

# SECTOR TWO

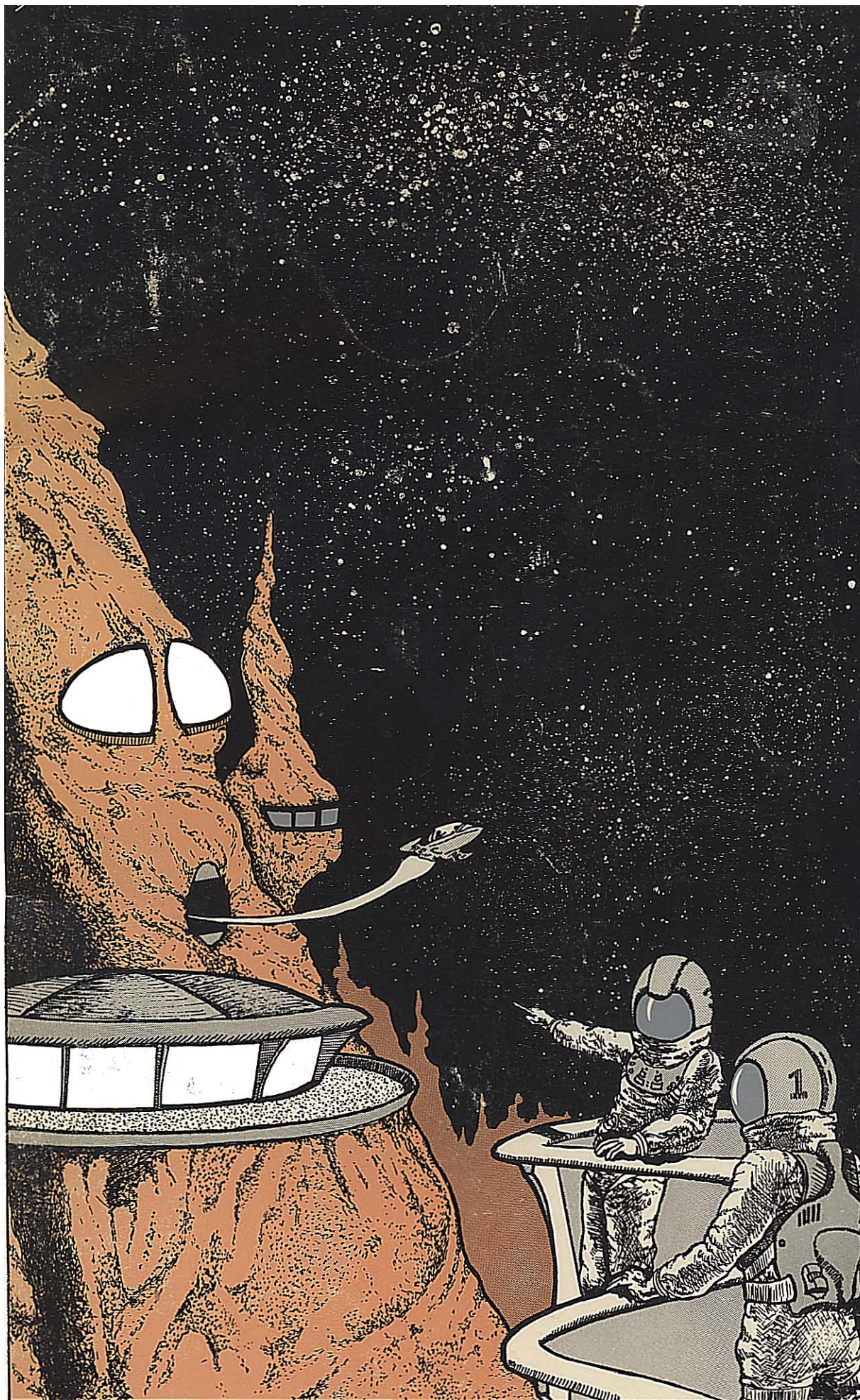
# SPACEFARERS GUIDE TO

Sector Two is usable with  
SF role playing games  
such as  
Traveler, Space Patrol  
Space Quest, etc.



Phoenix Games

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# **Spacefarers Guide to Planets**

## **Sector Two**

### **Rourke's Diadem**

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Little Soldier Games  
a division of Phoenix Games  
12180 Nebel Street  
Rockville, Maryland 20852

Also available from Little Soldier Games

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Spacefarers Guide To Planets: Sector Two, is a science fiction role-playing game aid. It is designed to fit most science fiction role-playing game rules. Below is a list of the more popular science fiction role-playing games available at this time and the address of the companies who publish them:

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## Rourke's Diadem

To the Galactic north of our galaxy lies a small globular cluster of one hundred and thirty stars, filling a sphere about seventy light years in diameter. It is separated from the rest of the galaxy by a gap of forty light years, a distance easily travelled by modern starships. Seen from the galaxy proper, the cluster resembles a diamond-shaped pendant, and so it is called Rourke's Diadem in honor of the first man to visit it and return.

The cluster has had a very interesting history. Originally containing one hundred inhabited planets, it has now been reduced to only ninety-six. Two very important religions have been founded in the Diadem, and it is also responsible for one of the strongest and most energetic empires yet to exist in our galaxy.

No astronomical explanation has ever been offered for the Diadem's peculiar formation. First of all, the one hundred and thirty stars are all of about the same age, 5.2 billion years old, and all of them are class G stars. All of the planets have an unusually high percentage of helium in the atmosphere, which should have escaped into space during the formation of the planets according to our astrophysical knowledge. The number of identical life-forms found on many different planets in the cluster tends to support the argument that the Diadem was once tied together by Star Travel.

Many scientists affirm, based on this data and on the immensely old ruins found scattered throughout the Diadem, that this cluster not only was the home of the almost mythical First Empire, but also was actually constructed by them for their own purposes. This opinion has little following, but it is difficult to explain the facts in any other way.

In attempts to prove or disprove this assertion, many scientific expeditions have been sponsored by the Empire that rules the cluster, Caroral's Empire. Unfortunately, due to the peculiar political situation of the cluster it has been very difficult to accomplish any serious research in the field. It has been established, though, that the First Empire had a great deal to do with this area. The time span of the First Empire is too well charted to have had anything to do with the creation of this cluster, but First Empire records that have survived tell of a mysterious Forerunner culture that they found traces of on scattered worlds, dating from several billion years ago.

As is usual with frontier areas, all dates are given counting from the date of official contact as the zero date. Therefore the present year in Rourke's Diadem is 4670, of four thousand six hundred and seventy years after the first contact between that cluster and the galaxy proper.

This guide will serve to introduce the casual visitor to the ninety-six inhabited worlds of Rourke's Diadem, and will give a short description of the fascinating political situation that exists there. Prospective visitors are cautioned that due to that very same unstable political situation, this book may become incorrect and out of date at any time, and all visitors are asked to be very cautious. To emphasize the danger of the cluster, two quotes are given below, taken from one of the holy books of one of the two religions of the cluster.

"The command of the God-Myta is that ye shall not kill thy fellow sapient; this is a crime in the eyes of both God and men."

**--Tenets of Tarl, 2670**

"Be it understood that in the eyes of the God-Myta, and in accordance with the Tenets of Tarl, all races and beings that do not subscribe to the

true faith are hereby declared to be non-sapient beings, and all men have a responsibility to cleanse the universe of such spawn of evil."

**--Revised Tenets of Tarl  
Council of Savach, 4212**

## The Brotherhood of Tarl

### A brief history

The Brotherhood of Tarl was founded two thousand years ago on the planet Savach by Tarl the Prophet. In the year 2670 Tarl the Prophet, who was born Kriss ab'Tonnik, was executed in a public display by the planet's dictatorial government for creating public disturbances. Four short years later that government had fallen, and was replaced by loyal followers of Tarl, who proclaimed the new year as the first in the Reign of God.

The basic tenets of Tarlism claim that all men have a single immortal soul, which can be saved by constant repetition of the Tenets of Tarl—a set of aphorisms and commands that guide all phases of the Tarlist's life. The Tenets of Tarl exist in many different versions, all with much the same content but ranging in length from four minutes to the full eighteen-hour ceremonial version.

All beings that subscribe to the Brotherhood of Tarl are required to know the Tenets of Tarl, all one hundred and twenty seven of them. Each day at sunrise, they must bow to the rising sun and recite their chants. The higher the being is in the power structure of Tarlism, the longer the chant will be, up to the full ceremonial length chant.

The soul, according to Tarlism, is seen as consisting of two parts, the Tyn and the Myta. The Tyn is the life-force shared by all life, and this life-force is never destroyed. When one holder of the life-force is destroyed, the life-force is passed on to other life forms. As do the physical laws concerning energy, the Tenets of Tarl proclaim that the amount of life-force in the universe remains constant, and that a death here will cause a birth somewhere else. Thus at times of death, the rites of birth are also celebrated, and the reverse at times of birth. Joy and grief are mixed throughout both ceremonies.

The Myta is the second part of the soul, and this is the identity of the being. Only intelligent beings possess a Myta, and all Myta are thought to be a small part of the soul of God. When all of the Myta in the universe are reunited with the soul of God, then the God-Myta will reawaken from his deep rest and begin the promise "Time of Peace."

The Tenets of Tarl define a specific set of laws, and if they are followed with the entire heart (Tyn) and mind (Myta), then when that individual dies his Myta will be reborn into a higher, purer form of life. The highest form of rebirth possible is to be reborn as a part of the God-Myta, where the individual's Myta and ego are absorbed into eternal ecstasy. If, on the other hand, the individual violates the Tenets of Tarl, then his Myta will be reborn into a lower life form, often one destined for a life of pain and misery.

Except for those extremely holy individuals who have almost reached the state of reunion with the God-Myta (called opening-of-the-mind), no one can remember any of his previous incarnations, or anything about his prior lives. Occasionally minor "holy men" appear, claiming to remember previous incarnations, but since these are usually put to death by the Guardians of the Faith they are very few and far between.

The Brotherhood of Tarl claims that it has an obligation to bring all beings in the universe under the protection of the holy Tenets of Tarl. In the famous Council of Savach in 4212 the Council justified the use of force to guide unbelievers onto the right path. With the creation of the Holy Empire in 4277 the brotherhood began its war of conquest upon the rest of Rourke's Diadem, gaining very rapidly a large power base of "redeemed" worlds.

## **The Unity of Shildai** a brief history

The Unity of Shildai began in the year 2117, with the landing of a large alien spacecraft upon the primitive planet of Balakyr. Possessed of great power and a high level of technology, the being who gave his name as Shildai conquered the world in exactly one year.

Shildai stopped all war, and decreed that no man should kill any other. With his commands engraved in the famous Red Cliffs of Shildai, he left suddenly to combat a pursuing spacecraft that he described only as the "Hunter." Although his people prayed for months, he never returned, and the government that he had built waited for him in vain. In time a priestly class emerged, and his words were revealed to be Holy Scriptures, with many holy meanings in them.

All intelligent beings were revealed to possess an immortal soul given to them by Shildai, a servant of the Unnamed God. At the end of a being's life his soul would be judged by the Unnamed God. If his life and deeds were judged to have been good, then he would be granted eternal life in the Land of Everlasting Joy. If his actions were judged to have been bad, then his soul would be sent to a place of torment, called variously Bloodgard or the Dark Home.

Shildai and the Hunter are seen as the two sides of the Unnamed God, Shildai representing the good, and the Hunter representing the evil. In time the present course of events will alter and Shildai will begin to fight, and eventually he will be chasing the Hunter. This will signal the beginning of the Age of the Unnamed God, and when Shildai finally captures and binds the Hunter, the Unnamed God will reveal himself to the faithful and carry them off to the Land of Everlasting Joy, destroying the universe behind him as he leaves it.

In 3263 the Texts of Shildai were interpreted utilizing modern knowledge, and were found to include sections on the construction and use of modern starcraft. Looked upon as a gift of the Unnamed God, the starcraft were promptly built and launched. New worlds presented themselves, and the Unity gradually expanded to fill them. It should be pointed out that while the starships they built were functional, they were and are of a design never seen anywhere else in the galaxy.

In the year 3886 the organization called the United Worlds of Shildai was formed, and the religion of the Unnamed God was named the only official and true religion of the universe. The doctrine of the Guiding Hand was formulated, using the examples of Shildai as the rationale, and the United Worlds of Shildai began actively to seek converts to their religion.

The great plague of 3902 decimated their power, and they did not regain their position until around 4150, when they began intensively to expand and conquer in Rourke's Diadem. The use of force against agents of the Hunter was justified in the Proclamation of 4156--even the use of killing force.

All beings living in the United Worlds of Shildai are required by law to spend at least two hours each week at ritual services, and are forbidden to touch fish under any circumstances. The only way to remove the sin of touching a fish is to receive absolution from a planetary priest of "Unitor." A second method, that of committing ritual suicide at once, is less seldom used.

## **The Imperial House of Cavoral** a brief history

The Brotherhood and the Unity expanded until they contacted each other at the sun forever after called Battlestar. As both were actively expanding Empires war was practically inevitable, and in 4420 one of the minor border clashes that occurred all the time was declared to be provocation for a war.

Within sixteen years, by 4436, the savagery of the conflict had burned itself out, leaving several worlds charred cinders.

A group of warleaders from both sides met and formed a caretaker government to stop the bloodshed, and they used their power to gain tacit recognition from both the United Worlds of Shildai and the Holy Imperial Brotherhood of Tarl. Thus a third power was formed, and in 4550 it declared itself the Imperial House of Cavoral and severed all old bonds of loyalty to both religious governments. A world in the Approximate center of Rourke's Diadem was chosen, and the new Imperial Capital was built. Both religions kept huge power blocs at the court, and intrigue and vicious political infighting became a way of life on Diadem Prime.

Armed and eager for war again, the opposed religions were restrained only by the balancing power of the Imperial fleet, and by the threat that that fleet might ally with one against the other. In order for the war efforts of both sides to be slowed, the Empire has made it very difficult for either of them to raise the technology level of their planets without giving the Empire almost total control, a thing which neither religion will tolerate.

Now, one hundred and twenty years later, the empire has just crowned the eight Emperor, Lurendal, whose ascent to the throne has immortalized the date of 4670 forever. The balance of power is still unsure, and due to the two-thousand year anniversary of Tarl, pressure from both sides has reached an unprecedented height.

## **The Guardians of the Faith**

The Brotherhood of Tarl has been a militant religion for many centuries, and as it is a harsh discipline, it has learned to use harsh security measures to enforce its power.

Every planet, every city, every official ship has its Guardian of the Faith. An orthodox Tarlist, the Guardian may be of either sex, but in any case he has been trained to be totally committed to the absolute truth of the revised Tenets of Tarl. They will follow any command given to them by a superior officer, and will obey the High Council of Tarl over any other authority.

In order to carry out his functions more efficiently, and to enforce the desires of the High Council, each Guardian is granted the power to demand anything from any citizen at any time. Except when the ship is involved in an actual combat situation, the Guardian may assume the command of any ship at any time. All people avoid offending a man or woman dressed in the flat black uniform of a Guardian of the Faith.

In addition to the regular Guardians, who may be found almost anywhere in Tarlist space, there is also the feared intelligence corps, the "Eyes of Tarl." Each agent of this intelligence corps has a non-duplicable metal disc that identifies him, and also stores the finger prints, retinal pattern and DNA matrix of the agent who is carrying it. Equipped with all of the regular Guardian's powers, the special intelligence agents also have the right to speak privately with any



government official at any time, and the right to execute a person without a trial. In this they differ from the Guardians, who must rely on the High Court for justice.

Note: both the Guardians of the Faith and the Eyes of Tarl have been raised since birth in a totally controlled and indoctrinated environment. None of them has ever been known to betray his trust, even under drugs and psionic persuasion. Many though, have committed suicide to avoid assisting an enemy of the faith.

## The Judges of Shildai

Although the United Worlds of Shildai started as a peaceful organization, after the proclamation of 4156 they also began to utilize force to subdue and control all planets that did not voluntarily convert to Unity. In order to prosecute this aim, and to prevent revolts caused by the many unbelievers, they formed the Judges of Shildai in 4171.

All Judges are chosen by the Central Committee of the Unity. Usually the Judge is drawn from the area he is to be in charge of. After undergoing an intensive series of test, training exercises and psionic adjustments, he is returned to his home planet and turned loose with the symbol of his power, a tall staff carved of white ivory.

The Judge's power is based on the people, and a Judge has the ability to "summon the justice," a special psionic ability that he is taught in training. Using this secret technique the Judge can cause a mob to form and carry out whatever he feels is needed. Judges are expert in all forms of mob control.

Unfortunately, there have been several incidents in which Judges have been corrupted. These incidents, which were very effectively hushed up by the High Council, were taken care of by a special group of wandering Judges who are equipped with a staff that appears normal but is actually a complex weapon. It is capable of projecting a very high-level force field to protect the bearer, of emitting an intense laser beam, and of communicating with any other special Judge, and with the high Council. It is not known if the communication ability is through the use of a psionic amplifier or of a very small FTL communication link device. These staffs are equipped with complex self-destruct circuits that seem to involve anti-matter bombs, and none has ever been opened successfully.

It is rumored, but not known for sure, that there is a third level of Judges who travel incognito. Several incidents have occurred, notably the rebellion of 4402, in which government intelligence agencies seemed to be involved. Doubtless these agents, if they exist, have tools and abilities not readily available to the average Judge.

## Imperial Intelligence

Naturally, for the Empire of Cavoral to maintain its hold on the balance of power it needs to have superb intelligence, and it needs to be able to react swiftly and strongly to threats to that balance. The Imperial Office (IIO) is undoubtedly one of the finest and best-equipped intelligence operations in the Second Empire and its neighbors.

Relying primarily upon psionic operatives, and backed up by a willingness and ability to use force in any needed quantity, the Empire maintains a reasonable control of the political situation. In addition to keeping track of events in both the Brotherhood of Tarl and the Unity of Shildai, the IIO also jealously guards its near monopoly on psionic

intelligence operatives, through the use of high benefits and a well-trained and often-used squad of professional assassins.

The Imperial Intelligence Office has a deserved reputation for being one of the dirtiest fighting agencies in existence, but the Empire of Cavoral justifies their methods by pointing out the loss of life that would occur if the tensions between the two religions were allowed to erupt into war. Nonetheless a large number of unusually violent and destructive acts have been attributed to them. In addition, as operatives from all three power blocs train in some of the Second Empire worlds, there have been several rather suspicious incidents there involving promising Tarlist or Unity agents who had "accidents."

These psionic agents have no special powers, but have a very responsive command network that can coordinate rapidly with other military or paramilitary organizations. This gives all the IIO agents an effective way to call upon immense amounts of power if they see fit. Usually they are not recognizable at all, but rely on a secret set of code words that are only discussed psionically and are often changed.

## Common Flora and Fauna in Rourke's Diadem

One of the things that makes the cluster known as Rourke's Diadem so fascinating to scholars from all over the known galaxy is the fact that so many of the solar systems are similar, not only in the solar type and age of the stars, but also in the fact that five widely different types of life are found throughout the cluster in almost identical form.

**Hiverats:** In general, these small animals construct huge hives, mostly underground, with each hive holding up to 2,000 individuals. Basically rat shaped, they have manipulative paws, and combine the aggressiveness of the rat with the total devotion to the hive of the ant. Foraging parties can trap, kill and cart off a man in about ten minutes if he is unarmed. The hiverats come in three known types: the warrior, with two-inch fangs and a slight nerve poison; the worker, which has no special characteristics; and the builder, which secretes a natural glue that bonds things very strongly. Workers never attack and have no teeth, but there is no way to tell any of the three apart without looking inside the mouth at the teeth.

**Lir:** The Lir is a communal insect that is found in swarms of about 330. Each Lir is a butterfly with an 8-inch wingspread. It comes in all sorts of colors, and can change its color to some extent. The life cycle, to be brief, is egg to drab moth to cocoon to Lir. They feed on rotting protein of both animal and plant origin.

**Zancha:** The Zancha, or Zantha, is very similar to the terrestrial deer, except that it is the size of a horse. It has two small pointed horns just above the eyes, and splayed feet with pads and claws. It is a low-speed animal, but is capable of short sprints. Its coat is usually dappled brown/black/tan.

**Helium Plant:** This plant flourishes in the peculiar atmosphere common to the planets of Rourke's Diadem. It grows in wet soil, or in shallow water, sprouting a stalk about eight feet in height. A sphere on top of the plant fills with air, and then seals and uses up all except the helium. When the sphere is ready it breaks off the parent plant and floats away. A 2-foot sphere can lift about fifteen pounds.

**Dreamroot:** This is a small vine with yellow flowers and a yam-like root. It will give hallucinations, and often impart esper powers or insanity, or both. It cannot be stored, preserved or analyzed, as the chemical that powers it decays in about two hours, and is too complex for analysis in that short time.

## Abbreviations

Several abbreviations are used in this reference guide, for ease in examining the planets.

- S** Starport class; A means the most advanced type, and X means no port at all
- P** Population: the number is an exponent of ten, so that "6" means ten to the sixth, or 1,000,000 people.
- H** Per cent of the planet's surface that is covered with free liquid, usually water.
- A** Atmosphere: N means normal pressure, L means low pressure, H means high pressure, Tn means tainted, O means oxygen.
- G** The gravity of the planet, 1 being equal to earth gravity.
- T** The technology level of the planet, zero being the lowest.
- M** The number of major moons that the planet possesses.
- GNP** The total monetary value of goods produced and services provided in a planet in one year, expressed in trillions of credits.

## Clubs, Guilds and Associations

Throughout the known galaxy, mankind and the other races of intelligent beings have settled all kinds of planets, and under the most difficult of conditions. Often these planets were extremely dangerous, and the loss of life was horrendous. Under these harsh conditions, many types of groups evolved to help the individual survive, and as the planets increased in technology and safety, these general groups changed into selective clubs for very particular purposes. In the current galaxy, both in the Empire and in the Empire of Cavoral, many types of clubs, guilds and associations flourish. They range from simple associations where members of like interests can meet and talk, through guilds that regulate and coordinate the activities of workers in a given job, to the newer power-cliques that use the influence of their memberships to affect the politics of the Empire or of their particular sector of space.

In spite of the fact that many of these guilds and associations are blatantly illegal, they still exist. For example, the Freedom Part exists for the single stated reason of eliminating the rule of the Emperor and any form of hereditary rule. Or take the mysterious Assassins Guild, which is known to exist, but is very difficult to locate or enter. Many other groups exist and flourish in the semi-legal areas that are to be found outside of the rigidly policed Empire space, and the only slightly less policed space in Rourke's Diadem.

Naturally, there are many more clubs, associations and guilds than those listed below, but these represent a good sample of the more important and powerful groups. Almost any group of more than two beings can, and usually has, formed a guild or interest group. Any group of similarly trained people, or people of a particular culture, will probably have some sort of common ground that they can meet on, some ties with others of like interests.

### 1. University of Zacania

The University of Zacania is directly supported by the Empire, and is the official organ of Knowledge for it. In spite of the fact that many of the most profitable discoveries of the last several decades have been

made by the University of Zacania, this money is payable directly to the coffers of the Imperial House. However, the Emperor is aware of the usefulness of the University, and is quick to support their requests for additional money or equipment. Often the ships of the University of Zacania, equipped and crewed by the Empire Navy are the first ships to explore new, dangerous areas of the Galaxy. On many planets, large research facilities exist, staffed by employees of the University, investigating all phases of human (and alien) knowledge, and also many secret research projects for the Empire itself.

### 2. Church of the Galactic Brotherhood

The church of the Galactic Brotherhood is a very simple organization that dedicates its vast resources and political power towards the realization of a single goal - the acceptance by all of the intelligent races that all men are their brother's keeper. They drill into their disciples the simple truth that "there but for the Grace of God go I." This rule, often called the Golden Rule, exists in almost all cultures, and has almost never been the primary driving ethic behind a star-travelling race, whether human or alien. Their priests are dressed in a rough robe of brown fabric, and carry a begging bowl of cheap plastic. They use the alms they collect to help support the hundreds of homeless or jobless that cluster around starports. All they ask in return is that the receiver should sit through a sermon, and stare into the benediction light that they carry with them. This benediction light implants a very deep hypnotic command that prevents the watcher from ever killing again, even in self-defense. Naturally no-one knows of this gimmick, though some suspect.

### 3. The Vectan

The Vectan is a peculiar group that is found over much of the known galaxy and is known to reach many places in advance of the official expeditions. Dressed in voluminous scarlet capes, these tall, hairless beings (of many races) are often found in the courts of planetary rulers, assisting them in their difficult decisions. The Vectan are known for their totally emotionless minds, which are instruments of great precision and delicacy. Through an operation at puberty, these beings are prevented from feeling any form of emotion, and are rigorously trained in logic. The Vectan has a more devious motive than merely helping the rulers to rule more efficiently: they play the eventual rule of the entire galaxy, and the abolition of all emotions, leading to what they consider to be the perfect society. The Vectan are known to have a secret form of FTL communication. Also, they are looked upon with disfavor by the officials of both Empires, although not actively prevented from travelling in them.

### 4. Church of New Rome

This primarily Christian church exists to reunite the scattered faiths of Man, and to unite all the intelligent races under one banner, the banner of Christ. Unlike their predecessors, this church is very liberal about what local churches feel is the Correct bible and belief. Their missionaries can be found in many dangerous places throughout the galaxy, attempting to convert the unbelievers, and to force the local religions to modify themselves enough and swear allegiance to the central hierarchy at New Rome.

### 5. Q'Reddim

These wandering minstrels are leftovers from the dim ages that preceded even the First Empire. Tall, thin humanoids covered with short orange fur, this race lives for several hundred years. They do not



possess the senses of sight, hearing, or smell. Their primary sense is a superbly developed sense combining several forms of psionics. Their memories, even over their immensely long lifetimes, is always totally accurate. Unlike the newer races, though, the Q'Reddim have no drive, no achievement force at all, which has left them at the mercy of the mobs for thousands of years. After the collapse of the First Empire, the Q'reddim became very scarce and gradually came to be found only in the courts of the rich and famous. In these expansionist times, the Q'reddim have been multiplying gradually, and are appearing in many other places. They are always welcome, because in the course of their lives, they have always studied their first love, which is music and song. A Q'reddim may easily know thousands of songs and sagas, and he will gladly share them with an appreciative audience.

## **6. The First Sons**

This group first emerged in the period between the fall of the First Empire and the rise of the Second Empire. Its members hold that all of the varied races of man originated on one planet, in spite of the multiplicity of different skin colors, height variations, and other major physical differences. They tend to be a very secretive society, as they are often ridiculed by the officials and bureaucracy of the Empire. In many cases, their private, almost holy relics include documents and equipment left over from the First Empire, although most of the more obviously valuable relics have been stolen or sold already.

## **7. Watson Intelligence Group**

Based on Watson, Planet number 35 of Sector One, the Watson Intelligence Group has representatives on almost all planets of known space. They serve two functions, first to collect information from all sources, and secondly to make available their unique service of selling information to any buyers who can meet their price. Each W.I.G. facility is equipped with a scrambled FTL radio link to Watson, and all of the facilities keep in constant touch with each other.

## **8. Artifact Collectors Club**

The Artifact Collectors Club has only come into being since the relaxation of restrictions on the merchant companies. With the flow of money into the merchant class, and the ability to explore deep space opened to the public, First Empire artifacts became very popular, both as status symbols and as sources of highly advanced scientific ideas and machinery. Naturally, the various governments try to maintain their hold on the highest technology available, and in fact all First Empire finds are supposed to be turned over to the Empire Artifact Evaluation and Documentation Service, but since this agency has a tendency to classify most finds as dangerous, and pay only minimum price for them, most of the artifacts are sold to the many companies or intrigues bidding for power. This club serves as a repository of all the information available, from all sources, concerning artifacts, their locations of discovery, their types and uses, and the dangers involved with each type of artifact. Many of the most powerful artifacts are not recorded in this library because of their political sensitivity, but almost all of the public domain artifacts and many of the more dangerous artifacts are represented. Only members can access this repository of knowledge, and to become a member requires the donation of a certifiable First Empire artifact and the payment of C100,000. This single payment is good for life.

## **9. Cartographers Club**

The Cartographers Guild consists of all brands of mapmakers and chartmakers, both those that plot the surface of spacial bodies, and those that plot the dangers of deep space. The guild exists to guarantee higher pay and protection for its members, and to offer sanction and legal council for those members that are in legal trouble. The membership costs a flat C10,000, which may be deducted from the paychecks of the individual in amounts of C1,000 per month. This membership fee is good for only one Galactic Standard Year. The Cartographers Guild makes available to its members copies of all maps, recent and ancient, that are known to exist, and may buy maps it does not have for cash or services. It will not allow a non-member to look at these maps.

## **10. Traveller's Aid Society**

This famous private organization maintains facilities at most class A and B starports in known space, and also runs a superb distant message business. Through the use of FTL radios, the Travellers' Aid Society can place any message at all of its facilities across the galaxy, and it can wait for an indefinite time until picked up by the addressee. This service costs a flat C10,000, with an additional cost of C100 for every year the message is to be kept on file. The Travellers' Aid Society maintains good relations with all governments, and will cooperate with any law-enforcement bodies that ask for its help.

## **11. Assassins Guild**

The Assassins Guild, also called the Fireen, has existed for at least a thousand years, under basically the same code. It is very difficult to locate or enter, but their services are available to any paying customer. For as little as C10,000 they will guarantee the death of an individual, increasing the costs if the individual is famous, or well-guarded, or politically powerful. All moneys are collected after the assassination in the form of negotiable metals or other trade goods. Customers who make a deal and then refuse to pay the agreed price are usually found dead a short time later. Undoubtedly, the Assassins Guild has access to many First Empire artifacts, because they can reach people that should be impossible to approach, let alone murder. No assassin has ever stayed alive long enough when captured to release any information at all.

## **12. Communications Guild**

Unquestionably one of the most powerful guilds in Empire space, the Communications Guild controls most of the radio, FTL radio, and FTL torpedoes in known space. While their contracts do not permit them to interfere with the military-manned Empire communications network, they control enough of the commercial and private network to make an extremely powerful political block, and the Empire is always very careful in dealing with this guild.

## **13. Thieves Guild**

The Thieves Guild has existed at least as long as the Assassins Guild, and probably for the same reasons...their extreme secrecy and power. The Thieves Guild, unlike the Assassins Guild, does not generally deal with the public on a business level, although certain groups will take contracts for special thefts desired by individuals or companies. The massive moneys collected by the Thieves Guild are spent on training the upcoming ranks of master thieves, who are thought to be raised from childhood, and also invested in many wholly owned legitimate

companies, which yield a respectable living to its many members. It has long been suspected by several of the news services that the Thieves Guild has a definite connection with the Empire Intelligence Service.

## 14. Navigators Guild

All space ships and starships have navigators, and they are perhaps the most important man aboard. While a computer can locate a ship in space, it must have the proper starcharts and have a rough idea of where it is. The navigator is trained to do things that the computers cannot do, such as locating the lost ship in an unknown sector of space. Once the ship is located, it is usually an easy matter for the pilot to direct the ship in the proper direction. Navigators control much of the information concerning the special settings of their jump drives, and the special areas of the galaxy that are considered to be impossible to enter. It is rumored that the navigators guild has a secret method of increasing a ship's jump distance to 10 or 12 times the present limits, but this rumor has never been supported by any evidence other than hearsay.

## 15. Pilots Guild

The Pilots Guild, like the Navigators Guild is very powerful in the world of the starship. Several companies in the past have been boycotted by their pilots, and forced into bankruptcy. Like the other ship-crew guilds, the Pilots Guild offers its members sanction and legal council for a flat 5% of all salaries earned. Offices and representatives of these guilds can be found at all Class A and B ports.

## 16. Stewards Guild

The Stewards Guild is responsible for the safety and comfort of the passengers on board all passenger liners, and the safety of the cargo aboard cargo ships. In addition, they must maintain the safety of items left in the ships security vault. This requires a fairly rare breed of being, considering the immensity of space and the ease with which a ship can become lost in it. The Stewards Guild selects and trains candidates for these jobs, and certifies them after exhaustive tests and indoctrinations. This certificate has been broken many times in the past, but in general graduates of the program are less likely to be thieves than those without the certificate. Therefore, most large companies will not hire other stewards. Like the other ships-crew guilds, the cost of the Guilds services are a flat 5% of salary for life.

## 17. Brotherhood of Medics

After the intensive warfare of the period between the Empires, the medics decided that their profession was becoming too controlled by one side or another in military matters, and felt that they could not adequately carry out their jobs with this control. Therefore, shortly after the Formation of the Second Empire, the Brotherhood of Medics came into being. Medics who enter this guild are considered to be citizens of all planets, and only owe allegiance to the Brotherhood. Any member who is convicted of holding the interests of anyone other than the Brotherhood is stripped of his medic status, and often imprisoned by the Brotherhood. A form of diplomatic immunity exists for members of this Guild that can prove their membership through DNA identification and EEG pattern identification.

## 18. Psionic Guild

The Psionic Guild is a top-secret organization dedicated to raising the level of the psionic abilities of the known intelligent races as high as possible. It will furnish training to mind-probed individuals that have been shown to be safe for them to contact. They sponsor many programs designed to foster increased psionic abilities, and many research facilities. Several times they have been accused by the Second Empire of plotting revolt, and searched for, but they have never been located by any agents who lived to report their hiding places.

## 19. The Imperial Lions

The highest military medal given out by the military is the Imperial Medal of Honor, which is only given for acts of the highest courage in the direct service of the Empire or the Imperial family. Usually the Medal is given posthumously, but many of the recipients are still alive, and gather with others of their kind to talk. Many of the most decorated heroes of the Empire are members of this club, and they are all devoted to the Imperial Family and the continuance of the Empire. Several times in past history, the Imperial Lions have mustered their personal men and wealth and helped the Imperial Line to accomplish what was thought to be impossible. Notably, during the tremendous Communications Guild coup attempt, it was the Imperial Lions that struck at the heart of the Communications Guild with their own ships and men while the Empire forces were out of reach.

## 20. Imperial Griffins

One step above the Imperial Lions are the Imperial Griffins, who are members of a very select group of nobles who have received the Mark of the Emperor's Favor, which carries with it the automatic rank of Noble of the 100,000. This rank means that the individual is in the 5th rank of nobles, of which there are 100,000 in the Second Empire. This rank automatically gives the owner the privilege of seeing the Emperor at any time. They are the trusted executors of the Imperial will, and make up the top-notch diplomatic corps of the Second Empire. The rank of Noble of the 100,000, or Hyakuman, is only given to those who have demonstrated that they are willing to risk their lives in personal service to the Emperor. In general, the title is hereditary, but it varies with the changing times.

## 21. Computers Guild

Although the Computers Guild is found on the ground as well as in deep space, it is considered to be one of the ship-guilds, and shares in their goals and costs. This guild is responsible for most of the Computer research that goes on in the Empire.

## 22. Mercenaries Guild

The Mercenaries Guild has control over all legal mercenaries in the Empire, and ensures that the conditions of contract are met by both sides. In addition, it serves as a collection source for mercenaries seeking employment, and also as a diplomatic agency that frees mercenaries from imprisonment by other military or civilian organizations. The payment required for a mercenary to enter the Guild is a flat C50,000, plus 1% over 1,000,000 that he makes on any one job. The C50,000 may be paid in installments of C1,000 per month. The Guild keeps a strike force of top-notch, superbly equipped mercenaries on ready status for controlling which ever force may violate the contract and need to be militarily restrained from further action.



## 23. Newsmans Guild

The Newsmans Guild is very rich, and very common throughout the galaxy. Their green-caped newsmen can be found in almost all ports of call, and they are usually on the spot at any multi-planet story that occurs. The green-cape and identification card that every authentic newsman carries protects him or her from any action by the planetary or higher governments except deportation. They may not be imprisoned or interfered with in any way unless a state of war has been declared on the planet they are on, in which case the controlling government may insist on their deportation for their own safety. Often, however, the guild members stay on in spite of this order, and continue to report the news that they encounter. The fees for entering this guild are 20% of all salaries earned, but the Guild picks up the costs for all travel expenses incurred in the line of work. In addition, the legal department of the Newsmans Guild is probably the finest legal organization in the Second Empire.

## 24. Ship Gunners Guild

## 25. Ships Engineers Guild

Both the Ships Gunners Guild and the Ships Engineers Guild are in the ship-guild class, and have the standard costs and benefits that others of their type have. In addition, most companies will not hire personnel without the papers of the appropriate guild certifying them.

## 26. Professional Swordsmens Guild

## 27. Professional Handgunners and Riflemens Guild

These two guilds exist to make it possible for guns and rifles of all types to be carried on all planets in the Second Empire. They advocate total openness in the matter of personal weaponry. In addition, they provide target and practice facilities to members and their guests at a low fee. Often, even if a weapon is illegal on a particular world, a Professional H&G Guild office will have several of them for practice with by members. The Swordsmens Guild exists to raise the art of sword fighting to the highest level possible. They usually offer advanced training programs to members, taught by some of the finest fighters that are in the galaxy. For both guilds, the cost to become a member is a flat C25,000, which must be paid in total before membership is granted. After a being has been accepted, he may use facilities for C50 per hour.

## 28. Brotherhood of Unarmed Fighters

This highly selective organization controls most of the unarmed combat knowledge in the Known Galaxy. Each member is sworn not to use his skill for oppression or illegal acts of any kind, and is also sworn not to teach unarmed combat skills to any who will not make the same oaths. It is a known fact that the personal guards and close companions of the Emperor are drawn from this group, and on several occasions, they have proven that they are capable of defeating even well-armed and armored opponents under practically suicidal conditions.

It is very difficult to enter this group, as each member must be put up for membership by an existing member, and then pass a rigorous physical test, followed by an equally rigorous mental probe and intelligence investigation.

## 29. Weathermakers Guild

Many of the Planets of the Second Empire have artificial weather controlled from advanced satellites in orbit around them. These satellites, in turn, are totally controlled by the Weathermakers Guild. It is a closed organization that only recruits members from the ranks of the Empire Military forces. Membership is not available to those who have not been approached by the Guild first. Its methods of choosing and evaluating prospective members are not clearly understood, but seem to involve personal drive and psionic ability.

## 30. Spacers Guild

This is the parent guild of all of the ship-guilds. Any member of any of the ship-guilds is automatically a member of this guild, and in no other way can the guild be entered. Actually, the guild is not a guild at all, but rather a complex organization that serves to coordinate the activities and skills of the ship-guilds. It serves to coordinate the power wielded by the separate guilds, and has an incredible amount of money and political power under its control. Several times in recorded history, the Spacers Guild has affected an Imperial decision after it was issued, which is generally impossible to do.

## 31. Timestations, Inc.

Timestations, Inc. fulfills a very special function to the thousands of deep-frozen sleepers who have, for one reason or another, to sleep in hibernation through the ages. In many cases, these sleepers are awaiting medical treatments that are unavailable presently. Others are awaiting the coming of the Messiah, or the fall of the Empire. In any case, Timestations, Inc. serves to handle the maintenance of the hibernators and of their personal fortunes. All patients who use this facility are charged C1,000,000 plus C1,000 per year. This amount can be paid up to 50% through control of the patient's fortune.

## 32. Association of Red-Haired Men

This association, which has only come to light recently, is restrictive in several ways. First, it only allows natural red-haired male human beings to become members. Secondly, it will not allow any member with a psionic rating of less than Class 1 esper to enter. Since this is the highest psionic rating known, the members are naturally very rare. Their purpose is to breed a master race that will assume the control of the Second Empire, and eventually the Galaxy. It is suspected that they have the tacit, if not active, support of the Imperial House. Membership is free, and carries with it a salary of C100,000 per year for every child fathered upon approved host mothers supplied by the Association of Red-Haired Men.

## 33. The Anti-Alien League

This League, composed of base-stock human beings only, feels that all races except man are destined to be exterminated. They feel that man, and only man, is the master race. Several times they have sponsored genocidal campaigns designed to eliminate entire races, and almost succeeded in the case of the Q'Reddim. They are currently under close watch by the Emperors Security Service, and in general disfavor with the political power structures in both the Second Empire and the Empire of Cavoral. They have great amounts of money to spend, which argues for a connection with one of the noble houses or companies, but no such connection has ever been proved.

## 34. Long Range Research Foundation

The Long Range Research Foundation is equipped with massive amounts of money that it spends on far-sighted research projects designed to seriously affect the lives of intelligent beings for the better in the far future. These include deep-space exploration of neighboring galaxies through the use of hibernation, the modification of inhabitable planets into worlds usable by one race or another, and the experimentation with new forms of teaching, nourishment, locomotion, communication, and all forms of modification to the basic genetic code that could lead to useful mutations. It is always interested in funding serious projects of this kind, and is available on most of the planets in the Empire of Cavoral.

## 35. Miniaturization Society

This Society is a research institution that has gradually worked out methods of decreasing the physical sizes of objects, and is attempting to work out the process so that it can be applied to living creatures and in greater degrees of miniaturization. In that event, the entire population of the galaxy could be supported by a much smaller proportion of the available food and space, allowing a relaxation of the population pressures already apparent in certain areas of the Empire of Cavoral.

## Trading Companies

The main stock exchange of the Empire lists many companies, and most of them are also represented in the nearby Empire of Cavoral. Naturally, there are thousands of trading companies in existence, but only the extremely powerful ones are included in this listing. The trading companies break down into four basic classes of organization. First is the Class One, also called The Big Five. These five companies are very, very powerful, owning entire planets, and huge fleets of well-armed, extremely large ships. They are very active and powerful in politics as well, with their immense control of the flow of credits.

Class Two companies are only slightly less powerful. These companies do not generally control planets, but they still have huge fleets of large ships. While not as large or as well-armed as those of the Class One companies, these ships are still much larger than those of the Class Three companies.

Class Three companies are generally made up of 600 to 1,000 ton freighters, most of which are minimally armed. They do not own any planets, and the political power they control is quite limited, much less than even Class Two companies. In general, these companies control about 200 ships each.

Class Four companies includes every other company in existence. These are generally one to tenship operations, with no particular home base, and no political power at all. These ships ply the spacelanes, especially outside the Empire, living off the marginal deals too minor for the big houses to bother with.

As a result of the growth and combination of the many cultures that make up the Empire, the use of coats of arms gradually came back into use. Even though an alien race might have difficulty in pronouncing the name of a trader, they could usually see his symbol somehow. In general, these coats of arms are very simple and graphic, but have little to do with the person or company represented. Mercenaries generally wear standard military suits with the locations of house patches left blank.

### House of Dakkis (Class One)

#### Coat of Arms: Red Weighing Scales On A Green Shield

This house has a monopoly on the import of radioactives into the Empire. In addition to that monopoly, it specializes in heavy metals and special alloys. It is currently putting pressure on the Empire of Cavoral to grant them an import monopoly for Rourke's Diadem in addition. This company like all of the class One companies, has a very good private police force, and an efficient espionage/intelligence department. It is known to own at least 4 planets in their entirety, and it is rumored that it controls whole reaches of unknown space outside the Empire.

### House of Goess (Class One)

#### Coat of Arms: Mermaid With Harp

This company has a monopoly on the import of spices into the Empire, and also a monopoly on the same thing into the Empire of Cavoral. In addition, it specializes in the trading of liquor, and generally has the best available. Like the others, it has private police and intelligence forces, and is known to own at least 5 planets.

### House of Fond't (Class One)

#### Coat of Arms: Blue Salamander In Yellow Ring

This company has no monopolies, but it specializes in the import and production of art and literature of all types, and generally commands the market prices and availability. Unlike the others, it is not known to directly control planets, but their web of ownership directs the destinies of many worlds through dummy companies and paid governments.

### House of Justas (Class One)

#### Coat of Arms: A Single Blue Cutlass

Using their specialization in the construction and design of custom spaceships and custom starships for their main source of money, this company has gained control of many of the governments of planets, and many of the Imperial nobles. Again, like the other four, it has its own police and intelligence forces.

### Sekor Company (Class One)

#### Coat of Arms: Yellow Triangle Fitted With Red

It is very unclear exactly how much of the Empire this company controls. While they do not actually use power in the public view, they do produce and service most of the computers available in the Empire, including most of the computers actually used by the Empire government. Undoubtedly, this gives their intelligence a considerable edge over the intelligence of any competing companies.

### House of Joget (Class Two)

#### Coat of Arms: Green Fencing Foil Over A Spiral Galaxy In White

This company has a monopoly in the import of medical drugs in quantities in excess of one ton lots into the Empire and into Cavoral's Empire. They own most of the better production factories in the Empire, and many of the Sector One planetary factories and collection areas. It is suspected by many of the newspapers that this company also has connections into the criminal underworld specializing in the import of addicting and poisonous drugs.

**Mustimondos Company (Class Two)****Coat of Arms: Faceted Ruby Over A Starburst**

This company specializes in cybernetic equipment, and has company warriors to guard their shipments, that appear to be cyborg in nature, as they are without a doubt some of the finest fighters in the known Galaxy.

**Olisers and Sons, Traders (Class Two)****Coat of Arms: Brown Staff With A Bronze Snake Coiled Around It**

No Specializations.

**Bakoliker Company (Class Two)****Arms: Lady Dressed Entirely In Long Veils**

This company has a monopoly on all scout base construction for the Empire, and all of its ships can obtain free fuel at these bases with the proper set of identification papers and codewords.

**House of Inf (Class Two)****Arms: Blue Dragon**

Specialists in the rental and sale of all types of combat equipment and mercenaries, this company is well-known and respected for its good name and the quality of its merchandise. Also, they sponsor much of the weapons research for the Empire. Most of their crews are ex-military, and extremely good at combat, both in space and on the planet's surface.

**Sworat Line (Class Two)****Arms: Large Double-Bitted Axe With Broken Handle**

This company was once discovered by Empire intelligence agents fermenting the overthrow of the reigning Emperor, and was severely damaged by that. It is currently in a position of disfavor with the Empire, and is probably riddled with intelligence agents from many locations.

**House of Damnos (Class Two)****Arms: Blue Lions, Stacked Vertically**

Note that all officers are of the K'zimm race (a feline race).

**Istcamp Associates (Class Two)****Arms: Gold Pegasus**

This company owns all of the production facilities for androids in the Empire, and is the primary supplier for the known galaxy.

**A. Vaine, Trader (Class Two)****Arms: Coiled Purple Centipede**

Specialists in the import and construction of symbionts of all types, this company has a monopoly on the import of such creatures into the Empire of Cavoral.

**Aglauc ibn Saul (Class Two)****Arms: Silver Trident**

This company specializes in the location, mining, and import of heavy, non-radioactive metals and special alloys.

**Ch'hix Clan (Class Two)****Arms: Yellow Circle Filled With Blue Slanting Bars**

This company specializes in the construction of specialized radios and long-distance communications equipment. They do not sell FTL equipment at all.

**Bleiront Company (Class Two)****Arms: White Fish With Bulging Eyes**

No specializations

**House of Yum (Class Two)****Arms: 3 White Spheres Arranged Into A Pyramid**

Specializing in the sale and rental of farm machinery in both the Empire and in the Empire of Cavoral.

**Arisuji and Sons, Traders (Class Two)****Arms: Yellow Moebius Strip**

No specializations

**Aeliior Company (Class Two)****Arms: Tan Wolf With Red Eyes**

This company specializes in the construction, sale and maintenance of FTL drone message torpedoes, and FTL radios, both of which are very bulky and expensive.

**House of Misukk (Class Two)****Arms: Blue Cobra, Coiled To Strike**

Specializes in the manufacture of the finest blades in the galaxy, especially their fighting claws designed for the feline and ursine races.

**Western Edge Trading Company (Class Two)****Arms: Blue Turtle**

Specializes in the mining and sale of copper, which is of much importance in electronic equipment of all kinds.

**House of Pamela (Class Two)****Arms: Red Fish**

No specialites



**Ilse MacNeill, Inc. (Class Two)**

**Arms: Letter 'B' In Yellow**

Specialist in laser mining equipment, and have very good security to protect these valuable goods.

**House of Kraquack (Class Two)**

**Arms: Red Faceted Ruby**

No specializations

**Hunwough Company (Class Three)**

**Arms: 3 Trumpets & 3 Red Discs**

Specializes in the import and sale of petrochemicals and liquor. It is thought to be owned by one of the Big Five, secretly.

**Gri Trilanka, Trader (Class Three)**

**Arms: Wasp Inside Black Hexagon**

Specialists in the import of fur and textiles. Also, all of their ships have double the acceleration of standard ships, and the device that allows this has never been examined. It is wired to destruct, and it has done so every time it has been tampered with to any extent.

**House of Bena'aken deAmar (Class Three)**

**Arms: Red And White Checked Flag**

No specializations

**House of Conn**

**Arms: Crossed Lightning Bolts**

Thought to be owned by one of the Big Five.

**Falagarian Line (Class Three)**

**Arms: 3 Green Lions And 3 Green Dogs**

No specializations

**Clan Sslisst'to (Class Three)**

**Arms: Clump Of Cattails In Water**

Specializes in gemstones, also, all crews are Paknii (a reptilian race).

**Helliken Finbold, Trader**

**Arms: Red And Green Lotus Blossom**

No specializations. All ships are painted dark green.

**Bolke Company (Class Three)**

**Arms: Circular Clockwise Orange Arrow**

Specialize in the sale and maintenance of airplanes and helicopters.

**Njalataker (Class Three)**

**Arms: Plain White Shield**

No specializations

**House of Posten (Class Three)**

**Arms: Pair Of Manacles**

No specializations. Entirely staffed by members of a restricted, secret religion.

**House of Emeroi (Class Three)**

**Arms: Black Perched Falcon**

Specializes in complex electronic equipment design and construction.

**Orwhol aTabb (Class Three)**

**Arms: A Dancing Faun With A Pair Of Pipes, Done In Blue And Gold**

Specializes in mechanical tools and equipment.

**Aliester Crill, Trader (Class Three)**

**Arms: Red Horizontal Inside Yellow Disc**

Specializes in the construction of lasers. All ships seem to have much better laser combat capabilities than others, probably due to superb computers.

**House of Silauraux (Class Three)**

**Arms: Yellow Rose**

Monopoly on the importation and construction of optics into the Empire of Cavoral. In addition, they specialize in gemstones of all kinds.

**Auoll Clan (Class Three)**

**Arms: Coiled Silver Octopus**

Specialize in wood, especially rare imported woods.

**Bormanngrrammhl (Class Three)**

**Arms: 2 Crossed Sabers**

Specialize in professional slaves of all professions. Entirely run by Brumhraggi (a bearlike race).

**House of Tchundt (Class Three)**

**Arms: Male Profile In Silhouette**

Specialize in exotic furs of all kinds.

**Sed Family (Class Three)**

**Arms: Blue Beetle**

Specialize in liquor, and have a monopoly on the rare Biloxian Brandy that sells for up to 2,000 credits per liter.

**Al-Queron ibn Faud (Class Three)**

**Arms: Green And Yellow Yin/Yang Symbol**

Specialize in weather control, and almost have a monopoly in it.

**Galactic Trading Co., Inc. (Class Three)**

**Arms: Single Red Hexagon**

No specialties

**Yee Yang Company (Class Three)**

**Arms: Black Octagon**

No Specialites

**Somola Corporation (Class Three)**

**Arms: Black Long-Stemmed Pipe**

Specializes in the construction of fine blades of all kinds.

**House of Veen (Class Three)**

**Arms: Square 1/2 Yellow, 1/2 Black**

No Specialties

**Boros Borrakos, Trader (Class Three)**

**Arms: Red Rising Sun Over Horizon Line**

No specialties

**Musawa Company (Class Three)**

**Arms: Black Concentric Circles**

No specialties

**House of Nishida (Class Three)**

**Arms: White Eagle Inside Red Circle**

Specializes in the sale of imported textiles.

**Fualmin and Fualmin, Traders (Class Three)**

**Arms: Red Flute**

No specialties.

**Clan Nningher (Class Three)**

**Arms: White Drums**

No specialties

**Plisher Company (Class Three)**

**Arms: Blue Solid Octagon**

Specialists in the production of rare and valuable polymers and plastics.

**House of Rth (Class Three)**

**Arms: Green Waves**

No Specialties

**Ref Twiehissie, Trader (Class Three)**

**Arms: Pink Fish**

No specialties

**Matrix Inc. (Class Three)**

**Arms: White Concentric Hexagons**

Specialize in the importation and artificial growth of crystals of all kinds.

**Ki Klea Gant Company (Class Three)**

**Arms: Purple Eagle**

No specialties

**House of Reen Ytholor (Class Three)**

**Arms: Red Waves Under White Crescent Moon**

No specialties

**Shavess, Traders (Class Three)**

**Arms: Red Octagon, Rilled With Blue Stripes**

Specialists in silver and tin importation.

**Clan DeLoughton (Class Three)**

**Arms: Blue Trombone**

No specialties

**Pulsar Co., Inc. (Class Three)**

**Arms: Blue Concentric Circles**

No specialties

**House of Thossand (Class Three)**

**Arms: Black Trumpet**

Specialize in fruit and grain production inside the Empire, and some import.

**Carrilose, Trader (Class Three)**

**Arms: Pink Wolf Inside Pink Triangle**

No Specialities

**Unsattisson, Inc. (Class Three)**

**Arms: Yellow Octagon**

No specialties

### **Van Luntzgard, Ander, and Fittzil (Class Three)**

#### **Arms: White Waves**

Specialize in slaves of all classes and skills.

### **House of Alt (Class Three)**

#### **Arms: Yellow Concentric Octagons**

No specialties

### **Michiko Terechendo, Trader (Class Three)**

#### **Arms: Solid Black Square**

No specialties

### **Kalasherikos (Class Three)**

#### **Arms: Solid Pink Disc**

Specializing in petrochemicals of all sorts.

### **Star-Edge Company (Class Three)**

#### **Arms: Solid White Six-Pointed Star**

No Specialities

### **Etticoch, Inc. (Class Three)**

#### **Arms: Orange Praying Mantis**

No Specialities

### **House of Tuar**

#### **Arms: Nautilus Shell In Brown On Red Disc**

No Specialities

### **Fark Belshikik, Trader (Class Three)**

#### **Arms: Human Silhouette Inside Black Circle**

No specialties

## **Empire Space Encounters**

To use this chart, first roll percentile dice, and if the roll is 90 or higher, then roll 1 - 1000 (3 10-sided dice) and refer to the following chart. This encounter roll should be done once a week in interstellar space, or any space not near a planet. If the ship being rolled for is leaking radiation or sending radio messages, then the roll for encounters should be increased to 80 or higher. In times of war, the roll will be increased again by another 10 points, and if both are applied, then the encounter roll will be 70 to 100.

**0001 - 0020** The radar and radio pick up the maximum class dreadnought of one of the Imperial Lords of Law, the Lady Borkussa LaTaruede of Bolint, from the Empire of Cavoral. She will probably stop and search any ship that is doing anything at all suspicious, and will not hesitate to blow it up if it refuses to yield to her boarding parties. She cannot be bribed, or blackmailed.

**0021 - 0030** This is another of the Imperial Lords of Law, in this case the maximum-class dreadnought of the Lord Hinn abTolimumm Fanch, of the Empire of Cavoral. As this Lord's usual area is elsewhere, he will probably only bother with inspecting ships if they are very suspicious. He has a tendency to ask for and usually receive free gifts from ships that he searches.

**0031 - 0040** The third of the Imperial Lords of Law is Lord John Tarlson of Arsedge, also from the Empire of Cavoral. His maximum-class dreadnought will only stop ships that do not promptly acknowledge his right of way. An interesting note: all of his crew members are women, and they are all very good at their jobs.

**0041 - 0050** Her Ladyship Karla Sorr Fontain, from the United Worlds of Shildai, is the fourth Imperial Lord of Law. She will only stop Empire warships and Brotherhood ships of all classes. Usually, though, she doesn't stop anyone at all in this section of space. She is known to have a weakness for those that can recite the holy words of Shildai.

**0051 - 0060** Lord Jon B'Tonnik of Savach from the Brotherhood of Tarl is the fifth and last of the Lords of Law, and he is only rarely found in this part of space. He will only stop Unity starships, and delights in giving harsh fines for the slightest offenses or errors. His ship is painted entirely black, with red salamanders ringing the ship around the midsection.

**0061 - 0100** A single Empire Security scout is closing in on the craft, and it will stop and search all craft encountered unless the oncoming craft is carrying an Imperial Lord of Law, or the ship broadcasts the appropriate codeword from the Imperial Intelligence Office.

**0101 - 0110** A single Empire Security Cruiser is nearby, and will ask to inspect the ship's papers over the visionphone. It is very unusual for these ships to actually board and inspect the spotted ship.

**0111 - 0120** An Empire dreadnought is passing by at a distance, but will ask for your papers over the visionphone. Depending on which of the senior captains is commanding, it may or may not board and search the spotted ship.

**0121 - 0130** A cruiser from the Imperial Intelligence Office is tailing you, and will board, search, and possibly question the crew and passengers. Note that IIO ships usually are much more powerful than they look.

**0131 - 0140** The private yacht of the Governor of Arsedge, planet #34.

**0141 - 0150** The private yacht of the Governor of Cellar, planet #35.

**0151 - 0160** The private yacht of the Governor of Aerie, planet #36.

**0161 - 0170** The private yacht of the Governor of Xanthe, planet #41.

**0171 - 0180** The private yacht of the Governor of Molinge, planet #40.



**0181 - 0190** The private yacht of the Governor of Zaltiphe, planet #55.

**0191 - 0196** The Imperial flagship of the Empire of Cavoral, surrounded by several squadrons of warships and many screens of scoutships. They may or may not have the Emperor aboard, but are not very trusting in any case.

**0197 - 0207** The ship spotted by radar is a diplomatic mission from Prontex, planet #58, and it will not stop unless threatened by a superior ship. The class of the ship is a liner, equipped with massive shielding.

**0208 - 0213** There is a single Wanderer ship nearby, massing 200,000 tons. It is under slow thrust, and will probably ask to trade with you. They have only been known to attack if attacked first.

**0214 - 0234** Maneuver drive malfunction. For no apparent reason, the maneuver drive will not function anymore, and must be inspected closely to discover the reason and the requirements to repair it.

**0235 - 0245** A yacht of the Governor of Jamie's Folly, planet #50.

**0246 - 0256** A mirror-finish stasis capsule is floating in space. It cannot be opened without extremely expensive equipment, which is usually only found on high technology planets. This particular one contains a First Empire radio, which is the size and weight of a standard, but is faster than light.

**0257 - 0267** A radio distress call is received, from an Empire liner in distress. They are suffering from a medical problem beyond the competence of their medic.

**0268 - 0278** A battle is in progress between four Empire ships and a single Unity ship. All ships are cruisers, and the surrounding space is full of radio static being generated by the Empire cruisers.

**0279 - 0289** A liner from the United Worlds of Shildai which has misjumped is attempting to locate itself. It is full of devout pilgrims visiting the homeworld.

**0290 - 0320** Severe amounts of Space drift are spotted. These small (1 cm. to 3cm.) silicone spheres are radar-clear, and can only be spotted by visible light from force fields. They are magnetic, and will stick to any ship. When heated above the ultra-low temperatures of space, they explode violently due to an unstable atomic pattern. Apparently a lifeform, no one has discovered what they feed on.

**0321 - 0331** A diplomatic mission from the planet of Wearn, planet #62, in a well-screened liner of 600 tons.

**0332 - 0342** Another stasis capsule, mirror-smooth and totally reflective. The capsule can only be opened by complex machinery available on high-level technology planets. They almost always contain First Empire artifacts. This particular one contains a complete set of luggage for a family of four.

**0343 - 0353** A 50,000 ton spherical ship from B'brn'bran'ta. These are often seen wandering around and watching, but they have never done anything, even when fired upon. Most armament glances off, but when they begin to take damage, they warp-jump.

**0354 - 0374** There is a jump-drive malfunction aboard your ship, and it will not activate at all. It will require close inspection to determine the reason.

**0375 - 0385** Distress call from a yacht with loss of maneuver drive.

**0386 - 0391** A derelict class 600 freighter, abandoned and old, but not First Empire.

**0392 - 0400** Distress call from an Empire Liner with severe mechanical failure.

**0401 - 0409** A Tarlist liner that has misjumped and is attempting to locate itself.

**0410 - 0418** Diplomatic liner from Vermal, planet #61.

**0419 - 0427** Diplomatic class 600 merchant from Flarr, planet #100.

**0428 - 437** Meteor strike on ship, with damage as a missile strike.

**0438 - 0355** One to ten mantas. These creatures are huge nets of energy that sail on the ionic winds of many stars. They are about 3 kilometers in diameter, but only a millimeter thick. When a ship passes through one, both are unharmed, but the space manta produces a single extremely loud psionic scream that can burn out many psionically active minds.

**0356 - 0380** Severe ionic storm. This means that all of the electronic instruments on board the ship will not work for the duration of the storm, and may be permanently damaged, unless the ship is designed to exist and function inside energy storms.

**0381 - 0400** One of the members of the ship falls sick with an unknown disease. Until it is identified, the ship will be refused landing permission at any starport.

**0401 - 0410** Stasis capsule. It is totally reflective and spherical. It can only be opened by high-technology equipment available at research institutions. This particular stasis capsule contains a First Empire laser pistol with the power of a late-model laser rifle.

**0411 - 0420** Stasis Capsule. This capsule, identical to the preceding one, contains a semi-intelligent monkey-like animal that can broadcast any emotion from the handlers mind into all minds within one kilometer.

**0421 - 0490** A subsidized trader is passing within hailing distance.

**0491 - 0500** Battle in progress. One Empire Cruiser is attacking a single unmarked pirate ship. It is also a cruiser, and they are evenly matched.

**0501 - 0510** Distress call from a private scout with severe mechanical failure.

**0511 - 0520** Distress call from a company freighter with a medical emergency.

**0521 - 0530** Derelict colony ship with many colonists in cold sleep. Not First Empire.

**0531 - 0540** A pirate dreadnought, actually Brotherhood operated.

**0541 - 0585** Unity class 600 trader. Unarmed but has FTL drone message torps.

**0586 - 0595** Battle in progress. Three Empire ships, 2 cruisers and a dreadnought attacking a single Unity Dreadnought.

**0596 - 0615** Empire battle squadron of five ships on maneuvers. There are 4 standard cruisers, and a single electronic warfare cruiser.

**0616 - 0618** Derelict First Empire Dreadnought. Dead reactors, but in good shape.

**0619 - 0630** Ship full of animals going to Safari, planet #99. Class 600 trader.

**0631 - 0640** One to twenty lifeboats, mostly out of fuel and nearly dead. Each is overfull with Empire passengers from a liner.

**0641 - 0650** Distress call from an Empire freighter with severe mechanical failure.

**0651 - 0660** Totally gutted Empire freighter, with almost no value except scrap.

**0661 - 0665** Derelict scoutship. Reactors dead, but in good shape.

**0666 - 0675** Empire heavy squadron on maneuvers. Consists of 1 dreadnought, 2 scouts, an electronics warfare cruiser, and 6 regular cruisers.

**0676 - 0685** Pirate cruiser, actually run by the Brotherhood of Tarl.

**0686 - 0695** Battle in progress, Empire cruisers versus a single pirate scout.

**0696 - 0700** Derelict passenger liner. Full of salvage, but reactors dead.

**0701 - 0710** Totally gutted passenger liner. Useful only for scrap.

**0711 - 0720** Distress call from a private yacht with severe medical emergency.

**0721 - 0730** Real pirate cruiser. Will attack anything it can, except larger warships.

**0731 - 0735** Derelict cruiser. Reactors dead, but with only minor damage.

**0736 - 0745** Battle in progress. Empire ships against 5 pirate ships. All cruisers.

**0746 - 0760** Empire Naval Battalion on maneuvers. Consists of 3 heavy squadrons, see roll #0666, and also an all screen flagship dreadnought.

**0751 - 0840** Passing Brotherhood trading ship Class 600.

**0841 - 0920** Passing Free Trading ship. Class 400 but armed.

**0921 - 0000** Passing Empire Cruiser.

## Brotherhood of Tarl Space Encounters

**0001 - 0020** Maximum-class dreadnought of Imperial Lady of Law Karla Sorr Fontain, of the United Worlds of Shildai. She will stop and inspect all ships at all times, and will not hesitate to destroy anyone that does not yield to her.

**0021 - 0030** Maximum class dreadnought of Imperial Lord of Law Hinn abTolimumm Fanch, of the Empire of Cavoral. He will only search and inspect non-Empire ships. He has a tendency to ask for, and receive gifts from the ships he searches.

**0031 - 0040** Maximum class dreadnought of Imperial Lord of Law John Tarlson of Arsedge, of the Empire of Cavoral. He will only stop obviously suspicious ship. Note: all of his crew are superbly trained woman.

**0041 - 0050** Maximum class yacht of Imperial Lord of Law Lady Borkussa LaTarguede of Boling, from the Empire of Cavoral. She will only search obviously suspicious ships.

**0051 - 0060** Maximum-class dreadnought of Imperial Lord of Law Jon B'Tonnik of Savach, from the Brotherhood of Tarl. He will always search any Unity ship that he finds, and he delights in giving steep fines for minor illegalities. His ship is dead black with red salamanders around the midsection.

**0061 - 0070** Distress call from yacht in severe mechanical trouble.

**0071 - 0080** Meteor strike on ship. Treat as missile strike.

**0081 - 0090** Scoutship owned and run by pilgrims of the Tarlist religion.

**0092 - 0110** Jump drive malfunction. Will not work at all. Must be taken apart to find out why.

**0111 - 0120** Governor's yacht from Tondsworld, planet #2.

**0121 - 0130** Yacht of Planetary Governor of Baumoral, planet #3.

**0131 - 0140** Distress call from a yacht with medical emergency.

**0141 - 0170** One to ten space mantas, see roll 0438 on Empire space.

**0171 - 0174** Derelict First Empire Cruiser. Reactors dead, but in good shape.

**0175 - 0184** Distress call from private scout with mechanical trouble.

**0185 - 0194** Class 600 merchant going to Safari, planet #99, with a load of animals.

**0195 - 0198** Derelict scout. Reactors dead, but in good shape.

**0199 - 0208** Yacht of Governor of Zyntail, planet #13.

**0209 - 0218** Diplomatic screened liner from Flarr, planet #100.

**0219 - 0228** Empire squadron on maneuvers. see roll #0596 on Empire Space.

**0229 - 0238** Battle in progress. One Empire cruiser against one pirate cruiser.

**0239 - 0248** Stasis capsule. Totally reflective and Spherical, can only be opened by expensive and high-technology equipment available on planets. This particular stasis capsule contains a living First Empire Soldier, in full battle gear.

**0249 - 0258** Yacht of Governor of Belshor, planet #29.

**0259 - 0288** Space drift visible. See roll 0290 on Empire space.

**0289 - 0298** Brotherhood Security cruiser, will always search non-Unity ships.

**0299 - 0308** Yacht of Governor of Welcyks, planet #30.

**0309 - 0328** One man is sick on board. Unless the sickness is identified, the ship will not be permitted to land at any starport.

**0329 - 0338** Liner owned by the pilgrims of the Brotherhood of Tarl passes nearby.

**0339 - 0348** 25,000 ton ship from B'brn'bran'ta. See roll 0343 in Empire space.

**0349 - 0358** Battle in progress. An Empire cruiser against 2 Brotherhood cruisers.

**0359 - 0368** Governor's yacht from Foransch, planet #20.

**0369 - 0410** Passing Empire Cruiser.

**0411 - 0440** Severe ionic storm. See roll 0356 on Empire space.

**0441 - 0450** One to 20 lifeboats, full of Empire military from a destroyed navy ship.

**0451 - 0460** Distress call from a liner with severe mechanical failure.

**0461 - 0470** Yacht of Governor of Gashar, planet #4.

**0471 - 0480** Yacht of Governor of Deroll, planet #5.

**0481 - 0484** Derelict liner, dead reactors, but in good shape.

**0485 - 0494** Battle in progress. Three Brotherhood cruisers attacking a Unity cruiser.

**0495 - 0565** Passing subsidized trader Class 600.

**0566 - 0570** Derelict freighter, reactors dead but in good shape.

**0571 - 0580** Council of Savch, with huge flotilla for protection.

**0581 - 0610** Energy storm. Acts as constant pulse laser hits for a duration of one to twenty melee turns.

**0611 - 0620** Class 600 trader full of animals for Safari, planet #99.

**0621 - 0630** Empire Heavy Squadron on maneuvers, see roll 0666 on Empire space.

**0631 - 0643** Totally gutted freighter. Only good as scrap metal.

**0644 - 0683** Cruiser of the Brotherhood of Tarl.

**0684 - 0703** Maneuver drive malfunction. Must be disassembled to find damage.

**0704 - 0713** Yacht of Governor of Yllosh, planet #6.

**0714 - 0723** Cruiser of the Guardians of the Faithful. Will inspect all ships.

**0724 - 0733** Yacht of Governor of Wallint, planet #7.

**0734 - 0743** Stasis capsule, mirror smooth and spherical, this capsule is totally reflective. It can only be opened by high-technology equipment available on research worlds. This particular capsule holds an animal that is chameleon-like, and carnivorous.

**0744 - 0753** Brotherhood Security Dreadnought. Will search all ships.

**0754 - 0763** Yacht of governor of Entlidge, planet #15.

**0764 - 0773** Stasis capsule. Totally reflective, empty.

**0774 - 0783** Distress call from scout with severe mechanical breakdown.

**0784 - 0793** Battle in progress. Brotherhood 2 cruisers against 1 pirate.

**0794 - 0803** Empire Battalion on Maneuvers. see roll 0746 on Empire space.

**0804 - 0843** Passing Free trader, class 400.

**0844 - 0847** Derelict cruiser, reactors dead, but in good shape.

**0848 - 0857** Pirate cruiser, actually run by Unity.

**0858 - 0867** Stasis capsule, totally reflective. Contains First Empire laser pistol that is the size of an autopistol, but hits like a laser rifle.

**0868 - 0907** Brotherhood of Tarl Security scout, will search all ships.

**0908 - 0911** A single 250,000 ton Wanderer ship. It will ask to trade with you. They have never been known to fire unless attacked.

**0912 - 0921** Stasis Capsule, totally reflective. Contains a complete suit of clothes for a size 42 male human.

**0922 - 0931** Distress call from a liner with a severe medical emergency.

**0932 - 0935** Derelict colony ship. Contains colonists in hibernation, but all are dead when thawed. No power in reactors.

**0936 - 0845** Battle in progress, Empire cruisers against a brotherhood cruiser.

**0946 - 0955** Pirate cruiser. Will attack all except larger warships.

**0956 - 0000** Passing Brotherhood liner.

## Unity of Shildai Space Encounters

**0001 - 0020** Maximum class dreadnought of Imperial Lord of Law Jon b'Tonnik of Savach, from the Brotherhood of Tarl. He will search all Unity ships that he finds, and delights in giving harsh fines for minor infractions.

**0021 - 0030** Maximum class dreadnought of Lord John Tarlson of Arsedge, of the Empire of Cavoral. He will stop all ships over 400 tons, and any suspicious ship. Note: all of his crew are superbly trained women.

**0031 - 0040** Maximum class dreadnought of Imperial Lord of Law Lord Hinn abTolimurmm Fanch, of the Empire of Cavoral. He will only search suspicious ships. He will ask for and usually receive gifts from inspected ships.

**0041 - 0050** Maximum class dreadnought of Imperial Lord of Law Lady Borkussa LaTarguede of Bolint, from the Empire of Cavoral. She will only stop and search obviously suspicious ships.

**0051 - 0060** Maximum class dreadnought of Imperial Lord of Law Lady Karla Sorr Fountain, of the United Worlds of Shildai. She will inspect only Brotherhood ships.

**0061 - 0070** Class 600 armed trader full of animals for planet Safari, planet #99.

**0071 - 0090** Maneuver drive malfunction. Will require close inspection to determine what is wrong, and how to fix it.

**0091 - 0100** Yacht of governor of Tylmorn, planet #72.

**0101 - 0110** Stasis capsule, totally reflective, can only be opened by high-technology equipment available on research worlds. This particular capsule contains 3, Tech 25, First Empire Battle robots, preprogrammed to start destroying.

**0111 - 0190** Passing Unity liner.

**0191 - 0200** Battle in progress, Unity cruiser against Pirate cruiser.



**0201 - 0210** Distress call from scout with severe mechanical failure.

**0211 - 0220** Empire heavy squadron on maneuvers. See roll 666 on Empire Space.

**0221 - 0224** Derelict First Empire Scoutship, reactors dead, but in good shape.

**0225 - 0229** Derelict liner, reactors dead, but in good shape.

**0230 - 0239** Pirate cruiser, will attack anything smaller than it.

**0240 - 0249** Unity Security Cruiser, will inspect all Brotherhood ships.

**0250 - 0259** Yacht of Governor of Dround, planet #75.

**0260 - 0269** Yacht of Governor of Montoe, planet #86.

**0270 - 0299** Space mantas, one to ten, see roll 438 on Empire space.

**0300 - 0309** Stasis capsule, totally reflective, can only be opened by high-technology equipment available on research planets. This particular one contains a load of ultra-small rechargeable power cells.

**0310 - 0369** Subsidized trader is passing nearby.

**0370 - 0379** Battle in progress, 2 Unity cruisers against 1 pirate cruiser.

**0380 - 0389** Distress call from liner with severe mechanical failure.

**0390 - 0399** Empire battalion on maneuvers, see roll 746 on Empire space.

**0400 - 0403** Derelict scoutship, reactors dead, but in good shape.

**0404 - 0413** Scoutship being run by pilgrims going to Haven on Pilgrimage.

**0414 - 0423** Pirate cruiser, actually manned and run by the Brotherhood.

**0424 - 0433** Unity Security Dreadnought, will search all ships.

**0434 - 0443** Yacht of Governor of Mourin, planet #78.

**0444 - 0453** Screened liner of diplomatic mission from Guerr, planet #92.

**0454 - 0463** Yacht of Governor of Lushor, planet #89.

**0464 - 0483** Jump drive malfunction, does no work at all, must be examined closely to determine exactly what the problem is and how to fix it.

**0484 - 0488** A single 350,000 ton Wanderer ship, they will call and ask to trade, and they have never been known to fire unless attacked first.

**0489 - 0518** Passing Empire Cruiser.

**0519 - 0528** Battle in progress, one Empire cruiser attacking a Unity cruiser.

**0529 - 0538** Distress call from freighter with severe mechanical failure.

**0539 - 0548** Distress call from liner with emergency medical problems.

**0549 - 0553** Derelict colony ship, no life aboard, hull full of radioactives, reactor dead, but otherwise in good shape. Whole ship is permanently radioactive.

**0554 - 0563** One to twenty lifeboats full of Unity pilgrims escaping the destruction of their liner by a pirate.

**0564 - 0573** Yacht of Governor of Shusatsoon, planet #83.

**0574 - 0583** Cruiser of Judges of Shildai, will search all ships.

**0584 - 0593** Dreadnought holding the Council of the United Worlds of Shildai, surrounded by a maximum force of naval ships for protection.

**0594 - 0603** Screened diplomatic liner from Parotnia, planet #93.

**0604 - 0613** 55,000 ton B'brn'bran'ta ship, see roll 343 Empire space.

**0614 - 0623** Meteor strike on ship, treat as missile attack.

**0624 - 0633** Yacht of Governor of Morem, planet #88.

**0634 - 0643** Stasis capsule, totally reflective, this particular capsule holds a single maintenance technician who can only repair computers of level 16 or higher.

**0644 - 0653** One man is sick on board, the ship will not be allowed to land at any starport until it is indentified and judged safe.

**0654 - 0663** Stasis capsule, totally reflective, this one holds a totally force-screened tank, that carries 8 quadruple power lasers.

**0664 - 0703** Passing Free Trader.

**0704 - 0713** Battle in progress, one Empire Cruiser against one pirate dreadnought.

**0714 - 0723** Distress call from a private yacht with severe mechanical failure.

**0724 - 0733** Empire squadrom on maneuvers, see roll 596 Empire space.

**0734 - 0743** Distress call from yacht with emergency medical problem.

**0744 - 0746** Derelict cruiser, reactors dead, but in good shape.

**0747 - 0756** Liner full of pilgrims going to the holy places of their religion.

**0757 - 0769** Totally gutted freighter, good only for scrap, except that the hold still has lots of heavy alloy welded onto the walls, from the attack.

**0770 - 0779** Yacht of governor of Shildai's Fist, planet #65.

**0780 - 0789** Yacht of governor of Firestall, planet #74.

**0790 - 0799** Screened liner with diplomatic party from Flarr, planet #100.

**0800 - 0829** Space drift, see roll 290 on Empire space.

**0830 - 0860** Energy storm, treat as pulse laser hits for 1 to 20 melee turns.

**0861 - 0890** Severe ionic distortion, will make all electronic instruments useless for the duration, and may damage some of them permanently.

**0891 - 0920** Unity cruiser passing.

**0921 - 0930** Battle in progress, 3 Empire scouts against one Unity cruiser.

**0931 - 0940** Distress call from freighter with severe medical emergency.

**0941 - 0944** Derelict freighter, reactors dead, but in good shape.

**0945 - 0954** Gutted passenger liner, good only for scrap.

**0955 - 0000** Unity security scout, will search all ships thoroughly.

# **T H E P L A N E T S**

## 1 Savach

## Brotherhood

### Central planet of the Brotherhood of Tarl

<b>Planet</b>	There is one large moon; tides are up to 50 feet, but rise and fall very slowly. The land is mostly large plains, with very few mountains or forests.
<b>Physical</b>	Human standard.
<b>Mental</b>	Human standard; almost all natives are orthodox Tarlists, resulting in almost no crime, and mandatory one-hour ceremonies every day.
<b>Culture</b>	Guardians of the Faith are common, and much stricter than on the other worlds. The culture has a Persian flavor; flowing robes, decorative art and graceful buildings are common. The inhabitants love zancha riding.
<b>Techno</b>	Extremely fine; often they purchase even more advanced techno from the Second Empire, which is usually restricted to use by loyal Tarlists.
<b>Import</b>	Everything.
<b>Export</b>	Everything, especially perfume.
<b>Notes</b>	All non-orthodox Tarlists are restricted to a guarded port area. <b>Zancha</b> <b>Lir</b>

**S** (3) **A**    **P** 10    **H** 30    **A** NO    **G** .9    **T** 12    **M** 1    **GPP** 1800

## 2 Tondsworld

## Brotherhood

### Armaments and munitions center

<b>Planet</b>	A small planet, but very dense. The atmosphere is slow poison to anyone without a mask.
<b>Physical</b>	Human; very few aliens.
<b>Mental</b>	Human; very few aliens. All inhabitants are military personnel. Most officers are orthodox Tarlists.
<b>Culture</b>	There is no distinct culture, as men are drawn from many planets. All population centers are military establishments. Aliens are kept in restricted areas.
<b>Techno</b>	Up to par; also, there are many research establishments working at weapons, transport, ESP, medicine, communications etc.
<b>Import</b>	Raw materials of all kinds; information.
<b>Export</b>	Arms, ships and ammunition to neutrals in small quantities.
<b>Notes</b>	Tondsworld has massive mountain ranges and volcanoes, and many deserts. Its life forms are always very small and very nasty, and usually possess nerve poisons. The planet is used for advanced training of military personnel.

**S** (6) **A**    **P** 8    **H** 10    **A** HOTn    **G** 1    **T** 12    **M** 3    **GPP** 1800



### 3 Balmoral

### Brotherhood

<b>Planet</b>	The planet has a ring of ice, dust and rocks in the solar plane, which blocks radiation. It is very cool, with many glaciers and much snow.
<b>Physical</b>	Natives tend to be hairier all over, and fatter than human norm; they are very heat-sensitive.
<b>Mental</b>	Normal.
<b>Culture</b>	Clan structures predominate; there is constant fighting between clans. All wives must come from a different clan. The clans hunt in packs, and have blood-brother relationships.
<b>Techno</b>	Skis; snowshoes; vegetable fibers that retain flexibility at super-low temperatures; ice-skiffs.
<b>Import</b>	Weapons, transportation.
<b>Export</b>	Aluminum.
<b>Notes</b>	There are huge semi-tundra areas, and ice-floes which support semi-aquatic life. There are animals similar to musk-oxen. <b>Zancha</b> - stocky, darker than usual.

**S** C    **P** 6    **H** 30    **A** HO    **G** 1.1    **T** 4    **M** 0    **GPP** .75

### 4 Cashar

### Brotherhood

<b>Planet</b>	Almost the entire surface is mountainous.
<b>Physical</b>	Normal human, but with a nictitating membrane (greenish) to protect the eyes.
<b>Mental</b>	Normal human.
<b>Culture</b>	The planet is controlled by families; there are 32 major houses. Each runs a particular industry, and there is little competition.
<b>Techno</b>	The family-owned factories can be programmed to produce anything.
<b>Import</b>	Raw materials of all kinds.
<b>Export</b>	Finished goods of all kinds.
<b>Notes</b>	The atmosphere will cause blindness in unprotected eyes. <b>Zancha</b> <b>Lir</b> <b>Helium Plant</b>

**S** (2) A    **P** 10    **H** 30    **A** NOTn    **G** 1.5    **T** 12    **M** 0    **GPP** 750

## 5 Deroll

## Brotherhood

<b>Planet</b>	Very high winds and no clouds. There is no sea life.
<b>Physical</b>	Normal human.
<b>Mental</b>	Normal human.
<b>Culture</b>	The planet is totally owned by the Brotherhood, which is exploiting raw materials to the full. A small group is involved in controlling pollution and seeding the planet with life.
<b>Techno</b>	Standard.
<b>Import</b>	Luxuries of all kinds.
<b>Export</b>	Raw materials.
<b>Notes</b>	The planet was seeded recently; sea life is rare and microscopic.
	<b>Zancha</b>
	<b>Hiverat</b>

**S** A      **P** 9      **H** 60      **A** NO      **G** .7      **T** 10      **M** 1      **GPP** 400

## 6 Yllosh

## Brotherhood

<b>Planet</b>	The planet is composed of varied types of terrain. There are massive rain forests around the equator, small ice caps at the poles, and huge plains in the north and south.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Normal Human.
<b>Culture</b>	The entire culture is based on the migratory Gorta, a protein source. The non-city dwellers are semi-nomadic, following the Gorta migration in air rafts.
<b>Techno</b>	There are eight major cities for processing and exporting Gorta products. The Gorta migration is followed by huge air rafts which are also meat processing factories. They have superb animal tracking and tagging devices.
<b>Import</b>	Luxuries, Machinery, Power Sources and Equipment.
<b>Export</b>	Meat, Hide, Fertilizer.
<b>Notes</b>	<b>Gorta:</b> a rhino-like mammal. It stands 8' at the shoulder, is a herbivore, travels in large herds, and will stampede easily.
	<b>Helium Plant</b>

**S** 8C      **P** 9      **H** 50      **A** NO      **G** 1.2      **T** 10      **M** 0      **GPP** 400

## 7 Wallint

## Brotherhood

<b>Planet</b>	The planet has many plateaus which are so tall that there is no atmosphere at the top of them. All life is in rifts and valleys.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Human, they suffer from agoraphobia, the fear of open places, but they are comfortable if there are walls nearby.
<b>Culture</b>	The population inhabits mostly small villages, there are also several large cities where trade and manufacturing activities are conducted. The national passion is sculpture done in living trees.
<b>Techno</b>	They have the ability to use a very selective psi-force to genetically modify vegetable genes.
<b>Import</b>	Chemicals, Mutates, Esper Training and Drugs.
<b>Export</b>	Plants and Vegetables, Perfume, Wood, Drugs, Slow-Time, Fast-Time, Amber.
<b>Notes</b>	Their houses are built in living trees. They are slowly increasing the amount of oxygen in the planet's atmosphere.

**Lir**

**Zancha**

**S** 4B    **P** 9    **H** 40    **A** LO    **G** 1.1    **T** 10    **M** 1    **GPP** 360

## 8 Garrold

## Brotherhood

<b>Planet</b>	It has extremely long seasons, the planetary year is 36 Earth-years long.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Normal Human.
<b>Culture</b>	The population is split into two groups; clansmen and non-clansmen. The clans are hereditary, very protective of the individual, family structures. The lower class (non-clansmen) is organized into guilds. The clansmen look down upon non-clansmen.
<b>Techno</b>	In spite of advanced technology, almost all transport is by carriage. However, most clans own a high-speed vehicle. Their houses are large, with 4' thick walls for insulation.
<b>Import</b>	Cybernetics Parts, Optics, Petrochems.
<b>Export</b>	Aircraft, Computers.
<b>Notes</b>	There is a second religion (underground) which is a pre-brotherhood worship of the spirit of the fish which created the universal egg. <b>Dreamroot</b> is present.

**S** C    **P** 9    **H** 50    **A** NO    **G** 1.1    **T** 9    **M** 0    **GPP** 300

## 9 Jiltown

## Brotherhood

<b>Planet</b>	There are two major continents connected by a long island chain. All of one of continent and much of the other is desert. Summer is long and very hot. The sea life is immense and usually carnivorous.						
<b>Physical</b>	Normal Human.						
<b>Mental</b>	Normal Human.						
<b>Culture</b>	Poetry is much respected and a neccessity for doing anything here. Usually, Water gifts and Waterbrothers are very important. A bond of Waterbrotherhood is almost never broken. Cities of stone encircle all oases.						
<b>Techno</b>	They are extremely advanced in desert living, and also in sailing. The most common vehicle is the Sh'char, a wheeled desert skiff.						
<b>Import</b>	Art, Literature, Nylon Sails, Copper.						
<b>Export</b>	Liquor, Spice, Seafood, Literature.						
<b>Notes</b>	<b>Helium Plant</b> <b>Dreamroot</b>						
<b>S C</b>	<b>P 9</b>	<b>H 40</b>	<b>A NO</b>	<b>G 1.1</b>	<b>T 9</b>	<b>M 14</b>	<b>GPP 270</b>

## 10 Qwern

## Brotherhood

<b>Planet</b>	The planet has a broad silvery halo of dust.						
<b>Physical</b>	Human, ears are large, and hearing is extremely good.						
<b>Mental</b>	Human, when outside they instinctively remain quiet in order to hear the Targans.						
<b>Culture</b>	The population is divided into castes. The use of drugs to alter reality is accepted.						
<b>Techno</b>	They are extremely good at refining and producing liquors.						
<b>Import</b>	Technological Equipment of all kinds.						
<b>Export</b>	Liquor, Fruit, Grain, Wood, Spice.						
<b>Notes</b>	<b>Targan:</b> a large yellow eagle which can and does kill people for food. It can be heard during its dive, so the victim has a chance to escape. <b>Helium Plant</b>						
<b>S 2D</b>	<b>P 8</b>	<b>H 100</b>	<b>A HOTn</b>	<b>G 1.0</b>	<b>T 8</b>	<b>M 0</b>	<b>GPP 180</b>



## 11 Nowlond

## Brotherhood

<b>Planet</b>	There is almost no wind on the surface due to extremely tall trees. The entire land surface of the planet is covered with 150' tall trees.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Males are thought to be incapable of any intellectual abilities, and indeed they usually are on this planet. (This is due to training not genetics.)
<b>Culture</b>	Matriarchal, males are kept dumb, muscular and subservient. They will not respond to other males, only to females. Females run everything.
<b>Techno</b>	Very primitive, they harvest hive rats for their protein base.
<b>Import</b>	Textiles.
<b>Export</b>	Amber, Wood, Spice.
<b>Notes</b>	<b>Hive Rat</b> <b>Lir</b>

**S X      P 5      H 70      A NO      G 1.1      T 0      M 0      GPP .005**

## 12 Lundborg

## Brotherhood

<b>Planet</b>	The planet is covered with massive craters, very old and non-radioactive. The air holds much particulate matter, requiring the use of filter masks to breath.
<b>Physical</b>	Human, they have very hairy faces, which serve as natural air filters.
<b>Mental</b>	They believe that people without mustaches are strange and/or insane.
<b>Culture</b>	Until recently, they sacrificed people to the "Gods of the Earth," the craters, to control their old radioactivity. They live in communal houses that are built around a tree. Each house holds one tribe.
<b>Techno</b>	Normal, but they also have and use hang-gliders built of laminated wood.
<b>Import</b>	Tools, Weapons.
<b>Export</b>	Silver, Tin, Anagathics.
<b>Notes</b>	<b>Hive Rat</b> <b>Helium Plants</b>

**S D      P 6      H 40      A HOTn      G 1.0      T 3      M 0      GPP 1.5**

## 13 Zyntail

## Brotherhood

<b>Planet</b>	There is almost no wind due to very high mountains. There are large glaciers in north and south.
<b>Physical</b>	Human, they are furry, usually either light brown or blond.
<b>Mental</b>	Normal Human.
<b>Culture</b>	The sexes live segregated, in fraternal/sororal houses. Sex is only allowed during a yearly celebration. Offspring are raised by the parent of the opposite sex until they are of age.
<b>Techno</b>	Up to par, they are very good with skis, snowshoes, and other winter survival gear. They are totally uninterested in air transportation.
<b>Import</b>	Radioactives, Food of all kinds, Luxuries.
<b>Export</b>	Computers, Armor, ATVs, AFVs.
<b>Notes</b>	The common plants are rich in vitamins D and C. The air currents over the mountains are very wild so no air vehicles are used.
	<b>Hive Rat</b>
	<b>Dreamroot</b>

**S** 2A    **P** 10    **H** 70    **A** NO    **G** 0.8    **T** 11    **M** 0    **GPP** 500

## 14 Hamlyte

## Brotherhood

<b>Planet</b>	It is a very old planet, composed primarily of vast plains.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Human, but afraid of heights.
<b>Culture</b>	There are scattered cities; but most of the population are trying to maintain the old nomadic culture, using wagons pulled by Barth. Herds of Barth are abundant. There are often bitter wars between farmers and nomads over land use rights.
<b>Techno</b>	Normal for cultural level.
<b>Import</b>	Weapons, Aircraft.
<b>Export</b>	Grain, Meat, Spice.
<b>Notes</b>	<b>Barth:</b> similar to oxen, except they are yellow and have six legs.
	<b>Hive Rat</b>
	<b>Lir</b>
	<b>Dreamroot</b>

**S** 3B    **P** 8    **H** 50    **A** HOTn    **G** 1.1    **T** 8    **M** 1    **GPP** 150

## 15 Entlidge

## Brotherhood

<b>Planet</b>	Large currents of warm water extend from the equator, increasing the size of temperate zone to include 60% of the planet. Often there are violent hurricanes. There are many scattered islands, but no continents.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Normal Human.
<b>Culture</b>	Song is the primary artform - musical instruments of all kinds are used. The population uses tonal scale to communicate, although 10% of the population knows the common language. The rite of adulthood involves a three month solo sailing trip.
<b>Techno</b>	Up to par, very good in medicine and sailboats.
<b>Import</b>	Musical Instruments, Music, Optics.
<b>Export</b>	Musical Instruments, Music, Drugs, Medical Equipment, Sailboats.
<b>Notes</b>	<b>Lat'rok:</b> a fairly intelligent finned ocean-dwelling mammal, like an otter. They travel in herds of around 50, and are playful and mischievous. There are many legends of Lat'roks helping humans. <b>Mobile Plants</b> <b>Zancha</b>

**S** 4A    **P** 10    **H** 80    **A** NO    **G** 1.0    **T** 12    **M** 3    **GPP** 540

## 16 Paparksbon

## Brotherhood

<b>Planet</b>	There is a constant cloud cover, which generally keeps the surface in twilight. There are continuous earth tremors, and occasional massive ones.
<b>Physical</b>	Normal Human, very good night vision, very poor vision in sunlight.
<b>Mental</b>	Normal Human, they can "feel" an approaching earthquake.
<b>Culture</b>	Nomadic, they refuse to buy or use anything they can not carry with them. They are gradually being infected by traditional city ethics. There are occasional wars between traditionalists and modernists.
<b>Techno</b>	Most cities are built near water, usually very large and shielded to protect them from tsunamis.
<b>Import</b>	Luxuries, Farm Machinery.
<b>Export</b>	Copper, Wood, Grain.
<b>Notes</b>	<b>Dreamroot</b>
<b>S</b> 3B <b>P</b> 9 <b>H</b> 80 <b>A</b> LO <b>G</b> 1.0 <b>T</b> 10 <b>M</b> 0 <b>GPP</b> 400	

## 17 Rontso

## Brotherhood

<b>Planet</b>	The planet is covered with vast plains.
<b>Physical</b>	Human, all are of a single racial type: red hair with brown eyes and pale skin.
<b>Mental</b>	They tend to think of other racial types as inferiors.
<b>Culture</b>	Carts drawn by Zancha are used for transport; the weight is supported by helium balloons. The population follows migrating herds of Toowa.
<b>Techno</b>	Primitive.
<b>Import</b>	Blades, Textiles.
<b>Export</b>	Toowa Meat, Gems.
<b>Notes</b>	<b>Toowa:</b> a 90-pound antelope-like creature that forms herds numbering millions. <b>Caazu:</b> a 300-pound puma, who usually live in pairs. <b>Lir</b> <b>Helium Plants</b> <b>Zancha</b>

**S** C      **P** 7      **H** 40      **A** NOTn      **G** 1.5      **T** 5      **M** 0      **GPP** 10

## 18 Xalmat

## Brotherhood

<b>Planet</b>	The surface is mostly covered with water, with scattered small desert islands.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Human, no fear of heights. Gliding is common.
<b>Culture</b>	They live on wooden rafts supported by helium balloons; they may be tied together to form large conglomerates.
<b>Techno</b>	Most artifacts are made of wood, there are no metals available. They make very good light but strong wood laminates, and extremely good bows.
<b>Import</b>	Boats of all kinds.
<b>Export</b>	Kelp (for food).
<b>Notes</b>	Huge mats of sea kelp covers large areas of the ocean. <b>Hive Rat</b> <b>Zantha</b> <b>Helium Plants</b> <b>Dreamroot</b>

**S** X      **P** 6      **H** 90      **A** HO      **G** 1.0      **T** 5      **M** 2      **GPP** 7



## 19 Afkooli

## Brotherhood

<b>Planet</b>	There are many vast plateaus, it is arid above them and swampy below. There is native mammalian life, all native life is reptilian.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Normal Human.
<b>Culture</b>	The population lives in swamp regions in stilted houses. They use the Barkus for transportation. There are advanced cities on the plateaus.
<b>Techno</b>	Normal for level.
<b>Import</b>	Firearms, Glass, Ceramics.
<b>Export</b>	Animals, Wood, Grain, Steel, Petrochemicals.
<b>Notes</b>	<b>Barkus:</b> like a Gila Lizard, around 30' long, 6' high, omnivorous, may be ridden. <b>Hilium Plant</b> <b>Lir</b>

**S** 2B    **P** 9    **H** 60    **A** NO    **G** 1.1    **T** 9    **M** 0    **GPP** 300

## 20 Foransch

## Brotherhood

<b>Planet</b>	It has an elliptical orbit of six standard years which causes extremely long seasons. There is no free water, most water is fixed by an algae like growth. There is little rain.
<b>Mental</b>	Normal Human.
<b>Mental</b>	Normal Human, but have a higher than normal degree of empathy.
<b>Culture</b>	All social status depends on the strength of the individual. Poetry and Dance are viewed as sacred gifts of the Gods, and are performed mostly by a sacred class.
<b>Techno</b>	They have extremely good insulators and very efficient compact batteries.
<b>Import</b>	Radioactives, Food, Computers.
<b>Export</b>	Fruit, Wood, Machine Tools, Electronics.
<b>Notes</b>	There is a second (underground) religion of animism: the believe that all things, including inanimate objects have souls. <b>Lir</b>

**S** 4C, B    **P** 9    **H** 00    **A** NO    **G** 0.8    **T** 10    **M** 0    **GPP** 600

## 21 Ijkank

## Brotherhood

<b>Planet</b>	Large plains cover most of the planet. It has no seasons.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Most of the population is able to do lightning fast mathematical calculations.
<b>Culture</b>	It is a nomadic matriarchal culture, which follows the Zancha migration in wagons. The rite of passage involves capturing and breaking a Zancha alone.
<b>Techno</b>	They use Zancha driven wagons for transportation, they have some black-smithing skills, they have very little sea skills.
<b>Import</b>	ATVs, Fuel & Parts.
<b>Export</b>	Copper, Grain.
<b>Notes</b>	There is a very active and powerful underworld, mostly male. <b>Tak:</b> a gopher-like animal with fangs. Each fall they go beserk and will attack anything. <b>Zancha</b> <b>Lir</b>

**S E      P 6      H 10      A LO      G 0.8      T 4      M 1      GPP 1**

## 22 Kowlon

## Brotherhood

<b>Planet</b>	Most cities are built in coastal lowlands and are subject to frequent flooding.
<b>Physical</b>	They are deaf, they have developed a complex sign language for communication. Their average height is 4'.
<b>Mental</b>	They have taboos against going underground, and against exposing any part of the foot.
<b>Culture</b>	Their rite of passage involves fasting until one receives a vision. Each adult has a special sitting rug, upon which he must always sit or sleep.
<b>Techno</b>	They are very weak in Medical knowledge, and also in Geology.
<b>Import</b>	Medicine, Raw Materials, Automated Mining Equipment.
<b>Export</b>	Drugs, Textiles.
<b>Notes</b>	Most plant life is poisonous to other humans. There are severe parasites; touching the ground at all is very dangerous. <b>Lir</b>

**S 3B      P 9      H 60      A NOTn      G 1.1      T 9      M 0      GPP 100**

## 23 Montreor

## Brotherhood

<b>Planet</b>	The surface is mostly covered with forests composed of trees that can move up to 3' per day. There is almost always severe lightning storms.
<b>Physical</b>	Normal Human, their eyes can see very well in any light.
<b>Mental</b>	Normal Human, they are able to do lightning fast mathematical calculations.
<b>Culture</b>	The population lives in coastal shallows in stilt houses. The police system is administered by free-floating constables.
<b>Techno</b>	They are very good at building wooden boats, tidal navigation, and mapping skills.
<b>Import</b>	Optics, Polymers.
<b>Export</b>	Silver, Special Alloys.
<b>Notes</b>	A large area is devoted for lawless living in a state of total anarchy. There are vast floating islands of moss-like plants that grow up to 4 square miles, and are inhabited.

**S X      P 5      H 90      A NO      G 0.5      T 2      M 0      GPP 1**

## 24 Tarl's Hope

## Brotherhood

<b>Planet</b>	There is constant fog, and many tornadoes.
<b>Physical</b>	Human, their average height is 7', they are very good at weapons fighting.
<b>Mental</b>	They have a very strong ecological ethic, in that they are very unwilling to damage life. They also have a very strong generosity ethic; a good host always does everything he can to help a guest.
<b>Culture</b>	Honorable duels are allowed; Code Duello. Due to their tribal family structure a duel can involve an entire tribe.
<b>Techno</b>	They are extremely good at weaponry.
<b>Import</b>	Perfume, Transportation Equipment.
<b>Export</b>	Grain, Wood, Fruit, Spice, Meat, Furs.
<b>Notes</b>	<b>Lir</b> <b>Dreamroot</b>

**S C      P 7      H 60      A NOTn      G 1.2      T 7      M 1      GPP 55**

## 25 Verlagh

## Brotherhood

<b>Planet</b>	The planet has a three ring halo of silvery ice and rock. There are large deserts, covered with plants similar to barrel cactus. Most of the rest of the surface is covered with vast rain-forests.
<b>Physical</b>	Human, they can last a long time without water. They all have black hair.
<b>Mental</b>	They have a fear of anyone touching their shadow, this is thought to cause sickness.
<b>Culture</b>	The government is a total Peoples' Democracy, all adults vote. Dance is considered to be the foremost of the arts. It is very common and always done solo.
<b>Techno</b>	Very fine weaving.
<b>Import</b>	Food, Liquor.
<b>Export</b>	Textiles, Special Alloys.
<b>Notes</b>	There are many wells hidden in the desert. They belong to a "club" of blood-brothers. The "club" will enact a death penalty for anyone using a well without permission.

### Zancha

**S** E    **P** 6    **H** 40    **A** LO    **G** 0.8    **T** 4    **M** 0    **GPP** 1.25

## 26 Undol

## Brotherhood

<b>Planet</b>	The oceans are almost totally covered with floating kelp.
<b>Physical</b>	Normal Human, they have a high incidence of sterility.
<b>Mental</b>	Normal Human, they will almost never harm children, of any species.
<b>Culture</b>	There is a very strict caste system. Each caste has its own language. There is a caste of wise men, they wander around the planet, and are outside the law.
<b>Techno</b>	They have superb hovercraft systems.
<b>Import</b>	Meat, Children, Submersibles.
<b>Export</b>	Kelp (for food), Vacc. Suits, Art & Literature, Hovercraft.
<b>Notes</b>	Due to their high sterility the population imports healthy babies for adoption.

### Hive Rat

### Zancha

### Dreamroot

**S** 3B    **P** 9    **H** 30    **A** NO    **G** 1.1    **T** 9    **M** 0    **GPP** 375



## 27 Manstron

## Brotherhood

<b>Planet</b>	The surface is mostly tundra, the climate is very cold. The only other native life besides Zancha are insects.
<b>Physical</b>	Normal Human, hairier than norm.
<b>Mental</b>	Normal Human.
<b>Culture</b>	There is a Feudal government. The inhabitants will always lie to get what they want so no one will believe anything told him. Wandering Bards receive room and board for singing. Their houses are built on stilts due to the large number of insects in the ground.
<b>Techno</b>	They manufacture very good skis, sleds, snowshoes. They are also excellent weather predictors.
<b>Import</b>	Textiles, Weapons.
<b>Export</b>	Drugs, Petrochemicals.
<b>Notes</b>	Each spring a flower pollen is produced which causes sleep and sometimes death.

### Zancha

**S** X    **P** 5    **H** 60    **A** NO    **G** 0.5    **T** 0    **M** 0    **GPP** .005

## 28 Obliokant

## Brotherhood

<b>Planet</b>	The planet is in the late Dinosaur age; there are some early mammals.
<b>Physical</b>	Normal Human, their average height is 4'.
<b>Mental</b>	They are partial telepaths. They can transmit distress or other emotions when under stress.
<b>Culture</b>	They will not go outside at night; they refuse to enter any dark area or room.
<b>Techno</b>	Normal for level.
<b>Import</b>	Steel, Electronics, Gems.
<b>Export</b>	Crystal, Gems, Silver, Copper.
<b>Notes</b>	Some plants are mobile under heavy winds (tumbleweed type).

**Darkbeast:** a mythical creature huge, bearlike and deadly.

### Lir

### Hive Rat

**S** 4C, B    **P** 9    **H** 50    **A** NOTn    **G** 1.4    **T** 9    **M** 0    **GPP** 375

## 29 Belshor

## Brotherhood

<b>Planet</b>	A Venus-type planet, there is total cloud cover causing temperatures around 250° C. The surface is very dark, there is little moisture, and acid rains.						
<b>Physical</b>	Alien, they are lizard-like, around 20' long, smooth skins, infra-red sensing eyes, vegetarian. They are an egg-laying species; males are killed after mating.						
<b>Mental</b>	Normal, but they refuse to deal with males of any race.						
<b>Culture</b>	They live in large underground warrens, which are lighted by infra-red emitting fungus.						
<b>Techno</b>	They make excellent low-light optics. In spite of their tech level of 10, they have total control of fusion power.						
<b>Import</b>	Petrochemicals, Polymers.						
<b>Export</b>	Optics, Radioactives.						
<b>Notes</b>	<b>Helium Plant</b>						
<b>S</b> 4A	<b>P</b> 10	<b>H</b> 10	<b>A</b> CO <sub>2</sub>	<b>G</b> 1.1	<b>T</b> 10	<b>M</b> 0	<b>GPP</b> 500

## 30 Welcyks

## Brotherhood

<b>Planet</b>	The planet is very large and it is close to its sun. It is always covered with clouds, and has winds up to 400 mph and an average temperature of 800° F. There is no water on the planet, the rain is often sulphuric acid.						
<b>Physical</b>	Alien, 36" long crabs, light red in color. They have eight legs, with fingers. They see by infra-red vision, and use touch to communicate. They are egg-laying, and live in hives built into the ground.						
<b>Mental</b>	They are terrified of skies without clouds, and of fire. They have been known rarely to commit suicide when faced with either one.						
<b>Culture</b>	The entire culture is dedicated to the advancement of the race; all else is unimportant. Each hive attempts to outdo all the others.						
<b>Techno</b>	Their artificial gravity devices are superior to those of the rest of the cluster.						
<b>Import</b>	Steel, Copper, Furs.						
<b>Export</b>	Chemicals, Artificial Gravity Devices.						
<b>Notes</b>	Almost all of the life on the planet is various forms of predators, moving slime-molds and amoebas. Some types grow up to 300' in diameter.						
<b>S</b> A	<b>P</b> 10	<b>H</b> 40	<b>A</b> CO <sub>2</sub>	<b>G</b> 1.4	<b>T</b> 11	<b>M</b> 1	<b>GPP</b> 800

## 31 Harundal

## Brotherhood

<b>Planet</b>	Jupiter type planet. It is composed of 90% hydrogen super-cooled. It gets denser and denser until it finally forms a solid core.
<b>Physical</b>	Alien, they resemble jellyfish. They float in hydrogen at their own density level. They do not seem to have any method of propulsion, but merely drift.
<b>Mental</b>	They are totally unpredictable by any current philosophy. They do things for their own unknown reasons, but claim to follow Tarl in any case. They communicate solely by empathy.
<b>Culture</b>	Nothing is known about their culture, not even if they have one. It is not known if they are individuals or units of a group mind. It is known that individuals do not have names, and that often two individuals share information at the same time.
<b>Techno</b>	Their technological ability is totally unlike any other race. They can do an immense number of things with only hydrogen to work with. The method is unknown, but psionics is suspected.
<b>Import</b>	Nothing.
<b>Export</b>	Nothing.
<b>Notes</b>	All types of life float in the atmosphere at different levels. A dirigible-type research station run by the <b>Brotherhood</b> will unofficially trade for luxuries.

**S** C    **P** 12    **G** 60    **A** Hydrogen    **G** 0.9    **T** X    **M** 0    **GPP** 100

## 32 Shintuck

## Brotherhood

<b>Planet</b>	The planet used to have a population with a level 12 technology. It was burned off with nuclear weapons, and is now mostly a radioactive waste. There are no native life forms left. Occasionally a rare artifact is found.
<b>Notes</b>	A research base is involved in locating old, useful items. The base has a cruiser and about 200 men attached to it. They will trade unofficially for luxuries. <b>The planet is thought to have had a planetary defense / offense center which has never been located.</b>

**S** C    **P** X    **H** 40    **A** Radioactive    **G** 1.1    **T** X    **M** 1    **GPP** 0

### 33 Cavoral's World

Imperial

<b>Planet</b>	It is very similar to Earth, except that one entire mountain range is emerald. The death penalty is invoked for just touching it. The oceans are full of phosphorescent plankton that glow when disturbed.
<b>Physical</b>	All sorts.
<b>Mental</b>	All sorts.
<b>Culture</b>	The entire planet is geared to be the bureaucratic center of the cluster. The inhabitants are very sensitive to social levels.
<b>Techno</b>	They have all the technologically devices from the cluster and many from outside the cluster.
<b>Import</b>	Food, Luxuries, Manufactured Items of all kinds.
<b>Export</b>	Money.
<b>Notes</b>	All buildings are well-built, and widely spaced. The Imperial Court is a whole city in itself, with areas administered by the Brotherhood and the Unity.

**Lir**

**Zancha**

**Helium Plant**

**This world is the Governmental Center of the Empire of Cavoral.**

**S A P 9 H 50 A NO G 0.9 T 12 M 1 GPP 1800**

### 34 Arsedge

Imperial

<b>Planet</b>	There are huge mountain ranges. The planet has extreme seasonal shifts.
<b>Physical</b>	All types but mostly Human.
<b>Mental</b>	They keep military discipline at all times.
<b>Culture</b>	Absolute Militarism.
<b>Techno</b>	Up to maximum. There is intensive research and development carried out under strict secrecy.
<b>Import</b>	Raw Materials of all sorts.
<b>Export</b>	Money.
<b>Notes</b>	The entire system, including all moons, is defended with arms and starships. In addition to manufacturing all arms and ships for the Empire, this planet also trains all of the Empire Soldiers.

**Helium Plant**

**Hive Rat**

**This is the Imperial Armanents and Munitions Planet.**

**S 6A P 8 H 30 A HO G 1.2 T 12 M 3 GPP 1800**



## 35 Cellar

Imperial

<b>Planet</b>	There are continuous high winds, up to 600 mph. The planet is a Mercury type with continuous vulcanism.
<b>Physical</b>	All types.
<b>Mental</b>	X
<b>Culture</b>	The single city is one of the best defended cities in the cluster. The city collects the raw materials, and gives the prisoners food and tools in return. The prisoners live in complete anarchy.
<b>Techno</b>	X
<b>Import</b>	Food, Mining Tools.
<b>Export</b>	Minerals of all kinds.
<b>Notes</b>	The planet has miles of tunnels, all kept full of low-pressure oxygen. <b>Dreamroot</b> (many addicts) <b>This is the Prison Planet of the Empire.</b> Political prisoners of all types are sent here, and if they could escape they would probably repay the favor well. Unfortunately, a number of Empire military vessels are always in orbit.

**S** C    **P** 7    **H** 15    **A** CO<sub>2</sub>    **G** 0.8    **T** 10    **M** 2    **GPP** 300

## 36 Aerie

Imperial

<b>Planet</b>	It is a satellite of a Saturn type planet that is fairly close to the sun. It is a small Earth like planet.
<b>Physical</b>	Human, drawn from the top layer of the military elite.
<b>Mental</b>	Human, drawn from the top layer of the military elite.
<b>Culture</b>	The entire planet is dedicated to serving and protecting the Emperor and his family.
<b>Techno</b>	The best in the Cluster. Aerie buys many high-technology items from the Second Empire.
<b>Import</b>	Nothing.
<b>Export</b>	Nothing.
<b>Notes</b>	<b>This is the Emperor's Private Planet. No ships are allowed near without permission. Ships will be destroyed without hesitation if they try to get close to the planet. It is defended by the Imperial Navy.</b>

**S** A    **P** 6    **H** 50    **A** NO    **G** 1    **T** 12    **M** 1    **GPP** 1800

## 37 Bolint

Imperial

<b>Planet</b>	The surface is covered by vast inland seas, surrounded by swamps.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Normal Human.
<b>Culture</b>	Code Duello prevails (duels are legal). There are no hospitals; all healing is done by wandering doctors with primitive equipment. A religion exists, with a pantheon of eleven Gods. All eleven Gods are worshipped daily.
<b>Techno</b>	Normal for level.
<b>Import</b>	Power Cells, Plastics.
<b>Export</b>	Insect Repellent, Amber, Petrochemicals.
<b>Notes</b>	There are large lawless areas reserved and fenced off.

### Dreamroot

### Lir

**S E      P 6      H 30      A NO      G 0.7      T 4      M 0      GPP 1**

## 38 Kalint

Imperial

<b>Planet</b>	There are huge glaciers that are advancing from both poles, and at present cover 60% of the planet. The planet has vast plateaus. Native plant life is non-chlorophyll based. Earth type plants are raised to feed the population.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Normal Human.
<b>Culture</b>	Boasting is common, also ritual aggressive dancing to show status, and ritual mutilation to show status. It is taboo to go on top of the plateaus.
<b>Techno</b>	Normal for level.
<b>Import</b>	Luxuries, Literature, Weapons.
<b>Export</b>	Drugs, Art, Spice.
<b>Notes</b>	The hunting of Humans is allowed if they are declared unfit or criminal.

### Hive Rat

**S D      P 6      H 10      A HOTn      G 0.8      T 6      M 1      GPP 36**

## 39 Logandite

Imperial

<b>Planet</b>	Only insects and hive rats are native to the planet.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They have a severe taboo against going out during the day.
<b>Culture</b>	They have a very rigid caste system. The entire culture is centered on the rebirth of souls.
<b>Techno</b>	They have very advanced mining industries (well above their techno level).
<b>Import</b>	Gems, Crystals, Grain.
<b>Export</b>	Metals of all kinds.
<b>Notes</b>	The dead are placed in the surrounding desert; scavengers are thought to be servants of rebirth, and are holy.

**Hive Rat**

**Lir**

**Helium Plant**

**S B P 9 H 10 A NOTn G 0.8 T 9 M 1 GPP 350**

## 40 Molinge

Imperial

<b>Planet</b>	The planet is in the Dinosaur Age. There are earthquakes (usually small) and many volcanoes.
<b>Physical</b>	Human, they have very acute senses. They have symbiotic vines on their heads which supply an addictive sensory-amplifying chemical.
<b>Mental</b>	Human, they have eidetic memories.
<b>Culture</b>	They have a warrior ethic. There are wandering sages who teach war skills.
<b>Techno</b>	They have very advanced projective weaponry and weaving.
<b>Import</b>	Power Weapons, Air Transport, Radioactives.
<b>Export</b>	Mercenaries, Cloth, Projective Weapons.
<b>Notes</b>	<b>Lir</b>

**Zancha**

**S B P 9 H 50 A LO G 0.7 T 10 M 2 GPP 350**

## 41 Xanthe

Imperial

<b>Planet</b>	The surface is almost completely covered with rain forests.
<b>Physical</b>	Human, they all have dark brown skin, black eyes, and yellow hair. They have a fine sense of balance.
<b>Mental</b>	They dislike open spaces intensely. They do not like other races.
<b>Culture</b>	Birth control and surgery are taboo. Their rite of passage involves dyeing patterns into their facial skin.
<b>Techno</b>	Normal for level.
<b>Import</b>	Meat, Grain, Communications, Electronics.
<b>Export</b>	Wood, Spice, Drugs, Chemicals, Petrochemicals, Polymers.
<b>Notes</b>	Much of the population dies in inter-family warfare. A person may only be excluded from warfare by the order of the family councils. There are floating plants in the oceans that hold large sacs of fresh water.

**Helium Plant**

**Zancha**

**S** 2A    **P** 9    **H** 60    **A** LOTn    **G** 0.8    **T** 10    **M** 0    **GPP** 300

## 42 Plotby

Imperial

<b>Planet</b>	There are large glaciers and no tides.
<b>Physical</b>	Human, all inhabitants have black hair.
<b>Mental</b>	They do not treat females as adults.
<b>Culture</b>	There is a class of wandering doctors, there are no hospitals, all healing done at home. There is a cultural bias for males; females are kept totally as home workers. There is a death penalty for bothering or touching a female without asking a male, but after permission is given, anything is all right. Human hunting is allowed, usually of females.
<b>Techno</b>	They build large ice sailboats to use as transport on the planets flat icefields.
<b>Import</b>	Medical Equipment and Drugs, Textiles.
<b>Export</b>	Crystal.
<b>Notes</b>	<b>Zancha</b> <b>Helium Plants</b>

**S** D    **P** 6    **H** 80    **A** HO    **G** 0.9    **T** 6    **M** 0    **GPP** 35

## 43 Ouramme

Imperial

<b>Planet</b>	The planet is covered with a constant fog. There are large craters scattered across the planet's surface. The craters are not radioactive, but the flora and fauna near them are very different and usually much more dangerous than in other locations.
<b>Physical</b>	Human, they have very fast reflexes.
<b>Mental</b>	They are totally unimaginative.
<b>Culture</b>	They have a warrior ethic. Captured enemies are used as slaves. The population is organized into lineages, and marriages are usually of brides captured from a different lineage. Due to seasonal shifts there are vast migrations every year.
<b>Techno</b>	Their favorite weapon is the shuriken, which is capable of slicing into steel. They have very high metallurgy skills.
<b>Import</b>	Copper, Weapons.
<b>Export</b>	Heavy Alloys, Steel.
<b>Notes</b>	<b>Helium Plant</b> <b>Zancha</b>
<b>S C</b>	<b>P 6</b>
<b>H 40</b>	<b>A NO</b>
<b>G 0.7</b>	<b>T 7</b>
<b>M 1</b>	<b>GPP 70</b>

## 44 Queel

Imperial

<b>Planet</b>	Most of the surface is desert, although there are some plains. The plains have an extensive river system running through them.
<b>Physical</b>	Normal Human.
<b>Mental</b>	Anything or anybody unable to keep up is discarded. Natives never offer help.
<b>Culture</b>	There is a taboo against touching in public. They are afraid of having pictures taken of them, and will use violence to avoid this. Much of the culture is based on rafting up and down the rivers for food and water.
<b>Techno</b>	They use very accurate blowguns with poisoned darts. Their rafts are driven by poling, and sometimes being pulled by Zancha.
<b>Import</b>	Gems, Crystals.
<b>Export</b>	Drugs, Copper.
<b>Notes</b>	During storms, hallucinogenic gases appear from somewhere, causing old memories to come to life. <b>Dreamroot</b> <b>Helium Plant</b> <b>Hive Rat</b> <b>Zancha</b>
<b>S X</b>	<b>P 5</b>
<b>H 10</b>	<b>A NO</b>
<b>G 0.7</b>	<b>T 0</b>
<b>M 2</b>	<b>GPP .008</b>



## 45 Rask

Imperial

<b>Planet</b>	There are vast mountain ranges. There are floating islands in the oceans that are built of living moss.
<b>Physical</b>	Human, their average height is 7'. They have an extremely high birth rate which is kept in check by a high starvation rate.
<b>Mental</b>	They will not kill anything without a real need, they have a strong ecological ethic.
<b>Culture</b>	Their rite of passage involves using Dreamroot; the rite is applied to both sexes. There are wandering sages, who are very skilled in ESP skills. They are unwilling to share their skills, but they will heal the sick and injured.
<b>Techno</b>	There are huge mines worked by the abundant cheap labor. There is a high death rate in the mines.
<b>Import</b>	Food.
<b>Export</b>	Rare Alloys, Steel, Radioactives, Gems, Aluminum.
<b>Notes</b>	Every so often a small flame red gem called "Karrax" is found. This gem can increase an esper rating by 2 or 3. Naturally, when one is found there is fighting for possession of it. <b>Dreamroot</b> <b>Lir</b> <b>Zancha</b>

**S** E      **P** 6      **H** 50      **A** HOTn      **G** 1.5      **T** 5      **M** 1      **GPP** 13

## 46 Glyphlax

Imperial

<b>Planet</b>	There is no native flying life except for the Lir. The floating islands on the oceans are actually coral-like hives of native sea-life.
<b>Physical</b>	Human, blond hair only.
<b>Mental</b>	There is a taboo against eating in public, and against mentioning eating or food. They distrust technology, but use it grudgingly if they are familiar with it.
<b>Culture</b>	Creches raise the children, causing a strong bond between crech-mates. Often entire companies are staffed only by members of a single creche. There is very high loyalty between creche-mates.
<b>Techno</b>	Normal for level.
<b>Import</b>	Power Sources, Air Transport.
<b>Export</b>	Fruit, Tin, Computers.
<b>Notes</b>	There are lawless areas set aside. <b>Lir</b> <b>Hive Rat</b>

**S** B      **P** 9      **H** 50      **A** NO      **G** 0.9      **T** 9      **M** 2      **GPP** 250

## 47 Fyslo

Imperial

<b>Planet</b>	There is no continents only small scattered islands. The only native life is insects, except for Hive Rats and Zanchas.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They do not believe that lying is immoral, and they respect a man who is able to carry a lie off successfully.
<b>Culture</b>	Each island is ruled by a Feudal Duke. A central island has an Emperor, who in theory rules over the Dukes. Strength is greatly admired. They believe in the evil eye, and will avoid eye contact.
<b>Techno</b>	Most watercraft are superb hydrofoils, they also use some hovercrafts.
<b>Import</b>	Copper, Radioactives.
<b>Export</b>	Meat, Spice.
<b>Notes</b>	<b>Butrache:</b> a semi-intelligent race of large squid-like ocean creatures. They often assist the fishing boats, but they usually just ignore everything. Occassionally they go beserk and destroy boats. <b>Hive Rat</b> <b>Zancha</b>

**S B      P 9      H 90      A LOTn      G 1.1      T 9      M 9      GPP 300**

## 48 Voord

Imperial

<b>Planet</b>	Most of the surface is plains, with scattered forests. The plains vegetation is very low on water.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They have a total fear of fire or sparks, which can freeze them into immobility.
<b>Culture</b>	They have a feudal government. They practice ancestor worship. Everything is checked out with the sacred fathers before acting. They are strict vegetarians. There are rigid times for eating, sleeping, playing, working, etc. which are never violated.
<b>Techno</b>	Their chemistry is very advanced, especially inorganic chemistry. Their batteries are twice as strong as standard ones of the same size and weight.
<b>Import</b>	Radioactives, ATVs, Electronics.
<b>Export</b>	Batteries, Chemicals, Drugs.
<b>Notes</b>	Hugh monolithic ruins are scattered across the planet; sometimes artifacts are found near them <b>Hive Rat</b> <b>Zancha</b> <b>Dreamroot</b>

**S C      P 7      H 10      A NOTn      G 1.0      T 7      M 0      GPP 120**

## 49 Yont

Imperial

<b>Planet</b>	Most of the planet is desert, with rain forests on the coasts. The moon is large, so tides are very high and rough.
<b>Physical</b>	Human, due to poisonous traces in the atmosphere, all inhabitants have reddish eyes, yellow skin and no night vision.
<b>Mental</b>	Belief in the evil eye is common, leading to the wearing of full head garments called Shialah.
<b>Culture</b>	The village elders rule, represented in a global council. Massive use of cosmetics is made by both sexes.
<b>Techno</b>	They produce fabric from materials in the coastal jungles, which is impenetrable to most light and all infrared. There is a very good glass and ceramics industry.
<b>Import</b>	Petrochemicals, Plastics, Crystal.
<b>Export</b>	Steel, Fabric, Glass, Ceramics.
<b>Notes</b>	Some of the population believes in the religion of Thaengosa. This is the belief in the Elder Gods who built Rourke's Diadem. If they are worshipped correctly, they are thought to return and lead the believer to paradise.

### Helium Plant

**S** 3C    **P** 8    **H** 50    **A** HOTn    **G** 1.1    **T** 8    **M** 1    **GPP** 200

## 50 Jamie's Folly

Imperial

<b>Planet</b>	There are never any clouds; the sky is always bright green. Many tornadoes occur, but most are low-velocity.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They are telepathic within their own race.
<b>Culture</b>	Boasting is a required skill for every person. They cannot tell moving pictures from reality. Laws are handled by roving constables who have the powers of judge, jury, and executioner.
<b>Techno</b>	Their submersibles are very good.
<b>Import</b>	Entertainment devices of all kinds.
<b>Export</b>	Famma, Submersibles, Petrochemicals.
<b>Notes</b>	<b>Famma:</b> an amoeba that lives inside natives and keeps them healthy, but causes loss of reflexes. They can be obtained by anyone for free.

### Zancha

**S** 2B    **P** 9    **H** 70    **A** NOTn    **G** 0.9    **T** 10    **M** 0    **GPP** 540

## 51 Illyse

Imperial

<b>Planet</b>	The surface is covered with large forests. The seasons are one Earth year long. There is no flying life on the planet.
<b>Physical</b>	Human, their sense of balance is superb; dexterity and reflexes +4.
<b>Mental</b>	They are ill at ease on the ground, or in the open. They are afraid of darkness, and will not move or make noise during darkness, due to B'Tannik.
<b>Culture</b>	They are a nomadic race who travel along vine "highways"; foraging constantly. Due to this they have developed over the years agile fingers and toes, with extra joints. Dance is used to pass on historic information, Dancers are holy.
<b>Techno</b>	They use blowguns with a variety of natural ammunition.
<b>Import</b>	Medical Equipment, Metal, Weaponry.
<b>Export</b>	Drugs, Wood, Grain, Mercenaries.
<b>Notes</b>	<b>B'Tannik:</b> similar to flying squirrels, they come in flocks and can tear a man to shreds in minutes. They are nocturnal and nest high in trees.

### Zancha

**S E      P 6      H 40      A HO      G 1.5      T 6      M 1      GPP 28**

## 52 Domaulard

Imperial

<b>Planet</b>	The planet has an elliptical orbit, leading to a very long year with wide temperature variations. This causes the surface to change with the seasons; it goes from rain forests to desert to rain forests to snow and ice. All native vegetation is red and poisonous, it does not use chlorophyll.
<b>Physical</b>	Human, they all are yellow skinned, with blue eyes and black hair.
<b>Mental</b>	They all have projective telepath powers under stress conditions.
<b>Culture</b>	Code Duello exists; anyone can challenge anyone else for a presumed insult. The people are nomadic in general, but there are large towns around permanent water heat sources, such as several of the many volcanoes that dot the area.
<b>Techno</b>	They have a massive fishing industry that operates the year round.
<b>Import</b>	Grain, Steel, Petrochemicals.
<b>Export</b>	Liquor, Fish, Spice, Animals.
<b>Notes</b>	Most animals hibernate through the winter; the natives survive by digging them out of their nests.

### Hive Rat

### Helium Plant

**S C      P 8      H 70      A LOTn      G 1.3      T 8      M 0      GPP 200**

## 53 Electerni

Imperial

<b>Planet</b>	Most of the surface is like tundra; cold and barren. The planet has constant high winds, usually around 130 mph. All vegetation is rootless, like tumbleweeds, but up to 200' in diameter.
<b>Physical</b>	Human, they have dual membranes over their eyes, which gives them good protection against wind and dust.
<b>Mental</b>	They have a very good sense of direction, and can usually keep track of their location and bearing without any trouble, in any circumstance. They are scared of anything that resembles a horse, because of their fairy tales.
<b>Culture</b>	They are totally committed to the care and respect of their elders. Anyone physically or mentally unfit is left to the winds.
<b>Techno</b>	Many windmills, all have very short blades.
<b>Import</b>	Vacc Suits, Special Alloys.
<b>Export</b>	Steel.
<b>Notes</b>	All buildings are built low, and mostly underground. The native plants react very quickly to moisture (including blood) and can absorb it instantly.

### Hive Rat

**S D**      **P 8**      **H 50**      **A LO**      **G 0.9**      **T 8**      **M 0**      **GPP 200**

## 54 Nonimex

Imperial

<b>Planet</b>	Humans live only on large plateaus; the rest of the surface is full of flying insects that can kill in seconds. They are like flying army ants. No mammals live on this planet except for Humans and Hive Rats.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They have a strong phobia about being left alone. They will always seek human companionship. Their mating ritual includes two males fighting to the death with knives.
<b>Culture</b>	There is free use of slavery, by all classes and occupations. Poetry is respected as being very holy. Poets are immune to many punishments.
<b>Techno</b>	They build fiber gliders that can reach from plateau to plateau.
<b>Import</b>	Steel, Blades, Firearms and Ammunition.
<b>Export</b>	Tin, Copper, Crystal.
<b>Notes</b>	Monolithic ruins dot the planet, but most of them are in the valleys.

### Hive Rat

### Dreamroot

**S D**      **P 7**      **H 60**      **A NO**      **G 0.9**      **T 7**      **M 0**      **GPP 63**



## 55 Zaltiphe

**Imperial**

<b>Planet</b>	The planet is still in the dinosaur age, so saurians of various shapes and sizes fill all of the ecological niches. The seas are all shallow, with very high tides. There are no continents, just islands, with the largest island being 600 miles long.
<b>Physical</b>	Human, the average height is 4'. They are extremely good swimmers.
<b>Mental</b>	They feel very ill at ease and nervous when not near the ocean.
<b>Culture</b>	Wandering sages teach and heal, make laws, and live directly off the people. Each sage carries a bit of the "sacred fire", which is holy and cannot be put out. Institutions are generally democratic, but sages are the religious side and have their own laws.
<b>Techno</b>	They utilize large floating cities that harvest the plankton in the oceans. There are fleets of cargo ships all over the ocean, going from island to island.
<b>Import</b>	Polymers, Aircraft, Submersibles.
<b>Export</b>	Dinosaur Meat, Plankton.
<b>Notes</b>	<b>Helium Plant</b> <b>Hive Rat</b> <b>Dreamroot</b> <b>Zancha</b>

**S** 2B    **P** 9    **H** 80    **A** HOTn    **G** 1.2    **T** 10    **M** 1    **GPP** 400

## 56 Ulorr

**Imperial**

<b>Planet</b>	The tides are very, very slight. The planet has three major moons and a large band of fragments, which usually glows yellow due to sunlight. There is lightning at all times.
<b>Physical</b>	Human, totally hairless, average 4' tall.
<b>Mental</b>	They fear the twilight, but they do not fear either day or night. They often lie to achieve their goals, so they trust nobody.
<b>Culture</b>	Their belief in reincarnation causes the populace to devote much of their lives to reciting prayers, hoping to improve their next life. The band around the planet is thought to store all the souls of those who have died.
<b>Techno</b>	Normal for level.
<b>Import</b>	Power Storage Devices, Electronics of all kinds.
<b>Export</b>	Crystal, Grain, Liquor.
<b>Notes</b>	Several species of plants capture, store and transmit lightning. They can easily kill anything that touches them. <b>Zancha</b> <b>Lir</b>

**S** X    **P** 6    **H** 60    **A** LOTn    **G** 1.1    **T** 3    **M** 3    **GPP** 4

## 57 Koffica

Imperial

<b>Planet</b>	There are very high tides, and the coastal flats extend for miles. There is total cloud cover at all times. The plants are not chlorophyll based, and are predominately purple in color.
<b>Physical</b>	Human, their eyes are sensitive to sunlight, but not sensitive to color at all.
<b>Mental</b>	Their modesty taboo requires that hands be covered at all times by both sexes. They believe to live at one location for more then one year is unhealthy.
<b>Culture</b>	Their language is complex, using pitch, tone, and sound to carry information. All children are raised in creches by the government, they do not know their parents. Females are thought to be superior, and run the economy.
<b>Techno</b>	Their musical instruments are extremely sensitive and complex. They intensely cultivate rice, they have more production per acre than any other planet.
<b>Import</b>	Music, Petrochemicals.
<b>Export</b>	Music, Grain.
<b>Notes</b>	Crabs are up to 6' long, usually brown in color. There are monolithic ruins, mostly at the bottom of the oceans.

### Helium Plant

**S** D      **P** 8      **H** 30      **A** HOTn      **G** 1.4      **T** 4      **M** 2      **GPP** 1

## 58 Prontex

Imperial

<b>Planet</b>	It is a Mercury type, with atmosphere traces of hydrogen and argon. Much of the planet is covered with molten metals. The planet does not rotate.
<b>Physical</b>	Alien, they are very similar to ants, but about 12" long. Their bodies are very reflective and fragile. They live directly off the sunlight they absorb.
<b>Mental</b>	They have a group mind. One Prontexi is very stupid, but if it is put within 20' of another it will get smarter. All of them together are extremely intelligent.
<b>Culture</b>	The survival of the race is their most important concern. They live on artificially flattened plains.
<b>Techno</b>	They have skills in high temperature mining, alloying, solar astronomy, nuclear fusion.
<b>Import</b>	Glass (for its beauty when melted), Radioactives.
<b>Export</b>	Metals of all kinds.
<b>Notes</b>	Metals are mined on the sunside, and sent to the darkside for pickup. Because of their metabolism, Prontexi cannot live on the darkside longer than five minutes. All spaceports are on the darkside.

**S** 6A      **P** 16      **H** 20      **A** Trace      **G** 0.6      **T** 12      **M** 1      **GPP** 810

## 59 Rustum

Imperial

**Notes**      **This planet has been burned off.** It used to be a technology level ten planet, and housed the main library for the area. Many monolithic ruins are scattered around, from the **First Empire**. There is no intelligent life on this planet, but strange glowing clouds of radioactive gas have been seen acting in a non-natural fashion. No expedition to the planet's surface has ever returned, and their communication from the surface was blocked by radioactive static. Warning beacons are in orbit around the planet.

**S** C      **P** X      **H** 50      **A** Radioactive      **G** 0.8      **T** X      **M** 2      **GPP** 0

## 60 Jarrold

Imperial

**Planet**      For several hours each spring, the pollen of a special flower causes wish fulfillment. All lakes are almost overgrown with sheets of algae, 18-20' thick. Most of the planet is flat and boring.

**Physical**      Normal Human.

**Mental**      Marriage involves outright bribery of village elders for permission. There are severe punishments for touching another person in public.

**Culture**      All laws are handled at village level by hereditary rulers. Slavery is common and accepted, it is also hereditary.

**Techno**      Wind driven wagons are commonly used as transportation on the plains.

**Import**      Tourists during spring, Steel, Copper.

**Export**      Drug Pollen, Petrochemicals.

**Notes**      There are monolithic ruins, all clustered in a small one mile square area.  
**Zaratak:** like an American Condor, but even larger. It appears to have rudimentary intelligence, and actively hunts large game (including Humans).

**Zancha**

**S** C      **P** 8      **H** 10      **A** LOTn      **G** 1.5      **T** 8      **M** 3      **GPP** 210

## 61 Vermal

## Imperial

<b>Planet</b>	It is a Mars type planet, except for huge sea areas of liquid ammonia. The methane atmosphere is very still and clear. All life on the planet lives in the ammonia seas.
<b>Physical</b>	Alien, they are otter shaped creatures,, about 4' long, with golden fur. They breathe ammonia. There are three sexes, so the natives are always found in triads. Note: exposure to oxygen will kill Vermal life immediately.
<b>Mental</b>	They always see three sides to any issue or problem, unlike most humans who only see two (ie black and white).
<b>Culture</b>	They build coral like castles to hold their family clans. The castles are living, so they will self-repair with time. They must be kept "pruned" to the desired shape by cutting.
<b>Techno</b>	Normal for level.
<b>Import</b>	Swords, Steel, Textiles.
<b>Export</b>	Gems, Copper.
<b>Notes</b>	The main concern of the Verma is a similar, black-furred being called Fulaa. The Fulaa breeds and attacks in cycles. At their peak population, the castles are literally beseiged by thousands of mindless, starving Fulaa.

**S E      P 8      H 80      A Methane      G 2.8      T 5      M 0      GPP 13**

## 62 Wearm

## Imperial

<b>Planet</b>	This planet is very similar to Vermal, except that the ammonia seas are larger, and have tides. The atmosphere has weather and winds.
<b>Physical</b>	Alien, the only inhabitants of this planet are the Fulaa, the black furred race from Vermal.
<b>Mental</b>	Fulaa are totally community-conscious. They function under the dual desires to bear as many offspring as possible and to advance the race as much as possible.
<b>Culture</b>	The common belief of the Fulaa is that they will soon rule Rourke's Deadem, and eventually the Galaxy. They attempt to do this at all times, although the Empire keeps them in check.
<b>Techno</b>	They have computers and computer equipment that is as good as anywhere in the Empire, but they must be kept in a vaccuum.
<b>Import</b>	Raw Materials, Radioactives, Advanced Weaponry.
<b>Export</b>	Computers, Computer Parts, Communications Gear, Electronics.
<b>Notes</b>	This planet does have life that lives in the Methane Fogs. It is usually not seen, the few available sighting reports agree that it is some sort of flying creature that strikes very quickly and carries away its victim at once.

**S B      P 9      H 60      A Methane      G 3      T 10      M 1      GPP 500**

## 63 Manorra

**Imperial**

### Planet

This was originally a Jupiter type planet, with a technology of twelve. It was destroyed in the initial phases of the war; no life has survived.

However, colored lights (usually spheres) have been seen at random times. They apparently hypnotize a watcher. The exact method is not understood as no one has ever survived this process. The victims are sometimes seen running into the wastelands, and never seen again. None of the colored lights has ever approached more than one individual at a time, and they have never been subjected to scientific analysis.

The original inhabitants of the planet were 24' tall, so that all building have at least a 30' ceiling height. The planet was at one time known for its huge mines of radioactives, but attempts to mine them again have failed due to the continuous loss of personnel.

**S** X    **P** ?    **H** 40    **A** Radioactive Hydrogen    **G** 1.7    **T** ?    **M** 8    **GPP** 0

## 64 Haven

**Unity**

### Planet

The land mass consists of a narrow equatorial belt. The rest of the surface is divided into two oceans. Haven is basically a Terra type world.

### Physical

Human, many different racial types, drawn for all over the cluster.

### Mental

They are very humorless, and sensitive to religion.

### Culture

They have a small-village type government controlling large modern cities. (see- Judges of Shildai)

### Techno

Up to par, but superb in laser weaponry. Laser weapons are not for sale except to members of the Unity of Shildai.

### Import

Manufactured Goods of all kinds, Luxuries.

### Export

Art, Literature, Money.

### Notes

There is no dangerous life on this world. Visiting spaceships may be commanded to carry an official for free to their next port-of-call.

**Haven is the Central Planet of the United Worlds of Shildai.**

**S** 4A    **P** 10    **H** 50    **A** NO    **G** 1.0    **T** 12    **M** 1    **GPP** 1800



## 65 Shildai's Fist

Unity

<b>Planet</b>	The planet is quite small, but very dense. It is totally airless. There are extensive mines for almost all materials.
<b>Physical</b>	All types, but mostly Humans. All aliens on Shildai's Fist are kept concealed, and used only for specific tasks.
<b>Mental</b>	The military mentality rules, discipline is very strict and very good.
<b>Culture</b>	They believe in producing the best ships and warriors (without giving the Empire an excuse for stepping in and stopping them).
<b>Techno</b>	Their factories are quite flexible, and are capable of being programmed to manufacture many different items.
<b>Import</b>	Nothing.
<b>Export</b>	Nothing, but they will do ship building and repair.
<b>Notes</b>	There is no native life on this world. The death rate is quite high due to constant meteor strikes and earthquakes.

**Shildai's Fist is the Munitions and Armaments Center of Unity; also the Headquarters of the Avengers of Shildai.**

**S 8A    P 10    H 30    A X    G 1.2    T 12    M 0    GPP 1800**

## 66 Xable

Unity

<b>Planet</b>	The surface is mostly desert, with forests along the coasts. The deserts are spotted with cactus like plants. Most plants are poisonous, including the water holding cactus (the water must be boiled before drinking). There are many volcanoes, they are usually quiet but continuously active.
<b>Physical</b>	Human, they all have black hair and no beards. They are very well adapted to living in the desert.
<b>Mental</b>	They are empathic within their own race, and often with other races. They have a fear of anything that looks like a snake.
<b>Culture</b>	Code Duello is invoked for legal settlements. Guests are always given maximum hospitality, but if they violate a law they can be killed without a second thought.
<b>Techno</b>	Normal for level.
<b>Import</b>	Steel, Transportation, Liquor.
<b>Export</b>	Sand Crystals, Copper.
<b>Notes</b>	Desert storms can appear in a very short time, and can literally shred a person in minutes. The populace have special tents that they sink into the sand to protect themselves. Sand Crystals are like gems, except that they are found on the surface, and are usually greenish. They glow when heated.

**Helium Plant**

**S D    P 7    H 60    A HOTn    G 1.0    T 7    M 0    GPP 70**

## 67 Ufersang

Unity

<b>Planet</b>	The sky is usually deep red, but will sometimes change to orange and yellows. There is no sea life at all.
<b>Physical</b>	Human, their eyesight is very good in darkness, but poor in color vision. There hearing and memory abilities are both above average.
<b>Mental</b>	Normal Human.
<b>Culture</b>	Dances are used to get rid of frustration. During festivals they dance until they drop from exhaustion. They generally live in caves, due to superstitions about the effect of sunlight.
<b>Techno</b>	They utilize fungus glow-lites in heavily traveled cave sections. Most food is hunted on the plains at night.
<b>Import</b>	Everything.
<b>Export</b>	Crystals, Gems.
<b>Notes</b>	The cave systems include rivers, which are mapped and travelled by raft, in total darkness.

**Zancha**

**Lir**

**S X      P 5      H 60      A NOTn      G 1.0      T 0      M 3      GPP .003**

## 68 Ijile

Unity

<b>Planet</b>	There is much ball lightning during storms, which causes damage to steel structures and electronic equipment. Floods often occur, but are generally not very destructive.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They are afraid of heights, and will not ride in aircraft near windows. They are very ecologically conscious; they will not kill or unnecessarily waste anything. They can project telepathically into almost anyone's head.
<b>Culture</b>	Everyone wears the same kind of clothes, men wear brown robes, woman wear green shirts and pants. People in different clothes are not even talked to.
<b>Techno</b>	All construction is done with extremely strong plastics.
<b>Import</b>	Steel, Power, Radioactives.
<b>Export</b>	Plastics of all kinds, Plastic Technology, Petrochemicals.
<b>Notes</b>	On one continent live savages, who resist violently all attempts to study or change them.

**Dreamroot**

**Helium Plant**

**S B      P 8      H 50      A NO      G 1.2      T 8      M 0      GPP 220**

## 69 Hipsed

Unity

<b>Planet</b>	Most of the planet is chilly tundra, with small "bushes" and stunted "trees". All vegetation is fungus of one type or another. There is continuous rain.
<b>Physical</b>	Human, all adult natives have waist-length black hair, which is a mark of adulthood.
<b>Mental</b>	Their modesty taboo requires that all people hide their mouths at all times. It is crime not to.
<b>Culture</b>	Slavery is a common practice for all occupations. There is a wandering class of madmen who are thought to be "holy", and are immune from all laws. There are large protected fields of cultivated fungus for all needs.
<b>Techno</b>	They use fungus for many special tasks such as: buiding bridges, digging holes, constructing houses, making food quickly, and many other tasks.
<b>Import</b>	Medical Equipment, Isolation Gear.
<b>Export</b>	Fertilizer, Animal Food, Human Food, Drugs.
<b>Notes</b>	Fungi can rot anything in a very short time, and will attack Humans if they are not lucky or protected.

### Helium Plant

Lir

**S** C    **P** 8    **H** 40    **A** LO    **G** 1.3    **T** 8    **M** 5    **GPP** 200

## 70 Ockbon

Unity

<b>Planet</b>	Very tall and cold mountains divide the surface into many narrow valleys running north and south.
<b>Physical</b>	Human, their speech uses a very uncommon set of grunts and clicks, and is impossible to learn.
<b>Mental</b>	They are very afraid of Lir, they believe that the Lir will steal their minds.
<b>Culture</b>	They are constantly in motion, following the migrating Zancha on towed sleds. They believe in reincarnation and so do not mind dying.
<b>Techno</b>	They use bolos as their main hunting weapon.
<b>Import</b>	Textiles, Drugs.
<b>Export</b>	Copper, Steel, Crystal.
<b>Notes</b>	

### Helium Plant

Lir

Hive Rat

Zancha

**S** E    **P** 6    **H** 60    **A** NOTn    **G** 1.0    **T** 3    **M** 2    **GPP** .25

## 71 Norexa

## Unity

<b>Planet</b>	All plant life is fungoid, and many species are mobile. Some of the spores are useful medically, and others are deadly. There are occasional areas of radioactivity.						
<b>Physical</b>	Human, their skin is always covered with a film of oil, which is useful for keeping spores off the skin.						
<b>Mental</b>	They are afraid of the sight of blood, as anyone who has a cut on this planet will usually die in minutes from fungi infection.						
<b>Culture</b>	A hereditary monarchy rules, it is believed that the monarch is descended from Gods several thousand years ago. Slavery is freely used at all times. Code Duello is used to settle insults.						
<b>Techno</b>	The populace are masters of a martial arts form that can wound or kill without breaking the skin.						
<b>Import</b>	Isolation Containers, Chemicals to kill fungi.						
<b>Export</b>	Drugs, Copper.						
<b>Notes</b>	<b>Zancha:</b> but smaller than usual, and totally hairless. Their bodies are covered with an oil film.						
<b>S D</b>	<b>P 6</b>	<b>H 60</b>	<b>A NO</b>	<b>G 1.1</b>	<b>T 5</b>	<b>M 3</b>	<b>GPP 10</b>

## 72 Tylmorn

## Unity

<b>Planet</b>	Glaciers cover 40% of the planetary surface.						
<b>Physical</b>	Human, they are totally hairless, except for the eyebrows.						
<b>Mental</b>	Normal Human.						
<b>Culture</b>	There is a taboo against being outside during night. They are oriented towards serving their elders. Their government is basically Feudal, with Lords ruling over large areas.						
<b>Techno</b>	They are very good at medical skills. They are extremely good at making man/machine interfaces. Although it is illegal, they do make cyborgs in secret.						
<b>Import</b>	Medical Equipment, Drugs, Petrochemicals.						
<b>Export</b>	Medical Equipment, Cyborgs.						
<b>Notes</b>	There are hundreds of parasites in the air, water, and ground. This leads to a very high death rate throughout the population.						
<b>Zancha</b>							
<b>Helium Plant</b>							
<b>S 4A</b>	<b>P 10</b>	<b>H 70</b>	<b>A NO</b>	<b>G 1.1</b>	<b>T 11</b>	<b>M 0</b>	<b>GPP 625</b>

## 73 Tams Drift

Unity

<b>Planet</b>	The sky is almost always cloudless, and is dark blue in color. The only native life besides Zancha, are insects. The largest land insect is 18" long. Most of the surface is desolate prairie.						
<b>Physical</b>	Human, they utilize sign language as they are all mute. Dexterity +6.						
<b>Mental</b>	They are afraid to look up at the sky, as they believe that evil spirits are waiting there. Looking at the distance is thought to be all right, because the evil spirits are far away.						
<b>Culture</b>	There is a king on each of the five continents. They believe in home-healing as a part of thier faith, healers are treated as pariahs.						
<b>Techno</b>	They use large trained water beetles to draw their boats between the islands. These beetles are carnivorous, and often eat the crews.						
<b>Import</b>	Grain, Luxuries.						
<b>Export</b>	Meat, Liquor, Petrochemicals.						
<b>Notes</b>	<b>Zancha</b>						
<b>S</b> X	<b>P</b> 5	<b>H</b> 50	<b>A</b> NOTn	<b>G</b> 1.5	<b>T</b> 1	<b>M</b> 14	<b>GPP</b> .007

## 74 Firestall

Unity

<b>Planet</b>	The planet is quite small and undergoes continuous vulcanism. Earthquakes are very rare, but volcanoes are common and nasty.						
<b>Physical</b>	Human, due to constant ash in the air, their skin is very insensitive to heat.						
<b>Mental</b>	Productivity and Fertility are the most respected traits. A man without at least ten children is considered a failure.						
<b>Culture</b>	There is no government, everybody looks out for himself first and others after.						
<b>Techno</b>	All cities are built on floating kelp beds, in the center of the oceans.						
<b>Import</b>	Luxuries.						
<b>Export</b>	Radioactives.						
<b>Notes</b>	<b>Helium Plants</b>						
	<b>Lir</b>						
<b>S</b> 5A	<b>P</b> 10	<b>H</b> 30	<b>A</b> HOTn	<b>G</b> 1.1	<b>T</b> 12	<b>M</b> 1	<b>GPP</b> 450



## 75 Dround

## Unity

<b>Planet</b>	All the land mass of the planet is spread out in great chains of islands. The entire planet has a tropical climate.						
<b>Physical</b>	Normal Human.						
<b>Mental</b>	They are very peaceful, often sleepy and slow.						
<b>Culture</b>	As the planet has no dangerous animals, and food is easy to get, the people just drift from moment to moment, never worrying about the future.						
<b>Techno</b>	Technology has gradually evolved solely to support labor saving and recreational items.						
<b>Import</b>	Luxuries of all kinds, Labor Saving Devices.						
<b>Export</b>	Tourism, Money.						
<b>Notes</b>	<b>Lir</b> <b>Zancha</b> <b>Helium Plant</b> <b>Dreamroot</b>						
<b>S B</b>	<b>P 9</b>	<b>H 40</b>	<b>A NO</b>	<b>G 0.9</b>	<b>T 10</b>	<b>M 2</b>	<b>GPP 800</b>

## 76 Emmin

## Unity

<b>Planet</b>	Glaciers cover about 30% of the planet's surface. There are constant earthquakes, which are usually mild. The plants are not based on chlorophyll, and are orange in color.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They have an excellent sense of direction, and are able to do lightning fast math calculations.
<b>Culture</b>	A rigid caste system is in force, it is hereditary, and strictly defined and enforced. Elders are revered as wise people; all decisions are made by the elderly.
<b>Techno</b>	Normal for level.
<b>Import</b>	Steel, Copper, Radioactives, Art, Literature, Food.
<b>Export</b>	Art, Sculpture, Rare Alloys.
<b>Notes</b>	Many animals live in evolutionary dyads of two species permanently joined for additional protection.
<b>Dreamroot</b>	
<b>S D</b>	<b>P 9</b>
<b>H 60</b>	<b>A NO</b>
<b>G 1.2</b>	<b>T 9</b>
<b>M 0</b>	<b>GPP 300</b>

## 77 Lapnite

Unity

<b>Planet</b>	All plant life is poisonous to off-worlders. There is no flying life except for the Lir. Constant high radiation from the sun leads to many mutations.
<b>Physical</b>	Human, they use sign language within the family; each family has its own language. All sorts of physical traits show up due to mutations.
<b>Mental</b>	They are very afraid of loneliness, and will go insane if alone for any time. All sorts of mental traits show up due to mutations.
<b>Culture</b>	The population is organized into several thousand family/clan groups. Each hates all the others.
<b>Techno</b>	All houses are built on stilts due to hungry animals like Hive Rats.
<b>Import</b>	Medical Technology, Drugs.
<b>Export</b>	Mutants.
<b>Notes</b>	<b>Hive Rat:</b> bigger and more common than anywhere else in the cluster. <b>Lir</b> <b>Helium Plant</b>

**S E      P 6      H O      A NO      G 1.1      T 3      M O      GPP .35**

## 78 Mourin

Unity

<b>Planet</b>	Most of the surface is covered with forest. Except for the cities, all people live in complex tree homes.
<b>Physical</b>	Human, they are very fat, and have greenish skin. All other type of people are looked down on as inferior.
<b>Mental</b>	Normal Human.
<b>Culture</b>	Each village/city has a "monk" who interprets all laws and problems. There are wandering bards who can use all sorts of instruments.
<b>Techno</b>	They are very good at growing synthetic crystals, especially electronic and laser crystals. Most of these are bought by the Unity, but not all.
<b>Import</b>	Steel, Copper, Radioactives.
<b>Export</b>	Crystal, Wood, Gems.
<b>Notes</b>	There are mobile plants who can use tendrils to catch food. <b>Hive Rat</b> <b>Zancha</b> <b>Dreamroot</b>

**S 2A      P 10      H O      A NO      G 1.5      T 11      M 3      GPP 500**

## 79 Noralle

Unity

<b>Planet</b>	There are many floating islands made of moss. Most of the population lives on these, and floats wherever the wind takes them.
<b>Physical</b>	Human, their average height is 4', and all have blond hair. Most of them have skin diseases due to parasites.
<b>Mental</b>	Males are thought to stupid and are taught to be slaves.
<b>Culture</b>	Females handle all affairs, and will not deal with men at all. Burial rites involve the summoning of ocean predators to eat the body. Those predators are very similar to squid. They can be summoned by the sound of drums.
<b>Techno</b>	Their boats are made of wood, laminated from thin sheets.
<b>Import</b>	Boats, Weapons.
<b>Export</b>	Wood, Grain, Animals.
<b>Notes</b>	The populace's most popular sport is to raid nearby islands for food and slaves. Both sexes fight.
	<b>Zancha</b>
	<b>Hive Rat</b>
	<b>Lir</b>

**S D      P 6      G 70      A NO      G 1.1      T 6      M 0      GPP 31**

## 80 Vornita

Unity

<b>Planet</b>	One whole continent is a single, amoebic organism that cannot tolerate water and does not (apparently) reproduce.
<b>Physical</b>	Human, they have chlorophyll in their skins, which gives them a greenish tint. They can survive up to six weeks without food.
<b>Mental</b>	They have a fear of butterflies, especially of Lir.
<b>Culture</b>	Constables wander from tribe to tribe and maintain the laws. Each tribe belongs to a small group of tribes with mutual ties. Ritual mutilation is common, as their concept of beauty requires many scars.
<b>Techno</b>	Normal for level.
<b>Import</b>	Everything.
<b>Export</b>	Food (mostly fish) and Crystal.
<b>Notes</b>	<b>Lir</b>
	<b>Hive Rat</b>
	<b>Helium Plant</b>

**S E      P 6      H 60      A LO      G 1.1      T 5      M 2      GPP 8**

## 81 Chalamp

## Unity

<b>Planet</b>	The surface is mostly low, rolling hills with scrawny bushes. Harsh cold winds blow all year round, but snow is rare. The plants are poisonous to off-worlders. The seasons are very long.						
<b>Physical</b>	Human, they are totally carnivorous.						
<b>Mental</b>	Their modesty taboo requires that all men cover their chests.						
<b>Culture</b>	Sages wander freely, and make apparently irrational suggestions that are usually wise. Before entering an area, tribesmen will always sacrifice an animal to the spirit of that place. These spirits are blamed for all bad luck and evil happenings.						
<b>Techno</b>	They have blowguns that shoot poison darts. They weave large, extremely strong nets to capture birds and animals.						
<b>Import</b>	Steel, Copper, Power Equipment.						
<b>Export</b>	Fabric, Petrochemicals.						
<b>Notes</b>	<b>Lir</b>						
<b>S E</b>	<b>P 6</b>	<b>H 20</b>	<b>A NO</b>	<b>G 0.5</b>	<b>T 6</b>	<b>M 0</b>	<b>GPP 42</b>

## 82 Gye

## Unity

<b>Planet</b>	Desert covers most of the surface. Storms will often change the landscape completely.						
<b>Physical</b>	Human, they have no sense of smell or taste.						
<b>Mental</b>	They are afraid of heights. They distrust any technology that uses metal.						
<b>Culture</b>	Anyone unable to keep up is left behind. Any person not of one's tribe is considered an animal, and may be eaten. Wells are marked with tall poles, death is the penalty for damaging a well.						
<b>Techno</b>	They use only wood and stone. They can do things with stone that other people need metal for, such as, sharp cutting edges.						
<b>Import</b>	Animals (especially transport animals).						
<b>Export</b>	Superhard Stone Swords, Gems, Crystal.						
<b>Notes</b>	<b>Hive Rat</b> <b>Dreamroot</b> <b>Helium Plant</b>						
<b>S X</b>	<b>P 6</b>	<b>H 60</b>	<b>A NOTn</b>	<b>G 1.3</b>	<b>T 5</b>	<b>M 14</b>	<b>GPP 7.5</b>

## 83 ShuSatsoon

Unity

<b>Planet</b>	Desert covers most of the surface. There is no native flying life. The sky is usually copper-colored, occasionally red.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They believe that fire is sacred. It is a capital crime to put out a fire, under any circumstances.
<b>Culture</b>	Creches are used to raise children, and eventually all adults from a creche live in the same burrow house, in one room. There are up to forty adults per group. Their rite of passage includes tattooing the face with patterns.
<b>Techno</b>	Hovercrafts are used almost exclusively for all transportation needs.
<b>Import</b>	Water, Water Collection and Storage Devices, Metal.
<b>Export</b>	Crystal, Hovercraft.
<b>Notes</b>	Large areas of the planet are covered with quicksand.

### Helium Plant

**S** 2B    **P** 9    **H** 70    **A** NO    **G** 0.9    **T** 10    **M** 0    **GPP** 400

## 84 Hallin

Unity

<b>Planet</b>	The planet is totally encased in a layer of giant fungus, all except the top few feet is rock like. Cities are cut down into rock. The only native life is insects.
<b>Physical</b>	Human, they have dark red skin, yellow eyes, bright red hair, average 8' tall, and are extremely thin. Strength -4, Dexterity +4.
<b>Mental</b>	They are very good at games, strategy and logic.
<b>Culture</b>	They are dedicated to perfecting the ideal logical forms. They want to know everything about the universe.
<b>Techno</b>	They are very good at copying and using technologies, but not very good at invention. They use specially bred fungi to provide light and air.
<b>Import</b>	Metals.
<b>Export</b>	Fungus Lights, Air Fungus, Spice, Gems, Literature.
<b>Notes</b>	Every once in a while the insides of the cities come to life, and the fungi expands very quickly to fill all the cavities.

### Lir

### Helium Plant

**S** C    **P** 8    **H** 60    **A** LO    **G** 1.0    **T** 8    **M** 0    **GPP** 230

## 85 Trayle

Unity

<b>Planet</b>	The oceans are mostly shallow, with scattered islands. There is almost no life on the islands.
<b>Physical</b>	Human, they are aquatic, have gills and cannot breath air.
<b>Mental</b>	They enjoy killing, and if they think you are an enemy they will kill you at once. They cannot comprehend the future, only the present.
<b>Culture</b>	The population is nomadic, they travel in groups of eight to ten. They usually ignore other groups, except at mating time, when several thousand gather at one place to mate and exchange goods.
<b>Techno</b>	They use mostly shell tools, but have utilized many ocean animals to fulfill technological needs.
<b>Import</b>	Worked Metal, Glass, Power.
<b>Export</b>	Meat, Metal Ores, Gems, Drugs.
<b>Notes</b>	They use a squid like animal as an all-purpose workhorse. It is dark green, 20' long, with eight tentacles.

**S** C      **P** 7      **H** 90      **A** HOTn      **G** 1.5      **T** 7      **M** 2      **GPP** 80

## 86 Montoe

Unity

<b>Planet</b>	There are many small islands, and each is surrounded by large fleets of thousands of floating houseboats. There are no tides.
<b>Physical</b>	Human, they have two antennae growing from their heads, which are sensitive to magnetic fields, and electric fields.
<b>Mental</b>	Normal Human.
<b>Culture</b>	Only the young are seen in public. Once a pair is mated they go into isolation for ten years, and then die. This usually happens at age forty.
<b>Techno</b>	Their technological devices have no dials or meters, they use their antenna to detect changes.
<b>Import</b>	Aircraft, Radioactives, Petrochemicals.
<b>Export</b>	Magnetic Devices of all kinds, Fish Meat.
<b>Notes</b>	<b>Lir</b> <b>Helium Plants</b>

**S** B      **P** 9      **H** 90      **A** NO      **G** 1.2      **T** 10      **M** 0      **GPP** 280



## 87 Wedind

Unity

<b>Planet</b>	Large plains cover the surface with scattered clumps of forest. The plains are full of Zancha and lion-like cats. Prairie fires can burn over thousands of square miles.						
<b>Physical</b>	Normal Human.						
<b>Mental</b>	They become immobile when they see fire, and cannot move or think. They will not go very far from home under any conditions.						
<b>Culture</b>	Intensive agriculture is practiced, because hive rats strip 90% of the crops. They are extremely prolific as they lose many children to hive rats.						
<b>Techno</b>	Stilt houses are built to avoid hive rats. They use boomerangs and lariats to hunt with.						
<b>Import</b>	Food, Weapons.						
<b>Export</b>	Grain (when available).						
<b>Notes</b>	<b>Hive Rat:</b> they are bigger and hungrier than usual, and only nocturnal. <b>Zancha</b>						
<b>S D</b>	<b>P 7</b>	<b>H 10</b>	<b>A NO</b>	<b>G 0.8</b>	<b>T 7</b>	<b>M 1</b>	<b>GPP 70</b>

## 88 Morem

Unity

<b>Planet</b>	The tides are very, very high and sudden.						
<b>Physical</b>	Human, each one lives in symbiosis with a small bird, called Bei. They share an empathic link, and will die without one another.						
<b>Mental</b>	They will not kill at all if possible. Many will not kill even in self-defense.						
<b>Culture</b>	Each child is given a Bei at puberty, and is then considered to be an adult. They are all vegetarians.						
<b>Techno</b>	Intensive agriculture, mostly of rice and wheat, is practiced.						
<b>Import</b>	Food, Power.						
<b>Export</b>	They allow off-worlders to harvest ocean animals for food.						
<b>Notes</b>	<b>Dreamroot</b> <b>Helium Plant</b>						
<b>S B</b>	<b>P 10</b>	<b>H 70</b>	<b>A HOTn</b>	<b>G 1.4</b>	<b>T 10</b>	<b>M 1</b>	<b>GPP 100</b>

## 89 Lushor

Unity

<b>Planet</b>	Volcanoes are very common. Seasons are very long, but not very severe.
<b>Physical</b>	Normal Human.
<b>Mental</b>	They are empathic, but only projective. When they feel powerful emotions, they project them into nearby people.
<b>Culture</b>	They use many different languages. Each caste has a different language. There is a caste of professional interpreters. Children chose at age 25 which caste to enter, and the choice is permanent.
<b>Techno</b>	All transport on the planet is by one-wheeled vehicles, with gyroscopes. Their failure rate is very, very low. The average speed of the vehicles is 200 mph.
<b>Import</b>	Luxuries of all kinds.
<b>Export</b>	Advanced Machinery and Electronics of all kinds.
<b>Notes</b>	<b>Lir</b> <b>Zancha</b>

**S** 2A    **P** 10    **H** 60    **A** HO    **G** 1.0    **T** 11    **M** 0    **GPP** 625

## 90 Faranx

Unity

<b>Planet</b>	Much of the planet's surface is radioactive, and many of the flora and fauna are mutations.
<b>Physical</b>	Human, most of them are normal, but a particular mutation of white hair is becoming common.
<b>Mental</b>	They are very committed to raising and protecting their children. To harm the young of any species is their worst crime.
<b>Culture</b>	They live according to laws which have been passed down for a thousand years. They attempt to keep their way of life intact in spite of massive child mortality.
<b>Techno</b>	They are expert in all forms of radiation generation and medical problems caused by radiation.
<b>Import</b>	Medical Equipment, Drugs, Equipment to cleanse the planet, Food.
<b>Export</b>	Medical Equipment, Drugs, Radioactives.
<b>Notes</b>	<b>Lir</b> <b>Hive Rat</b> <b>Helium Plant</b>

**S** C    **P** 7    **H** 60    **A** NO    **G** 1.2    **T** 9    **M** 1    **GPP** 800

## 91 Anzatar

### Unity

<b>Planet</b>	The planet contains vast areas of plains, and extensive deserts. Over 30% of the planet is uninhabitable mountains.
<b>Physical</b>	Human, they all have red hair. They also have psionic abilities, mostly in low strengths.
<b>Mental</b>	They firmly believe in astrology, and consult prophets for any major decisions.
<b>Culture</b>	Throughout the mountains there are primitive tribes, who avoid technology completely, and often kill visitors.
<b>Techno</b>	Dirigibles using helium are very common, and some are extremely large.
<b>Import</b>	Tin, Crystal, Animals.
<b>Export</b>	Copper, Steel, Radioactives.
<b>Notes</b>	This planet has a very powerful underworld, with connections to the Empire and the Brotherhood. It is thought to be as powerful as the governments, and has access to technology level 13 equipment, but rarely uses any of it. They guard their secrecy jealously.

#### Helium Plant

#### Zancha

#### Dreamroot

**S** B    **P** 9    **H** 0    **A** NOTn    **G** 1.2    **T** 9    **M** 8    **GPP** 450

## 92 Guerr

### Unity

<b>Planet</b>	The average temperature is 300° F., and the continual winds average 130 mph. There are often rains of sulphuric acid.
<b>Physical</b>	Alien, they are crab shaped, 6' long, egg laying and use infra-red vision. Strength +6, Dexterity -4.
<b>Mental</b>	They are totally unimaginative. If they can't see it, or haven't seen it, they will not comprehend it no matter how carefully you explain it.
<b>Culture</b>	Their institutions are entirely based on respect, and to talk to somebody without using the proper formality level (of which there are about 30) is a mortal insult, and can cause bloodshed.
<b>Techno</b>	They have extremely advanced plastic technology.
<b>Import</b>	Radioactives, Textiles.
<b>Export</b>	Petrochemicals, Special Alloys, Polymers.
<b>Notes</b>	<b>Helium Plant</b>

**S** 2B    **P** 9    **H** 40    **G** CO<sub>2</sub>    **G** 0.9    **T** 9    **M** 0    **GPP** 300

## 93 Parotnia

## Unity

<b>Planet</b>	The average temperature is 500° F., winds are around 250 mph. There are constant rains of sulphuric acid, sometimes mixed with hydrochloric acid.
<b>Physical</b>	They are crab shaped, 2' long, and use infra-red vision, egg-layers. Strength +6. Dexterity -4.
<b>Mental</b>	They are totally unimaginative. They look down on Guerrites (see preceding planet) as being soft, useless and stupid.
<b>Culture</b>	Same as that of the Guerrites, except that any being may challenge any other to combat at any time. All cities are built subsurface.
<b>Techno</b>	They are very advanced in optics, including lasers, binoculars, slow-glass, and armored glass.
<b>Import</b>	Raw Materials, Computers.
<b>Export</b>	Optics, Tools, Mechanical Parts.
<b>Notes</b>	Anything not very well protected and tied down will be carried away by winds and destroyed by battering and acids. The port facility is located inside a large burned out volcano.

**S E      P 10      H 80      A CO<sub>2</sub>      G 0.9      T 10      M 0      GPP 400**

## 94 Rock Bottom

## Unity

<b>Planet</b>	The entire planet is in a glacial age. Lichens and scrawny bushes are the only plants. The surface is permafrost, except in the equatorial regions.
<b>Physical</b>	Human, they are usually fast, about 4' tall, and fat.
<b>Mental</b>	They are very pragmatic. Ethics are never a consideration. For them, the end always justifies the means.
<b>Culture</b>	Villages are of cut rock, built under the ice for insulation. They live by fishing under the ice.
<b>Techno</b>	Their primary transportation is skis and sleds drawn by a reindeer like mammal.
<b>Import</b>	Anything.
<b>Export</b>	They have nothing.
<b>Notes</b>	<b>Zancha</b> <b>Lir</b> <b>Hive Rat</b>

**S E      P 6      H 70      A HOTn      G 0.9      T 5      M 1      GPP 25**

## 95 Bouncer

Unity

<b>Planet</b>	<p>The entire planet is a single planetary lifeform, which appears to absorb light like a plant, but can directly manipulate the materials around it to create whatever it wants. It can only create things that it understands fully, and it only understands up to technology level 9 at the moment.</p> <p>It seems to have no desires other than to be left alone, but research teams from the Unity are attempting to motivate it to actively join the Unity and assist it in production.</p> <p>It does want radioactives, to experiment with, and will exchange any raw materials or fashioned objects of radioactives. Average production time of products is ten hours for one cubic inch.</p>						
<b>Import</b>	Radioactives.						
<b>Export</b>	Anything not protein (i.e. metal or stone)						
<b>S C</b>	<b>P</b> One	<b>H</b> 20	<b>A</b> NOTn	<b>G</b> 1.1	<b>T</b> 9	<b>M</b> 0	<b>GPP</b> N.A.

## 96 Tandy's World

Unity

<b>Planet</b>	<p>This planet is totally useless. It used to be a technology level 10 world. The destruction was so great that little is left except for slag and craters.</p>						
<b>S D</b>	<b>P</b> X	<b>H</b> 50	<b>A</b> Radioactive	<b>G</b> 1.1	<b>T</b> X	<b>M</b> 0	<b>GPP</b> 0

## 97 Wrath of Shildai

Unity

**Planet** In most respects this world is identical to Tandy's World, a radioactive wasteland, except that it had a technological level 11, before it was burned off.

**S** D    **P** X    **H** 20    **A** Radioactive    **G** 0.7    **T** X    **M** 1    **GPP** 0

## 98 B'Brn'Bran'Ta

Restricted

**Planet** This appears to be a normal Terra type world, but certain viewers have claimed to see vast crystalline deserts stretching for hundreds of miles.

**Physical** Apparently Normal Human.

**Mental** Unknown. They seem to be isolationist, but very calm about their affairs.

**Culture** Unknown, no metal or energy use can be detected from space.

**Techno** Unknown.

**Notes** **In the only contacts recorded, the natives told the ships to go away, apparently by telepathy. When the ships did not, they began disappearing one by one, and instantly re-appeared at their home worlds with no damage at all.**

**S** X    **P** 16?    **H** 40    **H** 40    **G** 1.1    **T** 14?    **M** 0    **GPP** ?



## 99 Safari

**Restricted**

<b>Planet</b>	<p>This world has many large islands, of varying climates. For centuries, the planet has been stocked with samples of every dangerous life form known in the cluster.</p> <p>It is used as a combination hunter's planet and survival course by all three governments. Their elite warriors are sent here in groups of twenty, and picked up in a month, usually having lost five men.</p> <p>Any beast found on any other oxygen planet is probably on this planet, and due to the competition is much deadlier than its home-grown relatives.</p> <p>There is no law on the planet, so if another person wants what you have, he has no reason not to kill you and take it.</p>					
<b>Notes</b>	<p>There is a large orbiting hotel in orbit with shuttles and medical facilities.</p> <p><b>Safari is governed jointly by Brotherhood, Imperial, and Unity.</b></p>					
<b>S C</b>	<b>P X</b>	<b>H 40</b>	<b>A HO</b>	<b>G 1.2</b>	<b>T X</b>	<b>M 2 GPP .6</b>

## 100 Flarr

**Restricted**

<b>Planet</b>	Most of the surface is built up and covered with cities and warehouses.					
<b>Physical</b>	Human, they are 4' tall and covered with fur. Dexterity +4.					
<b>Mental</b>	Most natives can speak several languages.					
<b>Culture</b>	The entire planet is the home of the great merchant houses. They have contacts with almost everyone, and have a very high reputation.					
<b>Techno</b>	Their ships only have defensive equipment, but it is very good defensive equipment.					
<b>Import</b>	Everything.					
<b>Export</b>	Everything.					
<b>Notes</b>	<p>The planet is protected by a fleet from each of the three governments. They are very, very sensitive and always try to impress each other with their efficiency. On the planet, intelligence forces from all over the cluster are trying to buy people and information.</p> <p><b>This planet is owned by the Merchant Guild.</b></p>					
<b>S 8A</b>	<b>P 10</b>	<b>H 60</b>	<b>A NO</b>	<b>G 0.8</b>	<b>T 12</b>	<b>M 0 GPP 2600</b>



I salute you, fellow sapients: may you die blissfully. For those of you who don't recognize me, I am Professor Starymaple of the University of Zacania. The excellent *Spacefarer's Guide* series has proved so popular with our Terran readers that we have found it necessary to issue this new edition of the *Guide to Sector Two: Rourke's Diadem*, in the Terran tongue. I am pleased to give it my endorsement, and that of the University.

Here you will find described the ninety-six worlds of the Empire of Cavoral, which spans the cluster called Rourke's Diadem, and also the various Guilds and Merchant Houses which link it to our own Second Empire. Many facets of the Terran race are puzzling to more contemplative species, but none more so than the multiplicity of "religions" by which humans seek to comprehend the Infinite. Each claims the Truth for itself, as if the branch should call itself the Tree — but it is not my place to judge. At any rate, be warned: in the Diadem, truth wars with truth; if you would seek your fortune there, you must walk, fly, swim or crawl with extreme caution. May you learn something new every day.

— Professor Starymaple  
University of Zacania

*Preface to 2nd Terran Edition*