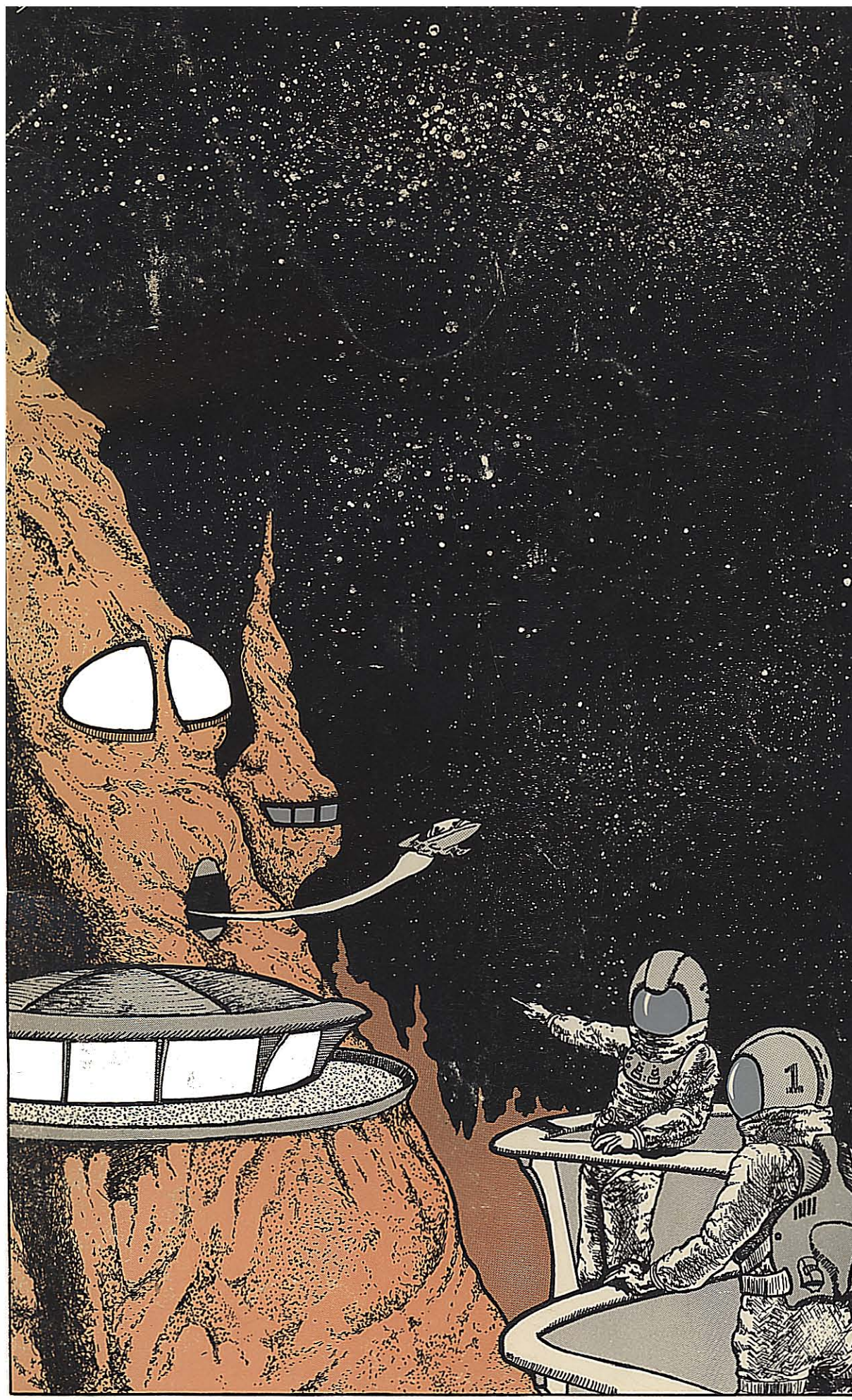


SECTOR TWO
SPACEFARERS
GUIDE TO



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



Phoenix Games

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Spacefarers Guide to Planets
Sector Two
Rourke's Diadem

Written by Ed Lipsett

Cover Illustration by Bob Charette

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

Also available from Little Soldier Games

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Space Patrol

Lou Zocchi and Associates
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Arlington, Virginia 22210

Starships and Spacemen

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Roslyn, New York 11576

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Rourke's Diadem

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

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

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

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

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

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

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

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

--Tenets of Tarl, 2670

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

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

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

The Brotherhood of Tarl A brief history

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

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

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

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

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

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

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

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

The Unity of Shildai a brief history

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

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

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

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

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

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

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

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

The Imperial House of Cavoral a brief history

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

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

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

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

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

The Guardians of the Faith

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

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

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

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

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

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

The Judges of Shildai

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

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

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

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

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

Imperial Intelligence

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

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

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

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

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

Common Flora and Fauna in Rourke's Diadem

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

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

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

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

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

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

Abbreviations

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

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

Clubs, Guilds and Associations

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

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

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

1. University of Zacania

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

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

2. Church of the Galactic Brotherhood

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

3. The Vectan

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

4. Church of New Rome

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

5. Q'Reddim

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

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

6. The First Sons

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

7. Watson Intelligence Group

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

8. Artifact Collectors Club

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

9. Cartographers Club

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

10. Traveller's Aid Society

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

11. Assassins Guild

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

12. Communications Guild

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

13. Thieves Guild

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

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

14. Navigators Guild

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

15. Pilots Guild

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

16. Stewards Guild

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

17. Brotherhood of Medics

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

18. Psionic Guild

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

19. The Imperial Lions

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

20. Imperial Griffins

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

21. Computers Guild

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

22. Mercenaries Guild

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

23. Newsmans Guild

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

24. Ship Gunners Guild

25. Ships Engineers Guild

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

26. Professional Swordsmens Guild

27. Professional Handgunners and Riflemens Guild

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

28. Brotherhood of Unarmed Fighters

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

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

29. Weathermakers Guild

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

30. Spacers Guild

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

31. Timestations, Inc.

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

32. Association of Red-Haired Men

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

33. The Anti-Alien League

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

34. Long Range Research Foundation

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

35. Miniaturization Society

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

Trading Companies

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

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

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

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

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

House of Dakkis (Class One)

Coat of Arms: Red Weighing Scales On A Green Shield

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

House of Goess (Class One)

Coat of Arms: Mermaid With Harp

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

House of Fond't (Class One)

Coat of Arms: Blue Salamander In Yellow Ring

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

House of Justas (Class One)

Coat of Arms: A Single Blue Cutlass

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

Sekor Company (Class One)

Coat of Arms: Yellow Triangle Fitted With Red

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

House of Joget (Class Two)

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

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

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

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

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

No Specializations.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

No specializations

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

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

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

No specializations

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

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

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

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

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

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

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

No specialites

Ilse MacNeill, Inc. (Class Two)

Arms: Letter 'B' In Yellow

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

House of Kraquack (Class Two)

Arms: Red Faceted Ruby

No specializations

Hunwough Company (Class Three)

Arms: 3 Trumpets & 3 Red Discs

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

Gri Trilanka, Trader (Class Three)

Arms: Wasp Inside Black Hexagon

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

House of Bena'aken deAmar (Class Three)

Arms: Red And White Checked Flag

No specializations

House of Conn

Arms: Crossed Lightning Bolts

Thought to be owned by one of the Big Five.

Falagarian Line (Class Three)

Arms: 3 Green Lions And 3 Green Dogs

No specializations

Clan Sslisst'to (Class Three)

Arms: Clump Of Cattails In Water

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

Helliken Finbold, Trader

Arms: Red And Green Lotus Blossom

No specializations. All ships are painted dark green.

Bolke Company (Class Three)

Arms: Circular Clockwise Orange Arrow

Specialize in the sale and maintenance of airplanes and helicopters.

Njalataker (Class Three)

Arms: Plain White Shield

No specializations

House of Posten (Class Three)

Arms: Pair Of Manacles

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

House of Emeroi (Class Three)

Arms: Black Perched Falcon

Specializes in complex electronic equipment design and construction.

Orwhol aTabb (Class Three)

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

Specializes in mechanical tools and equipment.

Aliester Crill, Trader (Class Three)

Arms: Red Horizontal Inside Yellow Disc

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

House of Silauraux (Class Three)

Arms: Yellow Rose

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

Auoll Clan (Class Three)

Arms: Coiled Silver Octopus

Specialize in wood, especially rare imported woods.

Bormanngrammhl (Class Three)

Arms: 2 Crossed Sabers

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

House of Tchundt (Class Three)

Arms: Male Profile In Silhouette

Specialize in exotic furs of all kinds.

Sed Family (Class Three)

Arms: Blue Beetle

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

Al-Queron ibn Faud (Class Three)
Arms: Green And Yellow Yin/Yang Symbol

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

Galactic Trading Co., Inc. (Class Three)
Arms: Single Red Hexagon

No specialties

Yee Yang Company (Class Three)
Arms: Black Octagon

No Specialites

Somola Corporation (Class Three)
Arms: Black Long-Stemmed Pipe

Specializes in the construction of fine blades of all kinds.

House of Veen (Class Three)
Arms: Square 1/2 Yellow, 1/2 Black

No Specialties

Boros Borrakos, Trader (Class Three)
Arms: Red Rising Sun Over Horizon Line

No specialties

Musawa Company (Class Three)
Arms: Black Concentric Circles

No specialties

House of Nishida (Class Three)
Arms: White Eagle Inside Red Circle

Specializes in the sale of imported textiles.

Fualmin and Fualmin, Traders (Class Three)
Arms: Red Flute

No specialties.

Clan Nningher (Class Three)
Arms: White Drums

No specialties

Plisher Company (Class Three)
Arms: Blue Solid Octagon

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

House of Rth (Class Three)
Arms: Green Waves

No Specialties

Ref Twiehissie, Trader (Class Three)
Arms: Pink Fish

No specialties

Matrix Inc. (Class Three)
Arms: White Concentric Hexagons

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

Ki Klea Gant Company (Class Three)
Arms: Purple Eagle

No specialties

House of Reen Ytholor (Class Three)
Arms: Red Waves Under White Crescent Moon

No specialties

Shavess, Traders (Class Three)
Arms: Red Octagon, Rilled With Blue Stripes

Specialists in silver and tin importation.

Clan DeLoughton (Class Three)
Arms: Blue Trombone

No specialties

Pulsar Co., Inc. (Class Three)
Arms: Blue Concentric Circles

No specialties

House of Thossand (Class Three)
Arms: Black Trumpet

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

Carrilose, Trader (Class Three)
Arms: Pink Wolf Inside Pink Triangle

No Specialities

Unsattisson, Inc. (Class Three)
Arms: Yellow Octagon

No specialties

Van Luntzgard, Ander, and Fittzil (Class Three)

Arms: White Waves

Specialize in slaves of all classes and skills.

House of Alt (Class Three)

Arms: Yellow Concentric Octogons

No specialities

Michiko Terechendo, Trader (Class Three)

Arms: Solid Black Square

No specialities

Kalasherikos (Class Three)

Arms: Solid Pink Disc

Specializing in petrochemicals of all sorts.

Star-Edge Company (Class Three)

Arms: Solid White Six-Pointed Star

No Specialities

Etticoch, Inc. (Class Three)

Arms: Orange Praying Mantis

No Specialities

House of Tuar

Arms: Nautilus Shell In Brown On Red Disc

No Specialities

Fark Belshikik, Trader (Class Three)

Arms: Human Silhouette Inside Black Circle

No specialities

Empire Space Encounters

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

0410 - 0418 Diplomatic liner from Vermaal, planet #61.

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

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

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

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

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

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

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

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

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

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

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

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

0531 - 0540 A pirate dreadnought, actually Brotherhood operated.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

0751 - 0840 Passing Brotherhood trading ship Class 600.

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

0921 - 0000 Passing Empire Cruiser.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Brotherhood of Tarl Space Encounters

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

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

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

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

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

0369 - 0410 Passing Empire Cruiser.

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

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

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

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

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

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

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

0495 - 0565 Passing subsidized trader Class 600.

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

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

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

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

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

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

0644 - 0683 Cruiser of the Brotherhood of Tarl.

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

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

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

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

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

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

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

0764 - 0773 Stasis capsule. Totally reflective, empty.

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

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

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

0804 - 0843 Passing Free trader, class 400.

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

0848 - 0857 Pirate cruiser, actually run by Unity.

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

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

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

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

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

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

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

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

0956 - 0000 Passing Brotherhood liner.

Unity of Shildai Space Encounters

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

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

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

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

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

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

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

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

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

0111 - 0190 Passing Unity liner.

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

- 0201 - 0210** Distress call from scout with severe mechanical failure.
- 0211 - 0220** Empire heavy squadron on maneuvers. See roll 666 on Empire Space.
- 0221 - 0224** Derelict First Empire Scoutship, reactors dead, but in good shape.
- 0225 - 0229** Derelict liner, reactors dead, but in good shape.
- 0230 - 0239** Pirate cruiser, will attack anything smaller than it.
- 0240 - 0249** Unity Security Cruiser, will inspect all Brotherhood ships.
- 0250 - 0259** Yacht of Governor of Dround, planet #75.
- 0260 - 0269** Yacht of Governor of Montoe, planet #86.
- 0270 - 0299** Space mantas, one to ten, see roll 438 on Empire space.
- 0300 - 0309** Stasis capsule, totally reflective, can only be opened by high-technology equipment available on research planets. This particular one contains a load of ultra-small rechargeable power cells.
- 0310 - 0369** Subsidized trader is passing nearby.
- 0370 - 0379** Battle in progress, 2 Unity cruisers against 1 pirate cruiser.
- 0380 - 0389** Distress call from liner with severe mechanical failure.
- 0390 - 0399** Empire battalion on maneuvers, see roll 746 on Empire space.
- 0400 - 0403** Derelict scoutship, reactors dead, but in good shape.
- 0404 - 0413** Scoutship being run by pilgrims going to Haven on Pilgrimage.
- 0414 - 0423** Pirate cruiser, actually manned and run by the Brotherhood.
- 0424 - 0433** Unity Security Dreadnought, will search all ships.
- 0434 - 0443** Yacht of Governor of Mourin, planet #78.
- 0444 - 0453** Screened liner of diplomatic mission from Guerr, planet #92.
- 0454 - 0463** Yacht of Governor of Lushor, planet #89.
- 0464 - 0483** Jump drive malfunction, does no work at all, must be examined closely to determine exactly what the problem is and how to fix it.
- 0484 - 0488** A single 350,000 ton Wanderer ship, they will call and ask to trade, and they have never been known to fire unless attacked first.
- 0489 - 0518** Passing Empire Cruiser.
- 0519 - 0528** Battle in progress, one Empire cruiser attacking a Unity cruiser.
- 0529 - 0538** Distress call from freighter with severe mechanical failure.
- 0539 - 0548** Distress call from liner with emergency medical problems.
- 0549 - 0553** Derelict colony ship, no life aboard, hull full of radioactives, reactor dead, but otherwise in good shape. Whole ship is permanently radioactive.
- 0554 - 0563** One to twenty lifeboats full of Unity pilgrims escaping the destruction of their liner by a pirate.
- 0564 - 0573** Yacht of Governor of Shusatsoon, planet #83.
- 0574 - 0583** Cruiser of Judges of Shildai, will search all ships.
- 0584 - 0593** Dreadnought holding the Council of the United Worlds of Shildai, surrounded by a maximum force of naval ships for protection.
- 0594 - 0603** Screened diplomatic liner from Parotnia, planet #93.
- 0604 - 0613** 55,000 ton B'brn'bran'ta ship, see roll 343 Empire space.
- 0614 - 0623** Meteor strike on ship, treat as missile attack.
- 0624 - 0633** Yacht of Governor of Morem, planet #88.
- 0634 - 0643** Stasis capsule, totally reflective, this particular capsule holds a single maintenance technician who can only repair computers of level 16 or higher.
- 0644 - 0653** One man is sick on board, the ship will not be allowed to land at any starport until it is indentified and judged safe.
- 0654 - 0663** Stasis capsule, totally reflective, this one holds a totally force-screened tank, that carries 8 quadruple power lasers.
- 0664 - 0703** Passing Free Trader.
- 0704 - 0713** Battle in progress, one Empire Cruiser against one pirate dreadnought.
- 0714 - 0723** Distress call from a private yacht with severe mechanical failure.
- 0724 - 0733** Empire squadrom on maneuvers, see roll 596 Empire space.
- 0734 - 0743** Distress call from yacht with emergency medical problem.
- 0744 - 0746** Derelict cruiser, reactors dead, but in good shape.
- 0747 - 0756** Liner full of pilgrims going to the holy places of their religion.
- 0757 - 0769** Totally gutted freighter, good only for scrap, except that the hold still has lots of heavy alloy welded onto the walls, from the attack.
- 0770 - 0779** Yacht of governor of Shildai's Fist, planet #65.
- 0780 - 0789** Yacht of governor of Firestall, planet #74.
- 0790 - 0799** Screened liner with diplomatic party from Flarr, planet #100.
- 0800 - 0829** Space drift, see roll 290 on Empire space.
- 0830 - 0860** Energy storm, treat as pulse laser hits for 1 to 20 melee turns.
- 0861 - 0890** Severe ionic distortion, will make all electronic instruments useless for the duration, and may damage some of them permanently.
- 0891 - 0920** Unity cruiser passing.
- 0921 - 0930** Battle in progress, 3 Empire scouts against one Unity cruiser.
- 0931 - 0940** Distress call from freighter with severe medical emergency.
- 0941 - 0944** Derelict freighter, reactors dead, but in good shape.
- 0945 - 0954** Gutted passenger liner, good only for scrap.
- 0955 - 0000** Unity security scout, will search all ships thoroughly.

T H E P L A N E T S

1 Savach

Brotherhood

Central planet of the Brotherhood of Tarl

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

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

2 Tondsworld

Brotherhood

Armaments and munitions center

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

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

3 Balmoral

Brotherhood

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

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

4 Cashar

Brotherhood

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

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

5 Deroll

Brotherhood

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

Zancha

Hiverat

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

6 Yllosh

Brotherhood

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

Helium Plant

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

7 Wallint

Brotherhood

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

Lir

Zancha

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

8 Garrold

Brotherhood

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

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

9 Jiltown

Brotherhood

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

10 Qwern

Brotherhood

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

11 Nowlond

Brotherhood

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

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

12 Lundborg

Brotherhood

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

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

13 Zyntail

Brotherhood

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

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

14 Hamlyte

Brotherhood

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

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

15 Entlidge

Brotherhood

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

Mobile Plants

Zancha

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

16 Paparksbon

Brotherhood

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

S 3B **P** 9 **H** 80 **A** LO **G** 1.0 **T** 10 **M** 0 **GPP** 400

17 Rontso

Brotherhood

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

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

18 Xalmat

Brotherhood

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

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

19 Afkooli

Brotherhood

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

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

20 Foransch

Brotherhood

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

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

21 Ijkank

Brotherhood

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

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

22 Kowlon

Brotherhood

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

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

23 Montreor

Brotherhood

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

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

24 Tarl's Hope

Brotherhood

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

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

25 Verlagh

Brotherhood

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

Zancha

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

26 Undol

Brotherhood

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

Hive Rat

Zancha

Dreamroot

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

27 Manstron

Brotherhood

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

Zancha

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

28 Obliokant

Brotherhood

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

Darkbeast: a mythical creature huge, bearlike and deadly.

Lir

Hive Rat

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

29 Belshor

Brotherhood

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

30 Welcyks

Brotherhood

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

31 Harundal

Brotherhood

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

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

32 Shintuck

Brotherhood

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

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

33 Cavoral's World

Imperial

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

Lir

Zancha

Helium Plant

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

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

34 Arsedge

Imperial

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

Helium Plant

Hive Rat

This is the Imperial Armanents and Munitions Planet.

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

35 Cellar

Imperial

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

S C P 7 H 15 A CO₂ G 0.8 T 10 M 2 GPP 300

36 Aerie

Imperial

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

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

37 Bolint

Imperial

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

Dreamroot

Lir

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

38 Kalint

Imperial

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

Hive Rat

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

39 Logandite

Imperial

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

Hive Rat

Lir

Helium Plant

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

40 Molvinge

Imperial

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

Zancha

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

41 Xanthe

Imperial

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

Helium Plant

Zancha

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

42 Plotby

Imperial

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

Zancha

Helium Plants

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

43 Ouramme

Imperial

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

44 Queel

Imperial

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

45 Rask

Imperial

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

Dreamroot

Lir

Zancha

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

46 Glyphlax

Imperial

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

Lir

Hive Rat

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

47 Fyslo

Imperial

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

Hive Rat

Zancha

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

48 Voord

Imperial

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

Hive Rat

Zancha

Dreamroot

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

49 Yont

Imperial

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

Helium Plant

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

50 Jamie's Folly

Imperial

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

Zancha

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

51 Illyse

Imperial

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

Zancha

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

52 Domaulard

Imperial

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

Hive Rat

Helium Plant

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

53 Electerni

Imperial

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

Hive Rat

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

54 Nonimex

Imperial

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

Hive Rat

Dreamroot

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

55 Zaltiphe

Imperial

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

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

56 Ulorr

Imperial

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

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

57 Koffica

Imperial

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

Helium Plant

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

58 Prontex

Imperial

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

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

59 Rustum

Imperial

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

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

60 Jarrold

Imperial

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

Physical Normal Human.

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

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

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

Import Tourists during spring, Steel, Copper.

Export Drug Pollen, Petrochemicals.

Notes There are monolithic ruins, all clustered in a small one mile square area.

Zaratak: like an American Condor, but even larger. It appears to have rudimentary intelligence, and actively hunts large game (including Humans).

Zancha

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

61 Vermal

Imperial

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

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

62 Wearm

Imperial

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

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

63 Manorra

Imperial

Planet This was originally a Jupiter type planet, with a technology of twelve. It was destroyed in the initial phases of the war; no life has survived. However, colored lights (usually spheres) have been seen at random times. They apparently hypnotize a watcher. The exact method is not understood as no one has ever survived this process. The victims are sometimes seen running into the wastelands, and never seen again. None of the colored lights has ever approached more than one individual at a time, and they have never been subjected to scientific analysis.

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

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

64 Haven

Unity

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

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

Mental They are very humorless, and sensitive to religion.

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

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

Import Manufactured Goods of all kinds, Luxuries.

Export Art, Literature, Money.

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

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

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

65 Shildai's Fist

Unity

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

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

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

66 Xable

Unity

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

Helium Plant

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

67 Uhersang

Unity

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

Zancha

Lir

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

68 Ijile

Unity

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

Dreamroot

Helium Plant

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

69 Hipsed

Unity

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

Helium Plant

Lir

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

70 Ockbon

Unity

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

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

71 Norexa

Unity

Planet	All plant life is fungoid, and many species are mobile. Some of the spores are useful medically, and others are deadly. There are occasional areas of radioactivity.
Physical	Human, their skin is always covered with a film of oil, which is useful for keeping spores off the skin.
Mental	They are afraid of the sight of blood, as anyone who has a cut on this planet will usually die in minutes from fungi infection.
Culture	A hereditary monarchy rules, it is believed that the monarch is descended from Gods several thousand years ago. Slavery is freely used at all times. Code Duello is used to settle insults.
Techno	The populace are masters of a martial arts form that can wound or kill without breaking the skin.
Import	Isolation Containers, Chemicals to kill fungi.
Export	Drugs, Copper.
Notes	Zancha: but smaller than usual, and totally hairless. Their bodies are covered with an oil film.

S D **P** 6 **H** 60 **A** NO **G** 1.1 **T** 5 **M** 3 **GPP** 10

72 Tylmorn

Unity

Planet	Glaciers cover 40% of the planetary surface.
Physical	Human, they are totally hairless, except for the eyebrows.
Mental	Normal Human.
Culture	There is a taboo against being outside during night. They are oriented towards serving their elders. Their government is basically Feudal, with Lords ruling over large areas.
Techno	They are very good at medical skills. They are extremely good at making man/machine interfaces. Although it is illegal, they do make cyborgs in secret.
Import	Medical Equipment, Drugs, Petrochemicals.
Export	Medical Equipment, Cyborgs.
Notes	There are hundreds of parasites in the air, water, and ground. This leads to a very high death rate throughout the population. Zancha Helium Plant

S 4A **P** 10 **H** 70 **A** NO **G** 1.1 **T** 11 **M** 0 **GPP** 625

73 Tams Drift

Unity

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

74 Firestall

Unity

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

75 Dround

Unity

Planet	All the land mass of the planet is spread out in great chains of islands. The entire planet has a tropical climate.
Physical	Normal Human.
Mental	They are very peaceful, often sleepy and slow.
Culture	As the planet has no dangerous animals, and food is easy to get, the people just drift from moment to moment, never worrying about the future.
Techno	Technology has gradually evolved solely to support labor saving and recreational items.
Import	Luxuries of all kinds, Labor Saving Devices.
Export	Tourism, Money.
Notes	Lir Zancha Helium Plant Dreamroot

S B P 9 H 40 A NO G 0.9 T 10 M 2 GPP 800

76 Emmin

Unity

Planet	Glaciers cover about 30% of the planet's surface. There are constant earthquakes, which are usually mild. The plants are not based on chlorophyll, and are orange in color.
Physical	Normal Human.
Mental	They have an excellent sense of direction, and are able to do lightning fast math calculations.
Culture	A rigid caste system is in force, it is hereditary, and strictly defined and enforced. Elders are revered as wise people; all decisions are made by the elderly.
Techno	Normal for level.
Import	Steel, Copper, Radioactives, Art, Literature, Food.
Export	Art, Sculpture, Rare Alloys.
Notes	Many animals live in evolutionary dyads of two species permanently joined for additional protection. Dreamroot

S D P 9 H 60 A NO G 1.2 T 9 M 0 GPP 300

77 Lapnite

Unity

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

S E P 6 H O A N O G 1.1 T 3 M 0 GPP .35

78 Mourin

Unity

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

S 2A P 10 H O A N O G 1.5 T 11 M 3 GPP 500

79 Noralle

Unity

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

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

80 Vornita

Unity

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

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

81 Chalamp

Unity

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

82 Gye

Unity

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

83 ShuSatsoon

Unity

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

Helium Plant

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

84 Hallin

Unity

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

Lir

Helium Plant

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

85 Trayle

Unity

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

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

86 Montoe

Unity

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

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

87 Wedind

Unity

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

88 Morem

Unity

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

89 Lushor

Unity

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

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

90 Faranx

Unity

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

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

91 Anzatar

Unity

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

Helium Plant

Zancha

Dreamroot

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

92 Guerr

Unity

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

S 2B **P** 9 **H** 40 **G** CO₂ **G** 0.9 **T** 9 **M** 0 **GPP** 300

93 Parotnia

Unity

Planet	The average temperature is 500° F., winds are around 250 mph. There are constant rains of sulphuric acid, sometimes mixed with hydrochloric acid.
Physical	They are crab shaped, 2' long, and use infra-red vision, egg-layers. Strength +6. Dexterity -4.
Mental	They are totally unimaginative. They look down on Guerrites (see preceding planet) as being soft, useless and stupid.
Culture	Same as that of the Guerrites, except that any being may challenge any other to combat at any time. All cities are built subsurface.
Techno	They are very advanced in optics, including lasers, binoculars, slow-glass, and armored glass.
Import	Raw Materials, Computers.
Export	Optics, Tools, Mechanical Parts.
Notes	Anything no very well protected and tied down will be carried away by winds and destroyed by battering and acids. The port facility is located inside a large burned out volcano.

S E P 10 H 80 A CO₂ G 0.9 T 10 M 0 GPP 400

94 Rock Bottom

Unity

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

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

95 Bouncer

Unity

Planet The entire planet is a single planetary lifeform, which appears to absorb light like a plant, but can directly manipulate the materials around it to create whatever it wants. It can only create things that it understands fully, and it only understands up to technology level 9 at the moment.

It seems to have no desires other than to be left alone, but research teams from the Unity are attempting to motivate it to actively join the Unity and assist it in production.

It does want radioactives, to experiment with, and will exchange any raw materials or fashioned objects of radioactives. Average production time of products is ten hours for one cubic inch.

Import Radioactives.

Export Anything not protein (i.e. metal or stone)

S C P One H 20 A NOTn G 1.1 T 9 M 0 GPP N.A.

96 Tandy's World

Unity

Planet This planet is totally useless. It used to be a technology level 10 world. The destruction was so great that little is left except for slag and craters.

S D P X H 50 A Radioactive G 1.1 T X M 0 GPP 0

97 Wrath of Shildai

Unity

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

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

98 B'Brn'Bran'Ta

Restricted

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

Physical Apparently Normal Human.

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

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

Techno Unknown.

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

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

99 Safari

Restricted

Planet This world has many large islands, of varying climates. For centuries, the planet has been stocked with samples of every dangerous life form known in the cluster.
It is used as a combination hunter's planet and survival course by all three governments. Their elite warriors are sent here in groups of twenty, and picked up in a month, usually having lost five men.
Any beast found on any other oxygen planet is probably on this planet, and due to the competition is much deadlier than its home-grown relatives.
There is no law on the planet, so if another person wants what you have, he has no reason not to kill you and take it.

Notes There is a large orbiting hotel in orbit with shuttles and medical facilities.
Safari is governed jointly by Brotherhood, Imperial, and Unity.

S C P X H 40 A HO G 1.2 T X M 2 GPP .6

100 Flarr

Restricted

Planet Most of the surface is built up and covered with cities and warehouses.
Physical Human, they are 4' tall and covered with fur. Dexterity +4.
Mental Most natives can speak several languages.
Culture The entire planet is the home of the great merchant houses. They have contacts with almost everyone, and have a very high reputation.
Techno Their ships only have defensive equipment, but it is very good defensive equipment.
Import Everything.
Export Everything.
Notes The planet is protected by a fleet from each of the three governments. They are very, very sensitive and always try to impress each other with their efficiency. On the planet, intelligence forces from all over the cluster are trying to buy people and information.
This planet is owned by the Merchant Guild.

S 8A P 10 H 60 A NO G 0.8 T 12 M 0 GPP 2600



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

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

— Professor Starymaple
University of Zacania

Preface to 2nd Terran Edition