



The Meshan Saga

**Issue 6
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004	Malcolm Harbrow	Gearheading w/ FF&S; developing the New Era; possible player
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013	Brian Smaller	Classic Traveller, but will look at anything
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WANTED
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Wellington based

Plenty of players available!

HIWG

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If you would like to become a member or just want to get involved with other Traveller's then contact the New Zealand branch of **HIWG**.

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- Maintain a database of all internet based resources for member use.
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- Aid members in subscribing to SIGs, Fanzines etc.
- Converting New Zealand writer's material into PDF format for easy archiving and international distribution.
- Maintain a data warehouse of various Traveller electronic documents.
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HIWG Australia Site

<http://dove.net.au/~grants/hiwg.html>

Roger Myhre's web site - The HIWG International Site

<http://home.sn.no/~starwolf/HIWG>

Bryan Borich's web site - HIWG Chairsophont

<Http://members.aol.com/kagekiha/traveller>

Traveller History page

<http://www.ultranet.com/~eclipse/SV/TRAV/travhist.html>

Harold Hale's Children Of Earth for TNE

<http://dopey.siscom.net/~hdhale/COE.htm>

Traveller library data

<http://www.pcug.org.au/~davidjw/>

Domain of Deneb

<http://www.best.com/~cgriffen/traveller/deneb.shtml>

NEW ZEALAND SITES

HIWG NZ - Your Site

(ed note: sorry about mistake here last issue)

<http://homepages.ihug.co.nz/~fspace/>

Andrew Moffatt-Vallance-

Home of Greater Magellanic Clouds campaign

<http://users.netaccess.co.nz/amv/trav/traveller.htm>

Andrew Gall

<http://homepages.ihug.co.nz/~slayer/>

Subsector A Meshan Sector Prelim work

Read Me to REAN Subsector A, Meshan, comparative 1120 & 1200.

Version 1.1 DEC 97

This is a comparison of snap shots of the Traveller time line are at 1120 and 1200 imperial calender have been done. This is set up as a tool for GMs to use for TNE campaigns where expanded before and after data is handy. Also done are a blank (unpopulated or dated) subsector set and a UPP list is also available for 1115.

Rework 4 intended to fill the gaps in Biosphere details and add a few notes for flavour this is to be done once the sector is brought up to rework 3 standard. Cannon or derived from cannon: all work here is derived from sector lists done by Mike Melkish, converted to TNE standard by Leroy Guatney on 14JUN94.

Raen, Subsector list A

1115 imp

Vaerdzoukhu	0206 X4637.-3		5
Ragdo	0210 C6869BA-6	Hi	A 104 Vv F6 V
	0310 C624364-6	Lo Ni	621 Vv M4 V
Razfa	0409 A300A9A-E	C Hi Na Va Cp	R 303 Va G2 D
	0410 BAE9796-7	G Fl	302 Vv G8 V M9 D
	0506 C8D5277-5	C Fl Lo Ni	802 V1 K5 V
	0508 C6467BA-4	C Ag	R 221 V1 F7 D
	0604 D896485-4	C Ni	624 V1 F8 D M1 D M0 D
	0609 B54459D-8	G Ag Ni	R 324 V1 F2 V M2 D
	0706 B9A8653-9	Fl Ni	610 V1 K0 II M4 D
	0707 D120565-9	C De Ni Po	604 V1 G6 V M7 D
	0804 A57359E-9	G Ni	A 811 V1 K6 D M3 D
	0807 E78A231-8	C Lo Ni Wa	804 V1 F0 D M4 D
	0808 C310436-6	Ni	403 V1 M6 V M8 D

1120 imp

Ragdo	0210 C6869BA-6	Hi	104 Vo F6 V
Aengdan	0310 C624364-6	Lo Ni	621 Vo M4 V
Razfa	0409 A300A9A-E	G Hi Na Va Cp	303 Vo G2 D
Gzurrgho	0410 BAE9796-7	C Fl	302 Vo G8 V M9 D
Thougzaerrg	0506 C8D5277-5	G Fl Lo Ni	802 V5 K5 V
Llegza	0508 C6467BA-4	Ag	221 Vo F7 D
Kikhtats	0604 D896485-4	G Ni An	624 V5 F8 D M1 D M0 D
Kongghoth	0609 B54459D-8	G Ag Ni	324 Vo F2 V M2 D
Dhedhate	0706 B9A8653-9	G Fl Ni	610 V5 K0 II M4 D
Zaelan	0707 D120565-9	G De Ni Po	604 V5 G6 V M7 D
Suekhsaer	0804 A57359E-9	G Ni	811 V5 K6 D M3 D
Gzallezue	0807 E78A231-8	Lo Ni Wa	804 V5 F0 D M4 D
Zuzodh	0808 C310436-6	G Ni	403 V5 M6 V M8 D

ED NOTE: This work and others on Meshan Sector represent a divergent path for sector development from those developments conducted while I headed the development of this sector. Therefore HIWG NZ documents from now on will be broken into Meshan v1 and Meshan v2 to aid in clarifying the difference between them.

FSpace Website - Where to find Traveller material

<http://homepages.ihug.co.nz/~fspace/>

If you want to commission some artwork to be done for your favourite Traveller concept, then go here

A wide range of Megatraveller material can be found here

This is the main section for Traveller, containing Meshan sector material as well as the various HIWG NZ details (ie. member list, Traveller links and NZ document lists)



If you want some convention information go here. Some links exist for other sites.



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Race Name: Luriani

Homeworld: Derri/Fornast 2316 A76AA88-A

Environment: Land amphibian

Ecological Niche: Hunter

Native Skills: Music

Characteristics: 1 - Strength 2d
2 - Dexterity 2d
3 - Endurance 1d+6
4 - Intelligence 2d
5 - Education 2d
6 - Social Standing 2d

Symmetry: Bilateral

Limb groups: Two

Braincase: Head

Armour: None

Weaponry: None

Senses: 1 - Smell/Taste
2 - Touch
3 - Sight (normal)
4 - Hearing (normal)
5 -
6 -

Aging: As per standard Human

Gender: Dual

Components: ?????

Caste: Not applicable

Remarks: The race can store oxygen in their fat cells sufficient for 30 minutes and can reach depths of 500m (at standard atmospheric pressure) unaided.

Homeworld: Derri/Fornast 2316 A76AA88-A Hi Wa 220 Im K0 V (in 98)

History

The Luriani are a Human minor race transported to their new home by the mysterious Ancients some 300,000 years ago. Whilst the Luriani are unmistakably Human they have several unique and distinct characteristics which are a result of both natural evolution and genetic tampering by the Ancients. The Luriani are often referred to as "aquatic" Humans. This is not strictly true, for although they are far more at home in a water environment than most Humans these adaptations do not go as far as the Solomani generated Scanians. Luriani have distinctively webbed hands and feet (and the Luriani toes take up a far greater proportion of the feet); certain fat cells have the ability to store oxygen which allows the Luriani to remain submerged for up to 30 minutes and reach depths of up to 500 metres without any artificial assistance; they possess a clear second eyelid under the first which greatly enhances their vision underwater. However perhaps their most striking modification is not readily apparent at all. Unlike virtually all other Human races, the Luriani are overwhelmingly right brain dominant and their language ability is located in the centre of the brain which normally deals with singing rather than the classic speech centres. It would appear that these modifications were introduced to enable the Luriani to function better in a three dimensional environment, this has lead to further speculation that the Ancients intended to make the Luriani fully aquatic but the Final War intervened, leaving the Luriani "unfinished". As a result of these modifications the Luriani are overwhelmingly (at least 93%)

lefthanded, intensely creative and artistic, and have a strong tendency towards music and other performance arts.

Derri (the Luriani homeland) is officially classified as a waterworld, with only 5% of its surface being land. However this is still 19.7 million km². Derri is a fairly normal world with eleven continental plates, but these are mostly below sea level. Thus Derri is covered by a large number of continental sized island archipelagos surrounded by shallow (150m to 300m) seas. These "continents" are surrounded by deep (2000m to 5000m) oceans. It would appear that the Ancients initially deposited the Luriani on several islands in one of these archipelagos.

The semi-aquatic nature of the Luriani enabled them to utilise the shallow seas around their island homes for hunting and gathering, thus allowing for far greater populations and development than might have otherwise been expected. However eventually the restricted nature of their island homes started to limit their development. It was these growing pressures that led to the development of seafaring on Derri far before the Luriani had even developed anything even remotely like civilisation (it is theorised that the creative nature of the Luriani brain played a crucial role in this). Thus in approximately -250,000 the Luriani developed seagoing vessels whilst they were still a primitive hunter gatherer society. By -150,000 the Luriani had developed oceangoing vessels capable of circumnavigating their entire world despite still possessing only a TL0 culture. It was the possession of this maritime capacity which preserved the remarkable homogeneity of Luriani culture, despite being separated by thousands of kilometres of water, each Luriani settlement was connected by a web of voyaging ships. Indeed some Luriani lived out their entire lives at sea, only setting foot on land to gather supplies or build new ships.

Given this voyaging culture it was only natural that the Luriani should quickly come to the concept of trade and commerce, thus giving rise to the first signs of Luriani civilisation. By -100,000 the Luriani had developed a thriving world spanning barter economy, with the huge nomadic voyaging ships travelling between islands, trading for goods and services. However with the rise of trade came the rise of piracy and warfare. Both the seagoing nomads and the island dwelling settlements found a need for fighters to defend against the depredation's of raiders, which would eventually evolve into the Luriani warrior class. Thus by -30,000 the Luriani had established a world spanning trading civilisation complete with organised warfare, despite the fact that they were still a TL0 hunter gatherer culture without any domesticated animals or form of agriculture.

Over the next 23,000 years the Luriani gradually improved their technology and culture. In around -28,000 the first signs of agriculture appeared on a number of islands, animals were domesticated around -25,000, metalworking was achieved around -15,000. When Vilani influenced traders contacted the Luriani in -7500 they had advanced to a solid TL3. The Luriani were to prove to be extremely adept in absorbing Vilani technology; and by -7200 they had achieved TL9 and were launching their first "voyaging" ships to the stars. By -6000 they had established a vigorous interstellar culture encompassing most worlds within 10 parsecs of Derri. However the Luriani never developed the idea of an interstellar state (much like they have never truly developed a worldspanning government) and their worlds remained a loose grouping closely bound only by their voyaging culture. However this situation was not to remain.

In -5400 the Vilani began the Consolidation Wars. Initially the Vilani ignored the Luriani, regarding their independent worlds as a lesser threat than the many organised interstellar states that they faced. This was to prove to be a miscalculation on the Vilani's part. When in -4900 the Vilani attempted to conquer the Luriani worlds they found themselves opposed by a coalition of all the Luriani worlds. The initial Vilani offensive was turned back with heavy losses. However the Vilani returned in greater strength and thus began the Luriani Campaigns. The Luriani were to prove to be formidable opponents

for the Vilani. The nature of their brains made three dimensional combat second nature to the Luriani and their warrior class were very efficient fighters. However eventually the superior economic weight of the Vilani began to tell and one by one the Luriani worlds fell to the advancing Vilani fleets; and in -4500 Derri fell and the Luriani were defeated and despite several revolts were to remain under Vilani rule until the coming of the Solomani in -2200

When the Vilani conquered the Luriani in -4500 they attempted to impose their culture on the Luriani; Vilani governors were placed in control of Luriani worlds and the Luriani were expected to conform to Vilani cultural norms. These efforts were less than successful, though the Luriani did remain firmly under the control of the Vilani, their culture remained largely intact, the Vilani were never able to stamp out the emotional and independent nature of the Luriani. Thus when the Solomani arrived in the Fornast sector in -2223 they were greeted as liberators by the Luriani and a number of Luriani units served in the Terran forces during their final drive on Vland, proving that they had lost none of their fighting abilities. With the final defeat of the Vilani in -2219 the Luriani expected that the Solomani would restore their independence. However they were to be sadly disappointed. Unlike the Geonee or Suerrat, the Luriani were not granted autonomy under the Rule of Man. Naturally this bred resentment within the Luriani and in -2186 the Luriani rebelled against the Rule of Man. What followed was a tragedy for the Luriani. Isolated with only a limited production base, the Luriani faced an alliance of both Terran and Vilani forces. The Luriani hoped that the other minor races would come to their aid, these hopes proved futile and the Luriani were gradually worn down and in -2180 their final stronghold fell and in a cruel turn of fate, the Luriani again came under Vilani occupation. However under the Rule of Man, Luriani art and music found a wide audience amongst the Solomani; and this led to widespread sympathy for the fate of the Luriani. Finally in -1932 Empress Juliana established the Luriani Cultural Region. With this each individual Luriani world was granted internal self rule, answering to a Solomani planetary governor, with the entire region under the control of a military governor general.

With the collapse of the Rule of Man in -1776, the Solomani governor general of the Luriani Cultural Region found herself isolated and vulnerable. Admiral Martinez solved her problems by reaching an agreement with the Luriani. She transformed the Luriani Cultural Region into the Luriani Protectorate. Under this compromise her fleet provided protection for the Luriani in return for support, while the Luriani worlds were allowed to retain their independence. The Protectorate continued to exist into the Long Night; the Protectorate gradually evolved into a unique government. The Solomani provided the much needed skills to administer a large scale interstellar government, whilst the Luriani provided the necessary support facilities and their warrior class came to dominate the Protectorate fleet. Eventually however the Long Night claimed the Protectorate, by -1200 the Protectorate fleet had dwindled to just a handful of vessels and contact between the worlds had all but ceased. In -1183, Protector De Valine acknowledged that the Protectorate could no longer defend the Luriani worlds. The Solomani settled on the Luriani worlds and the Luriani Protectorate succumbed to the Long Night.

The situation remained unchanged until the coming of the Syleans. The Sylean Federation Scout Service reached the Luriani in -19. The arrival of the SFSS reawakened the Luriani's desires for the stars, Derri had been able to retain TL7 throughout the Long Night and the Solomani still remained a distinct racial grouping. Given the prod of the Syleans arrival, the Luriani applied themselves to regaining the stars. It took the Luriani just 30 years to recover to TL9 and begin to reestablish the Protectorate. By 32, the Luriani Protectorate was a thriving interstellar community once more, encompassing most worlds within 5 parsecs of Derri. The Protectorate was a curious state, one which the new Imperium found hard to understand or deal with. The bulk of the population were Luriani by culture, but virtually all the higher levels of administration were provided by the Solomani "Protectors". Eventually the Imperium was forced to do something about the Luriani. Initially they tried to incorporate the Luriani

through diplomatic means and initially this appeared to be a making progress, but negotiations stumbled on the Protectorate demand to be allowed to retain its identity within the Empire. In 79 Emperor Artemsus launched an offensive aimed at incorporating the Protectorate. Once again the Luriani proved to be masters of three dimensional warfare, in 84 the Imperial fleet suffered a sharp defeat at the Battle of Gusashka and was forced to withdraw. It was now clear that it would be a formidable task to incorporate the Luriani through military means. In 85 a peace settlement was negotiated and the Imperium returned to more indirect methods. From that time on relations between the Protectorate and the Imperium remained strained, with many minor clashes between Protectorate and Imperial forces.

****Physiology****

Unlike most known Human races, the Luriani are a discrete species (*Homo luriani*) and are not interfertile with other Humans. However significant portions of the Luriani genome were utilised by Rule of Man geneticists in the “construction” of the Scanians, thus the Luriani are interfertile with this branch of Humaniti.

Physiologically the Luriani are unmistakably Human, but they do possess a number of unique identifying physical characteristics, however these characteristics are only apparent on a close physical inspection. The Luriani posses a transparent second eyelid which protects their eyes from pressure and irritants, as well as acting to improve their vision under water. They possess muscles which can seal the inner ear, protecting it at extreme depths. They naturally produce a number of body oils which protect them from cold and irritants. Both their feet and hands are webbed. However their most notable adaptations are the fat cells they posses which store oxygen. This allows them to collapse their lungs and reach far greater depths (around 500m) than other Humans, as well as permitting them to remain in an oxygen free environment for up to thirty minutes.

However, distinctive as all of these characteristics are, the most remarkable modifications to the Luriani. The most remarkable and influential adaptations in the Luriani are found in their brains. At least 93% of all Luriani are right brain dominant and their language centres are located in the regions of the brain more usually associated with music and singing. These modifications, coupled with their close ties with the aquatic environment have produced the distinctive features of the Luriani culture.

****Culture****

Luriani culture is strongly influenced by the right hemisphere dominant nature of their brain. The Luriani are a creative, passionate and artistic people. The usual Imperial stereotype of the hotblooded Luriani artist does in fact have some basis in truth. Luriani music and art frequently reflects the emotional tension that lies beneath the surface of their society, few Humans can fail to be at least slightly affected by the pulsating up tempo bass rhythms of Luriani music, even more so when coupled with the sensual nature of Luriani dance. However, as with all stereotypes, this ignores the vast sweep of Luriani culture.

Many outside observers characterise Luriani society as being communal; in fact the Luriani are very strongly individualistic, but they utilise a form of group marriage in which a number of adults will form a distinct family grouping. Any children born into the family are regarded as brothers and sisters and all the adults will regard them as their children. As a result of the this, the universal Human incest taboo is slightly altered amongst the Luriani. It is accepted that some “siblings” will form relationships with their “brothers and sisters” during puberty. Such relationships are discouraged, but they are accepted as long as the children do not share a biological parent. However the relationships between the adults within the family are in a constant state of flux.

The Luriani believe strongly in individual and family honour. The Luriani code of honour evolved as a mechanism to limit the negative effects of the Luriani's emotional nature. Luriani honour holds that effort and intent are far more important than actual results; Luriani mythology is replete with stories and examples of heroic failure. The three basic tenets of Luriani honour are: protect your family; offer hospitality to all who seek it; and treat your foes fairly. Unlike many other honour codes, the Luriani code does not feature a physical duelling element, rather matters of personal honour are settled by "contests". In a contest, the two parties will attempt to complete some task or demonstrate mastery of a skill, usually artistic. As long as both parties have made given their best, there is no stain on one's honour for losing such a contest. When it comes to warfare, the Luriani hold that this is a matter for nations and tribes, not individuals; thus war does not remove a Luriani's obligations on a personal level, even when serving in the military.

****Art****

Art is one of the most important elements of Luriani culture, outside of the Protectorate art is the most widely recognised aspect of their culture. Luriani art reflects the turbulent and restless nature of their society, very little Luriani art can be classified as static, the essence of their art is the movement and energy found in their culture. The most prominent Luriani art form is of course music, but they are also drawn to most other performance arts (dance is almost as widely practiced as music). Other art forms such as painting and sculpture are less common, but none the less are still considered to be noble and honourable professions.

Luriani music is distinctive and unique, the most obvious defining characteristic is its 10/8 time signature. However it also possesses a number of other very distinctive characteristics. Virtually all Luriani music makes extensive use of the voice as an instrument; and slight differences in Luriani physiology has resulted their vocal cords being longer than the Human norm, contributing to the strong base tendencies in their music. Luriani singing also features a secondary voiced note when inhaling in addition to the usual note when exhaling, leading to a distinctive "breathy" sound (this effect is remarkably difficult for non-Luriani to reproduce, lacking the Luriani's internal independent oxygen source).

****Fashion****

Traditional Luriani clothing and appearance is almost as distinctive and powerful as their music. Many have likened their fashions to those of the Vargr. Traditional Luriani clothing is light weight and loose fitting; intended to be simultaneously functional and sensual. Luriani fashions are intended to be provocative and revealing, whilst maintaining a sense of mystery. The concept of utilitarian clothing which does not serve this purpose appears to be entirely alien to the Luriani, thus all Luriani clothing has to serve this dual purpose (the Luriani were scandalised by the Solomani and their "sack-like ship suits"). Luriani fashions do not use muted or subdued colours, their clothing features many irregular blocks of strong discordant colours with sharp dividing lines between them. These blocks swirl and interlock, giving a sense of movement and energy. The intention of the designer is to draw attention to certain parts of the body and away from others.

The Efrip and Akhrini

The Efrip and their offshoot, the Akhrini, are a Major Human race native to the Greater Magellanic Cloud. It is theorised that they were transported to the Greater Magellanic Cloud by the Sidhe approximately 300,000 years ago. Though of the same racial stock (Homo Efripzondans), the two groups have radically differing cultures. The Efrip evolved on Efripzond {Rictolsf 0912}; an ice covered medium sized world in the Cloud. They developed jump drives about 4,000 years ago and formed a large interstellar state which lasted around 800 years. The Akhrini culture developed on Akhrikora {Ewytctip 1709}; a desert world colonised during the Efrip period.

Physiology

The Efrip are unmistakable Human. However there are a number of noticeable difference from Humans of Terran stock. The average Efrip is shorter and stockier than the average Terran; and they posses a layer of fat which acts as effective insulation from extreme cold. They have a faster metabolism than Terrans, with an average heartbeat of about 83 per minute against the Terran average of 75. They have a higher occurrence of left handedness. Around one third of all Efrip are left handed, with a significant proportion (around 8%) being ambidextrous. The Efrip eye is superior to that of Terrans in bright light but inferior in subdued lighting conditions. The Efrip are able to metabolise certain proteins indigestible by other Humans. The average Efrip gestation period is 43 weeks as compared with the average Terran of 40 weeks. Most of these are undoubtedly adaptations due to the alien nature of their homeworld.

The Efrip Homeworld

Efripzond A867988-A

Efripzond orbits Olsfewt, a 50,000 km diameter gas giant at a distance of 4,728,000 km. Olsfewt in turn orbits Ewndakh, an A4 V star at a distance of 800,000,000 km. Ewndakh is itself the distant companion of Efakhndo, a B3 V star. Ewndakh orbits Efakhndo at a distance of 1,350,000,000,000 km. Efripzond has an orbital period of 292 standard days and rotates on its axis once every 24 standard hours. Olsfewt has an orbital period around Ewndakh of 2,920 standard days and Ewndakh has an orbital period around Efakhndo of 59,906,720 standard days (164,128 standard years). Efripzond has an axial tilt of 21o and an orbital eccentricity of 0.05. Efripzond is orbited by a single satellite, Iraakhri.

Efripzond has an average surface temperature of 5.8oC. About 35% of its surface is land, in two large and one small continents and one island archipelago. About 45% of the worlds surface is covered by oceans and the remaining 20% is ocean icecap. The surface is heavily glaciated, giving the world its high albedo factor of 0.42.

Efripzond's current population is 7 billion, of whom 90% are racial Efrip and is governed by a civil service bureaucracy. Efripzond is the capital of the Fourth Efrip Council, an interstellar state consisting of 8 worlds.

The Akhrini Homeworld

Akhrikora A8618C7-B

Akhrikora orbits Iraewp, a solitary F5 V star at a distance of about 315,000,000 km. Akhrikora has an orbital period of 973.34 standard days and rotates on its axis once every 36 standard hours. It has an axial tilt of 3o and an orbital eccentricity of 0.001. Akhrikora has no satellites.

Akhrikora has an albedo factor of 0.16 and an average surface temperature of 30.6oC. About 15% of its surface is water in the form of three small seas, 25% is arable land and the remaining 60% is desert.

Akhrikora has a population of 600 million (rather low for the capital of a large interstellar state), of whom 80% are Akhrini, 15% are Efrip and the remaining 5% other races and cultures. Akhrikora is governed by a Council of Elders (not to be confused with the Great Council of Elders which governs the Akhrini Commonality), a form of charismatic oligarchy. Akhrikora is the capital of the Akhrini Commonality.

History - Efrip

It would appear that around 3,000 to 10,000 individuals of the genus *Homo Erectus* were transported to Efripzond by the Sidhe around 300,000 years ago; these individuals evolved to become the Efrip. Along with the Efrip many other Terran lifeforms also appear to have been transported at the same time. Efripzond is home not only to Humans but also other primates, cetaceans, cattle, bears, many other species of animals, birds, fish, plants and other lifeforms of Terran origin. It would appear that the Sidhe transported a complete Terran ecosystem to Efripzond. This undoubtedly made survival for the prehistoric Efrip much easier.

The available evidence indicates that the initial Efrip were transplanted to the heavily glaciated smaller northern continent (Akhoslfewn) of Efripzond. The environment here is harsh and unforgiving; and without question the Efrip would have found survival difficult here. However by -200,000T the Efrip had evolved a stable nomadic hunter gather type culture and had spread to cover most of Akhoslfewn. Numerous 'Shangri-la' type valleys are dotted around Akhoslfewn and these played a prominent role in the development of the Efrip. Initially the Efrip only used these valleys as temporary stopping places, wintering in them and hunting the considerable herds of game which congregated there during the winter.

However by -50,000T several of these valleys had become semi-permanently settled (this appears to have corresponded with a period with a warmer than normal climate). The more hospitable environment of these valleys allowed the development of more advance Efrip cultures. For a long period the Efrip in the valleys remained simple hunter gathers, hunting the great herds of Ewsakhng (a descendent of transplanted Terran cattle) who roamed from valley to valley and gathering the plants which grew there. However, in around -30,000T the great breakthrough came; the Efrip domesticated the Ewsakhng. Other animals followed and by -25,000T the Efrip had also developed primitive agriculture. By about -20,000T numerous pastoral cultures had been established in different valleys.

It was in one of these valleys that the first Efrip civilisation arose in around -11,500T. The first civilisation was based on a priesthood worshipping Olsfewt. The priesthood developed mathematics to predict seasons. The complex orbital dynamics of the Efrip home system lead mathematics to be developed rapidly to a high degree and from this came the development of surpluses and civil engineering to enable cities to grow. The orbital dynamics of there system is also believed to have heavily influenced the basic Efrip belief in the cyclical nature of the universe and lead to their long term view of the world.

The benefits of civilisation spread to several neighbouring valleys and by -11,000T trade between the civilised valleys was flourishing. The Olsfewt Empire reached its height around -10,300T but with the growth in contact between the valleys came a growth in conflict over resources and around -10,000T the Olsfewt Empire collapsed due to warfare between the various valleys.

The Efrip languished in a dark age for around 1,000 years. Civilisations rose in various valleys, but none seemed able to achieve the necessary level of development to expand beyond the limits of their restricted worlds. However in around -9,000T the semi-mythical ruler Irisakhlsf had united one valley and formed the Irisakhlsf Empire. It would appear that the invention of the plough played a crucial role in allowing the Empire to solidify and remain after Irisakhlsf's death. By -8,800T population pressure forced the Irisakhlsf Empire to start to expand beyond its valley; and by -8,500T the Irisakhlsf Empire ruled an area of perhaps 800,000 km². The Empire appears to have undergone a civil war at this point and broken into various individual valley nation states. The next 2,500 years were marked by constant intericine warfare and the development of a feudal culture of many independent nations.

Around -6,000 the great Efrip philosopher Ictakhri developed her teachings. These teachings spread rapidly and gained wide acceptance. Indeed, present day Efrip culture is still based on the precepts she put forth over 8,000 years ago. Put simply, her ideas are that humans are a communal animal and that government should be based on enabling the greatest harmony and well being for the members of the community; and

that such government can only be achieved with the freely given consent of those being governed. These ideas proved to be a challenge to the established feudal elites and attempts to suppress her teachings were widespread, the traditional date for her martyrdom is -5,932T. However these attempts failed and her teachings were gradually adopted by more and more Efrip. By -5,700T the first states based on her teachings came into being. Her teachings, combined with the traditional Efrip belief in the cyclic nature of the world and long term view lead to the rise of the civil service bureaucracy as the common form of government.

By -5,200T most of the old feudal states had been replaced by states based on Ictakhri's teachings. With this came a more stable civilisation and the development of true science. In -5,000T sailing vessels were developed. The advanced nature of Efrip mathematics lent itself well to navigation; and ocean going voyages were common within 100 years. By -4,800T the Efrip were colonising the rest of their world. The more hospitable climate of the equatorial regions further spired their development. By -2,700T Ewfwind, a colonial state in the equatorial belt underwent an industrial revolution. Ewfwind came to be the dominant power by -2,500T. Ewfwind's influence and control grew rapidly; and in response other states industrialised and developed. By -2,200T Efripzond had developed to tech level 5 and was dominated by just four major powers: Ewfwind, Iriefictiri, Akhoew and Eflsfakhn. Other minor states still remained, but only as clients to the great powers. They achieved tech level 7 in -2,150T, but in -2,121T tensions between these powers boiled over and a nuclear war ensued. During the next 10 years over 75% of the Efrip population died as a result of war, famine and pestilence. The Efrip plunged back to pre-industrial levels and did not recover for over 500 years.

In -1,607T the leader Akhwoend came to power in Eflsfakhn. He embarked on a campaign to unite Efripzond and prevent another nuclear holocaust. In -1,584T he succeeded in getting the remaining Efrip states to agree to the Charter of Ictakhri and form the Efrip Akhndefwo (Great Council of Efrip). This effectively united Efripzond under one government based on the teachings of Ictakhri.

In -1,400T the Efrip had recovered to tech level 7 and started to reach out into space with missions throughout their home system. In -1,242T the Efrip discovered jump drive and started to explore the stars around them. The first Efrip council was a centralised interstellar state, administered by a civil service bureaucracy with its capital on Efripzond. This is considered to be the golden age of the Efrip. During this period they controlled 6 sectors and colonised worlds in at least another 6, achieving an ultimate tech level of 13. However by -400T the First Efrip Council had collapsed. The reasons for this collapse are still poorly understood. The most commonly accepted theory is that the centralised nature of the administration was simply unable to effectively control such a large interstellar state. The ultimate push which ended the First Efrip Council would appear to have been an internal civil war, caused by the revolt of the Akhrini. The Council splintered, warfare and piracy became widespread and interstellar communications simply ground to a halt.

After the fall of the First Efrip Council, most of the Efrip worlds gradually slipped back to pre-spaceflight levels and the First Dark Age descended on the Cloud. The Efrip never regained their former glory. In 501T the Terran Empire discovered the wormhole at Breakout and Terran colonisation of the Cloud commenced. Many former Efrip worlds were absorbed into the Terran Empire. In 624T the Second Akhrini Commonality was formed; and this aggressive state also absorbed many former Efrip worlds. Efripzond itself suffered badly during the First Dark Age. It lost the technology to construct starships and did not return to the stars for at least 800 years. Eventually they did return to space in 432T and in 529T the Second Efrip Council was formed. However this was only ever a minor state and was conquered by the Second Commonality in 857T. With the collapse of the Second Akhrini Commonality in 1198T the Efrip again briefly regained their independence under the Third Efrip Council in 1220T. But this lasted only until 1304T before the Second Dark Age claimed this state too.

The current Efrip state (the Fourth Efrip Council) came into being in 2340T. It is again a minor interstellar state, consisting of only the core 8 Efrip worlds. Threatened by the Third Akhrini Commonality, it is generally considered to be a client state of the Magellanic Empire. Despite this, many people of Efrip decent and culture continue to exist outside of the Efrip Council; and their culture is still widespread, especially with in the Akhrini Commonality.

History - Akhrini

The Akhrini are an offshoot of the Efrip. While Efripzond marched towards civilisation, some Efrip remained outside the mainstream of Efrip culture. These were the nomadic hunters who followed the great herds of Ewsakhng in the northern wastes. Even in modern times they still remain on Efripzond, living much as their forebears did. It is from these nomadic hunters that the Akhrini are descended.

These nomadic hunters maintained a fiercely independent culture, highly valuing individuality and freedom. They proved to be a constant source of problems for the Efrip, frequently revolting against the centralised authority of the Efrip Council. The First Council's response to these revolts was to deport trouble making tribes to their colonies. Initially on Efripzond itself, later after the discovery of jump drive, to other worlds. The Akhrini revolted in -1,143T and were deported to a distant harsh desert world then known as Igrewln. The world was already colonised by the Efrip, with their colonies clustered in the fertile lands around the small seas. The Akhrini were deported to the less hospitable deserts.

Over the next 600 years, the Akhrini came to dominate their harsh desert environment and gradually grew in numbers. However the basic nature of their culture lead to many independent tribes and frequent tribal wars. The basic Akhrini culture that developed was highly militaristic and individualistic. As the Efrip colonies on Igrewln grew to be a major industrial centre, they suffered frequent raids from the Akhrini, however the inherently disorganised nature of the Akhrini at this time prevented them from becoming a threat.

During this time the Akhrini developed the Rewlsf Akhrini (Akhrini Code) which is still the basis of their culture. The basic premise of this code is that warfare is a matter between tribes (or nations in later times) not individuals. The Rewlsf Akhrini sets out elaborate rules of conduct and hospitality. While two tribes may be at war, the individual members of that tribe are not viewed as the 'enemy'. It is a requirement of the Rewlsf Akhrini to grant hospitality and succour to any person needing it. Captives and conquered peoples must be treated fairly and humanely. It was only natural that the Akhrini became disproportionately represented in the Efrip military; a factor that was to ultimately prove to be the undoing of the First Efrip Council.

In -523T the various Akhrini tribes were united under the leadership of the legendary figure of Pindeflsf. He united the tribes in a common goal and quickly conquered the Efrip colonies on the fertile lands around the small seas. This is taken as the founding of the First Akhrini Commonality (Iwolsfakhy Akhrini) and Igrewln was renamed Akhrikora. The Akhrini Commonality refused to recognise the Efrip Council and a war ensued. Fortunately for the Akhrini, Igrewln was a major industrial centre and the site of an Efrip naval depot; the Akhrini captured many warships and large numbers of Akhrini serving with the Efrip deserted to the Commonality. The Akhrini launched an immediate offensive and captured a number of major Efrip worlds. The Industrial base of these captured Efrip worlds proved vital in this war; and in -515T the Efrip Council was forced to acknowledge the independence of the Akhrini Commonality and its control of at least 32 other worlds.

The militant expansionist tendencies of the Commonality led to another war in -467T as the Akhrini spread to the stars. The Akhrini victory in -449T is generally held to be the most direct cause of the fall of the First Efrip Council. However the Akhrini were incapable of governing an interstellar state and the First Akhrini Commonality did not survive the death of Pindeflsf's great-grandson in -369T. Lacking a charismatic leader the Commonality simply disintegrated into competing tribes. Many of these tribes raided throughout the former Efrip Council, contributing greatly to the onset of the First Dark Age.

The Akhrini languished in the First Dark Age along with all the Efrip worlds. Much knowledge was lost as the Akhrini had not formed a true technological society during their brief reign. However over the next 800 years the Akhrini absorbed the Efrip on the 200 or so worlds that had been a part of the Akhrini Commonality. By 450T they had regained the stars and fairly extensive traffic existed between their worlds. However no interstellar states existed, each world was controlled by an independent tribe (frequently more than one) much which vied with one another much as the Akhrini had always done. All this changed in 501T with the coming of the Terrans to the Cloud. Terran explorers contacted the Akhrini in 593T, but extensive contact did not come until at least 20 years later. It would appear that knowledge of the expanding Terran Empire

was the impetus for the formation of the Second Akhrini Commonality in 624T. The Second Commonality proved to be far more durable than the first. It was not dependent on a single individual to hold the various tribes together, rather it depended on the Great Council of Elders made up of representatives of all the major tribes in the Commonality.

The Second Commonality was the Terran Empires major opponent in the Cloud; and fought six inconclusive wars with the Terrans. However it also expanded into the former Efrip Council, spreading Akhrini culture to many of these worlds. In 857T the Second Commonality absorbed the Second Efrip Council. Eventually the Second Commonality ruled over most of 4 sectors, but its culture spread far wider. With the fall of the Terran Empire the Second Commonality started to expand into the former Terran territories. However in 1168T the Second Commonality was rent by a massive upheaval which was to lead to its collapse. Several key tribes refused to acknowledge the sovereignty of the Commonality and civil war ensued. The Commonality effectively disintegrated into competing tribes in a remarkably short time, but the concept of the Commonality was by now very strong in the Akhrini. The various tribes were to wage war for over 200 years for dominance, but in 1402T the final government claiming to be the Second Commonality ceased to exist. By this stage, 200 years of constant warfare had taken its toll on the Akhrini worlds and they had lapsed into the Second Dark Age.

Many Sociologists point to the rise and fall of the First and Second Commonalities as proof of the widely accepted theory that the Akhrini can only remain united in the face of an overwhelming external threat. This theory is held to be strengthened by the formation of the Third Commonality.

The Third Commonality was initially formed in 2169T and consisted of 10 worlds near the Magellanic Empire. It did not include Akhrikora or the great bulk of the Second Commonality worlds. However the Third Commonality did not undergo expansion or even hold much authority over its member worlds until the end of the Second Mwoah War. It would appear that the Magellanic Empire's triumph in this war identified the Empire as a clear threat to the Akhrini. After the war's end in 2304T with a clear victory for the Empire, the Third Commonality underwent explosive growth. Most worlds joined voluntarily, Akhrikora joined in 2311T and the capital was relocated there in 2319T. By 2327T the Third Commonality covered most of the Ewytctip sector. Its rapid growth continued until the mid 2330's by which time it appears to have reach a natural limit.

The Third Commonality differs from the First and Second in that it has a true central government bureaucracy. The Third Commonality maintains a number of governmental organisations which answer only to the Commonality. Included in these are an Army and Navy. However it still remains to be seen whether or not the Third Commonality can overcome the divisive tribal nature of the Akhrini culture.

Language

Whilst Maganglic is widely spoken as a second language within Efrip and Akhrini space, it and related languages are only spoken as a first tongue on a few Terran colonised worlds. The most commonly spoken Efrip language is Iryakhtip (the official language of the First to Fourth Efrip Councils), whilst most Akhrini speak the related tongue, Takhil (the official language of the Akhrini Commonality). Several other related languages (Risoct, Ewifakhil, Oliso, and Ireslfi) are also not uncommonly encountered within Efrip and Akhrini space. These together with a few rarer languages make up the Efrip family of languages, which are spoken as the first language by perhaps 90% of the inhabitants of Efrip and Akhrini space.

Iryakhtip originally used an ideographic script, the Otakhra. However, this was gradually superseded over a 500 year period by the current phonetic script, the Opiyakhra. The Opiyakhra is first recorded in -2,217T and started to achieve prominence around -1,700T (greatly assisted by the general decline in literacy occasioned by the nuclear holocaust). By about -1,450T the Otakhra had fallen out of general use. The last recorded use of the Otakhra were in the collected works of the poet Akhytoct, published in the Otakhra script shortly after her death in -1,203T. The Opiyakhra script is now used by all the languages of the Efrip family, with the exception of Reakhera (only spoken on a few worlds, all within the Magellanic Empire), which uses the Anglic script.

The most striking difference between Iryakhtip and Takhil is that; in Iryakhtip all words must begin with a

vowel, whilst this is not true of Takhil (though the majority of its words do also begin with vowels). Another distinguishing feature of Iryakhtip is its lack of single syllable words. There being only eight in the entire language; all of which are words of considerable antiquity (for interest, these words are: Ef - Myself, akhwo - to commit suicide due to insanity, ri - a deity, Efyt - a plant native to Efrizond, olsf - Home, Eflsf - a large flying predator native to Efrizond, end - meat cooked inadequately, and ong - the sound of an avalanche). Takhil has rather more such single syllable words, but they are still a comparative rarity.

Calender

Both the Efrizond and Akhrini use very similar temporal systems. Both are based on the complex temporal system which developed on Efrizond before space flight was developed. The basic division of time in both systems is the Iyata (day) of 24 Terran hours. The Iyata is divided into 3 Erilfs (watch; this division is omitted from the Akhrini system), each Erilf is divided into 4 Onopakh (session), each Onopakh is divided into 10 Ixreni (period: this division is omitted from the Akhrini system), each Ixreni is divided into 10 Iwind (cycle) and each Iwind is divided into 100 Riniot (heartbeat) which corresponds to 0.72 Terran seconds. Many larger divisions also exist: 8 Iyata make up a Efkzo (week; this division is omitted from the Akhrini system), 9 Efkzo plus 1 Iyata (73 Iyata in all) make up a Ectgri (season), 4 Ectgri make up a Olsfgrew (year of 292 Terran days), 5 Olsfgrew make up a Itbiop (pentad). The Itbiop is the largest division of time in the Akhrini calender and corresponds to 4 Terran years. However the Efrizond calender has four even larger divisions; 2 Itbiop make up a Ewrarix (decade), 4 Ewrarix make up a Risjril (era), 23 Risjril make up a Akhylfowo (epoch) and 223 Akhylfowo make up a Engbirif (eon of 164,128 Terran years). The Engbirif corresponds to the orbital period of Ewndakh around Efakhndo. It goes without saying that traditional Efrizond timepieces are rather complex devices (more than one humorist has commented on the coming of the digital watch to the Efrizond). It should be noted that in all Efrizond languages all words for temporal divisions are both singular and plural as well as being proper names.

Both the Efrizond and Akhrini calenders have different start dates. The Efrizond calender dates from -5,932T (the traditional date for the martyrdom of Ictakhri), while the Akhrini calender starts its dating from -780T (the traditional date for the Rewlsf Akhrini); neither calenders have a zero year. Since the First Dark Age, the vast majority of Efrizond worlds have modified their calenders to use the simplified Akhrini temporal system. The arrival of the Terrans in the Cloud has seen the development of a third temporal system, known as the Ereyt system. The Ereyt divides the Iyata into Terran seconds, minutes and hours (known as Endon, Initewt and Orae respectively) and retains only the Olsfgrew and Itbiop above it. This system is used by virtually all Efrizond and Akhrini worlds within the Magellanic Empire and has gained wide acceptance outside it. There does exist an Ereyt calender, which has its start date at 692T (the date it and the Ereyt system were first proposed) and has a zero year (more precisely a zero Itbiop). This calender is used by many Efrizond and Akhrini worlds within the Magellanic Empire, but is rarely encountered outside of it.

Psionics

The Efrizond appear to have standard human capacities for psionics, however they appear not to have developed them to any major extent. Some quasi-religious movements exploiting these techniques did develop during the First and Second Dark Ages but they are not widespread. Generally speaking these movements are less uncommon amongst the Efrizond, though still rare. The Akhrini tend to regard the use of psionics as indicative of a weakness of character. However, perhaps due to the fact the a widespread psionic movement has never developed in their cultures, neither the Efrizond or Akhrini share the Terran distaste for psionics. The Efrizond and Akhrini within the Magellanic Empire tend much more strongly towards Terran attitudes and suppress psionics.

Wyld Worlds Subsector

Ed Note: Subsector developed for Yiklerdzanzh Sector project

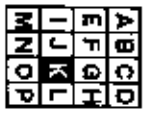
The Wyld Worlds subsector contains 21 worlds with a population of 7.28 billion. The highest population level is 9 at Erida, and the pirate haven of Kanst. The highest tech level is C at Storm.

The entire subsector should be treated as having at least an Unatmosphered or Ambient Zone rating, though most portions are more correctly Forbidden or Red Zones.

Name	Hex	Statistics	T	B	Trade	Z	PHQ	AI	Starline Data
Yass	0105	D564635	7		Lo Ni D<20	U 603			F4 D
Kanast	0106	X243650	0		Ni Po	U 201			G4 V M6 D M6 D
Mivizulis	0203	XA59000	0		Ba Fi Lo Ni	P 010			K3 V
Shalsodr	0210	X463521	3		Ni Ch 70%	U 223			F3 D M0 D
Storm	0302	A967777	7	C	M Ag Ri Au	933			G2 V
Wahlkamulan	0306	D149677	7		Ni Po	U 701			F4 D M1 D
Fiat	0308	D837300	8		Lo Ni	U 603			M8 V M6 D
Ficraite	0403	C3A8532	6		Ni	U 230			K1 V M6 D
Kanast	0408	C8A5979	B	M	Fi U	304			F4 V M1 D
Overdash	0501	B949455	5		Lo Ni	U 601			F5 D M9 D
Erida	0504	D744876	9		Et In	U 402			P0 V M9 D
Ilodra	0505	B65469C	3		Ag Ni	U 402			G6 V
Muldr	0506	D210421	5		Ni	U 335			M4 V
Silafdrablich	0601	X230634	1		De Ni Po	F 500			M7 D
Sakigu	0604	B004576	A		Lo Ni Va	U 600			F1 V M9 D M6 D
Kerbla	0706	D555246	3		Lo Ni	U 320			K2 V M6 D
Tiga	0708	E776777	3		Ag	U 811			K4 D
Edjinsla	0709	X745464	2		Ni	U 403			F1 V M6 D
Sheval	0710	C9C3201	8		Lo Ni	U 503			M6 V
Dred	0803	B986766	A	M	Ag Ni	904			Ax F4 V
Ivsnoflee	0810	X66567A	2		Ag Ni Kl	P 204			F4 V

The Vargr and Hinnan populations of Ivsnoflee live under a self-imposed technology ban.

Reports of hidden treasures and lost treasure fleets abound in the region.



Yiklerdzanzh Sector

The Wyld Worlds Subsector

The Wyld Worlds subsector is an area of sparse, independent and generally worthless worlds surrounded by several powerful neighbours.

Apart from the worlds of Storm and Dred, the entire area swarms with the fugitives and refugees of many races from the adjacent empires - and with pirates. It is even rumored that slavery is not unknown in the region.

The surrounding areas periodically send anti-pirate fleets to sweep through the region when pirate actions cause a public outcry. Realistically, this is only a token gesture as the cost and time involved in doing the job properly is prohibitive. Extended operations in the area are uncommon, as they arouse the ire and suspicions of the other power blocs in the neighbourhood, and leave other interests exposed.

