. The treaty signed on Ftahair created a 30-parsec-wide buffer zone between the Aslan Hierate and the Third Imperium. Only four of the major Aslan clans agreed to the Peace of Ftahair, these being the Yertyaruwo, Khaukheairl, Tralyeaeawi and Hrawoao.

The treaty indirectly preserved and fostered the growth of many smaller interstellar governments within the buffer zone. The treaty also explains to some extent the continued existence of the many independent systems located within the Reavers’ Deep sector.

Plan Lazarus: A hypothetical military plan of conquest against the Aslan Hierate, commissioned by Emperor Martin III and the Archduke of Sol in 414. Although the Aslan Border Wars had ended more than three decades earlier, senior Imperial admirals believed the Aslan might try to resume their efforts of expansion. This plan, drawing

heavily on Imperial military resources from throughout the Domains of Illeish and Sol, would only be implemented in the event the Aslan attacked. The plan was in its final year of study when the Illeish Revolts broke out in 418. Many of the formations assigned to the plan were utilized as strike elements in suppressing the Revolts. The Aslan never did attack, and when Martin died in 456, Plan Lazarus died with him.

Polyphemes: The Polyphemes are a primitive hunter/gatherer society native to Htalrea (1224). Massive bipeds with prominent external ears, a single large eye, and powerful bodies, the Polyphemes of Htalrea were only recently contacted by human traders, and are still only poorly understood.



Principality of Caledon: The largest independent, human-governed state in the Reavers' Deep sector, covering large portions of the Caledon and Scotian Deep subsectors. The Principality as such was established in -102 by Jamieson Dundas of Caledon; it has remained relatively stable, save for two periods of dynastic crisis and civil war (309-328; 1024-1025).

The area that is now the Principality was settled during the latter part of the period of the Interstellar wars between the Terran Confederation and the First Imperium. The settlers of the region, largely of Western European origins, were a group of political malcontents who rejected the growing Terran trend toward absorption of the Vilani Empire. They maintaining (rightly, as it turned out) that Terra would be unable to support the burden which had already brought the Vilani into decline. Financed by a prominent banker, Charles Stuart Scott, these people assembled a colonizing expedition in the interval between two of the interstellar wars, and traveled far from either Terran or Vilani space. Settlement on Caledon, and exploration of several adjacent systems, followed. A period of struggle against their new untamed environments resulted in the loss, for quite some time, of jump drive technology. Traders from one of the petty states that emerged during the Long Night restored the necessary technology, and the Principality arose shortly thereafter. Officially the first state to check the piracy and lawlessness

of the so-called "Reavers", less charitable histories often refer to the Principality as the last and greatest of the Reaver Kingdoms.

The government of the Principality is a Constitutional Monarchy, headed by the Hereditary Prince of Caledon, and backed by a House of Lords, a House of Delegates, and a Grand Senate. Local rule is left largely in the hands of individual worlds; the Principality regulates interstellar relations, war, and trade. Often described as a *commercial kingdom*, Caledon is famous for the extent and wealth of its great trading houses.

Reavers, The: Name given to any of the petty warlords or pirates who have operated in the area of space known as Reavers' Deep. Towards the end of Twilight, some of the less affected states in outlying sectors turned to plundering the old Terran Confederation worlds that had lost interstellar ship technology. These plunderers were called Reavers and differed from ordinary pirates in that they looted entire worlds. This lent their name a special horror that has clung to it down to modern days. Most of the Reavers came from Dark Nebula, Alpha Crucis, Magyar and of course Reavers' Deep.

Some historians hold that the Reaver era ended in -1118, when a Reaver fleet from the Opljiock Defense League lost two thirds of its ships in an attack on Jaroslav (Solomani Rim 0123). With the Aslan becoming ever stronger, the various Reaver states in Magyar and Dark Nebula grew unwilling to risk such losses.

On the other hand, the name continued to be applied to independent warlords that flourished within the Reavers' Deep. These warlords often originated from amongst the refugees that escaped the breakup or takeover of a small state within the sector. With a few working ships, these warlords easily made their way into the Great Unknown and had a good chance of dominating one or several primitive worlds. Some of the most notorious Reaver lords like Blackjack Duquesne, Orchid Wu Lu, and Grand Admiral Izanak belong to this period that lasted from -1120 to -1000. During the latter half of the Long Night it became usual to label an opponent as a Reaver, thereby justifying practically action against that opponent.

Continued expansion by Aslan and Imperial interests into the region, culminating in the last of the Aslan Border Wars (200-380) led to a lessening of the Reaver presence. In the aftermath of those wars, the neutral strip of border worlds in the Deep became havens for criminals and pirates such as Hellion Murdoch and others of his ilk. To this day, the name is sometimes applied, often in a fanciful or romantic manner, to freebooters, pirates, privateers, or occasionally, to small interstellar states found in the area.

Rebellion of '08: A rebellion in 1108 that nearly tore apart the Confederacy of Ducinae. Admiral Thomas Bimham was a charismatic officer who won over all but a small portion of the Confederacy Navy. At the height of the

campaign, the Admiral came within a hair's breadth of taking the Confederacy capital and forcing his appointment as President of the Confederacy Council. The Admiral's support waned after his near success and he was eventually defeated, with exile to Coventry (1723) being his ultimate fate.

Red Plague of 922: A plague of unknown origins that decimated the population of Anatar (sister world to Tharill (2128)). The plague is believed to be the result of a drastically mutated virus of earth origin, but there is no proof for or against this theory. Nor is it known whether the source of the infection was on Anatar itself, or if the disease was brought in from some other world where, perhaps, natural immunities or differences in environment, diet or other factors prevented the virus from flourishing.

It is certain that it flourished on Anatar. In one planetary year (531 standard days), 90% of the population was wiped out. The remaining population was evacuated into large orbital stations and kept under quarantine until doctors were certain they would not spread the plague further.

The Red Plague is extremely virulent, running its course in less than 48 hours, from initial infection to (usually) the death of the victim. Symptoms include fatigue (with rapidly declining physical faculties), dizziness, disorientation, and the appearance of disfiguring red sores on the face and body. Survivors bear the scars of these sores for life.

Rumor has it that, during the evacuation, a starship carrying a large shipment of valuable paintings, sculptures and other priceless pieces from the Anatar Planetary Museum crash-landed somewhere in the wilderness northwest of the capital city. Two expeditions have visited the world in hopes of locating and salvaging the lost artwork; both of them contracted the Red Plague – two survivors came back from the first expedition, and none from the second. This has caused fresh consideration of the problem, and has led to the theory that the virus can be absorbed through exposed skin as well as through the lungs. No one has been willing to test this assumption, however, by another visit to Anatar.



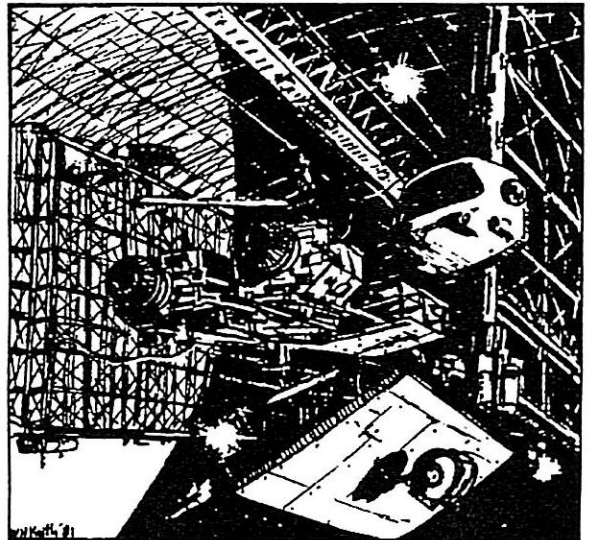
Rejhappur/Scotian Deep (1218): In 1108, the minor human race native to Rejhappur revolted against the Scotian Deep Trading Company due to poor treatment of the native population. This revolt, and the subsequent

governmental takeover by the Principality of Caledon, eventually led to the downfall of the Company. It is expected that government forces will be able to withdraw now that Caledon Ventures (the new owner of the planet) is mobilizing colonial troops to garrison the planet and reopen export of jaihe.

Riftgold: A heavy, metallic, mineral compound, riftgold is found on several worlds in subsectors A-D of Reavers' Deep. This substance resembles gold ore when first mined, but turns a dull brown after several months' exposure to oxygen (such as in a standard atmosphere). Riftgold has limited commercial value and is used primarily for novelties. One simple test to distinguish it from real gold (without a spectrograph) is to place a small sample into a high-pressure oxygen chamber for several days and look for signs of "browning" caused by oxidation.

Some superstitious Solomani miners have created an elaborate myth around this compound; calling it "djinn's gold" and attributing a period of bad luck to any who find it.

Risthscent: Coming from the scent glands of the Risth, an animal native to Htalrea (1224), this perfume is in high demand among Humans, Aslan and is popular with other races such as the J'aadje.



Roaa/Uhtaa (0237): Planet in the Uhtaa subsector of Reavers' Deep sector, inhabited by Aslan and belonging to the Aslan Hierate. Roaa is famed for its shipyards, and is the headquarters for a number of important commercial concerns, including Larleaftea Hryawaorwya, the famous shipbuilding and trading corporation, and Tlasayerlaahel, the large mercantile firm with interest through much of the Aslan-explored part of the sector.

Roakhoi/Ea (1224): Roakhoi is a planet of some interest to sociologists, due to the unusual blend of cultures found there. Both Aslan and human settlers occupied the planet at various stages of its history, and it has become an unusually cosmopolitan world where the two societies have merged to form a rich but totally unique new structure. It is primitive, but slowly absorbing technology from traders. The Aslan clan Tlasayerlaahel runs the local starport.

Rob Roy/Caledon (1917): Like Claverse (1913) (Maxwell's homeworld), Rob Roy supported the Maxwell faction during the Dynastic Crisis of 1024, and consequently has suffered. The world was and is a crucial industrial center of the Principality, and has the second highest population; the highest being at Cuillan (1613). During the crisis, both sides planned much of their strategy around the need to control Rob Roy, and there was bitter fighting as a result.

Early in the struggle, Maxwell's forces had the upper-hand, but shortly after Maxwell had himself crowned as Sovereign Prince, the Maxwellians met Campbell's supporters at the Battle of Dunbarton (1615), and Maxwell's fleet broke. Maxwell directed the defense of Rob Roy, one of his last bastions of support, until it became clear that his cause was truly lost. Then he fled, first to Skye (2018), later to Germaine (2019).

The victorious forces of Lord Campbell never actually engaged in ground fighting at Rob Roy, and never actually discovered Maxwell's command headquarters on the world. It is said to have been located underground somewhere in the arctic wilderness of Polaris, the northern continent of Rob Roy. However, Maxwell shut down the complex prior to his departure, and the secret was purged from planetary computer records. For security purposes, the location was actually known to only a handful of key people, and, without coordinates, it remains undetectable. The HQ complex is lost until and unless one of Maxwell's people chooses to reveal its location, or until accidental discovery brings it to light.

There is a famous story, possibly apocryphal, which relates that this "Ice Fortress" (as it was popularly known) is the hiding place for the full Caledonian regalia, the orb, scepter, circlet, and jeweled sword that together were the symbols of the rightful Prince. It is said that Maxwell, prior to his flight, left these symbols of authority here, on Caledonian soil, pending the day when a Maxwell would come to reclaim his own.

The regalia was certainly lost during the war, and never recovered. It is of great value, both monetarily and politically, and the Principality offers a fantastic reward for recovery of these symbolic items.

Saie, The: Non-human vanished civilization that flourished in the Reavers' Deep subsector roughly 3,700 years ago. Evidence of the Saie presence is slim at best; a few artifacts (most notably the starship found at Crash Jura

on Glenshiel (1912)) have been discovered, and a few ancient Vilani records mention the existence of a small empire of five or six worlds which can be tentatively identified as that of the Saie. Most knowledge of their activities comes from the myths and legends of the Yn-tsai and the Lhshana, both races native to the Caledon subsector, where the empire seems to have flourished.

From evidence collected, it is believed that the Saie were upright bipeds of carnivore/killer stock; their homeworld is unknown, and no depictions of their race have come down to contemporary archeologists intact. They appear to have acquired jump-drive technology from the Vilani by way of a renegade Vilani governor searching for allies during the upheavals prior to the Interstellar Wars. The Saie are thought to have been warlike, highly combative, and prone to internal strife; it is believed that their presence on any particular world may have been limited to only a few hundred administrators and soldiers dominating a native planetary population. This theory has been advanced to explain the complete breakdown of their empire and their disappearance from history in the wake of an evidently devastating civil war.

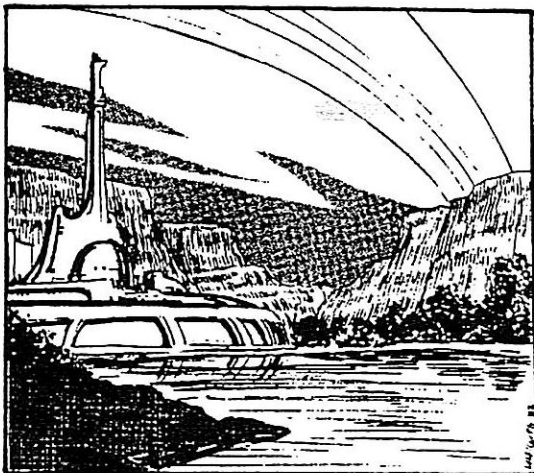


Archeologists are currently attempting to learn more of this mysterious race, but have met little success in their efforts to discover who the Saie were and where they came from.

Scotia/Caledon (1916): A pleasant world, Scotia is reasonably Earthlike but has little land area. What land there is lies scattered across the wide seas in island chains; the largest landmass on the world is less than 15,000 square kilometers in area. Scotia remained unsettled for a

long time, considered too poor in land area to support a worthwhile colony. The presence of several far superior worlds nearby reinforced this decision. Transient groups visited the world many times during the Long Night; Scotia was a favorite hiding place for Reaver warships, which could set down on some small island, refuel from the planetary oceans, and make repairs in relative seclusion and security. As the Principality expanded off Caledon, Scotia was claimed early on, but seemed to offer little value in the way of exploitable resources.

However, the world was a beautiful, lush planet, the island chains reminiscent of the tropical isles of Caledon's Windshaeme Sea. William, Fourth Prince of Caledon, arranged to have the world declared the personal property of the throne, and proceeded to parcel out island estates and titles of nobility to individuals he wished to reward.



Scotia remains to this day a world of estates. Most major nobles and prominent businessmen own islands on Scotia, on which they maintain private retreats, estates, meeting-places, or vacation resorts. A few have even established resort hotels, offering Caledonian tourists the opportunity to spend a few days or weeks on Scotia's magnificent isles.

Aside from the nobility, many individuals own Scotian island estates, usually the result of inheritance from some ancestor who performed a service to the Crown. However, the expense of these island estates is frequently far higher than the owner can afford, and an owner without adequate resources will frequently sell his estate -- and the title of nobility that goes with it -- rather than face the costs. It is an expensive but simple way for individuals to gain access to the Caledonian nobility.

Scotian Deep Trading Company: Mercantile firm based on Stirling (1415) in the Reavers' Deep sector. Though dating back to the heyday of Caledonian merchant expansion, the company's fortunes are founded largely

upon the jaihe trade out of Rejhappur (1218). After the Dynastic Crisis of 1024, the leadership of individuals such as Robert, Lord Armstrong helped to bring the company to a pinnacle of power and prestige in the subsector.

Following the revolt on Rejhappur in 1108, the company has been plagued with problems, finally culminating in its buyout by Caledon Ventures in late 1113.

Solomani Confederation: The Solomani Confederation formed from the Solomani Autonomous Region of the Third Imperium in 871. It broke away from the Imperium during the Solomani Rim War (990-1002).

The chief governing body of the Confederation is the Secretariat, which is presided over by the Secretary General. Representatives to the Secretariat are appointed by the governments of the individual districts. The number of representatives each district may appoint is determined according to that district's contribution to the Solomani economy. Districts usually consist of a single world, but low population worlds or depressed areas are combined into multiworld districts. Because of the greater degree of local autonomy that exists within the Confederation, inter-world factionalism exists to a much greater degree than is allowed in the Imperium. Coalitions of worlds exist outside the normal government channels, which sometimes equal them in importance within a given region.

Stuart/Caledon (1716): The current colony on Stuart was established during the early stages of the Principality's expansion into space. However, Stuart has always been something of a mystery because of the stories concerning a previous, failed colony on the world established during the first wave of colonization of the Caledon region by humans from the Terran Confederation.

Records of this first settlement are scanty. It is believed, however, that some 3,000 colonists came to Stuart from Caledon (1815) to found a new world. They sent back glowing reports of the lush climate and primitive beauty of the new planet, but a supply ship that orbited several months later could not establish radio contact or locate a landing beacon. It set down where the colony had been built, but found no sign of the people -- only the buildings they had left behind. A fragmentary log tape was found, which told of a virulent plague and a plan by survivors to trek to a new site where plague-carrying animals did not flourish. However, no trace of the colony was found.

Stuart was left alone after that; considered a "jinx" by some and a potential plague planet by others. Eventually, though, it was resettled, and superior medical technology prevented a recurrence of the plagues that troubled the first colony. The original town, at the mouth of the Great River and the edge of the Tangleglade Jungle, is preserved to this day, restored as a historical landmark. Questions about the fate of the first colony are still common, and archaeologists and other scholars

occasionally seek answers at the colony site, but little hope now remains of unearthing the truth.

Of course, stories have circulated from time to time of worthwhile leads or even complete solutions to the mystery. It is variously held that Reavers captured the surviving colonists and sold them into slavery, that an intelligent native race exists in the deep jungle which wiped out the settlers, or that the colony survived, and lives to this day, in some paradise deep in the heart of the jungle. None of the stories is supported by proof, but it is undeniably true that explorers in the jungle have reported strange noises, glimpses of unknown beings, and other enigmas which are often claimed as proof for either of the latter two theories.



Teahleikhoi: Loosely translated as "Soldiers of the Falling Night" or "Knights of the Setting Sun", the Teahleikhoi is a highly regarded Aslan mercenary company based in the Uhtaa subsector of Reavers' Deep. It is owned by lyhli, an unmarried female belonging to the lyhlua clan. Its structure is a fairly typical of mercenary companies found within the Hierate and Reavers' Deep sectors. The company is frequently employed by other interstellar governments besides the Aslan, however, it commonly chooses its employers based upon the preferences of lyhlua clan diplomats. In this way, they extend the clan's influence without direct clan interference.

Tlaosierlahrau: Also known as tlaospice, tlaos, or seasongold; a spice derived from the seed of tlaosiear, a

tree found on Roakhoi (1224). The golden seed kernels, when ground, produce a fragrant, light seasoning popular with both Aslan and human gourmets on meats, soups, and stews. Because of the scarcity of tlaosiear, and the expense of shipping it, tlaospice commands an impressive price of C3 per gram in offworld markets.

Tlasayerlaahel: Merchant corporation controlled by the Yehaso clan, a strong Aslan group on Roaa (0237). Tlasayerlaahel is a powerful company with many interests in the Deep, among them the tlaospice trade with Roakhoi (1224), the rithscent trade with Htalrea (1226), and some commercial contact with the natives of Gaaipadje (1124), from whom glassware and other *objets d'art* are obtained.

Tlasayerlaahel is currently engaged in stiff economic competition with the human merchants of Caledon Ventures, Ltd., from Caledon (1815), and is on the verge of what could be an open tradewar between them.

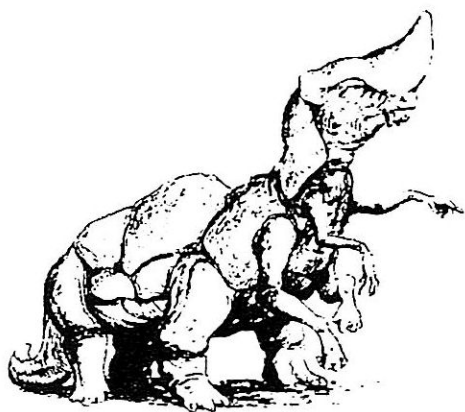
Union of Harmony: A human polity on the spinward side of the Reavers' Deep. Formed from the scattered worlds of the old Celestial League, the Union has a strong central government based on Gustave, and directly governs most of the Union worlds from there. The Union currently has strong ties to the Solomani Confederation.

Victory/Caledon (2017): The star designated Ildrathir was named by the first interstellar explorers to settle in the region, representatives of the aggressive and militaristic culture of Drexilthar (1826). Prior to the expansion of Caledon (1815), Drexilthar controlled a fairly substantial empire in the Deep. The Ildrathir system represented their furthest penetration coreward. The third moon of the outermost gas giant, Druthere, was established as an advanced military outpost after scouts discovered the fledgling Principality of Caledon, which at that time (-86) controlled only a handful of star systems. The Caledonian worlds were targeted for a full takeover by elements of the Imperial Star navy.

The Principality, however, acted first. With a handful of ships, Admiral the Earl of Strathmore launched a pre-emptive strike against Ildrathir, running into unexpectedly large forces orbiting Druthere's satellite. In a hard-fought battle, the Drexiltharan forces were defeated. The moon was occupied, and Prince Jameison decreed that it would henceforth be known as "Victory" in commemoration of the battle. Caledonian aid to dissidents caused a rebellion to erupt in the Empire, and Drexilthar was never again in a position to renew direct warfare with the Principality.

Victory is currently the site of a major trading center linking the Principality to the Imperium by way of the Imperial world of Concorde (2218). A Caledonian naval base is also present, largely intended to guard against incursions (or a return by Maxwellian exiles) from Germaine.

Every so often, rumors spread through the colony of the presence on Victory (or, possibly, another of Druthere's satellites) of some secret cache of Drexiltharan equipment or weaponry. No two rumors have ever agreed on the contents, location, or fate of this cache, but the persistence of the basic story makes it probable that there is some basis in fact for the whole claim. The stories have sparked searches by treasure-hunters, archeologists, and even a few Maxwellian sympathizers who hope to turn up an arsenal or a hanger stocked with old but serviceable warships. Such searches have not, to public knowledge, proven successful.



Virushi: A massive minor race hailing from Virshash (2724), they are often described as "centaurs with tank blood" or "intelligent bulldozers". Contrary to what their physical appearance seems to imply, Virushi are pacifistic and (when talking in 1 ATM pressure) soft-spoken. They feel obligated to serve the common good, but cannot be compelled or ordered to undertake actions against their will.



Windstalkers: Stories told by hunters and climbers who have visited the low slopes of Anekthor, on Glenshiel (1912), tell of a savage beast, the Windstalker, which watches from inaccessible ledges and howls to foretell the death of climbers. These stories are usually

dismissed, since the quadrupedal Windstalker of the stories has nothing in common with the dominant hexapodal life forms native to Glenshiel. Old mountain hands, however, are convinced they have seen something on the High Slope.

Winkle: a.k.a. Girgi. A person who has spent an unusually long time (often several generations) in cold sleep. This is mostly the result of misjumping to somewhere far from a star system and having to travel back to civilization by sub-light drive. The term is derived from an ancient Solomani folk-tale called *Rip Van Winkle* and like the character in the folk-tale, such people often suffer severe psychological trauma when awakened. This problem is due in part when the Winkle realizes everyone they knew is dead, and that the entire universe about them has drastically changed. Winkles often compensate for this shock by forming excessively tight loyalty bonds to their fellow survivors.

Yn-tsai, The: Non-human sophont race found on Tsanesi (1711), though they are not, apparently native to that world. Current archeological theory believes them to be a population transplanted to Tsanesi from an unknown world of origin, probably by the Saie; at least one school of thought credits the Ancients, but historical evidence is against this.

The Yn-tsai are an intelligent, civilized race, which had achieved a tech level 3 culture when first contacted by Caledonian explorers in 563. It took many decades to overcome racial distrust and fear of "visitors from the sky" – a remnant, most sophontologists agree, of their memories of the devastating civil war which destroyed their Saiean masters. The traditions of the Yn-tsai have afforded many of the building blocks for the as yet incomplete knowledge of the Saie.

The Yn-tsai flourish at a thin atmospheric pressure (.43atm at sea level), and are descended from carnivore stock. Few in numbers even today, they are under Royal Protection of the Caledonian Government, although their world lies outside the boundaries of the Principality.

Zabaloc/Scotian Deep (0919): The Zabaloc system is an undeveloped area whose leader, the First Citizen, has declared a ban on offworld contact. Ships attempting to visit the world have found the population xenophobic and aggressive in the extreme.

REAVERS' DEEP

The Reavers' Deep sector borders on the rimward edge of the Imperium adjacent to the Great Rift, and has been a buffer zone for its larger galactic neighbors throughout its known history. Hundreds of unallied worlds and a handful of pocket interstellar states comprise the sector. This structure keeps the Reavers' Deep sectors' geopolitical character in constant turmoil, as petty wars rage, alliances shift, trade routes are created, destroyed, or simply altered, and cultures rise and fall.

There are several dominant, independent states lying within the sector's borders: Principality of Caledon, the largest human-governed unit, and often described as a "*commercial kingdom*"; Carrillian Assembly, the second largest political entity within the sector, it is presently controlled by a highly charismatic dictator; Union of Harmony, a successor state with strong ties to the Solomani Confederation; Confederacy of Ducinae, a loose hegemony of states that places special emphasis upon individual freedoms; and the Grand Duchy of Marlheim, an aggressively expansionist totalitarian state founded by one of the last great Reaver Warlords. In addition, there are client states such as the Grand Duchy of Douglass and the Kolan Hegemony that foster hopes of independence. It is these states, awash in a sea of scattered star systems that remember the sectors past glories, chart the present, and plot her future.

Situated betwixt the Aslan Hierate, the Imperium, and the Solomani Confederation, Reavers' Deep has become stitched with trade routes connecting these realms. The trade routes, in addition to providing cultural enrichment, give the sector a fair portion of its income, as ships and their crews traversing the sector are often in need of support services – spanning the range from starship maintenance to food products to armed escort services. Independent star systems lying off of these major trade routes are seldom visited, and are steeped with the mystery, tradition, and legends of the sector's reaver past.

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