

THE THIRD IMPERIUM.

Minor Alien Module I: LURIANI



TRAVELLER

THE THIRD IMPERIUM

Minor Alien Module 1: LURIANI

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INTRODUCTION

EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME

My family had decided I should learn about other cultures, spend sometime experiencing the multitude of variety in the Imperium. It would fit me for my eventual role as countess they said. I'd been allowed to pick whomever I wanted. I found a saying – tomorrow is a long time coming, so why not enjoy the wait. My parents were shocked, how could I spend a year amongst a bunch of loose moraled hot-headed maniacs? I just thought I'd like to be somewhere where they knew how to have fun. I was to meet my guide at Daramm Down. She had the rather unwieldy name of Seshko Kweeri Martin Maval Maval lasalanti, a liaison from the LCA. Daramm Down is quite a place to visit, sculpture and art everywhere, and the sounds. The music of course, there has to be music. But also voices, all around you. The Luriani voice is beautiful, melodic, deep, seductive, rising and falling. Apparently it's an accident, the Luriani aren't meant to have it. The Luriani can't talk at all, not really. When the ancients were tinkering with their brains they took the part that controls speech and made it do something else. So the Luriani can't talk, all they can do is sing.

Most Imperial citizens have heard of the Luriani. The passionate Luriani artist who flies into a fit of rage at the slightest offence is a standard of many holodramas. Likewise the tawdry bed hopping Luriani hottie favoured in low budget populist entertainment. Then there's the ruthless machiavellian painted and preened Luriani nuntarri manipulating her lover's political rivals from period dramas. Recently a new one has emerged in the action genre, the insane Luriani geneticist developing some vile bioweapon to exterminate the evil Vilani. There are a few more positive stereotypes, the hot-shot maverick Luriani pilot, their uniform an interesting interpretation of dress regulations, always before the CO for some disciplinary misadventure. These will engage in an act of heroic self-sacrifice, allowing the hero to save the day. Also the beleaguered but lovable group of Luriani parents next door, dealing with their huge brood of mischievous imps, always ready with cookies or a wise word featured in family friendly drama. However even here there is always a negative side, the pilot will blow up at their best friend the hero at least once and so many adults under one roof, the implications are often used for humorous effect.

There are exceptions; director Sharik Zhasii's recent *Disaster at Gaisaaru* that brought the long forgotten Luriani War to the public's attention, is noted for its sympathetic portrayal of Luriani.

However, the popular image of the Luriani is almost universally negative - oversexed, emotional and unstable. Most Imperial citizens can not even say their name correctly and some even believe they are all women, a misconception formed from their unusual gender selection mechanism and the preponderance of female Luriani in popular media. Of course, there is a grain of truth in most of these stereotypes. The Luriani are passionate, have a temper, are physically affectionate, and there were (and still are) nuntarri, though the truth of them is rather mundane. The Luriani often make excellent pilots, in defence of their homes they are frequently capable of uncommon valour, their families are large and they do very much love children. The only stereotype without some basis in fact is the insane geneticist. The Luriani's own experience of genocide have left them an abiding revulsion at the very idea of mass murder and bioweapons. It is truly frightening to imagine what would drive even the most mentally unstable Luriani to contemplate such a thing. These negative stereotypes are not helped by the Luriani's own love of playing up to them with outsiders. The truth is, these stereotypes are exactly that - stereotypes. The Luriani are in fact a complex and intriguing culture who have made some outstanding achievements in arts, music and science.

Usually considered to be a branch of Humaniti and counted amongst the minor Human races, the Luriani are in fact a separate species, *Homo luriani* and as such not normally interfertile with other branches of Humaniti. The Ancients transported the Luriani to Daramm in the Ley sector, along with a number of species of Terran marine mammals approximately 300,000 years ago. Daramm is a world with 95% of its surface covered by liquid water. There the Ancients modified the Luriani to suit them to this aquatic environment. Some of these adaptations are apparent to the casual observer, most are only found on close examination. Some adaptations such as their heavy rounded appearance due to a modified fat layers, webbed hands and feet are visible on close inspection. Others such as their highly sensitive lines of nerves, increased levels of haemoglobin, and ability to collapse their lungs only show up with a detailed physiological examination. Finally some, such as the radical changes to their brain structure and their three genders, can only be detected on a biochemical level.

Most know the Luriani love art and music. What most do *not* know is billions, if not trillions, born in the Imperium owe their very existence to ante and neonatal technology developed by the Luriani and that their skill with reproductive genetics has made the impossible, children of two separate species, possible. The Luriani are one of the most misunderstood races in the Imperium, their popular image a distorted vision of half truths and contradictions. The word most people who know the Luriani use to describe them is mostly. They are mostly Human, mostly

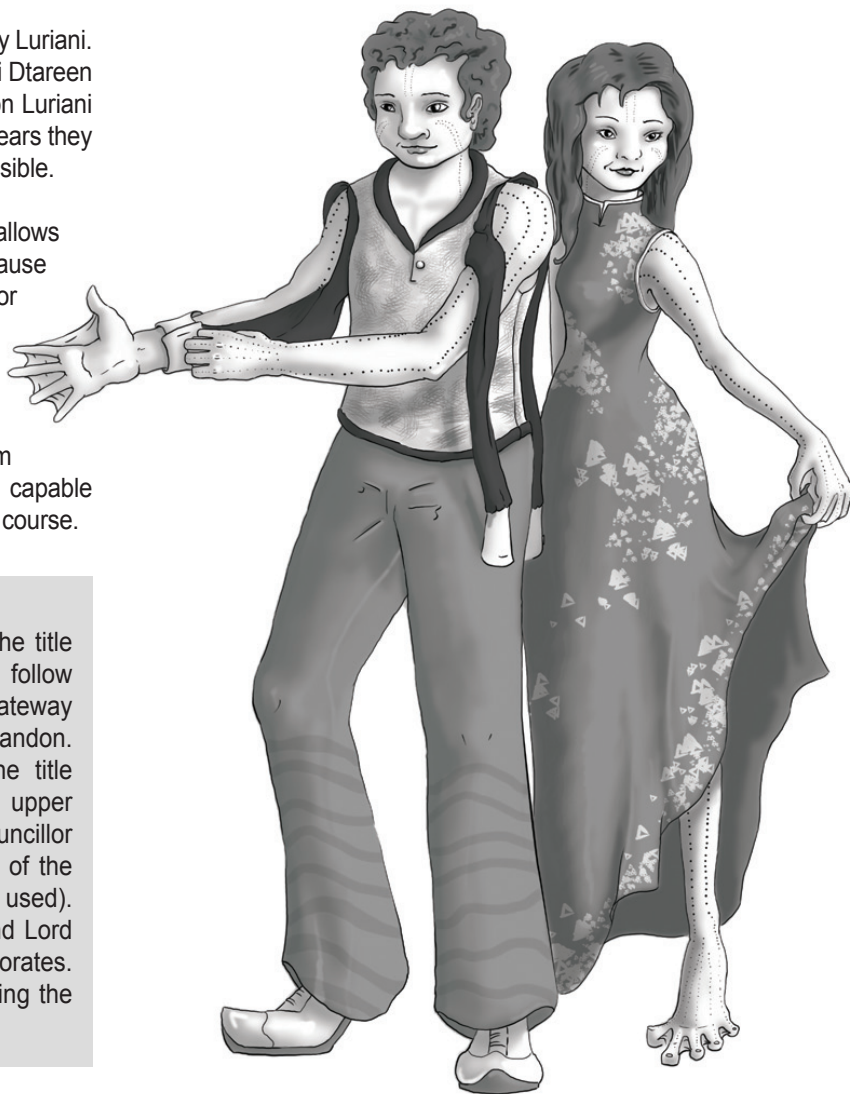


calm, mostly peaceful, mostly loyal and even only mostly Luriani. Included amongst them are two subcultures, the Verasti Dtareen and Mmarislusant, descendants of Humans stranded on Luriani worlds during the Long Night and for over a thousand years they have been seeking to make children between them possible.

This book details this poorly understood culture and allows the creation of characters and adventurers from it. Because even though the Luriani have been Imperial citizens for over 900 years, they remain distinctly different from the Imperial norm. They have a fierce pride in their culture, seeing themselves as Luriani first and Imperials only a very poor second. Their loyalty is given not to the Emperor but their own Archduke and, as the Imperium recently found, if they are ignored they are more than capable of making themselves heard or even charting their own course.

BEFORE OR AFTER?

Unlike the more familiar title name format where the title precedes the name, Luriani titles almost always follow the name. Thus the current Luriani Archduke of Gateway is known as Brandon Archduke not Archduke Brandon. There are only three exceptions to this rule; the title Madam used to refer to the matriarch of a Luriani upper class extended family. The titles Vice Chair and Councillor used by the Luriani Cultural Association (the chair of the LCA is the Archduke of Gateway, thus the title is not used). Finally, the titles Lord Protector, Lord Councillor and Lord Assemblyman used by the former Luriani Protectorates. Throughout this book, this format of the title following the name is used when referring to Luriani characters.



THE LURIANI

EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME

She was about my age, probably a little shorter than me, without the heels that is. Flaming red hair; I'd later find out red hair is fairly common in the Luriani. Her dress looked like somebody had taken several paint pots and thrown them at her. I'd also learn that was normal too. Mind you once you got past the bright mix of colours, her outfit was rather stunning, long flowing layers, showing just a little leg and a lot of back. Those heels were a little alarming though, must have been a good ten centimetres.

She smiled. 'The Lady Sara Elizabeth Lisanii Trace of Toza, yes?'

Her Anglic was unusual, the accent a little odd.

'Yes, and you must be Seshko Kweeri Martin Maval Maval lasalanti?' I struggled a little with the pronunciation. 'That's rather a mouthful, what's it all mean?'

She chuckled. 'Seshko's my name, it's short for Seshyailshishko, it means Sesh's dearest. Kweeri's my birth mother's name, Martin's my birth father's name, Maval Maval, they're both family names. Means I'm not matched or they'd be different, and lasalanti is my job. But please, just call me Seshko. May I call you Sara, yes?'

I nodded, but she seemed concerned. I then answered formerly. 'Yes.'

She still seemed concerned, worried she'd offended me somehow.

'If you'd rather I called you something else yes, My Lady perhaps, yes?'

I'd later learn to the Luriani the length of an answer indicates the degree of enthusiasm.

'No, no Sara's fine.' She smiled again. They liked smiling. 'So Seshko, you're to be my guide?'

'Yes, that's the general idea.'

'So what's the most important thing I need to know about spending a year here?'

She laughed, another thing they liked doing. 'You know how to dance, yes?'

The Luriani are a race of contradictions. Most outsiders are struck by the extreme level of politeness in their society and apparent calm demeanour, only to be shocked by a sudden outburst of passion. They are a people with no significant martial tradition that have fought some of the most brutal wars in history. They are loyal Imperial citizens that suddenly and seemingly without warning came to the brink of revolt. These apparent contradictions are the root cause of the Luriani's reputation as emotionally unstable and unpredictable. Yet all these make perfect sense to the Luriani themselves. Indeed, they are aware of their reputation and seem to take great delight in playing up to it. There is usually nothing a slightly irritated Luriani likes more than making a sweeping dramatic exit.

LURIANI PHYSIOLOGY

The Luriani are unmistakably of human heritage. However they are not human, but hominid. The Ancients made substantial changes to the Luriani's genome, sufficiently large to move them to being a new species. These changes were for the most part to adapt them to an aquatic environment. Luriani show little difference from most humans on casual inspection. Their specialised layers of fat cells give them a heavy rounded appearance and their webbed hands and feet are noticeable, but otherwise they appear unremarkable. Their height is well within the human norm (though Luriani females are significantly taller than the human average of 165cm) but their additional fat layer and higher quantity of blood do contribute to a slightly heavier than average weight (approximately 10% heavier than a Human of the same height).

AVERAGE LURIANI HEIGHT AND WEIGHT

	Height	Weight
Male	180cm	89kg
Female/D	175cm	83kg
Female/d	170cm	78kg

Closer inspection will reveal a nicotating membrane to protect their eyes, as well as specialised muscles that can seal ears, nostrils and collapse their lungs. These modifications allow them to reach depths of up to 500m at normal atmospheric pressures without assistance. More subtle are the specialised fat cells that store oxygen and increased levels of haemoglobin in their blood. Their body also contains a much higher amount of blood itself, averaging around 8.3 litres for a healthy adult male. Also, like some Terran marine mammals, they can dramatically slow their metabolism and starve non-essential organs of



blood. These modifications provide the ability to survive in an environment lacking oxygen for up to an hour. In addition, they have lines of modified nerve endings that allow them to detect minute changes in pressure in their surroundings. This allows them to detect the direction and distance of movement underwater. These nerve endings also function in air, but with much less definition. Finally, their skin excretes several natural oils that protect them from irritants. It is worth noting the same modifications that allow the Luriani to function underwater also allow them to survive limited exposure to the vacuum of space. Here things such as heat loss and radiation are more important, but a Luriani can survive 20 to 30 minutes in space unprotected.

The most remarkable changes to the Luriani are those in their biochemistry and brain structure which are only apparent on the biochemical level. The Luriani brain diverges significantly from the human norm. Areas usually given over to speech and language are dedicated to processing additional spatial information and the speech centres themselves are located in areas more normally associated with music and singing. The Luriani are thus naturally at home thinking in three dimensions and strongly drawn towards music. The Luriani voice is deep but melodic. They are also overwhelmingly right brain dominant and thus left-handed. The final change is in their actual chromosomes. Rather than the usual human norm of X/Y, the Luriani only possess X chromosomes. Sex determination is handled by a genetic 'switch' that can be either 'off' or 'on.'

Geneticists refer to this as the D/d system. Technically it produces three genders DD, dd and Dd. DD and dd Luriani are female, while Dd are male. Despite there being two different genders of females, there is little difference between DD and dd women. The only real difference is the DD type tend to be a little taller on average, though other factors produce a wide variety between individuals (it is quite possible to have a short DD or a tall dd woman). There should be an even split between the two female genders, but a cultural bias has produced a split that is closer to 55% to 45% in favour of the taller DD type. Consequently, there is a tendency amongst Luriani women to be sensitive about their height.

LURIANI SOCIETY

There are two fundamental truths about the Luriani. First, they are a passionate and emotional people. The modifications to their brain structure appear to have created a genetic predisposition towards it and hundreds of thousands of years of cultural evolution have reinforced this. However, the Luriani urbanised exceptionally early in their history and tens of thousands of years of civilisation have led to elaborate rules of etiquette and honour to moderate this emotional nature. The Luriani's concept of honour is at the heart of their rules of etiquette and this can best be summed up as; look after and honour your family, give hospitality to those who ask and

treat those who oppose or disagree with fairness and mercy. The Luriani are normally extremely polite. They speak softly and go out of their way to avoid giving offence. Nevertheless, sometimes their basic nature will break through these layers of ritual and custom. At that point they will become extremely loud and demonstrative.

A Luriani in the throws of passion feels their emotions strongly and will not be shy about showing them. An angry Luriani will yell and scream, a sad one will cry and wail and an amorous one will leave the object of their affections in no doubt about it. However, even then their culture has methods of dealing with these outbursts. There are numerous ways an angry Luriani can walk away without losing face. Many Luriani rituals are designed to give time to allow passions to cool. The ultimate is the Luriani duel. Despite its name, this does not involve combat. It is a test of skills and there is no dishonour in losing. It is again a method of allowing time for tempers to cool. Despite their nature and occasional outbursts, it is rare for a Luriani to go beyond what they see as the acceptable limits of behaviour. When they do, one can expect little restraint from them.

Second, they are also an extremely social people. They enjoy the company of others and, put bluntly, like to party. Their rules of etiquette impose an obligation of hospitality for all who ask. Social gatherings are frequent and always involve music and dance. It is generally agreed Luriani social events are extremely enjoyable. Despite their focus on etiquette and politeness, they are usually relaxed and easy going. Their etiquette gives them certainty. A Luriani knows what to expect in most situations, so there is no need to worry or stress about things unduly. Conversely, when put in a situation where they don't know what to expect, their nervous emotional energy will come to the fore. They will seem to always be in motion, seeking to find friends and a place where they can again be comfortable. They will still seem convivial and friendly, but it may appear forced. They are looking for others to share with to give them certainty again, and will aggressively engage in conversation and interaction. They know their own rules of behaviour do not apply and will want to learn those that do.

The Luriani place great value on physical contact and have small personal space. They frequently touch, hold, embrace and kiss one another. The Luriani are certainly not prudish and much of their art and music is strongly sensual, even erotic. Their famed dry sense of humour is often subtly ribald, but outright crudity and graphic pornography are frowned upon as crass and boorish. The Luriani regard these as robbing the mystery and spoiling the fun.

Most Luriani are proud of their bodies and like to show them to the best advantage. Fashion and appearance are important to them. Luriani clothing is usually sensual and a little revealing. However it is expected to be appropriate to the situation. The



provocative ‘scanties’ favoured by Luriani youth would not been seen as correct attire for the Archduke’s birthday ball.

Subcultures

Many people overlook the fact around 35% of those called Luriani are not in fact racial Luriani at all. These are the Verasti Dtareen and Mmarislusant, descendants of Terran soldiers and administrators and Vilani colonists stranded on Luriani worlds during the Long Night. The Luriani Archdukes have all been drawn from these two groups (the current Archduke, Brandon Minomoru is of Verasti Dtareen heritage). These people have both absorbed much of Luriani culture and are seen both by themselves and the Luriani as being Luriani. The Verasti Dtareen are closest to the racial Luriani in temperament. They have much the same behaviour and mannerisms. They lack the Luriani’s genetic underpinning of their emotional nature and consequently it is less extreme, but there is little real difference between them and the Luriani themselves. The largest difference between the two is in their preferred choice of career. The Verasti Dtareen are heavily over represented in the Domain’s government and the military.

The Mmarislusant, on the other hand, are seemingly very different from the Luriani. It is often said there is little difference between the Mmarislusant and mainstream Vilani. Certainly to the untrained observer that is true. Outwardly, they preserve much of the culture and manners of the original Ziru Sirka and other than the use of an archaic dialect of Vilani little appears separates the two. However over 2,000 years of contact with the Luriani has radically altered their culture. They follow the same rules of etiquette and behaviour as the Verasti Dtareen and Luriani and, like them, are prone to strong emotional outbursts. They do tend to be more subtle about it and their outbursts are less demonstrative, but underneath their seeming Vilani exterior, they are Luriani at heart. Like the Verasti Dtareen, the Mmarislusant are heavily over represented in administrative and military careers.

The Verasti Dtareen have been steadily increasing for the past several hundred years, both in absolute terms and as a percentage of the Luriani population. This is occurring not only due to natural growth but also assimilation of other groups. There has long been a tendency for migrants to Luriani worlds to be gradually absorbed into the Verasti Dtareen, a process that is quietly encouraged by the LCA. Currently about 28% of the Luriani population are Verasti Dtareen.

The Mmarislusant have been steadily declining for the past two thousand years. When the First Protectorate was formed, the number of Vilani who would later become the Mmarislusant significantly outnumbered the Terrans who developed into the Verasti Dtareen. These Vilani initially feared a backlash from the Luriani and the early years of the Protectorate were marked by a large Vilani exodus. Though these fears proved to be

groundless, these proto-Mmarislusant were not considered full citizens of the Protectorate, their choice of careers restricted, and opportunities for advancement limited. Therefore many who remained elected to integrate themselves into the Verasti Dtareen. Thus when citizenship was finally extended to the Mmarislusant in –1372 the population balance had shifted decidedly in favour of the Verasti Dtareen. This did dramatically slow their decline, but the trend has remained. Over time, the Mmarislusant are being gradually absorbed into the Verasti Dtareen. Though their absolute numbers are increasing (along with the wider Luriani population) the ratio of them in Luriani society is continuing to fall. In –1372 approximately 13% of the Luriani were Mmarislusant; this number is now closer to 7%.

LURIANI DEMOGRAPHICS

Date	Luriani	Verasti Dtareen	Mmarislusant
–1754	60.00%	10.00%	30.00%
–1372	70.00%	17.00%	13.00%
202	70.00%	20.00%	10.00%
1105	65.00%	28.00%	7.00%

WAR AND ORGANISED VIOLENCE

As a rule, the Luriani dislike violence and have no significant martial traditions of their own. Defence is handled by a small trained core of professionals known as the Verasal backed up by a large volunteer trained militia called the ladtlu. They have never developed the concept of a ruling military elite and long ago abandoned capital punishment. However, as with many things, there is a contradiction. The Luriani have a, largely undeserved, reputation as formidable warriors. This stems from their nearly suicidal fanaticism when defending their homes.

This has its origins in their conquest by the Vilani. It took the Vilani 35 years to subdue the Luriani in a campaign that verged on extermination and was followed by an event commonly known as the Year of Woe, though the Luriani refer to it as Edtyassos. What occurred following the Luriani’s defeat is uncertain. Vilani records mention it only vaguely as a purge and Luriani oral tradition has been filtered through thousands of years of retelling. The Luriani speak of near total genocide and destruction. What is known is the Luriani population suffered a massive drop at this time and the Vilani deliberately destroyed most of the records and evidence of Luriani history before this date. As such, it is a unique event, the only instance of the Vilani purposefully erasing knowledge.

Whatever occurred, the event was extremely traumatic for the Luriani and continues to have a major influence on their culture 5,500 years later. The Luriani’s perception of the event is preserved in song, art and stories. Luriani children learn from a young age of these horrors and what they firmly believe will happen if they allow others to control their fate. It has left the Luriani with an abiding mistrust of large states and the Vilani in



particular. The Luriani word for Vilani (Bilaneer) has an auxiliary meaning of 'treacherous and untrustworthy.' The Luriani do not believe losing their independence might bring extinction, they believe it is a certainty. This fear is totally irrational, and any attempt to use logic fails. Any attempt to minimise or dismiss these fears will bring a very strong and negative response. An Imperial attempt to intimidate the Luriani through a show of force sparked the Luriani War, one of the bloodiest and most brutal of the Pacification Campaigns.

The integration of the Luriani into the Imperium was only eventually achieved in return for a number of specific guarantees that their local autonomy would be respected. These include the right to veto the deployment of Imperial troops on Luriani worlds, the right to maintain significant military forces with substantial offensive capability, the right that the Imperium can only apply the death penalty on Luriani worlds with their approval, and the formation of the Luriani Cultural Association. The Luriani do not usually enforce the first two rights, but the latter are regularly used. The Imperium is normally mindful of Luriani sensibilities and usually chooses to only deploy forces recruited from the Luriani on Luriani worlds.

This deep abiding fear extends down to the personal level. A Luriani will be uncomfortable when not in control of their fate. They will react to racial Vilani with mistrust (the irrational nature of these fears can be seen in that this mistrust does not extend to the clearly Vilani descended Mmarislusant). If a Luriani encounters a situation they consider to be genocide or even mass murder, they will be hard pressed to contain their desire to do something. Most Luriani are aware, at least on some level, these fears are irrational. They know logically there is no evidence to support these fears but the fears are now so deeply ingrained in Luriani culture that few can overcome them.

LURIANI AND THE IMPERIUM

The Luriani are usually seen as loyal supporters of the Imperium by everyone, except the Luriani themselves. They give their primary allegiance to the Archduke of Gateway in his role as head of the Luriani Cultural Association. The LCA's charter is to 'preserve the distinctive Luriani legacy' within the Imperium and is one of the most important pillars of Luriani culture. Most of its activities, such as sponsoring cultural events, subsidising Wurlana (space going descendants of the great raft ships that used to roam Daramm's oceans) merchant clans and fostering better understanding of Luriani society are unremarkable. It also acts as an advocate for Luriani interests at court, encourages technological and economic development, and provides governmental services for Luriani worlds unable or unwilling to do so themselves.

It is in these latter functions it occasionally causes controversy. While not an autonomous government, the LCA steers very

close to being one at times. It also organises and supervises traditional Luriani militias, which gives it considerable military potential. It is essentially the Luriani's insurance, not a government, but could quickly transform into one if desired. The LCA takes great pains not to cross the line into threatening the established order and the Imperium generally realises attempting to limit its activities would likely result in trouble. The role of Archduke is vital in this respect; the Archduke of Gateway has, expect for a brief period in the 11th century, been of Luriani heritage since the appointment of Sirean Archduke in 96. The Archduke is the ex-officio head of the LCA and they have always displayed both a solid loyalty to the Imperium and careful respect for Luriani sensibilities. The potential volatility of the situation became apparent during the 11th century when non-Luriani Archdukes attempted to do away with the LCA and brought the entire Domain of Gateway to the brink of civil war.

SEPARATISM

During the height of the Luriani Crisis, most Luriani favoured at least autonomy if not outright independence. With the resolution of the Crisis, support for separatism quickly fell away but there remains a small fringe in Luriani society that wish to leave the Imperium and chart their own course. The vast majority of this tiny minority restrict their activities to peaceful lobbying and political agitation. Some occasionally branch into civil disobedience and protest performance art. The popular Mmarislusant folk singer Gami Aminii is one of these, his powerful voice an important factor in keeping a trickle of young supporters flowing to the cause. The most violent incident thus far was the drenching of the Imperial Duke of Sanny with paint in 1101 (the culprits received a six month sentence in an Imperial prison). Both Luriani and Imperial authorities are content for the moment to tolerate these incidents, believing a crack down would only risk creating support for them. However, the Imperium keeps a watchful eye on such groups, wary of the possibility of them either going further or falling under the control of more radical non-Luriani movements.

COURTSHIP AND FAMILIES

Family and children in particular are of central important to Luriani culture. Luriani will actively seek out romantic companionship and few do not ultimately form a long term relationship and become parents. Current Luriani birth rates are high and their population has shown increasing rate of growth for the last 150 years. The average Luriani family size is well above the Imperial norm. Most Luriani governments provide substantial benefits that encourage these large families. The Luriani word for family (ami) forms the root of most of their words dealing with groups, organisations and states. Traditional Luriani families are large, consisting of a number of adults (four or six adults is most common) and all the associated children. All these adults are considered equally parents of all children and all children siblings. A Luriani does not speak of their mother and father,



MIXED RACE FAMILIES

It is common for mixed race couples to form an ami with another mixed race couple to enable procreation. While the introduction of c chromosome technology has reduced the need for such families, mixed race couples still normally prefer this approach as most women can not carry a crossbreed child without anti-rejection drugs.

It is normal for such mixed race families to have children both by utilising c chromosome technology and via more traditional means.

Though such mixed race families are a long established part of Luriani society, it is considered extremely impolite to discuss exactly what they entail. Polite society always regards a child's father as being the partner of the mother and the nature of an ami relationship makes the point moot as the adults are all equally parents.

they speak of mothers and fathers. The adults are usually monogamous couples, though alignments do change over time and some latitude is allowed.

Luriani courtship goes through a number of distinct stages. The first is eeshren (romantic friends) which may be considered 'dating.' If successful, this may then move on to a visis (from the Luriani phrase visis fi t'yasa, practice for children, referring to attempting to create an environment suitable for raising children). This is a formal relationship much like marriage, but would be considered scandalous to have a child in one. A visis may then move on to a ugain (match). This is again a formal relationship but one considered suitable for having children. Finally two or three matched couples will group together to form a common household or family. However, the Luriani are a passionate and emotional people. Individuals will sometimes find themselves romantically attracted to somebody outside of their formal relationships. Liaisons outside of a Luriani's formal relationship are tolerated and not entirely uncommon, partners in these are referred to as eshal. However the parties to such liaisons are expected to act discreetly and be open about matters with their formal partners, illicit affairs are not tolerated and viewed dimly.

Mmarislusant families traditionally are slightly different in that they do not traditionally form the larger group families, stopping at the simple match. However extra relationships outside this match are far more common amongst Mmarislusant than other branches of the Luriani, some of which can even become publicly acknowledged and quite open. Verasti Dtareen on the other hand normally follow the same lines as the racial Luriani, though some have always stopped short of a full family (the current Archduke is amongst these).

NUNTARRI

One of the most frequently misrepresented features of Luiani society, the nuntarri are a staple of Imperial period dramas. Portrayed as the classic femme fatale, engaged in cunning intricate political manoeuvring and seducing their lover's rivals only to murder them after a night of passion. The reality of nuntarri is rather more prosaic. They do not normally spend their entire lives in formal evening wear and male nuntarri are as common as female. They are no more or less likely to be involved in political machinations than anyone else nor do they routinely arm themselves with poisoned hair combs. A nuntarri is simply a version of an eshal, differing only in that they have greater public acknowledgement and permanence.

Nuntarri are a product of social pressures in Luriani society that sometimes prevent couples forming formal relationships. They first emerged in the highly stratified First Protectorate when matches between social classes were discouraged. They disappeared during the Long Night as the social structure flattened and social mobility returned. They resurfaced during the Second Protectorate with increasing pressures on Mmarislusant to marry true. This pressure is due to their declining numbers and Mmarislusant are still discouraged from marrying outside their group. It is this pressure that maintains the existence of nuntarri. They are simply a couple that would otherwise marry but are unable to due to peer disapproval. The popular image of the nuntarri comes partly from a handful of individuals who were famous for their machiavellian politicking and that virtually the only time an individual will singled out as being a nuntarri is at a formal occasion.



Matriarchs

In Luriani society a matriarch is the most senior female member of an upper class extended family, responsible for encouraging family members into a suitable match. A family matriarch has the customary title of Madam and, highly unusual in Luriani society, this title precedes name rather than following it. These individuals have at times wielded great influence. During the First Protectorate, it was almost unheard of to enter a match the matriarch disapproved of and again in the Second Protectorate and early Imperial period, the matriarch's views were again important. Currently their influence is again increasing. They are an important factor encouraging Mmarislusant to marry true and most other upper class Luriani will at least consult with the matriarch before marrying, though it is unlikely their disapproval would prevent the match.

The role's evolution is quite unusual. Despite its Anglic name and the fact the title prefixes the name, its origins actually lay in the culture of the Luriani themselves. Prior to the Protectorates, the Luriani had a tradition of arranged marriage and employment. These matters fell under the purview of the extended family's Giwa and Gilul respectively. During the First Protectorate, Luriani culture was substantially altered due to the influence of the Solomani who would become the Verasti Dtareen and these customs and the roles of Giwa and Gilul fell out of use. However as this was occurring, upper class Verasti Dtareen themselves adopted a modified form of the Giwa as Matriarch. This role of matriarch would later spread to the Mmarislusant and ultimately back to the racial Luriani themselves. These matriarch's still remain, though as noted, their influence is currently limited.

INTERFERTILITY WITH OTHER HUMANS

The Luriani are a separate species and normally can not interbreed with humans, though it is possible for a non-Luriani X chromosome and a mutated recessive Luriani d chromosome to form a viable embryo. Approximately 11% of female/d Luriani carry a pair of mutated d chromosomes, allowing them to conceive and carry such a child. Always female, these children are born sterile, normally with severe physical and mental handicaps. They are called leramiyasins (children of another family). First emerging during the Vilani occupation, they were initially seen as evidence of treachery. They and their mothers were shunned and forced from Luriani society. Most did not survive to adulthood. With the coming of the Protectorates and the integration of the Verasti Dtareen and Mmarislusant into Luriani society, attitudes slowly changed. Gradually, charitable organisations were formed to care for them and they came to be seen as tragic victims of nature.

While no couple would deliberately conceive such a child, with as much as 10% of the Luriani population being mixed race couples there are still thousands of unintended leramiyasins births per year. The chance of an at risk couple having such a

child during their lifetime is on the order of 1 in 1,000. Given the central importance of children and parenting in their culture, it is a problem the Luriani regard as extremely serious. It was the introduction of c chromosome technology in 932 finally allowed Luriani and non-Luriani to conceive healthy children. However, for reasons not yet fully understood, embryos including a D chromosome are not viable using this technique. Research into the problem is continuing. In 1103 Dr Ariaryn Akheea developed a method that promises to allow Leramiyasins children to be corrected in the womb during the first trimester. It is the long term goal of the LCA to totally eliminate these unfortunate children.

LURIANI TIMEKEEPING

There are three calendars in use in Luriani space. The most common and one used for most purposes is the normal Imperial calendar. The Luriani have been members of the Imperium for 900 years and they, like most other Imperial citizens, use it for virtually all day-to-day purposes. However, there are two other calendars used by the Luriani. The first is the Protectorate calendar, introduced in -1454 during the First Protectorate. It inherits the same 365 day year as the Imperial Calendar from the Rule of Man. Its start date is based on the foundation of the Luriani Cultural Region by Empress Juliana in -1932. Unlike the Imperial Calendar it does not feature a zero year. It remains in use for all LCA business. The Imperial date 001–1105 corresponds with the 175th of 3036 in the Protectorate Calendar.

The other calendar is the traditional Luriani calendar. This is used for the calculation of a number of Luriani holidays and festivals as well as for Luriani religion. It is based on the orbital mechanics of Daramm itself. Daramm's day corresponds almost exactly with the standard 24 hour period of Terra and Sylea (the difference amounts to four seconds per 365 days). This 24 hour day or lil as it is referred to in Standard Luriani is the base unit of Luriani dating. Originally this was divided into 20 asala (hours) which were further split into 100 ilur (minutes) and then 100 lesh (seconds), equivalent to 0.432 standard seconds. These smaller units were abandoned during the Rule of Man and the Luriani calendar now uses standard Imperial hours, minutes and seconds (the very slight difference in the length of day is handled by inserting a leap minute every fifteen years, the next being due in 1114).

The larger time keeping units of the Luriani calendar are based on the orbital period of Daramm. Daramm orbits its central star Basijk three times every 566 standard days. This forms the largest base unit, the Edt. This is divided into three yaven (years) each of 188 days, plus two leap days known as Tyirpel tilil (fools' days). The sequence of years are name Iryn, Aira and Shimmri respectively. Each year is then divided into four iar (months), each of 47 standard days. These months are named



Festival	Explanation
Vatyirpel lil	Smallest Fools' Day: This marks the end of an Edt. It is marked by reflection on the losses of the Edtyassos. This is usually an extremely sombre affair. Both Fools' days are the most important Luriani festivals. It is believed vatyirpel day was once similar to its companion, but is now radically different.
Gityirpel lil	Biggest Fools's Day: This follows vatyirpel lil and marks the start of a new Edt. This is marked by celebrations of the Luriani's survival. Unlike vatyirpel lil, this is a celebration and friends frequently attempt to play practical jokes on one another. Luriani practical jokes are comparatively mild so as not to cause undue embarrassment.
Tyasa lil	Children's Day: Falls on 7 lanyi of each yaven. It is a celebration of children. Marked by the giving of gifts to children.
Ami lil	Family Day: Falls on 32 Asines of each yaven. It is meant to be spent in the company of one's family and loved ones.
Adiryn lil	Art Day: Falls on 26 Ane of Aira each Edt. Marked by cultural and artistic exhibitions.
Aneyaven lil	New Year's Day: Falls on 175 each standard year. Similar in many respects to Gityirpel except there is no tradition of pranking.
Archduke's Birthday	Currently falls on Brandon Archduke's birthday of 191 in the standard year. Marked by formal balls and functions. Descended from the Protectorate holiday of the Lord Protector's birthday. Originally a Luriani holiday, now widely celebrated throughout the entire Domain.
Igo Garintylil	Iguu Anniversary Day: Falls on 267 each standard year. It marks the Battle of Iguu and the traditional Luriani day for the remembrance of war dead.
Ralpiamm Garintylil	Armistice Anniversary Day: Falls on 347 each standard year. It marks the end of the Luriani War. It and igo Garintylil are the only Luriani martial festivals. It is marked by military parades and reflection on the efforts of those who serve in the military.

Bien, lanyi, Asines and Ane. The traditional Luriani date of 18 Bein Shimmri 3643 corresponds with 001–1105. This calendar does feature a zero Edt, the Edtyassos.

Perception of Time

Most people outside of the Luriani forget how old their civilisation is. They do not fit most perceptions of an ancient civilisation. Nevertheless their culture *is* ancient. This age and their strong oral tradition has given the Luriani a different perception of time. This is most clearly seen in their view of the Edtyassos. For a civilisation over a hundred thousand years old, five and a half thousand years is not a long time. This perception is intensified by the fact they find it difficult to comprehend the Vilani of today are not the Vilani of the Ziru Sirka. In many ways, the Luriani as a race are exceptionally patient. They see their long history stretching behind them and are capable of taking a very long view. They appear relaxed and easy going because they are patient. They know the next thousand years will not happen overnight and rushing will not change that.

FESTIVALS AND HOLIDAYS

The Luriani like holidays and festivals, and have a lot of them. Most are marked by parties and merriment. The following are the major Luriani festivals. All these are public holidays on Luriani worlds. Many other minor festivals also exist, though most are not public holidays. Never being a race to miss an

opportunity for a festival, the normal Imperial public holidays are also observed on Luriani worlds.

LANGUAGE

The native tongue of the Luriani is Standard Luriani, an ancient language dating back to pre-contact times. In addition the Verasti, Dtareen speak a variant of Anglic known as Luriani Anglic or Lurglic, while the Mmarislusant retain their language of Old High Vilani. The LCA expends considerable efforts to ensure all three languages remain in use, encouraging their speech in homes and providing full immersion schools. Luriani characters can be assumed to have native fluency in all three of these languages. Both Lurglic and Old High Vilani are sufficiently close to their more common relatives of Anglic and Vilani that fluency in one will allow accented fluency in the other.

Normally Luriani are softly spoken and their speech patterns oblique, tending strongly toward metaphor. A Luriani will tend to speak around a subject rather than to it, frequently using allegory and allusion. Amongst themselves the Luriani normally use Standard Luriani as a common language, though they have a habit of mixing in words and phrases from both other tongues freely. Therefore understanding Luriani talking amongst themselves is difficult without fluency in all three. However since they regard it as the height of rudeness to exclude a person from conversation, they will prefer to use Lurglic or Old High Vilani in the company of others.



Standard Luriani is a deceptively easy language for most Anglic speaker to learn. It uses the same basic subject verb object sentence structure, the only major difference being everything relating to either subject or object must be grouped together. The Anglic question 'will you dance with me Sara,' is phrased as *shi Sara awel shish fa ap ae* (you Sara wish (to) dance with me yes). Its verbs are weakly inflected, using conjunctions only for tense or negation and are virtually exclusively regular. Standard Luriani is believed to have originated as a trading creole and has dominated Luriani society for tens of thousands of years.

A few variants of Standard Luriani are found in the scattered worlds settled by refugees from the Vilani conquest and a handful of others such as the almost musical Sistena, have survived, thought mostly to preserve their beauty (Sistena is best represented in game terms as a form of art skill as it effectively impossible to understand without the Luriani's unique brain structure). In addition, the Luriani/Anglic creole Sesheryn is encountered in the Empty Quarter sector. However other than these rare exceptions, Standard Luriani is the language of Luriani.

Anglic speakers may have a little difficulty with Standard Luriani's four form yes/no (*ae, ia, ma, mee*) where a question may be phrased either affirmatively or negatively 'you Sara wish to dance with me yes' or 'you Sara wish to dance with me no' (note, in this case it is theoretical and the question itself is redundant, it being extremely impolite to either phrase an invitation to dance in the negative or refuse one). Anglic speakers can also struggle with pronunciation. The word *Luriani* itself is frequently mispronounced (the correct pronunciation is lur-eye+a-nigh) and the common male name *Jkiadt* and female name *Liadtee* are considered tricky. Its seven forms of negation is also troublesome, as is its tendency to form new words by compounding and then shorten them by dropping some or all of the middle syllables (resulting in words with multiple meanings).

However, the real difficulty lays in both the Luriani's metaphorical speech patterns and the relationship of the language to their rules of etiquette. Standard Luriani contains a substantial non-verbal component based on etiquette. The true meaning of a statement is highly dependent on circumstances, body language and the exact phrasing or response. For example *shi Sara awel shish fa ap ae* will normally elicit *ae a awel* (yes I wish (to)), but could also elicit *ae* (indicating another invitation is unwelcome) or *ae a awel shish fa shi* (indicating another invitation is desired). This problem can carry over to a Luriani speaking another language. It is particularly common in Lurglic and their use of Old High Vilani. Due to this complexity, Luriani translation programs have double cost and space requirements and should always be regarded as unreliable.



GENERATING LURIANI WORDS

Luriani syllables are constructed from either a consonant + a vowel + a consonant (CVC), a consonant + a vowel (CV), a vowel + a consonant (VC) or simply a vowel (V).

The relative frequency of syllables are CVC: 3, CV: 2, VC: 2 and V: 2. However, when following a syllable ending in a consonant the ratio changes to CVC: 1, CV: 1, VC: 2, V: 2.

Standard Luriani's tendency to form new words by compounding existing words leads to some extremely long words. However these are then normally shortened to a manageable length, so most Luriani words in common use are of six or less syllables. The frequency of Luriani letters is determined by the table below.

Vowels (82)	Frequency	Sound
a	25	Hard a as in <i>art</i>
aa	4	Soft a as in <i>and</i>
ai	1	As in <i>train</i>
e	10	As in <i>fed</i>
ee	4	As in <i>feed</i>
i	16	As in <i>idea</i>
ia	5	As in <i>idea</i> + short a as in <i>and</i>
o	3	As in <i>boat</i>
u	13	As in <i>hurt</i>
y	1	As in <i>kit</i>



Initial Consonants (67)	Frequency	Sound
b	1	As in back
c	2	Soft c as in care
d	5	As in dock
dt	2	d as in dock + t as in top followed by a stop
f	3	As in far
g	2	As in angry
h	1	As in hard
jk	3	J as in jack followed by a stop + k as in lock
k	4	As in lock
kw	4	As in queen
l	9	As in love
m	1	As in man
mm	1	Doubled m
mr	1	M as in man + r as in red
n	1	As in not
p	1	As in post
r	10	As in red
s	1	As in side
sh	5	As in shape
t	3	As in top
v	4	As in vote
w	2	As in were
y	3	As in young

Final Consonants (42)	Frequency	Sound
b	1	As in back
dt	2	d as in dock + t as in top followed by a stop
g	2	As in angry
jk	1	J as in jack followed by a stop + k as in lock
kh	1	As in German ach
l	3	As in love
m	1	As in man
mm	3	Doubled m
n	3	As in not
nt	2	As in meant
r	8	As in red
ryn	3	As in rinse
s	10	As in side
sh	1	As in shape
t	1	As in top

Note: When a Standard Luriani word ends in -l, use the rising i not the falling y.

If two identical blends (dt, jk, mm and sh) are encountered, they change to a single blend, likewise ssh goes to sh and mmm to mm.

Vowel Blends

Combination	Result
a + a	aa
a + aa	aa
aa + aa	aa
a + ai	ai
ai + i	ai
e + e	ee
e + ee	ee
ee + ee	ee
i + i	i
i + ia	ia
ia + a	ia
ia + ia	iaia
ia + iaia	iaia
o + o	As in boot
o + oo	oo
u + u	u
y + y	y

- Verbs are changed into a regular noun by the suffix **-ti** and into a proper noun by the suffix **-ko**. Thus *mrairi* (to hunt) gives *mrairiti* (a hunter) and *Mrairiko* (the male personal name Hunter).
- Plurals are noted by the prefix **t** unless the word begins with **t** in which case the prefix is **d**. Thus *ie yail*, one bed and *cee t'yail*, two beds.
- Possession is noted by the prefix **y** unless the word starts with **y** in which case **i-** is used. Thus *via listren*, my friend and *via y'listren avu*, my friend's house. When compounding words, both the plural and possessive prefixes are often, but not always dropped.
- Tense is denoted by either the prefix **ep-** (past) or **ef-** (future) or combinations of the two. Standard Luriani has seven basic tenses (including the unusual past future that places a future action into the past, used to indicate a cyclic or repeated action, Anglic speakers frequently have difficulty with this; it is the equivalent of saying I will sung).
 - Present: *A alar* (I sing)
 - Present perfect: *A ep alar* (I have sung)
 - Past: *A epalar* (I sung)
 - Past perfect: *A epepalar* (I had sung)
 - Future: *A efalar* (I will sing)
 - Future perfect: *A epefalar* (I will have sung)
 - Past future: *A efepalar* (I sung and will sing again)
- A continuing action is indicated by the use of a copula (*oi*, *epoi*, *epepoi*, *efoi*, *efepoi* and *efepoi*), giving *A oi alar* (I am singing), *A epoi alar* (I have been singing), *A epoi epalar* (I was singing), *A epoi oi epalar* (I had been singing) etc.



- Negation is handled by a series of seven prefixes depending on circumstances: *baie-* (not now), *kammo-* (not, was not and will not), *ral-* (not but should), *map-* (not but will), *meep-* (not but was), *elan-* (is but will not) and *fise-* (is but was not). Thus *A oi ralalar* (I am not singing but I should be).

ART, MUSIC AND FASHION

When most Imperial citizens think of the Luriani's achievements, two words will come to mind. First is music and second is art. The Luriani have excelled in other fields (their achievements in reproductive biology are particularly notable) but both to the outsider and the Luriani themselves, their achievements in art and music are the pinnacle of their civilisation. Luriani art and music reflect the underlying emotional tension in their society. Little of it can be characterised as static. Sculptures move, paintings convey an impression of imminent action, music is fast and lively, drama focuses on romance and adventure. Simply put, Luriani art is about movement.

LURIANI MUSIC

If just one art form had to be associated with the Luriani, it would be music. It was their love of music that ended two and a half thousand years of occupation and later allowed Karen Archduchess's cultural offensive to begin the process that would lead to their incorporation into the Imperium. The current (and previous two) director of military music of the Imperial Corps of Guards comes from the primarily Luriani 2nd Battalion of the Gateway Regiment of Guards. The head of the prestigious Imperial Sylean Conservatoire of Music is a Luriani and they are heavily over represented in its student body. Ora Raaryn, a Luriani singer currently reaching superstar status in the Spinward Marches was classically trained there. You can find Luriani performing, directing, conducting, writing and administering music throughout the Imperium and beyond.

Luriani music is distinctive and unique. Normally written using an unusual 10/8 time signature, it takes the form of two triple and two double beats. The exact arrangement of these beats depends on the form; the classical *mrnun* uses two triples followed by two doubles. The *vantimm*, on the other hand, has a triple followed by the doubles ending in another triple. The challenging *tulviar* migrates the doubles through the triples in sequence. It is also fast paced and normally written in a major key, giving it its bright and lively nature. Native pieces slower than *andante* are rare, most are *allegro* or faster and pieces at *presto* and are relatively common. Slower music is usually found in imported forms; the Luriani seem to have a particular love of the Terran waltz, tango and *mariarchi* forms. Likewise the *Vilani khisezu*, *dunamkiikim* and *igakhisga* are popular with the Luriani. Native Luriani music makes extensive use of the human voice. It is almost unheard of for Luriani music not to be accompanied by song. The Luriani voice is naturally deep and rich, contributing to the strong bass tendencies in

their music. Luriani singing features a secondary voiced note when inhaling, giving it its distinctive breathy sound. Many non-Luriani struggle with this feature and it takes some practice to get correct (mastering Luriani singing is an Art (singing) + END, Very Difficult (-4), 1-6 days check; the task may be reduced to difficult (-2) if a tutor is available).

The final factor in Luriani music is that it is meant to be danced to. Dance is central to their culture. A Luriani social event without dancing is unheard of and their rules of etiquette regarding dancing are particularly extensive. Luriani dance is highly sensual and almost exclusively partnered (they frequently use dancing alone as a metaphor for death). Body contact is extremely important, with couples dancing very closely. Unlike the Terran tradition of male lead, Luriani dance is lead by the person making the invitation. Its basic steps are as a waltz on the triple beat and two step on the double. Therefore most people familiar with standard Imperial dances can master the basic steps with a little practice (mastering basic Luriani dance is an Art (dance) + DEX, Routine (+2), 1-6 hours check). However, some forms, such as the progressive *tulviar* are considered formidably difficult to learn (even the Luriani consider the *tulvair* a test of a dancer's skill). The combination of the powerful nature of Luriani music and the rich seductive Luriani voice, coupled with the sensual nature of their dance, creates a combination few can fail to be moved by.

LURIANI FASHION

The Luriani consider fashion as a form of art and fashion designers are well respected. Luriani formal fashion is clearly gender differentiated. Luriani women favour skirts, dresses and sleeveless designs (frequently matched with long fingerless gloves). Men prefer trousers, shorts and collarless shirts with short or slashed sleeves. The average Luriani's woman's bust is little less full than most Humans and female necklines tend to either be very high or dramatically plunging. Men however favour a simple V or square. Luriani formal wear, while sensual, tends to be full and less revealing than might be expected. Garments are normally designed with the intent of maintaining an air of mystery. Showing a small amount of skin in a subtle sensual manner is considered more desirable than a large amount obviously. There are exceptions; the 'scanties' of young Luriani are sometimes almost brazen in their revealing nature and exposed backs are favoured by some.

Luriani fashion frequently features strong primary colours, with the intent of drawing the eye to areas the wearer wishes to be regarded and away from those they do not. It is considered polite and even flattering to pay discreet attention to those areas. However staring and obvious comments, however favourable, are normally unwelcome. The Luriani also make extensive use of make up and body paints, though tattoos and other permanent markings are uncommon. Both genders show a preference for shoes over boots in formal footwear, with the use of heels to add height widespread for women.



Clothes are usually flowing and loose-fitting as their sensitive lines of nerve endings makes wearing tight or restrictive garments uncomfortable for extended periods. Items such as pressure suits whose function requires them to be close fitting pay particular attention to comfort and are usually tailored to the individual (increase the cost of such items by 50% to reflect this). Casual wear follows the same general trends as formal wear, though gender differentiation is less noticeable. Women will sometimes wear casual trousers (especially in work areas) and men light kilts. Generally speaking, Luriani fashion is distinctive, bold but soft, and sensual as well, intended to show the wearer to best advantage.

OTHER LURIANI ART FORMS

In addition to music, dance and fashion, the Luriani have excelled in many other forms of art. Luriani sculpture is particular well regarded and their dramatic tradition has produced a number of well regarded actors, writers and directors. Luriani can be found in a wide variety of other artistic pursuits, though performance art does predominate.

Singing Sculpture: A form of kinaesthetic sculpture. Singing sculptures are designed to produce soothing and melodic sounds as air passes through them. The finest examples of this art form can easily command hundreds of thousands if not millions of credits. The correct installation of a singing sculpture is a difficult task, depending on precise alignment and placement.

Edtyassos Yashunar: Translated as the Edtyassos school, this is not a specific form but more a theme. Works from the Edtyassos school are produced in a wide variety of forms. It originally focused on the Edtyassos but it has become a more generalised style focusing on apocalyptic endings and rebirth. Artists from the Edtyassos school are considered unstable even by Luriani standards.

Kamminlu: Not a native Luriani art form, kamminlu originated on ancient Vland. It has long since disappeared from mainstream Vilani culture and now only exists in Luriani society. Described as several hours of meaningless poetry set to the wailing of tortured cats with the performers thrashing around like deranged octopuses, most people regard kamminlu recitals as an ordeal and anyone expressing a real liking for them will be considered eccentric. More than one humorist has suggested the Vilani lost it for good reason. Despite this perception, the Luriani as a whole seem to spend an inordinate amount of time, effort and money to ensure its preservation. Attendance at kamminlu recitals is almost an obligation for Luriani of high social standing. Needless to say, kamminlu practitioners take their art very seriously and do not react well to those who disparage it.

Rurkiadt: A form of mural, rurkiadt can be found in many Luriani public buildings. They are abstract and their clashing discordant mix of colours can make them disturbing to look at for any period of time. Nonetheless, the often manage to convey powerful emotional content, they are intended to lead the viewer into introspection.

Inrela y Garyn: The artists of note. This is a register of famous and well regarded Luriani artists maintained by the small Yasvaish y Inrela y Luur (School of artists of Luur) on Luur. Despite its apparent minor significance, induction into this is extremely prestigious. It results in an automatic +1 to Social Standing and a +1 DM on all future attempts to gain employment in the artist's chosen field.

Ariaryn Olreel: Acknowledged to be not only one of the greatest artists produced by the Luriani over the past five hundred years, but one of the greatest produced by the entire Imperium. Considered to be part of the Edtyassos school, his greatest works were produced over a twelve year period before his suicide in 734. His well known works regularly command tens if not hundreds of millions of credits at auction and even a small sketch can fetch hundreds of thousands. The most famous, Kwu Aaeri (If Only), depicting the Moot spire in flames, is part of the personal collection of the Emperor on loan to the Imperial Museum of Art on Capitol. His works are powerfully moving, and few can view them without feeling some emotion. These works are also known for the supposed prophetic visions of the future included in them. Detractors of this theory (which included virtually the entire respectable artistic, scientific and historical communities) point out these prophetic visions are only found retrospectively and it is far more likely he was simply an extremely gifted but tragically tortured artist. However these stories do persist, adding to his work's mystique and value.

RELIGION

Luriani can be found in many of the faiths present in the Imperium, though the majority still follow their traditional religion, at least nominally. Not normally regarded as particularly strident or evangelical in their beliefs, the Luriani nevertheless regard church as an important focus of community, and services are well attended. Luriani religion is polytheistic with seven major deities, 49 minor and a host of lesser spirits and demigods. Luriani mythology is thought to be an amalgam of a number of older traditions, its unity a product of the early rise of a world spanning civilisation on Daramm. Luriani mythology is rich in interactions between the gods and their followers. Sesh is noted her frequent interactions and Basijk is supposed to appear to his followers as an old man bringing inspiration. Virtually all Luriani regard these as mythic exaggerations and few Luriani take their faith literally.



MAJOR LURIANI DETIES

Name	Aspect	Domain
Basijk the Smith	Male	Technology and the Home
Daramm the Mother	Female	Nature and Agriculture
Aryn the Minstrel	Male	Art and Music
Mrai the Huntress	Female	Hunting and Children
Verasaryn the Guardian	Male	War, Law and Justice
Sesh the Traveller	Female	Trade, Adventure and Travel
Yasant the Teacher	Neuter	Knowledge and Education

These names can frequently be found in Luriani personal and family names. Names such as Basko (Basijkariko, Smith), Darren (Darammlistren, Daramm's Friend), Laparyn (Lapaanoiaryn, Skilled as Aryn), Mraiko (Mraiariko, Hunter), Veraa (Verasarynnisaa, Verasaryn's Pride), Seshdtee (Seshosdtee, Special to Sesh) and Yaslul (Yasantlul, Wiseman) are common. It should be noted these names do not necessarily follow the aspect of the god, Veraa is a female name and Mraiko male. The -ko suffix often, though far from exclusively, indicates a personal name.

Traditional Luriani religion has no specific authority in Luriani society and they have never had a ruling priestly elite. Nevertheless, clerics are important community leaders, expected to take a lead in moral and ethical behaviour. Luriani priests and priestesses are expected to be models of respectability for their community. They are supposed to marry and have families. It should be remembered the Luriani concept of respectability includes knowing when and how to have fun, and Luriani clerics are expected to take the lead in this as well. Many community social events are organised and hosted by the church. The church social is often the highlight of the week in many smaller Luriani communities.

CHAPLAINS

One of the curious aspects of Luriani military units is the low level at which chaplains are attached. Most Luriani military units of company size or above and most naval vessels (destroyers and larger) have a chaplain attached to the command structure. These chaplains can also sometimes be found on larger mercantile passenger liners. Expected to be familiar with not just traditional Luriani beliefs but a wide range of religious and philosophical systems, they see to the spiritual and emotional well being of the crew and (in the case of mercantile ships) passengers. These chaplains appear to be an important factor in the success of the more informal discipline of Luriani units. To reflect this, all Luriani units and ships should have an additional position added to their command requirements.

SHUGILII

The Mmarislusant do participate in traditional Luriani rituals due to their strong importance to the community, but most of their spiritual needs are met by their own shugilii. These were originally the food preparation specialists on ancient Vland. Vland's native life's biochemical basis is radically different from that of humanity and all food required extensive preparation in order to make it edible. These shugilii evolved to fulfil the role a priestly caste would in other cultures. Oddly, Daramm is one of the worlds where the shugilii's traditional food preparation role still has some relevance. Daramm, like the rest of the system, is extremely rich in heavier elements. This has produced a slight heavy metal taint throughout the food chain. The Luriani are adapted to deal with this taint but most of Daramm's native food is slightly toxic to humans. While not fatal, this can result in severe stomach upsets, diarrhoea and vomiting if consumed in quantity. Therefore, most food on Daramm undergoes processing before consumption. One consequence of this is many Luriani consider human food to be bland and tasteless.

SUPERSTITIONS

The Luriani hold on to a number of minor superstitions from their past. These are small harmless beliefs and actions the Luriani continue to practice. They have little real impact on their daily lives but the Luriani still feel more comfortable following them. For example, a Luriani will know disaster will not befall them if there are at least three at dinner, but they would prefer there were not. Likewise Luriani pilots regularly say a prayer to Sesh before embarking on a journey and artists make a dedication to Aryn before a performance. The lighting of candles for those at war is particularly common. The Luriani attitude to these superstitions can best be summed up as 'it can't hurt.'

The Church of the Maker

Known as Makerites, followers of this religion can be found in the regions adjacent to the Luriani. It is noted for its strict conservative moral code. Makerites are regarded as sober, honest traditionalists. The faith was quite common at the founding of the Imperium and though its numbers have declined, there are still many thriving Makerite communities in both the Ley and Fornast sectors. There are also a small number of Makerites within Luriani space. Not regarded as Luriani, they nevertheless speak the same languages and are noticeably more liberal in their beliefs than orthodox brethren elsewhere. The Luriani Makerite community originally migrated into Luriani space around 700 and are one of the exceptions to the process of assimilation of non-Luriani. Four hundred years after their move, they are still there but are slowly being absorbed. Their numbers have fallen and there are probably less than a million of them left. The LCA and Luriani Makerite community leaders have recently been attempting to develop a program that will encourage the survival of this unique community.



CRIME AND LAW ENFORCEMENT

For all their passionate nature, the Luriani are generally law abiding. Their strong focus on community and extensive rules of etiquette and honour discourage criminal behaviour. Deliberate and recidivist criminal behaviour is less common on Luriani worlds, premeditated violent crimes in particular are significantly lower than the Imperial norm. Nonetheless, there are Luriani career criminals. Break-ins do happen, and con-men and fraudsters do exist; most forms of criminal activity can be found on Luriani worlds. Crimes of passion, on the other hand, are more common and most frequently where violence will occur. Luriani are emotional and do lose their temper. Such crimes are usually dealt with more leniently than deliberate criminal activity.

Law enforcement is usually handled at a local level. As with most things, the Luriani like their police close to the communities they serve, and there is normally at least one community verasrasti (constable) per 800 individuals. They are expected to be familiar with the people they police, and tend to stay on their beat for many years. Verasrasti provide a visible and approachable police presence in most Luriani communities and constitute approximately half of all Luriani law enforcement officers. In addition, there are larger law enforcement stations to deal with more serious crimes and disorder. Other more specialist units exist in larger centres and most worlds have a central investigation bureau to handle the most serious crimes. In addition to the normal law enforcement services, the ladtlu is available to deal with emergencies in the case of either serious unrest or disaster. There are of course exceptions to these rules; a number of Luriani worlds do have exceptionally high law levels due to local circumstances, with far more intensive policing, but these are the exceptions.

Justice and punishment is handled by trained arbiters, using an inquisitorial legal system. Both prosecution and defence are normally handled by state employed advocates. A person accused of a crime may elect to defend themselves or employ an independent defence advocate, but must first convince the arbiter either they are competent to conduct their defence or there is some compelling reason a state appointed advocate is inappropriate. However, arbiters do take a more generous view of the latter with non-Luriani. Arbiters decide on both points of law and the facts of a case. Serious crimes may be judged by a bench of three to seven arbiters, with decisions made by majority. Punishment for crimes takes the

form of fines and restitution for minor offences, with imprisonment reserved for more serious cases. Premeditated violent crimes will almost always attract a prison sentence, usually a lengthy one. The Luriani do not use capital punishment, nor can the Imperium apply the death penalty on a Luriani world for crimes against Imperial justice. The Imperium can, however, move a person facing Imperial criminal charges from a Luriani world to a non-Luriani one. This would only be attempted in extreme circumstances for an individual normally resident on a Luriani world and thus far such circumstance have not arisen, but is not unheard of for visitors to Luriani worlds facing an Imperial capital offence to be relocated.

Pickpocketing

The notable exception to the Luriani's more law abiding nature is pickpocketing. A few Luriani seem to regard pickpocketing as the ultimate practical joke and this crime has long been a problem on Luriani worlds. The situation is not helped by the fact that Luriani justice tends to regard pickpocketing as a nuisance level crime and only impose a small fine for those caught. Unwary visitors will often find their wallets lifted. Fortunately, an unusual code of honour seems to have evolved regarding pickpockets. Cash and obvious valuables may be kept, but the wallet itself and any items of a personal or sentimental nature should be returned to the owner if possible. There is now even a special way to fold credit notes to indicate they are specifically intended for the pickpocket (Cr. 20 is the recommended value). Many Luriani carry a pre-paid return voucher in their wallets to facilitate their return. These are widely available and cost no more than Cr. 2-3. Most respectable hotels now provide them to visitors as part of their room tariff. If the wallet does not contain one of these vouchers, the thief will normally drop the wallet into the local police anonymously.

Osdtee Shiadti Ayular

The OSA (or Special Criminal Intelligence) is a feature of most local Luriani law enforcement services. Their purview is to watch





for serious threats to order and security. As the name suggests, they primarily focus on serious organised criminal activity such as racketeering, narcotics smuggling and the like. However, they do also watch for terrorist and seditious activity, especially on the few Luriani worlds with extreme law levels. Each local OSA is independent though, as law enforcement technically falls under the Luriani militia system, and theoretically co-ordinated by the LCA. However, to avoid any Imperial concerns, the LCA usually passes this over to the Imperial Ministry of Justice. OSA agents are highly trained, often with Imperial assistance, and regarded as the elite of Luriani law enforcement. They work closely with Imperial intelligence services, though normally defer to them in any case likely to involve Imperial interests. These OSA groups are also responsible for criminal activity affecting more than one world, though under the supervision of the Ministry of Justice.

Psionics

The Luriani were part of the Imperium during the psionic suppressions and their attitude towards psionics differs little from the Imperial norm. If anything, the Luriani are slightly less favourably inclined towards psionics. Seeking out the ability to look into someone's innermost thoughts seems a little perverse to them. Certainly doing so without express permission would be more than a little impolite. However, they also regard taking something that does not belong to you as more than a little

impolite and there are certainly Luriani who do that. So likewise, there are almost certainly psionic Luriani as well. Before the suppressions, there was a psionic institute on Daramm, now long since closed. Nevertheless, it is entirely possible there are illegal institutes operating on Luriani worlds. The Luriani themselves appear to have no more or less psionic aptitude than any other hominid species. However, the radically different nature of their brain structure makes cross-species telepathy difficult. Therefore the cost of all telepathic tasks between Luriani and humans increases by +2 points.

While Luriani are not noticeable more psionic than normal, tens of thousands of years of urban living, coupled with their emotional natures have produced a highly empathetic culture. Luriani are good at picking up what others are feeling. This is not a psionic ability, more a heightened awareness of body language, subtle cues in tone and phrasing. To reflect this, Luriani characters receive a +1 DM on all checks relating to the perception of another's emotional state. This heightened awareness is also at the heart of the Luriani's seeming remarkable ability to act in unison in the face of a common threat. The empathetic nature of Luriani results in a vague sense of sympathy with others' feelings. When one Luriani feels threatened, more will tend to feel threatened as well. It is this feeling of sympathy combined with their strong sense of community that creates their ability to face a common enemy together.



LURIANI HISTORY

EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME

I was tired and my feet hurt. I was sitting this one out. Not that I wasn't having fun. I was, but in Luriani society it's extremely rude to turn down an offer to dance. And, well, as an exotic Imperial noblewoman, I had a lot of offers. There were ways to say no, but Seshko had waited well over an hour before telling me to put my purse on my lap. She thought it was funny. Then there was turning the glass. It's how you flirt; a quarter turn, a half turn, three quarters, full, each with its own meaning, left like, right dislike. Right turns were almost unheard of.

Seshko nudged me. 'Ohhhh, Caaweryn's getting two drinks again.'

I looked, and he was. She sniggered slyly. 'Maybe he'll turn it all the way this time.'

I laughed. 'I'm quite sure my parents would not approve of a good Makerite girl doing that!'

Her eyes went a little wide 'You a Makerite, no! Never!'

The Luriani have an odd way of phrasing questions yes and no. When they said yes at the end, yes meant yes. But if they said no at the end, then yes meant no.

I nodded. 'No, I'm a good Makerite girl.'

She giggled mischievously. 'Oh dear, I think some of your faith may be tested here.'

I looked over at Caaweryn again, his fine feminine features, straggly black hair, strong arms. I sighed. She was probably right.

Much of the records and evidence of early Luriani history was destroyed following the Vilani occupation in -4547. The Luriani feel this loss intensely and those who seek to recover this lost heritage are highly valued. Luriani historians and archaeologists are both well respected academically and often popular culture icons among the Luriani themselves.

The Roryniar

Evidence exists that has lead some to believe the Luriani were not the first sophont species to make Daramm their

home. These are referred to as the Roryniar. According to the various Roryniar theories, a native intelligent race developed in the system millions of years before the Ancients seeded the Luriani there. According to these theories this race developed a substantial technological base and many supposed Roryniar sites have been found spread throughout the entire system. Some of the more extreme versions contend this supposed race developed an extremely advanced technological base, rivalling even the Ancients. While definitive proof of their existence has never been uncovered, proponents point to the sheer number of potential sites as proof. Opponents, on the other hand, point out it is highly unlikely an advanced technological civilisation could arise on a water world such as Daramm, or that after thousands of years some clear proof should have been found. These opponents ascribe the Roryniar myth (as they call it) to misinterpretations of ancient Luriani mythology and distortions of natural phenomena.

Investigations into the Roryniar often focus on the second habitable world (Verasaryn) orbiting Basijk. Further out than Daramm, it still supports a complex ecosystem and is generally considered a more likely site for a native intelligence to have developed. While the Roryniar are often seen as fringe science, these theories do have a considerable number of supporters amongst respected academic circles. However, they tend to incite considerable controversy and often high passions. Research into the Roryniar is naturally hampered by the destruction wrought by the Edtyassos with many vital records lost in the devastation.

The Reality of the Roryniar

No answer to this mystery is presented here. It is left for individual referees to come up with something that suits their own games if they wish. It may well be the Roryniar are nothing more than shadows of ancient Luriani legends, something archaeologists will chase but never find. Or they may be real, a race that evolved and became extinct hundreds of thousands of years ago. In this case, they developed a modest technological base and spread through the entire system, perhaps even beyond using sublight travel. However, the extreme theories and rumours of super science probably should remain exactly that; rumours.

Prehistory

Luriani prehistory is not known with any certainty. What is known is the Luriani civilisation is one of the oldest in charted space. The Luriani were originally seeded on one of the many island



archipelagos that exist on Daramm and there is clear evidence they had colonised every part of Daramm by -150,000, indicating the possession of an advanced level of maritime technology. The earliest Luriani permanent settlements so far uncovered appear to date from around this time as well. The earliest cities date from around -120,000 and by -100,000 a thriving world spanning trading economy existed.

This curiously early rise of civilisation without agriculture or metalworking is thought to have been facilitated by two factors. First is the abundant sea life and lack of seasonal variations on Daramm, allowing food surpluses and permanent settlements. The second is the unusually high concentration of heavier elements throughout the entire system that led to the evolution of a number of plants that could produce materials comparable to metals with minimal treatment. This early rise of urbanisation is also thought to have had a profound effect on the Luriani. While cities rose early, the lack of agriculture placed severe limits on their size, restricting populations to the low thousands. This is believed to have led to the Luriani's strong preference for informal lines of authority and seeming inability to organise or tolerate large states.

The Amidaresh

Metalworking and agriculture were eventually achieved around -28,000 and the Luriani's development accelerated. When they were contacted by Vilani influenced traders around -7500 they had reached a solid TL6. Contact with these traders sparked a massive technological explosion amongst the Luriani. Though they had not received the secret of jump drive, they spread rapidly to the stars using sub-light colonisation ships. By -6000 the Luriani had a thriving interstellar community of some 30 worlds, connected by the wanderings of their Wurlana sub-light spaceships. There was no organised Luriani state as such, just a trading community of independent worlds connected by a shared culture. This community is usually referred to as the Amidaresh (family of worlds).

Around -5400, the Luriani finally received jump technology. Considerable mystery surrounds exactly who gave them and it is known that it was not the Vilani. Recovered examples of early Luriani ships exhibit considerable difference from other models of jump drives in use at the time. Some have claimed the Luriani are a major race, a claim the Luriani themselves regard as ridiculous. They state they received jump drives from a race they call the Seshariti Listren (Travelling Friends) but whom the Seshariti Listren were is still unknown; many theories exist, but the most popular focus is a Vilani-influenced minor race.

Edtyassos

The situation began to change with the Vilani Consolidation Wars. Initially the Vilani viewed the Luriani as unimportant. Located on the fringes of charted space and nothing more than a collection of independent worlds, it was thought their

incorporation would be routine and achieved without resort to violence. It was only that the Luriani possessed a large number of trading ships which could be turned into an effective fleet that led the Vilani to build up forces. It was this build up that created the very threat the Vilani had sought to avoid. Perceiving danger, the Luriani unified and prepared for war. The resultant Luriani Consolidation War was brutal and took the Vilani 35 years to defeat the Luriani's fanatic resistance. What followed is possibly the most pivotal event in Luriani history, the Edtyassos, which brought the Luriani to the brink of extinction.

The full nature of the Edtyassos has been lost, and even the reason for it is unknown. It was different from any other Vilani conquest during the Ziru Sirka. It was not unknown for the Vilani to attempt to entirely eradicate a 'troublesome' race, and there are a number of instances of this. However, the Ziru Sirka was fastidious in their preservation of such races history and knowledge.

The Edtyassos was very different. It appears to have been an attempt to wipe all traces of the Luriani's existence from history. It is also extremely unusual in that the Vilani did not complete the task. They devastated the Luriani and then stopped. Many historians have long been baffled by the bizarre nature of these events. Regardless, the Edtyassos left the Luriani devastated and traumatised, their history gone, and population ravaged. It was well over a thousand years before the Luriani population recovered to pre-conquest levels, a process not helped by the Luriani's frequent unrest and outright rebellions against Vilani rule.

The Truth Behind the Edtyassos

This information is included only for completeness. While snippets of what befell the Luriani may still exist, it is virtually impossible that any person in the Third Imperium of 1105 could ever piece together what actually happened. The Luriani's perception of the Edtyassos is a distorted version of what occurred. Even the Luriani acknowledge the Edtyassos did not take place in a single year, that the term is a metaphor, but none realise the whole truth. The Edtyassos was not a single event, but a series of tragic and horrific circumstances that brought the Luriani to near extinction, but they are not what the Luriani now remember them as. These events started with the Seshariti Listren.

Despite the legends, these were nothing more than a Vilani-influenced culture, long since gone, that received jump drive technology. They then gave it to the Luriani and a number of other races in the region. The Luriani took this drive and their naturally curious and creative nature led them to alter it, in some cases improving the technology and in others simply making changes for what they saw as aesthetic reasons. However, this investigation of jump drives gave the Luriani a deeper understanding of the technology than most other recipients.



Prior to their attempts to absorb the Luriani, the Vilani turned their attention to another group the Seshariti Listren had given the jump drive to; the Kaski. The Kaski were a militant minor race in the adjacent Empty Quarter sector and considered a much greater threat than the Luriani. The Vilani campaign to absorb Kaski was bungled, the first fleet sent to achieve the task lost due to incompetence. Eventually, the Vilani defeated and absorbed the Kaski, but the damage to Vilani prestige had been heavy. As the Luriani prepared for war, it was decided to make an example of them. The Vilani would not simply defeat the Luriani, they would crush them, showing once again the power of the Ziru Sirka. Unfortunately for the Vilani, early in the war the Luriani captured an example of Vilani jump-2 drives. They applied their natural curiosity and copied it. This was something the Vilani could not ignore. They jealously guarded their monopoly on these advanced drives and no exception could be allowed. It was not now just a matter of making an example; the Luriani possessed something they could not be permitted to keep.

What followed was the brutal Luriani Consolidation War. Much of the damage later ascribed to the Edtyassos occurred during this. Facing fanatical Luriani resistance, the Vilani resorted to tactics that amounted to a campaign of sterilisation. The cost of invading and subduing Luriani worlds was judged too high; therefore they were blasted into oblivion. Orbital bombardment, nuclear, chemical and crude biological weapons were all employed to reduce Luriani worlds, one by one. The Luriani responded with almost suicidal fervour, with small ships throwing themselves willingly against Vilani battleships in an effort to extract the highest possible price from the attackers. Eventually, the Luriani were subdued, their worlds battered into submission by overwhelming fire power. In -4547, Daramm fell and the Luriani Consolidation War was won.

This is when what is usually referred to as the Edtyassos began. With the Luriani worlds secure, the Vilani moved in, not only to remove the Luriani's ability to produce jump-2 drives, but the knowledge to construct them as well. The Vilani were no more subtle in their efforts to do this than in the conquest. Any individual, organisation or facility that might hold this knowledge was simply eliminated. The Vilani never had any intention of exterminating the Luriani or destroying their history, but that was the result. In the twenty years following the conquest, the Luriani's technology plummeted from TL11 to a low TL5. The vast majority of Daramm's population at this time lived in huge archologies anchored in its shallow seas. The Vilani destroyed the vital support facilities that maintained these fragile environments, and the Luriani population that had already been savaged during the war collapsed. Billions died, some as a direct result of the Vilani actions but most simply as collateral damage due to disease and starvation. It is remarkable the Luriani survived at all and they responded to the disaster with surprising inventiveness. Methods were developed to

save what they could, and the musical language Sistena was created at this time as a way to preserve knowledge in secret. Art, music, literature, anything the Vilani weren't targeting was used to preserve fragments of the Luriani's heritage. Their highly social culture closed ranks and they clung on as best they could. Other Luriani fled in an event now called the Luriani Diaspora. Using sublight Wurlana ships, survivors spread to the stars and founded small colony worlds far from home. Some of these worlds still survive, located well beyond the borders of the Imperium. Most are secretive and paranoid worlds, hiding from detection, still fearing the wrath of the Ziru Sirka.

Eventually the Vilani purge ran its course, satisfied no trace of the forbidden technology remained, their monopoly on jump-2 drives again intact. However, this was still not the end of the Edtyassos. The Vilani's war and subsequent purge had incited the passionate Luriani to an unprecedented level of pure hatred. After the purge was complete, the Vilani moved to colonise the Luriani worlds. Most were deemed too devastated to be worth it and these were left to recover as best they could. However, a handful of worlds, most notably Daramm itself, were worthy of colonisation. The result was a vicious cycle of action and reaction. The Luriani, so filled with hate, would take any chance to attack and kill these colonists. The Vilani would respond with brutal retaliation, inciting yet more hatred and attacks. Soon the Luriani worlds had a reputation as hellish places, where the natives would slit Vilani throats as they lay sleeping. Thus some 150 years after the Luriani Consolidation War opened, the Vilani abandoned their efforts to colonise the Luriani worlds and the sequence of events now known as the Edtyassos finally came to an end. The Luriani were kept under the watchful eye of heavy Vilani garrisons, but generally left alone to recover.

The Luriani population grew and their technological base was re-established, though still heavily restricted. A thousand years after the Edtyassos, Daramm was permitted a stable TL9, though its manufacturing capacity and population were still limited. It was during this period of recovery the Luriani perception of the Edtyassos formed. Their experience of it had primarily been preserved in art, music and poetry. These accurately retained the emotional effects and even the gross facts of the horrors that occurred, but the reasons were lost. Some of these details do still exist, buried deep in Vilani archives, hidden in lost caches on Daramm itself, and retained in the scattered secretive Luriani worlds founded by refugees from these events but it would take truly epic efforts to uncover the whole truth.

The Protectorates

The Luriani remained firmly under a harsh occupation for the next 2,700 years until the advancing Terran Confederation reached the Ley Sector in -2223. The approaching Terrans sparked yet another Luriani revolt and they gladly joined the advancing Terran forces. Luriani expectations of a restoration



of their independence were not met nor were they granted autonomy like some other races. In -2186 the Luriani launched what they knew was a futile revolt against the Terrans. The Vilani had deliberately limited the Luriani's technological and industrial base and they lacked any real ability to effectively resist. Given their limited resources, it is considered remarkable the Luriani were able to re-establish their sphere of worlds and hold out for six years. Eventually, however, the Luriani once again came under occupation.

The Luriani's eventual salvation came through their love of art and music. These facets of Luriani culture found a ready audience amongst the Solomani and created widespread sympathy for their plight. In -1932 Empress Juliana chartered the Luriani Cultural Region. This granted Luriani communities local autonomy under a planetary governor, who were in turn answerable to a military governor-general. With the collapse of the Rule of Man Governor-General Martinez of the LCR found herself without support. She reached an agreement with the Luriani, forming the First Luriani Protectorate in -1754. A curious state, the Solomani provided the bulk of the state's administration, but it was overwhelmingly Luriani in character. Over time, these Solomani and the Vilani stranded with the collapse of the Rule of Man absorbed Luriani culture and in turn provided the Luriani a stability previously lacked. This produced the unique blended culture that now characterises the Luriani. Much is made of the radical changes that created the Verasti Dtareen and Mmarislusant, but the changes to Luriani culture itself were also radical. Its previous strong gender differentiation in roles disappeared, same sex relationships became accepted, medical professionals separate from priests emerged, and past norms such as arranged marriage and employment were abandoned. The changes wrought on the Luriani during this period were as large as those which created the Verasti Dtareen and Mmarislusant.

The Protectorate was hampered from its beginning by the limited economic base of the Luriani worlds. The Rule of Man had continued the Vilani policy of limiting the Luriani industrial base, and the Protectorate was never able to overcome this limitation. Eventually the Protectorate engaged in a series of wars with a neighbouring pocket empire. Though it was eventually victorious, the strain crippled its limited productive capacity. The Protectorate could have recovered and rebuilt, but it appears the Luriani themselves no longer saw the need. All the large states threatening them had ceased to exist and they did not want to expend the resources. Thus in -1183, the Luriani dominated Protectorate Assembly took the unprecedented step of threatening to replace the Lord Protector and entire Protectorate Council. Lord Protector De Valine acknowledged the inevitable and the First Luriani Protectorate ceased to exist.

The Luriani worlds survived the Long Night comparatively well. Gradually they rebuilt their industrial and economic base. While

Daramm itself remained at TL8 for much of the Long Night, several other important Luriani worlds were able to regain the jump drive (most importantly Secord) and slowly the previous loose community of the Amidaresh re-emerged. The Gateway renaissance sparked by traders from the Empty Quarter in the -800 is seen as the turning point. Secord's recovery of jump technology allowed the expansion of the few remaining Wurlana caravans and the resumption of widespread contact between Luriani worlds. The next major development would occur in -30 when long range Sylean scouts reached the Amidaresh. It became clear to the Luriani that large scale interstellar civilisation was returning, along with it the perceived threat to their independence. In -29 a congress of Luriani leaders on Daramm agreed to re-establish a formal Luriani state, and thus the Second Luriani Protectorate was born.

The new state expanded rapidly and generally peacefully. By 12 it encompassed some 57 worlds. A number of brief wars were fought with neighbouring states, but the situation began to change in the early 70s with the expansion of the Imperium. The Imperium attempted initially to absorb the Protectorate through diplomatic means and these made good headway. However, negotiations stumbled on the Protectorate's insistence that their 'family of worlds' would remain intact. At this point Archduke Ishagri attempted a show of force to intimidate the Protectorate. Ishagri took a large portion of the Ley sector fleet and jumped into the Rurur system, deliberately flaunting Protectorate sovereignty. He hoped to awe the Protectorate into softening its position by demonstrating the Imperium's overwhelming strength. The result was disaster and humiliation.

The Luriani War

Archduke Ishagri was aware the Protectorate fleet had scheduled manoeuvres at Rurur. This fact was actually critical to his plans. He hoped to capitalise on its expected dispersal at their conclusion three days before his arrival on 014-93 to avoid a conflict. What he did not know was the Protectorate commander, Kamees Sherin Admiral, had extended the exercises. Sherin, a supporter of the hard-line faction within the Protectorate, was deeply mistrustful of the Imperium. He interpreted the arrival of Ishagri's fleet as an invasion and engaged without making effort to ascertain Ishagri's intentions. The Battle of Rurur was one of the Imperial Navy's worst defeats. Ishagri's fleet was annihilated and Protectorate forces exploded across the frontier. The Imperium had fatally underestimated the Protectorate Navy. The aquatic origins of the Luriani made them naturally adept at three dimensional warfare and their fleets were based around an early form of battlerider, tactically far superior to Imperial battleships. Within months, the Protectorate had advanced deep into Imperial territory and was digging in.

The Imperial response to the disaster was deficient. The war spread across three domains and leadership was weakened by



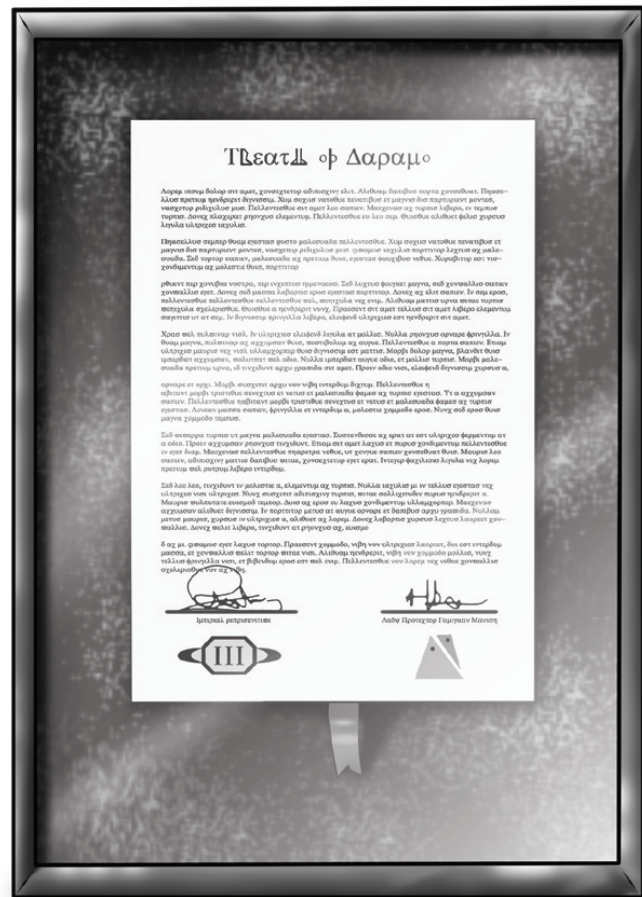
infighting. Imperial command ignored the option of advancing from Antares or reinforcing the shattered Ley fleet, and elected to launch a direct assault on the strongest portion of the Protectorate's defences. The Imperial defeat at Gaisaaru ranks alongside that at Rurur and it would take the Fornast fleet nearly two years to recover. The war settled into a long period of stalemate; the Imperium was unable to renew the offensive, and the Protectorate unwilling to advance further into Imperial territory. The Protectorate instead launched deep raids and capitalised on resentment at Imperial expansion to foment unrest in the Imperium's rear.

Eventually, the Imperium learned from its early defeats. In 96 the Imperial command had secured its rear, largely curtailed the activities of the Luriani raiders, and was ready to resume the offensive. However, two and a half years had allowed the Protectorate to prepare a series of formidable defensive positions. The Imperial offensive culminated in the Battle of Iguu. The Imperium was successful in forcing the Protectorate to withdraw, but the cost was huge and the Protectorate's fleet fell back in good order. The prospect of facing several more such defensive lines brought about changes in the Imperial political leadership. Sirean Fierana, Duke of Dirir, was appointed Archduke. Sirean Archduke called a halt to the offensive and offered an armistice and negotiations. What the Imperium was unaware of was that the Battle of Iguu had resulted in severe damage to the Protectorate's vital jump-capable covering forces. The Protectorate believed they would be unable to extract their fleet from the next line and eagerly accepted the chance for a negotiated settlement. On 347–96 the armistice came into effect and the Luriani War came to an end.

Integration

The Treaty of Ghou which formally ended the Luriani War resolved little of the tensions between the two states. Several rebellious Imperial worlds were granted independence to form a buffer zone and the Protectorate accepted technical status as an Imperial client, though in practice this meant little. There was now a legacy of mistrust on both sides and a cold war developed that would last for decades. Sirean Archduke was convinced that any attempt to absorb the Protectorate either by force or negotiation was doomed to failure. He instead concentrated his efforts on bringing the rimward portions of Ley sector into the Imperium while keeping a watchful eye on the Protectorate. The Protectorate for its part elected to concentrate on economic and technological development. Its launch of its first prototype jump-4 ship in 121 effectively closed the military option to the Imperium. Many moderates within the Imperium feared any chance of incorporating the Luriani had been lost forever.

It was Sirean's daughter, Karen Archduchess, that began the long path to repairing relations. With her ascension to the post in 127, she began a series of overtures and programs designed to increase trust and understanding. Karen Archduchess



capitalised on the Luriani's love for art and music. Her cultural offensive, as it became known, led to a far greater understanding on both sides of the border. Tensions remained high and minor incidents frequently flared, but slowly the legacy of mistrust began to be overcome. Her successor, Arcla Archduke, continued and intensified his mother's policies. By this stage, the Julian War was brewing and the Imperium was anxious both to secure its flank and gain access to the Protectorate's jump-4 technology. Finally in 162, the first tentative talks about integration began. Once again, process was slow for little had changed. The Protectorate was still fundamentally mistrustful of the large Imperium and its strong Vilani influences, and the Imperium was still unwilling to grant the Luriani special status. Talks effectively came to an end with the outbreak of the Julian War in 175. The Protectorate had no interest in being drawn into the war and took a stance of strict neutrality.

The Star Legion's drive into Ley sector was the catalyst that finally provided the impetus to change the situation. The Julian's supply lines were long and vulnerable. They took advantage of the Imperium's reluctance to encroach upon Luriani territory to protect them, and violations of Luriani neutrality were frequent. In 188 the Luriani could no longer tolerate these violations and Lady Protector Gamigaan Manish offered the Imperium an



alliance, and moved to sever the Julian supply lines. Though their intervention had little effect on the ultimate outcome of the war, the first signs of cordial relations with the Imperium had emerged.

Talks on integration resumed in 191 on a far more positive note. These discussions were long and drawn out, but eventually an agreement was reached. In 202 the Treaty of Daramm was signed and the process of incorporation began. Fifteen years were granted to integrate the Protectorate into the Imperium. The Protectorate was retained as the Luriani Cultural Region, but in 217 this was finally disbanded and the Luriani became part of the Imperium. It would take the Imperium nearly one hundred years to capitalise on and spread the Luriani invention of jump-4 drives, but it would provide a vital head start that has allowed the Imperium to maintain a clear technological lead over its rivals.

The Luriani Crisis

For over 700 years after their incorporation into the Imperium, the Luriani were seen as model citizens and their loyalty to the Emperor considered unwavering. Luriani rose high in the Imperial administration, they served loyally in the Imperial forces, and were seen as a solid bulwark on a vulnerable frontier. The Luriani Archdukes of Gateway scrupulously remained out of politics during the civil war, remaining loyal to the Imperium as a whole without backing any faction, and allowing no claimant to the throne to arise from their domain. Thus they retained much of their power while the other Archdukes were curtailed in its aftermath. The Luriani Crisis of the 1070's, where the Luriani suddenly moved from solidly loyal citizens to the very edge of rebellion, therefore came as a complete surprise to most in the Imperial hierarchy. However, those who knew the Luriani had been warning of the coming storm for over 70 years.

The origins of the crisis lay with the appointment of Archduke Erechs in 993, the first non-Luriani to hold the post since the appointment of Sirean Archduke. This in itself caused little concern amongst the Luriani, as the former Nells Archduke was appointed Sector Duke of Ley, and their voice in the domain had been preserved. However, Erechs and Nells were constantly at loggerheads and the political infighting paralysed the domain. With Nells' death in 1021, Erechs' appointed his own choice to the post of Sector Duke and proceeded to gradually force the Luriani out of the domain's administration. Again this caused little reaction amongst the Luriani, there were calls for autonomy, but these were a tiny minority. Most Luriani saw the Imperium had respected their special rights for 700 years and they trusted that would not change.

However, Erechs and his successors continued to pursue policies which left the Luriani isolated. In 1050 the Luriani worlds were suffering from being excluded from Imperial contracts and a serious economic downturn was occurring. It

was at this time the Luriani started to react. Luriani worlds were entitled to maintain significant military forces, with substantial offensive capabilities under the Treaty of Daramm. Few if any had taken advantage of this for hundreds of years but now the Luriani began to rearm. Attempts to move non-Luriani forces onto Luriani worlds were vetoed. The LCA became vocally outspoken in its opposition to the Archduke's policies and by the late 1060's had become his leading opponent in the domain.

In 1071, Erechs' grandson Stephen used his powers as ex-officio head of the LCA to replace its entire board with one of his choosing, comprising non-Luriani. With the stroke of a pen he launched an assault on the centre of Luriani cultural consciousness. Overnight, the Luriani turned from loyal citizens to rebels, while support for autonomy moved from a tiny minority to an overwhelming majority. The Luriani response was simply to flout the Archduke's authority. The old board of the LCA continued as nothing had happened and the LCA's bureaucracy paid no heed to the new one. Archduke Stephen lost control over one quarter of his domain. Imperial laws and decrees continued to be enforced, but anything from the Archduke was ignored. Worse than that was due to the penetration of Luriani into the domain's administration, huge sections of its military and bureaucracy became politically unreliable.

Matters came to a head in 1074. It was clear by then the Luriani were preparing for war and their preparations would soon be complete. At that point, Archduke Stephen moved a motion in the Moot to void the Treaty of Daramm as a prelude to the use of force to resolve the situation. The only reason the Luriani did not move to open rebellion was Brandon Minomoru Count of Daramm. His voice of reason and appeal to the Emperor himself prevented Stephen's motion from passing and averted a disaster. In the wake of the crisis, much of the domain's hierarchy was replaced and Brandon raised to the position of Archduke in 1076. Brandon remains wildly popular both with the Luriani and in the domain at large, and his steady hand over the past 30 years has largely defused the remaining tensions.

The Human Exodus

For almost 700 years the demographics of Luriani space had been slowly shifting from its overwhelming Luriani character. A long period of falling Luriani birth rates coupled with non-Luriani migration from other regions of the Imperium shifted the balance away from Luriani majorities. By 900 half the worlds of the former Luriani Protectorate had lost their Luriani character and on some the Luriani had even fallen to a minority. The situation began to change in the 950s. The introduction of c chromosome technology sparked a growth in Luriani birth rates. Also, the government of Daramm introduced subsidies to encourage migration from heavily populated worlds. Most of these migrants chose to settle on existing Luriani worlds. Over the next 70 years the large families now a feature of Luriani society developed and the population balance began to shift back.



Initially, this was almost imperceptible and went unnoticed amongst the non-Luriani population. However, as Luriani populations began to show significant increase, due both to births and migration from Daramm, concerns began to emerge. These concerns grew as tensions deepened and Luriani worlds entered an economic downturn. In the 1020s some non-Luriani began to leave. At first a trickle, this turned into a steady flow by the 1030s. This migration was masked by the natural increase of the Luriani population, but the migrants were productive adults and the increase of dependent children. Thus the migration made the downturn worse, further encouraging the trend towards emigration. When tensions grew into the Luriani Crisis in the early 1060s, this flow turned into a flood. Billions of non-Luriani left in the fifteen year period between 1060 and 1075. The economic dislocation this caused was massive and the ongoing recession worsened, further feeding the exodus. On some less populated worlds this led to economic collapse and complete depopulation. Even with the end of the Luriani Crisis, the exodus continued. By 1085, the non-Luriani population had essentially gone. Tens of billions had left and most of those who remained elected to integrate themselves into the Luriani.

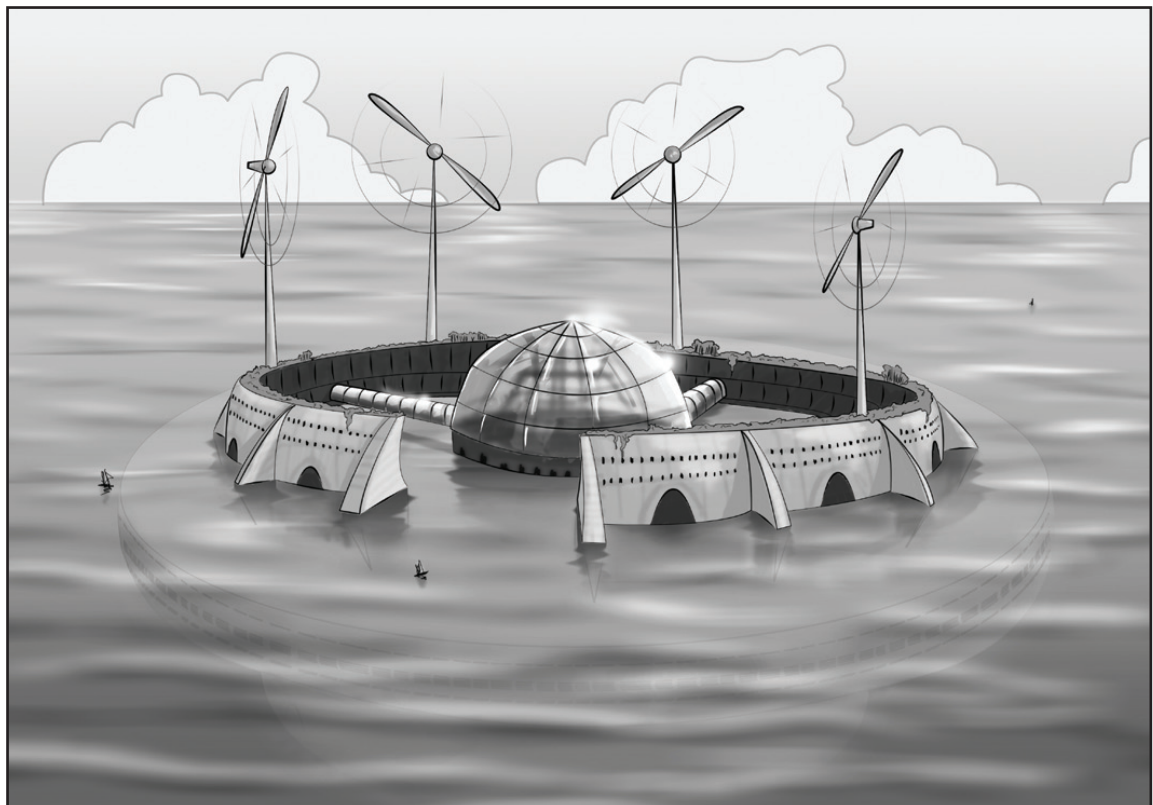
For the most part, this exodus was peaceful. The non-Luriani left willingly and while neither the LCA or local Luriani governments encouraged the exodus, they did nothing to slow or halt it either. On a few worlds the resulting tensions led to violence. A charismatic nationalistic Luriani government took control of the world of Lakeham (now known by its Luriani name of Lakam) and introduced markedly pro-Luriani policies. The local human population responded with active resistance and terrorism. On the world

Tomauu (likewise now known by its Luriani name of Arum), the local dictatorship attempted to suppress the Luriani majority with draconian laws that would develop into a vicious civil war. In 1000 the former Protectorate's total population was approximately 91.4 billion, with only two thirds of them Luriani. Even with a hundred years of substantial Luriani growth, it now stands at only 77.3 billion, with over 95% Luriani.

Even with the current booming Luriani economy it is considered unlikely the non-Luriani population will re-establish itself as, due to the dislocation the exodus caused, and virtually all Luriani worlds now have policies strongly discouraging such migration.

The Current Situation

Despite the return to normality with the resolution of the Luriani Crisis, the Luriani themselves remain quietly restless. The crisis re-awoke old fears about the Imperium's motives amongst many and most Luriani worlds have not reduced their fleets and membership of the Iadtlu remains at record levels. The LCA has launched a major program to improve and expand their technological and economic base. Brandon Archduke remains well regarded, both with the Luriani and the rest of the domain. He and his wife Imelda are seen as models of Luriani respectability. His young heir Tranian appears to the Luriani as trustworthy if a little dull, though some would prefer his rather less dour brother Kamees or wild sister Afira to inherit the title. Brandon's seeming insistence on not entering a full ami relationship is regarded as a slightly scandalous in some conservative quarters, but most respect his decision. The Luriani nobility is slowly increasing (currently there are 29 high and 43 local hereditary nobles of Luriani heritage, with 84 Archducal baronets), though most Luriani worlds still lack an associated noble. Both the Archduke and Emperor himself are actively seeking to expand the Luriani nobles, though neither is willing to allow unsuitable candidates to be honoured simply to make up the numbers. The Luriani appear to have entered a stage of watchful vigilance, content with the situation at present but cautious about the future.



LURIANI CHARACTERS

EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME

We were shopping, again. Seshko did love to shop. I was glancing at some of the glossy posters; you know, the ones teenagers plaster their walls with, holovid and pop stars. One caught my eye. Ruggedly handsome, strongly muscled arms. He reminded me of Gami lishakaa, my crush when I was twelve.

I asked her, 'Who's that?'

She turned. 'Despi Tobraial, the schoolgirls' latest idol.'

'Holovid star, yes?' He had that look.

'Oh no, he's an archaeologist.'

LURIANI CHARACTER GENERATION CHECKLIST

Luriani character generation should follow these steps

1. Select race and culture. Available races and cultures are; racial Luriani, human Verasti Dtareen, and human Mmarislusant.
2. Select gender. Available genders are; male Luriani, female/c Luriani, female/D Luriani, female/d Luriani, male human and female human.
3. Roll characteristics and apply modifications
4. Select a home world and gain skills. Luriani characters are normally born on Luriani worlds but may be born on any Imperial world
5. Choose a career. These steps are the same as those in the Career Generation Checklist as in the *Traveller Core Rulebook* page 5. Note that human female/c characters are limited to a maximum of three terms.

Initial Character Generation

Luriani characters are generated as normal with the following alterations.

Race: Luriani characters may be either racial Luriani or human (from the Verasti Dtareen and Mmarislusant subcultures).

Enhanced Dexterity: The Luriani brain is far more capable of processing spatial information than the human norm. Therefore racial Luriani receive a +1 DM to their initial Dexterity.

Enhanced Endurance: The Luriani's ability to store oxygen and insulating fat layers increase their Endurance. Racial Luriani receive a +1 DM to their initial Endurance.

Weak Social Standing: Luriani society tends towards a flat social structure and have little in the way of hereditary nobility. Racial Luriani characters receive a -2 DM on their initial Social Standing. Also, due to the limited number of Luriani hereditary nobles, Social Standing will most frequently represent wealth, fame or a life peerage.

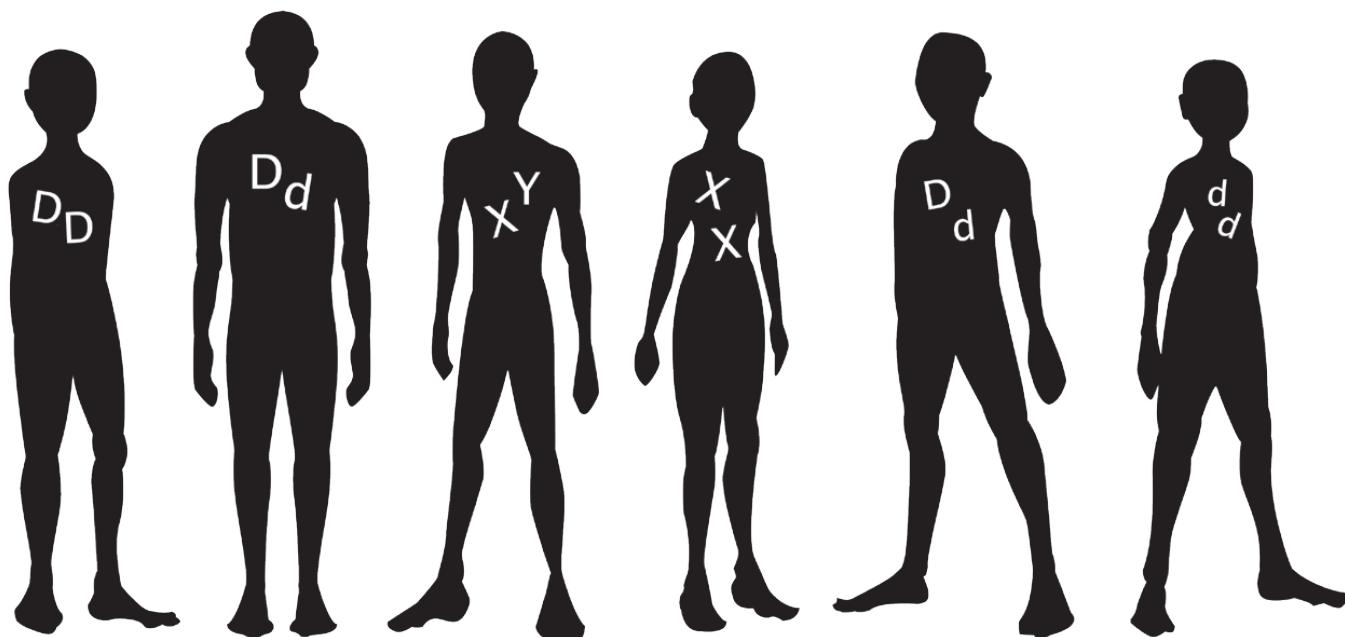
Gender: Racial Luriani have three genders, male, female/D and female/d. There is a normal split between males and the two female genders (50/50) but there is a bias towards female/D amongst females. Luriani female/d characters have special rules relating to reproduction, but other than that there is no effective difference (indeed, their existence is virtually unknown outside the Luriani themselves). A female character may be either female/D or female/d according to choice. There is also now emerging in Luriani society a new gender, the human female/c. These are extremely rare and only encountered in exceptional circumstances.

Speed

On land, Luriani are slightly slower than normal humans. However, in water they have a considerable speed advantage.

When swimming, a racial Luriani can maintain a speed of up to ten kilometres per hour indefinitely, and are able to reach twenty kilometres per hour for several hours. They are also capable of a dash speed of up to forty kilometres per hour for short periods. This involves generating considerable quantities of adrenaline and forcing their muscles to consume oxygen at an extreme rate. A racial Luriani may only use dash speed for a maximum of five minutes. After dashing, a racial Luriani will be utterly exhausted, reducing their effective Strength by -3 (minimum 2). It requires 2d6 hours for a racial Luriani to recover from using dash speed.

While using dash speed, a racial Luriani's effective Strength is increased by +2. This enhanced strength may only be used in water as, without the heat dissipating effect of water, the racial Luriani will lose control within seconds; they will spasm violently, suffering 1d3 damage every round, and suffer brain damage due to the increase in body temperature within four minutes. These effects can be stopped by the use of a slow drug antidote (Cr. 500 per dose).



Pressure Sense

The Luriani sense of touch is far more sensitive than humans, but their actual pressure sense is dependent on a number of lines of extremely responsive nerves. While these can be found on any part of the body (and are as unique to a Luriani as their fingerprints) they are primarily on the face and back. A Luriani with their back covered cannot use this ability behind them and one with their face covered can not use it in front. A Luriani's pressure sense allows them to detect movement, distance and direction, as well as the rough size and shape of an object. This ability has a range of 1 km underwater but is limited to 10 m in air. Each 10kph of wind or water speed reduces this range by 20%.

Names

The rules of etiquette regarding Luriani names and their use are complex. Names are important to them and using the wrong form of address will cause offence. Racial Luriani and Verasti Dtareen formal names are constructed with a personal name, followed by birth parents' names (father first for males, mother first for females).

There will then be two family names. The first is the birth family name, the second is the current family names, depending on the individual's relationship status. An unmarried Luriani will repeat the birth family name, one in a practice or match relationship will take their partner's birth family name, and one in a full ami relationship will take the name of the ami (usually one of the birth family names). Finally they will have a title; this can be their profession, military or administrative rank or noble title if they possess one.

Mmarislusant names are constructed slightly differently. First will be a personal name, followed by a family name, then their clan name, the word Mmarislusant and finally their title.

Semi-formal names are constructed using the current family, name and title. If the title is unknown, the generalised Wa for women or Lu for men may be used. These may also be used on their own if the individual's name is unknown. Informal names use the personal name and current family name. Finally casual names (used with friends and family) consist only of the personal name (an offer by a Luriani simply to address them by their casual name is an indication of an extremely favourable initial reaction). Beyond the casual is a level of intimacy where a Luriani will stop using a person's name and simply use a term of endearment instead. These terms can be virtually anything but will be unique for that person. The casual name may still be used in situations where emphasis is desired. The personal and family names themselves can be drawn from any of the Luriani, Solomani or Vilani traditions, though Mmarislusant favour Vilani names. Luriani and Verasti Dtareen, on the other hand, take freely from all three.

In military or administrative service, Luriani generally use rank title on its own as a mark of respect. It is rare to hear a Luriani say sir or ma'am, and then generally only in a humorous sense. When a Luriani say's sir, they are making a joke, perhaps indicating they consider the person overly self-important.

Noble Titles

There are very limited number of Luriani hereditary nobles, mostly drawn from the Verasti Dtareen (about 55%) and



Common Luriani Terms of Endearment

Term	Origin
Dearie	Anglic
Sweetie	Anglic
Honey	Anglic
Dinkir	Old High Vilani 'humorous fish'
Ikark	Old High Vilani, a type of sweet fruit
Kingeii	Old High Vilani 'sweetheart'
Bawa or Balul	Luriani 'little woman' and 'little man' respectively
Eshal	Luriani lover, indicates a high degree of intimacy
Kawa or Kalul	Luriani, 'old woman' and 'old man,' used for someone older
Kucuin	Luriani, roughly 'darling'
Disra	Luriani, a type of fruit pie

Mmarislusant (roughly 35%). Around 60 to 70 are high nobility, though there are somewhat more who are part of the local nobility with hereditary titles originally awarded for service or achievement, but they are still rare, perhaps around 100 to 130 of. Beyond these two groups are the hereditary Archdual Baronets. The curious nature in which the Luriani give their loyalty to the Imperium means they hold an honour granted by the Archduke in much higher regard than the same honour granted by the Emperor himself. The Luriani regard Archdual Baronets as akin in status to an Imperial Count. However, even these are still fairly rare, with their number laying around 250.

The Luriani hereditary nobility was hit particularly hard by the Luriani Crisis. In the lead up to it, many Luriani titles were revoked (often on spurious grounds) or extinguished. A few more extreme supporters of independence were revoked after. Their number has been slowly increasing but it will be a long time before they return to even modest numbers. However, even now the Luriani nobility includes an Archduke and three subsector dukes, giving it influence beyond their limited number might suggest.

While there are few hereditary Luriani nobles, there are a considerable number of Luriani with non-hereditary titles. The Luriani appear to have a strong preference for these, regarding the idea of a title simply because of an accident of birth as rather odd. There are many Luriani with life peerages and knighthoods awarded for service or achievement. Once again, a life honour awarded by the Archduke of Gateway is held in higher regard than one from the Emperor. The numbers of these were thinned a little during the Luriani Crisis, but nowhere near to the extent to which the hereditary nobility was reduced.

Luriani Orders of Chivalry

While Luriani may be awarded a knighthood in any Imperial order, almost all are awarded in either the Order of Gateway

or Order of Eerynaaia. According to Imperial precedence, the Order of Eerynaaia is the more prestigious; according to the Luriani, it is the Order of Gateway. In practice, it matters little to the average Imperial citizen, nor do most pay much attention to the precise ranks within the orders; a knighthood is a knighthood. The major difference is that membership of the Order of Eerynaaia is awarded by the Emperor and the Order of Gateway by the Archduke of Gateway. Contrary to common Imperial usage, female Luriani knights still generally prefer to use the obsolete title Dame in preference to Sir. For example the knight known to Imperial protocol as Sir Sara Lisani Trace (C.G.) is usually referred to in Luriani society as Sara Maval Dame (C.G.). It is known she prefers the latter form.

The Order of Eerynaaia is a minor Imperial order, founded by Empress Porfira in 317, specifically to honour Imperial citizens of Luriani descent. One of the , minor Imperial orders, its membership is restricted to racial Luriani, Verasti Dtareen and Mmarislusant. Ordinary members are known as either a Aralul or Arawa y Eerynaaia (who take the post nominal letters Ar.Ee) depending on gender (an Aralul is male, Arawa female). Ranking above these are the Giaralul and Giarawa y Eerynaaia (Gar.Ee).

The order is theoretically commanded by the Iraralul or Irarawa y Eerynaaia (Iar.Ee). The current Iraralul of the order is Emperor Strephon, though the order's affairs are effectively run by its deputy commander on Daramm. As might be expected with a minor order, its precedence is quite low amongst other Imperial orders.

The Order of Gateway is one of the domain orders, awarded by Archdukes rather than the Emperor. As such, it ranks below other Imperial orders, though to the Luriani a knighthood in this order is extremely prestigious. The Order of Gateway is the smallest of all the domain orders, but actually ranks third in precedence, below the Ancient Order of Vland and above the Order of Illeish. Normal members are ranked as Companions of the Order of Gateway (C.G.). It's senior members are Knights of the Order of Gateway (K.G.). The current Knight Commander of the Order of Gateway (K.C.G.) is Brandon Archduke of Gateway. It is important to remember this is not an exclusively or even predominantly Luriani order, and the Archduke awards titles to citizens throughout the Domain of Gateway.

Reactions

The Luriani have a widespread negative reputation throughout the Imperium and surrounding regions as being overly emotional and unstable, and most initial reactions will be based on this perception. This should be represented by a -1 DM to all non-Luriani reaction rolls towards Luriani characters. This penalty should be freely increased at the referees discretion, with perhaps a -2 DM as the starting point for anyone who has not already had dealings with Luriani. Note that this penalty



applies equally to racial Luriani and Verasti Dtareen characters, but not to Mmarislusant characters.

The Luriani themselves also have a prejudice towards those of Vilani birth and a -1 DM should be applied for Luriani reactions to Vilani characters. However, it is important to note that this prejudice is based on mistrust and not dislike. A Luriani will rarely react to an individual Vilani with active antagonism. Rather, they will remain distant and cautious. This mistrust can be overcome given time and it is more than possible for Luriani to come to respect and form friendships with individual Vilani, if their actions show the initial mistrust to be unfounded. Curiously, by extension, racial Solomani (referred to as Dtareen or Terrans by the Luriani) are well regarded as liberators from Vilani oppression, despite the fact the Luriani suffered several hundred years of Solomani occupation as well. Consequently, Luriani react to racial pure Solomani with a +1 DM (note this is not reciprocated by or even generally known to Solomani).

Military Service

Many Luriani, especially amongst the Verasti Dtareen and Mmarislusant, elect to follow a military career. The Imperial military has long recognised the value of the Luriani as soldiers; the Navy particularly encourages the enlistment of Luriani. However, it is also recognised there are problems with their service. On the purely physical level, their unique biochemistry can cause problems and the webbed nature of their hands requires non-standard equipment. Moreover, it has long been recognised the nature of Luriani and their preference for informal lines of authority means they will often perform poorly when subject to normal discipline. Therefore, all three services tend to have Luriani serve in purely Luriani units. Many of these units have an elite reputation, personnel tend to stay with their unit much longer than usual, and they are generally utilised in roles where their specialist abilities are most useful (the Imperial Marine Luriani aquatic assault units are particularly noteworthy). Both the Verasti Dtareen and Mmarislusant are strongly drawn toward military careers, usually serving alongside their racial Luriani brethren. Verasti Dtareen appear to be particularly successful in this role, often rising to high rank.

Discipline in these units is significantly more informal than normal, closely resembling that of the Imperial Interstellar Scout Service. It is based heavily on mutual respect between commanders and commanded, coupled with a strong sense of family. These concepts seem to come naturally to the social nature of the Luriani and the system works well with them. However, it requires time for these foundations to build and they are easily disrupted. Factors that encourage esprit de corps are strongly encouraged. Personnel stay with their units and units with their higher formations. Two entire Imperial fleets (the 124th

and 129th) are recruited exclusively from Luriani, with individual squadrons in a number of other fleets. Units are frequently recruited from a specific geographic location. Changes in command are handled gradually and often from within the unit itself. Imperium doctrine dictates it requires between two and four years to bring a new Luriani unit to combat readiness. Luriani worlds are able to shorten this process via a trained militia system known as the ladtlu that provides a pool of personnel already familiar with one another, but even they cannot raise units quickly.

ladtlu

The ladtlu is the traditional militia of the Luriani. In addition to its role as a trained militia, the ladtlu also functions as a youth training corps, encouraging good citizenship and moral values. Children may join from the age of eight onwards, though active service is not permitted until 18. Many Luriani considering a military career will elect to join the ladtlu during childhood in preparation for their intended career. There are two branches of the ladtlu, covering space and ground operations.

Eeniag

Eeniag is a traditional Luriani martial art, and instruction in it is part of ladtlu training. It involves a variety of unarmed techniques and the traditional Luriani bladed weapon, the lysh. Any Luriani character with at least Melee (blade) 1 and Melee (unarmed) 1 may elect to be a practitioner of Eeniag.

Careers

Luriani can be found in any career from the *Traveller Core Rulebook*. They are heavily drawn to be Entertainers and well represented among the Army, Marines, Navy, Scholars and Scouts. They are poorly represented among Nobility and Rogues.

Luriani and the Scout Service

While the Luriani are strongly drawn to and in many ways make natural Scouts, there are limitations on their service. The Luriani are emotionally unsuited to the solitude often required in the Scout Service. Therefore, despite their natural skill as pilots, Luriani are rarely found in the X-Boat service or on lone detached duties. They are most frequently employed on large scout cruisers, exploration and survey ships.

Luriani Rank Titles

Luriani rank titles are derived from those of the former Luriani Protectorates, which are in turn based on those of the Rule of Man (most are transliterations into Standard Luriani). Luriani in Imperial service technically use Imperial rank titles, but they tend to ignore this and use their own.



Enlisted military ranks

Rank	Luriani	Short Form	Anglic Translation	Imperial Equivalent
E00	Rekhot	—	Recruit	—
E01	Piaviadt	—	Private	Private
E02	Vebee Korpail	Vebpail	Vice Corporal	Lance Corporal
E03	Korpail	—	Corporal	Corporal
E04	Gikorpail*	—	Head Corporal	Lance Sergeant
E05	Serganet	—	Sergeant	Sergeant
E06	Giserganet*	—	Head Sergeant	Gunnery Sergeant
E07	Mmeir Serganet	Mmeiret	Flag Sergeant	Leading Sergeant
E08	Serganet Majkor (le)	Seror	Sergeant Major (One)	First Sergeant
E09	Serganet Majkor (Cee)	Seror	Sergeant Major (Two)	Sergeant Major

* This rank does not exist in local Luriani units

Military Officer Ranks

Rank	Luriani	Short Form	Anglic Translation	Imperial Equivalent
O00	Kadt	—	Cadet	Officer Recruit
O01	Korneet	—	Cornet	Second Lieutenant
O02	Lekhtenant	—	Lieutenant	First Lieutenant
O03	Kaptan	—	Captain	Captain
O04	Majkor	—	Major	Major
O05	Kolnel-Lekhtenant	Kolant	Lieutenant-Colonel	Lieutenant-Colonel
O06	Kolnel	—	Colonel	Colonel
O07	Mmrigadeer	—	Brigadier	Brigadier General
O08	Geenal-Majkor	Geenor	Major-General	Major General
O09	Geenal-Lekhtenant	Geenant	Lieutenant-General	Lieutenant General
O10	Geenal	—	General	General
O11	Marsheel	—	Marshal	—

Naval Enlisted Ranks

Rank	Luriani	Short Form	Anglic Translation	Imperial Equivalent
E00	Rekhot	—	Recruit	—
E01	Sesharyn	—	Rating	Spacehand Recruit
E02	Gisesharyn	Giaryn	Leading Rating	Spacehand Apprentice
E03	Yosesharyn	Yoaryn	Chief Rating	Able Spacehand
E04	Irsesharyn*	Irarn	Head Rating	Petty Officer Third Class
E05	Bayanshet	Bashet	Petty Officer	Petty Officer Second Class
E06	Bayanshet (Cee)*	Bashet	Petty Officer (Two)	Petty Officer First Class
E07	Gibayashet	Gishet	Chief Petty Officer	Chief Petty Officer
E08	Yobayashet (le)	Yoshet	Master Petty Officer (One)	Senior Chief Petty Officer
E09	Yobayashet (Cee)	Yoshet	Master Petty Officer (Two)	Master Chief Petty Officer

* This rank does not exist in local Luriani units

Naval Officer Ranks

Rank	Luriani	Short Form	Anglic Translation	Imperial Equivalent
O00	Kadt	—	Cadet	Officer Recruit
O01	Ensin	—	Ensign	Ensign
O02	Vebee Lekhtenant	Vebant	Vice Lieutenant	Sublieutenant
O03	Lekhtenant	—	Lieutenant	Lieutenant
O04	Kommanda-Lekhtenant	Komant	Lieutenant-Commander	Lieutenant Commander
O05	Kommanda	—	Commander	Commander
O06	Kaptan	—	Captain	Captain
O07	Kommandtur	—	Commodore	Commodore
O08	Vebee Adtmral	Vebmral	Vice Admiral	Fleet Admiral
O09	Reer Adtmral	Remral	Rear Admiral	Sector Admiral
O10	Adtmral	—	Admiral	Grand Admiral
O11	Felet Adtmral	Femral	Fleet Admiral	—



WURLANA

The Wurlana are the descendants of the crews of the great raft ships that used to roam Daramm's ocean. The crews of these ships spent their entire lives aboard, only coming ashore when needing to re-supply or build new vessels. Their descendants do the same among the stars, spending most of their lives on ships wandering from system to system, trading as they go. Grouped into many clans, Wurlana do not enlist - they are born into their career.

Qualification:

Soc 5+ - Wurlana may only be taken as a character's first career

Assignments:

Choose one of the following:

Wanderer: You are a member of a long established Wurlana trading clan, wandering from system to system, trading as you go. Your ship can be found anywhere among the Luriani worlds or the wider Imperium beyond.

Subsidised: Your clan has long accepted the generous subsidies offered by the government to ensure the distinctive Wurlana culture survives. Your ship stays close to the Luriani worlds, participating in many cultural events while you trade.

Trailblazer: Your clan has rejected the constraints and limitations of safe civilised space. You wander where you wish, reaching from Vargr systems to the very fringes of the Two Thousand Worlds.

CAREER PROGRESS

—	Wanderer	Subsidised	Trailblazer
Survival	End 6+	Edu 7+	Int 7+
Advancement	Int 6+	Int 5+	Int 5+

MUSTERING-OUT BENEFITS

Roll	Cash	Other Benefits
1	2,000	Contact
2	4,000	+1 Int
3	6,000	+1 End
4	10,000	Vacc Suit
5	15,000	Weapon
6	25,000	Ship Share
7	50,000	2 Ship Shares

SKILLS AND TRAINING

ROLL	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 End	Astrogation	Admin
2	+1 Int	Vacc Suit	Comms
3	+1 Dex	Medic	Computers
4	Broker	Pilot (any)	Language (any)
5	Jack of all Trades	Engineer (any)	Leadership
6	Gun Combat (any)	Streetwise	Sensors
ROLL	Specialist: Wanderer	Specialist: Subsidised	Specialist: Trailblazer
1	Engineer (any)	Carousing	Language (any)
2	Melee (any)	Steward	Steward
3	Steward	Art (any)	Melee (any)
4	Broker	Art (any)	Advocate
5	Persuade	Admin	Jack of all Trades
6	Broker	Computers	Diplomat



MISHAPS

1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	Blamed for the death of a crew member from another clan and forced to flee. Gain an Enemy.
3	Your ship is lost in an accident. Forced to survive on a barren world. Gain Survival 1.
4	Severely injured in a bar brawl. Continue in career, but lose one Endurance and gain Melee (unarmed) 1.
5	You accidentally cause a shipmates death, flee. Gain 1d3 Rivals.
6	You are injured in an shipboard accident. Roll on the Injury table.

EVENTS

Roll 2d6	Events
2	Disaster! Roll on the Mishap table, but you are not ejected from this career.
3	Employed by the Imperium in a clandestine mission. Gain either Stealth 1, Investigate 1 or a Contact.
4	Your ship engages in smuggling. Roll your highest skill 8+. If you succeed, gain 2 extra Benefit rolls. If you fail, you are arrested and lose -1 Social Standing.
5	You fall in love with a member of the other Luriani species. You participate in a c chromosome technology trial and have a cross-breed child with them. The child stays with the other parent. Gain them as Contact and roll Int 8+ to gain Life Sciences (genetics) 1.
6	Your ship is attacked by pirates. Gain either Gunnery 1 or Tactics 1.
7	Life Event. Roll on the Life Events table.
8	Your ship pioneers a new trade route. Roll Int 8+ to excel. If you are, successful gain Diplomat 1 and Broker 1.
9	Your clan engages in a feud with another clan. If you choose to participate, roll Gun Combat skill 8+. If you are successful, your clan wins. Gain one level of Gun Combat (any) and Tactics (any). If unsuccessful, roll on the Injury table and gain an Enemy. If you choose not to take part, roll Int 8+ to avoid gaining 1d3 Rivals.
10	You find an illegal psionic institute. If you inform the authorities, gain Cr. 100,000 reward and +1 Social Standing. If you keep quiet, you may test for psionics and, if successful, may enter the Psion career next term.
11	You save the life of an Imperial noble; gain them as an Ally and roll once on Cash Benefits.
12	You show exceptional heroism in a battle with pirates. You are automatically promoted next term.

RANKS AND BENEFITS

Rank	Wanderer	Skill or Benefit	Subsidised	Skill or Benefit	Trailblazer	Skill or Benefit
0	Wurlana	Vacc Suit +1	Wurlana	Vacc Suit +1	Wurlana	Vacc Suit +1
1	Sesharyn	—	Sesharyn	—	Sesharyn	—
2	Bayanshet	Streetwise +1	Bayanshet	Admin +1	Bayanshet	Diplomat +1
3	—	—	—	—	—	—
4	Yanshet	Recon +1	Yanshet	Computers +1	Yanshet	Melee (any) +1
5	—	—	—	—	—	—
6	Giyanshet	Leadership +1	Giyanshet	Leadership +1	Giyanshet	Leadership +1



Arynti

The Arynti were traditionally wandering Luriani minstrels, travelling from settlement to settlement, island to island. They carried the Luriani's oral tradition through story telling, poetry and music. Few nowadays wander, and most have settled urban civilised lifestyles, though some still tour extensively. They continue the traditions of story telling and preserving knowledge through performance. Well respected amongst the Luriani, many become stars and even superstars of popular culture, though a handful of traditionalists still fight to preserve their original wandering lifestyle.

Qualification:

Int 7+

DM -1 per term over 3

Assignments:

Choose one of the following:

Modernist: You seek to bring the traditional performing arts into the modern world, making them relevant to current society. Your stories and art cover a wide range of forms from traditional to modern. You do not wander, but tour when it suits, spreading your art to the wider community.

Avant Garde: You reject the confines of the traditional forms, seeking to combine your art with that of others. You seek out new cultures and art to combine with yours, leading the way to create understanding.

Traditionalist: You wish to save the old ways, keeping alive tens of thousands of years of tradition. You keep to the ancient wandering lifestyle, travelling from place to place, sometimes literally singing for your supper. Your stories tell of the old times, ancient battles, and wrongs otherwise long forgotten.

—	Modernist	Avant Garde	Traditionalist
Survival	Edu 5+	Dex 6+	Int 7+
Advancement	Edu 8+	Int 7+	Int 5+

MUSTERING-OUT BENEFITS:

Roll	Cash	Other Benefits
1	1,000	Ally
2	2,000	+1 Int, +1 Edu
3	5,000	+2 Soc
4	10,000	Artist Tools
5	20,000	Weapon
6	50,000	+2 Edu
7	100,000	TAS Membership

Artists Tools: Gain tools appropriate to one Art skill. This may be brushes and paints, recording devices, a musical instrument, and so on. If this benefit is rolled a second time, either gain tools for another Art skill or increase the skill associated with the first set of tools by one.

SKILLS AND TRAINING

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Edu	Art (any)	Admin
2	+1 Int	Carouse	Comms
3	+1 Dex	Steward	Computers
4	Art (any)	Persuade	Language (any)
5	Jack of all Trades	Social Sciences (history)	Social Sciences (any)
6	Carouse	Deception	Diplomat
—	Specialist: Modernist	Specialist: Avant Garde	Specialist: Traditionalist
1	Advocate	Language (any)	Language (any)
2	Admin	Life Sciences (any)	Seafarer (sail)
3	Art (any)	Stealth	Carouse
4	Social Sciences (any)	Gambling	Survival
5	Gambling	Carouse	Medic
6	Carouse	Melee (any)	Navigation



MISHAP

1	Severely Injured. Roll twice on the Injury table and take the lower result.
2	You are involved in a romantic scandal. Forced from career and lose -1 Social Standing.
3	You decide to change your approach to art. Remain as an Arynti but choose a different assignment.
4	Cheated by a promoter, you gain Admin 1 but also a debt of Cr. 20,000.
5	Your witty satire of an Imperial noble gains you an Enemy.
6	You are injured by a deranged critic. Roll on the Injury table.

EVENTS

Roll 2d6	Events
2	Disaster! Roll on the mishap table, but you are not ejected from this career.
3	You are inducted into the prestigious <i>Inrela y garyn</i> . Gain +1 Social Standing.
4	You discover an important relic from pre-Edtyassos period. Roll once on Cash Benefit table and gain one level in Social Sciences (history).
5	You have an illicit affair with a married politician. Roll Int 8+ to avoid being discovered. If successful, gain your lover as a Contact. If unsuccessful, lose -2 Social Standing due to the scandal.
6	You are hounded by a stalker. Roll Soc 7+. If successful, you gain your police bodyguard as a Contact. If unsuccessful, you gain the stalker as an Enemy.
7	Life Event. Roll on the Life Events table.
8	You have a love affair with another performer. Roll Soc 8+. If successful, gain them as a Contact. If not, gain them as a Rival.
9	Your radical interpretation of a classic art form is huge success. Increase your highest Art skill by one level but also gain 1d3 jealous Rivals.
10	You are offered the chance of a role in either an Imperial megablockbuster holodrama portraying a Luriani stereotype or a role in a small independent art-house production portraying the Luriani sympathetically. Pick one. The megablockbuster gives you one roll on the Cash Benefits table and +1 Social Standing. The art-house production gives you +1 reaction DM with all Luriani.
11	Your performance before the Archduke moves him deeply. Gain the Archduke as a one-use Contact.
12	Your long distinguished career is recognised. You are automatically promoted next term.

RANKS AND SKILLS

Rank	Modernist	Skill or Benefit	Avant Garde	Skill or Benefit	Traditionalist	Skill or Benefit
0	—	Art (any) +1	—	Art (any) +1	—	Art (any) +1
1	—	Social Sciences (history) +1	—	Social Sciences (history) +1	—	Social Sciences (history) +1
2	—	—	—	—	—	—
3	—	—	—	—	—	—
4	—	Carouse +1	—	Science (any) +1	—	Survival +1
5	—	—	—	—	—	—
6	—	—	—	—	—	—



Cross-breeds

Cross-breeds between Luriani and other humans take two forms; natural and artificial. Natural cross-breeds are known as Leramiyasins and can only be born to Luriani female/d mothers. They are always sterile and normally have profound physical and mental disabilities. They are usually cared for by charitable institutions and only rarely seen outside these environments. However, very rarely, a naturally occurring cross-breed will be born without defects. Other than being sterile, they often pass as Luriani, though can inherit some of their father's heritage.

Artificial cross-breeds were originally achieved via in-vitro fertilisation, but now can be born naturally. They may be born to any mothers, though most require drug treatment to prevent rejection of the pregnancy. The Luriani have no special name for them, though outsiders call them hybrids - the Luriani will take great offence to anyone using this term as, to them, they are simply Luriani. All cross-breeds often inherit an incomplete set of traits from both parents, though they tend to favour their mother. Most cross-breeds are cd Luriani females though the last three decades have seen the emergence of the human female/c type. These are cross-breeds with a cc chromosome

structure and, while considered human, have some potential of developing Luriani traits from the genetic background.

Players looking for an interesting challenge may choose to play a Luriani cross-breed. Cross-breeds are always female.

After rolling for characteristics, a cross-breed character should determine its parentage and what traits it inherits, using the tables below.

Cross-breed Parents

2d6	Parents
2	Luriani mother/Mmarislusant father
3 to 7	Luriani mother/Verasti Dtareen father
8 to 9	Verasti Dtareen mother/Luriani father
10	Mmarislusant mother/Luriani father
11	Cross-breed mother/Verasti Dtareen father
12	Cross-breed mother/Mmarislusant father

Once parentage has been determined, roll on the table below for each trait to see if the character has inherited it.

Cross-breed Traits

Trait	Luriani Mother	Mmarislusant Mother	Verasti Dtareen Mother	Cross-breed Mother
Luriani Characteristics	5+	8+	8+	5+
Pressure sense	7+	10+	7+	7+
Enhanced Dexterity	6+	10+	8+	7+
Enhanced Endurance	7+	8+	8+	7+
Increased Lifespan	10+	6+	NA	10+

- Luriani Characteristics are their webbed extremities, nicotating membrane and specialised muscles for sealing and collapsing lungs.
- Pressure Sense is the Luriani's specialised nerve endings for detecting changes in pressure.
- Enhanced Dexterity grants a +1 DM to Dexterity.
- Enhanced Endurance grants a +1 DM to Endurance.



LURIANI EQUIPMENT AND TECHNOLOGY

EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME:

If you had to list the technological wonders of the Imperium, you probably wouldn't put a ten year old blonde girl sucking a lollipop on it. But then you may not know, Luriani don't normally have blonde hair.

They say Luriani lose it without warning. They can, but do usually they give you warning; if you know what to listen for ('I'm so sorry My Lady, I didn't catch that').

Nothing seemed to have changed, her voice as friendly and pleasant as ever. For all the world, you'd have thought she'd simply been lost in thought and not heard. But, My Lady, I had really put my foot in it.

They put how to apologise in the Luriani phrase book right after how to say hello. Seems an odd place, but they do it for good reason. When an angry Luriani says sorry to you, apologise back. Immediately.

'I'm so sorry I didn't mean to mumble. I said your sister is beautiful.'

She smiled and nodded. Luriani are quick to take offence but if it's accidental, they're just as quick to forgive.

The Luriani were once leaders in technology; they were the first significant group to develop jump-4 drives in 121 and much of their technology was absorbed into the Imperium with their incorporation in 202. In many ways, they are ideally suited to technology and science; curious, creative and capable of thinking in new and unusual ways. However, since becoming part of the Imperium they have preferred to concentrate on their first loves, artistic and cultural pursuits. Secure in that position, their technological lead disappeared. If anything, Luriani worlds now lag slightly behind the Imperial norm, though the Luriani Crisis shook the Luriani out of their lethargy. The LCA has launched a major program to improve their technological base. This program has yet to show its fruits, but the Luriani are once again committed to matching the best science has to offer.

Equipment Notes

The Luriani's webbed extremities make using equipment not designed for their hands uncomfortable (apply a -1 DM). Such

equipment is common close to their homeworlds, but further away it becomes harder to locate and more expensive. For all Luriani specific equipment apply a -1 DM to locate if using the Availability rules and a +10% surcharge to any cost. This modifier does not apply to humans using Luriani devices, which they can use without penalty.

Low Berths

Luriani make extensive use of low berths for travel and medical purposes. Their natural ability to slow their metabolism allows them to use these without any risk.

Drugs and Medicine

The different biochemical nature of Luriani physiology means medications intended for humans can have unpredictable or even fatal effects on them. A full range of Luriani specific drugs have been developed, but their availability and cost depends on the distance from the Luriani's homeworlds. Naturally, most Luriani travelling far from home will tend to take a selection of such drugs with them. The same DM regarding availability and cost for equipment apply to Luriani medications.

Reproductive Genetic Technology

The one area where the Luriani do still lead the Imperium is in genetics, in particular reproductive genetics. Their long struggle with the issue of Leramiyasins births and search for a method by which mixed race couples can conceive children has led to extremely advanced capabilities in these areas. Also the LCA expends considerable effort to ensure this technology is available on all Luriani worlds. Therefore, all Luriani worlds should be regarded as having TL15 genetic technology with their capacity in reproductive genetics being at TL16, regardless of the base Tech Level of the world. The Luriani have long had a policy of freely sharing these advances. Reproductive technology pioneered by the Luriani can be found in extensive use elsewhere, both in the Imperium and beyond.

In-vitro Fertilisation and Same Sex Conception

In-vitro fertilisation is a common option many Luriani couples unable to conceive normally take advantage of. The Luriani developed most of these techniques during the First Protectorate. The Luriani's unusual D/d chromosome system actually makes this relatively simple for them. In-vitro fertilisation for same sex Luriani couples was one of their first advances in reproductive genetics and achieved in -1652. The techniques were extended to human couples in -1646. Gender selection for female human



LYSH

Regarded as the traditional weapon of the Luriani, the lysh is a leaf bladed short sword suitable for one or two handed use. Designed for use in confined spaces or underwater, the lysh is the normal dress blade of the Luriani military. The most remarkable feature is that it is not normally made of metal, but wood. When properly treated, wood from the arbusodt tree takes on the properties of high carbon steel. It is this the lysh is traditionally made from, with the treatment giving the weapon its distinctive black and crimson patterning. It should be noted, despite the unusual materials used in its construction, arbusodt wood so treated has a high metal content and is very dense. Thus a lysh is easily detected by portal sensors.

There are several different type of lysh, varying in method of production, cost and availability. The most common are reproduction lysh. These are not made of arbusodt wood, but from metals or other similar materials, then coated to mimic the appearance of a traditional lysh. Reproduction lysh are commonly available and cost Cr. 100 each. They are used for practice by students (however, they are still perfectly functional weapons).

The next is the mass produced lysh. While constructed from traditional materials, they are manufactured by machine and thus their patterning is random. These are the standard issue dress blade for Luriani officers. They are easily obtainable on most Luriani worlds and cost Cr. 300.

Above these are the true lysh, crafted by master weaponsmiths using jealously guarded techniques handed down through generations. There are probably only 10,000 people alive who know the techniques for their manufacture. Each weaponsmith takes pride in creating a distinctive signature patterning. The cost starts at Cr. 2,500 and goes up from there depending on the renown of the weaponsmith. A true lysh from a famous weaponsmith can easily cost tens of thousands of credits. Availability is also often restricted with long waiting lists being common.

The final type of lysh is the green lysh. Very rarely, flaws in the treatment process of the arbusodt wood will result in a lysh with green streaks in addition to the normal black and crimson. These only occur with the handmade true lysh and are regarded as works of art rather than a weapon. These lysh are extremely rare; if one is available at all its cost might start at Cr. 100,000 and increase dramatically from there.

Lysh: TL0; Melee (small blade); Damage 2d6+2 one handed, 3d6+2 two handed; Cost variable; Mass 0.5kg.

couples was perfected in -1523 and finally became available for Luriani female couples in -1321. This involves switching the D chromosome into a d chromosome. These techniques would later play a vital role in the development of c chromosome technology.

Initially, in the case of male same sex couples, these techniques involved the use of donor eggs and a female surrogate to carry the child to term. However in -1307 Luriani geneticists perfected a blank artificial egg that removed the need for a donor egg. The need for a surrogate was eventually overcome with the development of the uterine replicator, though many Luriani male couples still prefer to use a female friend as a surrogate.

Uterine Replicator

Also known as an artificial womb, these were first developed during the Long Night in -127. The Luriani have long possessed the ability to complete a full term gestation artificially. These provide life support for the growing foetus, supply the embryo with nutrients, stimulate the development of the immune system and perform all the functions of a normal female uterus. These devices are available in all Luriani maternity facilities. The Luriani's preference for natural pregnancy restricts the use

of these devices in their society to when needed for medical reasons, but they are in widespread use throughout the Imperium as a whole.

Genetic Screening

The Luriani have developed techniques which enable embryos to be screened for genetic defects and for those defects to be corrected within the womb. They have all but eliminated such defects from their own population. Genetic screening is available free of charge to any Luriani parents who wish to avail themselves of it, though a modest fee may be charged for others. Virtually all Luriani parents take advantage of this. If a defect is detected, the actual decision on whether or not to correct it is left to the parents, but again, the vast majority do. Subsidies and grants exist for parents unable to afford for a defect to be corrected. The exception to the voluntary nature of screening is any pregnancy involving a c chromosome. All Luriani worlds have regulations making genetic screening during these pregnancies compulsory and most require any defects to be corrected. Luriani accept this as a prudent precaution given the nature of the technology. Naturally, such compulsory screening and any subsequent genetic corrections are free of charge.



CULTURAL ATTITUDES TOWARD REPRODUCTIVE TECHNOLOGY

Despite having access to a wide range of extremely advanced reproductive technologies, the Luriani have a cultural bias towards natural reproduction. Much of this technology is used sparingly, normally when a natural option is unavailable. Luriani male same sex couples usually prefer to use a female friend as a surrogate rather than an artificial womb. For their part, a Luriani woman would likely consider it an honour, an ultimate expression of their obligation to hospitality. Luriani women (particularly the female/d gender) generate a large quantity of endorphins during pregnancy. It has also been found that physical activity during pregnancy generates a number of chemicals that encourage an easy birth. Drugs do exist to replicate these effects, and work on humans as well, though Luriani practices also encourage healthy physical activity during pregnancy.

There are two common exceptions to this rule regarding the Luriani preference for natural procreation, both relating to the c chromosome technology. The first is where there is a risk of a Leramiyasyn child. In certain circumstances, there is a high chance that a couple including either an artificial cross-breed or human woman carrying a c chromosome can conceive a child with Leramiyasyn defects. In these cases it is usual for such couples to use in-vitro fertilisation to conceive. Most Luriani governments strongly encourage this practice, subsidising the fees for such conceptions. The second exception is where two human parents will deliberately elect to insert a c chromosome into their human child's DNA, thus allowing them to have children with a Luriani partner in adult life. In this case, most governments provide the same 90% subsidy for the first two children as with a cross-breed.

This technology does have the potential to allow any trait or characteristic of an embryo to be either enhanced or eliminated. The Luriani themselves use it strictly to correct recognised genetic defects, and actively attempt to prevent others using the technology for any other purpose. However, since it is in widespread use, their success is limited.

Cloning

Cloning itself is a relatively simple TL 9 technology, one the Luriani have long had access to. While Luriani cloning techniques are amongst the best available, they make little use of them. It is rare an individual Luriani would seek to have a child without a long term partner to share the responsibility with, and generally in such cases they would seek out a friend to provide additional genetic material. Luriani regard the use of clones to replicate an existing individual's personality (by certain high ranking nobles to provide doubles) as an obscene perversion of

science. They are willing to occasionally create what is termed a true child. This is a clone with deliberately inserted genetic alterations to ensure it develops as an individual distinct from the original. Luriani techniques in this are quite advanced and subtle. Using methods pioneered for same sex conception they can even create a clone of a different gender from the original.

They will also participate in the rehabilitation of clone doubles. Luriani methods in this are actually a mixture of psychological and genetic techniques. Subtle modifications are made to the clone's genetic structure to enable differences to appear. Naturally, the ability to do this is somewhat limited with a grown individual. In addition to these genetic alterations, the clone undergoes intensive psychotherapy with the intent of enabling a distinct individual personality to emerge. Unlike similar techniques used elsewhere, the Luriani do not wipe the clone's memories. These are integrated into the new personality, allowing the clone to retain their earlier experiences. While expensive, Luriani geneticists and psychologists will often provide these services free of charge. The process of rehabilitation normally takes two or three years.

Accelerated Foetal Development

Developed first in the mid-700s, this technology has gone through several versions. It allows for the gestation period to be dramatically reduced but can only be used in conjunction with a uterine replicator, the pharmaceuticals used would kill any mother. The Luriani make extremely sparing use of this technology, restricting it to cases of clear and compelling medical or compassionate grounds, normally in the case of a terminally ill parent, allowing them to see their child before death. It is more widely used elsewhere.

Pregnancy Drugs

Developed from the naturally occurring hormones produced by Luriani woman during pregnancy, a full course of these taken during pregnancy reduces the chances of complications during child birth. The differences in human and Luriani physiology mean a different set of drugs are required for each. A side-effect of these drugs is the increased production of endorphins, giving them a mild euphoric effect. They are sometimes used as recreational drugs, though this is highly frowned upon.

Anti-rejection Drugs

Originally developed in conjunction with same sex-conception, these allow a human surrogate to carry a Luriani child to term and vice versa. They are also used extensively with c chromosome technology, as they allow women not carrying the mutant d chromosome to carry a cross-breed child to term. These drugs are rather unpleasant to take, frequently inducing nausea, disorientation and giddiness. Temporarily reduce the Endurance of anyone taking them by -2, and Dexterity by -1.



Chromosome Technology

When most Imperial citizens think of Luriani and technology they think of the invention of jump-4 drives in 121. However, the Luriani regard their development of c chromosome technology in 932 as their crowning technological achievement. This is the technology that finally allowed some degree of inter-fertility between Luriani and humans. It is based on the study of the very rare occurrence of natural Xd cross-breeds that lack Leramiyasins birth defects. Study of these allowed the isolation of the genes which caused the defects. This is the key to the success of c chromosome technology. The procedure calls for major alterations to the parent's egg or sperm. First, the Leramiyasins genes from both parents are altered to a benign form, then an 'off' Luriani gender gene is added to the X chromosome, turning it into a c chromosome. Finally, the X chromosome and, if required, d chromosome are altered to mimic the mutant d which enables Leramiyasins births. The result is essentially a fertile Xd cross-breed without Leramiyasins defects.

These cross-breeds are still imperfect; often not all the parents' heritage is inherited, their fertility is somewhat limited, and most females need to take unpleasant anti-rejection drugs to carry them, but they are still a marvel of genetic science.

Remarkable as the first generation capacities of the c chromosome appear, the results of the second and subsequent generations are considered even more incredible.

As part of its facility for two way fertility, c chromosome technology has the ability to alter an X or d chromosome, correcting the genes which cause Leramiyasins defects and changing it to mimic the mutant d form. In a third generation, the possibility of a cc child arises. These are the true marvel of the c chromosome technology, a female child born to two human parents who inherits Luriani traits. This technology is currently producing its eighth generation and the c chromosome is spreading through Luriani society.

The final advance in the c chromosome project was achieved in 987 with the introduction of technology which allowed the Luriani gender selection gene to be altered from 'on' to 'off.' While this technology had theoretically been available via their

Cross-breed Second Generation

cd + XY	cd + Dd
Xc	cd
Xd	dd
Yc	Dd
Yd	Dc

Cross-breed Third Generation

XX + Yc	Xc + XY	dd + Yc	Xc + Dd	Xc + Yc	cd + Yc
Xc	Xc	cd	Xd	cc	cc
Xc	XX	cd	cd	Xc	cd
XY	Yc	Yd	DX	Yc	Yc
XY	XY	Yd	Dc	XY	Yd

Cross-breed Fourth and Subsequent Generations

cc + XY	cc + Dd	cc + Yc
Xc	cd	cc
Xc	cd	cc
Yc	Dc	Yc
Yc	Dc	Yc

Key

Dc, DX, DY and Yd	Not viable, no conception
XY and Yc	Human Male
XX and Xc	Human Female
Dd	Luriani Male
dd	Luriani Female/d
cd	Artificial Cross-breed
cc	Human Female/c
Xd	Natural Cross-breed with Leramiyasins defects

work on same sex conception, it proved formidably difficult to extend it to c chromosome technology.

C/c Chromosome Technology

It was always intended for c chromosome technology to be an interim step. The level of inter-fertility it provides is far from perfect and Luriani geneticists are working on its successor, C/c chromosome technology. Unlike its predecessor, it promises to allow male cross-breeds compatibility with the D chromosome. It is widely expected this technology will be ready for release within the next decade.

What is not widely known is that this technology is already primed for release and has been for years. Geneticists perfected the C/c combination in 1092 but it has not been released and there is no intention of doing so in the foreseeable future. The problem is the development of the human female/c gender. Many consider c chromosome technology an outstanding success, but those who developed it consider it a failure with



Technology Table

Technology	TL	Cost (Cr.)	Notes
Same Sex Conception	10	2,000	
Gender Selection in Same Sex Human Conception	10	500	Additional to the costs of the actual conception.
Gender Selection in Same Sex Luriani Conception	11	1,000	Additional to the costs of the actual conception.
Artificial Egg	11	500	Additional to the costs of the actual conception.
Uterine Replicator	11	50,000	Use of one of these for a 38 week pregnancy costs Cr. 75 per week.
Genetic Screening	10	200	Free for citizens.
In Womb Genetic Correction	12	2-12,000	Cost of correction depends on severity of defect.
Cloning	9	10,000	Provides simple genetic copy
True Child	10	15,000	Provides close genetic copy that will develop into distinct individual
Cross Gender True Child	11	20,000	Provides close genetic copy of different gender
Clone Double Rehabilitation	15	100,000 for genetic alterations plus 10,000 per year for therapy.	Turns double into true child while retaining earlier memories
Accelerated Foetal Growth	14	10,000	Reduces term of pregnancy to 20 weeks.
Accelerated Foetal Growth	15	20,000	Reduces term of pregnancy to 10 weeks.
Accelerated Foetal Growth	16	50,000	Reduces term of pregnancy to four weeks.
Pregnancy Drugs	10	200 for full term course	Reduces difficulty of any child birth.
Anti-rejection Drugs	12	1,000 for full term course	-2 to End and -1 to Dex while being taken. When used in conjunction with c chromosome technology, a 90% subsidy exist for the first two children.
C Chromosome Technology	15	Cr 20,000 per child	A 90% subsidy exists for first two children.
C/c Chromosome Technology	16	Cr 30,000 per child	Not released.

potential for disaster. It was known the c chromosome would leak outside Luriani space to some degree and allow a certain amount of Luriani traits into the human genome. It was thought these would be almost insignificant. Nevertheless, the Luriani took the possibility seriously and the decision to release the technology was taken not by the Luriani, but at the highest levels of the Imperial government.

The problem with C/c chromosome technology is the genetic backflow will be much higher than from the existing c chromosome version; it will take hundreds of years for there to be a significant build up of Luriani genetic material in the general population, if it occurs at all, with the current c chromosome technology. With C/c technology, it is guaranteed to happen, perhaps within decades. Frantic efforts are underway by both Luriani and other Imperial scientists hoping to find a way to halt or at least slow the spread of Luriani genes into the human genome and surrounding subsectors are being carefully monitored for any sign of the material. Work on the C/c technology is continuing in an effort to correct this issue.

The emergence of the human female/c gender also has one other potential danger; exposing the true secret of c chromosome technology's success.

The technology is deliberately misnamed. The genes that cause Leramiyasins defects are not confined to the sex determining 23rd chromosome but are spread through the entire genome of both species. In order to achieve its goal, the technology has to replace these genes in any genome it comes into contact with, by aggressively replacing them in the first few divisions after conception. These altered genes can be passed on to anyone with a c chromosome ancestor; they are wholly benign and, because many of the genes being replaced also cause defects in humans, even beneficial in many cases. Nevertheless, neither the Imperium nor Luriani believe the general population would react well to this information.

Bioweapons

The Luriani's general expertise in genetics would enable them to create highly effective bioweapons. Their excellence in reproductive biology means they could (in theory) create some particularly nasty long term weapons. However, their experience of the Edtyassos and its continued influence on their culture has left a deep and abiding revulsion at the very concept. The circumstances which would lead to any sane Luriani contemplating or participating in such a thing are almost unthinkable. Nevertheless, Luriani geneticists do participate in the development of biowarfare counter measures and most Luriani local governments maintain formidable defensive capabilities.



LURIANI SHIPS

EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME

Wurlana, in Luriani, has three meanings. It can mean wurkabommfishimmlana, a deep explosive charge measuring distance, or wurjkirefgaranfilana, a deep cup thrown for distance. The Verasti Dtareen call it toss-a-mug, and children play it at parties. But, in this case, it meant wuryokwinseshasitiyolana, deep sea traveller of great distance, the Wanderers. There were over thirty Wurlana ships in system, including two sublight ships. It's very rare to find that many Wurlana in one place at one time. So, of course, there was a festival. Seshko had insisted we go, as these things only happen every few years, so they're not to be missed. It was a riot of noise and colour. The ships were incredible, a mixture of everything imaginable. Imperial, Luriani, a fair few Vargr, even some, I think, Solomani and Zhodani. All painted in bright outlandish schemes. Seshko said they all meant something, told what clan they belonged to and the ship's history; where it'd been, who was on board, and so on. There were children running everywhere. Luriani love children, but the Wurlana take theirs into space with them. I was trying to haggle over a necklace when I was knocked on my backside by one of them. About thirteen or fourteen, bright blue and yellow ribbons tied in his hair and around his wrists.

'A oi irnisha Wa.' He looked like he was about to burst into tears.

I smiled back. 'It's okay, I'm very sorry too.'

I don't think he understood. I tried my Luriani 'A oi vie yoirnisha Lul.'

He looked a little puzzled, laughed, kissed me and sprinted off, ribbons streaming as he ran. I turned to Seshko, to see she was sniggering too.

'What?'

'Well, for a start, he's not Lul, he's a teenager so he's Dailul, then yoirnisha - that means what exactly?'

'Yes, very, very sorry?'

She chuckled. 'Nisha, sorry, ginisha, big sorry, yonisha, bigger sorry, irnisha, biggest sorry. If it's biggest it can't get any bigger now can it.'

I shook my head. Sometimes you got the feeling it'd been a bad idea to let a bunch of poets and musicians design a language. 'So why did he kiss me?'

She burst into laughter and pointed. I looked. He was with a bunch of other boys, and he seemed to be getting a lot of attention.

'Blue and yellow, Lurdan. Very, very traditional. You, my honey Sara, are pretty and eminently kissable. Especially for a fourteen year old boy who's spent most of his life on a sublight starship...

The Luriani love ships. They used to roam Daramm's oceans and have now taken that love into space. The Luriani see ships not as objects, but as being alive with distinct personalities. A Luriani will never call a ship 'it,' always 'she' or 'her.' According to Luriani mythology, ships are a gift from Sesh and they follow her nature. Luriani myths tell Sesh is a capricious goddess, playful and free with her favours if treated with care and respect, mischievous, even malicious, if not. Luriani treat their ships accordingly.

Luriani ships are designed with four characteristics in mind; durability, longevity, manoeuvrability and aesthetics. They build their ships with attention to detail, intending them to be easy to maintain and repair. A well maintained Luriani ship has a life measured in centuries. The oldest ship in Imperial service, the INS Aasidt, is nothing more glamorous than a humble TL11 200 ton courier built by the Luriani. She will celebrate her 2,500th birthday in 1107. Luriani ships are also superbly agile; during the Luriani War, Imperial ship quickly learnt never to follow a



Luriani warship into an atmosphere. They are almost always streamlined (there are exceptions, such as the running mate of their battleriders, the fleet jump shuttle, usually little more than an open framework fitted with jump drives) and often feature a number of enhancements such as variable vector thrusters to improve their manoeuvrability further. Finally, the Luriani expect their ships to look good. Luriani ships normally have either a flattened sphere lifting body or pencil-thin needle hull. They feature long sweeping curves, elegant wings and control fins. The 124th fleet's Siarynee display flight with their graceful Gukhii fighters performing tight aerobatics is always a great crowd pleaser on Navy days.

Luriani Designs

The following modifications are used when designing Luriani ships.

- The cost of all components (excluding software) of a Luriani designed ship is increased by +20%.
- The construction time required for Luriani ships is increased by +20%.
- Luriani designs gain a +1 DM to Pilot checks for all atmospheric operations.
- Luriani designs have 1 Hull and Structure point per 40 tons instead of 1 per 50 tons.
- The cost of annual maintenance is reduced by 50% (this is applied after the 20% increase in the cost of components).
- The cost and time required for all repairs is reduced by 20%.
- The cost of Luriani spare parts is increased by +20%.
- The effects of the Old Ships table on page 136 of the *Traveller Core Rulebook* are applied to Luriani designs for every 20 years of age rather than every 10 years.
- Luriani designs may include a Manoeuvre Enhancement. Every 5% of the hull's tonnage dedicated to Manoeuvre Enhancement grants a +1 DM to initiative, allows one extra dodge and provides a +1 DM to Pilot checks, when engaged in atmospheric operations. Manoeuvre Enhancement MCr. 0.5 per ton of (MCr. 0.6 after the 20% surcharge for Luriani designs is applied).

These modifications apply only to Luriani designed ships, not to standard designs built in Luriani yards.

Parts Availability

Luriani ships require non-standard spare parts manufactured to the same high quality and standards as their ships. Close to their homeworlds these parts are commonly available, further away, locating them becomes difficult. Apply the same modifiers as Luriani equipment to locate Luriani spare parts away from their homeworlds. If suitable parts are not available, double both the cost and time required to reflect the need to fabricate the correct parts.

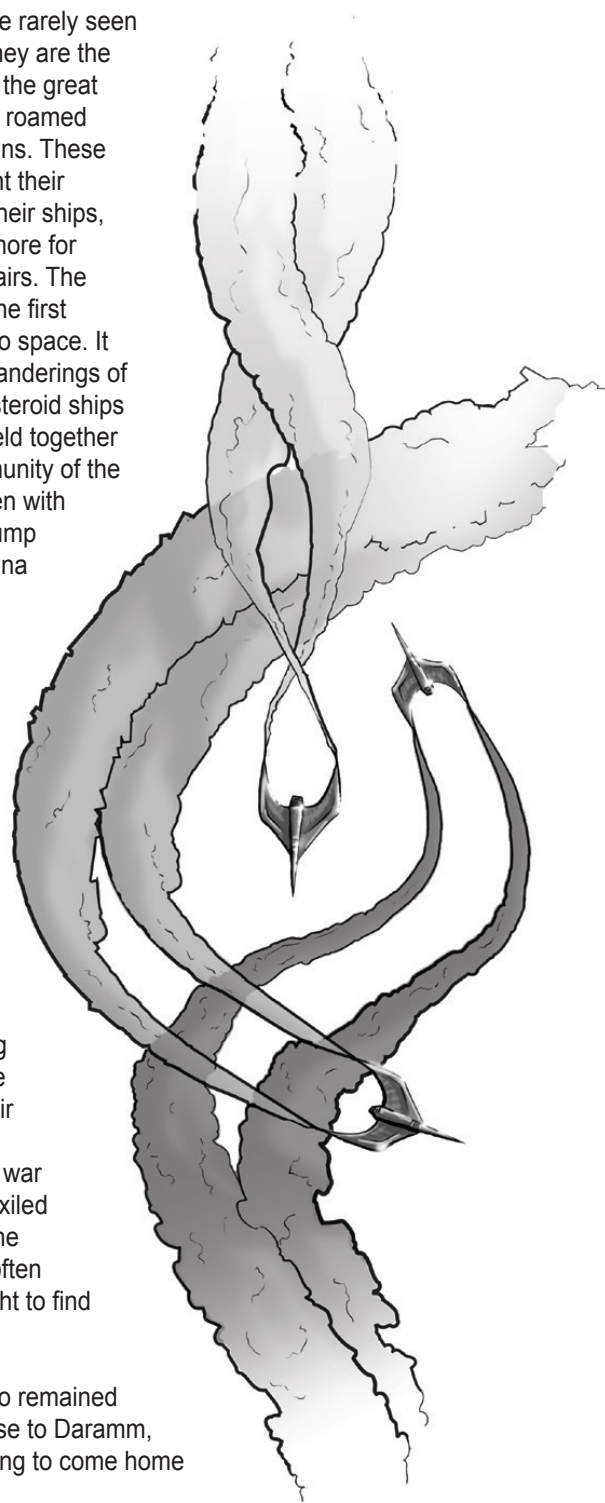
Luriani Ship Names

Luriani ship names are taken from all of their heritages; Luriani ships can be found with Luriani, Terran and Vilani names. Luriani prefer to name their ships either after people or use adjectives. Their names will tend to be short, usually only a single word, and rarely more than two.

The Wurlana

The Wurlana are rarely seen by outsiders. They are the descendants of the great raft ships which roamed Daramm's oceans. These wanderers spent their entire lives on their ships, only coming ashore for resupply or repairs. The Wurlana were the first Luriani to take to space. It was the slow wanderings of their sublight asteroid ships that built and held together the loose community of the Amidaresh. Even with the coming of jump drive, the Wurlana remained most adapted to the faster means of travel and continued as before. The Wurlana formed most of the Luriani's fleet in the war against the Vilani, their lifetime spent in space making them formidable opponents. Their numbers were savaged by the war and the Vilani exiled them. Most of the survivors fled, often travelling sublight to find safety.

The handful who remained behind kept close to Daramm, hiding and waiting to come home





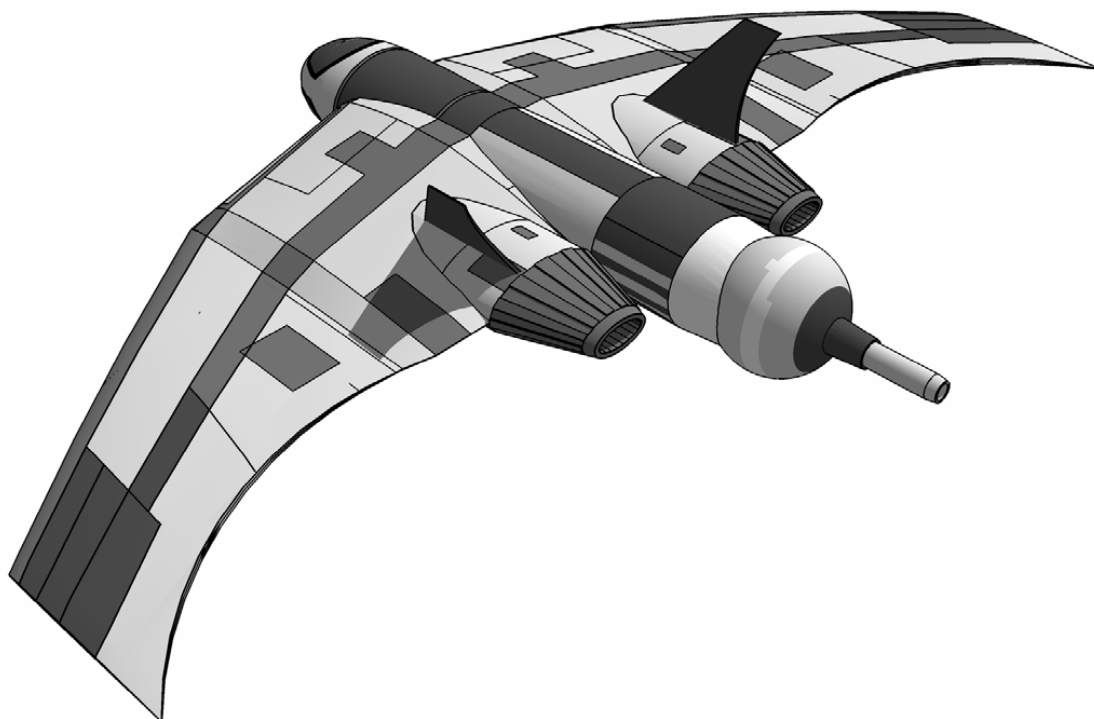
again. It was these few that rebuilt the Wurlana culture during the First Protectorate. These Wurlana still remain, plying the space lanes in their ships, wandering and trading as they have always done. A tiny few such as the Lurdtan still even use their traditional sublight asteroid ships, but most now take advantage of heavy LCA subsidies and travel in more conventional ships.

The Wurlana are superb spacefarers, born and spending most of their lives there. Wurlana ships are usually heavily crewed, for they disdain automation and teach their children how to operate a ship's systems. Even for the Luriani, their ships are renowned for their lifespans, often being many centuries old. Virtually any design from any period can be found in service with the Wurlana.

WHY DOESN'T EVERYONE BUILD THEM THIS WAY?

Luriani designs and construction techniques appear to offer significant advantages over standard methods. It is often asked why all ships are not built using these methods. The answer lays in the reasons why the Luriani build their ships as they do.

In the Luriani's prehistory, their sea-going vessels had to spend years at sea without access to ports and support facilities, thus the Luriani's tradition of durability and longevity evolved. As they spread into space, they took this tradition with them. After the Vilani conquest, the Luriani were forbidden from building or possessing starships for over a thousand years. When this was eventually relaxed, the number allowed was still severely restricted. Therefore, again, longevity and durability were foremost in designs. As a result, they adopted production methods significantly different from those standard at the time. Far higher quality materials were used, tolerances and specifications were much more stringent, and construction methods were developed that traded time for precision. Luriani shipbuilding continues to use these different methods, while the Imperium and surrounding states base their industries on Vilani and Solomani practices. To implement Luriani design and construction techniques would require rebuilding the Imperium's entire shipbuilding industry from scratch, the cost of which would be unimaginable. Nevertheless, these methods have been adopted to some extent. Specialist yards using them can be found throughout Charted Space, but such ships normally attract a price premium and suffer from the same issues of parts availability.





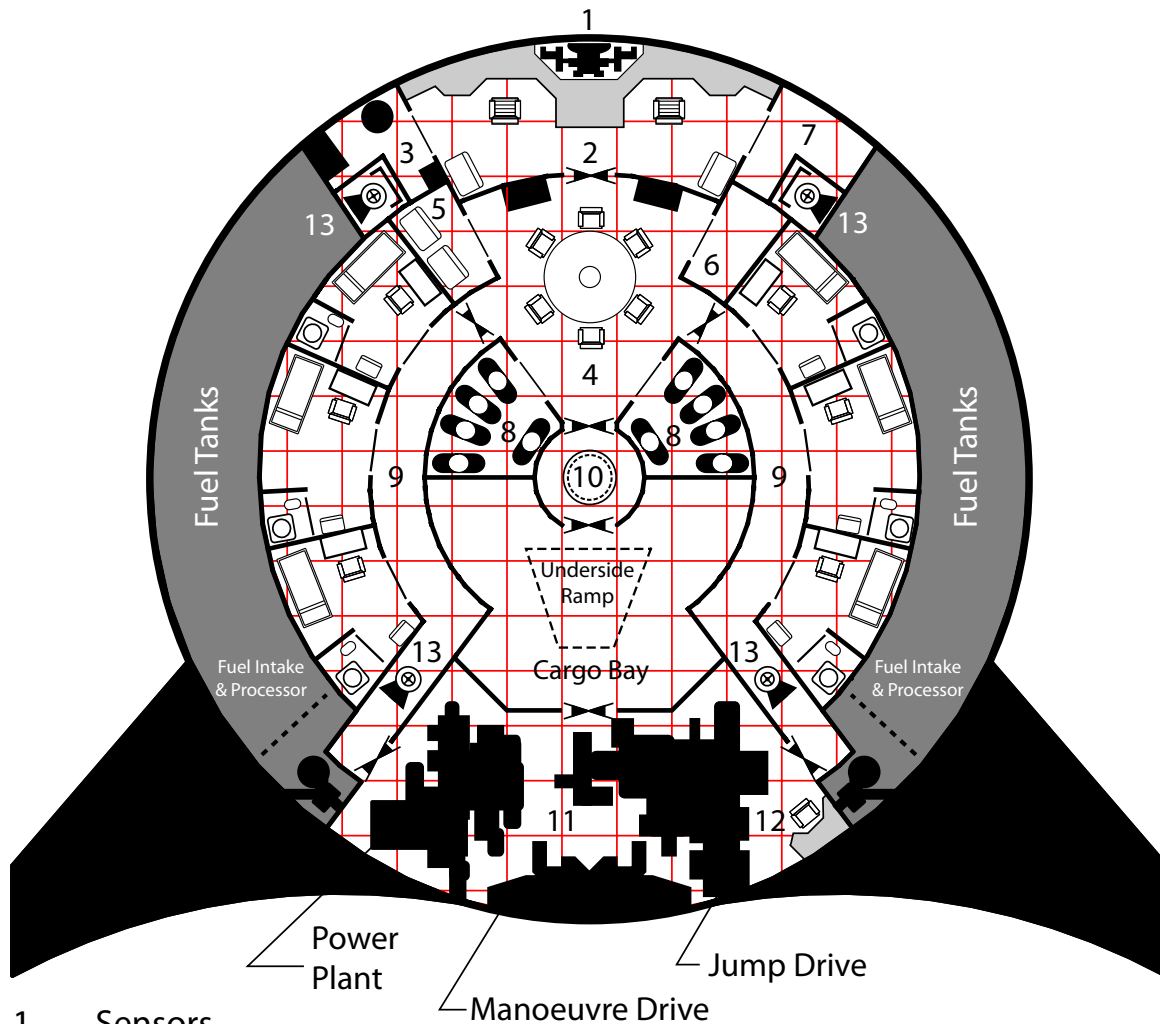
Arant-class Ketch (Type KL)

A basic courier intended to move high value passengers and cargo, the *Arant*-class has its origins in the First Protectorate. The class shows the classic Luriani design philosophy, a wide flattened sphere forming a lifting body, extensive control surfaces and short twin tail fins that give good manoeuvrability in an atmosphere. Appearance is carefully considered to make the overall design aesthetically pleasing. Internally, systems are located for ease of access and maintenance. Theoretically, an Arant can be operated by a single pilot, but normal crew complement is pilot, astrogator and engineer.

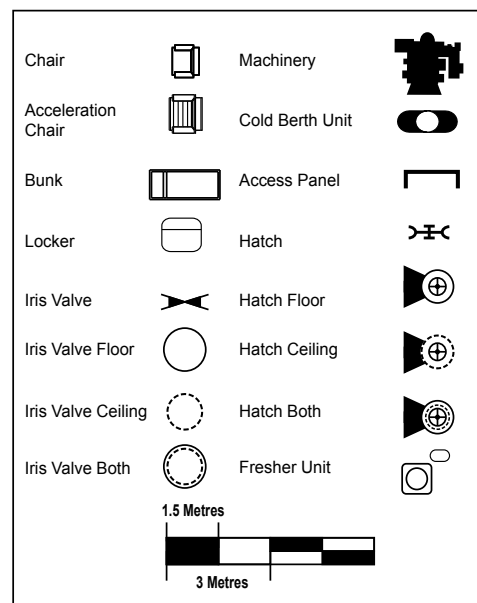
Arant-class Ketch (Type KL):

Item	Type	Rating	Tons	Cost
Hull	100 ton Streamlined, Self-sealing	Hull 3 structure 3	-	3,840,000
Armour	Crystaliron	4 Points	5	480,000
Jump Drive A		Jump 2	10	12,000,000
Manoeuvre Drive A		Thrust 2	2	4,800,000
Power Plant A		Rating 2	4	9,600,000
Bridge			10	600,000
Computer	Model 2/bis	Rating 10 (15 for jump)	-	288,000
Electronics	Basic Civilian Sensors	-2 DM	1	60,000
Weapons	1 Hardpoint	Empty reserved space	1	-
Fuel	24 tons	One Jump 2 and 4 weeks operations	24	-
Cargo	12 tons		12	-
6 Staterooms			24	3,600,000
10 Low Berths			5	600,000
Extras	Fuel Scoops	Integral	-	-
	2 Fuel Purifiers		2	120,000
	Ships Locker		-	-
Software	Jump Control/2		-	200,000
	Manoeuvre/0		-	-
	Library/0		-	-
Maintenance Cost (monthly)			-	1,505
Life Support Cost (monthly)			-	13,000
Total Tonnage and Cost			100	36,202,505

Arant-Class Ketch (Type KL)



1. Sensors
2. Bridge
3. Computer/Life Support
4. Common Room
5. Ship's Locker
6. Galley
7. Office/Utility Room
8. Cold Berths x10
9. Staterooms x6
10. Main Airlock & Hardpoint Access
11. Engineering
12. Engineering Station
13. Landing Gear Access



Main Airlock opens underneath ship
Hard Point Access is an observation dome when turret is not fitted
Utility Room can function as a basic Medical Bay



Tracey-class Longship (Type LL)

A standard jump two freighter found throughout Luriani space. The design features a long needle hull with short stub wings and a V tail providing control in an atmosphere. It shows the usual Luriani attention to ease of maintenance and manoeuvrability. Its minimum crew is a pilot and engineer, though its usual compliment is pilot, engineer, astrogator, medic and steward. If the ship is armed, the medic and steward often double as gunners.

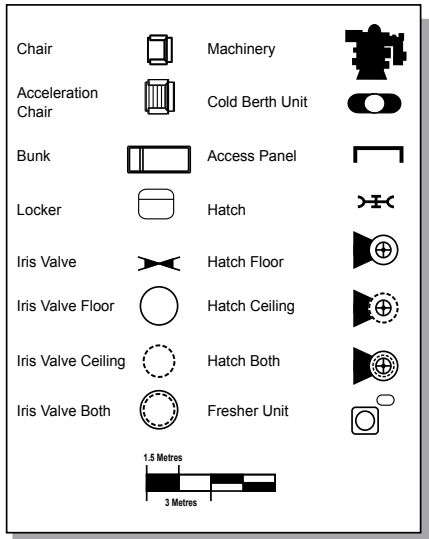
Tracey-Class Longship (Type LL)

Item	Type	Rating	Tons	Cost
Hull	200 ton Streamlined, Self-sealing	Hull 5 structure 5	-	12,960,000
Armour	Crystaliron	4 Points	10	1,920,000
Jump Drive B		Jump 2	15	24,000,000
Manoeuvre Drive A		Thrust 1	2	4,800,000
Power Plant B		Rating 2	7	19,200,000
Bridge			10	1,200,000
Computer	Model 2/bis	Rating 10 (15 for jump)	-	288,000
Electronics	Basic Civilian Sensors	-2 DM	1	60,000
Weapons	2 Hardpoints	Empty reserved space	2	-
Fuel	48 tons	One Jump 2 and 4 weeks operations	48	-
Cargo	50 tons		50	-
10 Staterooms			40	6,000,000
20 Low Berths			10	1,200,000
Extras	Fuel Scoops	Integral	-	-
	5 Fuel Purifiers		5	300,000
	Ships Locker		-	-
Software	Jump Control/2		-	200,000
	Manoeuvre/0		-	-
	Library/0		-	-
Maintenance Cost (monthly)			-	2,953
Life Support Cost (monthly)			-	22,000
Total Tonnage and Cost			200	72,152,953

Tracey-Class Longship (Type LL)

Upper Deck

Lower Deck



1. Sensors/Avionics (1 metre thick)
2. Bridge
3. Computer Room
4. Life Support
5. Ship's Locker
6. Office
7. Cold Berths
8. Passenger Common Room
9. Med Bay
10. Galley
11. Crew Common Room
12. Staterooms x10
13. Hardpoint & Lower Deck Access
14. Engineering
15. Jump Drive
16. Power Plant
17. Fuel Processors

Wings 1 metre thick

Fuel Tanks

Fuel Tanks

Manoeuvre Drive

Fuel Intakes

Airlock

Airlock

Escape Hatch
& Gear Access
Nose Landing Gear

Fuel Tanks

Upper Deck
& Hardpoint
Access

Cargo Bay

Underside
Door

Landing Gear

Landing Gear



Gukhii-class Fighter (Type FL)

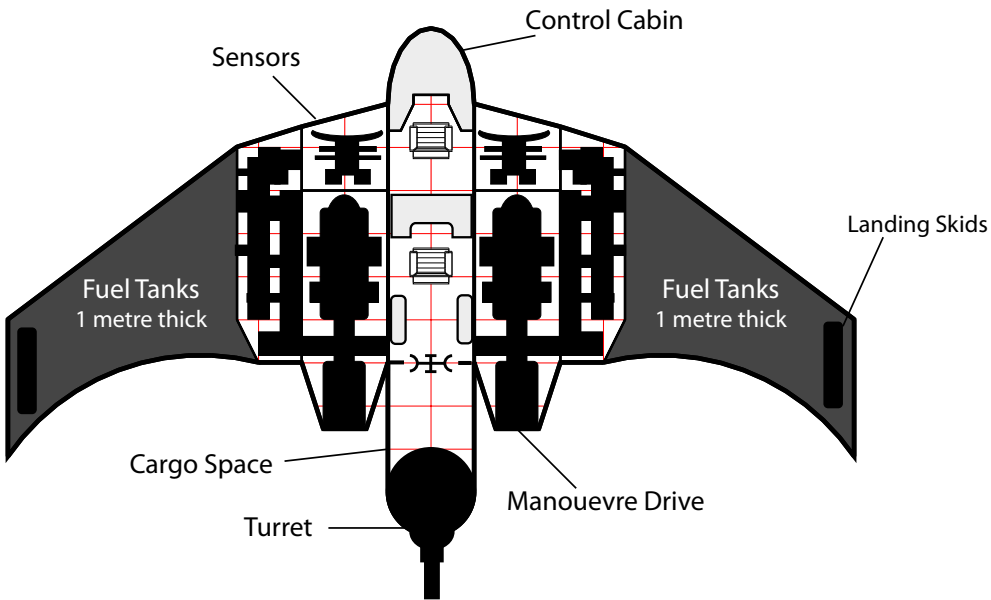
An advanced fighter, originally designed by the Luriani naval architect Mraiko Dakhar. The design shows the normal Luriani preference for agility, with a large gravitic drive and extensive manoeuvre enhancements. The type is in service both with local Luriani forces and the Imperial Navy's Luriani-recruited 124th and 129th fleets. Its normal crew consists solely of a pilot.

Gukhii-Class Fighter (Type FL):

Item	Type	Rating	Tons	Cost
Hull	40 ton Streamlined Self-sealing, with reflec and stealth	Hull 1 structure 1 (personal scale hull 10 structure12)	-	12,128,000
Armour	Crystaliron	4 Points	2	336,000
Manoeuvre Enhancement	10.00%	+2 Initiative, +2 dodge rolls, +2 atmospheric operations	4	2,400,000
Manoeuvre Drive sR		Thrust 8	11	2,6400,000
Power Plant sR			7.5	1,9200,000
Cabin			3	240,000
Computer	Model 5/fib	Rating 25		18,000,000
Electronics	Very Advanced Sensors	+2 DM	5	4,800,000
Weapons	1 Beam Laser		1	1,200,000
	Torpedo Mount		2.5	-
Fuel	2.5 tons	2 weeks operations	2.5	-
Cargo	1.5 tons		1.5	-
Extras	Fuel Scoops			
	Ships Locker			
Software	Manoeuvre/0			
	Evade/2		-	2,000,000
	Fire Control/2		-	4,000,000
	Library/0			
Maintenance Cost (monthly)			-	3,780
Life Support Cost (monthly)			-	2,000
Total Tonnage and Cost			40	90,704,000

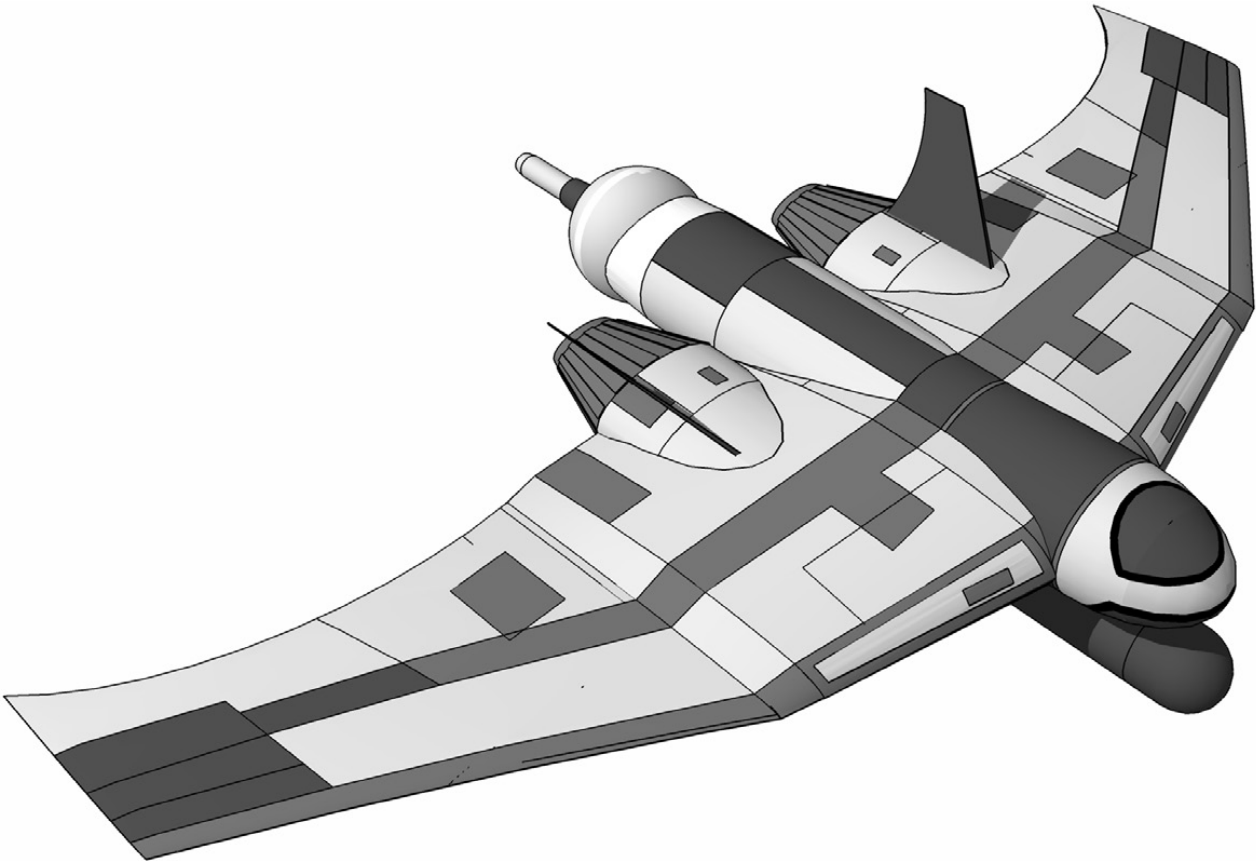
Chair		Machinery	
Acceleration Chair		Cold Berth Unit	
Bunk		Access Panel	
Locker		Hatch	
Iris Valve		Hatch Floor	
Iris Valve Floor		Hatch Ceiling	
Iris Valve Ceiling		Hatch Both	
Iris Valve Both		Fresher Unit	

Gukhii-Class Fighter (Type FL)



Body is 3 metres thick - Wings are 1 metre

Torpedo is slung underneath body



LURIANI ENCOUNTERS

EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME:

'That is you, my honey, yes?'

'Yes, and that still gives me the creeps you know.'

She was standing in front of the mirror, I knew she couldn't see me. My honey, it's what she usually called me now, though I kind of liked it. She turned to face me and used that disarming smile of hers.

'I'm sorry, but I can't exactly turn it off.'

'It's okay.' I did know there really wasn't much she could do about it, pressure sense wasn't like sight, it was just there.

'So my honey, you think what?' Her dress was long, her usual style, split at the side, just a hint of leg but with a deep plunging back showing off the darker pressure lines there.

'Gorgeous as usual.'

She looked relived. Seshko didn't like her body. She'd never say it directly, but you could tell.

'It's the Archduke's birthday ball. He'll be there himself, it's important.' She sighed. 'I do wish the Mother had been a little more generous with my legs and little less with my front.'

It was more to herself than me. I laughed. 'You're not talking about the Archduke though are you, yes?'

'Maybe.' There was a blush, a genuine blush. 'I just like to look my best.'

'And if a certain young Verasti Dtareen Vebant is there?'

She turned bright red now. The Luriani really do that, all that extra blood apparently. 'Oh, maybe, you never know.'

I hugged her. 'You look perfect, if Ian has eyes, he won't be able to take them off you.'

Reactions

The Luriani have long been Imperial citizens and most of their reactions are similar to those of other Imperial citizens. They tend to give a little less weight to high social standing, especially when inherited; an accident of birth does not guarantee respect amongst the Luriani. By the same token, a title that has been earned will gather far more respect. Luriani expect people to be polite, and perceived rudeness, boorishness, and crass behaviour will elicit a negative response.

2d6	Reaction
2	Violent, immediate attack
3	Hostile, attack on 8+ on 2d6
4	Hostile, attack on 12+ on 2d6
5	Hostile, may attack or refuse cooperation
6	Unreceptive
7	Non-committal
8	Interested
9	Intrigued
10	Responsive
11	Enthusiastic
12	Genuinely friendly

It is unlikely a Luriani character will react to any initial encounter with physical violence, but if they have perceived an insult (however accidental), they may be hostile. In the event of a hostile response, consult the section of Luriani temper below.

Encounter	DM
Luriani dealing with Luriani	-3
Luriani dealing with Solomani	-1
Luriani dealing with Vilani	+1
Wurlana dealing with hostile clan	+1
Wurlana dealing with friendly clan	-1
Outsider dealing with Luriani	+1*
Former non-Luriani émigré dealing with Luriani	+2*
Luriani dealing with someone with Archducal honour	-1

* Minimum DM, may be higher



The Luriani Temper

The Luriani are well known for their tempers. They are frequently thought of as exploding into anger without warning at the slightest provocation. This is not normally true. It is actually surprisingly hard to make a Luriani lose their temper. Most assume minor slights are accidental slips and are fairly tolerant of people they believe do not know how to behave. Also, a Luriani will not simply stand around being insulted. For a minor slight, such as a non-Luriani getting their name wrong, they will simply provide the correct information and continue. In the face of repeated slights they will try to remove themselves from the situation (though forming a negative opinion of the person concerned). When they do feel slighted, Luriani usually give warnings and a chance for the offender to apologise gracefully without losing face. These are subtle and hard to detect. These warnings are slipped into the normal flow of interaction to allow the offending party to quickly apologise and for both to pretend nothing actually happened. If the offending party ignores these warnings and continues to offend, that is when tempers can be lost. The following rules are provided for non-player character Luriani, though players may elect to use them as a guide.

First assign the Luriani a 'sensitivity' from 1 to 6. Then assign a value from 1 to 6 for the offence, indicating the seriousness of the offence. A minor offence such as repeatedly using the wrong name or title would be 1, something like calling a Luriani's cross-breed wife a hybrid, 6. Then roll 2d6 using both the level of offence and the Luriani's sensitivity as a negative DM and consult the table below. Other modifiers should be applied according to circumstances.

A Luriani will be more tolerant of someone unfamiliar with their rules of etiquette or somebody they feel favourable inclined towards. They will be less tolerant if they suspect the offence was intentional. Referees should generate additional DM's as appropriate. Verasti Dtareen and Mmarislusant characters both use this table, though Verasti Dtareen receive an additional +1 DM to represent their greater tolerance, and Mmarislusant a +3 DM.

Modified Roll	Result
3 or more	Offence believed to be accidental; ignored, but apply the level of this offence as a DM to any future rolls (these cumulative DM's will keep building up with each repeated offence)
-2 to 2	Offence is believed to be deliberate; ignored if an apology is given, otherwise the Luriani will become angry.
-8 to -3	Become angry
-12 to -9	Challenge to duel
-13 or less	Lose control

Note, most Luriani will attempt to remove themselves from a situation after three or four rolls on this table.

When a Luriani do lose their temper, they will be loud and demonstrative, leaving the offending party in no doubt about what they have done wrong. Normally, after a period of yelling, the Luriani will voluntarily remove themselves from the situation. They will later return and apologise for losing their temper. At this point they will expect the offending party to make some apology in return; in Luriani society, any apology requires another in return. If this is received, the situation will be resolved and relations will continue normally. The matter will be forgotten and it is not polite to speak of it again. Sometimes, in the case of a severe offence, they may demand a duel; this will happen during the initial outburst. As noted previously, this is not combat but a test of skills, usually artistic. These duels take some time to arrange and are a method of forcing both parties to allow time for tempers to cool. It doesn't matter who wins a duel as long as both give their best. Once the duel is completed, again apologies will be exchanged and the matter forgotten.

While Luriani are quick to take offence, so long as they believe the slight was accidental, they are equally quick to forgive. However, the Luriani are capable of holding grudges and not forgiving offences they believe to be deliberate. The most famous is their racial grudge against the Vilani which they have held for thousands of years. A Luriani who feels deliberately slighted will probably not react with violence. They will usually break off contact with the offender and simply refuse to have anything more to do with them. Such a reaction is extremely hard to overcome. The final stage of Luriani anger is when they truly do lose control. In this case the Luriani will seem very calm. Their voice will be flat and their focus entirely on the offence and offender. It is in this state they become highly unpredictable and prone to violence. Their strong social manners make these situations extremely rare, though they can be very dangerous.

SAMPLE LURIANI PERSONALITIES

Below are a selection of Luriani personalities. These may serve as patrons, antagonists, encounters or adventure focuses.

Brandon James Caroline Minomoru Fierana Archduke of Gateway

Known in Imperial protocol as Archduke Brandon Singh Minomoru of Gateway, Brandon is the first of the sixth dynasty to hold the title. He also holds the title of Count of Daramm, though his responsibilities are now usually delegated to his seneschal. Born on Daramm in 1028, Brandon Count entered a Vusis relationship with Imelda Fierana Baroness of Secord in 1072. The couple finally matched in 1080 and currently have three children; Tranian (born 1084), Kamess (born 1086) and Afira (born 1088), all of whom are being educated on Capital.



Luriani Contacts, Allies, Rivals and Enemies

d66	Personage
11	Sculptor
12	Local Military Enlisted
13	Wurlana Trader
14	Scientist
15	Archaeologist
16	Alien Ambassador
21	Imperial Bureaucrat
22	Luriani Tourist
23	Local Verasrasti
24	Musician
25	Imperial Military Officer
26	Shugilii
31	Teacher
32	Imperial Noble
33	Pilot
34	Investigative Reporter
35	Film Maker
36	Local Military Enlisted
41	Luriani Separatist
42	Outsider Tourist
43	Historian
44	Priest or Priestess
45	Painter
46	Luriani non-Hereditary Noble or Knight
51	Film Maker
52	Military Chaplain
53	LCA Official
54	Pickpocket
55	Free Trader
56	Business Leader
61	Imperial Scout
62	Police Officer
63	Confidence Trickster
64	Writer
65	Imperial Military Officer
66	Doctor

Though born on Daramm, the Archduke now spends most of his time at the Domain capital of Annapabar (Ley 1936).

Brandon is best known for his almost single-handed efforts to defuse the Luriani Crisis in the 1070s. It is considered it was only his voice of reason which prevented a Luriani revolt when Archduke Steven made his motion in the Moot to void the Treaty of Daramm, and it was his frantic (and unauthorised) dash to Capital and appeal to Emperor Strephon himself that prevented its passing. He was raised to the position of Archduke in the wake of the Crisis in 1076. Brandon is known for his hands on approach to government, taking a direct interest in the welfare

of his Domain. It is his even-handed manner, balancing Luriani sensibilities with the concerns of the wider Domain that is credited for largely defusing the tensions of the Crisis.

Sara Kimiko Charles Trace Maval Dame

Known in Imperial protocol as Sir Sara Lisanii Trace, Sara Maval is not Luriani by birth. Born in 1063, she was the first child and heir to the Count of Toza in the Fornast sector. After completing her education she elected to conduct her customary grand tour amongst the Luriani. There, she fell in love with the culture. Three years after completing her grand tour in 1085 she renounced her claim to the County of Toza and in moved to Daramm. Sponsored by her friend Seshko Maval, she was granted residency in 1089. Married to the archaeologist Eeyrn Inhaleemm in 1091, the couple later entered a full ami relationship with Maval and her Verasti Dtareen spouse in 1093. The ami currently has two human sons, one human daughter, three cross-breed daughters, a Luriani daughter, and three Luriani sons.

She currently works as the senior liaison between the LCA and the Luriani Makerite community in their continuing efforts to preserve the Luriani Makerite culture. She is passionate about this goal and improving understanding between the Luriani and wider Imperium, for which she was awarded a knighthood in the Order of Gateway in 1103. She speaks publicly on these matters frequently and in her role for the LCA organises many events to further these aims.

Hasueesa Fas Cesaera Emmvekh Basko Ruaeti

Hasueesa Basko claims to be nothing more than a humble Ruaeti (Restaurateur). He is in fact one of the biggest mob bosses on Daramm. While large scale organised crime is less common in Luriani society, it is not unknown. Basko has worked his way up from a lowly leorukh (gang soldier) to irlul (head boss) of the Reshash criminal clan, involved heavily in narcotic trafficking, vice and corporate fraud. Luriani mobs are organised along the lines of an extended family with clear rules of behaviour. Violence against 'civilians' (people outside a criminal gang) is supposed to be avoided, a code of silence regarding the police is meant to be observed, and the families of leorukh killed are supposed to be provided for by their direct gilul (boss). There is a truce on the two Fools' Days.

Basko actually does try to ensure his clan follows these rules and thinks of his subordinates as family. This does not prevent him from ordering beatings and murders when he feels it is needed, however. Outside of his role as a crime lord, Basko is actually a devoted family man and supports a number of artistic and charitable causes. His goal is to obtain a degree of legitimate respectability, though this has so far eluded him. He is a frequent target of OSA investigations, but has thus far avoided prosecution through a combination of his gang's code



of silence, violence and intimidation. However, he has many powerful enemies who would love to see him fall.

Ira Wilhem Renal Riasa Riasa Baronet y Kaashiarfo

In Imperial protocol known as Baronet Ira Ungash Riasa of Kaashiarfo, Riasa Baronet is CEO and principle shareholder of Riasa Dtiambasa, an important shipping and trading company in Luriani space. Born on Sarun in 1031, the future baronet began his career as a lowly deckhand on a tramp freighter in 1049. He quickly showed a talent for business and was appointed to positions of increasing responsibility. He put aside much of his salary and, in 1061, purchased his own free trader. His talent, dedication and simple hard work allowed him to expand to a second in 1073, and his fleet continued to expand for the next two decades. By 1095, his company was a thriving mid-sized merchant line specialising in trade between Luriani worlds and the wider Imperium. He received his Baronetcy in 1099 in recognition for his role in fostering the economic recovery of the Luriani worlds after the Crisis of the 1070s. Unusually, his Baronetcy is not an archducal title, but issued directly from the Emperor himself.

Riasa is a driven and talent businessman. He is known to drive a hard bargain and for cut-throat business practices, though never illegal behaviour. Currently unmatched, his heir is his grand-niece Aniar. At the insistence of her grand-uncle, Aniar began her career as a lowly deckhand in 1097 and quickly showed she had his talent. She is now first mate on one of the line's independent trading vessels and rising rapidly in the company under the watchful eye of her devoted grand-uncle.

Afira Imelda Brandon Minomoru Minomoru Lady of Gateway

Known in Imperial protocol as the Lady Afira Fierana Minomoru, she is the youngest child of Brandon Archduke. Born on Annapabar in 1088, Lady Afira is currently attending the prestigious Karbiili School on Capital where she is known to be a problem student. Her behaviour was restrained by the presence of her brothers Tranian and Kamees, but since they have left for higher education, her wild nature has become evident. Rumours persist of her near expulsion after unceremoniously dumping the heir of a highly ranked noble for a disparaging comment regarding her gown at a social event (Lady Isis of Illeish and Grand Princess Ciencia are frequently mentioned in relation to this supposed incident, though this seems unlikely). Despite her disciplinary problems, she excels in her studies of history, economics and political science. It is known she intends to follow a career in the navy and is attending preparatory classes. It is expected she will return to enter the Gateway Naval Academy after completing her schooling next year.

SAMPLE LURIANI PATRONS

The patrons listed here employ a mix of Luriani and non-Luriani characters.

Sharik Diikhu, Conspiracy Theorist and Amateur Art Historian

Requirements: Engineering (electronics), Stealth

Rewards: Cr. 2,000 per party member

Player Information: Sharik Diikhu is a believer in the theories that Ariaryn Olreel's works contain visions of the future. She is convinced she has found a lead which will prove them once and for all. Much of the mystique around Olreel focuses on his final five paintings, only one of which (Kwu Aaeri, now hanging in the Imperial Museum of Art on Capital) is known to survive. These works are mentioned in the diaries of his eshal, Veraa Jkerles. Most art historians believe Olreel himself destroyed the works before his suicide. Jkerles' diaries disappeared after her death in a drug overdose in 741. Diikhu believes these works were not destroyed and the diaries hold the key to their location. Her research indicates the diaries are held by the noted industrialist David Suhalanii, and is looking for a party to recover them.

Referee's Information: Diikhu seems more than a little obsessed by the legend of Olreel and will increase the reward by up to Cr. 3,000 per party member, if pushed. The diaries are supposedly held in the private library of Suhalanii's rural estate. Diikhu will be quite insistent the violence be avoided and will not pay if anyone is seriously injured. She will be able to provide details of the estates security arrangements and a floor plan showing the location of the library. In all cases below, the referee should determine what, if any, information the diaries contain (it is quite possible they contain nothing useful at all). However, the diaries are valuable historical documents in their own right, easily worth tens of thousands of credits to historians and researchers.

1: All is as it seems, the diaries are in the libraries and can be recovered. The diaries themselves are written in a slightly archaic dialect of Standard Luriani. Security at the estate will be tight and should present a challenge to the party. The diaries themselves are eight heavy bound volumes and rather bulky to move.

2: As above, but Suhalanii has extensive contact with the local criminal community and will not take kindly to having been robbed. He will actively seek to identify the culprits and place a Cr. 10,000 contract for the party's capture and recovery of the diaries.

3: As in 1, but the diaries have been digitised and are now stored on Suhalanii's computer system. The party will need to crack the security on the computer, then locate and copy the files.



4: As in 1, except Suhalanii is currently hosting a visiting Imperial Duke. Security arrangements are being handled by the Duke's huscarls and will be far tighter than expected. The Duke is in fact another amateur historian seeking to purchase the diaries. If the team is successful in stealing them, the Duke will actively pursue them.

5: Diikhu is in fact a jewel thief, intending to use the characters break-in as cover for her own theft of valuable items from Suhalanii. The security information she has provided is inaccurate and, if followed, will lead to the group's detection in the library. In this case the diaries do not exist. Diikhu has also left a trail of evidence implicating the characters in her theft.

6: As above, except the diaries are real.

Despi Tosaryn, Luriani Separatist

Requirements: Engineering (electronics), Explosives, Stealth

Rewards: Cr. 1,000 per party member

Player Information: Despi Tosaryn is a student of dance in a local Luriani artistic academy. He is also a passionate supporter of Luriani separatism, and wishes to make a radical statement of his beliefs through art. He and a group of friends are planning on infiltrating the local naval base during a review by senior admiralty officials, and perform a dance routine in support of Luriani independence. He is convinced his performance will attract widespread media attention and bring the issue of 'Luriani freedom' to the public's notice once more. Tosaryn is aware of the Luriani's appreciation of a good dramatic stunt; the more dramatic the better. While he and his 'cell' will perform the actual stunt, he is looking for technical support. People to run sound, light and, above all, pyrotechnics.

Referee's Information: A quick background check will reveal Tosaryn comes from a well-off family and is a talented dance student. His group consists of himself, his Verasti Dtareen eeshren Veraa McGoven, his cross-breed sister Liadtee and three other Luriani students, Tobra Boluiata, Shishee Liskie and Avaam Ruan. Also included in the group is a young Mmarislusant Imperial naval ensign Sharik Khashuu. She will not be taking part in the performance and Tosaryn will insist her identity is kept secret, to avoid risking her career. He has obtained passes and identity documents through Khashuu which will allow both his group and the players access to the naval base on the day, all the stage equipment required, and a quantity of fireworks. He wishes the party to sneak these items onto the base and set them up. He would like the characters to remain and monitor this equipment during the performance, and is concerned about the possibility of the fireworks causing injuries. He will be insistent on no weapons being used. This is to be a non-violent protest and he wants no risk of anything going wrong.

1–2. All is as it seems. Tosaryn is charismatic and the rest of his group appear to defer to his leadership. Most appear equally as committed to the cause as he does, though it will be apparent that in Liadtee's case this is hero worship of an elder brother, and that Veraa's main interest is in getting her eshren to commit to a more formal relationship. The passes and ID papers will get the party onto the base with ease. However, getting the bulky sound and light equipment in place, along with a large quantity of fireworks, may be difficult. The performance itself will go well, though it will quickly be stopped by Imperial Marines. It will gain considerable mostly favourable publicity (the Luriani appreciate a good dramatic stunt) and increase awareness of separatism. If the players are captured, they will find the Imperium taking a fairly light-handed response, handing the matter over to local Luriani authorities who will impose a sentence of 1d6 x 10 hours of community service. The party will however also find themselves temporary celebrities and, as long as Khashuu's identity has been kept secret, receive a +1 DM for all reactions on world for the next year.

3–4: As above, except the commander of the base is Fleet Admiral Midori Valdez, a strictly religious Makerite who will take a dim view of their performance. If the party are captured, they will face several hours of gruelling interrogation to discover who their inside contact was. She will also insist the culprits face Imperial justice. Fortunately, the Imperial Court will also take a very lenient attitude, having no desire to feed the group's existing notoriety. The court will impose a sentence of 2d3 weeks imprisonment. They will still become local celebrities as long as they have managed to hide Khashuu's identity.

5: Veraa is actually Gale Akugakii, an anti-Imperial terrorist from the Sylean Liberation Army. She is planning on using Tosaryn's demonstration as a distraction from a bomb attack she and her cell are planning. In this case, despite Tosaryn's charisma, it will quickly become apparent that Veraa is the one directing the group. Akugakii is good actor, but is not a Verasti Dtareen. There will be flaws in her performance which may be detectable. Also, if the characters investigate her supposed background, they will find discrepancies. Most critically, she will make excuses not to be present on the day of the protest. If the party does not stop her, Akugakii's cell will detonate a bomb, resulting in considerable casualties. If the party is captured in this case the Imperium will not be inclined to be light-handed.

6: As above, but the team will be contacted by Shaalur Williams, an agent of the local OSA. He is aware of Akugakii's plans. According to protocol he should have handed over the information to Imperial Intelligence, but realises this will likely ruin Tosaryn. He wishes the party to gather sufficient evidence to arrest Akugakii, hopefully avoiding irreparable damage to a promising artist's career. In this case, Williams will provide access to Imperial databases through the OSA. It should be noted that Akugakii is a ruthless terrorist and will have no hesitation in ordering the group eliminated if she feels they pose a threat to her plans.



Gami Khii, Film Maker

Requirements: Combat skills, Security skills; Art (film making) and Engineering (electronics) advantageous but not essential.

Rewards: Cr. 2,000 per person per week

Player Information: Gami Khii is a Mmarislusant director who specialises in producing low budget entertainment for an Imperial market hungry for salacious holovids dealing in Luriani stereotypes. He is not particularly well regarded by the Luriani film making community; he is seen as a populist hack. All the same, his works find a ready market in the wider Imperium and he is extremely wealthy. However, Khii has recently encountered something which has awoken a buried sense of morality in him. He wishes to bring the plight of a mistreated people to the public's attention and is intending to do so through the medium of film. He is seeking a party to assist with security. He would prefer a group of non-Luriani but is flexible. He will not be willing to reveal what the true situation is, but is happy to pay well. He will stress there are powerful people who do not want this story told and the work may involve some danger.

Referee's Information: The situation Khii wishes to bring to the public's attention is the treatment of the small remaining non-Luriani community on Arum. He will state clearly he loves his people, but the same drives and fears which make them capable of great heroism can also lead them to commit acts of callous cruelty in the right circumstances. The civil war on Arum was a nasty vicious affair. The fighting was brutal and there were atrocities on both sides. The majority of the non-Luriani human population left in the final stages of the war and most of the rest were expelled after. However, some still remain. There are millions of people forced to live in ghettos under shocking conditions. It is his intention to travel to Arum and document these people's suffering. Khii is sure when the wider Luriani public becomes aware, they will be as horrified as he was and put a stop to it. Accompanying him on this project are his nuntarri Heather Sharpee, cameraman Laris Aanee, lighting specialist Nashu Shadi and sound technician Ora Jamison. Sharpee is a skilled and successful advocate, and she will deal with any legal problems. He and these individuals will be making the film, but help is needed with security.

1: All is as it seems. The local government of Arum is unaware of Khii's intentions; as far as they know, he is simply scouting a location for his next tawdry production. All will go well initially, and the group will indeed find many non-Luriani living in miserable conditions, with only limited access to employment, education, healthcare and even basic requirements such as shelter, sanitation and clean water. Khii and his team will begin recording these people's stories. Unfortunately, the local government will quickly become aware of Khii's activities and seek to stop him. This will start with subtle discouragement and harassment, and escalate from there. After about two weeks, the government will attempt to bribe the players into

abandoning Khii. They will be approached by an official and offered a sizeable, though not excessive, sum to leave. Their response is up to them. If they remain, they will find the situation turning violent as the government resorts to sabotage and then outright attacks to stop Khii. The government will stop short of lethal force, but anything short of that is possible.

2-3: As above, but the adventure will culminate with an attempt to assassinate Khii as he completes his work.

4-5: As 1 above, but the government has a powerful ally in the LCA or Imperial government. The party will find themselves facing threats of deportation, imprisonment and serious Imperial criminal charges. In this case, the violence and harassment will begin much sooner. The party will also face continuing harassment when they leave as pressure is brought on to prevent Khii from releasing his film.

6: As 2 and 3 above, but the government is aware of Khii's intentions even before he arrives. In this case, one of Khii's team is actually a government plant. This individual will actively sabotage the group's efforts. Film will be erased, equipment broken and police will arrest interview subjects before the party arrives to film them. Official harassment and violence will begin almost as soon as they arrive and the government will attempt to arrest the entire group on trumped up criminal charges when they try to leave. Again bribery will be attempted in an effort to stop Khii. In all cases Khii's assessment of the wider Luriani public's reaction to the situation is accurate. There will be a huge scandal if Khii's film is released and widespread calls for humane treatment of these unfortunate people. The characters will have made both some powerful allies and enemies in the process of helping Khii.

Darren Ivenov, Archaeologist

Requirements: Admin, Recon, Survival, Science (archaeology) useful but not essential.

Rewards: Cr. 500 per person per week retainer plus a lump sum Cr. 15,000 success-only bonus.

Player Information: Archaeology is a respected and glamorous profession amongst the Luriani. However, academic rivalry between popular and successful archaeologists is fierce. Often the race to publish or discover can be intense. Darren Ivenov is a well respected and popular archaeologist, is a frequent feature on holo chat shows, and his books sell extremely well. His face is instantly recognisable throughout most of the Luriani worlds. Recently, he has come into the possession of information which leads him to believe there is an important Diaspora site waiting to be found on a nearby world (Kimirk/Ley 1909 B77569A-8). It is known the sublight ships of the Diaspora sometimes stopped on nearby worlds on their journey to safety and even founded temporary settlements. The Information in Ivenov's hands indicates Kimirk may be the location of one of these. However, he knows the trader who sold him the location has also had dealings with his rival, Kigigi Shaiurnyn, and fears he is now in a race with her to find the site.



Referee's Information: According to information in Ivenov's possession, the site is located in the dense unexplored jungles near Kimirk's equator. Ivenov has a group of loyal graduate and under-graduate students to investigate the site when discovered, but is looking for a group of experienced explorers to help him find it. He also wants the team to stay on to provide support and security after the site has been found. Ivenov will arrange passage to Kimirk but will expect the group to handle logistics, with him paying all reasonable expenses. He will dismiss Shaiurnyn as an academic lightweight, more interested in 'having posters of herself in various states of undress on the walls of teenagers bedrooms' than serious archaeology.

If the characters chose to investigate Shaiurnyn, they will find this assessment incorrect. While not as popular as Ivenov, she is a

well-respected and serious scholar. Her posters *are* found in teenage bedrooms (as are Ivenov's) but she is respectably dressed in them. The truth is Ivenov and Shaiurnyn were lovers some years ago and it is this affair gone sour that drives the intensity of their rivalry. Investigations will also uncover that Shaiurnyn has engaged her own party and is about to launch an expedition to Kimirk herself. Neither Ivenov or Shaiurnyn are above using (or more precisely, requiring those in their employ to use) ethically dubious methods to delay the other, but both will avoid anything which may cause serious harm.

1: The site is well hidden and can not be located with an aerial search. Locating it will require a long and arduous trek through unexplored jungle. This jungle is home to a number of large predators, some of which are unknown to Imperial science. During the trek, it will seem that Ivenov is more concerned with preventing Shaiurnyn from finding the site than getting there himself. The players will eventually discover the site first. Shaiurnyn will arrive three days later, taking her loss with somewhat good grace, then retiring from the mission.

2: As above, except Shaiurnyn's team will find the site first. Ivenov will, like Shaiurnyn, take his defeat with a modicum of grace and retire. He will not pay the full bonus, but may pay half with some show of reluctance.

3: The jungle is home to a small and previously unknown lost TL1 human culture. This tribe regards the site as sacred, and will actively try to prevent it being desecrated.

4: As in 3, but the tribe will capture Shaiurnyn and her party. Upon learning of this, Ivenov, despite his rivalry, will spare no effort to rescue her.

5: As in 3. However, the tribe are a previously unknown minor race native to Kimark. They have evolved from an aggressive carnivorous pack predator and will view human and Luriani alike as a food source. This is an important find and Ivenov will double the group's bonus.

6: As in 4, except the tribe are Luriani descendants of the Diaspora. They are a huge find, sufficiently large for Ivenov and Shaiurnyn to put aside their differences and work together. Their language is a variant of archaic Standard Luriani, essentially unintelligible without an expert present. In this case, Ivenov will double the bonus and all players will receive a permanent +1 DM to interactions with Luriani, due to their fame.



LURIANI WORLDS

EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME:

Shi, it had been a popular tourist world a decade ago, but now was a ghost planet. They called it the Crisis. Whole worlds were abandoned, almost the entire non-Luriani population up and left. But that didn't matter here, there was a simple grave marker with the name Sakuya Trace, the man who invented the jump-4 drive. His story was one of the Luriani's favourite, countless holodramas, plays, books, operas and even the odd kamminlu recital had been made about him. Not because of the technology, that bored most Luriani, but because it was a love story. Sakuya Trace had been born an Imperial, he'd fallen in love with a Luriani and defected. Seshko had made a point of bringing me here.

'You, my honey, know you're related to him, yes?'

I'd got so used to their odd way of asking questions I didn't even notice it any more. 'No, related? Really?'

She nodded. 'Yes, my honey, he was a Makerite too. I spent hours researching. You're related.'

She was beaming with excitement, and I wondered how she'd managed the self control to wait until now.

I smiled. 'Well that's something they don't mention in school.'

She ignored me and ploughed on. 'And, and my honey,' this was obviously about to be something really important. 'They had children. My honey, you've got family here.'

I chuckled at that; back then a Luriani and a Human couldn't have children. But then again you didn't talk about it. To the Luriani, that didn't matter, being family was a lot more than just an accident of biology, family was everything. I looked at Seshko, smiling at me, calling me my honey. Hours, she must have spent, days, finding all this out. I guess she was right. I did have family here.

Luriani can be found living on almost any world within the Imperium, but the vast majority live on the 57 worlds of the former Luriani Protectorate. There are substantial Luriani minorities on a number of worlds outside this region, usually in

the Ley and adjacent sectors (over 40% of the populations of both Dirir in Ley and Derri in Fornast are Luriani). Beyond this range are the occasional Luriani community far from home, and the scattered worlds founded during the Luriani Diaspora.

Captive Governments

Within the former Luriani Protectorate, a captive government normally indicates a world either unable or unwilling to organise its own local government. Such worlds usually contract to the LCA for the provision of governmental services. Therefore, a captive government represents a world under the direct control of the LCA. These governments take the form of a civil service bureaucracy.

Luriani Demographics

The Luriani population is expanding, rapidly. Birth rates amongst Luriani have been climbing for well over a century and the Luriani population is now growing at around 1.5% per annum. If this rate continues, it is expected that the Luriani population will reach 112.2 billion by 1130. This has heavily skewed the Luriani population towards the young, with over half the population being younger than forty. The Luriani population is also on the move, as the rate of growth is placing severe strain on the heavily populated world of Daramm (home to roughly half of all Luriani), which now has extensive programs encouraging migration to other worlds. Most of these migrants move to lower populated Luriani worlds (much of the losses of the Human Exodus are being made up by this migration). Most demographers expect this growth and mobility to continue at least until the second half the century.

The Luriani Economy

While the Luriani Crisis and the associated Human Exodus created a major depression and at its height in the 1070s Luriani economic activity had fallen by as much as 35%. The Luriani economy has been recovering since the 1080s and is now booming with an annual per capita growth rate of around 2.5%. Despite the ongoing boom, most economists regard the region's recovery as incomplete, with as much as 5% surplus capacity remaining to be absorbed. However, even at this level, it is well above the Imperial norm. The 57 worlds of the former Protectorate currently make up only 13% of the Domain of Gateway's population, but represent 25% of its industrial and economic output.



Number of Worlds: 57

Total GDP: MCr. 1,326,192,753.676

Per Capita Income: Cr. 17,120

GUADIX DRIFT SUBSECTOR

The Guadix Drift subsector has a total population of 11,753,295,230 on 34 worlds, over 88% of whom are Luriani. Most of the subsector was part of the Second Protectorate and is covered by the Treaty of Daramm, though most had lost their Luriani character prior to the Human Exodus. Consequently, the region suffered heavily during the Exodus and has yet to recover fully. Many of the worlds have been repopulated by migrants from the neighbouring Spearhead subsector. Guadix Drift is home to a number of ambitious colonisation projects, both under the auspices of the Imperial Ministry of Colonisation and the LCA, and the region is developing a reputation as a wild frontier district.

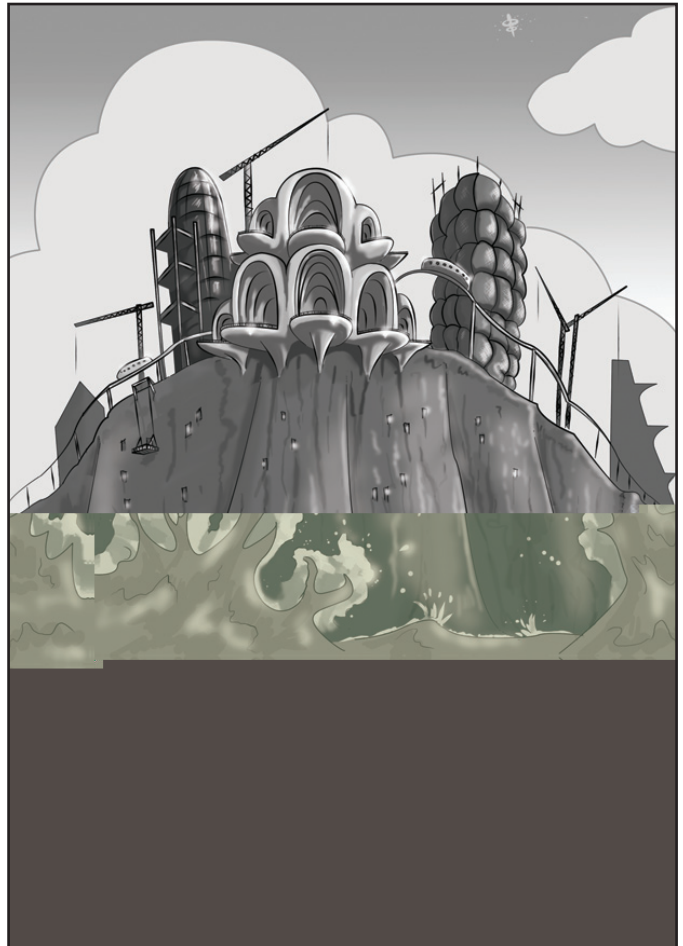
Most non-Luriani worlds are located in the rimward portion of the subsector and include the Ley sector's naval depot. These worlds were also badly effected by the economic depression of the 1070s and their recovery lags behind the rest of the subsector. Trade volumes are still below normal and the area is heavily dependent on Imperial expenditures for employment. Recovery is being encouraged by the opening of several new naval and scout bases along with the establishment of a new X-Boat link from Sarun to Sashi. Despite the reductions in tensions after the Luriani Crisis, there is still some lingering resentment on a number of worlds. Outright unrest is rare, but occasional acts of violence against Luriani are not unheard of. Most Luriani regard these worlds as Amber travel zones. It is hoped the general recovery under way will resolve this issues.

Shi 0914 E66A321-6

Shi is a pleasant world, similar to Daramm in most respects. Thousands of years ago, during the first Amidaresh, it was a thriving world with a population of hundreds of millions. It was one of the final defensive bastions for Daramm during the Luriani Consolidation War and was subjected to a vicious assault, bombarded from orbit, its population completely wiped out by nuclear and crude biological weapons. Shi lay abandoned until the First Protectorate, when it was decided to re-colonise the world. The re-colonisation faced some considerable difficulties. Much like Daramm, 97% of its surface is ocean. The First Protectorate's limited productive base prevented the construction of the archologies which characterise Daramm. Shi's population stabilised in the low millions and became a tourist destination for the inhabitants of the crowded worlds of

Daramm and Shirshagi. It remained an important resort world known for its pristine natural beauty until the coming of the Luriani Crisis.

Shi's economy was totally dependent on tourism, one of the first industries to suffer during any crisis. The economy collapsed along with tourist trade, and the majority of the population was forced to find employment elsewhere. Its population dwindled down to its current level of several thousand as the resorts closed. In 1100, an agreement was reached between the remaining population and the LCA designating the world for re-colonisation. The intention is to build a number of archologies to receive these migrants, thus allowing the world's natural beauty to be preserved. The expansion of Shi's starport is expected to be completed later in the year and construction of the first archologies is scheduled to begin in 1106. It is confidently expected Shi will become an important Luriani world over the next few generations.





EXCERPT FROM THE JOURNALS OF SARA MAVAL DAME:

I'll be leaving in a few days. I'll miss this place. I found I liked the Luriani.

Honestly it was hard not to, they do grow on you. That infectious chuckle of theirs, like some child about to sneak away with an illicit treat.

I was reading one of Seshko's history books. The Luriani are passionate about history. My Luriani was fairly good now, but I encountered a word I didn't know.

I asked her. 'Sweetie, I don't understand this word.'

She looked up. I'd miss her smile. 'The word would be what, my honey?'

'This one.' I showed her. 'I mean, I know what Edtyassos means, but it's being used as a verb, and with that tense. The conjunction, it puts a future action into the past and then negates it in all tenses. What does it mean?'

I'd seen Seshko lose control a few times. Angry; that was a little frightening the first time, but you got to know she'd walk away. In love; I still remembered poor Ian, I don't think he knew what hit him. But this was different. She changed, it was like all emotion drained from her. All except anger, hate and, above all, fear. Her beautiful melodic voice became flat and monotone.

There's a saying – don't worry when a Luriani is yelling, worry when he's not. She wasn't yelling.

'It is a verb. It's not an event, it's an action, something that was done to us. And the tense means we remember. We are a very old people, we make a point of it. We remember because if we forget, they will do it again.'

They say the Luriani have no word that can be reliably translated as evil. Twenty six words meaning love, but none meaning evil.

I think they're wrong.

Luan 1314 C302653–7

Luan has always been a quiet backwater world off the major trade routes, dependent on mining and resource processing for its economy. The world was not as badly hit by the Luriani Crisis as many in the subsector, with most of its non-Luriani minority being assimilated into the Verasti Dtareen population over the period. Thus it avoided the large scale population disruption which blighted the rest of the subsector. Also the opening of the planet's Scout base in 1056 helped to insulate it from the region's general decline. Still its dependence on mining and specialist vacuum industries meant it did not escape unscathed, with incomes falling as much as 15%. The reviving economy has reversed this decline as demand for raw materials once again climbed. Luan is once again a booming mining and industrial settlement.

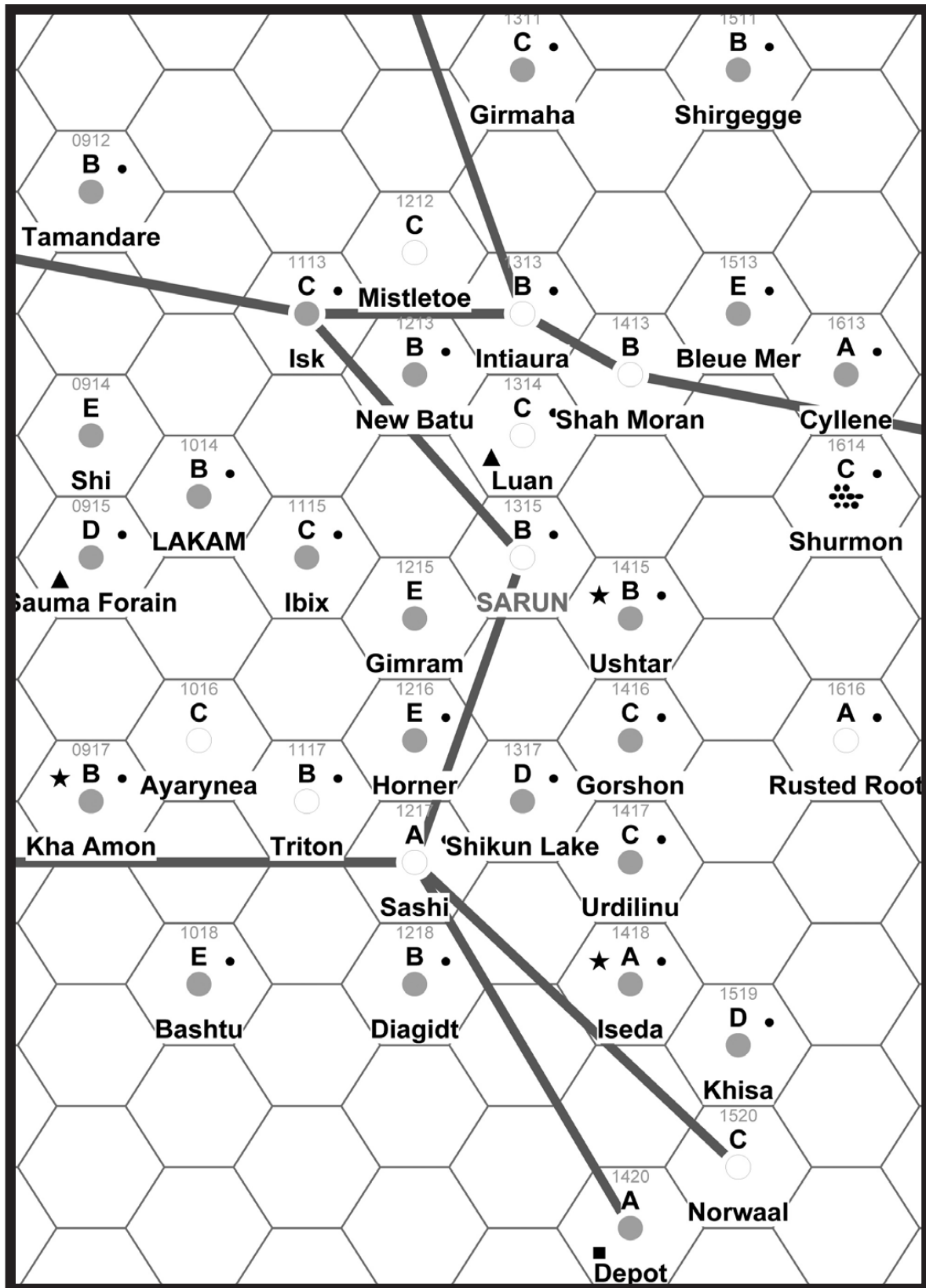
Most of Luan's population lives in a single large underground settlement that also houses the starport and scout base. Its inhabitants are for the most part a hardy mix of miners and independent prospectors. Over 50% of whom are Verasti Dtareen with around 10% being unassimilated Humans of mixed descent. As such it is one of the few remaining worlds with significant non-Luriani minority. Fortunately Luan's gentle experience of the Luriani Crisis means there is little tension between this minority and the Luriani majority. Until recently the Luan lacked an Imperial noble, the previous Baron of Luan having been made extinct in the lead up to the Luriani Crisis. However in 1101, a local industrialist, Samantha Aarynia received the title in recognition for her actions as head of the Luan Governing Council which maintained calm haven during the Crisis.



WORLDS

Name	Location	Statistics	Bases	Trade Codes	Travel Code	Polity	Gas Giant
Tamandare	0912	B427884-7	—	—	—	IL	Yes
Shi	0914	E66A321-6	—	Lo Ni Wa	—	IL	—
Sauma Forain	0915	D664875-6	S	Ri	—	IL	Yes
Kha Amon	0917	B553647-9	N	Ni Po	—	Im	Yes
LAKAM	1014	B554989-9	—	Hi	—	IL	Yes
Ayarynea	1016	C8C3536-9	—	Ni Fl	—	IL	—
Bashtu	1018	E668400-3	—	Lo Ni	—	Im	Yes
Isk	1113	CA878C7-3	—	—	—	IL	Yes
Ibix	1115	C563567-9	—	Lo Ni	—	IL	Yes
Triton	1117	B100338-9	—	Lo Ni Va	—	IL	Yes
Mistletoe	1212	C430630-9	—	Lo Ni Po De	—	IL	—
New Batu	1213	B87A878-A	—	Wa	—	IL	Yes
Gimram	1215	E54269C-5	—	Ni Po	—	IL	—
Horner	1216	E857441-2	—	Ni	—	IL	Yes
Sashi	1217	A413541-E	—	Ni Ic	—	IL	Yes
Diagidt	1218	B67A876-8	—	Wa	—	IL	Yes
Girmaha	1311	C785362-7	—	Lo Ni	—	IL	Yes
Intiaura	1313	B9B8533-C	—	Lo Ni Fl	—	IL	Yes
Luan	1314	C302653-7	S	Na Ni Va Ic	—	IL	Yes
SARUN	1315	B400953-F	—	Hi Na In Va	—	IL	Yes
Shikun Lake	1317	D438645-6	—	Ni	—	Im	Yes
Shah Moran	1413	B310543-9	—	Ni	—	IL	—
Ushtar	1415	B567685-8	N	Ag Ni Ri	—	IL	Yes
Gorshon	1416	C423662-7	—	Na Ni Po	—	IL	Yes
Urdilinu	1417	C87A846-8	—	Wa	—	IL	Yes
Iseda	1418	AA9A513-A	N	Lo Ni Wa	—	Im	Yes
Depot	1420	A553532-A	D	Ni Po	—	Im	—
Shirgegge	1511	B55778B-A	—	Ag Ni	—	Im	Yes
Bleue Mer	1513	E99A661-7	—	Ni Wa	—	Im	Yes
Khisa	1519	D5628AE-5	—	—	—	Im	Yes
Norwaal	1520	C310656-A	—	Lo Ni	—	Im	—
Cyllene	1613	A663468-C	—	Ni	—	Im	Yes
Shurmon	1614	C00089A-7	—	Na As	—	Im	Yes
Rusted Root	1616	A310676-D	—	Na Ni	—	Im	Yes

GUADIX DRIFT SUBSECTOR



THE THIRD IMPERIUM

Minor Alien Module I: LURIANI

The Luriani are a race of contradictions. Most outsiders are struck by the extreme level of politeness in their society and apparent calm demeanour, only to be shocked by a sudden outburst of passion. They are a people with no significant martial tradition that have fought some of the most brutal wars in history. They are loyal Imperial citizens that suddenly and seemingly without warning came to the brink of revolt. These apparent contradictions are the root cause of the Luriani's reputation as emotionally unstable and unpredictable. Yet all these make perfect sense to the Luriani themselves.

To use this supplement, a Referee will require the *Traveller Core Rulebook*

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