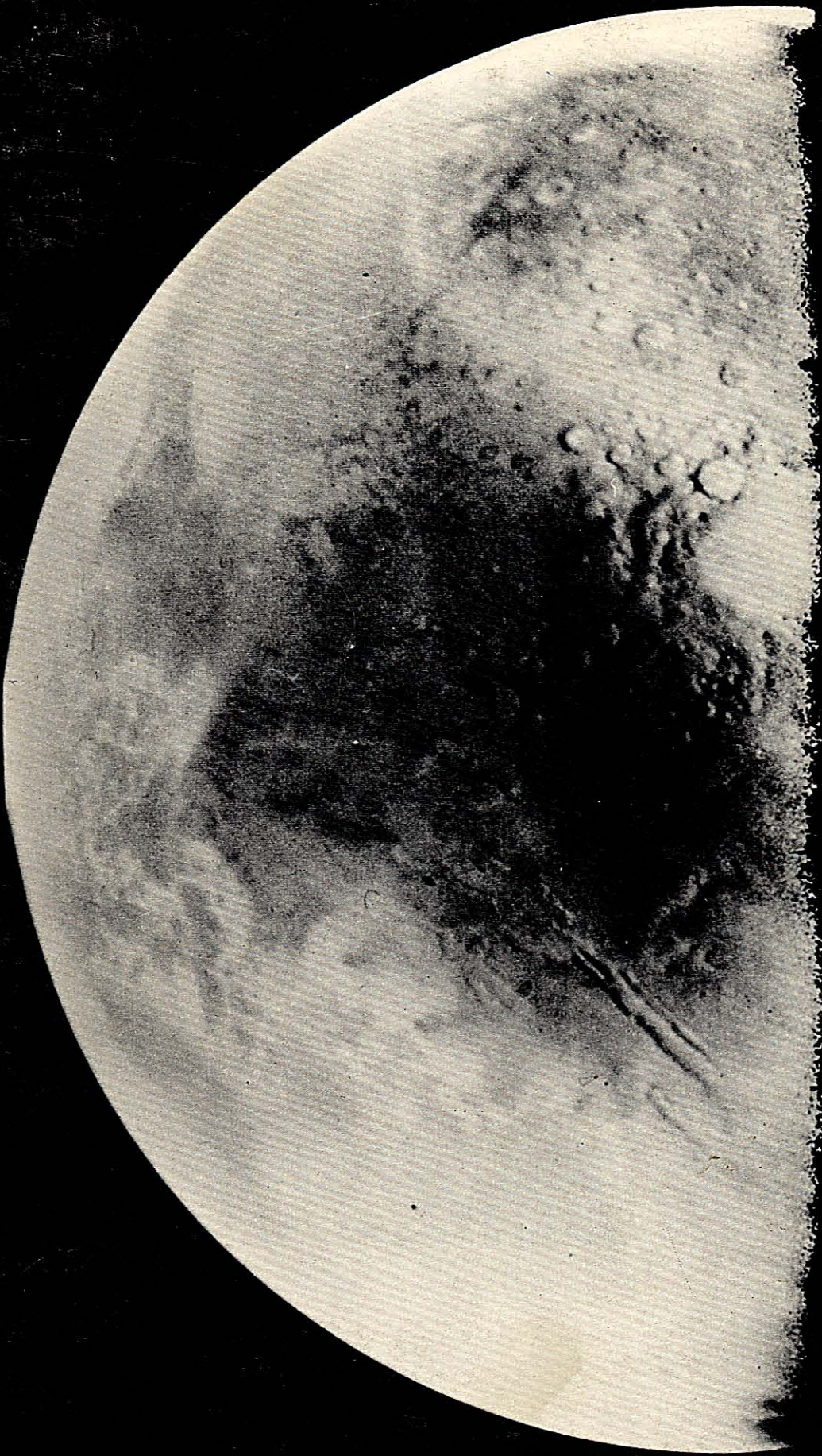


SECTOR ONE

SPACEFARERS GUIDE TO PLANETS



The planets used in this Guide were inspired by some of the best writing in Science Fiction and Fantasy. On top of all entries in this Guide you will find the title, author, and publisher of the book that has inspired our description of that planet. The planet descriptions in this Guide are not to be taken as accurate descriptions of the book listed, rather the book has been the inspiration for our description. In some cases we had to change some elements of the book so that the planet involved would fit into a universe of FTL (faster than light) spacecraft, and of traders roaming the Galaxy in search of profit. In other cases we had to try to guess at the authors intentions, what was the gravity of the world, .8, 1, 2? how much water covered the surface 30%, 60%, 80%?

We feel that all of the books we have used are well worth reading. You will find you will get a lot more enjoyment out of your gaming after having read the books. It is especially important for the moderator to read the books to get the "feel" of the planet-all the small details that make each planet interesting and unique, but were outside the scope of this Guide to include. If you can not find these books at your local stores, feel free to write to us for the addresses of where these books can be obtained.

Cover photograph of Mars courtesy of National Aeronautics and Space Administration. Use of this photograph does not state or imply the endorsement by NASA or by any NASA employee of this book.

Spacefarers Guide to Planets

Sector One

by Ed Lipsett

With special thanks to Rick Cook, without his help this guide would not have been possible.

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This is a book of ideas. It is not meant to be the moderator's entire galaxy, but merely a small portion of one. Many of the planets listed in this guide may seem familiar to you, and that familiarity will help you to recreate your own favorite worlds in your galaxy. Of course, since this is just a brief sketch of a corner of the galaxy, the moderator will have to do some filling in at the corners, and will have to create some planets to fill his specific needs.

Each page of this guide presents a brief sketch of a planet, and gives a short rundown of the physical and mental attributes of the race or races that inhabit it. Their culture, technological achievements, and trading possibilities are listed, along with the average population of the planet. The planet itself is also described, and the important specifics are listed in the last entry.

S=type of Spaceport with "A" being the most advanced port.

P=population of planet, the number is the exponent of 10, so **P 8**=100,000,000.

H=per-centage of planet surface covered by water.

A=type of atmosphere, norm being oxygen.

G=gravity, 1 being Earth gravity.

Along with the description of the population of the planet there are modifiers which the moderator should apply to individuals born on that world. Most of the changes are additions or subtractions to die rolls, or show skills acquired, but several races the moderator will have to use his own judgement as they are not humanoid. The planets are numbered from one to one hundred, so that the moderator can use simple percentile dice for the determination of which planet is the birthplace of a particular character.

Following is a star system generation table that will produce entire stellar systems, complete with star class, and the quantity and type of its planets. Each planet will receive values for gravity, atmosphere, hydrography, number of moons, and technology level. On rare occasions, these charts will generate interesting special planetary types, which are described below.

Dyson Sphere: The Dyson sphere is a huge sphere of matter entirely englobing a star. It is built by advanced civilizations, and it is constructed out of artificial matter. The inside of the globe is sculpted into whatever shapes and terrain the builders desire, and gravity is maintained by the use of artificial gravity generators that are scattered about on the surface. Note that the surface area of a Dyson sphere whose diameter was Earth orbital distance would be fantastically greater than the surface area of a single planet. If this special type is rolled, there will be no other planets in the system, but keep rolling to determine gravity, atmosphere, hydrography, and technological level.

Anti-Matter System: In this case, the system is rolled exactly like a standard system, and is populated if needed. The only difference is that all of the matter in the system is anti-matter, which means that it will explode violently upon contact with normal matter. It is impossible to tell whether an object is normal matter or anti-matter without actually touching it with something. No known force will contain an anti-matter explosion, but anti-matter iron will be affected by a magnetic field just like regular iron will.

Random Shift: In this case, the star has no planets or debris of any kind, and is merely a shift gate to another point in the galaxy, determined randomly by the moderator. Any player entering this system would have enough time to tell that he was being shifted again, but would not be able to determine where he was going.

Wanderers: The wanderers are usually found in interstellar space, but may occasionally be found in systems. Continue rolling the system normally, and add one to ten Wanderer ships afterwards. They usually mass from 5,000 to 12,000 tons, and are designed to be totally self-sufficient, non-aggressive worlds. However, a Wanderer ship that is attacked has many weapons to defend itself with.

Robotic Ships: Continue rolling the system normally, and after you are finished, put a few self-repair stations in the system, and fill it with a hugh number of fighting ships that are attacking each other. They have been fighting and repairing themselves for thousands of years, and will probably not recognize any other ship as friendly, although they may respect neutrality. However, you must convince them that you are from a neutral nation that existed at the time their memories were installed.

Planetary Disc: In this case, there is only the one object floating in space, and there are no moons or planets. It is a hugh disc surrounding the star, which sits in a hole in the center of the disc. The disc is built of extremely dense matter, and its surface gravity should be determined normally. Note that the disc has two sides, each of which is inhabited, and the the disc will range in temperature from super hot at the inside to almost absolute zero at the rim. As with the Dyson sphere, the surface area is immense.

Beacon: Continue rolling the planets and their characteristics normally. After all of them are finished, add a beacon to one of them at random. This is a stasis box that will contain an artifact from an earlier civilization. While the artifact is usually a weapon, stasis boxes have been known to contain almost anything. They are very difficult to open without the help of expensive and complex equipement.

Pre-Nova: Determine all characteristics normally, and add the fact that the star is about to become nova (within 5 years). This can be determined by the player in a number of ways, but usually only if he has the intelligence to look for it.

Ringworld: If there is a ringworld, it will be the only structure in the system. It is a band of matter encircling the star, and its characteristics should be determined as a normal planet. Again, note that the surface area is immense.

Rosette Worlds: In this case, roll the planets normally, but one of them will have two close doubles on the same orbit. Determine which planet at random, and then roll up the duplicates. Note that these were probably built a long time ago, so that they may not be very close anymore, and may not even be inhabited.

1 Stellar Type

die roll	stellar type	color	surface temp
01-04	O	blue	35,000
05-10	B	blue-white	21,000
11-19	A	white	10,000
20-33	F	white-yellow	7,200
34-49	G	yellow	6,000
50	G binary	yellow	6,000*
51-67	K	orange	4,700
68-70	K binary	orange	4,700*
71-96	M	red	3,300
97	M binary	red	3,300*
98	black hole	invisible	-**
99-00	small nebula	remnant of supernova	-**

* roll for second star

** no planets or debris

3 Special Planet Chart

2 Number of Planets

die roll	number of planets	die roll	planet type
		1	Dyonsphere
1-2	one planet	2	Anti-matter system
3-4	two planets	3	Random Shift
5-6	three planets	4	Wanderers
7-8	four planets	5	Robotic Ships
9-10	five planets	6	Planetary Disc
11-12	six planets	7	Beacon
13-14	seven planets	8	Pre-Nova
15-19	no planets	9	Ringworld
20	special planet chart	10	Rosette Worlds
		11-20	-*

* reroll on number of planets chart

4 Planetary Type Chart

die roll	planetary type	atmosphere	gravity
1-2	M Mercury	-30	-20
3-5	V Venus	+10	-5
6-9	T Terra	-	-
10-11	S Mars	-10	-
12-13	A Asteroids	-90	always zero
14-18	J Jupiter	+50	+25
19-20	P Pluto	-70	-25

The numbers under the atmosphere & gravity columns are die modification to be used on Atmosphere & Gravity Charts.

5 Moon Chart

die roll	number of moons
01-10	0
11-13	1
14-16	2
17-19	3
20	1-20

6 Atmosphere Chart

01-05	none	52-61	norm oxy taint
06-10	trace	62-71	norm exotic
11-20	low exotic	72-81	high oxy
21-30	low oxy	82-91	high oxy taint
31-40	low oxy taint	92-00	high exotic
41-51	norm oxy		

Note: high, low, normal refer to atmosphere pressure.

7 Hydrographic Chart

die roll	% of water	die roll	% of water
01-07	0%	55-63	60%
08-14	10%	64-72	70%
15-24	20%	73-81	80%
25-34	30%	82-90	90%
35-44	40%	91-99	100%
45-54	50%	00	continuous vulcanism

8 Gravity Chart

die roll	gravity	die roll	gravity	die roll	gravity
01-05	.3	45-49	1.2	77-80	2.6
06-10	.4	50-55	1.4	81-84	2.8
11-15	.5	56-60	1.6	85-88	3
16-20	.6	61-64	1.8	89-92	3.3
21-25	.7	65-68	2	93-96	3.7
26-32	.8	69-72	2.2	97-99	4
33-38	.9	73-76	2.4	00	5
39-44	1				

9 Technological Level Chart

die roll	technology & population
01-50	no life forms
51	single planetary life form
52-89	life, but none intelligent
90	technology 0, population 6
91	tech 1, pop 7
92	tech 2, pop 7
93	tech 3, pop 7
94	tech 4, pop 8
95	tech 5, pop 8
96-00	roll 1-10 die below
die roll	tech & pop
1	tech 6, pop 8
2	tech 7, pop 9
3	tech 8, pop 9
4	tech 9, pop 9
5	tech 10, pop 10
6	tech 11, pop 10
7	tech 12, pop 10
8	tech 13, pop 11
9	tech 14, pop 11
10	tech 15, pop 12

1 XOSA

Planet Explorer

© M. Leinster

Avon 1957

Physical	Human, high resistance to ultra-violet & infra-red light, no fear of heights, Radiation Tolerance +2, Desert Survival +3.			
Mental	Apache culture, code of honor, coup system, rite of manhood, Honesty +2.			
Culture	Modernized, technological, Apache.			
Techno	Up to Par.			
Import	Technology, Consumer Goods.			
Export	Metal.			
Notes	Planet is very arid, average temp 160° F. Many mesas, high winds, lot of sand.			
S D	P 6	H 10	A norm	G 1.4

2 SAPLETO

Last and First Men

© Olaf Stapleton

Dover 1968

Physical	2' tall, membrane from long middle finger to foot, other fingers are ribs for sail, index and thumb free of membrane. Body streamlined, covered in wool. Legs and feet used as tail. Huge breastbone, other bones hollow, very light body, can walk as well as fly. Reflexes + 4, Strength + (1 +[1-6]).			
Mental	Have telepathic communication within their own race. Always want to fly. Mature rapidly, live until 50, but usually suicide at 40. There is a 20% chance that any individual is currently dying of nerve cancer, which causes great pain. To fly is highest goal of race, but must switch 24 hours of flying with 24 hours on ground.			
Culture	They live on huge, one mile tall, one-half mile square pylons, which are ruins, thousands of years old.			
Import	Labor saving devices for all ground occupations.			
Export	Radioactives, Artifacts.			
Notes	Floating vegetable islands, up to 1000 miles across. There are almost no land animals, just birds and fish. The major food source is free floating algae.			
S 4B	P 9	H 95	A dense oxygen	G .85

3 GANYMEDE

Farmer in the Sky

© Robert Heinlein

Dell 1968

Physical	Human, well tanned, Strength -3, Endurance -2, Radiation Tolerance +2.			
Mental	Human.			
Culture	Company owned & run planet with a representative council. Individualistic, disaster-unified population. No metal on planet so all construction of stone.			
Techno	Heat-traps for light & heat, no faster-than-light drive.			
Import	Luxuries, Technology, Steel, Seeds,			
Export	Fresh Foods, Artifacts.			
Notes	Planet is a small satellite of a Jupiter class planet, many small earthquakes. There is a stringent import check for seeds, animals, etc.			
S 3C	P 6	H 0	A thin oxy	G .3

4 OSNOME

Skylark of Space

© E. E. Smith

Pyramid 1968

Physical	Humanoid, green skin, yellow eyes, black hair, Strength -3.			
Mental	Love jewels & weapons. Fitness (mental & physical) is mandatory. If an individual is found incompetent, he, his superior, his superior's superior, etc., must suicide. Edged Combat +1, Pistol, Rifle +2.			
Culture	Eugenic control of population strongly enforced. No vices, physical or mental. All construction of metal.			
Techno	Good, but behind in weaponry.			
Import	Gems, Salt, Weaponry.			
Export	Metal Tapestries, Alloys, Special Alloys, Heavy Metals, Gems (including Radiant, Indestructible Faidon).			
Notes	Trinary star system. Air pressure is double Earth norm, temperature is 100° F., water is copper sulphate. Planet is never dark due to trinary suns. Empire Counselate on planet. Interesting Fauna; Karlton : torpedo shaped, forty tentacles, fourteen wings, row of eyes on each side, sharp beak, armoured.			
S D	P 10	H 80	A norm taint	G .4

5 OURELLE

Jondelle

© E. C. Tubb

DAW 1973

Physical	Many different races of humans.			
Mental	All types, including insane raiders.			
Culture	Each city is surrounded by agricultural holdings. Very strong guilds control all skills. Raiders wear masks & armor decorated with beast imagery.			
Techno	Up to par. Cities have sharply curved streets. Raiders use devices that look like lances and shoot ten explosive missiles.			
Import	Luxuries.			
Export	Gems, Special Alloys.			
S A 2B	P 8	H 70	A norm	G .92

6 TRIDENT

D-99

H. B. Fyfe

© Pyramid 1962

Physical	Lobsters, 6' tall, live 3,000' underwater, 10 limbs connected near head, 2 pincers, 2 manipulators, 6 legs, armored body, 2 eyes on 1' stalks, 2 eyes on 3" stalks, infra-red vision. Ocean Survival +3, Swimmer +2.
Mental	Normal.
Culture	Normal.
Techno	Permanent cities, fusion powered submarines.
Import	Radioactives, Electronic Parts.
Export	Drugs, Submersibles, Perfumes.
Notes	There are telepathic fish who repeat messages along chain to other fish. There is a small human trading base (about fifty people) on planet, also an Empire Counselate .

B

S A

P 10

H 95

A exotic

G 2.3

7 LUKIAT

Lucky Starr and the Oceans of Venus

Issac Asimov

© Doubleday

Signet 1972

Physical	Human, all males have thick mustaches. Fear of open sky, Strength -1, Submarine +2
Mental	Human
Culture	Standard.
Techno	Population lives in domed underwater cities. Up to 250,000 per city. Total population 6 million, living in 50 cities. They eat nothing but yeast products. Have submarines.
Import	Power Plants, Radioactives.
Export	Yeast of all types & flavors, Seaweed fertilizer.
Notes	There is always total cloud cover. Diameter is 7700, 36 hour day. Temp. 20 - 200° F. Atmosphere is carbon dioxide & nitrogen. Oceans are up to ten miles deep. Aquatic life is fluorescent. Interesting Fauna: Ribbon Worms: up to three meters long. V-Frog: 8" long, 6 feet with fins down vertebra, beak, love to eat hydrocarbons (grease & oil). They are active and passive empaths. Patches: Disc shaped, move by ejecting water, will sink to bottom of ocean to digest food. 3' to 300' average, maximum 3000' diameter. Arrow Fish: barracuda type fish.

S 2B

P 8

H 100

A exotic

G .83

8 NORSTRILIA

Norstrilia

C. Smith

© G. Linebarger

Ballantine 1975

Physical	Human.
Mental	Human, slow to feel emotions, dangerous when angry, telepathic.
Culture	Sheep Herding main occupation. Engage in feuds. There is a test at manhood for physical & moral ability, and telepethy.
Techno	Up to par, and up to maximum.
Import	Consumer Goods, Protection (mercenaries).
Export	Anagathics.
Notes	Raise viral-infected sheep, extract anagathic from sheep. Virus causes sheep to be immobile & grow to immense size. Virus cannot be grown off planet. Superb Defense system around planet. Empire Counselate & Travelers on planet.

S 6A

P 9

H 20

A norm

G 1

9 HYDORIA

Red Tide

© D. D. Chapman & D. L. Tarzan

Ace 1975

Physical	Human, have gills which take Oxy from water, feed on Hydrogen from water, do not eat, do not have any muscles for walking on land. Ocean Survival +4, Swim +2, Sword, Knife.
Mental	Human.
Culture	Nomadic, have centers for learning, law, fighting, mating, etc. Each group has a ruling family. Individuals who diseases, injured, or old are usually abandoned.
Techno	Metal, Plastic, Shell, swords & knives.
Import	Water-proof Metals, Communications Devices, Transportation, Factories, Art, Luxuries.
Export	Fish Protien, Spices, Drugs.
Notes	Planet is covered with mostly shallow water.

10 MOTE PRIME

Mote in Gods Eye

© J. Pournelle & L. Niven
Simon & Shuster 1974

- Physical** Humanoid, 4' tall, no toes, ridge on front of foot, 2 right arms, 4 fingers 2 thumbs, left arm 3 fingers 1 thumb, no neck, left side of head joins left shoulder, large ear on right, able to rotate 190° at waist, must reproduce or die. Strength -1, Dexterity +4.
- Body shapes and sizes differ, each of the following classes have distinctive body shapes: Porter, Farmer, Watchmaker, Messenger, Worker, Physician, Warrior Mediator, Master.
- Mental** Racial Instinct to preform job.
- Culture** Must reproduce in order to live, this causes population to grow to unsupportable levels, society then collapses with great loss of life & the cycle starts over again, each cycle lasts 100-400 years. At top of cycle have fusion power, at bottom have stone tools, cycle is near top at present.
- Techno** Fusion Power, Force-field Airlocks, Frictionless Surfaces, can Synthesize almost anything.
- Import** Metal, Warp Drive.
- Export** Technology.
- Notes** Atmosphere has filterable poisons, 27.33 hour day, very flat terrain, old nuclear craters on surface.

WARNING: Empire Battle Fleet will destroy any ship that does not let itself be searched and boobytrapped entering & leaving system. NO natives allowed out of system.

S A

P 11

H 50

A norm taint

G .87

11 STAR

Star (Psi Cassiopeia)

C. I. Defontenay

© DAW 1975

Physical	Human dominant race. Natives are slaves called Replus, 4' tall, blue fur, large drooping ears, humanoid. Offspring between Human & Replus is sterile.
Mental	Human.
Culture	Government run by council of 400, members must already be famous before they join. Active criminal underworld.
Techno	Ships drawn by domesticated whales, steel bows.
Import	Art, Books, Beautiful Artifacts.
Export	Diamonds, Gems, Art, Tree-Sap China.
Notes	Star has four suns: primary is white, also green, red, & blue sun, 4 moons. Vast forests & oceans. Two large continents connected only by isthmus, main city is on isthmus, number of canals in city. Trees seem to be made of porcelain. Each home has a bird of azure blue, beak & wingtips gold, it is bad luck if bird dies, it is protected by a white eagle.

S A 3B

P 8

H 60

A norm

G 1

12 AKWAIR

Dolphin Boy

© Roy Meyers

Ballantine 1966

Physical	Dolphins, intelligent, placed on planet by humans from Earth, also whales (including Orca).
Mental	Human, knowledge handled by "Disseminators", who are cared for & protected by other dolphins.
Culture	Nomadic, family-clan structure, mostly stay on continental shelves.
Techno	None.
Import	Money, Communications, Orbital Defenses.
Export	Heavy Metals, Pearls, Coral, Drugs.
Notes	Hugh archipelagos scattered across oceans, no major islands, many costal shallows. Empire Counselate on planet.

12

S C

P 10

H 80

A norm

G 1.1

13 ZARATHUSTRA

Little Fuzzy

© H. B. Piper

Avon 1962

Physical	Human, also Fuzzies: 2' tall, 15-20 pounds, biped, omnivorous, round head, golden fur, eat landprawn, tailless, ultrasonic speech, Strength is 2, Dexterity +3, Ultrasonic.			
Mental	Human, Fuzzies are trusting & clannish.			
Culture	Fuzzies have primitive family structure, Humans have strict democracy, elected governor, colonial police force protects fuzzies, duelling legal.			
Techno	Fuzzies have none, Humans: 6mm. pistol, 12mm. rifles, helicopters, groundcars, electronic truth verifiers (weigh 2,000 pounds), mach 3 planes, translators to Fuzzy ultrasonics (cost 20 credits).			
Import	Almost Everything Mech & Tech.			
Export	Sunstones (thermoflourescent, worth 400-50,000 credits), Gold, Cadolinium Brandy, Perfume, Hardwoods, Fuzzy Pelts (worth 4,000 on black market), Live Fuzzies (worth 10,000 on off planet black market).			
Notes	6 continents, 2 moons, Empire Navy Base on outer moon, one major city. Landprawn: land crawfish. Harpy: pterodactyl type. Damnthing: 1 horn on forehead, horns on each side of lower jaw, dog shaped.			
S B	P 6	H 60	A norm taint	G 1

14 XULTHOOM

Star Magicians

Lin Carter

Ace 1966

Physical	Human, tall, gaunt, thick skins, sunburn easily.
Mental	Afraid of sunlight, always hidden, Mining +2.
Culture	God King is "immortal", omniscient, omnipotent.
Techno	Sword, Lance, Ax, Box, First Empire Anti-Grav Sleds no for sale at any price.
Import	Mining Equipment, Luxuries, Spy Devices.
Export	Radioactives, Radian Gems.
Notes	Always misty, windy, dusty, planet is all mountain & desert. There is only one surface city, it is a city-fortress. All other habitats subsurface.

S B P 7 H 0 A norm G 1

15 TRAN-KY-KY

Icerigger

© A. D. Foster

Ballantine 1974

Physical	Humanoid, 6' 6" tall, 4' wide, 4 toes, 3 in front, 1 in back, barrel chest torso, slitted yellow eyes, omnivorous, ice-skate claws, skin membrane from wrist to hip, Strength -1, Endurance -3.
Mental	Normal.
Culture	Medival Earth type, chivalry, knights, castles, wandering bandits, gypsies.
Techno	lance, sword, knife, heliograph, sleds & ice boats.
Import	Long-life Heaters, Sugar, Steel.
Export	Ozmidine (special alloy, value x10).
Notes	Scattered islands, frozen oceans, temp 10° --200° F., winds up to 300 kph, day 20 hours long. Interesting fauna: Droom: large predator. Gutorrbyn: batlike wings, streamlined bodies, forked tails, fly, hugh eyes, double row of teeth. Stavanzer: 300' long, slate grey, sluglike, herd animal, vegetarian. Empire Communications Station on planet.

Venom of Argus

© Richard Avery

Fawcett 1976

Physical Human.

Mental Human.

Culture Human standard, elected officials.

Techno Up to par.

Import Power Packs, Power Plants, Techno Items.

Export Organic "Steel" Ropes, Mind Destroying Drug (temporary or permanent).

Notes 3 continents, day is 22 hours. Interesting flora & fauna:

Baboons: live in subsurface holes, tribal.

Blue Green Strand: flexiable, harder than steel, it is triggered by a "mushroom", if there is pressure on or near the mushroom the strand puts animal in cage & eats it.

Rhinos: males one horn, females two, males will sacrifice themselves to save herd.

Flowers: pollen will cuase males to lose ability to reason, reduced to emotions.

Dragonflies: large & carnivorous, live in swamps, larva in water, travel in 50 mph swarms, like pirana, encircle-play with-then eat prey.

Tree: 90' tall trunk, 9' wide, 18' mushroom top, pressure on ground cables causes tree to stab at pressure, then drop whatever has been stabbed into hole on top of tree.

S E

P 5

H 68

A norm

G .87

17 TERMINUS

Foundation

© Isaac Asimov

Doubleday 1963

Physical	Human.
Mental	Human.
Culture	Direct rule by Emperor.
Techno	Up to par, superb computers.
Import	Metal, Radioactives, Information.
Export	Information, Computers, Cash.
Notes	Main occupation of population is the publishing of a galactic encyclopedia, it is almost a religion with them. Empire Counselate & Communications Station on planet.

S A

P 9

H 70

A norm

G .96

18 MAKASSAR

A Spaceship for the King

© J. Pournelle

DAW 1976

Physical	Human, Strength -1.
Mental	Human.
Culture	Hundreds of small states along sea coasts, grasslands inland with nomadic barbarians, islands off coasts either sea-traders or pirates. There is almost constant war for food. Rigid warfare tactics except for barbarians. One major religion, has own city merchant fleet, war fleet, army.
Techno	Chainmail & plate, crossbow, Roman style armor common, oared ships (few sails).
Import	Weapons, Hi-Grade Steel.
Export	Spice, Cloth, Silver, Steel.
Notes	One continent, high icecaps, 2 large islands in North, seas mostly shallow. Most local animals & plants full of heavy metal poisons. First Empire Library is under main temple, guarded heavily, priests do not want anyone to go near it. Small Empire Communication Station (10 naval, 40 marine troops) on planet.

16

S C

P 7

H 80

A norm

G .87

Warriors of Dawn

© **M. A. Foster**

DAW Books 1975

Physical	Humanoid, 5' tall, brown hair, large grey eyes, high pupil, 5 fingers little finger is second thumb, 4 toes, wide body can walk easier than humans, color, I.R., U.V. vision, bad night vision. Males are shaven or have hair in plumes, wear lionclothes, have tattoos hard to tell sexes apart. Reflexes +3, Danger Sense 0-5. Also Humans on planet.			
Mental	Rarely get upset, use base 14 numbers, will not use projectile weapons or weapons that leave the hand, consider them "unclean".			
Culture	Each family group of four parents has a total of 3 children, which intermix with other family groups, each family performs a specific function for the community, new families may be started with permission of the ruling family, breed human slaves for special traits such as beauty, strength. Humans that are not slaves work at subsistence farming. Humans trade food to Ler for equipment.			
Techno	very good, humans use low technology rafts, horses.			
Import	Food, Literature, Radioactives, Ships, Transportation, Unskilled Slaves (of special types).			
Export	Refined Fuel, Spice, Gems, Human Mutants, Computer Parts.			
Notes	Ler extremely skilled at hand to hand combat, can take out a laser armed human. Sun is blue, constant earthquakes, extreme axial tilt, mountains up to six miles tall, which divide planet into small areas, gorges cut through mountain ranges, temperature varies from 700° to -250° at poles.			
S D	P 8	H 50	A thin oxy	G 1.1

20 VALERIA

First Lensman

© E. E. Smith

Pyramid 1966

Physical	Dutch descent, but squat and massive. Strength +8, Reflexes +3, Endurance +3.			
Mental	Human.			
Culture	Human, elected democracy.			
Techno	Up to par.			
Import	Electronics, Tools, Mech.			
Export	Diamonds, Drugs, Special Alloys.			
S C	P 7	H 10	A dense oxy	G 3

21 MARUNE

Marune: Alastor 933

© Jack Vance

Ballantine 1975

Physical	Human.
Mental	Physical contact is immoral, results in pariah status. Eating is done in private behind masks. Very sensitive to insults, all are scholars. Intimacy rare.
Culture	All actions regulated by sunlight. No man may kill a higher ranked man. Feudal system. The nobility has an artform: to inhale a succession of aromas, to praise much of inhale deeply is poor behavior.
Techno	Stone castles, houses timber & stucco. Aircars very rare, usually illegal, one & two man open cockpit gliders. Embargo on energy weapons.
Import	Luxuries, Liquors, Spices, Natural Scents.
Export	Emeralds, Book of Deeds (all hand written & illustrated).
Notes	4 star system, orange dwarf, green, blue dwarf, red dwarf. No bright days, night every 30 days, night is a no law time by custom. Port has rental aircars. Listo: semi-intelligent biped, lives in highland forests, loose pelt, black-brown, internal budding to reproduce, bisexual. Empire Counselate & Communications Station on planet.

22 MASKE

Maske: Thaery

© J. Vance

Berkley 1977

Physical	Human. Mora: Humanoid, slight build, black hair, olive complexion, eyes dark green to black, elliptical pupils, Dexterity +2.
Mental	Both Human.
Culture	Human; numerous countries on coast, primogeniture. Mora: minimum social unit four people ("married" group), always kin-grouped to another household. Thief +1.
Techno	Telephones, horse & power driven carriages, small caliber auto-rifles, knives, shields, Air Force & Space Navy.
Import	Luxuries, Advanced Weaponry, Computers.
Export	Steel, Wood, Mora-made Rugs (quality is determined by how many lifetimes rug took to weave).
Notes	Ocean forms ring around equator, high mountains near coasts, only coasts inhabited, ocean full of 30'-70' sail & powered boats which form a sea nation.
WARNING: Strict laws against aliens in some nations. Starship landings not allowed in national areas.	

S X

P 8

H 30

A norm

G 1

23 TRENCO

First Lensman

© E. E. Smith

Pyramid 1965

Notes No Intelligent Races.
Massive Visual Distortions on planet surface. Rains 47" per night. 850 mph winds, violent electrical storms. Air pressure is triple Earth standard.
Almost all vegetation contains the drug Thionite. Thionite affects all warm blooded beings. The drug is purple, it is inhaled, then fulfills every desire in user.
Armed **Empire Warbase** in orbit.

S A **P** 2 **H** 30 **A** exotic **G** 1

24 ASTRA

Starborn

Andre Norton

© World Pub. Co.

Ace 1957

Physical 4' tall, silky hair, hugh eyes, no eyelids, 3 fingers and opposing thumb, webbed feet, no visable ears
Spear +1, Dagger +1, Ocean Survival +3, Swimming +3

Mental Curious, brave, claustrophobic, trusting. Telepathic, but rarely with other species.

Culture Primitive tribal; each tribe has its own territory, a chief (usually an elder) rules a tribe.

Techno Spears, daggers, mostly made of bone.

Import Tools, Equipment, Machines, Plastic Cloth.

Export Spices, Artifacts.

Notes 5 hidden First Empire bases, mostly ruined, on planet.
Interesting Fauna
Flying Snake: maximum 18-20' long, has barbed tail & fangs
Duocorn: horse like, slate blue colored, antelope type horns, deadly.
T-Rex Type: 7-10' long, webbed feet, long neck, oviparous.

25 HARMONY

Sweetwater

© Laurence Yep

Camelot 1975

Physical	Human. Argan: furry, 4' high, 8 legs, each used as either hands or feet, faceted eyes, extremely strong, good swimmers.
Mental	Inland Humans: Normal. Coastal Humans: hate the land & outsiders. Argan: love music, hate people.
Culture	Inland Humans: Normal. Coastal Humans: nomadic, live in boats or in half-sunken cities, live off sea. Argan: Live in distant coastal waters or in sunken cities, once a decade they spin cocoons & sleep for a week, this rejuvenates them, they are immortal.
Techno	20th century Earth , some newer but very rare & expensive.
Import	Inland Humans: Luxuries. Coastal Humans: Boats, Weapons. Argans: Nothing.
Export	Sunfish, Coral Gems, Argan Cocoon Fabric, Seadragon Eggs (50,000 credits each, 3" cube, empathic good feelings).
Notes	Planet has three moons, 50 year tide cycle, salt water oceans, rainy winters. Sunfish: up to 130 pounds, swim inland to spawn each fall, gold, good eating. Seadragon: 2,500' long, sausage shaped, weigh 100 tons, huge fins, triangular head on long snakelike neck, vegetarian, lives on giant kelp. Medusa: mobile sea anemones, up to three cubic feet, can kill. Hydra: up to 2' long, squid shaped, several tentacles each with suckers strong enough to draw blood by suction, predators, moves short distances at very high speeds, transparent red, hunt in packs, can survive in air for 10 minutes.

S 2C

P 7

H 70

A norm

G 1

Planet Explorer© **M. Leinster****Avon 1957**

Physical	Human, Strength +1, Mountain Survival +1.			
Mental	Human, Mining +2.			
Culture	Human Standard, entire economy based on mining.			
Techno	Standard, but poor.			
Import	Vehicles, Power, Mining Equipment, almost anything else.			
Export	Metals.			
Notes	There is an artificial ring of dust around planet. Maximum temp about 40° F.			
S D	P 7	H 0	A norm	G 1.2

27 **PILOS****Galactic Derelict**© **A. Norton****Ace 1959**

Physical	Humanoid, long narrow clawed toes, batlike wings, large pointed ears, deepset eyes, vertical slit nose, fangs. Lance +2, Blowgun +2.			
Mental	Human, have mating season, strongly protect women & young (young cannot fly).			
Culture	Tribal.			
Techno	Blowgun & poison darts, lances.			
Import	Teachers, Power Sources, Weapons.			
Export	Perfumes, Spices, Woods, Artifacts.			
Notes	Vast ruined First Empire Cities on planet. Vegetation is green-blue with some scattered orange-red. Interesting fauna: Sabertooth: 8' long, 6 legs. Puppy: long narrow wings, 3 legs (2 in front, 1 back), 4 eyes (2 front, 2 back), pale blue fur, blue eyes, 2' long, curious. Unnamed: 4 high arms, 2 lower tentacles, 4 legs, round head, thick hair, very strong, carnivorous, nocturnal, carnivorous, run in packs (1-100).			

28 VALHALLA

Time Enough for Love

© R. A. Heinlein

Berkley 1975

Physical	Human, average height 6' 3". Mountain Survival +2, Knife +2.			
Mental	Human.			
Culture	Company owns ports, individuals own rest of planet. Few women, many knife duels.			
Techno	Up to par, most transport by sleigh & reindeer.			
Import	Almost Everything.			
Export	Heavy Metals, Furs.			
Notes	No seasons, temp always about -30° F.			
S B	P B	H 30	A norm	G 1.14

29 ARCON

Yellow Fraction

© Rex Gordon

Ace 1969

Physical	Human, die at age 40.
Mental	Human.
Culture	Military Dictatorship, otherwise normal, university training obligatory.
Techno	No energy weapons, airplanes, wheeled vehicles.
Import	Steel, Grain Meat.
Export	Iridium, Tantalum (Special Alloys).
Notes	Blue grass, pink beaches, shallow inland seas, vast deserts, lot of dust in air causing "blue" air, lost of swampland. Dust in air causes humans to age twice as fast as normal. Most dangerous fauna is a 9" frog which spits tactile nerve poison. Arcon is the 37th planet in a binary system. It has a 90 year irregular orbit. There are three power cliques : Blue: wants to modify man to the planet. Green: wants to modify planet to man. Yellow: wants to leave planet. (Yellow clique members are pariahs, no jobs or government relief).

30 RIGEL

First Lensman

© E. E. Smith

Pyramid 1966

Physical	Oildrum body, 4 blocky legs, many tentacles, immobile domed head, no eyes or ears, deaf, radiation tolerance. Strength +3, Endurance +6, Dexterity -3.				
Mental	Standard, but very unemotional, no drive, fatalistic.				
Culture	Standard.				
Techno	Standard, superb transportation network.				
Import	Consumer Goods.				
Export	Techno items.				
Notes	Star is a blue giant with much radiation.				
S 6E	P 8	H 20	A norm taint	G 1.5	

31 LIBAUR

Hunters of the Red Moon

© M. Z. Bradley

DAW 1973

Physical	About the same mass as human, but able to change shape at will, cannot be killed except by a direct hit in the brain, long lifespan, asexual (fission).				
Mental	Love to hunt & kill.				
Culture	Anarchy, capture & hunt beings that land on world.				
Techno	Primitive, radios & old spacecraft, some cyborg robots.				
Import	Orbital Defense Facilities, Electronics.				
Export	Small Artifacts.				
Notes	Single planet with massive moon, moon is completely red. A festival is held every two months: natives hunt intelligent beings that land on planet, prey has choice of weapons, between dusk & midnite prey is safe in circles, festival lasts 11 days, survivors (it is extremely rare for prey to survive) get 100,000,000 credits & transportation off planet.				
Moon:	S E	P 0	H 0	A norm thin	G .9
Planet:	S B	P 7	H 10	A norm thin	G 1

32 NEVIA

Triplanetary

© E. E. Smith

Pyramid 1968

Physical	4 independant eyes, 4 hands, 4 legs, scales, cold blooded amphibians. Ocean Survival +3, Swimming +5.			
Mental	Totally logical.			
Culture	Similar to Human normal.			
Techno	Up to par, but non compatible.			
Import	Consumer Goods, especially fruit & spices.			
Export	Radioactives, Jewelry, Drugs.			
Notes	Cities consist of hexagonal towers, one-half underwater; many canals on planet.			
S C	P 8	H 100	A norm thin	G 2

33 ARRAKIS

Dune

© Frank Herbert

Ace 1965

Physical	Human.				
Mental	Human, Desert Survival +6, Reflexes +2, Knife +1, Discipline +3.				
Culture	Highly tribal,				
Culture	Highly tribal, custom bound, fierce discipline, superb soldiers.				
Techno	Swords, Desert Survival Suits, not interested in techno products except for Desert Modifying Technology, & Weapons.				
Import	Techno Weapons, Desert Modifying Technology (Weather satellites, modified grass, dew collectors, etc.).				
Export	Melange: addictive drug has geriatric & partial prophetic properties.				
Notes	Entire planet is like Sahara Desert, North Pole is mountainous. Sandtrout encyst (enclose with their bodies) water. They change to Sandworms, water is poison to them as sandworms. Sandworms produce Melange as they move in desert. Sandworms are huge (can swallow helicopters), and deadly. Sound or regular movement upon desert attracts them. They can be ridden but requires special tools and skills.				
S 4C	P 7	H 0	A norm taint	G 1	25

34 TAMBOOL

Earthblood

© K. Laumer & G. R. Brown

Doubleday 1966

Physical	Many races both humans & aliens.			
Mental	Many races both human & aliens.			
Culture	Old trading city, hundreds of different races living in enclaves, no laws.			
Techno	No production, but lots of leftover and imported equipment, intensive farming communities around city.			
Import	Anything, lots of black market dealing.			
Export	Anything, lots of black market activity.			
Notes	Planet mostly desert. Empire Counselate, Communication Station, & Travelers on planet.			
S 3B 6C	P 8	H 50	A thin	G .9

35 WATSON

Starbrat

© John Morressy

Walker 1972

Physical	Human.
Mental	Human, trained to be emotionless information collectors, no initiative, do things only how they have been done before.
Culture	Wear masks and color coded uniforms.
Techno	Up to par, best computers in known space, superb hydroponics, null G tubes in cities.
Import	Information.
Export	Information, usual cost 2-6 million credits per question, they may accept the asker performing a mission for them in lieu of payment.
Notes	On landing on planet each person must fill out 6 hours worth of forms and answer 4 hours of question. The planet is totally built up except for the sea, only primitive life in sea. Watson has extradition treaty with almost all other planets. Empire Naval Base, Scout Base, & Travelers on planet.

36 PAO

Languages of Pao

© Jack Vance

Ace 1958

Physical	Human, 5' 6" tall, fair skin, hair brown or black.
Mental	Human, peaceful, caste & status important, get lonely, scared of open spaces.
Culture	Hereditary ruler on each continent, a high king over all, have concubines, base 8 number system.
Techno	Up to par, massive, labor-intense agriculture.
Import	Food, Luxuries, Drugs.
Export	Art, Machinery, Equipment, Guns.
Notes	Eight continents, no seasons or climate change. Empire Naval Base & Counselate on planet.

S 8D

P 10

H 20

A norm

G 1.04

37 MIDWORLD

Midworld

© A. D. Foster

Nelson-Doubleday 1975

Physical	Human, 5' tall, massive upper torso, prehensile toes, green eyes, dark brown skin & hair, Strength +1, Balance +3, Dexterity +3, Acrobat +3. Furcot: mobile plant, 6 legs, dark green fur, 3 eyes, long ears, tusks, weigh 500 pounds, supersharp claws, similar to bear.
Mental	Human, ecologically conscious, 3D conceptualization of space, human & Furcot can empath with native plants.
Culture	Human, Furcot: tribal, symbiotic with home plant (protection basis).
Techno	Primitive, rifles of vegetable materials, knives.
Import	Orbital Protection Devices & Similar Technology.
Export	Wood (x2), Spice, Seeds, Anagathic (from burls on home trees, each burl worth 10-20 million on black market).
Notes	Planet is one landmass, all forest, no seasons. Trees are $\frac{3}{4}$ mile tall, seven distinct levels, different flora & fauna on each level, home tree only lets own tribe into it.

S D

P 7

H 0

A norm

G 1

27

38 NIOND

Rogue Queen

© L. S. deCamp

Ace 1951

Physical	6' 7" tall, weigh 150 pounds, 3 fingers & thumb, slit pupils, rose-red skin, crested hair (mohawk style), egg layers.			
Mental	Very little sense of humor, hive is all important. Sword +1, Knife +1, Spear +1.			
Culture	Beelike, neuter females, very few males, fertile queens. Hives engage in wars for food.			
Techno	Bronze Age, swords, knives, bows, spears.			
Import	Steel, Musical Instruments.			
Export	Cereal Grain.			
Notes	All life on planet bipedal, hairless except for crest.			
S B	P 8	H 40	A norm	G 1.1

39 TOLK

A Hostage for Hinterland

© A. Darnay

Ballantine 1976

Physical	Human, city dwellers lifespan 55, tribal members lifespan 80 years.				
Mental	Passive Empaths, city dwellers & tribal members do not mix.				
Culture	Cities: technology fanatics, synthetic food, 39 cities, have clique wars for control of government. Tribal: Ecology fanatics, frown on technology but use some.				
Techno	Cities: Aircraft, fusion power, jetbelts, radio & tv, gas guns & missiles. Tribal: Ponies, crossbow, knives.				
Import	Cities: Helium, Luxuries. Tribal: Steel, Ultra Plastics, Weaponry.				
Export	Cities: Techno Items. Tribal: Textiles, Furs, Gems, Spice.				
Notes	Massive amounts of radiation around. Cities are 3 km. tall pillars, grav supported, dome on top, helium cooled. Giant rabbits telepathically induce protection & pity in humans.				
S B	C 3D	P 9	H 70	A norm	G 1

40 SCAR

Jester at Scar

© E. C. Tubb

Ace 1970

Physical	Many races, mostly human.
Mental	Many races, mostly human.
Culture	No industry, no ruling class, no stable population.
Techno	Machetes, slug guns, some aircraft but very expensive.
Import	Aircraft, Airrafts, Electronics, Tools, Polymers.
Export	Spores & Fungus of rare types, all type Tourism facilities.
Notes	No native land life, but much aquatic. Planet has 15 days dusk, 30 days night, with continual rain, 15 days dusk, 30 days very hot days. Planet's sun is Red Giant.

S C

P 7

H 50

A dense oxy

G 1

41 DIKOTOMIO

Jack of Shadows

© Robert Zelazny

Signet 1971

Physical	Human: Nightside population has random mutations.
Mental	Human: Dayside population will not accept the existence of nightside.
Culture	Dayside: Elected president and council. Nightside: Feudalistic anarchy.
Techno	Dayside: Twentieth Century Earth. Nightside: Medieval Earth, have good espers, espers will fight for power.
Import	Dayside: Advanced technology, Luxuries, Power sources. Nightside: Weapons, Communication Devices, Esper Drugs.
Export	Dayside: Gems, Wines, Textiles. Nightside: Esper Training, Furs, Gems.
Notes	Planet does not rotate, but both sides are habitable. There is a subsurface artifact: a working, self-protecting computer. On Darkside there is a psi-source (located in a swamp) that can bring people back to life. Empire Counselate on Dayside.

S 6A

P 9

H 40

A norm taint

G .95

29

42 GRAM

Space Viking

H. B. Piper

© H. B. Piper

Ace 1963

Physical	Human			
Mental	Human choice of 2 combat skill, +2; all other combat skills +1			
Culture	The government condones pirates and raiders. Political structure is new-feudalism; peon to duke to king. Each duke has hereditary land and usually only industrial or agricultural specialty. Empire Conselate on planet.			
Techno	up to par			
Import	Luxuries & Information			
Export	Farm Goods, Mech, Electronics, Technicians, Information			
S 6A	P 10	H 50	A normal	G 1

43 ELTANIN

Planet of Exile

© U. K. LeGuin

Ace 1966

Physical	Human, humans need enzyme shots to eat food. Hilf: Humanoid, yellow eyes, Ax +2.
Mental	Human: Normal, can telepath voluntarily (projection only) Psi Level +4.
Culture	Human: ten man ruling council. Hilf: tribal, status important, polygamous.
Techno	Human: Dartguns (shoot 50 meters, dart drugged), crossbow. Hilf: Sword, spear, sling, ax, carts, tents.
Import	Technology, Medical supplies & technology, Transport Mech.
Export	Furs, Copper.
Notes	Planet mostly mountains & forests, one Eltanin year equals 60 Earth year, winter 15 years long, moon on 400 day cycle. Hilfs stay underground during winter, winter winds up to 100 mph. 2,000 humans on planet.

44 **DASOR**

Skylark Three

© **E. E. Smith**

Pyramid 1967

Physical 6' tall, thick green skin, hairless, black eyes, very short arms, broad shoulders, webbed fingers and toes, weigh 300 pounds, can stay under water for one hour.
Ocean Survival +4, Swimming +3, Diving +3, Strength +2.

Mental have a very strong urge to breed.

Culture Many laws, strongly enforced. Hereditary power elite.

Techno Tide motors, wave motors, beam power, floating cities.

Import Electric Power Devices.

Export Ocean Produce.

Notes Water is copper sulphate (poisonous to humans). **Empire Conselate** on planet.

S E

P 9

H 90

A norm

G 1.8

45 **YIKTOR**

Moon of Three Rings

© **A. Norton**

Ace 1966

Physical Human.
Thassa: smooth skin, no beards, high black eyes, silver white hair, eyebrows meet hairline, thin & agile, Dexterity +2, Endurance -2.

Mental Human.
Some Thassa are "Moonsingers", are able to perform mind transfer & animal control (when all three rings of moon are bright), use wand & incantations to focus powers, against Thassa law to do body change.

Culture Feudal system, guilds, trade fairs.

Techno Buildings designed to be both home & fort.

Import Fabrics, Agricultural Equipment, Tools.

Export Concentrate for rare wine, Furs, Esper Training, Aluminum.

Notes Moon with three rings varies, when all three rings are bright esper power is at highest level. Trade fair every 2 years, fairgrounds give immunity to all, breaking the peace during trade fair is punished by death.

S C

P 8

H 60

A norm

G 1.1

31

46 JONTAROU

Universe Against Her

© J. H. Schmitz

Ace 1964

Physical	Cat type, bronze-brown fur, weigh 400 pounds max., up to 8' long not including tail, suckerpads on paws, 3" canines, green eyes, totally chameleon, white head, females smaller than males and have pompom on top of head.
Mental	Pragmatic, telepathic within own race or to another telepath, Telepathy +4.
Culture	Nomadic.
Techno	None.
Import	Esper Training.
Import	Nothing.
Export	Esper Training.
Notes	Human colony on planet, have furs to trade want almost anything. Empire Counselate on planet.

S A

P 9

H 55

A norm

G .94

47 RAGNAROK

Survivors

© Tom Godwin

Gnome 1958

Physical	Human, slightly stocky, ultra-fast reflexes, max height 5', 45 year lifespan, 100+ lifespan at 1 G. Strength +2, Reflexes +2, Honesty +3.
Mental	High sense of responsibility toward race.
Culture	Very tight clan structure.
Techno	Up to par, all imported.
Import	Technology, Defensive Weapons, Ships.
Export	Drugs (Cathartics & Paralyzers), Rubies, Emeralds, Mercenaries, Pilots.
Notes	Winter & Summer very long, extremes in temperatures, no heavy metals. Number of virulent non-contagious diseases on planet. Interesting fauna: Prowlers: domesticated 300 pound wolf/tiger, black, telepathic receivers. Unicorn: Bull shaped, grey, boar head, 1 curved horn, will call for help. Mockers: 10 pound, bearlike, telepathic repeaters. Crawlers: 6000 pound centipedes, 6 mandibles, poisonous.

Under the Green Star© **Lin Carter****DAW Books 1972**

Physical	Humanoid, elfin, large golden eyes, ivory skin, almost blind in sunlight, abilities include: Gliding, Bow, Forest Survival.
Mental	Normal, no fear of heights.
Culture	Hereditary class society, population fed by low-class hunters & gatherers, many city states.
Techno	Primitive, bow, sword, lance, ride animals, some First Empire Artifacts , cities built on tree branches.
Import	Weapons, Medicine, Mercenaries, Transportation Devices.
Export	Amber (have incredible collection), Spice, Pollen, some Artifacts.
Notes	Dim cloudy skies, 2 mile tall trees - main branches up to 60' wide - pale yellow leaves, high atmosphere pressure. Interesting fauna: Ythid: suckerfeet, hooked snout, 6 legs, double row of teeth. Zaiph: Dragonflies, 4 wings, green gold & crimson, can be ridden. Dhua: Moth, 10' long, topaz body, black heads with red eyes & antenna, wings emerald & crimson. Xoph: Giant Spiders. Zzumalak: Giant Bees size of bulls. Zawkaw: Giant bird, 200' wingspan, predator, steel blue.

S D**P 11****H 30****A norm dense****G .9**

49 WA'AST

Great Explosion

© E. F. Russell

Pyramid 1963

Physical	Human, Strength -1, Dexterity +2.			
Mental	Rage easily, no discipline, very obstinate.			
Culture	Clan structure, one clan to a keep, maximum clan size 1,000, 16,000 keeps on planet. No contact between clans except during trading season, once per year in spring, trading signal is inviolate, trade artifacts & women. Besides clans are gypsies, nomadic, live in tents, never fight except for defense.			
Techno	No metal, canoes, wagons, crossbows.			
Import	Women, Swords, Weapons, Horses, Boats, Clothing.			
Export	Lizard Skins, Furs, Sand Gems.			
Notes	Mostly plains & deserts.			
S X	P 7	H 20	A norm	G .8

50 HUDLAR

Hospital Station

© J. White

Ballantine 1962

Physical	6 thick short legs, trunk like grabbers, flexible armor-plate hide, weigh 4000 pounds, radiation tolerant, feed by absorbing liquid through skin. Can survive vacuum for several hours. Skin must be cleaned weekly by high pressure water or sand, as they are susceptible to fungoid skin infection (usually non fatal). Infra-red vision only. Strength 4 dice +4, Endurance 4 dice +4.				
Mental	Normal.				
Culture	Strict hierarchy, advancement by vote of next lower class. head of hierarchy is a planetary council of 11.				
Techno	Up to par.				
Import	Luxuries.				
Export	High-pressure Plastics.				
Notes	Atmosphere 7 times Earth standard, full of plankton & sand, winds up to 600 mph, opaque. Empire Counselate & Travelers on planet.				
S 34	S 4A 6B	P 10	H 40	A dense exotic	G 4

51 ABBA

At the Seventh Level

© Suzette H. Elgin

DAW 1972

Physical	Human.			
Mental	Human, Poet +2.			
Culture	Similar to Persian Harem system. Poets have the best possible occupation, they rule government. There is a strict caste system, professions are for life, with a unique occupation-costume. Formality & Politeness very important. Any crime is legal if registered, beforehand. Poetry is a gift from the "Holy Light".			
Techno	Up to par.			
Import	New Technology, Luxuries, Spices.			
Export	Poetry, Art, Electronics, Textiles.			
Notes	Empire Counselate on planet.			
S 3D 1C	P 8	H 60	A norm	G 1

52 HIVE

Derai

© E. C. Tubb

Ace 1968

Physical	Human			
Mental	Human			
Culture	Eleven Noble Houses, all trade divided by population base, court held by nobles, fief system, many beggars. In past wars over trade.			
Techno	Up to par but poor, usually use daggers and swords as weapons.			
Import	Luxuries, Vacc Suits, Polymers.			
Export	Honey, Wax, Perfume, Spirits, Wines, Liquors, Royal Jelly (ambrosia, very expensive), all selling done by auction.			
Notes	Areas not owned by Noble Houses called Freelands, no law in freelands, all sorts of people, medium level radioactivity. Planet is tropical. Wild Bees are telepathic, all help a threatened one: Small bees, tame, honey producing type. Sparrow sized bees, red, wild, swarm, deadly, like caves and houses.			
S 7D	P 8	H 40	A norm	G 1.1

Forgotten Planet© **M. Leinster****Ace 1954**

Physical	Human.
Mental	Human, strong accent on self-reliance. Insects +4, Spear +3, Dagger +2.
Culture	Benevolent Dictatorship elected for life.
Techno	Up to par. Weapons usually spear & dagger. (Bravery ethic encourages face to face fights).
Import	Drugs, Self-Reliant (repairable) Technology, Consumer Goods.
Export	Iridescent Chitin, Toxins, Tourism, Hunting, Moth & Butterfly fabric, cured to softness (by a secret process).
Notes	No animals, only insects, plants, & fungus. An Earth insect that measured 1mm would be 1 foot on this planet.

S D**P 7****H 70****A norm taint****G .9**54 **TRULLION****Trullion: Alastor 2262**© **Jack Vance****Ballantine 1973**

Physical	Human, Swimming +2.
Mental	Human, usually unused to adversity.
Culture	Work as little as possible, distrust technology. Planet divided into 20 states with aristocracy, low profile government. Wandering nomads avoid cities, have boats with wheels.
Techno	Up to par, energy & edged weapons.
Import	Literature, Boats, Small Propulsion units for boats.
Export	Gems, Textiles, Cauch (an aphrodisiac).
Notes	One continent near equator, central mountains & volcanoes, lush abundant vegetation, many small islands around continent. Cauch is made from a mold spore found in the mountains of the outlands. Interesting fauna: Merlings: amphibious, semi-intelligent, nocturnal, have a truce with humans. Karpour: Tiger like beast found in mountains.

55 SAMALLE

Zenya © E. C. Tubb DAW 1974

Physical	Human, Strength +2, Blade Combat, Judo.			
Mental	Human, warriors, Gun Combat +2, Tactics +3.			
Culture	caste system, change position by competition, highest caste is warrior, ruled by elected warrior council of 10, warlord has tie breaking vote.			
Techno	Up to par.			
Import	Weapons, Radioactives, Information.			
Export	Mercenaries, Military Advisors.			
Notes	4 major continents, numerous small islands, harsh climate, sun is variable causing extreme variations in climate. All native animal life is fast & deadly. Empire Counselate on planet.			
S A 3B	P 9	H 50	A norm	G 1.4

56 DIOMEDES

War of the Wing Men Poul Anderson © Ace 1958

Physical	5' tall, 18' batlike wings, tail with rudder, otterlike body, arms below wings, legs bend backwards, 4 taloned feet, neck 1' long, round head, yellow eyes, black nose, blunt muzzle, cat whiskers, bearlike teeth, short brown fur, omnivore. Abilities include: Knife, Ax.				
Mental	Normal.				
Culture	Flocks (tribal), some live in cities, some migrators.				
Techno	Obsidan knives, flint axes, bolos, leather armour, wood boats.				
Import	Tools, Weapons, Metals.				
Export	Furs, Gems, Drugs.				
Notes	Atmosphere 6 times Earth standard, average temp is 40° F., allergic reactions among humans common, humans need shots to breath, can never eat native food. Research-Trading base on planet.				
S B	P 7	H 50	A norm dense taint	G 1	37

57 MESKLIN

Mission of Gravity

H. Clement

© Doubleday 1957

Physical	Catapiller, 18" long, 2" diameter, pincers, front suckers are hands. bisexual egg layers, breath methane & hydrogen. Scared of Heights, Endurance +4.
Mental	Normal, scared of anything higher than 4".
Culture	Standard.
Techno	Primitive, woodworking, carved ice, few dirigables.
Import	Plastics, Sugar.
Export	Knowledge of low temp chemistry, Exotic Chemicals.
Notes	The Sea creatures are hugh. A fall of 6" would kill any natives. Planet is eggshaped. Its gravity varies from 3-700 Gs. Air pressure is 8 atmo. Planet has 200 days of high winds followed by 200 days of calm.
S E	P 9 H 40 A exotic dense G variable by location

58 AOKU

Blue World

© Jack Vance

Ballantine 1966

Physical	Human, Swimming +2, Ocean Survival.
Mental	Human.
Culture	Humans desended from prison ship, caste system, caste names no longer have meaning, caste names are taken from underworld occupations hoodwinker, larcener, etc., also tribes of savages.
Techno	Reed buildings on lily pads, lagoons with netted bottoms, fish & goral in lagoons, smelt fish & plants for copper & iron, bows & swords, produce electricity.
Import	Power Cells, Solar Cells, Iron, Steel, Nylon, Plastics, Water Technology.
Export	Pollen (sold as Drug X2).
Notes	Giant Lily pads float on stalks, single leaf may be 9 acres, 100' foot pods for private homes. Communications by semaphore towers. Kragen: surfact animal, cylinder with 4 mandibles, 8 palps, 4 eyes on top of turret, black, up to 60' long, sensitive to electric voltage.

59 ALBAZAR

Purloined Planet

© L. Carter

Belmont 1969

Physical Lobsters, 3 eyes, 9' tall, scarlet exoskeleton, egg layers, Strength +3.

Mental Normal, abilities include; Bribery, Admin.

Culture Planetary Congress & President, no crimes, wear no clothes or ornaments.
167 major clans, live in clan burrows.

Techno Very sophisticated drug industry, have a credit card system, only one city-built
down not up.

Import Luxury Food, Literature, Art.

Export Drugs, Art, Technology.

Notes Planet is all red mud, 100% humidity, low mountains, plants grow very fast, up
10' minute max. **Empire Counselate** on planet.

S A

P 11

H 98

A exotic

G 1.5

60 STHOR

Ultimate Weapon

© J. W. Campbell Jr.

Ace 1966

Physical 7' tall, double-kneed legs, 4 toed feet, covered with mottled gray-brown
feathers, 2 eyes vertically positioned, head is hatchet shaped with eyes on edge,
ears are cups on a stem, upper eye is large & telescopic, lower eye is small &
microscopic, insensitive to yellow, can see ultra-violet. They are sensitive to air
pressure, omnivores.

Strength +1, Dexterity +3, Hearing +2, Vision +4, Temp Endurance +4.

Mental Normal.

Culture Nomadic, strong belief in Gods.

Techno Up to par.

Import Radioactives.

Export Techno Equipment, Electronics.

Notes Sun is a Red Giant Variable, temp varies for -60° to +190° F. **Empire
Counselate** on planet.

S 4A

P 9

H 40

A norm taint

G 1.1

39

61 LOAME

Technos

© E. C. Tubb

Ace 1972

Physical	Human.			
Mental	Human, slow & peaceful, strong love of the land, Agriculture +2.			
Culture	Government by "Growers", vote on all issues. Big families, serfs, main occupation is farming.			
Techno	Up to par, houses of mortared stone & timber.			
Import	Fertilizer, Power, Luxuries.			
Export	Foods, Perfumes, Liquors, Seeds.			
Notes	Planet barren except for where cultivated for centuries. Thorge: fast growing thorny tendril like plant, spores drift, acidic sap, spores form a poison smoke.			
S 3B	P 8	H 60	A norm	G 1.1

62 MORKATH

Star Barbarian

© D. G. Van Arnam

Lancer 1969

Physical	Human.			
Mental	Human, prejudice against technology. Many "wizards" with minor esper powers Psi Level +1, Edged Weapons +1, Shuriken +1.			
Culture	North Continent: 30-40 scattered states, have mercenaries. South Continent: Unified religious hierarchy, 20 tribes in Northern forests.			
Techno	Primitive, sword, lance, shuriken, some First Empire remnants.			
Import	Weapons.			
Export	Gems, Furs, Artifacts.			
Notes	2 widely seperated continents, scattered islands. Old pirate base/trade city hidden. Small animals telepathically detect hostility. Interesting fauna: Kaphai: horned horses, massive, run in huge herds, will stampede. Cyyu: Poisonous reptile, 1' long. Bamador: Jungle cat, pelt is highly prized.			
S X	P 7	H 70	A norm	G 1

63 VALADON

Man Without a Planet

Lin Carter

©Ace 1966

Physical	Human, yellow eyes. Strength -1, Dexterity, Sword +1.			
Mental	Human, have two languages, formal & informal.			
Culture	High King, many clans, much fighting between clans but rarely to the death. They pay homage to seven Gods; Jade, Lava, Brass, White Granit, Red Gold, Iron, Kohnwood. They use no beds or chairs, lie prone or sit on cushions.			
Techno	Mostly swords, some lasers.			
Import	Techno Equipment, Spices.			
Export	Chark (green wine, rarest is in stone bottles), Diamonds, Snowcat Fur, Nickel, Zinc, Copper, Cinnabar.			
Notes	Planet is mostly plains & desert.			
S A 2B	P 8	H 20	A norm taint	G .87

64 ZHA

Tower of the Medusa

© Lin Carter

Ace 1969

Physical	Humanoid, broad shoulders, bronze skin, grey eyes, manes of metallic crimson hair, Strength +1, Sword +2, Jungle Survival.				
Mental	Male warrior dominated society, they treat women as slaves, non-warriors as babies, other warriors as equals.				
Culture	Caste system, clans, females are slaves, manhood achieved by killing another man.				
Techno	Swords, no mounted combat, energy weapons starting to appear but frowned upon by code of battle.				
Import	Powerguns, Liquor, Energy Tools.				
Export	Dragonskins (worth 16,000), Crystals (worth 1800), Blades (worth 500), Water-repelling Weathercloaks (rare).				
Notes	Mostly jungle, rainy season lasts 1 month, mecurial sulphide in plants, animals, water-slow poison to humans, vegetation is red, much mist.				
S D	P 7	H 65	A norm	G 1.2	41

65 THOTH

Thief of Thoth

© L. Carter

Belmont 1968

Physical	Human, dark purple skin, canary yellow hair.			
Mental	Human.			
Culture	Religious hierarchy, worship Cavern Kings, priests wear lizard suits, priests are extremely paranoid.			
Techno	Up to par, but only used by priests and rarely.			
Import	Lower classes want Luxury Items, Upper classes want nothing.			
Export	Gems, Liquor, Steel.			
Notes	Planet is mostly barren, lot of flourine in air & soil. Remnants of Lizard-like technological race underground. Priests will let pilgrims 7 missionaries in to see artifacts. Ultra rare gems on planet.			
S C	P 9	H 0	A norm taint	G .92

66 EHLAI

Coming of the Horseclans

© R. Adams

Pinnacle 1975

Physical	Human.			
Mental	Human.			
Culture	Horse tribes on plains, imperial cities along coasts, pirates & traders on islands.			
Techno	Spear, sword, lance, chainmail.			
Import	Plains: Powersources, Communicators. Cities: Weapons, Power Sources, Transportation.			
Export	Gems, Furs, Artifacts. Two continents connected by island chain, mostly plains, one moon. .001% of population is immortal except by oxygen/energy starvation. Interesting fauna: Maskis: giant racoon type, 20' long, carnivorous. Telepathic Cats: mountain lion type, 200 pounds, allied with a plains tribe. Telepathic Horses: allied with same plains tribe as cats.			
S D	P 8	H 80	A norm taint	G 1.1

67 CHAM O LARD

Jack of Swords

© E. C. Tubb

DAW 1976

Physical	Human, Strength -1.			
Mental	Human.			
Culture	Company owned & run planet.			
Techno	Up to par, superb ground/air defenses.			
Import	Weaponry, Power Systems, Information about Mutants, Food, Luxuries, almost anything.			
Export	Mutants, will provide any type wanted, lay away or cash & carry (they buy & train mutants of all kinds).			
Notes	Small very cold world, sun is Red Dwarf. Average temp 30°F., high winds.			
S A	P 7	H 0	A thin normal taint	G .81

68 TERALDE

Jack of Swords

© E. C. Tubb

DAW 1976

Physical	Human, facial filter hair.				
Mental	Human, abilities include; Horseman, Veterinarian, Bribery.				
Culture	"Owners" have huge ranches, all owners support police & laws, owners are the government. No charity given. Wars for land.				
Techno	Up to par, most buildings of massive stone.				
Import	Luxuries, Drugs, Security Devices.				
Export	Chelach Meat (one-half pound feeds a man for a day).				
Notes	Many crystals in air, causing lung damage & disease. Planet is mostly barren plains. Huge poverty quarters. Chelach: size of horse, horns, tail is a club of bone, sharp teeth, very fast. Insect: 3" long, scavenger, burrower, has an acid sting (dangerous but not fatal) attracted to water.				
S D	P 8	H 20	A norm taint	G .95	43

69 AKIEL

Recall Not Earth

C. C. Macapp

© Dell 1970

Physical	weigh 800 pounds, 4 legs, barrel shaped body, neck & head extend from center of body, from middle of body extend 2 arms, 3 fingers & thumb, toed feet, hairy, long neck, eat three pounds of grass per day, neuters smaller & lighter, warriors sterile have snout with teeth. Intelligence +2, Strength 3 dice +3, Dexterity -3, Endurance +3.			
Mental	Extremely loyal to "Hive".			
Culture	Intelligent Bee like culture.			
Techno	Up to par.			
Import	Weapons, Ships, Mercenaries, Artifacts, Information.			
Export	Techno Devices, Raw Materials.			
Notes	Full males are fertile, have hundreds of offspring. Hormones modify the sex/role of child, live up to 4,000 years.			
S B	P 7	H 80	A norm	G 1.2

70 VENUS

Big Rain

Poul Anderson

(All About Venus)

© Dell 1968

Physical	Human			
Mental	Human Scared of open spaces.			
Culture	Human			
Techno	Windmill power, hydroponics, fission. Ground transportation-armoured treaded vehicles			
Import	Luxury items, vacc suits, food			
Export	Uranium & Thorium			
Notes	The rain is formaldehyde. The deserts are alkali with heavy winds. Atmosphere is mostly CO2 with some nitrogen. The population lives in domes.			
S 4B	P 5	H -	A dense exotic	G .9

71 THARK'R-YON

Transition of Titus Crow

© Brian Lumley

DAW 1975

Physical	Flying Tyrannosaurus-Rex type, green & gold leather hide, long flexible neck, lay blue & gold speckled 9" oval eggs. Live in deep pools with running water in subsurface caves, air filled globes of fungus provide light.
Mental	Normal.
Culture	Matriarchy, heavy emphasis on raising young, due to low birth rate.
Techno	None.
Import	Medical Training, Drugs, Cash.
Export	Gems, Woods, Furs.
Notes	Large planet, tall mountains, humid, much volcanic activity, no metals. Native life heavily infected with parasites & disease.

S C

P 8

H 50

A norm

G .7

72 FIRENZE

Code Duello

© M. Reynolds

Ace 1968

Physical	Human, Strength +1.
Mental	Strong sense of honor, bad tempered, always armed, abilities include: Pistol, & Sword.
Culture	Government headed by President & nine man council (8 security men, 1 other). During elections anyone is eligible to be called out to duel, the challenged chooses weapons.
Techno	Up to par, no anti-grav devices.
Import	Luxuries.
Export	Liquor, Intelligence Equipment.
Notes	Almost every hand weapon known to exist is available on planet. The entire population is paranoid about danger to the state, anyone may be arrested for subversion. Empire Counselate on planet.

S A 4B

P 9

H 50

A norm

G 1.3

45

73 HARMONY

Three to Dorsai

© G.R. Dickson

Nelson-Doubleday 1975

Physical	Human.			
Mental	High religious fervor, little initiative, obstinate.			
Culture	Head of government is also head of planet wide religion. Two classes of religion; orthodox & moderate, orthodox have restrictions on activities such as proscribed foods. Religion has civil censors to keep population properly faithful, orthodox members use archaic speech. Church is militant, war is just a means to an end.			
Techno	Poor, but up to par.			
Import	Everything.			
Export	Cheap Mercenaries.			
Notes	Empire Counselate on planet.			
S 4B	P 10	H 60	A norm	G 1

74 ATHSHE

Word for World is Forest

© U. K. LeGuin

Berkley 1976

Physical	Humanoid, 3' tall, front green fur, rear whitish, carnivorous.			
Mental	Can't leave forest easily, sing & daydream to control themselves, aggression channelled by singing, "Gods" are anyone who changes the environment, an individuals dreams of the environment can change his reaction to the real environment, can not kill easily.			
Culture	Clan, elders rule, matriarchal, centered on hunting, "Dreamers" are men who speak "old tongue".			
Techno	Bows, houses in trees, rafts, totally ecology conscious.			
Import	Mind-expanding Drugs, Reality Drugs.			
Export	Wood (extreme durability & beauty).			
Notes	Research Station on bare island, about 40 large islands totally covered with forests, flora & fauna all slightly modified earth type.			
S E	P 7	H 25	A norm	G 1

75 COMPRA

Mission to Universe

© Gordon R. Dickson

Berkley 1965

Physical	Humanoid, very light bones, golden colored, vision only detects movement except at close range. Strength -3, Endurance -2.			
Mental	They automatically attack anything moving in their sight except members of their race.			
Culture	Tribal, warchief rules. Each tribe has own hunting area.			
Techno	Leftovers from advanced tech. Javelins with energy beams, also duplicate javelins made out of wood.			
Import	Weapons, ammo, aircraft.			
Export	Artifacts.			
Notes	Ruined cities were built in concentric circles. Destroyed in very old atomic battle.			
S E	P 7	H 40	A low oxy	G .8

76 PYRRUS

Deathworld

© H. Harrison

Bantam 1960

Physical	Human, Strength +4, Reflexes +3.				
Mental	Warriors, pain resistance, pragmatic, species survival more important than individual survival. Gun Combat +3.				
Culture	Mining main occupation, all other pursuits directed at survival.				
Techno	Up to par.				
Import	Weaponry.				
Export	Metals, Drugs, Poisons.				
Notes	All members of population have power-assisted handguns (by tensing muscle in arm gun propels itself into hand). All the native population both flora & fauna in vicinity of human city have only one biological urge: to kill humans. Imagine any kind, shape & size of vicious plant or animal, it's there.				
S B	P 6	H 20	A norm	G 2	47

77 GIRI

The Witling

© Vernor Vinge

DAW Books 1976

Physical	Squat, about 5' tall, light gray-green skin, humanoid.			
Mental	Teleporters (teleport +5 levels) teleport to water for safety. Telekienisis (telekienisis +3 levels) Telepathic within own race only.			
Culture	Several major kingdoms with royal primogeniture governors. "Guild" of superior minds rules behind the scenes (600 members). The great deserts are used as bases by rebels. They can teleport wind, as a weapon.			
Techno	Iron & Copper, no motive technology above sailboats.			
Import	all techno devices, balloons, air-rafts, aircraft			
Export	Heavy Metals & Quartz			
Notes	Many artificial lakes, connected by footpaths. All food has metallic poisons. 25 hour day. Interesting Fauna: Watchbear; furry, sandcolored, 4 footed, rotund, passive psionic, 150lbs. Empire Communications Station on planet.			
S 3E	P 8	H 60	A norm taint	G 1.5

78 DURRENT

Prisoners of the Sky

C. C. MacApp

©Lancer 1969

Physical	Human			
Mental	Human			
Culture	Population lives on mesas, no larger than 150 x 75 miles. Their fleets are very important. Ballooning +2, Gliding +3.			
Techno	Helium-lifted, paddle driven blimps and gliders. Helium obtained from plants on lakes in high country. Guano from distant islands imported to mesas, to raise earth plants. Weapons: arrows & catapults.			
Import	Powercells, Structural Plastics, Fertilizer, Weapons, Radar.			
Export	Textiles, Spices, Crystals.			
Notes	Below mesas is high pressure oxy. Minerals may be below, but under ultra-high pressure. Most common animal is triphibious reptile (swim, walk, & fly).			
S X	P 7	H 50	A standard oxy	G 1

79 APACHE HIGHLANDS

Way to Dawnworld

© Bill Starr

Ballantine 1975

Physical	Human
Mental	Human
Culture	Clannlike, Amerind, have free-able slaves.
Techno	Not much and like it that way, port cities, broadsword, lance, bow, tomahawk.
Import	Tribes want no imports. City dwellers: Luxuries, Mining Equipment.
Export	Raw Minerals, Tourism welcomed, good Hunting.
Notes	Flying Snake: 20' wingspan, 360° vision, carnivore, may be tamed & ridden. Lightning Bush: generates high voltage electricity. Ironbeak: 8" long, dives and hits prey from above, almost never misses. Screamforhelp: size of tiger, cross between shark & spider, 6" fangs, poisoned claws, 8 legs, very rare.

S E

P 7

H 50

A oxy taint

G 1.1

80 ARGENT

King of Argent

© J. T. Phillifent

DAW 1973

Physical	Humanoid, gold-bronze skin, copper hair, lifespan 100+ years, disease immune, reaction time +25%, Strength +5, heal 6 times as fast as normal, age at two-thirds normal rate.
Mental	Human.
Culture	Anarchistic, no central government, nomadic.
Techno	Bow & arrow, sword, many techno items like linear suspension vehicles.
Import	Industrial Chemicals, Spices, Some Techno Items.
Export	Special Alloys (Silver, Tin, Iridium, Platinum, Vanadium).
Notes	All native life is 6-legged, mostly armored reptilian. Atmosphere is 60% Argon, 25% Oxy, 15% Nitrogen. Temperature range is 68-194° F. Star is White Giant which causes heavy radio static.

S 4A

P 7

H 30

A exotic

G 1.5

49

81 DILBIA

Spacepaw

© Gordon R. Dickson

Berkley 1969

Physical	9' tall, bearlike, brown or black fur, weigh 500-800 pounds, slow reflexes. Strength +2, Sword +1, Ax +1.
Mental	Good-humored, friendly, follow letter of the law but not the intent. Admire deviousness. "Face" is very important. Lying is strictly taboo.
Culture	Clan type with unofficial appointed clan leaders. Names are given as a description of person.
Techno	Wood culture, 6' sword and harness used by lowlanders, rough triangular axes, rowboats, horselike animals for transportation.
Import	Tools, Mech Parts, Anagathics, Textiles.
Export	Furs, Blades, Grain, Tin.
Notes	Planet is divided into distinct uplands & lowlands. Empire Conselate on planet. Have legend of "Cobbly", malicious powerful elflike creature.

S C

P 8

H 30

A norm

G .9

82 LALANI

Cross of Empire

© Christopher Lampton

Laser 1976

Physical	Human
Mental	Human Strong direction sense
Culture	Live underground, up to 60 km. deep.
Techno	Dune buggys, pressurized cities
Import	Food, Yeast Machinery & Cultures, Hydroponics, Luxuries
Export	Art, Computers & Computer Parts, Polymers
Notes	There is no life on the surface of the planet. Population lives in pressurized cities. Surface is covered with scarlet sand & rocks. There is grit in the air, and numerous sandstorms. The planet's diameter is 13.5K. It has a long elliptical orbit, and a temperature range of 80 to 270° F. There is an Empire Conselate and Travelers on planet.

50

S 3A

P 10

H -

A exotic

G 1.147

83 JANUS

Judgement on Janus

A. Norton

© Harcourt Brace & World 1963

Physical Hairless, large pointed ears, green mottled skin, herbivorous, live up to 3000 years, excellent night vision, bad day vision.

Mental Have a psychic relation to their forests. Can control weather under certain circumstances. Claustrophobic, dislike non-forest areas, Forest Survival +3, Meteorology.

Culture Live in 1000 year old trees. Rooms are hollowed out of living trees, drink sap of tree. Have a symbiotic relationship with trees.

Techno Heavy alloy swords, spider silk cloth.

Import Textiles (natural fibers only), Spices.

Export Gems, Spices, Psychic Training.

Notes They leave small iridescent statues & artifacts near human settlements. If a humanoid picks one up he is changed into a member of the native race (DNA replaced), the memory of a dead native is implanted, individual has access to
memory and memory of dead native.

Almost the entire planet is forest. Interesting fauna:

Pha: Kangaroolike, slate blue, black mane, no tail, dexterious front paws, herbivore, big jaws.

Quarrin: 5' wingspread, white-grey, eagletype, allied with natives.

Kalkroc: Very large phosphorescent pit spider.

S D

P 9

H 30

A norm

G 1

84 CAPITALIA

Way to Dawnworld

© Bill Starr

Ballantine 1975

Physical	all types.			
Mental	all types.			
Culture	anarchy, with an elected peace-keeping force.			
Techno	completely up to date.			
Import	Consumer Goods of all kinds.			
Export	Knowledge, Power, Money.			
Notes	Capitalia is major commercial center of sector. The planet is Jupiter type. There are three rings around it. Inner ring is gas & ice. Middle ring is for businesses. Outer ring is residential. Beyond rings are four heavily armed moons. Storage facilities on planet. Empire Navybase, Battlefleet, Scout Base, Conselate, Communicator, Travelers on rings.			
S 8A 14B	P 12	H -	A controlled variable	G optional, variable

85 ASGARD

Bedlam Planet

John Brunner

© Brunner Fact & Fiction, Ltd.

Ace 1968

Physical	Human, Ocean Survival +1, Sail +2, Swim +2.			
Mental	Human.			
Culture	Head of government elected by guild presidents who in turn are elected by guild members. All population belongs to a guild. Major guild is responsible for opening up new islands for settlement.			
Techno	Catamaran, knives, lances, no swords.			
Import	Plastic Technology, Luxuries.			
Export	Gallium, Indium, Germanium, Radioactives, Drugs, Spices, Gems, Living Grass of many colors.			
Notes	Most plants lethal to humans. Seasonal icecaps, many archipelagos.			
S C	P 7	H 95	A norm	G 1

86 LITHIA

A Case of Conscience

© James Blish

Ballantine 1958

Physical	12' tall, reptilian, bipedal, marsupial pouch, shaped like kangaroo, 4 fingers, have a mating season, females give birth in the sea, start life as lungfish, metamorph-size into frogs then adult shape. Strength -1.			
Mental	Totally ethical.			
Culture	cities designed around a tree.			
Techno	Natural Gas, Static Electricity, No Magnetism, Trees send coded pulses like radio, used for worldwide communications.			
Import	Iron, Electronics, Computers, Cybernetics, Aircraft.			
Export	Drugs, Wood, Silver.			
Notes	Lithia has elliptical orbit, one moon, 20 hour day, 465 day year, three continents long cold winters, short summers, No Iron. Empire Counselate on planet.			
S 4D	P 8	H 60	A norm	G .82

87 GARV

Star Surgeon

© Alan Nourse

SBS 1964

Physical	Humanoid, 4' tall, 90 pounds, long spindly legs, narrow body, covered in grey fur 3 fingers & thumb, large pale-green eyes. Strength -1, Endurance -1.				
Mental	Spiteful, strong sense of duty to family & race, blood brother oath is sacred. Abilities include: Bribery, Gemology, Admin, Gambling, Spice Lore.				
Culture	Based on trading with other planets.				
Techno	Up to par.				
Import	Anything.				
Export	Anything.				
Notes	The humanoids are symbiotic with a 1 pound ball of protoplasm, which can form any shape, usually covered in pink fur. This symbiot gives humanoids limited empathic ability. Empire Conselate on planet.				
S 2A 6B	P 9	H 20	A norm	G .9	53

88 KLOR

Sioux Spaceman

A. Norton

© Ace 1960

Physical	Humanoid, 6' tall, fine long black hair, skull peaked on top, large nose, limber toes red eyes, carnivorous, Tracking +2, Horsemen, Sword. Also Humans on planet.			
Mental	Normal.			
Culture	Humans enforcing slavery on natives (Ikkinni). Native rebellion in mountains, natives conduct guerrilla raids, live in cliff dwellings, have domesticated animals.			
Techno	Up to par. Slave collars can transmit pain or death, a stunner shot at the slave collar will either kill the slave or release the collar.			
Import	Humans: Luxuries, Weapons, Guards, Zoo Animals. Natives: Stunners, Radios, Horses.			
Export	Radioactives, Giant Bat Fur.			
Notes	Three land masses, mostly mountains & plains, 27 hour day, high spans of bison roaming plains.			
S D	P 8	H 40	A norm	G 1

89 GIANNA

Humanity Prime

© Bruce McAllister

Ace 1971

Physical	Humanoid, feet are fins, hands are webbed, Strength -4, on land. Giant intelligent turtles, back dark, front light, talons, horn plates down vertebra, high death rate.			
Mental	Turtles, telepathic within species, can tap ancestral memories.			
Culture	Humanoids, monogamous, anarchistic, friends with turtles.			
Techno	None.			
Import	Anti-Fungus Drugs, Gene-Modification Equipment.			
Export	Psionic Training, Drugs, Gems.			
Notes	4 inland salt seas, mild seasons, surface mostly desert. Plants in seas reach from bottom of sea to surface.			
S 4E	P 8	H 40	A norm	G .68

90 ARZOR

Beast Master

A. Norton

©Harcourt Brace & World 1959

Physical	7' tall, lean humanoid, red & yellow skin. 6" ivory horns that curve up & back, hairless skull. Abilities include: Desert Survival, Knife.
Mental	Respect Warriors.
Culture	Herding main occupation. Warrior class exists, totem worship, knife feuds.
Techno	Longbow, Knives, Stunwands.
Import	Medicine, Aircraft, Airrafts, Blades.
Export	Frawn Meat & Wool, Gems (Cat's Eye Gems-red/yellow/green).
Notes	Planet is mostly Desert & Mountains. First Empire Arborium hidden under a mountain, with teleport discs to other locations. Interesting fauna: Frawn: Fleecy blue wool front, bare hindhalf, curling headhorns. Yori: 8' lizard, similar to land crocodile.

S C

P 7

H 10

A norm

G 1

91 WRAKE

A Nice Day for Screaming

J. H. Schmitz

© Chilton 1966

Physical	Human.
Mental	Human, Farming.
Culture	Farming main occupation, ruled by loose council.
Techno	Up to par, but gets new technology slower than most.
Import	Luxury Items.
Export	Diamondwood (value of wood x 10).
Notes	Slurps: tongue has a 12-14' reach, can only extend it 6' to drag back food. Clean Up Squad: look like pellets, sink anything unusual. Humbug: brown, bob tailed, small, lood like monkeys, carnivores, extremely fast reflexes, carnivores, remember & mimic sounds. Moss Back: like turtle, phlegmatic, psionic, controlles ecology. Green Web: makes noise like harps, catches big prey, ground under web absorbs catch.

S B 3C

P 7

H 60

A norm taint

G .9

55

Planet Savers

Marion Z. Bradley

© **Ace 1960**

Physical Human: Human.
 Chieri: Tall, furred, functional hermaphrodite, cross fertile with humans, lightly built, very high dexterity, very limited population.
 Yamen: 9' tall, very thin, wear tall feathers in hair, live in deep woods.

Mental Human: Red headed humans usually have psi ability, usually only one power per individual.
 Chieri: attempt to increase psionic abilities of other races, their population is limited so they are rarely seen,
 Yamen: during ghost wind will attack everything.

Culture Human psionic council rules & directs planet, very conservative, females are protected & sacred. Free Amazons & Bandits also on planet.

Techno Mostly Earth Medieval tech, sword spear, no bows or energy weapons, pact against any weapons leaving the hand, have matrix crystals that intensify all types of psionics with training.

Import Aircraft, Armor, Computers, Farm Equipment.

Export Medical Earths, Drugs, Gems, Rare Metals, Silk, Fur, Wine.

Notes Ghost wind causes sexual orgies in all races each spring due to a rare flower pollen. **Empire Counselate & Empire Scout Base** on planet.

S B

P 8

H 60

A norm

G 1

Right Hand of Dextra

© **D. J. Lake**

DAW Books 1977

Physical	Human, 5' tall strength +1
Mental	Human - appreciative of fertility, will not eat purple colored food
Culture	There are five females to every male - polygamy tolerated.
Techno	Machines are rare & expensive, there are a few hydrofoils.
Import	Powercells, Steel, Farm Mech., Aircraft, Machine Tools, Mech. Parts
Export	Anagathics, Fruit, Grain, Copper
Notes	All Dextran life is inedible to humans. The planet has a 15% axial tilt, no heavy metals, and little coal or oil. There is one massive continent and a few islands. The population lives on the coast. Native plants are mostly purple, some blue. During the day both the sea and sky is gold, at night both are blue. The atmosphere has a 1.8 density, the days are 24 hours, the year 400 days. The planet has four moons. All native Dextran life has six legs & three nostrils. Interesting fauna: Gobbler: 2 legs, 2 arms, blueskin, purple fur, slit eyes, 4 digits, human faces, 5' tall, pointed ears Hexip: long ears, short gray fur, hooves, donkey size and shape Centauroid: size of a mule deer, intelligence of dogs
S D	P 7 H 70 A oxy dense 1.25

Singing Stones

© Juanita Coulson

Ace 1968

Physcial Humanoid, 4' tall, white skin, 4 fingered hands, big yellow eyes, see in dark, not able to see in bright light, males braid hair into two braids. Strength -1, Radiation Sensitive.

Mental Normal.

Culture Feudal system, local princes hold slaves, succession through assassination, guerilla war by peasants against nobles led by religious order.

Techno Crossbow, sword, knife, bow, very few lasers, massive stone buildings for land & ariel protection, carts & mule like animals.

Import **AGZIAL**
Nobles: Drugs, Luxuries, Weapons.
Peasants: Weapons, Power Cells.

Export Nobles: Stones (limited quantity), Money, Slaves.
Peasants: Stones (large quantity).

Notes Stones are opallike, produce ecstasy, continued use of stone will result in Disease Immune +1 & Endurance +1 every four years. Stones must be treated once a year. Peasants take stone to Goddess to treat stone, nobles do not know that Goddess exists. One 18' tall living telepathic Goddess on planet, Goddess has a fasttime drug that will either completely cure ailments or kill. Flying birdlike mammals are used by natives for air transportation, it will hold two men, is carnivorous.

S B

P 8

H 60

A norm

G 1

Firetime

© Poul Anderson

Ballantine 1975

Physical	Centauroid, 2 armed torso, 4 legs, 3 fingers & thumb, bull-hump over front legs, padded feet, green pelt, red-brown mane, black faces & arms, tails, live 300-500 years, head big & round, large pointed ears, 1 broad flared nostril, cat whiskers, whiteless eyes, males blue, females gold, catlike pupil, females shorter, smaller than males, omnivores. Speed times 2, Balance +4, Dexterity -2.
Mental	Admire people with strength & wit. Goals are to get rich & stay rich.
Culture	Tribal, similar to Rome, but more democratic. One country owns major continent, and has colonies on others. Pirates & Barbarians outside civilized areas. Base 8 numbers.
Techno	Sword, Bows, Spears, Steel.
Import	Technology, Weapons.
Export	Spice, Wood, Artifacts.
Notes	Trinary sun system: G2, Red Giant, & Red Dwarf. Ishtar has 2 moons. 18 hour day, mediterranean climate, many storms. First Empire Artifacts in radioactive deadlands. Small human research station with Empire Communication Station.

S B**P 7****H 75****A norm****G 1.18**

96 **NANDY-CLINE**

Demon Breed

© J. H. Schmitz

Ace 1968

Physical Human.
Native: 7-8' long intelligent otter, Ocean Survival +3, Swimming +5.

Mental Human: Normal.
Native: no interest in controlling environment, will react as group to their needs.

Culture Human: live on powered rafts, act as middlemen in all trade.
Natives: family/tribe orientated, no laws except common sense.

Techno Human: powered lasers, powered rafts.
Natives: None.

Import Ecologists, Scientists for planetary research.

Export Pharmeceuticals.

Notes One continent, 8 small islands, many typhoons, large floatwood drifts, floating islands of vegetation. Interesting flora & fauna:
Waterfire: phosphorescent worms, all colors.
Wriggler Apples: 8" diameter, when contact saltwater they explode.
Incubator: 30' spherical colony of animals, spiny outside, opens by scratching stick across spine.
Kester: pterodactyl, 16' wingspan, symbiotic with incubator.
Balath: nuts produce sleep & coma, spore clouds from this plant cause death.
Sea-Haval: like Kester but Cormorant type, weigh up to 600 pounds.

S C

P 8

H 80

A norm

G 1.1

97 GATEWAY I

Gateway

© Frederick Pohl

Ballantine 1977

Physical	Human.
Mental	Human.
Culture	Company owned & run planet.
Techno	Top rated, superb military.
Import	Money, Pilots.
Export	Artifacts (from abandoned alien empire older, larger, & more advanced than First Empire).
Notes	Gateway I is an asteroid, has artificial oxy atmosphere & artificial gravity. It has a number of ships from alien empire that "warp" to random locations, ships can targeted but the code settings to target for particular locations not known. There are 1, 3, & 5 man ships, if a larger ship accepts a destination code a smaller ship will not, the destination is dangerous, some 5 man ships armoured. Ships will automatically return from trip with pilots dead or alive, each ship has chemical rockets & warp drive, no weapons. Company will train pilots. Company buys knowledge & artifacts pilots find. Success rate on single trip: 25% die, 20% recieve between 10,000 & 100,000 credits, 5% recieve 1,000,000 credits, .1% recieve 100,000,000 credits.

S A

P 6

H 0

A norm

G 1

Plague Ship**A. Norton**© **Andrew North****Ace 1964**

Physical Humanoid, 6' tall, retractive nails, grayskin, yellow fur, blue-gray or white fur down back & outside of arm, broad faces, large orange-red or green-blue eyes. Reflexes +2, Sense of Smell.

Mental "Face" is very important, don't yield to lower classes.

Culture Clans, some feuding between clans, loser in feud may be slave to winner for a time. There is a 3 day peace in trade villages. Medical needs are taken care of by Storm Priests, wear green robes. All natives wear cloaks & sashes.

Techno Low, use litters or riding beasts for transport, favorite weapon is claw-knife.

Import Catnip, Exotic Natural Scents.

Export Perfume, Wood, Crystal, Koros Gems

Notes Large Plains with 10' grass, small shallow seas. Koros Gems are found in ocean, they are fossilized resin, apricot to mauve in color, heat opalescent. Sometimes chameleon insect hides on Koros Gems, its bite is paralyzing, antidote is in native liquor. To get Koros Gems must fight Gorp.

Gorp: reptile, semi-intelligent, lives in shallows, many segmented legs with claws, carapace, nocturnal carnivore. They are hunted with knife & weighted net.

S C 3D**P 7****H 20****A norm****G 1**

99 BARGELIX

Outworlder

© Lin Carter

Lancer 1971

Physical	Human, no body hair, yellow iris.
Mental	Human, small percentage of population has psychic powers, powers usually developed in religious orders (includes generation of electricity). Psi strength level +1, Sword.
Culture	Early Viking & Trading type, magic (psi powers) used.
Techno	Bronze Age, Swords, Bows, Lances.
Import	Steel, Tools, Mech, Spice.
Export	Artwork, Blades, Copper, Crystals.
Notes	There is a small hidden First Empire Station on planet. Interesting fauna: Dragons: earth type, live in deep caves (one is 80,000 years old, can talk, has treasure hord). Gnomes: 3' tall max, red eyes, blond hair, upward turned tusks, have stone weapons, family-clan culture, hate humans. Lopers: like camels, indigo fur, long neck & legs. Senmuru: dog-headed eagle, weighs 30 pounds, is predator, hunts in packs.

S X

P 7

H 60

A norm

G .92

100 REFUGE

Loafers of Refuge

© J. L. Green

Ballantine 1965

Physical	Human. Humanoid, covered with thick hair, low-light eyes.
Mental	Human & natives empathic-can control animals & plants, other Psi abilities appear at random. Natives do not lie.
Culture	Human: mostly agriculture. Native: rule by elders, live in natural homes, like living tree.
Techno	Up to par.
Import	Human: Farm Mech., Weapons, Radioactives, Luxuries. Natives: Spice, Drugs.
Export	Human: Produce, Wood. Natives: Fruit, Drugs, Spice.
Notes	Many particles in atmosphere, usually quite low light. Interesting fauna: Fatbirds: eat until cannot move, up to 100 pounds. Grogroc: up to 20,000 pounds, 2 horns, bad tempered. Whampus: whale. Waquil: giant gourds, used by natives as homes at times. Flying Cat: predator, will attack humans & natives.

S A **P** Human 5 **P** Native 7 **H** 60 **A** norm **G** 1.1

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67 Cham O Lard	43
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76 Pyrrus	47
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The First Empire died in a blaze that lasted a thousand years. It spanned a large part of the Galaxy at its height, and its ships had explored the rest. On Hub, a complex artificial planet located near the center of the Empire, the ruling *council met*, and discussed the problems and solutions of controlling the destiny of this vast area. The council was drawn from the ruling classes on *tens of thousands* of worlds, and many of these worlds had ambitions on other planets. The huge Merchant Houses fought bitterly and violently to control the profitable trading routes, and to control the larger share of the Empire's wealth.

At last, the eons of relative peace were broken by one of the smaller houses. One of its far-flung scouts had found a strange capsule floating in the void between the galaxies, and this held a weapon of terrible power, described only as the *Hammer*. At first, the Hammer was used only against other Merchant Houses, but as time went on, and the Hammer was undefeated, the House of *Talane began* to use it in a program of planetary conquest, and raised the standard of revolt within the First Empire.

The First Empire, forced to retaliate by the Articles of Empire, fought back with its fleets and its own powerful weapons. The galaxy disintegrated into conflict, and the wars lasted for a thousand years. As more and more battles were fought, and more ships lost and worlds destroyed, knowledge was lost, and soon the war died out as *the skills of manufacturing* and repairing starships were lost or forgotten. The few surviving Starcaptains fled to their home stars, to carve out personal *empires or* to be welcomed home as shields against the packs of raiders that wandered the once-safe starlanes virtually at will.

The Interregnum lasted for 4,000 years, and gradually the knowledge of starships began to be rediscovered. New Stellar Empires formed, and fought, and merged. Finally, in the year 8749 F.E. (First Empire), the Second Empire was formed, and the calendar was begun again at year zero. This Empire controlled barely a part of *the territory of* the First, and did not have the technology to hold a larger part. From their built-up and heavily populated central core, they sent sporadic *warships and* colonies into the adjacent areas, and cleansed this area of races that were dangerous to them. Beyond this shell of colonies and protectorates was another shell of stars, where the Second Empire had sent scouts, and explored to some extent, but this area was a wild place, with no law other than violence. Beyond this was the rest of the vast galaxy, where none had heard of the Second Empire except in vague rumor. In these lonely parts could be found anything, from empires to lost worlds of the First Empire, and colonies forgotten for a thousand years.

The inner sphere of the Second Empire was patrolled by its powerful fleets. The great Merchant Houses, some of which had survived from the time of the First Empire, controlled all of the trade in this area, and the competition was fierce and deadly. Each Merchant House had its own scouts, its own warships, and most were active in the massive intrigues that constantly threatened to dethrone the current Emperor. In the areas that were colonized and occasionally visited by ships of the Empire, smaller traders flourished. With smaller numbers of ships, sometimes *with only one ship*, they plied the starlanes, making a profit where they could, often trading advanced technology to science-hungry natives. *Always there was* the chance of finding artifacts from the First Empire, which could be sold to or stolen by dozens of different groups. The few brave souls who laughed at danger and advice, who flew beyond even this shell, and into the wastelands where only the scouts had been, seldom returned. Those who did had tales of rare finds, of wonderful planets, and of danger in all shapes and variety. Here the rare few found the danger they were looking for *and the profits*, and often death.

Spacefarers Guide has a brief description of 100 planets in the wastelands. *Even the brief descriptions* in this guide have cost many men their lives. If you are brave or foolish enough to venture into the wasteland may this guide help you, and the Odd Gods of the Galaxy be with you.