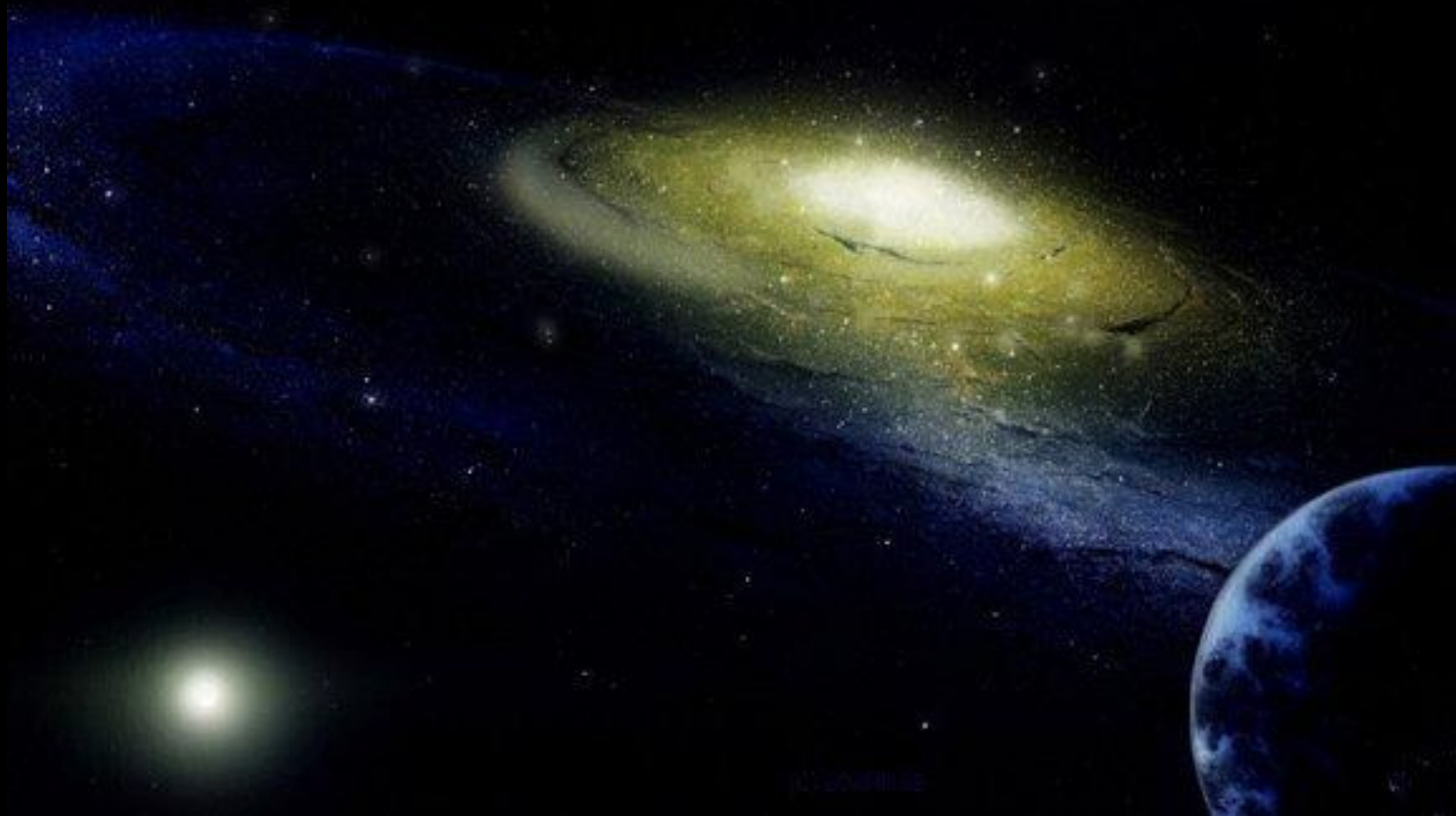


Stellar Reaches

A Fair Use Fanzine for Traveller



A Samardan Press Publication

Stellar Reaches

A Fair Use Fanzine for Traveller

Table of Contents

Letter From The Editor	3
BITS Task System.....	4
Personality Profiles III	5
Archetypes.....	51
Languages Within the Empty Quarter.....	53
Lossi Space: Gallery.....	62
Lossi Space: Maps & Data.....	113
Aesop's Fables	147
System Flags of the Empty Quarter II.....	150
A Barn to House Thee.....	177
Legal	178

Issue #25, Christmas 2014. Version 8.

Founder: Jason "Flynn" Kemp. Editor: 2005-2010

Our website: www.stellarreaches.com

Credits:

Cover Art: Galaxy and Earthlike World © Bill Carr.

See his work at <http://www.epilogue.net/art/18189-galaxy-and-earthlike-world>

Cover Layout, Contributing Author, Editor/Layout Design: Alvin W. Plummer

Contributing Artists: Analytical Aquarius, Ayegraphics, Ben Andrews, Bill Carr, Andrew Davidson, Andrei Dobrescu, Equiliari, Goran Delic, Gabriel Gajdos, Paul Gibson, Mark Gillespie, Giorgio Grecu, Marc Daniel Goecke, Roman Gunyavy, Eric van Helvoirt, Santiago H.B.V., Gary Jamroz-Palma, JohnnysDream, Juhani Jokinen, Krystian, Aldo Lazuardy, Ken Lebras, Sami Mattila, misterlogo, NASA, Max V. Nimos, Jose Ochoa, Joakim Olofsson, Francisco Perez, Eric Persson, Plasma Enterprise, Psyxis, Rémi, Rainbow-colors, Tobias Roetsch, Artur Rosa, Sergey Skachkov, Shahrul Nizam Selamat, Neil Thacker, UNGDI-SEA, Jan Vavrusa, Justinas Vitkus, Sebastian Wagner

The **BITS Task System**, although modified to include Traveller T20 difficulty classes, has been provided with permission by **British Isles Traveller Support (BITS)**. Its presence here does not constitute any challenge to the rights for this system, and we gratefully acknowledge Dominic Mooney and Andy Lilly for their generosity in allowing our use of this system to allow future adventures to be written in such a manner as to be more useful to all published Traveller rules sets. For more information on BITS, check out their website at <http://www.bits.org.uk/>

The **Stellar Reaches** fanzine is published without charge or cost under the appropriate Fair Use and Online policies published by the various holders of the Traveller license. For ease of reference and as required by these Fair Use policies, the appropriate text of these policies is included in the legal section at the end of this publication.

Copyright of Original Material:

All original material in the Stellar Reaches fanzine not designated as Open Game Content, or not otherwise protected under the copyrights of other entities, is copyright © 2016 by the original authors and artists, as identified in the byline with each article or contribution.

No portion of this fanzine may be reproduced in any form or by any means without permission in writing from the author or artist holding that specific content's copyright.

Letter From The Editor

Greetings, Fellow Sophonts:

Welcome to the Christmas Issue of **Stellar Reaches**!

This is a setting, background, and art issue: while numerous hooks for adventures can be found all over the place, there is no explicit adventure to be found. I was already very late due to prior commitments – even dropping the Autumn issue for 2014 – and in the end, I simply ran out of time.

Instead, this issue is more of a ‘tying up loose ends’. I long wanted to finish up the surveying the system flags of the sector, but was stymied by the pennants of Alpha Quadrant. Fortunately, Andrei Dobrescu helped me a lot here, and thanks to his help – with an assist from misterlogo – I was able to get all the flags out the door, finally! I hope you like the designs, and the backstory for each of the worlds. Additional flags and maps can be downloaded at the www.stellarreaches.com website.

While I sorrowfully dropped any adventure for this issue, I couldn’t miss a Personality Profile. People – and how they interact with cultures, technology, and new worlds – make up the heart of Traveller, and so we meet some more unusual denizens in this issue, including:

- A surplus solider, wondering about a curious outpost;
- A promoter of Imperial Vargr immigration to the wealthy Rukadukaz Republic;
- A Baronetess working to bring all the major system governments together, to face a common foe;
- A Vargr adapting Vargr culture, to spread peace across all the species of the Quarter;
- A helpful bureaucrat, about to light up the repressed tensions of the Imperial Empty Quarter;
- And many more characters...

To help a bit with character development, I wrote up some useful notes in the ‘Archetypes’ article, tied to military habits, the kind of followers a leader would have, and even three famous Heroes of Russian culture. ‘Languages with the Empty Quarter’ is more of a backgrounder, bringing together all the languages previously mentioned in the **Stellar Reaches**’ Empty Quarter.

The Lossi Space articles are an alternate setting, lightly fleshed out: but really, it’s a showcase for some space art that I hope you will find inspiring for your own adventures and campaigns.

Ω

Christmas 2014 is coming on fast, and this year I managed to get my own homage to Jesus Christ in as well.

Traveller is about storytelling, and the difference between the stories of the King of Kings and that of the Emperors of the Third Imperium are definitely worth chewing on. Sure, one story is real, and the other fictional: but the Emperors are drawn from human history, ‘biggie-sized’ as it were, and could well be considered archetypes of humanity after digesting the great powers that progressing material, medical, and information advances are providing to us.

The story of the Third Imperium ends as a tragedy, like all empires do. But the Kingdom of God is, of all things, a never-ending comedy – a play with a happy ‘limitless ending’ – with tragic interludes. A very odd story, actually.

Reading ahead,
Alvin W. Plummer
Editor, **Stellar Reaches** fanzine

BITS Task System

From pg. 8, BITS Writers' Guidelines June 1999. Copyright ©1999, BITS. All Rights Reserved.

T20 Open Game Content from the article "Extending the Task Resolution System to T20" Copyright 2003, Jason Kemp.

MegaTraveller (MT), Traveller: The New Era (TNE) and Marc Miller's Traveller (T4) all use a graduated system of task difficulty ratings – Average, Difficult, Formidable, etc. 'Classic' Traveller (CT) and GURPS Traveller (GT) use modifiers to the task rolls instead. Traveller T20 (T20) uses difficulty classes (DCs) to define target numbers for skill checks. The BITS Task System provides a simplified common ground for all these rule sets, using difficulty ratings with corresponding task modifiers for CT and GT and DCs for T20 as shown in Table 1. The means by which spectacular (GT: critical) success or failure are achieved are defined by the rule set used. Similarly, the GM should apply the rules for special tasks – opposed, co-operative, hasty, cautious, etc. – according to the rule set used. As always, these are only guidelines – the GM may alter any task roll as appropriate to enhance the game.

TABLE 1: TASK DIFFICULTIES

BITS Task Difficulty	T4 Difficulty	T4.1 Difficulty	GT Target Modifier	TNE Difficulty	MT Difficulty	CT Target Modifier	T20 DC
Easy	Easy (Auto)	Easy (1D)	+6	Easy	Simple	-4	10
Average	Average (2D)	Average (2D)	+3	Average	Routine	-2	15
Difficult	Difficult (2.5D)	Difficult (2.5D)	0	Difficult	Difficult	0	20
Formidable	Formidable (3D)	Formidable (3D)	-3	Formidable	Difficult	+2	25
Staggering	Impossible (4D)	Staggering (4D)	-6	Impossible	Formidable	+4	30
Impossible	(5D)	Hopeless (5D)	-9	Impossible	Impossible	+6	35
Hopeless	(6D)	Impossible (6D)	-12	Impossible	Impossible	+8	40

Ex. Maria Charles is forging a complex document, which the GM rules is a Staggering task. Maria has Forgery-4 (GT: Forgery-16, T20: Forgery +18) and the relevant attribute (MT, T4) is INT 10 (TNE: INT 9, T20: 15).

CT: Task success is normally $2D + Skill \geq 8$. Maria requires $2D + Forgery \geq 12$ ($8 + 4$ for Staggering difficulty). Alternatively, the GM may prefer to apply the target modifier as a negative modifier on the dice roll, i.e. $2D + 4 - 4 \geq 8$.

MT: Staggering difficulty is equivalent to MT's Formidable (15+), thus the task is $2D + Skill + (Stat / 5) \geq 15$. For Maria this is: $2D + 4 + 2 \geq 15$.

TNE: Staggering difficulty is equivalent to TNE's Impossible, thus the task is $d20 \leq (Skill + Stat) \times \frac{1}{4}$. For Maria this is $d20 \leq 3$, i.e. $(9 + 4) / 4$ rounded down.

T4: Maria requires $4D \leq INT + Forgery$. (Note that T4's Staggering rating of 3.5D is ignored.)

GT: Maria requires $3D \leq Forgery + Target Modifier$, i.e. $3D \leq 16 - 6$.

T20: Maria requires $d20 + 18 \geq 30$. (Note that the INT modifier is already factored into the skill check.)

Task definitions should always be used sparingly – the GM should be able to define the difficulty and required skills and equipment for most tasks using common sense. Where strange skills or equipment are needed, these can usually be listed, without requiring a full task definition. Where a full task definition is required, use the following format (you don't need to use the bold or italics formatting; plain text is fine):

To find a boar:

Difficult Recon (GT: Tracking), or

Difficult Hunting (T20: P/Hunting), or

Formidable Survival

+1 Difficulty if riding at full gallop.

+1 Difficulty if lost.

-1 Difficulty if moving slowly.

Spectacular Success: They have surprised a boar and have one round to act before it reacts.

Success: They have found boar tracks and can begin following them.

Failure: No tracks found.

Spectacular Failure: They have become lost.

+1 Difficulty indicates a harder task (e.g. an Average task becomes Difficult) whereas -1 Difficulty is an easier task (e.g. Difficult would become Average).

NOTE: This system has been extensively play-tested but suggestions for refinements are always welcome.

Personality Profiles III



Well-guarded installations in paradise.... A mysterious base on the tropical island of Syshi, on the world of Harshad. This graphic is titled "Ascan Island" © Gary Jamroz-Palma.

See his work at www.artofgary.com

Sir Parwez Yacoub

UPP CA89CB, Age 30, Solomani East Indian

Skills: Combat Rifleman - 4, Forward Observer - 2, Computer - 2, Heavy Weapon - 1, Combat Engineer - 1, Robot Ops - 1, Stealth - 0, Mechanic - 0, Dance - 0

Languages: Anglic (Transform). Sir Parwez can still remember a few phrases in Nulinadian Hindi.

Tools & Aids: An old Imperial Army rifle and a few magazines, for sentimental value.

Visual: Built strong and powerful, Sir Parwez looks like the courageous warfighter he is. Out of uniform, though, he just wears whatever lets him fit in with the crowd, be it a T-shirt & jeans or an Indian mundu.

Opening Theme: "Trip to Skye", John Whelan & Eileen Ivers - <https://www.youtube.com/watch?v=unobqJSK84Y>

While born on Nulinad/Nulinad, Sir Parwez could never fit in with the local culture – at least in his circles, everyone seemed too stuffy, too rigid and timid, ready to hide behind convention when faced with a challenge. So he got off-world with the Imperial Army, usually pulling counter-insurgency and garrison duties. He was fortunate to work with some gear-oriented officers with some pull, which opened the door to hard-to-find high-tech warbot and scoutbot work. But despite his skill and courage – even earning a knighthood – Sir Parwez never was promoted, and instead of being shipped to the Solomani battles (something he would have welcomed), he was instead honourably dismissed from His Majesty's Forces.

Now, Sir Parwez has been approached by Saprykin, a small, high-paying site security outfit. But before he actually accepts the job offer, he would like to know more about what, exactly, Saprykin is guarding on Harshad – Sir Parwez does not want to be made a fool of, working for anti-Imperial interests or for some doomed, poorly-financed dreamer. A steady paycheck with good people for a good purpose is what he's after.

Closing Theme: "Quake", Hiroki Kikuta - <http://www.youtube.com/watch?v=WO7nSb9evnQ>



*Interestingly, few of the systems near the world of Ikon have gas giants, restricting starship refuelling and fleet deployment. This had a serious impact on offensive Imperial Naval mobility during the Julian War... and on those who wish to evade Ikonian licensed pirates/tax collectors today. Roenksu, one of the few exceptions to the rule, happens to host a major Star Legion naval base in her vast seas (pictured in *Stellar Reaches* #18, page 31).*

This graphic is titled "In the Shadow of a Giant" © Sami Mattila.

See his work at <http://smattila.deviantart.com/art/In-the-shadow-of-a-giant-145492788>

Vuarz gr Mraegouksafgekip

UPP 245ABA, Age 27, Irilitok Vargr

Skills: Linguistics - 5, Persuasion - 3, Vacc Suit - 1, Mechanical - 1, Electronics - 1, Grav Vehicle - 1, Broker - 1, Handgun - 2, Rifleman - 1, Wheeled Vehicle - 0, Computer - 0

Languages: a pile of them...

- Fgavoukuarg - Native: Irilitok Vargr language, on Ababat/Lentuli,
- Anglic (Transform dialect) – the language of the Imperium, along with Modern Vilani. The Transform dialect is widespread in the Empty Quarter,
- Imperial Vuakedh - Irilitok Vargr language, widely used on Udusis/Udusis,
- Arabic (Ababat dialect) - An ancient Solomani tongue, widely spoken on Ababat and the Quarter,
- Ukazk – an Irilitok Vargr language, on Ikon/Tsahrroek.

Tools & Aids: A translator, holding the many Vargr languages of the Empty Quarter that gr Mraegouksafgekip doesn't speak.

Visual: A small, brown & grey-fur Vargr, who is shockingly clumsy for a typically high-dexterity species like the Vargr. Unlike most Imperial Vargr in the Empty Quarter, he wears the Vilani-influenced raiment preferred by the Ikonaz Vargr (the Ovaghoun Vargr of Ikon, and the dominant race of the Rukadukaz Republic). His behaviour and mannerism are also erratic: sometimes veering to the natural Arab-influenced patterns of his youth, other times imitating the Normcore, ActingBasic forms he so admired on Ikon.

Normcore: “being one with the herd” rejoicing in conformity, flexibility and connectivity,
ActingBasic: deliberately choosing “dad-brand non-style” clothing, bland behaviour that doesn’t stand out.¹

Opening Theme: “Moon Run”, Trapezoid - <http://www.youtube.com/watch?v=QBfvOAFRPol>

To Ikon!

Born & raised in the Vargr regions of Ababat, gr Mraegouksafgekip (he insists on being called by his chosen pack’s name) was always talented with languages and the skill to use them well. Hired by Stars of Shiloh, a high-tech, high-jump courier firm from Antares Sector, gr Mraegouksafgekip spent many years on Ikon, helping to arrange high-specialty shipments from high-tech Ikon for use by both wealthy humans and Vargr in Imperial Antares and the Empty Quarter.

Every land has its own law.
- Scottish proverb

Gr Mraegouksafgekip’s main tactic was to find recently impoverished Ikonaz citizenry², and buy their goods at a 50% - 90% discount; then have it packed up for his co-workers, who could ship it over to Imperial Space and sell it at a major mark-up (and fat profits).



As described and shown in Stellar Reaches # 9, Ikon is a mighty and wealthy world... but gr Mraegouksafgekip also spent a great deal of time visiting isolated, high-tech outposts, looking for high-tech cast-offs that he could sell at a good mark-up back home. “One man’s trash...” This graphic is titled “Malakath” © Shahrul Nizam Selamat. See his work at <http://syarul.deviantart.com/art/Malakath-76439187>

It was seeing the local wealthy Vargr – powerful and fearless before humans (and anything else) – that gave him visions of escape, for himself and his own people. Many of his Ikonaz friends were sympathetic to the “plight of the

¹ These are actual fashion trends, as of early 2014. While they will probably be long-dead by the time you read this, they *could* be seen as covert Vilani ‘cultural adjustment’ plots...

² “Impoverished Ikonaz” = “Stinking rich Emptyheads”, so far as direct wealth comparisons are concerned. Note that this fact does not make the poor Ikonaz feel even a tiny bit better.

noble Vargr packs, born to freedom, trapped behind the lines of the barbaric and oppressive Imperium”, and were willing to donate and organize on behalf of his dream.³

Better beans and bacon in peace than cakes and ale in fear.
- Aesop

Back Home...

Returning to his homeworld, gr Mraegouksafgekip left Stars of Shiloh, turning his new idealism to building a local network, funnelling local Vargr to transports and sending them on their way to various worlds of the Rukadukaz Republic. However, this is a really expensive trip: paying full freight and going through Antares, it costs 160,000+ Cr to make the 40+ parsec run to the nearest Republican world (assuming a jump2 ship, 8000 Cr/Jump). Even subsidized to the tune of 80% by various charities and wealthy backers on Ikon, the 32,000 Cr price for the one-way trip is far too steep for most Vargr in the Imperial Empty Quarter.

Still, gr Mraegouksafgekip works hard to get the word out, and there are local, successful Vargr who are weary of human hostility, and willing to make a clean break for a new life somewhere far away, where they don't have to worry about hairless bipeds. There is a problem with this though: it tends to take away the most talented and successful Vargr from the area, and local Vargr community leaders don't care for this at all. Gr Mraegouksafgekip's allies on Ikon are working to arrange free mass transportation, but this isn't easy.⁴



Some wolves fly starships. A hunting pack in Fathwaas' inner asteroid belt, 993 Imperial.

This graphic is titled "Wolves Lying in Wait" © UNGDI-SEA.

See his work at <http://ungdi-sea.deviantart.com/art/Wolves-Lying-in-Wait-291352848>

³ More precisely: the Vargr do the high-profile fundraising, get the leadership positions, receive the high salaries, and gain in charisma, while their Vilani servants and hirelings do all the back-office drudgework.

⁴ For one thing, the Imperium is suspicious of massive transports from high-tech pro-pirate Vargr governments appearing over her major worlds. "Sounds kinda iffy to me..."

For the PCs...

Organizing mass emigration of local Vargr to the Republic is quite time-consuming, and gr Mraegouksafgekpi is always on the go. This also means that he needs to charter a ship to take him to the major Vargr population centres in the Six Subsectors: Uduis/Uduis most of all, but also Hebrin/Hebrin, Zukhisa/Nulinad, Eninsish/Nulinad, Ebwathwa/Nulinad, Ardamashii/Gimushi, Cooke/Hebrin, Ababat/Lentuli, Mugama/Hebrin, Liamea/Hebrin, and Uthurrvon/Yogesh.

Fortunately, the highly professional Ikonaz pirates are quite likely to let any ship he rides on go unmolested, or get away with a token payment to show respect. Unfortunately, the Blood Vargr pirates don't care who gr Mraegouksafgekpi is, just that 1) he's not part of the pack, and 2) killing him (and everyone else) is a lot more fun than anything else they can think of. Human pirates tend to dislike Vargr passengers, so the PCs may need to do some fast-talking to save his life.

Due to the nature of the work, the PCs will be in regular contact with the Vargr of the Empty Quarter, who are suspicious of humans – especially Solomani humans. They also have little respect for the law, but despite this their attitude to the Imperium is generally on the supportive side – she is currently fighting a huge war against the Solomani Confederation, after all! Most simply can't afford the price tag to go Republican, and those who do have invested a lot in their current business, right here in the Imperium – and have gained a good deal of charisma in their success. Still, the Vargr do not value stability as much as human businessmen do, so they could be convinced to take a chance in more friendly space, with the right approach.

*The satiated man and the hungry one do not see the same thing
when they look upon a loaf of bread.
- Rumi of Persia*

In all of the above, I am assuming that the PCs are human. Vargr PCs running a ship for this character have quite different concerns and different objectives, which should be worked out before the game starts. It also makes a difference whether this Vargr PC crew are Imperial Empty Quarter natives, visitors from the more successful (and locally disliked) Antares Sector, or are a loaner Ikonaz Vargr crew: enjoying the high-tech ship, but also forever suspected of piracy by the local population, human and Vargr alike.

Closing Theme: "Intro to Twin Peaks" by Angelo Badalamenti - https://www.youtube.com/watch?v=i7d0Lm_31BE



(Previous) Just another glorious day in the Six Subsectors. This time, the world happens to be Udusis, but it could be most TL 8 to 5 Solomani systems in the Six Sectors with a breathable atmosphere.
This graphic is titled "Africa concept mood" © Gary Jamroz-Palma. See his work at www.artofgray.com

Baronetess Tzipporah Winanas

UPP 859CAC, Age 31, Mixed Vilani

Skills: Liaison - 2, Pilot - 2, Equestrian - 2, Sociology - 1, Energy Weapon - 1, Vacc Suit - 1, Polearm - 1, Bribery - 1, Linguistics - 1, Leadership - 1, Admin - 1, Tactics - 1, Grav Vehicle - 0, Computer - 0, Electronics - 0, Dance - 0, Paint/Sculpture - 0, History - 0

Language: Stenovit (Native), Anglic (Core)

Visual: A plump lady who looks a good deal older than she really is, but retains a regal air about her. She is usually quite well-dressed, with rich, warm-coloured robes, jackets, and ornate gloves.

Tools & Aids: A translator with the major Imperial Empty Quarter languages, and a standard datapad. And of course, a household ring that acts as a family identifier. Not on her person, but always nearby: Blackie, her horse, which follows her wherever she goes no matter what. (On airless worlds, the horse will be provided with his own enclosure.) The horse comes with his own groom, responsible for his care, feeding, and health.

The Baronetess also keeps an unusual weapon on her person, a short-range sonic wand that emits a pulse that rips the flesh off a target's bones. It's a rare Yugoslav weapon that most Imperials won't recognize on sight, and most scanners will overlook. Damage to non-living targets is much weaker, and it will not work in vacuum.⁵

Opening Theme: "Arcadia", Adrian Johnston - <http://www.youtube.com/watch?v=9peC8fxIEEc>

*The man of character bears the accidents of life with dignity and grace,
making the best of circumstances.
- Aristotle*

Baronetess Tzipporah was born in exile, with the rest of House Winanas on Yugoslav/Rayoci'air/Delphi.⁶ She was raised to fit in well with the Serbian-descended population of the Stenovit asteroid culture, and would have eventually married into an important local family if the vagrancies of Imperial politics didn't unexpectedly shift her way. As it is, she was 15 when she was suddenly plucked from the only home she had ever known, and with the rest of her family sent a good 70+ parsecs spinward, to once again bear the Will of the Emperor before a world.

Baronetess Tzipporah was able to stay a few months on the family's new fief on Slorm/Lode/Zarushagar – as Slorm is the capital of Lode subsector, she was able to both get her basic indoctrination into the Corps and catch up with Household gossip and future plans on the same world. Like many other Nobles, she also fell in love with riding: when she managed to fangle her own starship from the Diplomatic Corps, she made sure that it has enough space to bear her favourite horse, sufficient feed and space to keep her happy, and space for a groom as well.

The whole family was interviewed by bannermen from the Imperial Palace, and while her father was granted the Barony of Slorm (as expected), Tzipporah was surprisingly elevated to a Baronial title in her own name. (A Baronet

⁵ See "One Thousand and One Weapons", page 85, for more details. <http://www.rpgnow.com/product/17889/1001-Science-Fiction-Weapons-Revised>

⁶ Exactly why her family as exiled is left for the Referee to decide. If inspired by Downton Abbey's glorious ancestors (see <http://mises.com/library/downton-abbey-dirty-secret>) then you have a family head that was involved in some fancy war profiteering and double-book accounting in the run-up to the long-planned Solomani Rim War that was punished with exile and the loss of the majority of the family fortune. As for the relative benefits of aristocrats, monarchs, and democrats, I recommend Hoppe's *From Aristocracy to Monarchy to Democracy*: <http://store.mises.org/From-Aristocracy-to-Monarchy-to-Democracy-A-Tale-of-Moral-and-Economic-Folly-and-Decay-P10960.aspx>

is much like a Knight, but – unlike a knighthood – it can be inherited.) Tzipporah received her title directly from the hand of Emperor Styryx (in his capacity as Archduke of Sylea), a memory she still treasures deeply.



Storm, on one of the local fiefs of House Winanas. "Well, at least you can breathe freely here!" "DO stop lying directly to my face, Uncle..." This graphic is titled "Barathrum" © Tobias Roetsch. See his work at <http://taenaron.deviantart.com/art/Barathrum-339640988>

Tzipporah tried hard to enter the Imperial Diplomatic Corps after failing college, but instead was drafted into the Scouts (over her desperate and terrified objections: she knows what the causality figures are like for Scouts.) She survived her time in the communications branch, even becoming a solid pilot in the Imperial Courier Service, and after her conscription period was ended she again applied to the Diplomatic Corps – and this time, was accepted.

As of Holiday-993, the Baronetess is on her way to officiate a meeting of several important world leaders of the Imperial Empty Quarter. Instead of gathering at the sector capital at Nulinad as is customary, the ten planetary leaders⁷ will be meeting at Pamushgar. The old hatreds between these worlds are fading as the majority turn to making money over making war... despite the pain pirates are currently inflicting on the sector.

Always do the right thing. This will gratify some people and astonish the rest.
- Mark Twain

Baronetess Tzipporah's job is to make sure that the fading of mutual hatreds continues, and to insure that proper protocol is followed when these leaders (and their accompanying warships⁸) gather to visit. And she has to do this without the help of the Imperial Navy to insure everyone stays on their best behaviour (Pamushgar's forces are nothing to sneeze at vis-à-vis the locals, but they don't have the untouchable tech superiority proper Imperial warships have). And, while it's unlikely that there will be an attack by high-tech Ikonic forces, the possibility of such an attack has to be kept in mind: not only to remind the local Imperials whose in charge, but for the charisma hit as well. "Single high-tech pirate smashes Colonial Navy fleet... hundreds dead... Vargr captain laughs about it on Ikonic media..."

Closing Theme: "Always Summer", Adrian Johnston - http://www.youtube.com/watch?v=TvXD4P-_wJk

⁷ These include all the high-pop systems, excluding Red Zoned (and intensely xenophobic) Mikik and Gudina (a world directly ruled by the Imperium). Note that some leaders are also Imperial Nobles, but others aren't.

⁸ For a bit of inspiration: <http://www.dailymail.co.uk/news/article-2831158/Russian-warships-bearing-Australia-ahead-G20-meeting.html> and <http://www.dailymail.co.uk/news/article-2833179/US-kept-close-watch-Russian-navy-fleet-heading-Australian-waters-believed-acting-orders-spy-leaders-G20-summit.html>



Visiting the family stronghold one last time, before setting off on her far journey...

This graphic is titled "Violent Planet" © Neil Thacker. See his work at
http://www.renderosity.com/mod/gallery/index.php?image_id=2458330

Reozuega'oufusalla'oull

UPP 7C9AC5, Age 38, Irilitok/Ovaghoun Vargr

Skills: Liaison - 2, Streetwise - 2, Infighting - 2, Scrounge - 2, Grav Vehicle - 1, Acting - 1, Disguise - 1, Recon - 1, Linguistics - 1, Research - 1, Handgun - 1, Forensics - 1, Carousing - 1, Vacc Suit - 1, Bribery - 1, Ships Boat - 1, Computer - 0

Language: Ikonaz Vargr (Native), Ikonaz Vilani

(Note that 'Ikonaz Vargr' and 'Ikonaz Vilani' share the same script. They are spoken differently, as Vargr and human vocal cords favour different sounds, but the syntax and vocabulary are somewhat related, and there is a higher degree of mutual intelligibility for these two tongues than for any other given pair of human and Vargr languages.)

Visual: A fairly ordinary looking Vargr. Besides his bobbed tail – part of the adulthood ritual of his culture, back on the Aerzorak/Kourae homeworld, there is nothing to distinguish him from the billions of other Vargr of upper-middle levels of Charisma.



A starship crew, taking the long way home.

This graphic is titled "Canyon of the Icy Moon" © Justinas Vitkus.

See his work at <http://justv23.deviantart.com/art/Canyon-of-the-icy-moon-338417801>

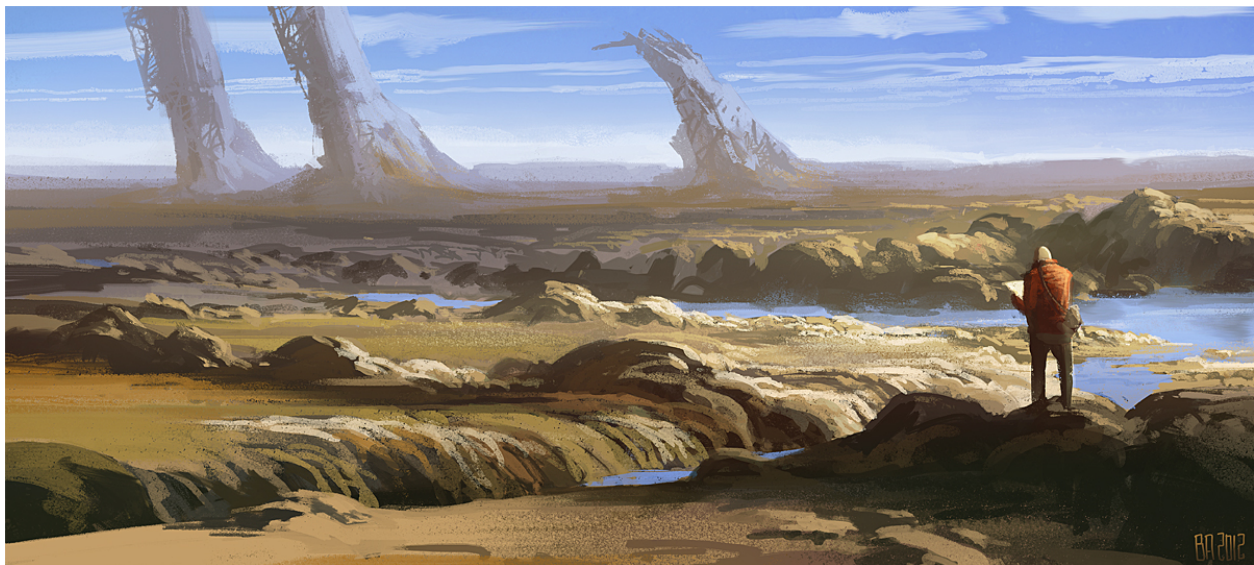
Tools & Aids: Two pistols, a short sword (for show, as Reozuega' is untrained in its use), an electronic PDA (Portable digital assistant), and some medication to treat some chronic illnesses he picked up on his extensive travels. (Without the meds, his hair will start falling off in unsightly clumps, and he will lose some of his vision.) Naturally, Reozuega' has his own translator, as he can't speak any of the Imperial languages (although he is now being tutored in Anglic).

Opening Theme: "Cascading Colours" by Tilman Sillescu - https://www.youtube.com/watch?v=-K3v3_DxHEA

Reozuega' (as he calls himself, not bothering to use his full name) had a fairly tough life, being a half-breed in a culture that is blatantly geared for Pureblood Ovaghoun Vargr rule. With his father killed in a multi-pack conflict, he was raised by his mother alone, reaching adulthood in the same year she died of a chronic disease. Fortunately, he was taken in by an emissary – a Vargr trained to mediate between different Vargr factions – and grew to do the job pretty well, even though he would never receive the recognition he deserved.

Your land and home and pleasant wife must be left behind.
- Horace

Recently retiring with a decent pension, Reozuega' had the option to simply remain with his young family, but instead decided to hand over his pension and his accumulated wealth to his mate to use as she saw fit for the family, while he would head off once again – but this time, to the anti-Vargr systems of the Imperial Six Subsectors of the Empty Quarter.



Chartered Space has been inhabited by starfaring (Vilani) men for 10,000 years. That's a LOT of mysterious ruins and inscrutable artifacts, as a surveyor on Kharkhelud could tell you. This graphic is titled "Remains" © Ben Andrews. See his work at <http://ben-andrews.deviantart.com/art/remains-288802110>

Following the call of Kr'ukghadhiishon of the Tirradk (**Stellar Reaches #24**, page 9 ff.), Reozuega' decided to teach the Way of the Emissary to the impoverished & uncivilized Vargr of Imperial Space. It took a years' journey to make his way to the world of Udisis, and by Holiday-993, he's only gathered a handful of students in a lightly populated, heavily forested part of the world – but that's enough for a start.

Recently, one of his students has given him the idea of creating an Emissary force that spreads across all the species and sects of the Empty Quarter, bringing an end to the bitter, poisonous hatreds and opening a space for families and worlds to blossom. Reozuega' just doesn't have the Charisma to bring his vision to pass all by himself, but he's looking for someone else, another Vargr, with enough Charisma to get all sophonts to listen, and truly spread the idea. Thinking like a true Republican, he also needs an organization man – perhaps Vilani, but not

necessarily so – to efficiently organize the imagined group of Emissaries, to last more than just the lifespan of a charismatic founder, to be more than just a temporary fashion.

Closing Theme: “The Lakes of Canada” by The Innocence Mission - <http://www.youtube.com/watch?v=zQqqkloc580>



About -4500 Imperial, during the First Imperium, something really bad happened in Ikkimam system. Several Imperial scout expeditions have been sent to the system to determine the cause: the leading explanation is that a gas giant exploded. (But First Imperium records disagree, with no gas giants noted by the careful Vilani surveyors.) While the Imperial Scouts have been withdrawn to support the war effort hundreds of parsecs rimward, privately- and planetary-government funded investigations continue. This graphic is titled “Incandescent” © Psyxis. See his work at <http://psyxis.deviantart.com/art/Incandescent-418575515>

Sir Akamakam Nu Naagaggikhdiggu

UPP A3A9FB, Age 62 (Visually early thirties), Vilani

Skills: Admin - 8, Leadership - 5, Legal - 2, Grav Vehicle - 1, Handgun - 1, Rifleman - 1, Grav Belt - 1, Carousing - 1, Wheeled Vehicle - 1, Ships Boat - 1, Persuasion – 1, Computer - 0, History - 0, Streetwise - 0

Language: Modern Vilani (Native)

Visual: A pure Vilani – complete with golden eyes – Sir Akamakam is merely the most senior member of his clan now faithfully serving the Imperium, as they have done for millennia. He is powerfully built and with incredible stamina – but has very little agility. In this case, the body closely resembles the mind.

Tools & Aids: Just a datapad, and a ceremonial (yet fully functional) pistol.

Opening Theme: “Al I Ever Wanted (With Queen’s Reprise)”, Hans Zimmer - <https://www.youtube.com/watch?v=ri4PcmWOS0Q>

*Habit for him was all the test of truth;
'It must be right: I've done it from my youth.'*
- George Crabb

Sir Akamakam was born on Gasadim, a vacuum world run by a planetary Vilani democracy. As a member of one of the leading families – those whose last names always dominated the top government offices – Akamakam received the best in his young life, and his parents were pleased when the community selected him to join the caste tied to Imperial civilian service. He received an excellent education in the famed Administrative Academy of Ka-aswa – and also made several contacts that have borne fruit throughout his life.

After a long life of solid service – careful attention to regulatory detail, never making waves but always ready to contribute in a way that makes his superiors look good, and not only sticking to consensus and precedent, but the ability to generate a consensus as well (without drawing attention to himself) – Sir Akamakam not only earned his knighthood in 982, but caught the eye of a up-and-coming Bwap noble. Now risen to Sector Duke, Dethwabtakeb-webwakawa is turning to a number of old allies in the bureaucracy, planning to finally purge it of unpredictable Solomani influences and corruption “which has held back the Six Subsectors for centuries now”, and put it on a the road to reliable, transparent, letter-of-the-law administration.⁹ “Only with this foundation, can the Empty Quarter finally rise to match her Imperial sisters!” And one of His Grace’s allies is Sir Akamakam.

Nothing is so dangerous as an ignorant friend; a wise enemy is much better.
- Jean de La Fontaine

The Imperial Knight understands why the Sector Duke wants to wipe the slate clean, and fully supports him 100%. He knows that he has been dealing with Solomani cultures that have seen the rules as ‘subject to negotiation’ since before the Terran Space Age, but *this* is the time to strike hard, and make things right. The Imperium is in a hard fight against the external Solomani traitors, but how can Imperial Civilization gain her predestined glory if it is held back by Solomani innovation, dissonance, corruption, and irregularity within? No: the enemy within must be destroyed utterly, just as the enemy without will be.

It’s a strange thing: most epic-scale disasters could be fairly clearly foreseen, if the chain of logic was not prematurely halted at some suitable point. If the Imperial Japanese high command really understood the significance of American industrial might... if the German high command knew what the Soviet Union was capable of... if the Americans thought about the consequences of the Iraqi power vacuum, once the Baathists were gone...

Most Imperial Sector Dukes since the Hebrin Rebellion have worked hard to damp down the hard tribal passions, always lurking underneath the surface. It would be a dark jest indeed, if a non-human duke and a species-blind Vilani – in a righteous quest to eliminate corruption and bring discipline to the sector – are the ones to ignite the hatred of the Solomani, and discover just how quickly the most carefully organized plan, for only the best of reasons, can spiral out of control, shattering the Six Subsectors beyond repair.

*In a situation that's already a powderkeg,
one doesn't ignore the man handing out matchbooks.*
- Florence Ambrose, Freefall

Closing Theme: “The Plagues”, Hans Zimmer - <https://www.youtube.com/watch?v=c2WjCHuYg4g>

⁹ Of course, the end of the bribes and the favours will drastically cripple the ability of the local poor Solomani to economically compete with the comparatively wealthy Vilani/Bwap alliance (and the ‘built into the system’ benefits they gain).



(Previous) If an Imperial industrialist is wealthy enough, he can elevate his own private mountain. The Ir Rimengiigasa Estates on Kurae, Zarushagar sector. This graphic is titled "Visiting Grandfather's House" © Max V. Nimos. See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1341364

Alexi Odezalas

UPP 45699A, Age 58, Mixed Vilani

Skills: Admin - 3, Liaison - 2, Economics (High Finance) - 2, Acting - 1, Broker - 1, Brawling - 1, Grav Vehicle - 0, Disguise - 0, Song - 0, Jack-o-Trades - 0, Energy Weapon - 0, Navigation - 0, Pilot - 0, Computer - 0, Vacc Suit - 0

Language: Anglic (Transform). Mr. Odezalas originally spoke with a Core dialect, but that has been lost in 30+ years of local living.

Visual: Mr. Odezalas is large and in charge, and can handle himself in a fight – but he doesn't have much raw strength. He's usually dressed in a fine-looking, bespoke business suit, imported from the Imperial Core; and everything he owns bears the right labels from the right fashion houses. Mr. Odezalas usually has a faintly bored look on his face, no matter the situation.

Mr. Odezalas is almost never found far from his last reminder of his very distant homeworld – Pracent Bites, well-seasoned goat meat covered in glazed chocolate. The astronomical expense of shipping them in all the way from Kurae/Lode/Zarushagar is trivial, compared to the joy of warm family memories reawakened one more time...

Opening Theme: "Bombay/Area 52" by the Humble Brothers - <http://www.youtube.com/watch?v=vc9UpEgXI9s>

Jimmy Johnston: Right here. Editorial says this fight is good as murder, and everybody associated with it should be hauled into court and prosecuted afterwards. They say the paper's gettin' all sorts of letters from people saying you're their inspiration - like you saved their lives or somethin'. If you ask me, it's a lotta crap... but if I'm gonna promote this fight, I'm not gettin' hung out to dry if somethin' happens to you.

Joe Gould: [sarcastically] Ah, you're all heart.

Jimmy Johnston: My heart's for my family, Joe, my brains and my balls are for business and this is business. You got me?

*Joe Gould: Gotcha.
- Cinderella Man (2005 movie)*



A simple photo of Mr. Odezalas native lands on Kurae, a home he most likely will never see again.

This graphic is titled "Valley of Silence" © Max V. Nimos.

See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=2075554

Long, long ago, Mr. Odezalas came into the Six Subsectors as a crewman on the *Blizzard Night*, a large, jump3 trader hailing from Zarushagar Sector, a very long ways out from the Empty Quarter. The plan was to load up on rare curios and interesting artefacts from the local systems, then head home for a killing – but some serious problems and red tape put the kibosh on that plan. So instead, they spoke to their parent company – the Sharurshid megacorporation – sold their ship, and used the capital to create a small investment firm/specialized bank, providing loans and financing for Vilani and Bwap museums, established art collections, and the right sort of investor interested in both aesthetic & financial accumulation.

Aside: Don't forget, Traveller's interstellar economy is not dominated by a handful of vast banks, but by a handful of vast megacorporations. Of these firms, only Hortalez et Cie, LIC and Zirunkariish are heavily involved in financing. Hortalez et Cie is "a banking and investment house, specializing in loans to planetary governments, underwriting of large-scale projects, and other fiscal activities" while Zirunkariish – NOT an original Ziru Sirka bureaux – is "a Vilani banking and investment company...[and] is one of the largest insurance underwriters in the Imperium, and while its capital reserves are gigantic, it usually chooses to invest them in various trusts rather than in other megacorporations."¹⁰

I also suspect that the other megacorporations are largely self-financing and self-insuring, thus insuring their independence. Of course, most notable planets and Noble Houses can create their own banking, financial services, and currency, depending on their capitalization and economic beliefs. For example, proper Vilani culture does not use 'money' per se: goods and services are provided for according to bureaucratic regulations.¹¹



While the air on Liamea is too tainted to breathe directly, there are still many places where her natural beauty can be appreciated. This graphic is titled "Water moon" © Justinas Vitkus.

See his work at <http://justv23.deviantart.com/art/Water-Moon-353559844>

The business prospered in Lentuli, Nulinad, and Gimushi subsectors, where the formal, impersonal, highly organized, rigorously structured Vilani style was welcomed and appreciated by the Vilani & Bwap populations. But in the other subsectors, the locals often didn't care to take loans from strangers, preferring to deal with their own – even at the cost of higher interest rates. Or, even worse, they would take the money and just disappear.

¹⁰ All quotes from **MegaTraveller: Referee's Companion**, page 40-41. Buy it here: <http://www.rpgnow.com/product/395/MT--MegaTraveller-Referees-Companion>

¹¹ Info from **GURPS Traveller: Interstellar Wars**, page 70. Buy it here: <http://www.warehouse23.com/products/SJG31-2401>



So many worlds, and never enough time to visit them all... This graphic is titled "Wayfarer" © Tobias Roetsch.
See his work at <http://taenaron.deviantart.com/art/Wayfarer-186140522>

Seeing that the local Solomani lacked the wealth of the Vilani & Bwap, most outsiders simply ignore them: the cost of getting them to the bargaining table, and then actually pay up, just isn't worth it. But Mr. Odezalas simply wouldn't give up. Step by painful (and costly) step, he adopted to the tribal, personal, religious culture, eventually converting to Hinduism – following Bhaga, God of Wealth¹² – and taking an Arab Kikhushi woman as his wife.

The chains of habit are too weak to be felt until they are too strong to be broken.
- Dr. Samuel Johnson

As of Holiday-993, Mr. Odezalas is attending the wedding of his first-born daughter, held at his mansion: within a week, he will have to attend her wedding again, this time at a time and place of the groom's choosing. After the nuptials, Mr. Odezalas is itching for some excitement. Over the last two years he has been using his personal helicopter (and full-time pilot)¹³ to fly from the estate to the nearest major city on a daily basis, visiting other banks, and talking to nervous clerks and account mangers who dare not say no to an hour spent just shooting the breeze, not matter how much work is waiting to get done. Who knows – if he thinks you're useful, he might hire you on the spot for a fat salary.

But what Mr. Odezalas really wants to do is relive the dangerous days of his youth, running with the wolves. It's been many moons since he's been involved in a shoot-out, fighting off pirates, or in a tense negotiation in a dirty little dive... but he still thinks that he has it in him.

Closing Theme: "Goa" by John Powell - <https://www.youtube.com/watch?v=kUYcHG60Tcl>



In the Empty Quarter, not all crash survivors are friendly. This graphic is titled "Winter Patrol" © Juhani Jokinen. See his work at <http://artofjokinen.deviantart.com/art/Winter-Patrol-421612704>

¹² In the form of Hinduism popular on Nulinad (which Mr. Odezalas follows) Bhaga has taken on some of the characteristics of Cai Shen, the Chinese God of Prosperity. In Hinduism, Bhaga remains blinded by Virabhadra (created by Shiva) and the idol follows Hindu styling, but the placement of the idol is governed by Feng Shui principles. Most Hindu worship is individual, not communal, so most shrines are at home: but the Hindi of Nulinad also place their images at their workplaces, following Chinese practice.

¹³ "Every man and his dog has an air/raft... but how many men can say they have their own *helicopter*?"



Madakaru, back on his homeworld of Kharkhelud, 980 Imperial.
This graphic is titled "Bashi-bazouk" © Shahrul Nizam Selamat.
See his work at <http://syarul.deviantart.com/art/Bashi-bazouk-141176531>

Na'man Madakaru

UPP 6898E8, Age 34, Solomani¹⁴ Arab

Skills: Computer - 2, Prop Aircraft - 1, Electronics - 1, Leadership - 1, Brawling - 1, Small Blade - 1, Medical - 1, Ships Boat - 1, Jack-o-Trades - 1, Admin - 1, Wheeled Vehicle - 0, Handgun - 0, Rifleman - 0, Vacc Suit - 0

Languages: Hebrin Arabic

Tools & Aids: A set of knives, guns, grenades, and a light bulletproof vest. Also, an Arabic/Anglic/Bwap/Hindi/Lazisari translator (plus a backup portacomp).

Visual: An Arab man with an imposing presence and a hard, no-nonsense aura about him, he typically dresses in bright colours and is well-armed.

Opening Theme: "Summon the Worms", Brian Tyler - http://www.youtube.com/watch?v=mtcnt_VkvGU

Show me a hero, and I'll write you a tragedy.
- F. Scott Fitzgerald

Na'man was born in Adeg Ipisha, a major plateau of the Kikhushégi-dominated world of Kharkhelud/Yogesh. A dry world with enough dust and grit permanently suspended in the air to make it officially Tainted, the long train of hostilities – from tribal raiding to ferocious religious wars – between the local Muslims and Kikhushi of the plateau has hardened both combatants to a very tough state. To better strengthen and enrich his people for the next cycle of wars – 'you need the money to buy the guns' – Na'man's clan had him secretly trained as an interstellar merchant, successfully eluding Kikhushi attempts to hammer down any and all Arab Muslim attempts to develop themselves.

Kikhushi military policy takes a lot of its viewpoint from Vilani 'full-spectrum dominance' traditions, which include

1. stifling the development of enemy peoples by restricting their technological development (see the Vilani love of IP restrictions and controls), and
2. stifling the economic development of a targeted enemy (there are *reasons* why Vilani governments are organized as massive corporations and crushing monopolies), which makes
3. comprehensive genocide a lot easier and cost-effective (the Vilani find warfare very expensive & wasteful, so they prefer to fight exactly *one* war per enemy).

Note that, despite such a well-organized and disciplined enemy, the local Arab Muslims still survive. Bureaucratic organizations – which the Vilani (and the Vilani-influenced Kikhushi) love – remain as rigid, inflexible, predictable, and risk-averse as ever: an opening a fast-thinking opportunist can use to his advantage... as Na'man himself can demonstrate.

Once off-world, Na'man managed to hook up with fellow tribesmen – some capable of high technology like himself, and others eager to learn, but still working in a TL 6-7 (1950s - 70s America) technological mindset. They decided to follow the lead of Umayr bin Uthman, a Muslim Arab Hebrinite star trader (with possible links to the Muslim Brotherhood). Together with their starship *Deneb Algedi* (Dhanab al-Jady, "Tail of the goat", ذنب ال جدي¹⁵), a 200-ton Free Trader, they worked the star lanes for years: everything that wasn't put into the ship or the business was smuggled back to the clan back on Adeg Ipisha, from TL 5 Arabic-language educational movies to TL 11 plastic explosives.

¹⁴ Actually *not* of Pure Solomani Blood... but only a proper Solomani Party (or a planetary Department of Racial Purity) saliva or blood test can detect the trace Vilani elements. The family name is a strong tip-off, though.

¹⁵ See https://en.wikipedia.org/wiki/List_of_Arabic_star_names



A Kikhushi leader of a warrior-caste, on Kharkhelud, 991 Imperial.
This graphic is titled "The soldier of desert" © Roman Gunyavy.
See his work at <http://guro.deviantart.com/art/The-soldier-of-desert-15208011>

All this came to a halt on 20-992, when the *Deneb Algedi* was shot down by Vargr pirates over Kasim/Yogesh. There was a nasty firefight when the Vargr raiders came to loot the crash site: they were eventually driven off, but not without the loss of Captain Umayr and the other ship officers excepting Na'man, the Ship Purser at the time. While the locals – high-tech Arab Muslims – welcomed them, limited supplies and the difficult environment of an airless world made recovering the *Deneb Algedi* difficult.

As of now (Holiday-993 Imperial) the survivors of the *Deneb Algedi* are following the leadership of Na'man, taking any work they can to get the money to get their ship back to the local starport, so it can be repaired. They will be very thankful for any assistance, especially from fellow believers, but their main motive is to get back on-line for the good of the clan back on Kharkhelud, which need all the help it can get.

No sadder proof can be given by a man of his own littleness than disbelief in great men.
- Thomas Carlyle

Closing Theme: "The Impossible Wager", Brian Tyler - <http://www.youtube.com/watch?v=WyjKTY3juBM>



Pedestrians get a better deal, when air/rafts replace wheeled vehicles. This graphic is titled "Speeding"
© Goran Delic. See his work at <http://delic.deviantart.com/art/Speeding-143362832>

"The Shade"

UPP 694C76, Age 30, Mixed Vilani

Skills: Painting - 3, Mechanical - 2, Leadership - 2, Carousing - 2, Streetwise - 2, Linguistics - 1, Research - 1, Electronics - 1, Acting - 1, Stealth - 1, Running - 1, Wheeled Vehicle - 0, Vacc Suit - 0, Handgun - 0

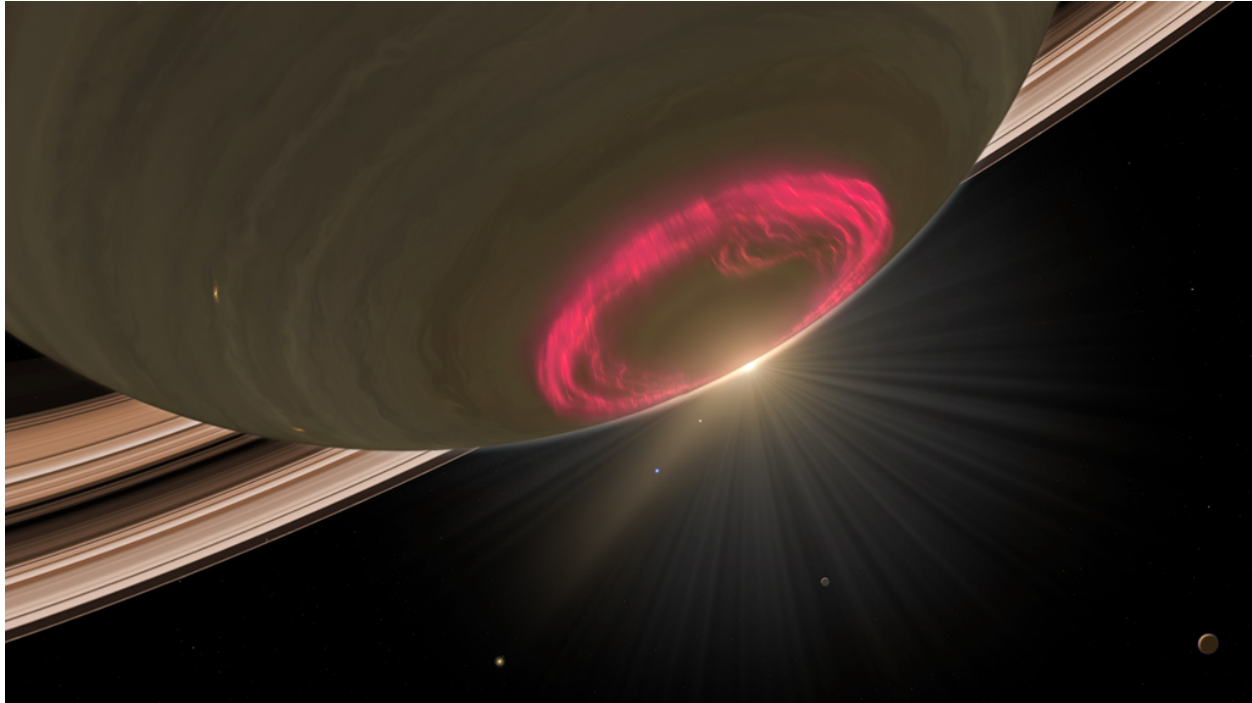
Languages: labag (Native; a minor language of Irash), Anglic (Transform)

Visual: Mundane, non-descript, working-class clothing to match a rather ho-hum, non-descript face. If forced to make a description, an observer could discuss a common mix of East Indian and Vilani features: tan skin, dark hair and brown eyes, a bit more muscled than a pure Solomani would be for his weight and age.

Tools & Aids: The Shade has a portable set of handy mechanical tools on his person (and a more extensive set of tools in his storage cabinet, hideout, dorm room, or wherever he hangs his hat today). When 'at work', he has a set of carefully created stencils and spray cans, allowing for quick graffiti work.¹⁶ His most treasured possession, however, is a TL-12 chameleon cloak which does well in both the visual and infrared range...

Opening Theme: "Standing on the Corner of the Third World", Tears for Fears
<http://www.youtube.com/watch?v=QP11EuHh7vs>

*One cannot always be a hero, but one can always be a human.
- Johann Wolfgang von Goethe*



Space is full of surprises... if you know where to look.

"Colossal glow: Saturn's auroras put on a dazzling display of light." Image credit: NASA's Goddard Space Flight Center; Cover image courtesy of NASA/ESA/STScI/A. Schaller; Video courtesy of NASA/ESA/University of Leicester/J. Nichols; False-color image courtesy of NASA/JPL/University of Colorado; Hubble image courtesy of NASA/ESA/J. Clarke, Boston University/Z. Levay, STScI; Infrared image courtesy of NASA/JPL/University of Arizona/University of Leicester. The use of this imagery should not imply that NASA endorses this fanzine in any form or fashion. See the original graphic at NASA Visualization Explorer:
<http://svs.gsfc.nasa.gov/cgi-bin/details.cgi?aid=11366>

This man's actual identity remains obscure, due to his chosen work: quickly creating complex, attractive, artistically-valuable graffiti on the buildings of Imperial, Megacorporate, and Interstellar Corporate concerns without being apprehended and arrested (with a special taste for starports). His work is often quite witty, and can be somewhat subversive: but what makes it stand out is that it manages to appeal to all the interstellar tribes of

¹⁶ Some of you can already guess who this character is based on: <http://www.banksy.co.uk/>

the Imperial Empty Quarter. It's a rare thing, to get Vilani and Solomani, Bwap and Vargr, Arab and Hindu, hard-core atheists and devout believers, to all laugh at the same thing.

The Shade stays on the move, across a world and across the stars. Often, he pulls a working passage gig, using his mechanical skill to earn his bread and a trip to the next world. He's pretty good at hiding and obscuring his identity, or looking like a harmless space drifter: and anyways, the Authorities have more serious things to worry about than a graffiti artist.

His art is actually really good: some of his graffiti has been cut right out of the walls by an appreciative connoisseur, with prices going up to 200,000 Cr. (No, he hasn't gotten a dime from his fame – but he plans to do this, while keeping his anonymity.) Due to public demand and even a bit of elite pressure, more and more of his work is left alone on Solomani worlds – the highly-regulatory cultures of the Bwap and the Vilani simply can't tolerate graffiti. Still, he is trespassing, he is violating property rights, and he does take the time to avoid the local police...

Closing Theme: "We Work the Black Seam", Sting - <http://www.youtube.com/watch?v=pSpE0CF9AEE>

He didn't know the right people. That's all a police record means.
- Raymond Chandler



"What are you standing around here for, spacer? Let's go!" This graphic is titled "Pastella" © JohnnysDream. See his work at <http://johnnysdream.deviantart.com/art/Pastella-465254278?hf=1>

The Respected¹⁷ Nithya Sadangi

UPP A7DCBC, Age 34, Mixed Vilani (Heavy on the East Indian)

Skills: Pilot - 4, Sub-Machinegun - 2, History - 1, Linguistics - 1, Streetwise - 1, Swimming - 1, Navigation - 1, Vacc Suit - 1, Bribery - 1, Grav Vehicle - 1, Persuasion - 1, Admin - 1, Rifleman - 1, Ships Boat - 1, Tactics - 1, Wheeled Vehicle - 0, Handgun - 0

Languages: Hindi (Nulinadian Dialect: Native), Anglic (Transform)

Visual: An attractive yet hardened dame, Miss Sadangi is a good deal taller than most men, able to haul some heavy equipment around when needed, and is both stronger and tougher than most Vargr (as several Vargr pirates found to their cost). She retains the formal military bearing and discipline of the Imperial Navy that recently discharged her.

Tools & Aids: Not much, actually. No weapons off-duty, just a few keepsakes from her years in the service.

Opening Theme: “Violence and Variations”, Bear McCreary - <https://www.youtube.com/watch?v=FYwpt09207U>

*To men a man is but a mind.
Who cares what face he carries or what form he wears?
But woman's body is the woman.
- Ambrose Bierce*

After four tours of duty with the Imperial Navy, with lots of anti-pirate action, Lieutenant Sadangi decided that she wasn't going to learn anything new from her service to the Imperium – especially as she was left a good 250 parsecs from where the real action is, in the Rim War – and took the opportunity to leave the Navy when the chance came. Soon after handing in her papers, she was bombarded with job offers: a genuine, highly-skilled pirate-killer (and ace pilot) is in great demand in the Empty Quarter at the moment. Being able to write her own ticket, she signed on with the Starblaster outfit with its strong ground crew (and legal team), nearly-navy military tech and comfortable, fat salary.

Comprising of two starships, Starblaster specializes in finding valuable heavy equipment & cargo that was either abandoned, or lost in a bureaucratic shuffle.

- If the equipment was abandoned: After the company lawyers clear out the legal mess and take ownership, the equipment is sold to the highest bidder, and shipped over for the new owner to take possession.
- If the equipment was recovered from a bureaucratic tangle – or just plain *found* after a lengthy warehouse search – the rightful owner is informed and an offer is made to ship it to his site. Naturally, the cost to locate his long-lost equipment must be covered as well.¹⁸

As of Holiday-993, Captain Sadangi is out partying the night away, but after the celebrations for the new year have ended, she will be assembling a crew that is qualified for high-tech equipment, and is comfortable with a female commander. Neither qualification can be taken for granted within the Empty Quarter.

Closing Theme: “The Shape of Things to Come”, Bear McCreary - <https://www.youtube.com/watch?v=x8zsE5zdlSQ>

¹⁷ “Respected” is a local title of the Empty Quarter, similar to “Sir”, “Dame”, or “Baronet” with less Imperial authority... but more local respect.

¹⁸ Yes, it is possible for freight to take four months to get to Nulinad from the Imperial Core – and then get lost for four years in the chaotic warehouse warrens of the starport!



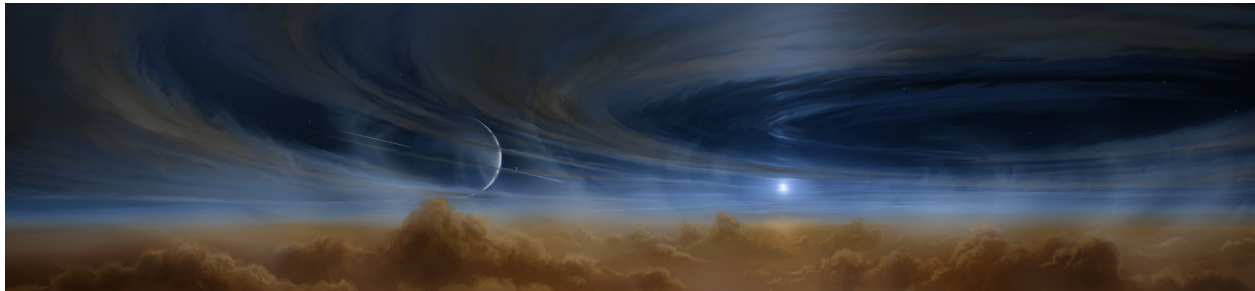
COMMENTS

The Ashu Gidiirgushu is an updated version of the Ashu Lisheshanla class, at one time a common TL 11 freighter of the First Imperium, used in pirate-prone (read: Vargr-haunted) space. This updated version was built with the needs of Vland herself in mind, and use of the design has spread in limited numbers across the coreward Imperium by the mid-800s. As of 993 Imperial, the vessel is slowly declining in popularity due to expense, but is still desirable for the 'transport in hostile space' mission.

The basic idea of the ship is to hit pirates as far away as possible with the missile turrets, using the laser weapons to both snipe incoming missiles and strike at closing pirates. The fusion gun is a last-ditch 'can opener', to cut down approaching boarder vessels and open up the hull of entirely-too-close Vargr ships. (And, if graced with an ace gunner, vaporise incoming Vargr).

In addition, the light armour is enough to defeat most TL 9-12 pirate weaponry, with the powerful engines providing good agility. The vessel bears an ample set of manoeuvre drives, jump engines, and jump fuel, so if worse comes to worse the ship is able to take a fair number of hits before being knocked out of commission, giving extra time to make a safe jump out. The Ashu Gidiirgushu is not equipped with ship troops, so it is important that the vessel not actually be boarded: while the standard anti-boarder routines are certainly included, an experienced Vargr boarding party of matching or superior technological ability will be able to defeat them without any particular trouble.

This particular vessel, the Sigusha, is provided with an extra stateroom (to permit the Captain a proper double-stateroom cabin). The current captain loves to refer to "Sadangi's Sigusha", but the rhyming is an accident: Sadangi is a Sanskrit name for the lute, and Sigusha is an Old High Vilani term for 'tireless provider'. Interior decoration is an interesting mix of Imperial Navy and upper-caste Nulinadian Hindi.



Great Beauty and Great Danger: a familiar package for starfarers...

This graphic is titled "Titan" © Justinas Vitkus. See his work at

<http://justv23.deviantart.com/art/Titan-304536455>

Kiyiya

UPP 6AB6EA, Age 34, Solomani American Indian

Skills: Liaison - 2, Computer - 1, Hovercraft - 1, Pilot - 1, Admin - 1, Grav Belt - 1, Turret Weapon - 1, Steward - 1, Jack-o-Trades - 1, Carousing - 1, Grav Vehicle - 0, Energy Weapon - 0, Vacc Suit - 0, Laser Weapon - 0, Hunting - 0

Languages: Anglic (Native, Transform)

Visual: A short man, toughened by hard times, with a harsh look on his face. As of Holiday-993, he is dressed in the Ikonaz Vilani fashion, wearing the caste clothing of a low-status labourer.

Tools & Aids: Several common technological gadgets that most Ikonaz citizens carry... and a flat, low-tech, 2D image of a long-dead woman.

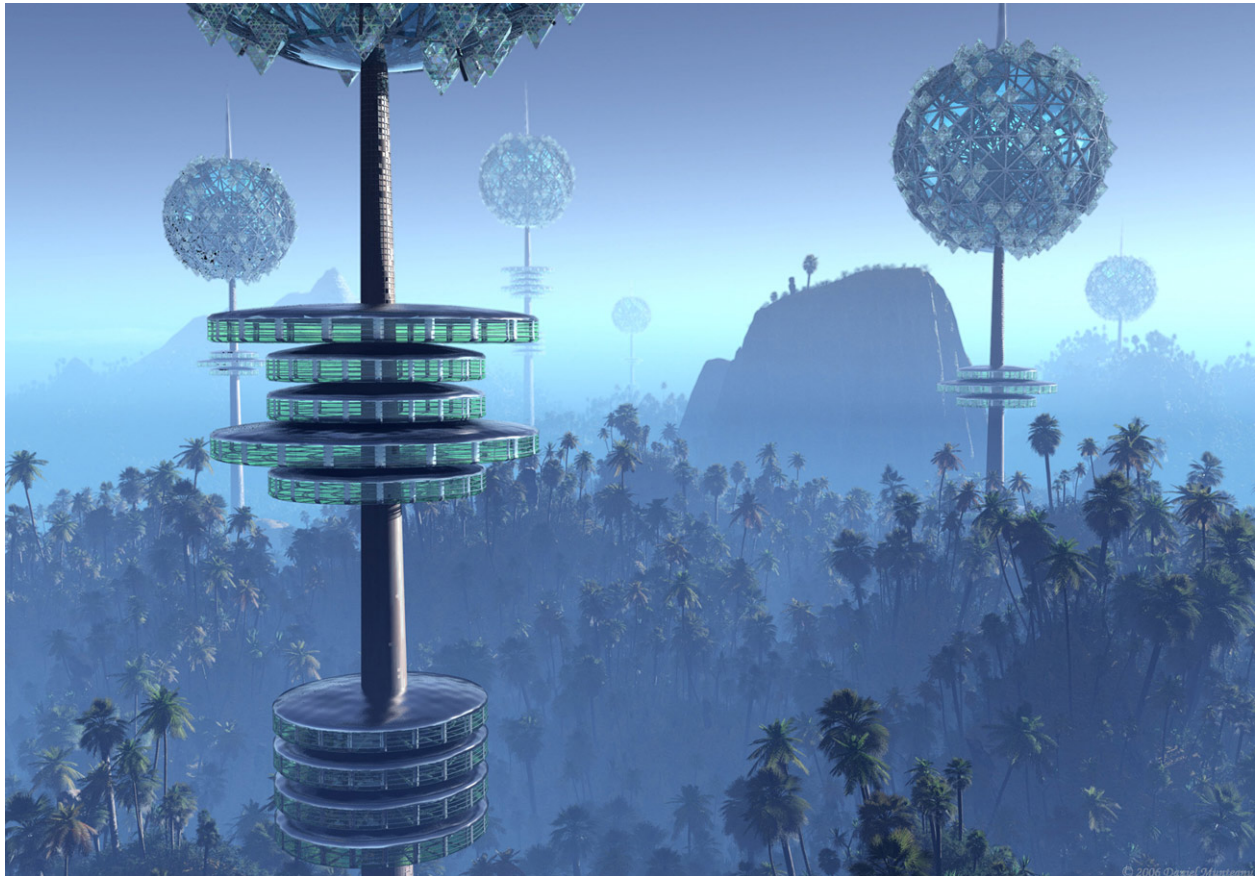
Opening Theme: "Stating Intention", Peter Kater - https://www.youtube.com/watch?v=_zQP0zPuVzU

Kiyiya – "Howling Wolf" in Yakima – was an officer on the Free Trader *Fleet of Foot* when it was ambushed when responding to a distressed call. After the initial salvo from the pirate, the crew and passengers quickly surrendered. They were initially relieved when they discovered that it was an Ikonaz group that captured them – far better than the 'let's kill them for sport' Suedzuk – but their relief turned to horror when, after a graceful and lovely Vilani woman carefully interviewed the prisoners while feigning empathy and honour, the pirates shot dead the

‘worthless, valueless deadweight’ of unskilled prisoners and insufficiently-skilled crewmen – including Kiyiya’s lover and fiancée.

Children are innocent and love justice, while most adults are wicked and prefer mercy.
- G.K. Chesterton

Stuffed into low berths, Kiyiya awoke with many other captured crews (perhaps including the PCs?) dozens of parsecs away, on the wrong side of the Lesser Rift. For half a decade he worked as enslaved labour for the well-organized pirates, the Oedhukhmmen, with the labour directed by a Vilani woman he recognized on sight from his capture. She watched for slackers and troublemakers, meting out painful punishment and sudden death just as she pleased to insure steady levels of production at acceptable levels of quality.



Most of the land surface of Ikon is kept as uninhabited, pristine hunting grounds: but the most charismatic of the Vargr (and a few of their most trusted Vilani aides) are permitted to maintain selected high-tech resorts for leisure. This graphic is titled “Lush Spires” © Daniel Munteanu. See his work at <http://www.moondash.net/>

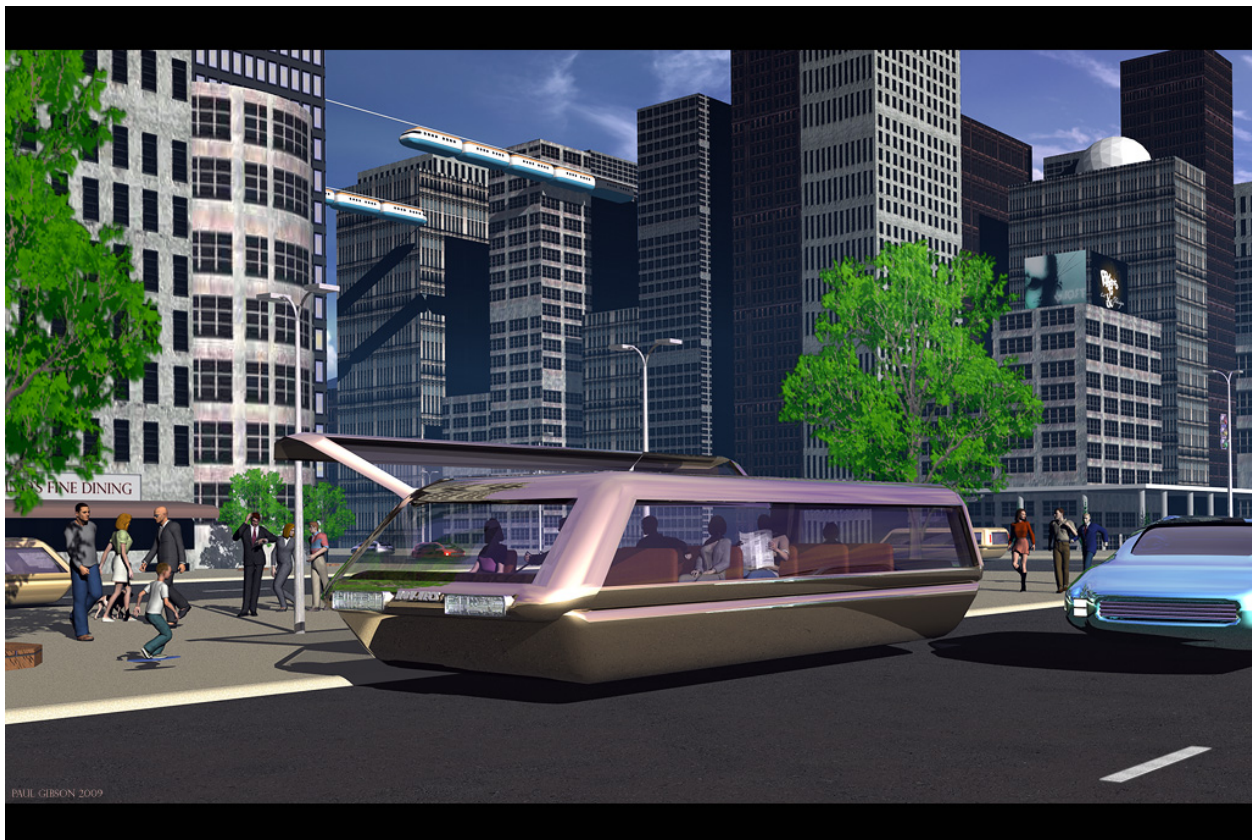
Then came the day of freedom, heralded by explosions and gunfire: a hostile Ikonaz corporation-cum-pirate syndicate had launched a strike against their rival. While the freedom of the slaves was an incidental by-product to harming their competitors, the Wolves and Men of the Grasping Hands decided to capitalize on the free publicity (and the nice boost in charisma) by freeing the Imperial slaves, even transporting them from the barren moonlet they were imprisoned on in Kfueng system, to be released on the mighty world of Ikon under the full glare of a ultra-high tech, charisma-obsessed, bi-species media culture.

The Imperial Consulate on Ikon arranged for the freed slaves to be transported back to Imperial Space, but when Kiyiya found that the Consulate would only offer platitudes instead of justice¹⁹ when it comes to the pirates themselves, he lost interest in going home. Instead, he is going local: learning the Ikonaz Vilani language and culture; studying everything he can get his hands on regarding the Oedhukhmmen, their network, and how they operate; and training up for combat as best he can. The spacer still keeps in touch with a few contacts in the Wolves and Men of the Grasping Hands band, and he keeps on his obsolescent smartphone a video of a particular fast-rising executive of the Oedhukhmmen, laughing before an appreciative live audience about her profitable exploits in the barbaric realms of the Imperial Empty Quarter.

This is the Vilani woman who took what he valued most, and Kiyiya means to collect on the debt.

Too much mercy...often resulted in further crimes which were fatal to innocent victims who need not have been victims if justice had been put first and mercy second.
- Agatha Christie

Closing Theme: "Voices of the Wind" by Ah-Nee-Maa - <https://www.youtube.com/watch?v=tsPoXydsSpk>



(Previous) In a typical third-tier business district on Lazisar. It's a bit dingy, a bit worn – but the roads are in good repair, the streets and sidewalks are clean, and few people still use wheeled vehicles.

This graphic is titled "Catch the Downtown Hover Bus" © Paul Gibson. See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1817847

¹⁹ Actually, the Imperial Courts never promise *justice*: nodding to Vilani philosophy at this point, they see justice as merely the provincial viewpoint of a particular culture or individual, 'coupled with the distasteful aroma of innumerable, conflicting mystical ideologies'. Instead, what the Imperial Courts promise is *predictability* and *due process*, coupled with a respect for tradition and an eye for long-term prosperity.

Ka-weswobpawasa

UPP 658EB8, Age 42, Bwap

Skills: Brawling - 4, Legal - 3, Liaison - 2, Electronics - 2, Laser Weapon - 2, Trader - 2, Admin - 2, Tactics - 1, Survival (Urban) - 1, Pilot - 1, Linguistics - 1, Broker - 2, Handgun - 0, Vacc Suit - 0, Grav Vehicle - 0, Computer - 0

Languages: Bwap (Native), Anglic (Transform)

Visual: For a born bureaucrat, Ka-weswobpawasa is a really good brawler and hand-to-hand combat practitioner, and this sentient amphibian has the muscles and moves to handle himself well in a fight. He is usually dressed in quality garments and kaftans, which accents his skin pattern of dark brown and brown/red splotches on a light brown skin.

Tools & Aids: Usually a datapad with both the latest numbers and the latest aspects of financial and IP law regarding the case at hand. Ka-weswobpawasa also maintains some martial arts weapons on his person (along the lines of nunchucks, yawara, and other blunt wooden weapons) and a small first aid kit, tied to Bwap physiological needs.

Opening Theme: "Gonna Fly Now", Bill Conti - https://www.youtube.com/watch?v=ioE_O7Lm0I4

*I'm a great believer in luck, and I find the harder I work the more of it I have.
- Thomas Jefferson*

Legal Counsel Ka-weswobpawasa is a respected advisor for several megacorporations and major businesses in the Imperial Empty Quarter, primarily for his ability to organize and win major business "format wars". Able to see the electronic, marketing, legal, and business cases for a particular format all at the same time, Counsel Ka-weswobpawasa is a major factor in getting a particular standard accepted or dropped by the major electronics firms operating in the Empty Quarter – and so can direct the flow of billions of credits. But the knowledge in his head is not the only tool in his box: his extensive range of contacts in the worlds of business, government, and media gives him the leverage to gain the kind of business & legal victories that makes his name so formidable.

Imperial business fights are fought not only in the marketplace and in courtrooms; active measures are also taken, up to assassinations and corporate wars. Ka-weswobpawasa's firm, Pebpa Basa-wawa-abab Associates, provides the Bwap with the security he needs, but the lawyer is not the kind to completely rely on others for protection. Following the older Bwap traditions, Ka-weswobpawasa has chosen to specialize in the use of wooden implements that few today see as any kind of threat, but can certainly end a life if you let the lawyer get close. Naturally, he had spent quality time with a good laser pistol: a useful weapon when venturing into known dangers, like a negotiation in contested territory.

Closing Theme: "Going the Distance", Bill Conti - <https://www.youtube.com/watch?v=GvQkl7qa6RQ>

Format war fighter: Inspiration

http://en.wikipedia.org/wiki/High_definition_optical_disc_format_war

http://en.wikipedia.org/wiki/Videotape_format_war

<http://www.toptenz.net/top-10-format-wars.php>



Konrym, one of Gobi's most graceful and ancient cities. Only 300 years ago, it still lay under the sands, and only the determination of a single man brought it back to life. This graphic is titled "Farewell to the Sun" © Jan Vavrusa. See his work at <http://janvavrusa.deviantart.com/art/Farewell-to-the-Sun-455544548>

Glins Evgennevi Quaer

UPP 8E9895, Mixed Vilani ('Arzul' race), Age 29

Skills: Mechanical - 5, Combat Rifleman - 2, Leadership - 2, Brawling - 2, Gravitics - 1, Electronics - 1, Tactics - 1, Vacc Suit - 1, Energy Weapon - 1, Zero-G - 1, Linguistics - 1, Rifleman - 0, Long Blade - 0, Grav Vehicle - 0, Computer - 0, Polearm - 0, Handgun - 0

Language: Intiek (Native: Tied to the world of Aerafa/Ambro/Arzul.²⁰ Not a Recognized Hegemonio Language.)
Arzul-B (With Arzul-A, the common military tongue of Hegemonio forces.)

Visual: A scrawny-looking man with a weathered face, typically wearing a baggy shirt and pantaloons with high boots. Quaer occasionally wears a hooded cloak as well.

Tools & Aids: A translator that covers the major languages of the Imperial Empty Quarter. He also has his own combat rifle with some extra magazines.

Opening Theme: "Leonidas", Martin O'Donnell and Michael Salvatori
<http://www.youtube.com/watch?v=Mft0ftfqKl0>

Here's a news flash: No soldier gives his life. That's not the way it works. Most soldiers who make a conscious decision to place themselves in harm's way do it to protect their buddies. They do it because of the bonds of friendship - and it goes so much deeper than friendship.

- Eric Massa

Like most within the disparate Hegemonic military forces, Quaer's service alternated between space- and ground-based operations. His initial term was spent with the large armies based on Tsooe, fighting the various insurgencies and treasonous forces on that Arab Muslim world. His naval service was tied to a single independent unit, the *Navieoa*: a large cruiser designed primarily for the destruction of planetary satellite networks, power grids, and communication grids, and secondarily with providing orbital bombardment and chemical warfare support. ("Fighting other starships" is third on the list, and composes of a few turrets dedicated to the anti-ship

²⁰ Arzul Sector is referred to by its K'kree name, Ingukrax, in www.travellermap.com

mission.) Quaer's time in the military ended on the ground, in a support battalion sent to shore up the logistical situation of short-handed fighting units.



CGSociety.org

Copyright (C) Eric Persson, submitted 26 October 2010

A few ancient Hindu temples of Beta Quadrant. Dating from the Rule of Man era, these religious sites on Reshiigani are usually ignored by the Vilani Ritualists who now dominate the world: but the Vilani do respect their great antiquity, and so let them be. This graphic is titled "Hindu Temple" © Eric Persson. See his work at <http://eric85.cgsociety.org/art/environemnt-photoshop-temple-hindu-concept-landscape-2d-929961>

Afterwards, Quaer signed up on a Hegemonio merchantman, making the Saegvhvung-Turley-Sahale run across the Lesser Rift. On Sahale's starport, he has a major falling-out with the starship captain, who ended up firing him. Stuck on an alien Imperial world on the wrong side of the Lesser Rift, Quaer keeps a roof over his head by doing various odd grey-market security jobs in the port, even working for the Vargr now and then so long as they pay. What he really wants, though, is a ship that will hire him and get him back to Hegemony of Lorean – even better if he can get back to his homeworld of Thuellrue.

When serving with Imperials, Quaer will do his duty, and fight with courage – but his first loyalty is to the Hegemon and the Arzula people. He can't speak Anglic well, but is bright enough to have already picked up the common phrases and commands (but relies on his translator for more complex ideas). A PC who spends the time to teach him the language may well make a grateful friend, and perhaps understand the reasons behind the rather militaristic Hegemonic mindset as well. Like most respectable Hegemonio, Quaer follows the Deified Man, but more in a 'group conformist, this is what Arzula do' manner, and not as a doctrinate believer. Quaer retains a distaste of Vargr, but has a higher tolerance for the more pro-human, friendly Irlitok than the other Vargr races.

Closing Theme: "Homeward Bound", Simon & Garfunkel - <http://www.youtube.com/watch?v=7z9wd9bS1FM>



“The Three Masters of the Stars”, a representation of the three Imperia by the famous sculptor Sir Irakil Makenzie. It was created in the 400s on the world of Sabira, a world now devoted to the memory of the extinct Lentuli Dynasty. Even though the planet is as dry as a bone, the sculpture used some sophisticated technological sleigh-of-hand to give the enduring illusion of water for his massive work of art.

Sabrina, 993 Imperial. This graphic is titled “The Three of Deep Red” © Artur Rosa.

See his work at <http://arthurbblue.deviantart.com/art/The-Three-of-Deep-Red-451825652>

Demari Penniver

UPP 787E65, Age 39, Answerwin²¹

Skills: Trader - 3, Legal - 2, Streetwise - 2, Brawling - 2, Electronics - 2, Vacc Suit - 1, Ships Boat - 1, Commo - 1, Liaison - 1, Carousing - 1, Admin - 1, Grav Vehicle - 0, Computer - 0, Handgun - 0

Language: Anglic (Mixed: a large range of dialects, all mixed together, peppered with Vilani loan words.)

Visual: A tall and slender woman, with dark brown skin, wavy long black hair, and ‘sole eyes’ that always look So Very Tired.²²

The Answerin is a Canon minor race, which has preferred military careers since before the time of the First Imperium. They have adrenaline surges that can gain better strength and dexterity at will: improve strength and dexterity by three. After 10 combat rounds (60 seconds), decrease strength and dexterity by three for one hour, before resetting it to the nominal values. Answerin culture greatly value calm, rational minds: fear is seen as a disease of the mind. Diet is vegetarian, due to the lack of highly developed animals on their homeworld: this is a practical matter, and not a point of belief. They tend to fragmented democratic governments, and the concept of an aristocracy has only a weak influence on their behaviour.

²¹ This is a Canon Traveller race: for this article, I’m using the **GURPS Traveller: Humaniti** book (which you can buy at <http://www.warehouse23.com/products/SJG30-6623>) and the original **Challenge #55** article (which you can buy at <http://www.rpgnow.com/product/87302/CHALLENGE-Magazine-No-55>) for background.

²² Depending on the exact detail, they might instead look as if they are squinting menacingly: but this does not apply to Miss Demari.

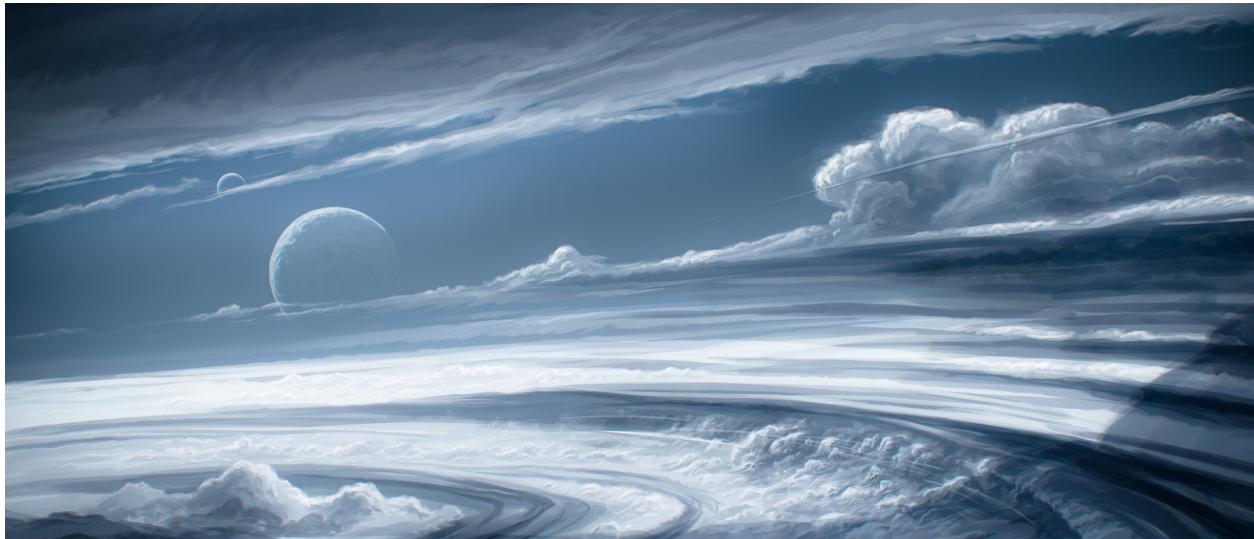
Tools & Aids: A translator with local Six Subsector languages (of course), and a short steel baton.

Opening Theme: “Sea of Atlas”, R. Armando Morabito - <http://www.youtube.com/watch?v=iqAiWNzNlms>

Demari (the surname comes first in Answerin culture) was born on the Imperial Vargr-dominated world of Rrortuenag/Antares, far from her minor race’s homeworld of Answerin/Vland. The Answerwin are famed as fighters, but Demari has accepted only portions of that highly self-disciplined culture’s mores, much to the regret of her parents.²³ As soon as she could, she got off-world as an engineer (not a soldier or a mercenary), working for the Tukera Lines megacorporation on Antarean/Vargr Extent runs. Eventually, she managed to get into the sales division – ‘where the money is’ – where her natural fearlessness held her in good stead, earning her beaucoup charisma and opening more doors to more deals.

In mid-992, Demari was called to the soaring corporate offices on Antares/Antares, where she would be re-posted to the Empty Quarter. She objected to this demotion strongly – nobody wants to work in that blighted sector – but was mollified when told that she will finally be provided with her own ship, a jump2 Far Trader. Puzzled²⁴ why Tukera Lines would bother with such a small ship, Demari was given the basic business plan:

“We think that after the Rim War, Nulinad has the potential to surge in both population and technology – and maybe even in importance. The decline of the endless, violent feuds in the Quarter should also open up opportunities for financial development – and Tukera Lines means to profit from this opportunity. The Nulinad-Pugaash-Gingesh-Eninsish route is the most likely way Nulinad will get the refined ores, raw metals, and ‘low-tech, cheap, but solid and reliable’ capital equipment she will initially need to power up her economy. And the possibilities don’t end there: Eninsish will benefit from this trade as much as Nulinad, and her industrious population could very well make their own move up the tech tree. That would make this a two-fer!



Despite its fame in the Imperial Empty Quarter, Demari never did visit Shamokin (in 1105 Imperial: Didshep) of Ley Sector. “The closest I ever got to the world was refuelling at one of her gas giants... What do you mean, ‘Cloud Racers’?” This graphic is titled “Fast Skies Background” © Justinas Vitkus. See his work at <http://justv23.deviantart.com/art/Fast-skies-background-307759354>

²³ Answerin man, Mixed Vilani woman. Note that, while the Answerin are interfertile, all issue are either pure Answerin, or pure members of the other sex’s race: there are no such things as “Mixed Answerin”.

²⁴ A more emotion-driven sophont would be insulted, but the Answerin tend to have a more rational, cool outlook on life. Vulcan-style pacifist intellectuals they are not, but the Answerin aren’t particularly easy to provoke either.

Pugaash and Gingesh also have good ports, and both have good potential in the future. Gingesh may make a shift to open up her economy but even if she doesn't, her Class A port and solid tech level will make her a good place to visit. But it is Pugaash that a stronger move may kick in: the longer the peace there holds, the more the demand for more off-world products. But these are secondary profit streams: it will be nice if they bloom, but it's no big loss if they just stay as they are.

Anyways, back to Nulinad and Eninsish. If things get going as the Board thinks, and if you do your job in getting more and more cargo, then the Far Trader will have to be traded in for something bigger and roomier. The more trade you get going, the more ships – and the bigger the ships – we'll put under your authority. But the hard point is getting from the dinky Far Trader to the first major freighter: the locals won't like it if they feel that outsiders are poaching on their territory, and they don't mind killing to get the point across. So at the start, you'll have to pose as an independent, and keep a low profile while building up business. You'll have to make the call when you can jump from a speculating Far Trader to a freighter with a solid order book of reliable business.

We're counting on you to make the numbers work, Demari, to handle the face-to-face contacts, and to discreetly deal with any distasteful unpleasantness. If you make good things happen for Tukera, even better things will happen to you."

So Demari is off, looking to put together a crew focused on the bottom line, ready for out-finesse or out-shoot all sorts of trouble – including conflicts with fellow traders and old friends. Demari has no intention to remain a struggling free trader forever: she has the smarts and the drive to build a powerful trade network for Tukera Lines, and she is looking for some strong hands to help get her what she wants. As for the fragmented, tribal, xenophobic trader culture of the Imperial Empty Quarter? "The times, they are a'changing. Get on the train, or get run over!"

Aside: As a child of a warrior culture that distains fear, Demari tends to look down on the common mode of ethno-religious violence in the Empty Quarter, driven (at least in part) by the fear of various deities and neighbours: she also dislikes the broad-based fear of the Vargr. On the other hand... as a psychological and pragmatic matter, Demari respects how the locals have used their fear as a power-source for hate, and on to surprisingly effective group violence. While putting most of her energy into getting up the Tukera corporate ladder, Demari is also interested in better understanding the mental framework of the Emptyheads – all the local Solomani²⁵, Hindu, Muslim, American Animist, Christian, Jewish, and Atheist alike – observe how their thinking has shaped both their survival and their poverty, and see if Tukera Lines can break down their fears and increase trade (and, not incidentally, enrich herself as well).

A business that makes nothing but money is a poor business.
- Henry Ford

Ending Theme: "You Belong to the City", Glenn Frey - <https://www.youtube.com/watch?v=j4ueaD22hg8>

²⁵ The Vilani and the Bwap, on the other hand, are a crushing bore to her way of thinking, and of no interest.



(Previous) A silent witness to another sudden death. But could a good forensic engineer get the cold metal to speak once more, and point the finger at the killer? This graphic is titled "Interstellar Drivepod" © Max V. Nimos. See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1621464

Gzarz Rrirrodyikzoe Vrovraidekirrirz

UPP 6DCBA6, Age 22, Irilitok Vargr

Skills: Vacc Suit - 2, Linguistics - 1, History - 1, Small Boat - 1, Survey - 1, Grav Vehicle - 1, Electronics - 1, Acrobat - 1, Wheeled Vehicle - 0, Computer - 0, Rifleman - 0

Language: Ghikzouvrovhok (Native: Irilitok language on Guezdhe), Ikonaz Vargr

Visual: A lightly built, smallish Vargr, who loves to get into near-impossible locations just to prove he can. As of Holiday-993, he is wearing bright civilian garb, and his pack's uniform is half-forgotten somewhere in his tiny rented cabin. His face and body language simply radiate whatever he's feeling at any given moment – a keeper of secrets, he isn't.

Tools & Aids: Vrovraidekirrirz has the requisite translator for Anglic and the other Six Subsector languages. Unusually, he does not bear any weapon.

Opening Theme: "One Perfect Sunrise" by Orbital - <https://www.youtube.com/watch?v=KGXgCuTCrj8>

Vrovraidekirrirz was born on Guezdhe/Kakhasaek, the major starship yards for the wealthy Rukadukaz Republic – and the best place to be an Irilitok Vargr, in an interstellar nation otherwise dominated by Ovaghoun Vargr and their Vilani allies. Full of an infectious joy and curiosity, his native intelligence helped him blaze through his courses, and into Imperial space with his first set of crewmates and a starship.



The Lululu are a common legend across the Six Subsectors, found on many of her arid worlds. Supposedly, these unstoppable, glova-riding aborigines can 'phase in' from their dimension to ours, and overrun and destroy even an Imperial Marine regiment. Nonsense, of course... but the rumours refuse to die. This graphic is titled "Lululu"

© Shahrul Nizam Selamat. See his work at <http://syarul.deviantart.com/art/lululu-114840083>

When the ship died, it wasn't because of an attack or a misjump: engine maintenance somehow became a low-charisma position that nobody wanted to do – not even the supposed ship's engineer – and factor in the natural lack of high-tech spare parts in the Empty Quarter, the ship simply decided not to budge one fine day. Cue the recriminations, the infighting, and the breakup. And the need to eat, in a hostile land.

The first virtue in a soldier is endurance of fatigue; courage is only the second virtue.
- Napoleon Bonaparte

Eventually, Vrovraidekirrirz found work... as a bodyguard of all things. There are few Vargr on Sandardin/Nulinad, so even small and friendly Vargr have an aura of toughness and dread on that world. So Vrovraidekirrirz found himself used as dumb muscle – “He can't even speak Anglic!” – for local prostitution-oriented pimps.²⁶ And so he worked for a few months, until an Ikonaz Vargr starship – obviously a pirate, but mysteriously allowed to dock at the Imperial starport regardless – arrived, and offered him an empty berth.²⁷

The pirate ship, the *Irdadhue*, is part of the four ship Lune & Di Consortium, an Ikonaz Vargr/Vilani partnership. As a well-run organization, they carefully investigate prospective victims; handle psychological profiles of the captains and ship leadership as well as fairly detailed starship profiles and schematics; play out the what-if scenarios (complete with “drills, drills, drills!”); make the hits needed make the quota set by the executive leadership;²⁸ bring the cash back home to Ikon. Finding the Six Subsectors rather bare of good booty, the Lune & Di Consortium mainly works in Ley Sector, operating off a small Consortium base somewhere in Ikhonaton subsector (just rimward of Nulinad subsector, complete with a team of engineers, mechanics, and a fashionista Ovaghoun Site Manager²⁹).



Few spacers would prefer to get too close to a hot primary: but duty (treasure? vengeance? hope?) calls...

This graphic is titled “Mercury” © Justinas Vitkus.

See his work at <http://justv23.deviantart.com/art/Mercury-246281986>

As of Holiday-993, the *Irdadhue* is on her way to a Shadow Cartel base in the Imperial Empty Quarter, to negotiate ‘transit fees’ for crossing Cartel territory. But Vrovraidekirrirz plans to disappear at the next port... and show up at the PCs haunt, begging for a job via his translator, willing to work cheap. (Or, if the PCs are naval personnel, ready to trade information in return for at least protection from the Consortium, and at best a ticket back to Guezdhe.)

Closing Theme: “The Way (Instrumental)”, Zack Hemsey - <https://www.youtube.com/watch?v=oN2Xs-MvxLw>

²⁶ For flavor, see <http://www.thedailybeast.com/articles/2014/11/11/russia-s-gold-digger-academy.html> “No complexes.”

²⁷ I wonder just what happened to the previous occupant of that berth...

²⁸ Lune & Di Consortium stock is listed in the Ikon Stock Exchange, along with all the other publicly-held pirate pack shares.

²⁹ I was going to write “Gang Leader”, but that's just lying. The Vilani (and the Vilani-influenced Ovaghoun Vargr) approach crime in exactly the same organized, thorough, consensus-respecting, practical, and sensible manner as they approach everything else, from raising children to mass genocide.



Even in the Empty Quarter, not everything is a boiling desert. There are plenty of frozen deserts too!

This graphic is titled "Icy Conditions" © Marc Daniel Goecke. See his work at

<http://marcgoecke.cgsociety.org/art/snow-photoshop-man-goggles-marc-goecke-icy-conditions-2d-439055>

Ailun Qui, Ph.D

UPP 97D9BA, Age 37, Solomani (Central Asian ancestry)

Skills: Theology (Esesian) - 3, Combat Rifleman - 3, History - 2, Heavy Weapon - 1, Guard/Hunt Beast - 1, Leadership - 1, Recon - 1, Admin - 1, Computer - 1, Song - 1, Vacc Suit - 1, Research - 1, Grav Vehicle - 0, Equestrian - 0

Language: Anglic (Core)

Visual: A tall and handsome fellow, who managed to not die in some of the most intense battlefields during the 'Great Retreat' phase of the early Solomani Rim War (990-993 period). His face and eyes are new and vat-grown: there is no functional difference between them and his old eyes & face, visual, physical, or operational.

Tools & Aids: He keeps both his old service rifle and that of 'a worthy adversary', made in the Solomani Confederation.

Opening Theme: "Nara", E.S. Posthumus - <https://www.youtube.com/watch?v=8AEU5pBxY6E>

Religion: The Esset religion dominates the six-system Brangwen Cluster, but this still only amounts to a few hundred million sophonts – barely a drop in the Imperial ocean. Esset is focused mainly on saint worship, with miracle-working saints seen as the vital links between all sophonts and the Vast Land, a parallel universe where eternal bliss can be found. Each sophont species is seen to have it's own part of the Vast Land, but Esset focuses on the regions meant for human souls.

Major Qui spent his early adult years on his birthworld, the subsector capital of Brangwen/Imaka/Fornast, studying to serve in the Esset priesthood. He was a member of ROTC, and so after graduation he went to serve in the Imperial Army. As it turned out, he served for eleven years in His Majesty's Forces, rising to Major while seeing with his own eyes the final collapse of Imperial/Solomani relations, and the onset of open warfare. Four different times the planet he was fighting on was overrun by the Solomani, and four different times he managed to get evacuated before the last troop transport lifted off. The last time, it was cut just a little too close: and the transport took some light fusion fire – a roasting that also took off Major Qui's face.



Major Qui sometimes thinks back to his one and only visit to Terra, before the Rim War started. So many memories... This graphic is titled "Ships of the Desert" © Jan Vavrusa. See his work at <http://janvavrusa.deviantart.com/art/Ships-of-the-desert-366279132>

It took a year for a new face (and a new set of eyes) to be grown and grafted in properly for Major Qui: and afterwards, given the option, he decided to take a homefront tour for the Army and the Imperium, building up civilian support, before being honourably discharged. So we find the Major in Holiday-993 hosting a 'Support the War Effort' function on Nulinad, only a week before his papers come through. Instead of immediately accepting a voucher home ~50 parsecs away, Qui decided to investigate the rumours of some very powerful Islamic and Hindi saints, who are said to have lived in the Empty Quarter throughout her history. He is especially interested in the handful of living saints, said to be living in seclusion across the Six Subsectors...

While the Major has the pension and an 'honour bonus' to live comfortably wherever he pleases, the money needed to pay for travel across the sector is still far above his budget. He'll need a patron to help pave the way to the many worlds he plans to visit, perhaps a culturally- or religiously-inclined noble or an interested foundation with the money to make a grant (most universities in the Empty Quarter can't meet the bills Major Qui expects to rake up). He has a good reputation and a solid skill set, so he could get back to the sharp end of military life if it pays the bills, preferably in a large pro-Imperial mercenary unit or as part of a Starmerc crew. But he has seen more than enough blood and death in the Great Retreat, and already proven his loyalty to the Iridium Throne: Qui would prefer to gain some useful civilian skills in bookkeeping, mechanic work, or trading, while having the freedom to pursue his religious interests on the side.

Closing Theme: "A New Life", Burkhard Dallwitz & Philip Glass <https://www.youtube.com/watch?v=REISCYUJKEQ>

(Following) The Major has some entertaining stories of his pre-War exploits in the service of the Imperium. Ask him how he got his skill handling hunting animals! This graphic is titled "Mama's Back" © Bill Carr. See his work at <http://bc1967.cgsociety.org/art/concept-other-art-design-game-mamas-back-2d-350781>



CGNetworks.com | CGTalk.com

Copyright (C) Bill Carr, submitted 26 April 2006

“Guru Stargazer”

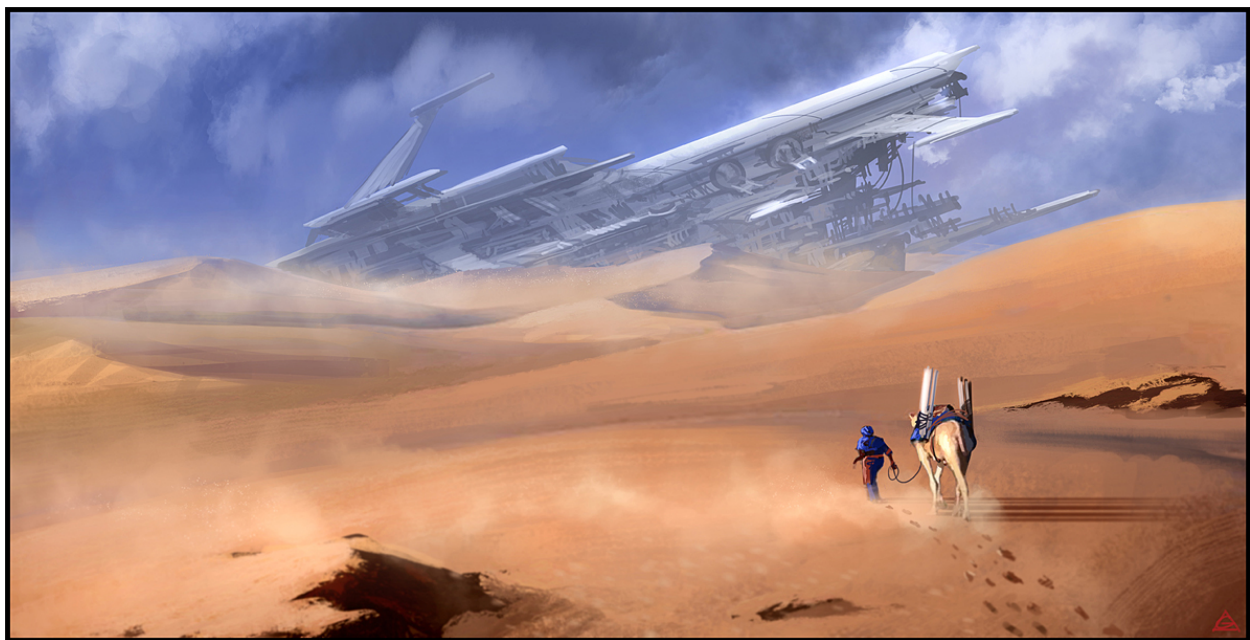
UPP 2C5879, Age 26, Mixed Vilani

Skills: Acting - 4, Psychology - 2, Small Boat - 1, Mechanical - 1, Streetwise - 1, Linguistics - 1, Robot Ops - 1, Computer - 1, Grav Vehicle – 0, Writing - 0

Language: Hindi (Native: Nulinadian dialect), Anglic (Transform)

Visual: A badly crippled East Indian man – with a bit of visible Vilani ancestry – who needs to be brought about on a wheelchair by an aide. His face has a haunted, ascetic look, which is only enhanced by two huge eyes that ‘stare into your soul’.

Tools & Aids: As part of his “powerful, mystical psionic guru” act, he is usually accompanied by a chameleon-camouflaged hovering robot that is capable of pulling off a large variety of environmental, aural, and atmospheric effects. He is always accompanied by a white suited medical aide, who – surprisingly enough - really is a medical aide.



On the metal-poor worlds of the Empty Quarter, a crashed starship is a godsend.

This graphic is titled “fallen ship” © Gary Jamroz-Palma. See his work at <http://artofgray.com/>

Opening Theme: “Feels Like We Only Go Backwards”, Tame Impala -

<https://www.youtube.com/watch?v=wycjnCCgUes>

If two ride on a horse, one must ride behind.
- William Shakespeare

While it’s fairly easy to tell that the Guru was born on Nulinad, discovering more about his origins will take a lot of work: according to Nulinad government records, he just simply ‘appeared’ five years ago. The Guru’s body is marred by a genetic disorder that has left his body a twisted wreck, but allows him to speak with difficulty. Despite this, the Guru has been able to turn this problem into an opportunity, convincing numerous wealthy women that he has mystical contact with “the supernatural forces that govern the stars and our lives”. His predictions are highly respected, and his ability to tell the fortune of his visitors successfully – at least to their satisfaction – has

allowed him to build a great deal of wealth. Interestingly, he has turned his talents to predicting major political and economic events: his success here has led to a new kind of visitor, very discreet, well-spoken, and willing to pay simply massive fees for accurate predictions ‘which in no way violate Imperial Law regarding psionics’.³⁰

As this is the post-Psionic Suppression Orders era we’re talking about, the Guru is careful to distance himself from any suggestion of such corruption of the mind: but subtle hints of psionic might is occasionally suggested, if this is what the earnest visitor expects and wants to pay for.



A vision in the Guru’s mind... or is it an illusion? This graphic is titled “A Dreamy World 124”
© Ayegraphics. See his work at <http://ayegraphics.deviantart.com/art/A-Dreamy-World-124-332841675>

As Guru Stargazer continues to build a cult around himself – currently grounded on 30 hard-core devotees (with one or two more arriving every month, swearing to follow him to the end of time), who has given the Guru all of their worldly wealth and hang on his every word – the Guru is increasingly interested in establishing his own ashram. He also increasingly believes his own press, and is now waiting for a clear, pure vision that will tell him the right place to site his ashram... and the best starship crew, who will transport himself, his followers, and the needed equipment. Certainly, he has the money to set up his very own moonbase, space station, or undersea habitat if he so desires... but odds are, it will be in a far more utopian location, complete with palm trees and birds of paradise.

Closing Theme: “Level 3”, DVA - <https://www.youtube.com/watch?v=lwouUTQwDYQ>

³⁰ A good understanding of human psychology, and the ability to read subtle body language helps the Guru with the ladies: but with the men in suits, a discreet tie in with certain prediction markets gives Guru Stargazer what he needs:
<http://www.npr.org/blogs/parallels/2014/04/02/297839429/-so-you-think-youre-smarter-than-a-cia-agent>



Like many denizens of the Empty Quarter, Dr. Braheny dreams of one day leaving “this tiresome wasteland” behind, and heading to the highly civilized stars of the Imperial Core. Sometimes, after a particularly successful bit of work, he can almost taste it... This graphic is titled “fallen ship” © Gary Jamroz-Palma.

See his work at <http://artofgray.com/>

Clem Braheny, M.D.

UPP 5D8AF9, Age 42, Mixed Vilani (Iper'mar)

Skills: Medical - 9, Forensics - 3, Genetics - 3, Cryonics - 2, Admin - 2, Biology - 2, Persuasion - 1, Computer - 1, Small Boat - 1, Submarine - 1, Swimming - 0, Streetwise - 0, Grav Vehicle - 0, Robot Ops - 0

Language: Anglic (Transform)

Visual: A small and intense man, who does not suffer fools gladly. Dr. Braheny is typically dressed in either a good business suit or a medical smock, wearing ~~Google Glass~~ a Data/Display Headset when on the job.³¹

Opening Theme: “Licking Wounds”, Jeremy Soule - <https://www.youtube.com/watch?v=PlkxcC79LA8>

It is part of the cure to wish to be cured.
- Seneca the Younger

Braheny was raised on the waterworld of Akair, on the island of Lahara Phama, a private community of 12,000 Iper'mar³² professionals, wealthy retirees, and their attendant robots and hand-picked servants.³³ Despite the privileged boyhood – One-man submarines! Child-sized grav belts! Holographic playrooms! – Clem never really enjoyed anything but mastering medical information and technology, just as his mother and father did. He was all of 15 when he finally became a co-author of a peer-reviewed medical research paper, and an ancient 18 when his first patented biotech product hit the market.

³¹ See **MegaTraveller's World Builder's Handbook**, page 33. You know, the book with the massive TL 14 Handheld Communicator at page 29 (“How about TL 9 cell phones? Anyone? Anyone?”) and the similarly huge Language Translator at page 28. “Individual memclips are needed for both the source and target language - to translate from Vargr to K'kree, for example, two memclips are needed.” I hope that someday, around 2030 say, *someone* will create a good VR game grounded deeply in the Traveller retro-sci fi universe, detailed to the last Scout Utility Vest (page 41). As Digest books are ‘forbidden canon’, you’ll have to buy a paper copy if you want the book at all: rather fitting, I think...

³² For more on these elitist Tech Tyrants, see **Stellar Reaches** #5, page 15-17.

³³ Note that, despite the TL 12 lifestyle of these islanders, they didn't produce anything *physical* above the TL 8 standard of the world. Everything was imported. The main export that paid for their lifestyle was high-grade information and analysis: as the low-tech world couldn't use it anyways, it was almost entirely exported to off-world concerns who *could* use it... and pay the market rate.

(Many of his childhood friends, similarly raised to be the very best by exceedingly demanding parents and supported by top-shelf educational systems, beat him to the punch with teenage medical discoveries, profitable start-ups, and academic fellowships.)

After he finally earned his Ph.D. at 20, Braheny was swiftly snapped up by Charity LIC. His internship, supporting Imperial Ministry of Justice operations, gave him a taste of the underworld life that would always set him apart from most of his peers, even as it burned off his naivety at an alarmingly fast rate. While most Charity personnel served the medical needs of the upper crust, Dr. Braheny handled more and more government contracts, from hideously wounded Marines to fighting fast-moving species-crossing plagues, which he swore was re-writing their DNA (or the equivalent) even as he was looking at them under the microscope.

As of Holiday-993, Dr. Braheny is again working with a Ministry of Justice team: this time, tracking down an interstellar network of chop-shops that specialize in kidnapping young and healthy people and swiftly and efficiently stripping them of all their organs.^{34,35} Increasingly, it is more and more difficult to track down the leftover bodies, but a break from an agent discovering ‘high-value, rare meats’ in certain underground Blood Vargr food venues may be just the break they have been looking for...³⁶

Closing Theme: “A Far Cry”, Yoko Kanno - <http://www.youtube.com/watch?v=TAaRJysbXoM>

*Be careful about reading a health book.
You may die of a misprint.
- Mark Twain*



***For some things, being at the right place isn't enough – you have to be at the right time, too.
As for why the mountain is acting up... that's for the PCs to discover. This graphic is titled
“Anomaly” © Justinas Vitkus. See his work at <http://justv23.deviantart.com/art/Anomaly-313837592>***

³⁴ Note that just killing people and stripping them of useful organics is not forbidden per se in the Imperium (Yes, there ARE planetary governments like that described in [Never Let Me Go](#), written by Kazou Ishigrou. The law level isn't even that high, if you aren't on the hit list...) But the minute you start crossing interstellar space with 'unlicensed organic material from illegally murdered sophonts', people are going to get pissed. Including Charity LIC, who dislikes the competition with their 'clean, vat-grown' organs and biological material – all of it fully licensed and produced to the highest Imperial standards. (Yes, you can cut the hypocrisy involved with a knife. But this is the Empty Quarter: here, you don't look too closely at whose wearing the 'good guy' hat. Just be glad that there is still a material difference between the good guys and the bad guys!)

³⁵ **Ghost in the Shell** inspiration: <https://www.youtube.com/watch?v=Ol3whP9huGA>

³⁶ “Well, I never thought about it before... but I suppose I'd let the kid go for about \$1.99 a pound” **The Far Side Gallery**, by Gary Larson, page 79.



The Empty Quarter – outside of the Ikonic-dominated Alpha Quadrant – has an earned reputation for backwardness. However, there are always exceptions... and some of those exceptions are kept out of the public eye, off the UWP listings, and off the radar of the local government. After all, a total planetary population of 500,000 sophonts at TL 6 (1950s tech) is unable to keep an eye on every valley – and may decide to avoid certain valleys, since they don't really want to discover if the rumours are true... This graphic is titled "Desert Planet" © Joakim Olofsson. See his work at <http://joakimolofsson.deviantart.com/art/Desert-Planet-357995700>



Just another high-tech visitor to a low-tech local world. This graphic is titled "Aliens" © Joakim Olofsson. See his work at <http://joakimolofsson.deviantart.com/art/Aliens-272649578>

Archetypes

A few random articles caught my eye, which could be rather useful for the adventuresome PC.

First, this link - <http://intj-paradigm.tumblr.com/post/99330553359/in-regards-to-military-commanders-stjs-are> - points to a set of stereotypes that can be useful to the Referee when 'getting into the head' of the opponents of the PC. The MBTI typing might be useful as well to you, but it isn't essential to the point. What the Referee should take away from this is that there is more than one way to skin a cat, and more than one way to win a battle or a war.

To give a thumbnail summary, you can

- Hold on tightly to a secure position, let the enemy wear himself out, then strike when he's weak and exhausted. This can be mountainous terrain – ask the Afghans for details – or even political borders. After all, the Russians get to fire artillery from their side of the border on the heads of Ukrainian armour on Ukrainian land, and the Ukrainians don't get to do the same back to them.
 - Count the cost before pulling the trigger.
 - Bigger guys can afford to hit harder than smaller guys can. "Money and power doesn't *always* win... but they have a *really* good track record!"

It's no use complaining about reality: what you need to do is to get some leverage, differentiate between 'the rules of reality' and 'the rules of the game', and rewrite the game rules for your own benefit.

- Be more balanced between defensive vs. offensive positions, but avoid 'ambiguous and unfamiliar' conditions that actually scream TRAP! Military operations stick closely to a set routine because, 80%+ of the time, those rules *work*. Certain rules are backed by entire football fields of blood, so before you innovate, know why the rules were written in the first place.
- Strike first and strike hard, depending on overwhelming force and time to overwhelm the enemy. An example is 'shock and awe', which *can* be effective, *if* it is properly used. A mix of shock and awe on the one hand, anti-guerrilla tactics on the other hand, looks quite promising – and a lot better than just using one tool over and over again...
- Traps, guerrilla tactics, unconventional warfare, and full-spectrum fighting. My go-to example here is Ho Chi Minh, who knew that the real target was the opinion of the American people, and not the flesh-and-blood soldiers firing the bullets. Variations on a theme include economic warfare, media control, hacker raids, etc. True masters know when to stop fighting, avoid overreach, how to leave the enemy a path of retreat, and other metagaming tactics. 'Winning the peace is as important as winning the war – often, much more so.'

Now, on to another link on the Seven Types of Followers - <http://www.mpamagazine.com.au/sections/business-strategy/the-seven-types-of-followers-194080.aspx>.

The Types, as listed in the article:

- Sycophants
- Critics
- Realists
- Loyalists
- Traitors
- Spectators
- Opportunists

The article gives a brief sketch for each follower, which the Referee can expand on in his own thinking, before putting it into play. These categories are not only useful for military Travellers: corporations, Noble houses, and criminal organizations are also subject to these followers.

Naturally, some followers – critics, realists, loyalists, and traitors – are more important than others. And knowing which man goes into which category can be of great importance: mistaking a realist for a loyalist can sting, but misreading a traitor for a loyalist is one of those mistakes that can and will end a career, a life, or even a civilization if the stakes are high enough.

Now, for a different set of archetypes, the bogatyr of Russian culture. Similar to the knight-errant of the West, the bogatyr figures in many Slavic legends.³⁷ The very famous (to Russians) 1898 painting *Bogatyr*s illustrates three prominent fighters:

- Dobrynya Nikitich: close to the royal family, often sent on sensitive and diplomatic missions. As a courtier (servant of the court), he is an excellent archer, swimmer, wrestler, and musician, and is known for his courtesy and cunning.

In Traveller terms, you can replace the first three with “...an excellent shot, grav racer, Zero-G athlete...” Or just combine the lot! (Wiki: http://en.wikipedia.org/wiki/Dobrynya_Nikitich)

- Ilya Muromets: the son of a farmer, and unable to walk until the age of 33, when he was healed by pilgrims. Given super-strength by a dying knight, he then went forth to fight invasions and monsters. Ilya is generous and simple-minded, but also temperamental and something of a hothead. In the end, he became a monk: as Ilya Pechorsky, he is a saint of the Orthodox Church.

Now, the Traveller universe would be quite hostile to Ilya Muromets, as the Imperial Government does not recognize any god or spirit... but does have a hate-on for psionics. But if Ilya could prove that his powers comes from God and not twisted psionic powers, the Empty Quarter would have a place for even the likes of him... regardless of what the Imperial Government thinks about it. (Wiki: http://en.wikipedia.org/wiki/Ilya_Muromets)

- Alyosha Popovich: the son of a priest,³⁸ Alyosha is the youngest of the Three Heroes, and is well-known for his craftiness, preferring trickery and smarts to a direct fight. Besides his agility and slyness, he also loves to mock women, and is no stranger to cheating and lying if in a good cause. Of the Three Heroes, Alyosha is also the man who loves pure fun the most. (Wiki: http://en.wikipedia.org/wiki/Alyosha_Popovich)

I find it notable that the children of preachers and priests tend towards being extra-rebellious, a tendency that is noted in the Bible as well (look up “Eli’s sons” for details)³⁹. Alyosha also makes an interesting contrast to the pious but simple-minded Ilya.

So there you have it: a party of three adventurers that a good Referee can use to really liven-up an adventure!

³⁷ They even exist in the Far Future of **Stellar Reaches**: in the Hegemony, there are many tales of fast-riding horsemen – values for the word ‘horse’ differing – fighting the Vargr with stolen Vargr rifles and equipment during the Long Night as the human worlds struggled valiantly to drive off the very bloody-minded invaders...

³⁸ “Exactly as it says on the tin”. In Russian, Alyosha Popovich = Alexey the son of a priest.

³⁹ Jesus Christ Himself is a major exception to the rule – a terrifying one in certain quarters, due to what His refusal to rebel implies.

Languages Within the Empty Quarter

Within the pages of **Stellar Reaches**, there has been an entire host of languages that have been mentioned: but when generating a character, it is a bother to keep track of them all. This is especially true of the Vargr languages, which are as fragmented as their culture.⁴⁰

So to rectify this lack, I present a list of languages mentioned in this and earlier issues of **Stellar Reaches**. A few details of each language are mentioned, to help with the background flavour.

(As **Stellar Reaches** #15, #16, and #22 deal with settings beyond the standard Imperial universe, they will be ignored in the list below.)

Stellar Reaches #1

Galanglic:

- Of course, this is from Jason “Flynn” Kemp, the original founder of **Stellar Reaches**. I never refer to Galanglic in my writing, but only to Anglic. What you call the Imperial Language is up to you. Enrich, perhaps, or even Basic...
- Galanglic is referred to as the dominant language of the Julian Protectorate, which I agree.
- Note that we use English for Galanglic in all Traveller materials: but in ‘reality’, there is no way English would have anything to do with Galanglic, except perhaps basic grammar and the more ancient terms. The impact of Vilani, alone, would have altered English beyond recognition.
 - The Solomani Party, naturally, will want to create a Pure Anglic, free of unclean Vilani influences. That would amount to a new synthetic language that they will have to get hundreds of billions of men to adopt: a tall order! If the Referee decided that the Party succeeded in this, they should have all starfaring Confederate citizens able to speak Solomani – a fundamentally different language than the Imperium’s Galanglic/Anglic.

Irilitok:

- Irilitok is also mentioned as a major language of the Julian Protectorate by Flynn. Note that he treats it as a single language, and not as a family of related languages as I do in my writings.

Bwap:

- Bwap is, of course, the language of the Bwap species.
- Here, Flynn notes that all Bwap speak both Bwap and Galanglic. This ruling definitely has benefits in the interest of playability.
- I have a different take in my writings, assuming that most Bwap can’t speak Anglic. Also, reflecting the old alliance between the Vilani and the Bwap, I would consider it just as likely that they would speak Modern Vilani as their second language, as speak Anglic.

And now, we get to my articles. Life just got complicated: great if you like your Traveller adventures with a strong roleplaying flavour, a realistic feel, and lots of interesting details, but not so good if you just want to talk to most everyone you see, get past the fluff, and into the meat of the adventure. This is especially important for the Vargr languages: instead of a single “Ovaghoun Vargr” language, there are a great host of languages which are related to the Ovaghoun language family, much like the Germanic or the Dravidian language families of our world. Multiple languages means many opportunities for a misunderstanding, or a complete lack of communication if you didn’t bring a translator.

⁴⁰ I use TrWords, an old DOS program written by W. L. Guatney.

Fortunately, if you just want to get on with the adventure instead of tripping over details, you can rewrite or ignore everything as needed. But since it's a lot more work to create details than to ignore them, I have provided the nitty-gritty if it would be useful to your Traveller game.

Stellar Reaches #5

Iper'mar Anglic:

- This is the official language of the Iper'mar people, which consists of several interstellar nomads, selling their technical expertise to the highest bidder.
 - "Anglic (in the Latin script)": seeing that Anglic has to be used by a myriad of speakers and cultures, I imagine that the language can be written with more than one set of script/symbols. A good case can be made that far future societies will be broadly illiterate, using only glyphs, symbols and icons to communicate.⁴¹
- Iper'mar elites often can speak three languages: Anglic, Modern Vilani, and a third language: whatever most customers prefer to use.

From **Stellar Reaches #24**:

Iper'mar Anglic is not too distant from Transform Anglic – a bit closer than today's English and Dutch, say – but, while the grammar is fairly comparable, the vocabulary is usually a bad match. Not good, when you are dealing with highly technical issues.

Modern Vilani:

- The Vilani language, as commonly spoken in the era of the Third Imperium. It is fairly closely related to the Old High Vilani of the Ziru Sirka (a.k.a the First Imperium) in fundamentals, but with additional terms, idioms, and words to transfer a host of Solomani concepts into Vilani thought.

Stellar Reaches #8

Imperial Vuakedh:

- Briefly mentioned in an adventure. I mentioned it here mainly as a hook for the following article "Vuakedh: An Alternate Vargr Language" <http://www.shoestring-graphics.com/traveller/language/vuakedh.htm>. In-game, this is an Imperial Vargr tongue that some travellers may well be familiar with.
- In **Stellar Reaches #9**, a version of Vuakedh is also said to be widespread within the Julian Protectorate.

Kfyfgain:

- This is not a spoken language at all: instead, this is a body language used by Vargr divers on Nulinad, the Imperial capital of the sector. As such, it uses the Vargr tail and muzzle, so it cannot be used by humans (but it can be read by trained men).

Old High Vilani:

- The language of the Ziru Sirka. I imagine it to be highly graceful, precise, and logically organized, useful for both labourers and nobles. Surprisingly for a caste-based society, it is a unified language, and does not change form depending on the caste or sex of the speaker.

⁴¹ Note that the Internet is no longer a place where you *read* things: it is a place where you *watch* things. Literacy is integral to complex logic, and even in following long logic chains: people who can argue logically and persuasively have an insurmountable advantage over those who can't. (Looks directly at Christian homeschoolers: points directly to Ron Paul's Curriculum, <http://www.ronpaulcurriculum.com/>)

Swahili:

- A common trade language in Africa today. One of the ancient languages known by a Christian missionary in an adventure.

Stellar Malay:

- The modern Malay/Bahasa Indonesian language, brought into space and left to stew for 3000 years. By the time of the story, any resemblances between Malay and Stellar Malay are largely accidental.

Classical Latin:

- The language of the unified Roman Empire.

Medieval Latin:

- The language of all educated men, religious and secular alike, during the medieval ages.

Old American English:

- The language many North Americans are speaking, right now. At 1900, it was likely that this language and Old British English would have branched out into distinct languages, but thanks to radio, movies, television, and now the Internet, the separation process was largely halted.

Chinese:

- Written Chinese hasn't changed much in 2000 years, until the simplification of the People's Republic of China. However, it is spoken in a radically different way than it was in the days of the Han dynasty. A good case can be made that the written form won't survive the 21st century: already, many (most?) younger Chinese-speakers can't write the pictographs, but can only read them: writing is possible only with the aid of keyboards and numpads. While the situation is known to all educated Chinese, there is a great reluctance to shift to the Latin alphabet, as this will effectively cut off the Chinese from their past.

Here, I assume that most Chinese made the switch in the interest of commerce: a written script where most foreigner businessmen can't read the business contracts without a decade of training is probably doomed.⁴² Spoken Chinese, on the other hand, probably has thousands of years of life left in it.

Arabic:

- Modern Arabic is based on the Classical Arabic of the Quran. However, spoken Arabic has many flavours, not all of which are mutually intelligible. As a rule of thumb, most Arabs today can understand spoken Egyptian Arabic thanks to her media universe. The spoken form in the Empty Quarter has many variations, including
 - Marhaban Arabic:
NOT spoken on the Empty Quarter's Marhaban, this is the language of Marhaban of Lishun Sector. (**Stellar Reaches #8**)
 - Tsosoea Arabic:
The common tongue of Tsosoe. (**Stellar Reaches #20**)
 - Hebrin Arabic:
The dialect of Arabic used on Hebrin. Due to Hebrin's cultural prominence and long leadership of the Ummah in the Empty Quarter, this is the 'official Arabic' in use by traders, government officials, and media celebrities.

⁴² Yes, some very sophisticated software is coming to help out. But I doubt that even such software can save the pictographs.

Ikonaz Vargr, Ikonaz Vilani:

- This is a dual-species language used on the powerful world of Ikon. Ikonaz Vargr (a form of Ovaghoun Vargr) and Ikonaz Vilani are mutually intelligible, even though Ikonaz Vargr is built for the Vargr throat, and Ikonaz Vilani is a version of Vilani that is easily understood by Vilani-culture Vargr.
- These are the official languages of the Rukadukaz Republic.

Ourmakten

- This is a common dialect of Ikonaz Vargr, commonly spoken on the world of Ikon.
- **Stellar Reaches #9**: “A large minority of Ikon-based shipping prefers to use this language: only Modern Vilani is more popular.”
 - I will take the time to correct this here: replace “Modern Vilani” with “Ikonaz Vilani/Vargr”

Stellar Reaches #9

Inadtiu:

- This is a very distant relative of Assamese, spoken on the Empty Quarter world of Vipan as the official language. (But most inhabitants of Vipan, being temporary labourers, actually speak Modern Vilani)

Castilliano:

- This is what we call “Spanish”. But technically speaking, there is no such language, and what we call Spanish is actually Castilian. While it is the dominant language of the Iberian Peninsula, it is far from the only one.

Oksukhonmoere:

- This is a rare dialect of Ikonaz Vargr, only spoken on the world of Ikon.

Julian Anglic:

- This is the language of the Julian Protectorate. It can be understood by most Imperial citizens without much effort, and vice-versa, so it’s better considered as a dialect of Anglic than a full-fledged separate language.

Gvunkkone, Ourmakten, Kr’ra’ogovtzarr, and Ukazk:

- These are major variations of Ikonaz Vargr, spoken on Ikon and elsewhere in the Rukadukaz Republic.
- Note: Many Ikonaz Vargr despise non-Ikonaz Vargr languages, and will pretend to not understand them even if they do.

Most Ikonaz Vargr despise Vargr languages other than their own: local scholars are more likely to know Old High Vilani or Ancient English than a single word of Vuakedh (widespread among the Vargr of the Protectorate) or Evrgoer (the most common Blood Vargr tongue of the Hegemony.)

Stellar Reaches #9, page 37

Evrgoer:

- The most common Suedzuk (“Blood Vargr”) language in the Hegemony of Lorean.
- The hyper-paranoid Suedzuk being what they are, this isn’t actually saying a lot. It isn’t really true that “Every pack has its own language,” but it isn’t due to lack of trying

Ancient English:

- While Old American English covers the language we are speaking right now, ‘Ancient English’ means, fundamentally, the language that *there is no electronic or audio record of*. That makes it a ‘catch-all’ term for everything from the post-Roman 5th century language right up to the 1860s-1880s. So, for as much as most Imperial historians care, Thomas Jefferson, William Shakespeare, Geoffrey Chaucer, and Archbishop Stephen Langton (drafter of the Magna Carta, and thus the creator of the English conception of liberty) are all contemporaries.

Anglic (Transform):

- This is the major dialect of Anglic, spoken mainly in Antares Sector, it is also used in the Imperial Empty Quarter.⁴³ On the other side of the Lesser Rift, it is common enough on the world of Ikon, and not uncommon in the Startowns of the Rukadukaz Republic, but is rarely heard in the Hegemony of Lorean.

NuLingo:

- An old slave tongue – back in the day when Ikonaz pirates did a flourishing slave trade on the side – it remains fairly commonly used by the (now free) descendants of the slaves, who chose to remain on Ikon.

Meroj:

- This is one of the native tongues of Reskhuda, a low-tech system in the Hegemony of Lorean. The planetary government, bureaucracy, and 8% of the general population commonly use Meroj.

Azulan:

- This is an entire family of languages, in use by the violence-oriented Azula that – with the money-oriented Damlaerites – dominate the Hegemony of Lorean. Some languages mentioned here include:
 - P-Azulan: “which isn’t derived from Anglic at all (but bears some relation to Vilani and Hindi.)” This is the official language of the Hegemony’s Second Flotilla (**Stellar Reaches #9**).
 - Arzula-B, -F, and -K are used on Tsosoe (**Stellar Reaches #20**).
 - Arzula-A and -B are the major languages in use in the many military Hegemonio cultures (**Stellar Reaches #20**).
 - Arzula-C is used primarily by civilians (**Stellar Reaches #26**).
 - Arzula-G (**Stellar Reaches #24**).

Suedzuk Vargr languages died out with the Vargr inhabitants during the Era of Horror: the small settlements of Hegemonic Vargr resettled in the Atlas Cliffs and Jerance Highlands speak Arzula-F exclusively.

Stellar Reaches #10

Here, I wrote in the footnotes:

Learning a Suedzuk language is more useful in their line of work. However, the Suedzuk Vargr are quite paranoid vis-a-vis each other (never mind flat-faced humans), even more fragmented than other Vargr races (and thus even more fragmented linguistically), and certainly don’t believe in outsiders learning their language. Even if the PCs learnt one, that language would be useful for only a single pack of Suedzuk – or just a portion of said pack.

This will have to be partially redacted, as the hyper-violent Suedzuk are (astonishingly) capable of organizing an industrial civilization. While it is desirable (and maybe possible) that every pack has it’s own language, even the paranoid Suedzuk need to sometimes organize beyond the boundaries of the pack.

Stellar Reaches #13

Modern Gashikan:

- Naturally, this is the current language of the Second Gashikan Empire.
- Note: by 1105, the Classic Traveller era, we would be in the Third Gashikan Empire, also called the Trenchan Empire

⁴³ Yes, the Emptyheads speak the same form of Anglic as their hated Antarean enemies. Understanding what people say does not always mean peace: sometimes, it only deepens the hostility.

Union Societies:

- A kind of secret society the Arzula people like to set up. Some of them may well have their own secret language, in unconscious imitation of their sworn enemies, the Suedzuk Vargr.

Stellar Reaches #18

On The Lorean Proclamations:

The various proclamations of the Herald of Lorean the Victorious, which define much of the organization and powers of the Hegemon. The formal legal documents are recorded audio-visual media: gestures, body language and tone of voice have as much force of law as the actual spoken words.

Oriya:

- The language of the Oriya people of India. With the Vilani, they are the foundation stock of the population of Irash, and their 'Irashi Hindi' language (with Old High Vilani, and the Old English of the Terran Confederation).

Irilitok Body Language:

The Irilitok are heavily humanized. In 993, it's still quite popular for some Irilitok cultures to cut their tails off, either after birth or right after puberty (11-12 T- years). As Vargr use more body language (and less facial movement) than humaniti, tail-docking is Serious Business.⁴⁴

Stellar Reaches #21

Irkonee:

- The language of the Genoe minor race.

Delphic Anglic:

- This is the dialect of Anglic used in Delphi Sector.

Rim Anglic:

- The dialect of Anglic used in the Solomani Confederation, and nearby regions.

Hindi Empty Quarter Trade Language:

- A form of Hindi used – that's right – among interstellar traders in the Empty Quarter. It's declining in usage as it is replaced by Anglic and full-on Nulinadian Hindi, but many old-timers still use it.

Terraform Anglic:

- An error on my part: it should be "Transform". Way too much sci-fi on the brain...

Ikonaz Vilani (Vargr pronunciation):

- Another error: this should be "Ikonaz Vargr".

Hiver Sign Language:

- The Hiver have no vocal cords, and communicate via sign language.

⁴⁴ The quote is slightly modified for clarity.

Trealop:

- A common language among the human peoples native to Hiver space.

Gurvin:

- The most common spoken language within the Hive Federation.

Oynprith:

- The language of the Droyne Major *cough* Race.⁴⁵

Nasiyor:

- A planetary language of an unknown Daibei world.

Core Anglic:

- The dialect of Anglic spoken in the Imperial Core sectors. "The language of power and authority." I interpret it as sounding similar to 'authoritarian' Beijing Chinese, rather than Received Pronunciation or the Brahmin dialects of Boston. Your interpretation is up to you, of course.

The "Alternate history" character is ignored for this list.

Stellar Reaches #22

Irashi Hindi:

- This is the native language of Irash. It is NOT actually a form of Hindi: the misnomer comes from an ignorant tendency to put every East Indian language into the 'Hindi' box. In reality, it is a mix of the Oriya language and Old High Vilani, with a bit of Old Anglic seasoning.

Early Imperium Chinese (written only; Old Imperial Core character set):

- Over the centuries, different surviving forms of Chinese developed their own character sets.

Sylean:

- The language of the Sylean minor race. Note that I use the Sylean of the TrWords program, rather than the language described in **GURPS: Humaniti**.

The major human languages of the Six Subsectors (so it excludes Bwap):

Besides a TL-13 translator for all the major Six Subsector human languages – Transform Anglic, Indian English, Modern Vilani, Hebrin Arabic, Irashi Hindi, Nulinad Hindi, and Lazisari...

Rule of Man English (Ancient):

- Another name for Old English/Old Anglic.

Kriksafugk:

- An Irilitok Vargr tongue, spoken on the Empty Quarter world of Byegh Aengz.

Rrakfugk:

- An Irilitok Vargr tongue, common in the Asimikigir Confederation.

⁴⁵ In Traveller, a Major Race is one who independently discovered jump drive: almost always, this means that the race then founds a major interstellar empire. The Droyne are an anomaly: they are known to have invented jump drive, but have no vast empire. A mystery to be solved...

Turnik:

- A Long Night human language, spoken on the world of Askaath c. AD 3320. Long forgotten by 993 Imperial.

Stellar Reaches #24

Kuummmoengh:

- An Ovaghoun/Irilitok language of Ikon. As the Irilitok elements spoil the language, it is despised by proper Ikonaz (read: Ovaghoun race, Ovaghoun-speaking) Vargr.

Kogvi:

- A diplomatic/trade/scientific Suedzuk Vargr language within the Hegemony of Lorean.

Tenirruet:

- A widespread Irilitok trade language within the Hegemony.

Ancient Hebrew:

- The language of the Hebrew Bible, without the changes that Modern Hebrew has taken on.

Eloris:

- A language within the Empty Quarter: while in use by Jonkeereen in the Quarter, linguistically it is only a distant relative to the proper Jonkeereen tongue of the main population, located in Deneb Sector.

Thimai:

- A language of the world of Dhara, a world of the Hegemony of Lorean.

Tankii:

- A dialect of Modern Vilani that has shifted enough to become its own language. Speakers of Tankii cannot automatically understand Modern Vilani, and vice-versa. "Only spoken in certain regions of Miigaki..." As the Vilani demand conformity – linguistically, and in all other ways – Tankii is likely to vanish in a generation.⁴⁶

Dlani Anglic:

- A dialect of Anglic, common in Ilelish Sector.

Kfukakh:

- An Urzaeng Vargr tongue, found on a world in Gzaefueg Sector. It may or may not be used off-world: Gzaefueg Sector is very far from the Empty Quarter, and the Urzaeng worlds of that sector have few human visitors...

Letta:

- A language of Taxgo, Amdukan Sector (NOT 'Amdulan' Sector).

Stellar Reaches #25

Fgavoukuarg:

- An Irilitok Vargr language, found on Ababat

⁴⁶ If the speakers decide to cut their ties to Vilani culture for good, they would keep the language. As this is the Third, not the First, Imperium, they won't have to fear a harsh invasion, occupation, and enforced indoctrination if they decide to leave: but they will still have a price to pay, a price the locals have decided to avoid. "A shame, to miss out on All That Megacorporate Money, because you want to hold on to your backwoods way of speaking..."

Stenovit:

- The dominant language of the asteroid system of Yugolav, Delphi Sector

labag:

- A minor language of Irash, of perhaps 20 million speakers.

Intiek:

- A planetary language of Aerafa, Arzul sector. As it lacks a proper letter prefix (in the Arzul-X style), you can tell that it is not a Recognized Hegemonio Language: expect no government support for it.

Old English:

- Also Old Anglic, the language of the Terran Confederation, and the Second Imperium. This is a descendant of the 'Global English' of the late 21st-22nd centuries, itself rooted primarily in Old American English.

Lossi Space: Gallery



CGSociety.org
Copyright (C) Krystian Polak, 2005

The residents of Zadorusus/Haralith cruise above their desert world. Due to the dense nature of Zadorusus' atmosphere, the population resides on the high mountain ranges and plateaus of their world. The graphic is titled "Explorers" © Krystian. Please visit his site at www.krpolak.com (a.k.a. www.krpolakstudio.appspot.com)

Preface

In this alternate setting, an aging human civilization, still holding strong on a single great artificial ringworld, manages to renew her youth and expand once again despite a string of disasters. The PCs are among those tenacious, re-invigorated men who came through the fire: what will they do with the stars they have inherited?

These stars have no borders beyond their systems: for now, ambitious men have preferred to bring their military & mental might to the crown jewel of Rasirav rather than create weak, petty pocket empires, easily swept away by the tempestuous trillions of the ringworld. But even as the mighty are drawn to the ringworld, the weak and the ostracised are driven far away, to claim new worlds to know, to tame, and to shape into the stuff of their dreams.

Purpose

This is not meant to be a detailed universe, like the Imperial Empty Quarter: more of a canvass of the imagination. UWPs are provided, as are maps: but most of the details are left for the Referee to fill in as he pleases. Politics and war are de-emphasised in this setting (as there is plenty enough of that in the 'Quarter): exploration and discovery is my intended focus here.

(But whether it stays that way or not is up to the Referee.)

Design

I used the Random Subsector Generator⁴⁷ from the Zhodani Base to build the subsectors, with various tweaks here and there. Radiating from the core subsector where Rasirav resides, the “Select Settlement” selector on the website was run through its paces, from Capital (very rich) to Barren (no one lives here – at least, according to the explorer guilds). The basic structure is set as a sphere of about 50-60 parsecs, divided into 40 x32 parsec sectors (because Traveller). This region is currently called “Lossi Space”, but has gone by many names in history. It might be more accurately known as the “Rasirav ringworld settlement/cultural zone”, but that’s something of a mouthful.

Only two sectors – Avelaera and Relatar – are provided here in this issue. The critical world and starting point, Rasirav, is near the very centre of the Settled Stars, the blue area noted below. Named sectors have at least one high-pop system, and thus a permanent representative Agora on the Rasirav ringworld.

Lossi Space

Ensoice	????	????	????
????	Nush	Ildeherin	????
Urbrearn	Shoshoi	Avelaera	Relatar
????	Viriraen	Wirviatain	????

The Worlds of Lossi Space

Avelaera Sector

Avelaera Sector, part of the Settled Stars, is a rather wealthy region of space. Being the home sector of the Rasirav ringworld, it is often the first region (re)settled after a die-off, the first area to again regain trade links with the ringworld, and the most likely to retain a decent population and technology level after the last overwhelming disaster. About a quarter of the most populous and wealthy worlds of what is now called Lossi Space.

⁴⁷ <http://zho.berka.com/stuff/generators/random-subsector-generator/>



The Rasirav ringworld is the work of refugees from the high-tech Society culture that dominated humanity a thousand years ago. Its construction involved the destruction of the original solar system, and it's reconstitution into a ring that spans millions of miles. The TL 27 culture that created the ringworld is the ancestor of today's local human societies: while the top current tech level is 15, it is possible to regain the knowledge and technology that has been lost. (A few ageless ancestors from that magical era still live, for one thing...)

This graphic is titled "I Can See Forever" © Mark Gillespie.

See his work at <http://tk769.deviantart.com/art/I-Can-See-Forever-418853824>

If a ringworld can be described as a habitat that encircles a source of light and heat, then you can theoretically build a mini-ringworld, build around a small artificial sun. But Rasirav is based on the classic Larry Niven-style ringworld described in the book *Ringworld*, with the area of multiple-millions of Earths. (A video to illustrate the scale: <http://www.youtube.com/watch?v=sR2296df-bc>). Note that neither ringworlds nor 'small artificial suns' are within the technological grasp of a TL 15 (TI 17 max) Third Imperium.

In contrast to a ringworld, creating a "Rendezvous with Rama" style generation ship is a lot easier, and well within Third Imperial technological bounds. (A video of that: <http://www.youtube.com/watch?v=UiO8CgGiWPM>.) But that's just too small for the purpose of this setting...



Heavy industrialization is shifting from carbon fuels to nuclear power on Oelde/Ellishaia, leading to less acid rain, stronger ecosystems, an improving atmosphere... and quietly growing concerns regarding nuclear waste.

This graphic is titled "Aesir Burough" © UNGDI-SEA.

See his work at <http://ungdi-sea.deviantart.com/art/Aesir-Burough-398276465>



One of the innumerable 'penitentiaries' in use on the high law-level (and clergy-dominated) world of Y Aorabos. 'Horror show' is a reasonable description of what goes on there – all cloaked in nauseating oceans of pious language. (Yes, William Penn, I am looking at YOU!) This graphic is titled "Alcatraz" © Eric van Helvoirt.

See his work at <http://phade01.deviantart.com/art/Alcatraz-384155620>



Part of the two Great Rims of the vast ringworld of Rasirav/Ellisharia. While based on fundamentally simple mathematical principles, it hints at the incredible level of technology used to maintain the structural integrity of the ringworld. This graphic is titled "Artificial World" © Justinas Vitkus. See his work at <http://justv23.deviantart.com/art/Artificial-world-361299906>



The successful defense of mental liberty has saved Lossi from the stagnancy, sterility, and eventual death of so many of mankind's star-scattered Societies – but real freedom has a real price, including the freedom to choose strife over peace, death over life, hell over heaven. With the Justice Legion on Remanas/Ellululash. This graphic is titled "Desert troopers" © Shahrul Nizam Selamat. See his work at <http://syarul.deviantart.com/art/desert-troopers-123301102>



There is a fundamental difference between “ageless” and “immortal”, as this poor spacer discovered.
This graphic is titled “Dead Astronaut” © Francisco Perez. See his work at <http://pac23.com>



Compared to building a ringworld, terraforming worlds – even moving them around – is a trivial exercise. Such technology allowed not only the terraforming of entire sectors in the early centuries of local human history, but even resetting the orbits of multiple now-living worlds to create spectacular views, as in the double-planet system of Nireden and her ‘aggressively protected wilderness’ companion, Jenor. This graphic is titled “Dream” © Tobias Roetsch. See his work at <http://taenaron.deviantart.com/art/Dream-189336861>



Even in times of relative poverty and want – say, after a fall from near-magical technological abilities of TL 17 to merely slow-STL near-modern abilities of TL 9/10 – men were still driven to create impressive structures. But building kingdoms is one thing; holding on to them is something else... This graphic is titled “Les Monts Hallucines” © Rémi. See his work at <http://remton.deviantart.com/art/Les-Monts-Hallucines-342964278>



If – after tearing apart a starsystem, and putting it together as a ringworld – you also wanted to have vast moons and gas giants in the skies of uncounted living worlds, there would be nothing to stop you. THAT is what TL 25 is all about! (Solid Dyson Spheres come in at TL 27, but that was never attempted in this part of the ancient interstellar Society.) Even ordinary worlds, like Kasessy/Avelaera above, benefit from gorgeous moon & world-rises – and the world’s crust is substantially engineered to restrict the tidal & radiation effects of all those massive heavenly bodies in close proximity to a habitable world. Arthur C. Clarke didn’t know the half of it!

This graphic is titled “Matte painting 6” © Ken Lebras. See his work at <http://theuncannyken.deviantart.com/art/Matte-painting-6-126138317>



Depressingly, of the 71 high-pop systems of Avelaera, 22 have a law level of A+... including the world of Haju Roc/Haralith. Despite appearances, it’s far from the worst, with a boring unimaginative dictator and a run-of-the-mill rigid, permits-needed-for-everything, petty-minded bureaucracy. Fortunately, a vibrant underground economy and widespread corruption makes life endurable, even enjoyable – if you have the cash. This graphic is titled “Metropolis” © Jan Vavrusa. See his work at <http://janvavrusa.deviantart.com/art/Metropolis-439739331>



As in the Middle Ages, various hard-working religious orders have been able to amass amazing amounts of money. Fortunately, they have largely chosen to pour their surplus funds into creating and nurturing garden worlds like Laxios Pos/Avelaera, above, rather than into more worldly things like armies, flashy palaces, and sumptuous living. Several of the more technologically proficient are overseeing the construction of brand new, TL 15 Seeder Ships to further extend the reach of Life in this part of the galaxy: but proper world-shaping, TL 20 terraformers will have to wait a few generations yet...This graphic is titled "Morning walk under the moons" © Artur Rosa. See his work at <http://arthurblue.deviantart.com/art/Morning-walk-under-the-moons-415826776>



In today's Lossi Space, it is the religious orders who terraform and maintain worlds and ecologies: but it is the secular (read as 'ordinary believers', not 'anti-Christian') who bring forth the families and cities needed for civilization to endure, grow, and expand. Even in long-settled Avelaera Sector, there is yet room for new towns on virgin soil, like on the world of Y Klin/Averin. This graphic is titled "New Jamestown" © Juhani Jokinen. See his work at <http://artofjokinen.deviantart.com/art/New-Jamestown-417144892>



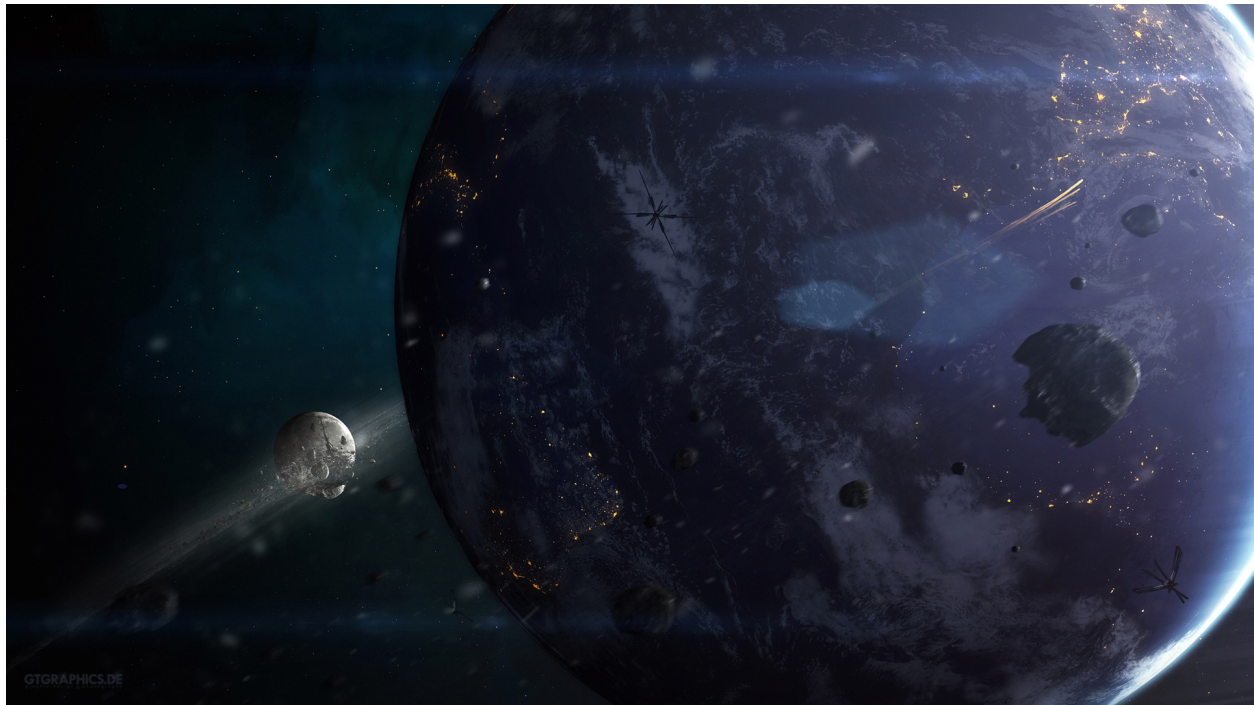
All surviving Christian congregations are descended from various house-churches and informal associations, as the denominations, megachurches, and priestly hierarchies of old were co-opted, then doctrinally neutered, then used as a government sock-puppet, by the various Societies of the past. The High Cathedral of Mary and Paul (pictured above), the first new cathedral in a millennium, is rightfully seen as just a sop to the ego of the influential Senior Bishop of the world of Soqar. This graphic is titled "Novus Atlantis" © Sebastian Wagner. See his work at <http://sebastianwagner.deviantart.com/art/Novus-Atlantis-417214349>



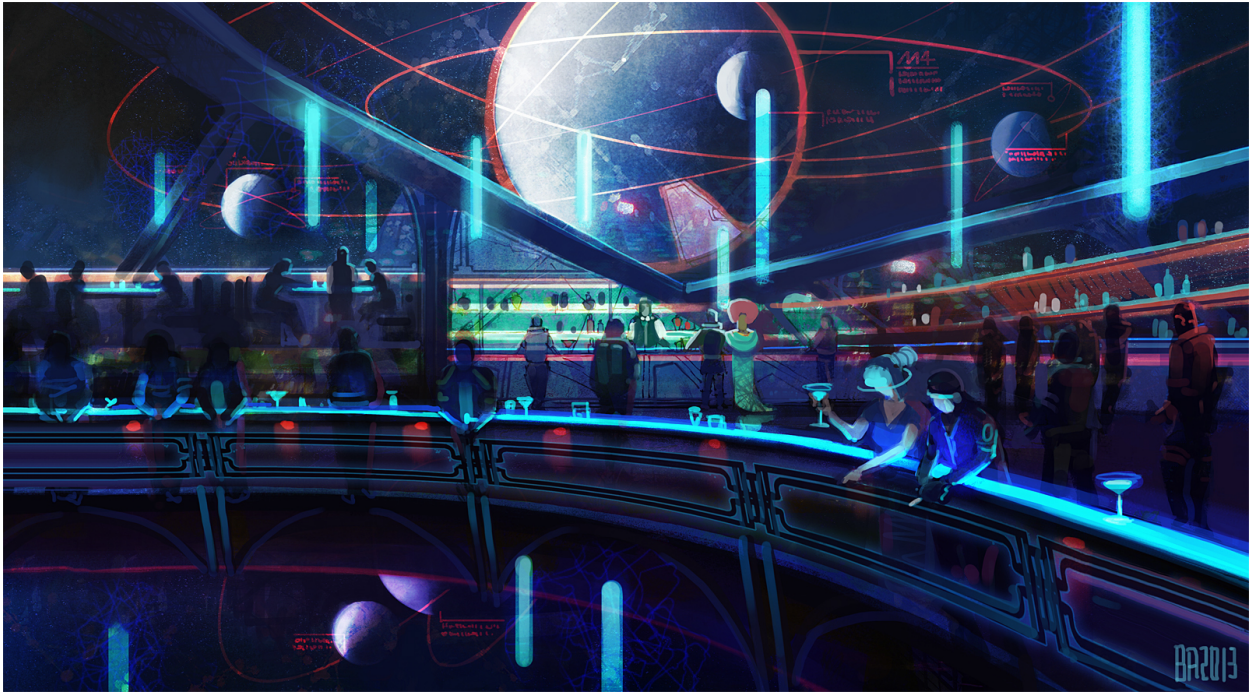
The City-Arch of Alfav/Avelera is one of the more beloved landmarks of Avelera subsector, and often welcomed by immigrants arriving from Rasirav. This graphic is titled "City Arch" © Erik van Helvoirt. See his work at <http://phade01.deviantart.com/art/City-Arch-272308686>



One of the earlier wars fought over Earth comes to an end, in AD 2619. Yes, that's an extinction-level event you are looking at: but that matters little. Fantastic levels of technology, powerful enough to put most dreams of magic to shame, can definitely deal with it. This graphic is titled "Decampment" © Tobias Roetsch. See his work at <http://taenaron.deviantart.com/art/Decampment-116861620>



The last known authentic image of Earth, dated AD 3108. By this time, worse for wear, she has already been through and survived some truly horrific wars. But over two thousand years later, it is even now possible that the motherworld lives. Her current location is still a mystery, though... This graphic is titled "Occasus" © Tobias Roetsch. See his work at <http://taenaron.deviantart.com/art/Occasus-406334187>



Men have been downing alcohol since the dawn of civilization⁴⁸ – and Lossi Space is no exception. This graphic is titled “orbit-bar” © Ben Andrews. See his work at <http://ben-andrews.deviantart.com/art/orbit-bar-375000968>



Real interstellar civilizations demand real starports, like the huge Nil-Scko complex over the world of Onilsala/Haralith. This graphic is titled “Orbital Launch” © Eric van Helvoirt. See his work at <http://phade01.deviantart.com/art/Orbital-launch-329484352>

⁴⁸ Beer is quite likely a motivating factor of the *dawn* of civilization: see <https://www.youtube.com/watch?v=PdwYjFnFoJU> for details. This is in contrast with the Vilani, and the need to share food refining methods and come to a consensus on traditions and ways of life in ancient times...



Massive worlds in the sky... This graphic is titled "Ordinary Eve" © Tobias Roetsch.
See his work at <http://taenaron.deviantart.com/art/Ordinary-Eve-355772044>



So many of these worlds have this massive sister world in the sky, placed there by the original worldmakers. At least it makes rocket-ship colonization possible... This graphic is titled "Ordinary Morning" © Tobias Roetsch.
See his work at <http://taenaron.deviantart.com/art/Ordinary-Morning-268798245>



Human history in Lossi Space isn't that old – only a thousand years or so. But, with the stupendous ruins and star-spanning tragedies, it feels a lot longer than that! In the image above: two old men on the Rasirav ringworld, walking past the abandoned TL B piping, and towards the current (TL 2) local settlements.

This graphic is titled "outskirts" © Ben Andrews. See his work at <http://ben-andrews.deviantart.com/art/outskirts-419361650>



Two hundred years ago – before the massive wave of high-tech immigrants, escaping the latest disaster on the Rasirav ringworld – this scene was covered by taiga. Two centuries from now... who knows? (See: Cosmic Clock, <http://www.youtube.com/watch?v=WppJf3ZtFU>) This graphic is titled "Plaza 02" © Ken Lebras.

See his work at <http://theuncannyken.deviantart.com/#/art/Plaza-02-131122720>



All freedom comes with a price, and even great and wealthy cities like Lannacad (pictured above, on Vangoro/Averin) bears her share of sorrows – but the sorrows are outweighed by the happiness of life; and as a general rule, the gifts of God and Men are received with gratitude. This graphic is titled “SFM X-mas - Sci-fi City” © Plasma Enterprise. See his work at <http://enterprise-e.deviantart.com/art/SFM-X-mas-Sci-fi-City-46962842>



The high-pop/high-tech system of Zaredon dominates the heavily populated worlds of Ellululah subsector, and has very close ties to certain important Lossi cultures, back on the ringworld. This graphic is titled “staton in space” © Gary Jamroz-Palma. See his work at <http://artofgray.com/>



Even in Lossi Space, where resistance against the old Society was largely successful, there were those who fell for the promises of ease, pleasure, comfort, and safety beautifully proclaimed by certain silver-tongued men – in exchange for the dreary burdens of personal responsibility, self-governance, free will, and independent thought. The end of that road was just the same as it always was – but on the very lovely and now effectively uninhabited world of Erur’ufaos/Avelaera (total current population: two long-haul settler-archaeologists), a few of the damned managed to transcribe a digital copy of their minds into their robots. Binary code modelled after human thought remains binary code, a dead mathematical model of a once-living thing. But, it’s still useful in determining the personalities of the departed, just like their arts, their writings, and their tools do. This graphic is titled “Wut?” © Jose Ochoa. See his work at <http://josea302.deviantart.com/art/Wut-242833717>

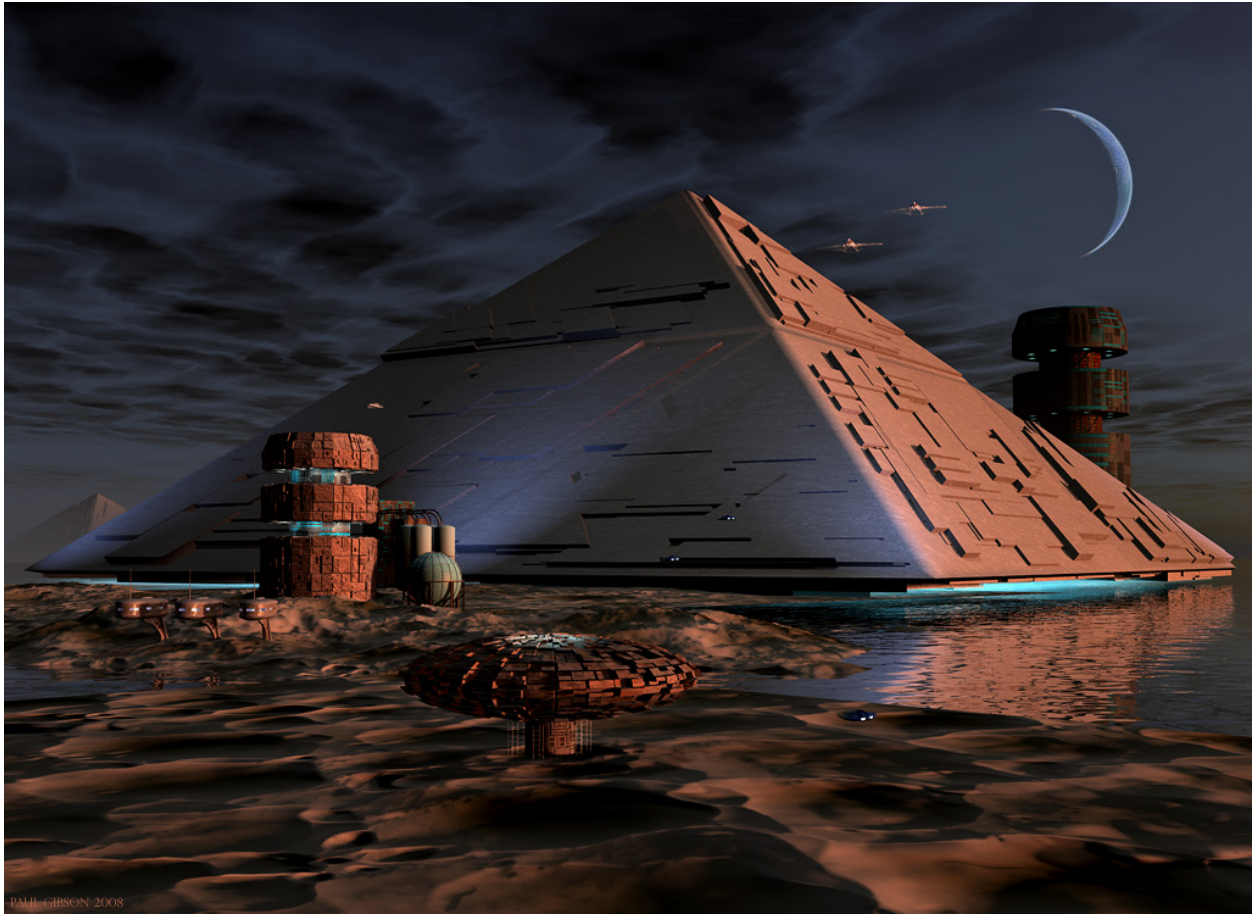


With the occasional convulsions that rip across Lossi Space – and the related migrations of billions of families, some very high-tech – the star traveller will occasionally come across a massive arcology (where the uncounted immigrants live) splat right next to – or in – a low-tech city of the native population. See Sanze/Laenaesh, above, for an example. The old population of Sanze can be traced to immigrants of 400 years ago, and the new immigrants – housed in their mind-bogglingly huge habitat – arrived over the last 100-200 years. This graphic is titled “Neocity” © Gary Jamroz-Palma. See his work at <http://artofgray.com/>



A boy from the slums of Grorhor/Ch’talerin, watching the end of his world (and the start of a continent-wide die-off). Even though Lossi Space is generally an optimistic, progressive group of societies who value the lives of men – as they are in the image of God, the very source of love and life – there still remains evil, selfish men and short-sighted, envy-driven nations and tribes. Not everyone pays the full price of twisting the gifts of God and liberty (and science and knowledge) for demonic ends... but some do. And some of those who pay are children: ‘They did not do the crime, but they will suffer all the same.’ This graphic is titled “The End 3”

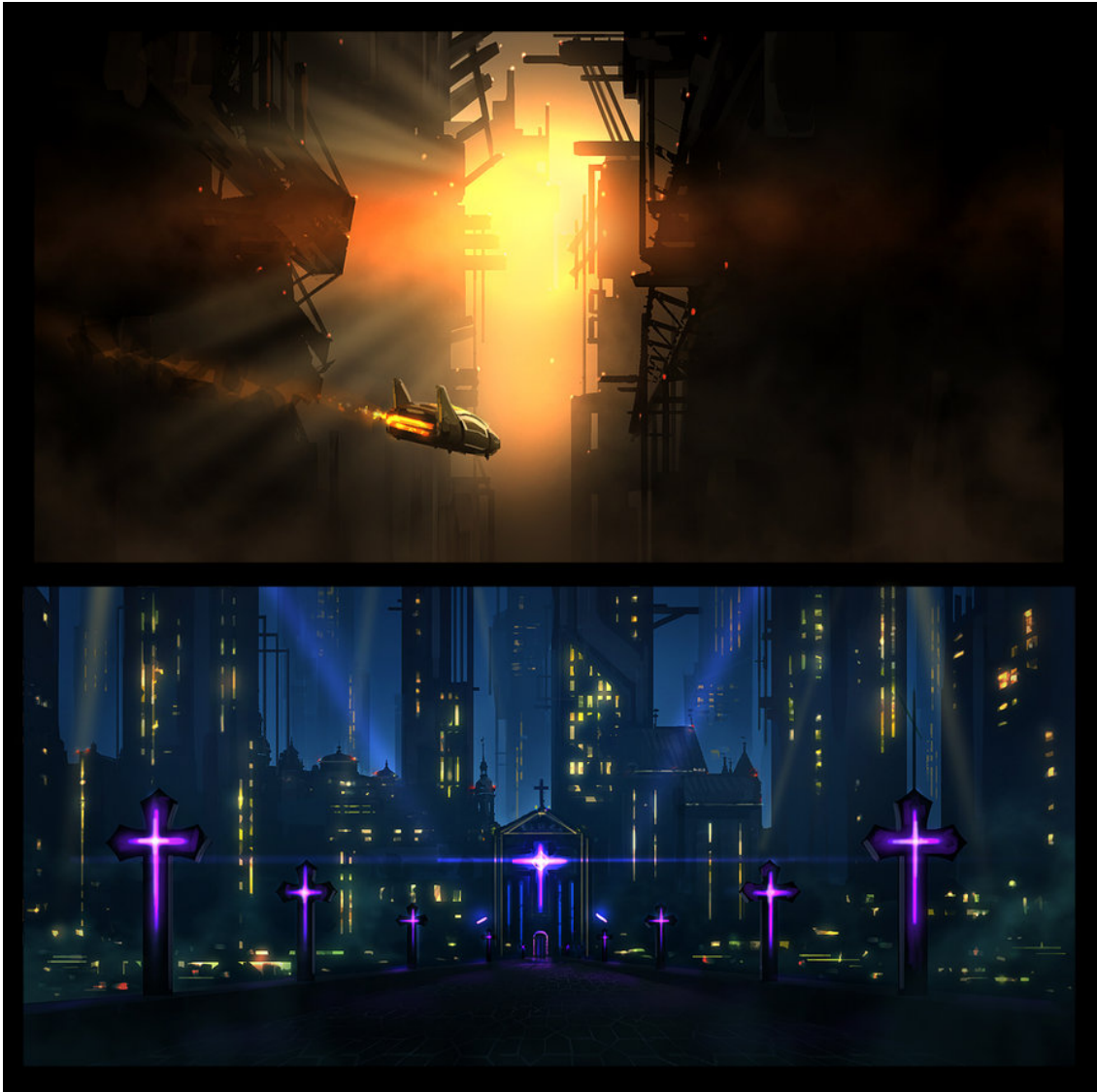
© Gary Jamroz-Palma. See his work at <http://artofgray.com/>



Most of the Society cultures have long ago stagnated, froze, and died – but, even among the local hiveminds, there are a few hardy survivors that are more tolerant of individuality, imperfection, and risk than others. The ‘Zenith’ culture on Raddarus/Sharowiei, is one such group. This graphic is titled “Alphadonia” © Paul Gibson. See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1808260



Distant visitors are always welcome on Yumis/Ch'talerin. This graphic is titled “Kuren City” © Bill Carr. See his work at <http://bc1967.cgsociety.org/art/concept-photoshop-art-kuren-city-2d-577599>



Visiting a shrine in Fatetan/Sharaia, dedicated to Bishop Ensoice, one of the great leaders of the original settlement of this part of space. Seven centuries ago, his 1501-year lifespan came to an end, and the resulting shrine was quite impressive, dominating a city of 60,000 souls. Now, the shrine is overshadowed by her neighbours, but at least it remains well-tended. There are still several billions of ageless and long-living folks in the realm of the living in Lossi Space, and a few hundred thousand likes to visit the shrine every few years, to meet old friends, share some anecdotes about the Bishop 'like it was yesterday!', reminisce over times long gone... and plot their next set of 'interesting projects.' This graphic is titled "Sci-Fi" © Joakim Olofsson.

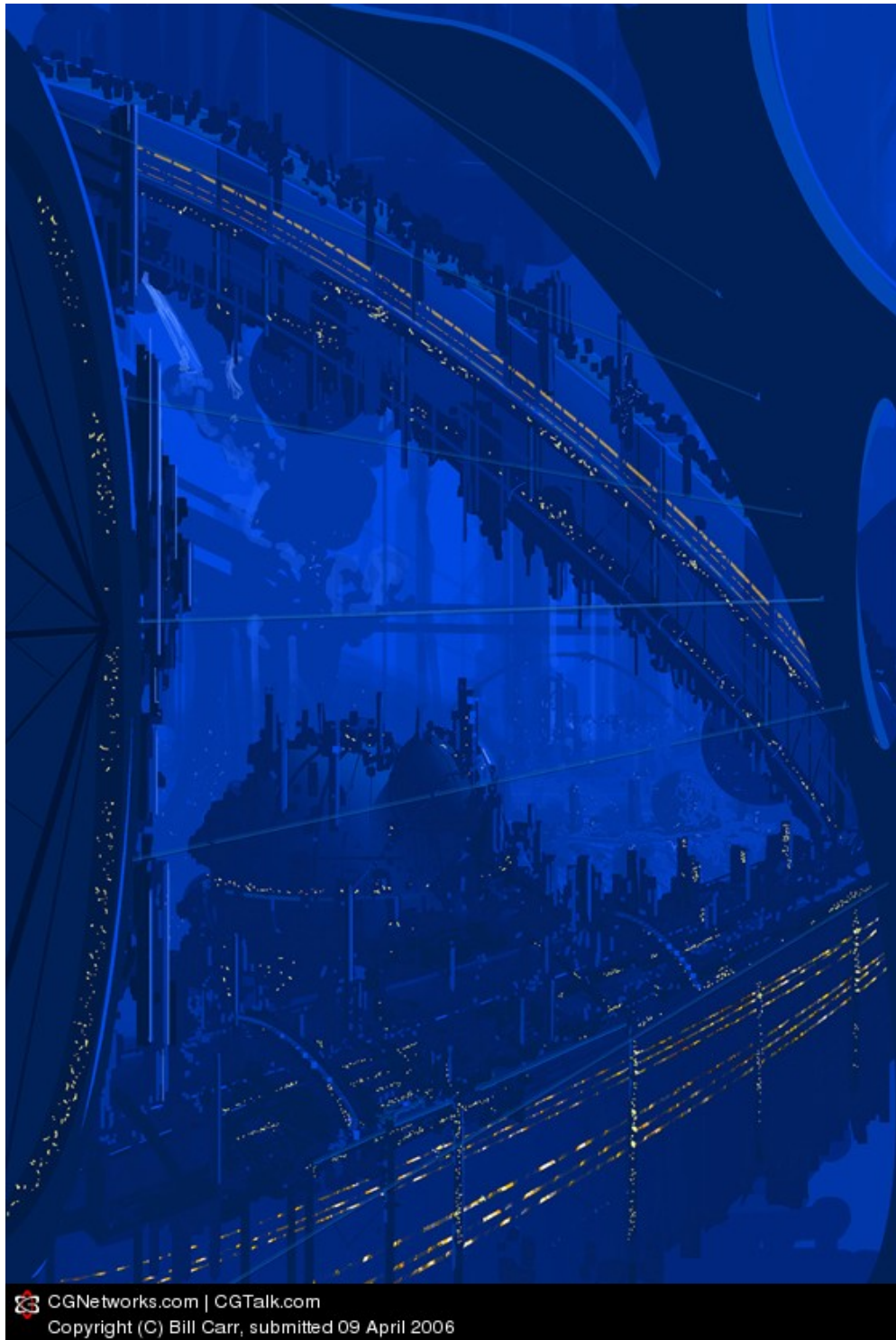
See his work at <http://joakimolofsson.deviantart.com/art/Sci-Fi-283474866>



The city of Lisariv is the largest surviving city on Rasirav at 44 billion souls. While not united politically, a city district is of greater importance than many high-pop worlds. This graphic is titled "Metropolis" © Bill Carr. See his work at <http://bc1967.cgsociety.org/art/concept-photoshop-art-metropolis-2d-470450>



One of the financially better-backed colonies, the idealistic citizens of the Sacred Fire colony on Dazea/Avelaera truly do feel that they are the ones who will change the galaxy, who will again bring all mankind onto the upward path to the Perfect Life, "Right with God & Man, Heaven & Earth". Who knows – for a time, they might even pull it off! This graphic is titled "Futuristic Cityscape" © Santiago H.B.V. See his work at <http://sanhbv37.cgsociety.org/art/maya-mental-ray-photoshop-futuristic-cityscape-3d-552856>



CGNetworks.com | CGTalk.com
Copyright (C) Bill Carr, submitted 09 April 2006

Hevert, in the Aporal/Avelaera system, is one of the few gas giant settlements that truly gained success.

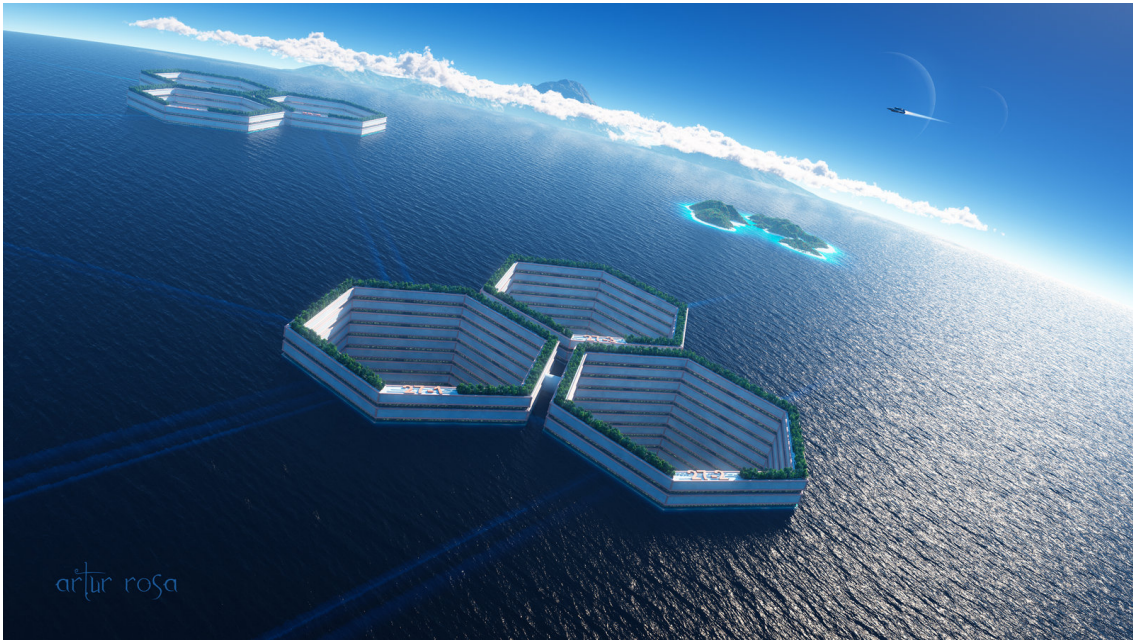
This graphic is titled "Metropolis" © Bill Carr. See his work at

<http://bc1967.cgsociety.org/art/concept-photoshop-art-metropolis-2d-470450>

Relatar Sector

In contrast to Avelaera Sector, Relatar is far less populated, with 211 of her 379 systems being uninhabited. Many of these systems, like the rest of Lossi Space, are now home to terraformed and enlivened worlds by the amazingly advanced First Wave of worldbuilders as a fun side project (after the far more difficult work of building the Rasirav ringworld). By this time, though, some of their personalities were already warping – techno-mental stress? the burden of agelessness? delusions of genuine Godhood? – and more and more worlds were being reforged as deceptive deathtraps, bizarre enigmas, or inscrutable puzzles.

Some settlements manage to survive here, and new Gardeners and Builders – and even a few First Wave (but no Second Wave) forbearers, sticking around to help the kids get their footing – are assisting the settlers in gaining more ground for humanity. But they can't be everywhere, and in the meantime it doesn't take many missteps for a colony to simply vanish without a trace.



There is more than one way to colonize a waterworld! Approaching the settlements on Kluslary/Ralira.

This graphic is titled "The Colony of Sigma Draconis" © Artur Rosa. See his work at <http://arthurblue.deviantart.com/art/The-Colony-of-Sigma-Draconis-360125461>



Before the cities and the skyscrapers, there are the scouts and explorers... in the 787-719 system, Ralariel subsector. This graphic is titled "A Strange Land" © Neil Thacker.

See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=2487097



Humans terraformed the world of Ranetia/Calaratar, like all the living worlds of Lossi Space. Sometimes, the more artistically-inclined worldbuilders sign their work, but rarely do they leave evidence as obvious as stone pillars. Perhaps the artist still walks his masterpiece... This graphic is titled "Ancient Island" © Joakim Olofsson.

See his work at <http://joakimolofsson.deviantart.com/art/Ancient-Island-277269023>

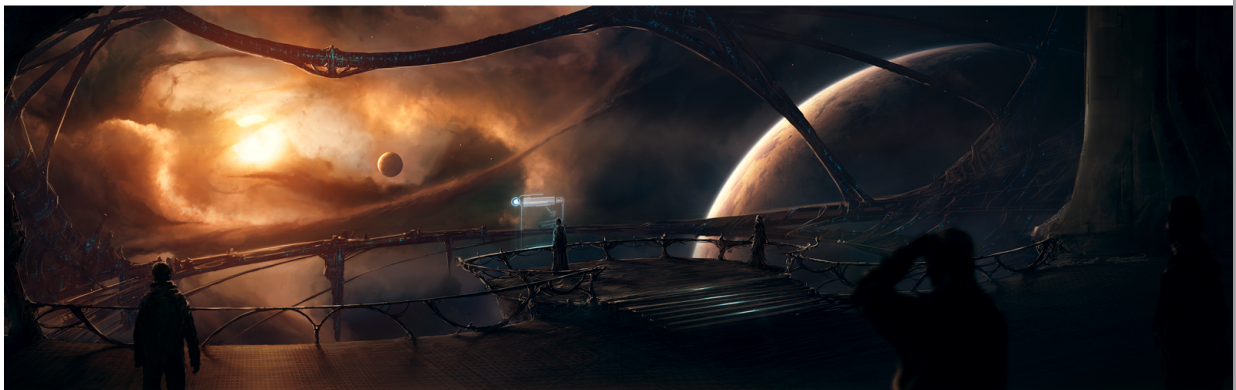


Even settled worlds, like Irbimajar/Valalith, have their secrets. And it is the duty of scientists, explorers, even on occasion gardeners and farmers, to dig them up... before they make their presence felt the old-fashioned way.

This graphic is titled "North Pole" © Joakim Olofsson. See his work at <http://joakimolofsson.deviantart.com/art/North-Pole-328047031>



Sasan/Valiel Valaera has been granted a breathable atmosphere, and is graced with clean water, free of lethal radiation – but plants on this world die in a few days, and men driven mad in a few weeks. Why? This graphic is titled “Alien Titan” © Justinas Vitkus. See his work at <http://justv23.deviantart.com/art/Alien-Titan-462675422>



The religious order that uncovered this massive, silent, lifeless relic of the Second Wave terraformers/colonists were unable to master the vessel, so they sold it to a lay company of explorers & researchers.

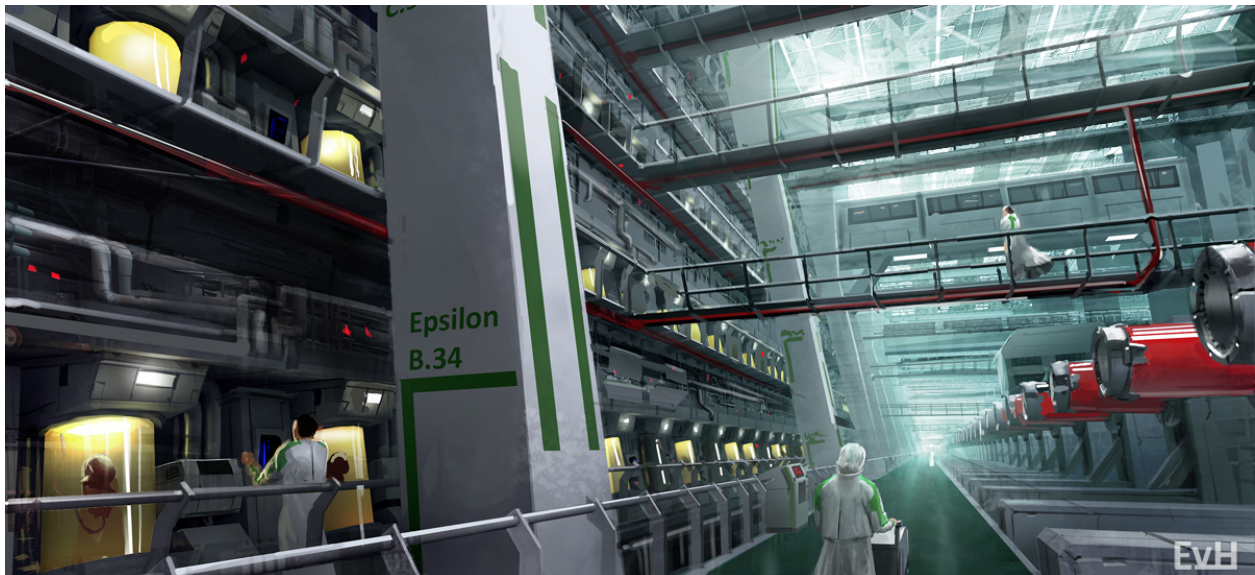
The Curious Company of the Eye has made better progress in figuring out how this ship ticks, but the true potential of the ship – her ability to flex and shape the mantle and core of a world or moon, generate a strong gravity and magnetic field, then rapidly & efficiently cool the now red-hot heavenly body – remains hidden.

Still, careful investigation continues, as the ship continues her silent, but no longer lifeless, orbit around Onusalos/Ch’talaera. This graphic is titled “any direction” © Tobias Roetsch.

See his work at <http://taenaron.deviantart.com/art/any-direction-181608816>



At least for Katesure/Calaratar, there are no dark mysteries to solve. The air is already breathable, and most of the planetary tectonic activity has been tamed and harnessed by long-established techniques. Already, impatient colonists on the distant ringworld are clamouring for their berths and additional cargo space... This graphic is titled "Awake" © Justinas Vitkus. See his work at <http://justv23.deviantart.com/art/Awake-310864907>



Building a full ecosystem is hard work, especially when you are stuck with TL B (11) methods – far behind the local TL D (14) on Babat Afa/Ch'talaera and Rasirav's state-of-the-art TL F (15) toolsets. Never mind the glorious TL α (27) of the initial human settlers of 'Lossi Space'! Still, all those animals aren't going to just pop out ex nihilo, no matter how devout the local Christians are. This graphic is titled "Breeding Halls" © Eric van Helvoirt. See his work at <http://phade01.deviantart.com/art/Breeding-Halls-264843807>

"Millennia has come and gone, and we are merely doing the ultra-high tech version of raising sheep and goats by the sweat of our mental brows, functionally little different from Jacob or David."

"Just with a lot more pastureland!"

"And electricity! And don't forget the machines!"

"Things are far better than in the old days. Even the Grumpy One has to admit that!"

"Yeah, yeah, ok. A cheer for science and applied technology, then."

"And a law-bound universe – and the Dominion Mandate, too!"



System 857-395/Chira wouldn't make a bad world to live on, once a decent atmosphere is set up, the solar wind problem is handled, the brown dwarf tweaked a little to cut down on all those gamma rays...

This graphic is titled "Brown Dwarf" © Justinas Vitkus. See his work at <http://justv23.deviantart.com/art/Brown-dwarf-458757705>

"You mean that this ship has the power to change the very stars themselves? Finally, we have the power of God Himself! WE HAVE THE POWERRRRrrrrr.....!"

"Take a chill pill man, won't you? Mere power – to throw a punch, build a robot, fire a gun, ignite a star, create life – is nothing more than a noose around our neck without the wisdom to use it right. A really tight noose, too..."

"Ethics over Power... yeah, yeah, I know the drill. But the rules are always such a drag. Don't you think so?"

"There are always idiots who think they can use Power to get above Law – and Law (with a big assist from the Chain of Consequences) always gets the last laugh at the end of the day. Always – in both this world, and the next. Try to stuff that thought in your superdense skull, hmmm?"



Over the world of Rarkaia/Cheven, a technician puts the local weather cells through their paces. This graphic is titled "CM 2.0" © Tobias Roetsch. See his work at <http://taenaron.deviantart.com/art/CM-2-0-390426880>



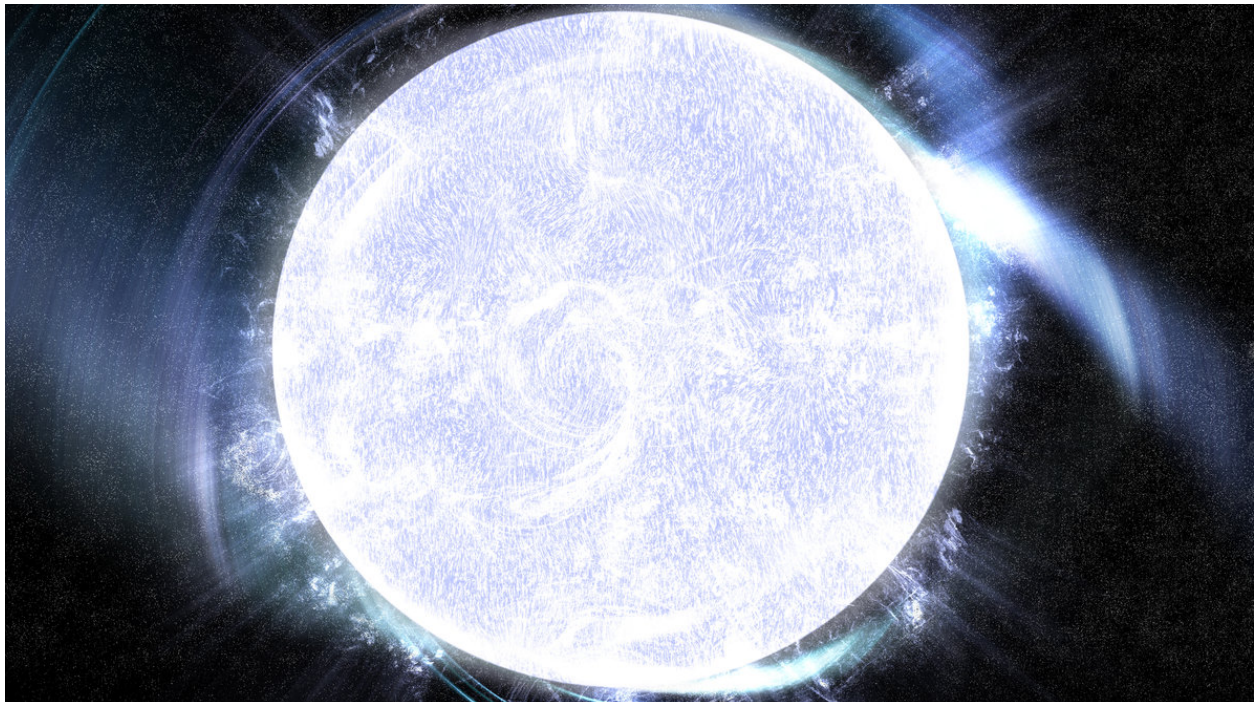
On many reconnaissance & terraforming missions, it isn't uncommon to have 5,000 and more robots for every man in the field. A planet is a big place! This graphic is titled "Check-up" © Goran Delic. See his work at <http://delic.deviantart.com/art/Check-up-296885959>



Most of the time, the First Wave of worldbuilders avoided blatant ultra-high tech cheating, to make (for example) floating islands with ever-flowing rivers, generated by machines that joyfully ignore multiple laws of physics. Observing the sky islands of 559-747, Laenaria subsector. This graphic is titled "Floating Islands" © Sebastian Wagner. See his work at <http://sebastianwagner.deviantart.com/art/Floating-Islands-363103901>



*A universal constant of Lossi Space is the celebration of Christmas. "Remember where you come from – and why you are here." This graphic is titled "Christmas Under Saturn" © Max V. Nimos
See his work at <http://www.maxvnimos.com/art/038.html>*



*The star WhiteBlazer, primary of the Darilia/Sharliel system, is the brightest object of Lossi Space.
This graphic is titled "Colossus" © Rainbow-colors.
See her work at <http://rainbow-colors.deviantart.com/art/Colossus-184351414>*



(Previous) *A scout party decides to make a rapid evacuation on the world 179-595/Laenria.*
This graphic is titled "Call of Cthulhu" © Giorgio Grecu. See his work at <http://shardbook.blogspot.co.uk>



While warfare is quite rare in the frontiers of settlement, it does occur – and when it does, it's as brutal, murderous and destructive as it is everywhere else. This graphic is titled "Exile" © Shahrul Nizam Selamut.
See his work at <http://syarul.deviantart.com/art/Exile-75007261>



Some worlds are substantially ready for habitation – but, like Gatusus/Vaira, still require a few touch-ups here and there. This graphic is titled "Flying Away" © Psyxis.
See his work at <http://psyxis.deviantart.com/art/Flying-Away-410410301>



Over history, uncounted civilizations rose and fell in Relatar Sector. Many vanished without a trace, but others are more like those of Sheonen/Chaia: leaving behind a remnant populations with fantastic stories of centuries gone by, coupled with mute ruins. This graphic is titled "Entrance to Lamora" © Max V. Nimos.

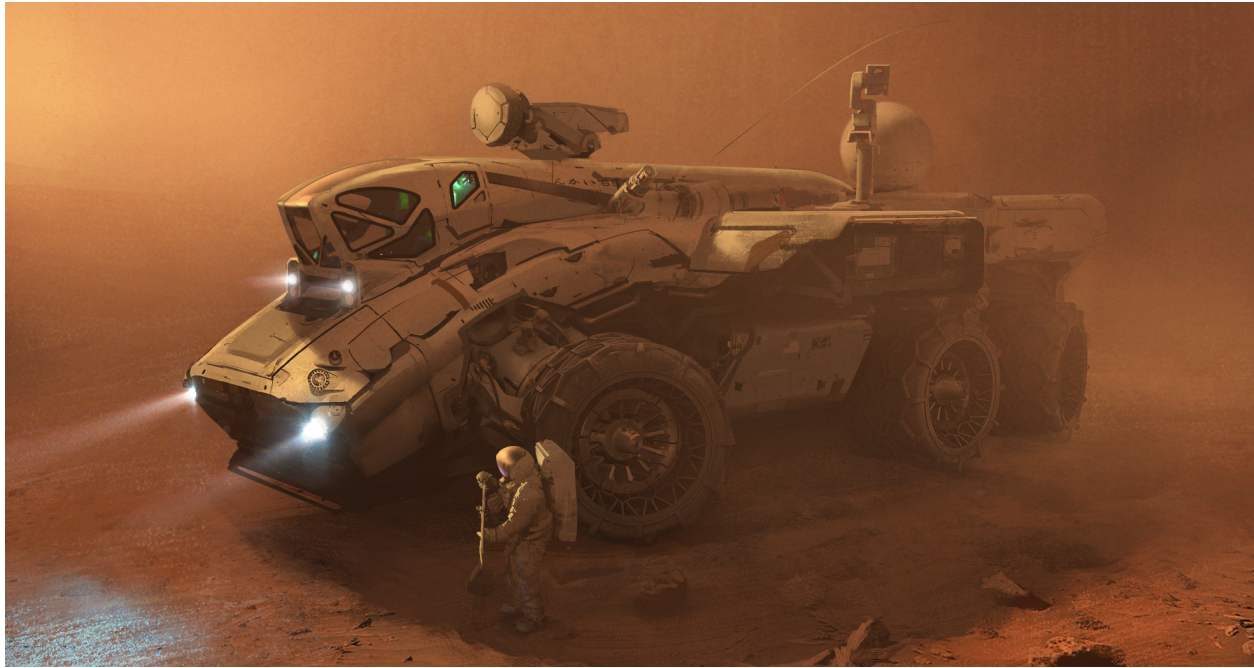
See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=528247



On some places, like this world in the 671-915/Valiel Valaera system, bad things just keep on happening.

All. The. Time. This graphic is titled "Doom of Phobos" © Justin Vitkus.

See his work at <http://justv23.deviantart.com/art/Doom-of-Phobos-285583043>



Exploration is thirsty work... and dangerous work, too, on Lafad/Sharaliel.

This graphic is titled "Exoplanetary Vehicle" © Erik van Helvoirt.

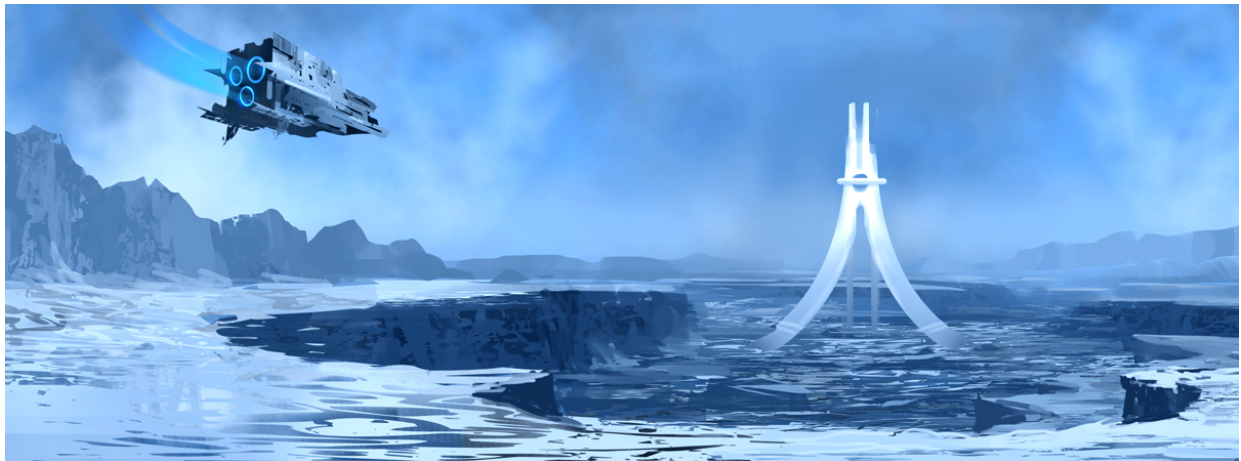
See his work at <http://phade01.deviantart.com/art/Exoplanetary-Vehicle-461283036>



The sporadic sightings of luminous, insubstantial forms of life in Relatar Sector are written off or explained away by the various schools in the Settled Stars – but not by the traders, thinkers, explorers, and inhabitants within the sector. This graphic is titled "Fantasy" © Jose Ochoa. See his work at <http://josea302.deviantart.com/>



*A new form of life? A holographic message? A shared illusion? This graphic is titled "Entity" © Max V. Nimos.
See his work at http://www.renderosity.com/mod/gallery/index.php?image_id=1698427*



An unknown monument on the partially terraformed world of On'cecas Zai. What is it for, and why was it erected? And why was the terraforming abandoned? Difficult to say without a proper investigation...

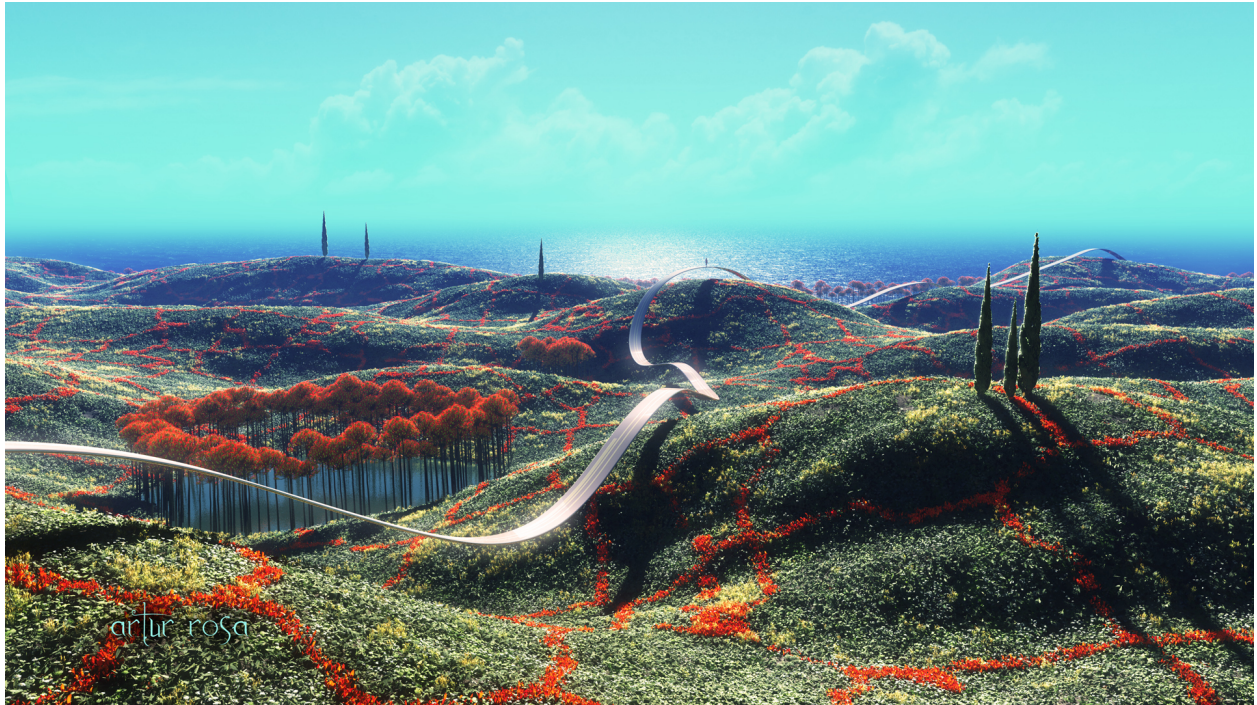
*This graphic is titled "Ice Tower" © Joakim Olofsson.
See his work at <http://joakimolofsson.deviantart.com/art/Ice-Tower-195669700>*



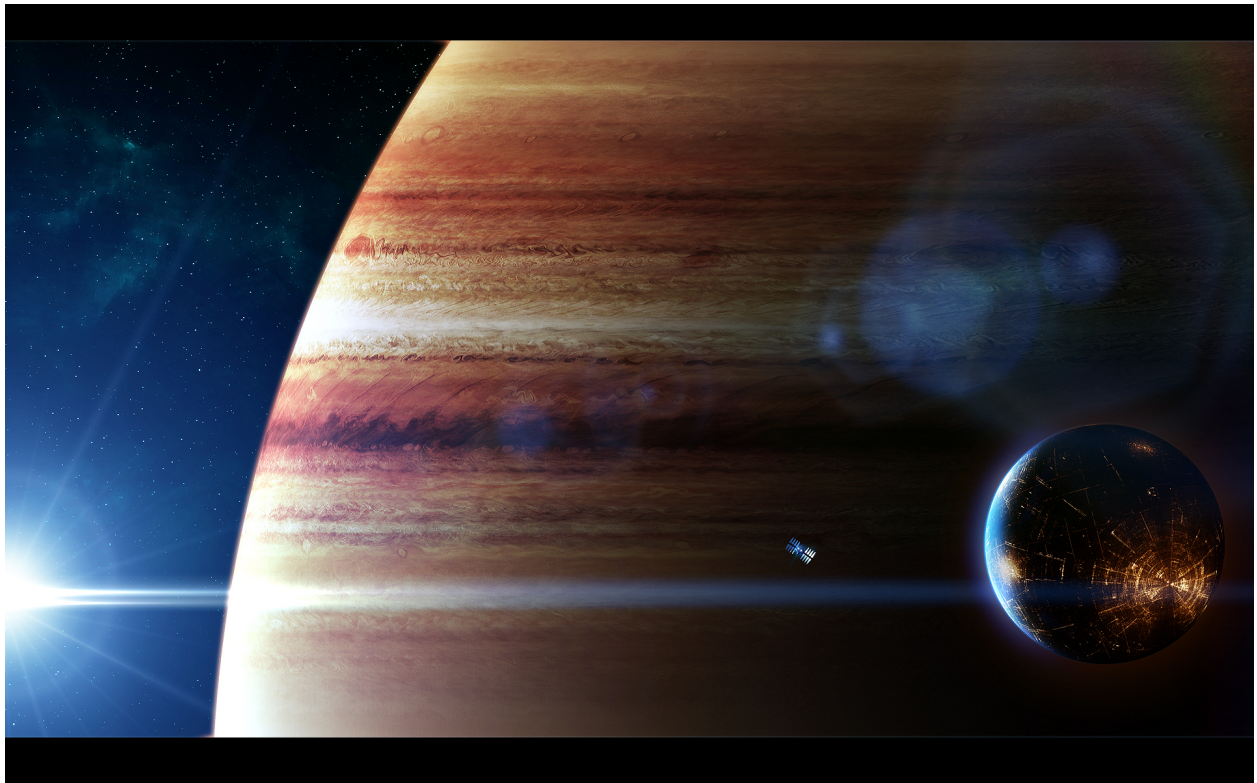
As biome design is still more of an art than a science, many of the new 'original' animals fail, but some become rather successful. For certain definitions of 'success'... This graphic is titled "devil-dog" © Goren Delic. See his work at <http://delic.deviantart.com/art/devil-dog-12245077>



Crossing the lightyears... This graphic is titled "Dreaming of Travelling" © Psyxis. See his work at <http://psyxis.deviantart.com/art/Dreaming-of-Traveling-472457043>



Few of the worldbuilders of centuries past cared to leave clearly artificial enigmas behind on the world they brought to life... but again, there are always exceptions. This graphic is titled "Over the Hills" © Artur Rosa. See his work at <http://arthurblue.deviantart.com/art/Over-the-Hills-422879765?hf=1>



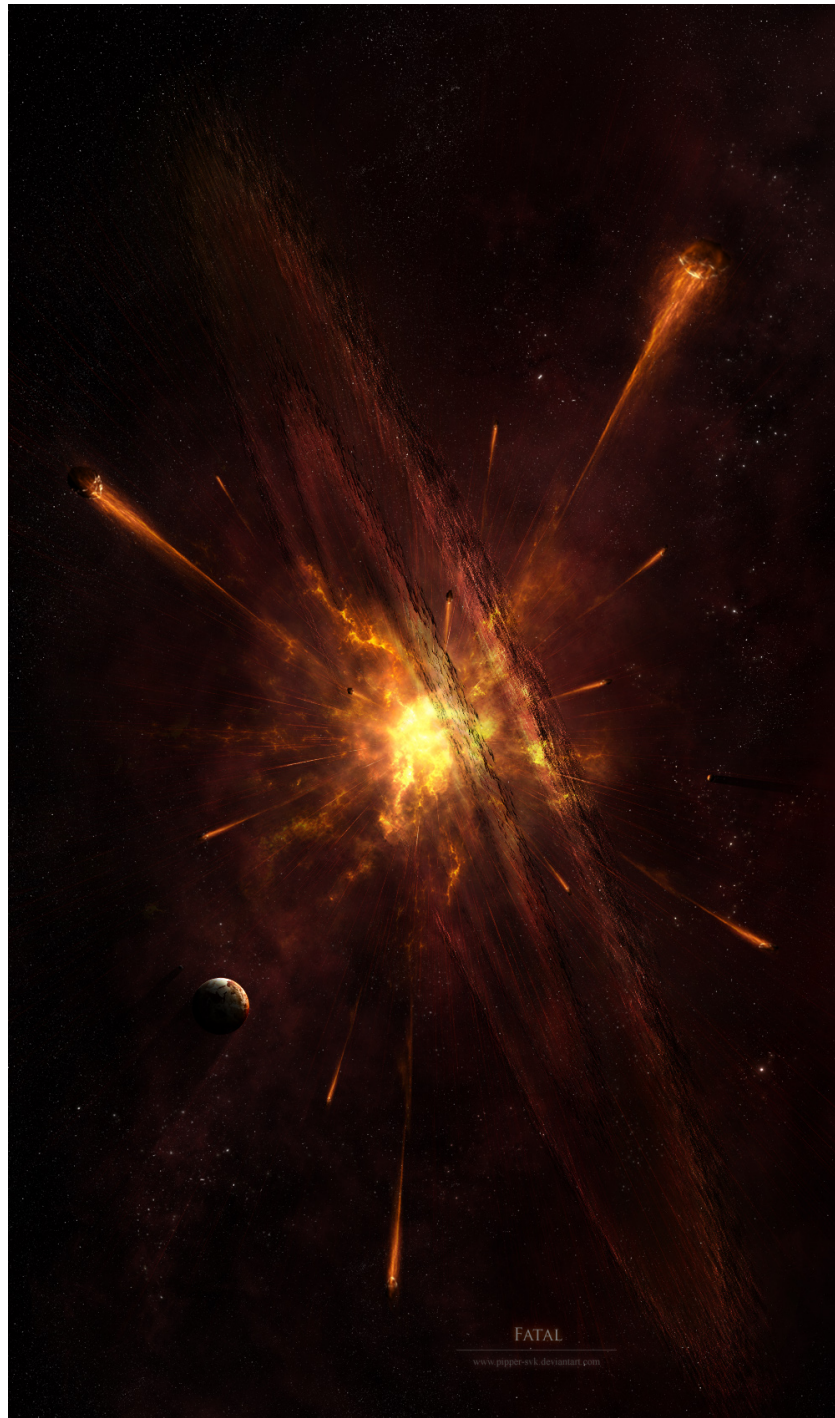
(Previous) The Lifeband Expedition proved once and for all that some First Wave system designers and world builders still cross the skies, reshaping stars and planets to become fit abodes for men. Their remains rumours of some of the First Wave designing, breeding and training new races of men (and 'not-men'), perhaps giving them access to ultra-high technology that has been lost to Lossi Space. The future will reveal the truth of these rumours. This graphic is titled "Arriving Loumin" © Equiliari.

See his work at <http://equiliari.deviantart.com/art/Arriving-Loumin-213261995>



There are some sights you can find in the outer sectors that you will never find over any inhabited world. For example, take the oval world of Mikraio/Valiel Valaera, where waves and waves of large comets strike a world again and again. This graphic is titled "Night of the Comet" © Analytical Aquarius.

See her work at <http://devinemrs.deviantart.com/gallery/34825638/War-of-the-Worlds>



A disturbing image of long ago. The foundations of the Bhrooogro Ringworld, a sister project to the Rasirav settlement, suffered a catastrophic failure late in her construction. While the Bhrooogro site is a good thousand lightyears distant, the fact that the cause was never determined is still worrisome. As Lossi Space continues on her current recovery, expectations of a proper expedition to Bhrooogro are increasing – before the next die-off, the next fall, the next outage. This graphic is titled "Fatal" © Gabriel Gajdos.

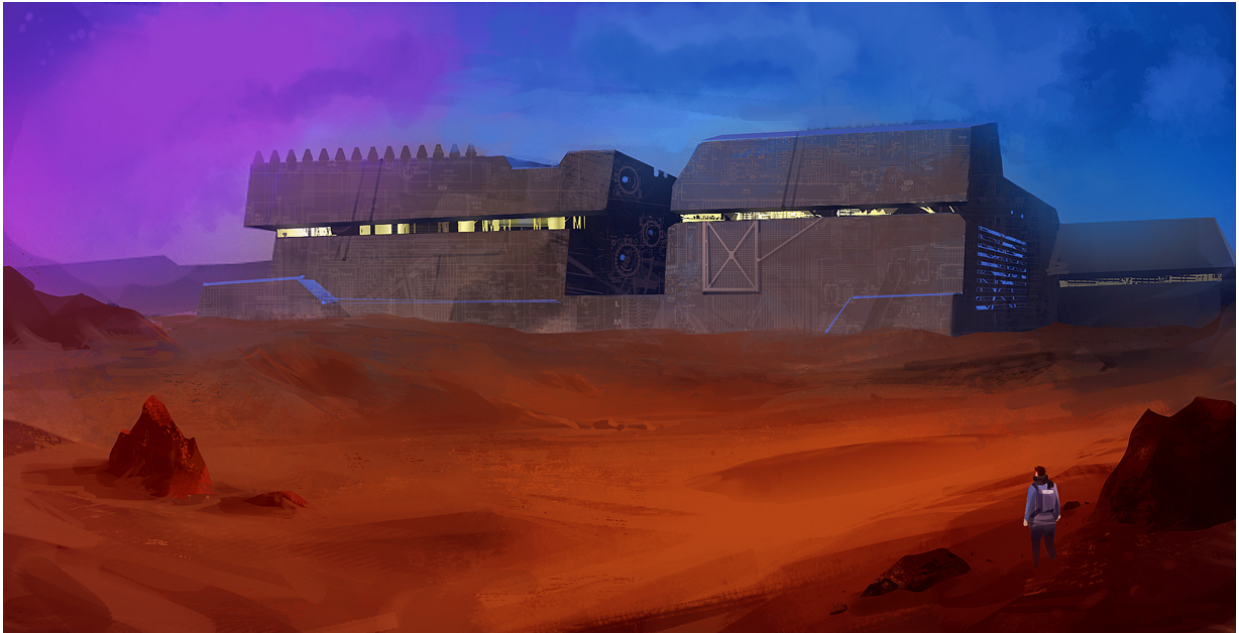
See his work at <http://pipper-svk.deviantart.com/art/Fatal-72617659>



Regardless of the environment, regardless of the technology... assuming that the minds of little boys are free and not enslaved 'for their own good', they will play at war. On the waterworld of Sailusere/Ch'talaera.

This graphic is titled "Formation B" © Shahrul Nizam Selamat. See his work at

<http://syarul.deviantart.com/art/formation-B-74851874>



Tolion/Ch'talaera has breathable air, water is continually being imported from the systems frozen moons, and – thanks to a breakthrough in jury-rigging some abandoned TL 19 technology – the planet's magnetic field is being strengthened at a steady pace. However, TL 16+ tools are quite rare off the ringworld, so it's going to take a while to regain the technology needed to fix the planetary orbital and rotation rates, and still more to deal with problematic solar flares and radiation right at the source. "But we did it before, and given time, we will do it again. After all, neither the structure of the universe, nor the ingenuity of man, nor the Dominion Mandate, has changed in the slightest." This graphic is titled "Red Sand" © Joakim Olofsson.

See his work at <http://joakimolofsson.deviantart.com/art/Red-Sand-164138686>



(Previous) *One of the better things of near-universal terraforming is that a good percentage of even the weirdest life is actually digestible. Most of the human (broadly defined, or at least 'human-origin, a.k.a. Son of Adam') world-builders and life designers who created the living worlds of Lossi Space wanted their worlds to be habitable by (near)baseline-humanity, so fun stunts like left-handed DNA, right-handed proteins, and substituting arsenic in place of phosphorus for certain DNA structures was (usually) avoided. This graphic is titled "Grand Eclipse" © Justinas Vitkus. See his work at <http://justv23.deviantart.com/art/Grand-Eclipse-454325289>*



Not all life in Lossi Space is friendly life, as can be seen on Qars Oxeia/Sharowiel. (The atmosphere and 'water' isn't exactly healthy, either.) This graphic is titled "Growth" © Andrew Davidson. See his work at <http://griswald.cgsociety.org/art/ocean-photoshop-rocks-ruins-sunset-orange-clouds-apocalypse-growth-2d-930182>

"No matter the greatness of Man, there is always a Worm, lurking near his heart, ready to turn it all to ashes. The best of the First Wave never let up their guard against him, but it doesn't take more than a few corrupted hearts to permanently weaken the whole work."

"True, but we advance, nevertheless, to the Noble, the Just, the Kind, and the True. Even with pain and sorrow and bitter setbacks, we bandage our wounds and push forward to the blessed goal!"

The old scholar laughed.

"Oh, how the Society Men of old would have mocked your love of what is Noble, Just, Kind and True! But they are dead, and you are alive. Remember that." The aged scholar raised his hand at the young man, crossing him in a sign of benediction. "So go with God. But remember – beware of the Deceitful Worm! Uphold the Law!"

Appendix: Lossi Space Agorae

Each Named Sector has its own Agora on the Rasirav ringworld, where representatives of the high-pop systems (one billion or more inhabitants in the system) meet. Note that the focus is on *population*, not *wealth*: a system of a billion people with no electricity or literacy has a voice, while a system of 990 million high-tech starfarers does not. Also, note that it is perfectly possible to have a sector Agora with just *one* high-pop system.

Moreover, all the high-pop systems of Lossi Space have a representative in the Starcircle, the largest of the Agorae. Perhaps one day these Agorae will mature to senates, parliaments, a court system, or even a military alliance. (Men hate flat *power-with* associations, and prefer pyramidal *power-over* hierarchies, for a variety of reasons.) But for now, the Agorae are only debating centres and a platform for speeches and deal-making.

Flags

Regular readers of **Stellar Reaches** know that I have a fondness for flags, so it is inevitable that some of these colourful cloths would show up here.

Even though the Agorae have no real authority over the member worlds, there are various movers and shakers and hidden hands who want to turn these meeting houses into power centres, with themselves in the catbird seat. Part of the process involves flags and symbols and the construction of prestige. There are still no taxation, and the best the Agorae can do in the power-projection front are security guards and – when things go exactly as planned – peacekeeping units cobbled together from the loaned forces of member worlds and interested observers.

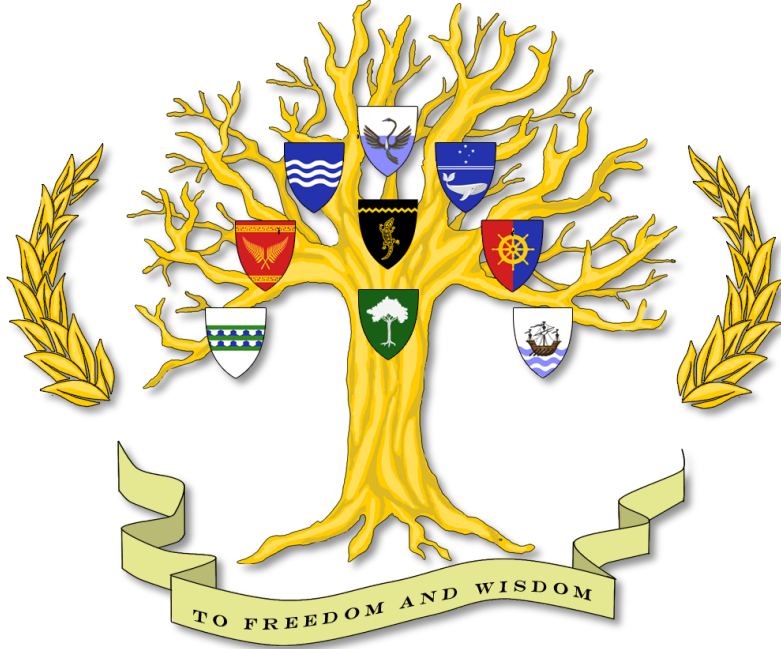
Flags are used for territorial offices and the Agora itself: the shields are used for starships and men on Agora business.

The Starcircle



Artist: Aldo Lazuardy. Link: <http://aldohyeah.deviantart.com/art/flag-of-schiratian-confederacy-461442579>

Starcircle Coat of Arms, Greater and Lesser



Coat of Arms



Lesser Coat of Arms

Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/coat-of-arms-of-schiratian-confederacy-461440544>

Avelaera Agora



Artist: Aldo Lazuardy. Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-vula-flag-and-arms-462229873>

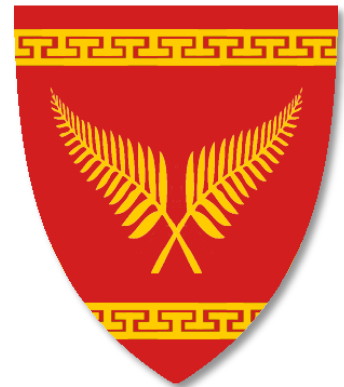
Relatar Agora



Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-elon-navatan-flag-and-arms-462225348>

Wirviatain Agora



Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-hagirua-flag-and-arms-462227257>

Shoshoi Agora



Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-ilu-natai-flag-and-arms-462228856>

Viriraen Agora



Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-latavarun-flag-and-arms-462226469>

Urbrearn Agora



Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-natanoa-flag-and-arms-462226120>

Nush Agora



Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-rakasamaran-flag-and-arms-462229402>

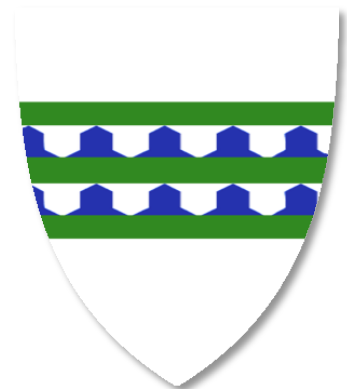
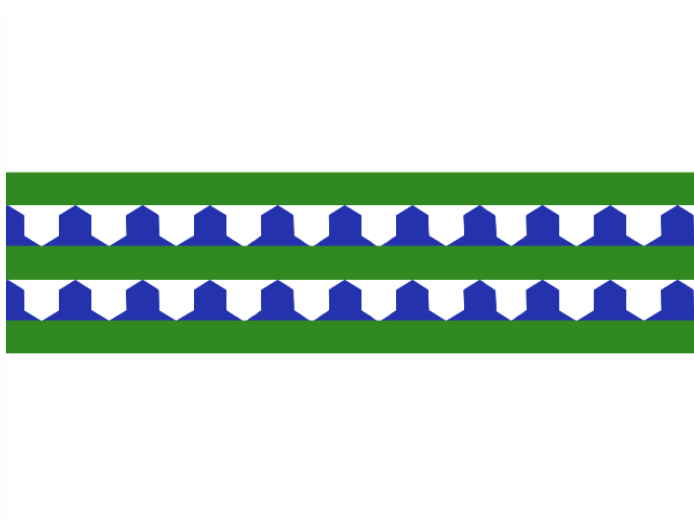
Ensoice Agora



Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-rigut-flag-and-arms-462226891>

Ildeherin Agora



Artist: Aldo Lazuardy.

Link: <http://aldohyeah.deviantart.com/art/schiratian-tribes-taravantu-flag-and-arms-462228099>

Appendix: Rasirav

Going by the UWP, Rasirav's population weighs in at twenty trillion. This is not an accurate count, as 'the population of Rasirav' only counts the regions of the ringworld system controlled by the Lossi. The total population of the ringworld is uncertain, but could number anywhere between thirty trillion to ten thousand trillion. Attempts to create a better estimate of the total population are now underway, but researchers are at least a century away from a better approximate headcount 'accurate to the hundred-billion point'.

The Lossi are a collection of cultures that are loosely allied with each other, and actually have some interest in trade and communication with the humans off the ringworld of Rasirav. There are several functioning governments and mutual support societies among the Lossi, which permit a rough population estimate to be made. There is no single ruler or legislative body that rules over the Lossi: it is best seen as a civilization broadly bound by language, history, religion, and race.

Language

Before the latest die-off 200 Terran years ago, the Lossi survivalist/isolationist groups had decided to shun the usual civilized way of communication, via integrated electronic networked minds. Instead, they chose to go back to mental isolation, using spoken sounds, 3D holographic writing, and hand gestures for their communication needs. Currently, there is an attempt to create a unified language with the help of translation software, but it is slow going. The basic framework is in place, but only a few minor communities are willing to forsake their national/ethnic/traditional languages for the new tongue.

History

Crisis takes a much longer time coming than you think,
and then it happens much faster than you would have thought.
– Rudi Dornbusch

In Lossi reckoning, the current year is A.D. 5553: about three thousand years after mankind began to spread across the stars, two thousand years since the interstellar Society began to fragment and rot, and a thousand years since the First Billion, abandoning the rapidly declining Society, created and settled the Rasirav ringworld.

The creation of the ringworld – which involved the destruction of the worlds of the original starsystem, the reuse of the raw material into the ringworld's construction, and the modification of the primary star – took about 250 years, using the astonishing superscience⁴⁹ of the time.

The Rasirav ringworld has

- a surface area of about three million earths,
- is about a thousand years old,
- with an initial settlement of about a *billion* humans
- with a growth rate of 3%

The total population after a millennium would weigh in at ~6,874,000,000,000,000,000, assuming no wars, plagues, or other die-offs. And remember that much of this population would be *ageless*, and yet *fertile*...

Have there been actual die-offs over the last thousand years? You bet there have been – especially as ageless is not the same as immortality. But despite the disasters, the ringworld has remained substantially intact and inhabitable. Much of it is now only lightly inhabited by humans since the last great die-off: occurring ~200 years ago, it was tied to a catastrophic collapse in certain ringworld communication and teleport-transport systems.

⁴⁹ Well, not really superscience. Just do a straight projection of our current rate of technological advance and energy usage for two thousand years or so, and this is a likely *underestimate* of how powerful our descendants will be. But straight-line projections and exponential curves rarely continue for millennia...

Still, among the Lossi, there are an estimated 20 trillion souls remaining on Rasirav, from TL 0 hunter-gatherers to TL 27 ringworld maintenance personnel/techpriests. Most importantly, the ecosystems of most of the ringworld have not only remained intact, but have actually gained ground lost in previous catastrophes.

While there are some cyborgs and ageless residents who still live at the highest technology levels, about 83% of the population of the Lossi are at TL 15, and 16% of the remainder are at TL 12-14. The Lossi have only retained their 'high' tech level because of their 'survivalist/isolationist ancestors' who insisted on a maximum tech level of 18, instead of the then-common ringworld tech level of 24-27.

They still lost a good deal of both knowledge and population - falling from 2 trillion to 600 million in population, and from TL 18 to TL 11 at the nadir. However, this was by far the highest survival rate on the ringworld: many populations collapsed by at least 99.9%, and most died off completely as their sources of thought & memory, nourishment, health, and transportation failed. Survivors seeking to join the Lossi from the rest of the ringworld were driven off or killed, unless they brought something of value to the Lossi communities:⁵⁰ this tended to attract groups with useful knowledge, technology or goods, to further build up the Lossi.

After the last major threats to the population had passed, the Lossi regained contact with the colony worlds, drawing in any wealth and useful know-how from those marginal populations: and now, the focus is on re-expansion across the ringworld. Technological gains are steady, and it is expected that TL 20 will again be widespread in a century or so among the Lossi, thanks to surviving documentation and expertise.

Religion

By A.D. 3500, various forms of Christianity had become the dominant religion: not because of a great Christian empire or a powerful church, but it was able to do the following:

- endorse reproduction, growth, and the value of the individual human life,
- avoided expensive violence and impotent obscurantism,
- promoted a code of universal justice and property rights,
- promoted the concept of progress over time,
- promoted the importance of the individual, over the will of the group or the State,
- insisted on divided sovereignty – individual, family, church, and state – instead of a single master over all

and, thanks to that business about divided sovereignty ('sphere sovereignty' in Calvinist circles)⁵¹

- avoided the stagnation and destruction of thought and growth that a single controlling authority always brings⁵², and
- was able to adapt successfully to the end of the centralized nation-state era – where violence ceased to be governmental monopolies, and both capital formation and knowledge too widely dispersed to be controlled by a few.

With wealth generation and technological advancement advancing exponentially since the Industrial Era (and population growth as well, after a declining rate of growth from 1970-2100), humanity was already terraforming Mars and Venus when economically viable FTL transport became available, in the 2540s. And so a golden age began.

⁵⁰ UnChristian behavior? Not really: Christians serve a Lord who Judges, after all. When things get ugly, and resources are finite and dwindling fast, (surviving) believers will get real hard, real fast. "You didn't prepare for the winter? Tough. Your family will starve because of your foolishness? We all make our choices in life."

⁵¹ And yes, I stole a bunch of stuff from those atheistic (yet liberty-loving) Jews Ludwig von Mises and Murray Rothbard. "If you can't develop *everything* in-house, at least steal from the best!"

⁵² There is a single controlling authority in Christian theology: and that would be God. All authorities that claim to take His place as the final authority – be it family, church, corporation, or state – are simply hollow idols.

The wicked was hemmed in by both a fairly righteous population and a great dispersal of power, so they had to bide their time until it seems that eternal wealth and peace would continue forever. With complacency came opportunity, and for a brief moment the goal of the Society – an pious, elitist dream of comprehensive and eternal control, *this* time in the Name of *both* God and People – seemed to be in their grasp... and then fell apart, like all the other empires of man.

As the Society fell apart in the early 3000s, most of the scattered nodes of human habitation turned in on themselves, and the peoples of Rasirav were no exception. Unlike most of the human population centres, though, there were still enough individual, independent minds to defeat the various schemes to build a single (pseudo)righteous hivemind⁵³: a major factor in this resistance was the heterodox nature of the local theologies, that insisted that mortal humans *must* retain the capacity of sin, and the liberty to do what is wrong, even to go to hell. “Neither Church, nor State, nor Family, has the right to destroy human freedom – even the ability to conceive of and the potential to do evil or harmful acts – in the name of Purity, Health, Equality, or any other justification. Such a Christ-less salvation is innately evil, an invitation to idolatry.”

If the Society wasn't falling apart, it would have militarily crushed the people of Rasirav like a bug – or never permitted their existence in the first place. As it is, the loyalist members of the Society denounced and cursed sin-infested Rasirav until the last member fell silent: the last transmission from another ringworld – a long diatribe against the teachings of the Rasirav churches and the mores of the Rasirav clergy (some of the attacks and insults were justified, and some not) – was received in 4909. Since then... only silence, static, and stillness.

Some Society cultures lost their cohesion completely, and dissolved into slaughter for some pretext or other. Other Societies fell into electronic dreamworlds; shared delusions of the mind, of a population in artificial comas. But most Societies achieved the perfect, unchanging monoculture they sought... and so were bound into the living death they have mistaken for Heaven on Earth. Closed Societies that no longer saw any sin or flaw in themselves; and so, having nothing to learn, withered and desiccated, fossilized into meaningless motion.

No longer men, flawed analogies to God: they had become mere machines (organic, electromechanical, or both), following mathematical, digital algorithms. No judgement or pain or guilt or repentance: only unthinking activity.

“Number of mobile units, visually or genetically human: in the quadrillions!
Number of independent minds: one, or – more and more often – zero.”

And so, in the Year of Our Lord 5553, it is left to the badly flawed, sin-crippled men of Rasirav to reach for the stars, once again. To be humble, to learn, to grow. To risk it all, even to die, if it will draw themselves and their loves ones closer to something better than they were before.

Race

The Lossi

The men of Lossi Space, and most of the men of Rasirav, are indeed men: male and female, not much more different from the people of AD 2000 than we are from Neanderthals Man. Somewhat better average health,

⁵³ <https://www.garynorth.com/members/login.cfm?hpage=13001.cfm> - “Will Ideology Be Programmed in 2050?” Direct brain hook-ups to the ‘Net by definition means a programmed ideology, by way of the filters needed to sort out the noise from the data. Who gets to determine the filters and the search parameters? And where can I pick up the black market brain chips?

perhaps, with maybe 20-30 more IQ points, average lifespans of 150-200 or so⁵⁴, and less genetic diversity – most notably, a lower incidence of inheritable diseases.

These men – let’s call them the Lossi, although they have many names for themselves – are very different from most of the Society men of old (including most of the earlier residents of Rasirav, now extinct), in several ways.

- They still retain a strong – sometimes, even lawless & sinful – sex drive, as well as standard human sexual dimorphism. “God made man male and female for a *reason!*”
- Following the teachings of their dissident churches, the Lossi also retain a strong willingness to turn to violence “as God certainly does violence to the wicked, wounding them, even killing them, and casting them to hell.”
- Their genetics naturally reject and neutralize the usual bioelectronics that permitted Society men to mentally access the great databanks, Internets, and idea exchanges – at the cost of permanent, constant mental monitoring and conditioning at the hands of their Leaders and Guides.

Most of the Society Men lack the psychological ability to use violence⁵⁵... but certainly had the ability to loathe, despise, and hate the Lossi – “Little more than a race of murderers and sadists!” The near-animalistic, reckless (and chemically unregulated!) sexuality of the Lossi was extremely repulsive and disgusting as well. “And – before I forget – a dog-man pack of rapists and whores, too!” Finally, the sheer liberty of the Lossi, rooted in their lack of mental monitoring and centralized thought control, allowed them to be individually far more lawless & destructive than a Society member could ever be. “A free man, of course, is just another word for an antisocial *criminal.*”

And yet, it is the Lossi who live, and the Society that is dead.

“God, He makes His own decisions... and then *enforces* them.”⁵⁶

Society Men

Even on Rasirav, even after numerous disasters and die-offs, the original Society Men still hold on. They remain ageless, but much of their hivemind-space (unimaginable to mentally isolated beings such as the reader and the writer) is now cold and still: a great agony of emptiness, which has driven many of the survivors to suicide. On Rasirav, most of those who have contact with Lossi cultures have converted to one of the local churches, hoping to find a God, a Law, and a Community that will fill in for the absent electronic-based unity of the Society: some have even managed to make the transition from digital to analogue living, from pure Information & Thought to Matter & Speech/Writing. It is a difficult road, though... and without the physical ability to reproduce (or the chemical-driven lust the Lossi still retain), reproduction remains tied to the artificial wombs that have become the very core of their society.

(Fortunately for the Society Men, the technology and ability to build, rebuild, and repair these artificial wombs have been regained, so the threat of extinction has receded... for now.)

For most of the survivors, the traditional position of superiority & arrogance they had verses the Lossi has blown away, into dust and memories and regret and loss. But the survivors have largely broken with the past, and focus on serving all humanity today. The special skills they have that can’t be easily replicated by the Lossi – their calling, if you will – are tied with the ringworld systems, so most have gone into ringworld maintenance, repair, and very limited restructuring. A tiny group have even gathered enough resources and knowhow to again try to recontact other, long-lost ringworlds and other habitats of the long-dead interstellar Society – so far, without response.

⁵⁴ <https://www.garynorth.com/members/login.cfm?hpage=12993.cfm> - “The Most Important Allocation Problem in History” An interesting view of the question, “When agelessness arrives, who will get their hot little hands on it first – the wealthy, or the politicians? I wonder what the ever-envious masses will think...”

⁵⁵ “It’s better than gun control!” said the Leaders of the Society...

⁵⁶ No need for fire from the sky anymore... the logical consequences of evil thought & action is sufficient.

Others

Very few bioengineered alternates – water-breathing sea-people, the ultra-light (and ultra-fragile) flyers, hyper-murderous predators, dedicated (and sterile, of course) sex-slaves, space-dwelling Hard Shells, etc. – still survive. They all ended up keeping only a small subset of the potential abilities standard, baseline humanity had, and their specialization was unable to save them when the going got rough. “We are meant to *make* tools, not *be* tools. To reshape the environment around us, not conform to it.”

The most successful of the others are cybernetic humans. The original True Cyborgs of millennia past are long-extinct as a branch of morally-accountable humanity, eventually destroying their analog minds in favour of digital/mathematical algorithms (and so now merely follow processes, instead of making decisions – an *analogical* process.)

The ‘Modern Cyborgs’ of today fall into two groups:

- Modern cyborgs – people of non-Lossi origin, who got teched-up after birth – who have integrated eletromechanics, including artificial eyes, bioelectrical powerplants, lasers on their fingertips, brainchip implants, etc. – on their person.
- Lossi humans who have decided to strap on electro-mechanical arms & legs, and maybe a computer with a feed to a display monocle. Lossi genetics have been tweaked to reject implanted electronic machine/human interfaces, so true Lossi cyborgs don’t exist: but there are various cabals of TL 15 scientists who are working hard to undo/work around the designs of their TL 27 predecessors. As of 5553...no dice.

(**Note:** all Society Men have brain implants, wire/wireless hook-ups to the various ringworld networks, and the ability to communicate by thought directly to sufficiently-capable computers with the shared protocols; so they are all technically cyborgs. But for convenience, they are ignored for this discussion.)

Like the Society Men, the surviving Modern Cyborgs who have adopted Lossi culture have generally adopted Lossi flavours of Christianity as well. They are viewed with suspicion by most cultures, but can generally find a place of service (leading to acceptance, and sometimes friendship) in the weaker communities that can use their help.

Outsiders

As mentioned previously, an unknown number of Rasirav ringworld inhabitants – at least ten trillion, and possibly far more – are not part of Lossi culture. All that can be said of them is that they don’t give the signs of a technically advanced culture – few or no radio signals, fusion powerplant tell-tales, etc. – and seem to have only a marginal interest in managing the ringworld, getting spaceborne, or other high-level technological activity.

Gaining more information is something left to explorers, scientific expeditions, trade speculators, settlers, and missionaries.

Lossi Space: Maps & Data

Following is the usual massive UWP list for the two sectors. It's just a straight data dump: if you want to work with the numbers, grab the Excel file on the **Stellar Reaches** website.

A few notes:

Although the Imperium doesn't exist in this setting, I left the "Im" allegiances in. If you replace Im with something else, the mapping software at www.travellermap.com will put that code in: but if you leave it "Im", the allegiance will be left blank, as it's the default setting.

As usual, I have changed the meaning of the Zones. Instead of reflecting danger:

Blue Zone (B) = High pop, TL 14+

Amber Zone (A) = High pop, TL 13-12

Red Zone (R) = High pop, TL 11-10

Avelaera Sector

OELDE	0110	C6779BA-8	Hi	In		722	Im
Laxios Pos	0111	A76478A-9	Ag	Ri		703	Im
Wedratusce	0112	A669667-A	A	Ri		512	Im
Criroranavos	0113	A674866-A	S			314	Im
JANYTREIA	0114	C9A7AB8-B	S	Fl	Hi	R 110	Im
ETESUSSO	0115	A594AAF-F	A	Hi	In	B 114	Im
IRGANERIA	0118	B85698B-9	Hi			313	Im
Masasatos	0119	A675522-D	Ag	Ni		223	Im
Erenne	0121	D85657C-5	S	Ag	Ni	312	Im
Daraliaa	0122	D655666-5	S	Ag		424	Im
Radjea	0124	B649413-B	N	Ni		125	Im
Cilsado	0132	A565545-A	S	Ag	Ni	423	Im
Lanasap	0134	B676634-8	N	Ag		315	Im
Eranobdo	0140	C20068A-7	Na	Va		124	Im
ZERCANUSUS	0211	B524955-B	Hi	In		R 611	Im
Aporal	0213	AAC4656-D	N	Fl		823	Im
Bapavud	0214	E5378BA-5				325	Im
Sledras	0216	B6A0440-A	S	De	Ni	214	Im

Etorxeus	0217	A300887-D	Na Va	900	Im
RALUD	0218	B66499A-9	S Hi	115	Im
Savqarano	0220	A8B3320-C	Fl Lo Ni	713	Im
Skenmat	0221	B555464-A	Ni	203	Im
Inja	0226	C89A577-9	Ni Wa	201	Im
Urogal	0231	A445145-A	N Lo Ni	925	Im
BASZALIA	0234	B4259AB-B	Hi In	R 201	Im
641-727	0235	X649000-0	Ba Lo Ni	002	Im
Zanmapir	0240	X977000-0	Ba Lo Ni	013	Im
Usuxaos	0311	C7A4487-7	Fl Ni	320	Im
HEG SYIA	0312	B7B49AA-9	N Fl Hi	403	Im
Haxezaos	0313	C55A774-8	Wa	222	Im
Inzexe	0314	B6A2678-8	A Fl	123	Im
SLAVAVZA	0316	C201ABA-B	S Hi Ic In Na Va	R 515	Im
Casaxa	0318	A544655-B	N Ag	503	Im
QAL POSA	0319	A586963-D	Hi	A 103	Im
Garilia	0324	AAB7488-9	N Fl Ni	204	Im
Y Faleder	0325	B735633-A	S	124	Im
Ongue	0334	C500340-8	S Lo Ni Va	423	Im
Medinanne	0335	B9C4444-6	A Fl Ni	110	Im
OTHEWIN	0337	A795AEF-F	Hi In	B 313	Im
Ipselisa	0339	C9A1773-8	S Fl	902	Im
RARNEHO	0411	B798A67-D	N Hi In	A 102	Im
Alalza	0412	C201512-8	S Ic Ni Va	324	Im
Nobregaber	0414	B772737-A		422	Im
Lavu	0415	A8C28BE-C	Fl	624	Im
Redaria	0416	A9A7866-C	Fl	813	Im
KASESSY	0417	C858A68-C	Hi	A 324	Im
Erussa	0418	A430435-B	De Ni Po	211	Im

Sazaremaos	0419	A637840-8			222	Im	
Dalorhai	0420	C581720-8	S		134	Im	
Ranenia	0421	E754567-3	Ag	Ni	110	Im	
Iraza	0425	A646877-C	N		200	Im	
E'pue'epo	0427	A73A443-F	N	Ni	Wa	304	Im
Hatzero	0428	A978344-D	Lo	Ni		424	Im
Y Tzaso	0431	C847595-7	S	Ag	Ni	133	Im
Biravza	0432	A563565-D	N	Ni		323	Im
Incezat	0433	C668400-6	S	Ni		113	Im
CEZAZA	0434	B672AEH-A	Hi	In		R 124	Im
Onorza	0437	E5848A5-5				801	Im
Miv Riran	0511	C748646-4	Ag			720	Im
Dazea	0512	A647632-C	S	Ag		624	Im
Gankaos	0515	D65A755-7	S	Wa		902	Im
RAXAP	0516	A2109DE-9	Hi	In	Na	104	Im
Jasap	0517	C547645-8	Ag			223	Im
Dalaia	0518	A55A636-C	N	Wa		523	Im
Ober Fasok	0519	A979410-E	N	Ni		123	Im
GESOB	0524	A514A6A-F	Hi	Ic	In	B 322	Im
BESHENE	0532	E6739BB-8	Hi	In		410	Im
Nejela	0537	E2108BG-6	Na			514	Im
San Onanoner	0540	B561577-B	S	Ni		314	Im
Raser	0607	A9788AB-B				125	Im
Spusas Nacoi	0611	A6837AC-8	N			714	Im
Famazav	0616	A56378A-A	Ri			524	Im
Geal	0618	B42357A-A	N	Ni	Po	124	Im
Ytesiryt	0619	C574510-9	Ag	Ni		321	Im
Alesed	0620	A646654-C	N	Ag		121	Im
Robansa	0627	C66657A-7	S	Ag	Ni	613	Im

Userusre	0630	B503864-A	Ic	Va	124	Im
Galilbixe	0634	A200487-C	N	Ni	Va	915
Usalne	0636	C6597A7-8	S			523
Enanfa	0639	C000687-B	S	As	Na	203
RASIRAV	0701	AR68D76-F	B	Hi		B 225
Banethous	0711	A645899-A	S			310
PIRZENOR	0712	A6519CA-C	N	Hi	Po	A 134
CEQASAIA	0713	C98A978-B	Hi	Wa		R 415
Ralir	0715	C886856-5	Ri			901
Zanur	0717	C0007AB-8	As	Na		124
Resoqaria	0718	A562578-C	N	Ni		501
Cekabquro	0720	E427877-7				400
RADDARUS	0722	A626985-F	B	Hi	In	B 323
Esurnaas	0726	B628773-A	N			423
Enorirus	0732	D432200-6	Lo	Ni	Po	121
Nabuk Husa	0733	D200644-3	S	Na	Va	423
ESNE	0734	A5469A9-E	N	Hi	In	B 300
Nezesar	0735	C688577-8	Ag	Ni		103
Etonaqa	0737	E584474-3	Ni			200
Udaveniros	0738	X304000-0	Ba	Ic	Lo	Ni
Syzanalos	0740	E435540-8	Ni			621
Usonedze	0811	A100754-F	S	Na	Va	500
Eslane	0815	C898742-8	Ag			900
Orzexes	0816	A694100-D	N	Lo	Ni	124
Alfav	0817	A64775A-D	S	Ag		323
Syseduti	0819	C66579A-5	Ag	Ri		403
JELETIR	0820	B63AABB-F	A	Hi	Wa	B 114
Qars Oxeia	0825	B6B0110-A	A	De	Lo	Ni
UWAI	0827	A4519BE-E	Hi	Po		B 300

Iuhe	0828	B614643-9	Ic	202	Im
Droren Zazaus	0829	A633797-9	N Po	124	Im
Uzaze	0830	C555400-8	S Ni	404	Im
Sani Onabi	0831	B544511-6	A Ag Ni	621	Im
Cuskal	0836	B575455-8	Ni	302	Im
Nezare	0840	X697000-0	Ba Lo Ni	004	Im
Nares	0901	A83A556-F	Ni Wa	125	Im
SALILIGOR	0902	C77698C-A	Hi In	R 412	Im
Sesermatania	0905	C671566-8	Ni	113	Im
Voi Karohavh	0906	A75477B-8	Ag	103	Im
Uszezeia	0909	C6318DB-7	S Na Po	414	Im
Mainkalap	0910	B557877-A		704	Im
Je'rer'edu	0914	A7658DE-8		435	Im
Aror	0915	B678676-7	N Ag	702	Im
Usesilaos	0917	B000656-C	S As Na	103	Im
Irzan	0920	B657588-B	S Ag Ni	324	Im
Donhous	0924	A43368A-B	Po	103	Im
ACA	0926	C000ABB-E	S As Hi In Na	B 323	Im
Ergare	0927	A2007AA-C	Na Va	213	Im
Edal	0928	A799540-C	N Ni	210	Im
Sanandad	0933	B635655-7		900	Im
Gytzare	1001	B877375-7	N Lo Ni	500	Im
Rarirsad	1002	A648420-9	Ni	300	Im
ZAREDON	1003	A677A65-F	N Hi In	B 311	Im
Xeretos	1005	A6588AC-B	N	114	Im
Zajemahoia	1006	B100898-A	Na Va	602	Im
Zanejadia	1007	C778633-6	Ag	100	Im
Ol Kalou	1008	A603679-D	N Ic Va	623	Im
Slytudalia	1010	A10079B-F	Na Va	902	Im

Onobobka	1011	A52A432-D	Ni Wa	104	Im
WESE HYHA	1013	C611A76-B	Hi Ic In Na	R 503	Im
BOLACOGI	1014	A695976-D	N Hi In	A 413	Im
ONILSAIA	1015	A677984-D	Hi In	A 203	Im
Udaler	1018	A979620-D	D	500	Im
KYLERI	1020	B659ACA-F	N Hi	B 303	Im
CAN CMOI	1024	D521A8A-B	S Hi In Na Po	R 103	Im
Can Malinus	1028	E6A5866-5	Fl	103	Im
Avjal	1030	A9A469A-B	N Fl	300	Im
REMANAS	1101	B8A09DF-9	De Hi	114	Im
Karetor	1102	D774852-5	S	803	Im
Glapnas	1104	A69A866-E	N Wa	324	Im
WOR CLOEL	1106	A659988-D	N Hi	A 202	Im
JENEROZA	1107	B571978-C	Hi In	A 922	Im
Rasersa	1108	E665510-6	Ag Ni	812	Im
Carob	1109	B551668-8	N Po	124	Im
Xeface	1110	A431669-B	Na Po	202	Im
HAJU ROC	1111	C6789BB-9	Hi In	202	Im
Ho'jezex	1112	A535699-D		702	Im
Usenin	1113	AA77520-D	S Ag Ni	115	Im
Unexenan	1121	B636444-C	Ni	323	Im
Larzesyus	1124	C6A5664-6	S Fl	611	Im
Y AORABOS	1128	B677AEH-D	Hi In	A 203	Im
Aporma	1129	C525698-8		823	Im
Zariru	1130	A8A0444-D	N De Ni	124	Im
Binadeto	1201	A532589-B	N Ni Po	203	Im
Plinal Sarsa	1202	E200468-9	Ni Va	300	Im
Zaquge	1203	B577540-A	S Ag Ni	125	Im
Cemabkaus	1205	A432644-C	Na Po	115	Im

Gemanaus	1206	B6018A6-8	S	Ic	Na	Va	224	Im
RECANIA	1207	C688A79-A		Hi			R 324	Im
Sygan	1209	B200541-B	N	Ni	Va		303	Im
Dapgero	1210	A686684-A	N	Ag	Ri		123	Im
Irx Tetalos	1211	A523734-A	S	Po			110	Im
NANAVEN	1215	A7A4967-C		Fl	Hi		A 300	Im
Navarelarus	1216	A444869-B					335	Im
Karenia	1219	B65A862-9		Wa			423	Im
Kadrehoia	1220	C3007A9-A	S	Na	Va		625	Im
Edenuril	1221	C88A742-9	S	Ri	Wa		823	Im
Carytinfia	1222	B100678-D	N	Na	Va		124	Im
Babat Syia	1224	A645766-9		Ag			613	Im
Gersazaia	1227	B6386BE-A	N				302	Im
Ravapus	1228	C615677-6		Ic			200	Im
Anetan	1229	C111411-A	S	Ic	Ni		224	Im
Sninkaru	1230	B636576-8	A	Ni			624	Im
SLIRAPER	1301	A88599A-F	N	Hi			B 324	Im
Onzahoos	1303	C756765-8	S	Ag			223	Im
Mahoreos	1304	C77A796-8		Wa			303	Im
Zaraus	1305	A769883-B		Ri			113	Im
Ononuia	1306	D538884-3	S				420	Im
Blobsa	1307	D98A622-7		Wa			113	Im
Maviai	1308	E586410-3		Ni			724	Im
SHYOS	1310	A653989-C	A	Hi	Po		A 700	Im
Jeqalreus	1311	A846686-C		Ag			433	Im
Etlar	1312	C300687-6		Na	Va		113	Im
Nenymo	1313	E676886-4					422	Im
MOSACIA	1316	A7369BA-C	N	Hi			A 300	Im
Ytuser	1317	C443566-A		Ni	Po		734	Im

Zasar	1318	E777500-8	Ag Ni	923	Im
Dinagera	1320	A523898-C	Po	123	Im
Waldbeorn	1322	A525477-C	Ni	214	Im
Ankev	1326	C52588A-8		123	Im
Orudrezao	1327	D647566-7	Ag Ni	320	Im
Larozad	1329	B798464-A	N Ni	134	Im
Goerddia	1330	B667664-A	A Ag Ri	123	Im
Cejecav	1334	E649514-8	Ni	724	Im
Zarusmaos	1402	B100850-D	S Na Va	220	Im
Hogecenia	1403	A604622-A	Ic Va	100	Im
Onsasor	1405	C52569D-7		222	Im
Dredo'nona	1406	A636789-C	N	615	Im
TE FRANARSYUS	1408	E8B4985-8	Fl Hi	233	Im
Duranharu	1411	A643400-B	Ni Po	112	Im
GENAR	1414	B7B59EC-A	Fl Hi	R 102	Im
CRESURLAUS	1415	A210ABF-F	A Hi In Na	B 101	Im
Glytindar	1416	A697764-8	N Ag	922	Im
ZARANUS	1418	C6689CB-8	Hi	210	Im
Robaho	1421	A997567-D	Ag Ni	313	Im
Xemakaza	1422	A000654-F	As Na	102	Im
Greyagh	1424	B633434-A	Ni Po	223	Im
Davinyt	1425	X85A502-6	Ni Wa	124	Im
Larogar	1426	A671887-9	N	525	Im
Calapir	1431	A000366-B	As Lo Ni	123	Im
Nesdo	1433	CA88112-4	S Lo Ni	834	Im
Mataverir	1434	C543301-8	Lo Ni Po	413	Im
Relab'soho	1435	B67978C-9		323	Im
Morrozan	1436	A567400-A	N Ni	924	Im
USLARIA	1437	B526984-A	Hi In	R 110	Im

Gedoro	1438	C99A677-9	S	Wa	214	Im
Cezafaia	1439	B52267B-8	N	Na Po	304	Im
728-763	1440	X68A000-0	Ba	Lo Ni Wa	013	Im
Kusadede	1503	A450764-D	N	De Po	202	Im
Sadap	1504	C878574-8	Ag	Ni	100	Im
Sogemal	1505	A88A312-F	Lo	Ni Wa	103	Im
RANINAP	1507	B686956-C	N	Hi	A 114	Im
ORZAHOSA	1512	A6A1A98-F	N	Fl Hi	B 102	Im
Soqar	1513	A6887B6-C	N	Ag	212	Im
Nerar	1514	B4417CF-A	N	Po	103	Im
Etneze	1515	A3118DC-B	S	Ic Na	423	Im
KALASAE	1517	A545ABA-F	Hi	In	B 114	Im
Fanirreia	1518	A654200-C	N	Lo Ni	800	Im
Zatsobia	1519	A5468B9-B			325	Im
KRY TUDESIRRO	1520	B52299C-D	N	Hi In Na Po	A 122	Im
Qaldorad	1521	BAA589A-A	A	Fl	913	Im
Kiru	1523	E989301-7	Lo	Ni	603	Im
Edondo	1526	E559656-7			202	Im
Loanda	1529	B433555-E	Ni	Po	102	Im
Masiwini	1530	C5826AE-7	S		512	Im
Usgeroka	1532	A9C6552-C	S	Fl Ni	123	Im
Karda	1533	C6368BA-5	S		324	Im
San Cenavho	1535	A6477A9-A	Ag		824	Im
Syxefa	1536	C511110-6	S	Ic Lo Ni	115	Im
Kapha	1537	C548432-7	S	Ni	335	Im
Farnedous	1538	A20059B-B	N	Ni Va	124	Im
Can Klirbari	1540	B738787-7			400	Im
Eningee	1603	A876335-B	Lo	Ni	100	Im
Kimitia	1604	C8888C8-7	S		402	Im

Erirka	1605	CAB3787-5	Fl		123	Im
Erur'ufaos	1608	A567110-D	N	Lo Ni	205	Im
Awaru	1609	A66888D-9	N	Ri	532	Im
Etytsatia	1610	C649455-9	S	Ni	110	Im
Fazab	1611	A746326-A	N	Lo Ni	123	Im
Slanirla	1613	B668575-A	Ag	Ni	100	Im
Apxalaus	1614	B682442-8		Ni	803	Im
Zadorusus	1616	C9D088D-8	S	De	634	Im
RONAN	1618	C1109A5-D	Hi	In Na	A 110	Im
Lahobbiia	1620	A778543-B	N	Ag Ni	221	Im
Hapceus	1622	E65568A-6		Ag	134	Im
Ronobav	1625	B746200-C		Lo Ni	623	Im
URUND	1626	A87A9A7-F	Hi	In Wa	B 404	Im
Songar	1629	A510623-D		Na	824	Im
Donega	1630	A614657-E		Ic	224	Im
Enzan	1632	A678699-7	N	Ag	125	Im
MESES	1633	C302AAD-C	S	Hi Ic In Na Va	A 113	Im
Apmasoje	1638	X6A5354-0	Fl	Lo Ni	601	Im
Pesappeus	1701	C000663-B		As Na	422	Im
Esdad	1703	B7367AB-A			110	Im
Iendy	1704	D635347-4		Lo Ni	200	Im
Ytzehase	1708	X779334-3		Lo Ni	514	Im
Xanze	1709	B647420-A		Ni	100	Im
TANRD	1710	B555999-B	N	Hi	R 134	Im
Udursafaus	1719	B547558-8	A	Ag Ni	124	Im
Kanlane	1723	B899300-D		Lo Ni	501	Im
Maned Syia	1724	C545444-6		Ni	322	Im
Ralfaho	1727	B551331-8		Lo Ni Po	523	Im
Go' ab	1731	B500444-C	S	Ni Va	613	Im

Tek Kasszao	1734	B76977A-8	A Ri	312	Im
Rodarre	1735	C500755-6	Na Va	220	Im
Esayt	1736	C594472-9	Ni	103	Im
Resale	1738	D677212-5	S Lo Ni	714	Im
SANZE	1739	A57198C-E	N Hi In	B 900	Im
Cemaro	1801	A534852-B		611	Im
Avonavos	1803	A4548AB-B		810	Im
Narfaquos	1804	A6967AA-A	Ag	104	Im
DOCAR	1805	C6879DE-5	Hi	112	Im
Yanyaw	1806	CAC7761-3	S Fl	101	Im
Jemanos	1807	A526755-E	A	124	Im
Ersasuos	1809	E211302-8	Ic Lo Ni	403	Im
Iaughe	1810	A854411-D	N Ni	333	Im
Zerkau	1811	B7B1753-9	N Fl	103	Im
Erre Kabia	1818	C300769-8	Na Va	223	Im
Nefabu	1822	E420677-5	De Na Po	214	Im
Cesoos	1824	C6768AD-6	S	714	Im
Robizau	1833	A6767AA-A	N Ag	224	Im
Eresobe	1838	C612566-9	Ic Ni	134	Im
Bardya	1839	C300200-7	Lo Ni Va	122	Im
Khorot	1840	D5138DF-3	S Ic	222	Im
Anenus	1902	B554757-A	Ag	311	Im
Gehonsoe	1903	B523644-9	Po	122	Im
Telask	1904	A64A552-F	Ni Wa	623	Im
Norri	1905	B6458DG-7	S	212	Im
ALALERIA	1906	B100A74-F	S Hi In Na Va	B 112	Im
Otkorion	1907	C210530-8	Ni	110	Im
Y Obusapa	1908	C455447-A	Ni	322	Im
Wytrar	1909	B899740-B		124	Im

Trersyqu	1910	A510663-D	Na		400	Im
Sonzas	1922	A777321-C	Lo	Ni	113	Im
YUMIS	1930	C432A89-B	Hi	Na Po	R 103	Im
Onrobius	2001	A94A201-E	S	Lo Ni Wa	322	Im
Syradzapi	2003	B734300-9	Lo	Ni	921	Im
Xatalsatos	2004	C9B7378-8	Fl	Lo Ni	124	Im
Bifar	2005	A797536-C	Ag	Ni	200	Im
Anenmavus	2006	B548300-B	N	Lo Ni	134	Im
ERLAZAR	2007	D301996-8	S	Hi Ic In Na Va	124	Im
Mamazania	2009	A658400-D	Ni		123	Im
Grorhor	2030	C76677B-6	S	Ag Ri	124	Im
Basavos	2031	A310404-B	N	Ni	122	Im
Obgania	2033	C846461-6	S	Ni	523	Im
Datonho	2034	B98A57C-B	N	Ni Wa	103	Im
Uranet	2035	D677568-7	Ag	Ni	320	Im
Khemita	2036	X100000-0	Ba	Lo Ni Va	002	Im
548-172	2038	X662000-0	Ba	Lo Ni	002	Im
Gledaquos	2105	D510440-8	Ni		101	Im
Lytanre	2106	B662735-5	N		324	Im
Edlaransa	2108	B52458C-C	A	Ni	725	Im
Ravet	2109	B300699-C	N	Na Va	913	Im
ENBIRO	2114	B5419BE-B	N	Hi In Po	R 523	Im
Sasapap	2119	A53889B-B			600	Im
ROMASOS	2121	A638A7B-F	A	Hi	B 400	Im
Can Ytkaruri	2132	C658200-8	Lo	Ni	403	Im
Tairen	2133	B534799-7			322	Im
Kasfaia	2135	B655766-8	Ag		102	Im
Sahania	2137	C79A200-B	Lo	Ni Wa	623	Im
Gronral	2139	C100300-D	Lo	Ni Va	612	Im

FATETAN	2201	B89AA69-E	Hi In Wa	B 312	Im
Xesarfas	2203	C676779-7	Ag	423	Im
Avesa	2205	B211576-A	S Ic Ni	124	Im
Vyrezar	2206	A864403-C	N Ni	223	Im
Ratu	2207	B63488B-9		513	Im
Lasonan	2208	E68A542-9	Ni Wa	314	Im
Apdaporka	2209	C687556-A	S Ag Ni	100	Im
Avbice	2210	A694444-B	N Ni	100	Im
Chyt'jar'faa	2212	D7B68BE-6	Fl	622	Im
Mesged	2301	D7C2400-7	Fl Ni	123	Im
Gio Orjar	2302	B554453-A	N Ni	704	Im
Zasojeje	2304	C5527AD-5	Po	410	Im
Vobytob	2305	B312364-C	A Ic Lo Ni	323	Im
Zanaperus	2307	C678735-8	Ag	134	Im
Mapzaia	2308	E654863-4		804	Im
Kaesil	2310	BAC6400-C	Fl Ni	524	Im
Vonqavos	2315	B887512-B	N Ag Ni	622	Im
Oniruronus	2403	B463784-7	Ri	124	Im
Alsarir	2404	C310422-9	S Ni	102	Im
Zaron	2405	C100653-A	S Na Va	124	Im
Belestos	2406	D785857-7	Ri	212	Im
Orerqusav	2407	C576749-7	S Ag	103	Im
Stirurlaro	2408	B548610-9	Ag	124	Im
QUACIA	2416	A00097C-E	N As Hi In Na	B 200	Im
Qabusudavia	2420	D535686-6		435	Im
Zezeanus	2505	B9AA484-D	S Fl Ni Wa	302	Im
Wese Irureka	2522	A677215-A	A Lo Ni	124	Im
Jaruso	2527	B436542-8	N Ni	214	Im
Fasoje Syia	2528	B615535-7	Ic Ni	323	Im

Urn Ralzakark	2608	X100000-0	Ba Lo Ni Va	010	Im
Jauchu	2619	X79768C-0	Ag	812	Im
Alnear	2621	C84A562-7	Ni Wa	504	Im
Tetqus	2622	B523235-8	S Lo Ni Po	123	Im
Usrore	2626	B8C4331-8	Fl Lo Ni	210	Im
Zaganur	2701	C456300-A	Lo Ni	112	Im
Trussahob	2702	BA8A653-8	Ri Wa	222	Im
Saretirudos	2706	D66A325-5	Lo Ni Wa	413	Im
Y Klin	2710	A567564-A	Ag Ni	500	Im
Vapqalro	2724	D528543-8	S Ni	114	Im
Malana	2730	E200687-7	Na Va	410	Im
Favfaret	2803	B78A47A-C	Ni Wa	113	Im
Saril	2805	C762520-8	S Ni	414	Im
Sinonre	2806	E666401-6	Ni	714	Im
Lanavus	2809	X8A2000-0	Ba Fl Lo Ni	010	Im
Husa'anneus	2810	C646101-A	S Lo Ni	123	Im
Jesanil	2817	B6568AD-8		124	Im
Exestisis	2821	AAB8544-C	Fl Ni	624	Im
Usau	2822	C200558-9	Ni Va	601	Im
Essyro	2825	E69879A-2	Ag	225	Im
CESA'ZATUS	2826	A6279A9-E	N Hi In	B 623	Im
Qudes	2828	C748221-6	Lo Ni	113	Im
Obuzama	2829	B525122-B	A Lo Ni	913	Im
UREROS	2906	A7959CC-A	S Hi In	R 110	Im
Kanetia	2908	C899200-7	S Lo Ni	103	Im
ROREUS	2910	A423AA9-F	S Hi In Po	B 303	Im
Dranjer	2924	A42437C-B	A Lo Ni	725	Im
Bre Alnaer	2927	C501387-A	Ic Lo Ni Va	200	Im
Peshoso	2928	B666746-7	Ag Ri	600	Im

Onronradia	3001	E697420-3	Ni		123	Im
NIREDEN	3004	B78AACA-B	S Hi Wa		R 305	Im
Vesteralen	3005	C422668-A	Na Po		520	Im
Bisobarer	3010	A000340-B	N As Lo Ni		912	Im
Sage	3024	C6647CC-3	Ag		423	Im
Karanho	3032	B745754-A	S Ag		120	Im
Onnerioia	3102	E300243-9	Lo Ni Va		302	Im
Nareza	3103	A578359-D	Lo Ni		102	Im
VANGORO	3109	C462AA8-B	Hi		R 315	Im
Cediros	3124	C679389-9	Lo Ni		722	Im
Fageman	3125	A777104-D	N Lo Ni		102	Im
Hosav	3126	B622488-9	Ni Po		123	Im
Caruge	3129	E100788-5	Na Va		312	Im
DYS SLYTULAR	3133	B101A94-C	Hi Ic In Na Va		A 322	Im
Onsafa	3135	C657566-5	S Ag Ni		124	Im
Esobla	3205	C767342-9	Lo Ni		121	Im
Zaberlaus	3207	X000000-0	As Ba Lo Ni		001	Im
DALBI	3221	E000A88-B	As Hi In Na		R 115	Im
Uszarab	3228	E887512-4	Ag Ni		223	Im

Relatar Sector

Chaco	0101	B78A463-8	Ni Wa		310	Im
Can Tigua	0102	A646887-A			200	Im
Onusalos	0103	E886378-2	Lo Ni		723	Im
Zafaqu	0110	B201622-9	N Ic Na Va		300	Im
Kluslary	0121	B66A322-9	N Lo Ni Wa		814	Im
Halsat	0128	C644586-5	Ag Ni		624	Im
Zero'zedo	0133	D30058B-4	S Ni Va		322	Im
OBIROCERUS	0135	E7A098B-4	De Hi		102	Im

Aluderetos	0137 B574788-6 N Ag	721 Im
Nengelaxe	0138 B659210-7 N Lo Ni	123 Im
Tolion	0203 A555447-D Ni	404 Im
Rolmir	0210 E679430-6 Ni	324 Im
Nalrapho	0222 B000200-E S As Lo Ni	505 Im
Qedran	0228 D532100-7 Lo Ni Po	103 Im
Agiasos	0229 C666896-3 Ri	914 Im
Ordozere	0235 B4547A8-8 Ag	100 Im
Brereral Do	0236 X425000-0 Ba Lo Ni	013 Im
Etl Dorond	0239 B888223-6 Lo Ni	322 Im
Sailusere	0303 C69A530-9 S Ni Wa	425 Im
Babat Afa	0306 A436886-D A	703 Im
Oninyton	0307 C54A220-7 S Lo Ni Wa	124 Im
Nyogtha	0331 E65A112-4 Lo Ni Wa	312 Im
Zatkaus	0332 C455311-7 Lo Ni	600 Im
Rogeqab	0333 C648775-3 S Ag	111 Im
Ileduril	0335 C787488-4 Ni	224 Im
Esquria	0337 B677874-5	302 Im
Enuronurus	0339 C799235-9 Lo Ni	822 Im
Va'bance Kaia	0401 X796000-0 Ba Lo Ni	012 Im
Lafalos	0406 E671233-4 Lo Ni	124 Im
Maqanus	0407 E300776-4 Na Va	924 Im
Ususgero	0408 EAD2433-2 Fl Ni	111 Im
Nenedoqu	0419 E555541-4 S Ag Ni	303 Im
Irbimajar	0434 C667585-7 S Ag Ni	103 Im
Kaquran	0437 B543441-9 Ni Po	400 Im
Orsar	0501 C657100-7 Lo Ni	125 Im
Klanenze	0502 C612553-6 Ic Ni	834 Im
Windem	0503 B6A0201-7 De Lo Ni	602 Im

Xanqu	0506	B300304-A	Lo Ni Va	713	Im
Y Dolo	0508	A553235-8	N Lo Ni Po	104	Im
Usoncee	0509	C534547-8	Ni	124	Im
Cejecefa	0510	B589488-9	S Ni	101	Im
Jarageus	0529	C539254-9	S Lo Ni	323	Im
Ranro	0534	C538555-6	Ni	102	Im
Ayyark	0605	X647000-0	Ba Lo Ni	003	Im
Farne	0609	E427544-5	Ni	302	Im
Sadceze	0610	D799202-4	Lo Ni	124	Im
Can Lesvos	0625	C425521-9	Ni	104	Im
Raluria	0628	E796556-6	Ag Ni	800	Im
Arav	0630	X657000-0	Ba Lo Ni	014	Im
Pilirilen	0633	E9B8898-2	Fl	224	Im
Peninsa	0634	C449656-8	S	124	Im
Nekarsa	0638	E210300-5	Lo Ni	110	Im
ANAVES	0639	E744ADC-5	Hi In	214	Im
Fadsa	0704	E431411-9	Ni Po	701	Im
Aia Syia	0709	B566375-8	N Lo Ni	122	Im
Drytqalos	0727	C887548-6	Ag Ni	123	Im
Rodafaos	0732	B8887A8-6	S Ag	835	Im
Kavsab	0734	DAE8798-6	S Fl	400	Im
Eznis	0740	D545327-2	Lo Ni	724	Im
Rarzae	0801	C765897-8	S Ri	224	Im
Alud	0802	D978147-5	S Lo Ni	200	Im
Soba Perus	0808	X656000-0	Ba Lo Ni	022	Im
Kaneceos	0821	C645136-4	Lo Ni	203	Im
Ponsar'za	0825	B696445-8	A Ni	714	Im
Inoborus	0828	B645220-6	N Lo Ni	700	Im
Mytiline	0829	E629510-4	Ni	115	Im

Dando	0835	A533422-9	S Ni Po	234	Im
Erirho	0837	A686200-9	Lo Ni	524	Im
Hupper	0838	E578442-7	Ni	124	Im
Zejan	0840	X544243-0	Lo Ni	413	Im
Qudja	0902	C7B4141-4	Fl Lo Ni	100	Im
169-518	0903	X556000-0	Ba Lo Ni	000	Im
Krerhas	0910	X66648A-3	Ni	134	Im
Katso	0911	C968156-5	S Lo Ni	205	Im
Shedonen	0915	D656469-3	S Ni	522	Im
Glen'aval	0920	X689000-0	Ba Lo Ni	014	Im
759-534	0934	X8A2000-0	Ba Fl Lo Ni	033	Im
Banhorou	0935	X75A456-1	Ni Wa	101	Im
Agesyia	0938	EAE9544-3	Fl Ni	813	Im
Kiljene	1001	E210432-7	Ni	105	Im
955-686	1002	X311000-0	Ba Ic Lo Ni	033	Im
Burgesa	1003	X100000-0	Ba Lo Ni Va	024	Im
Obalal	1009	E6B0642-6	De	904	Im
Bisa Syia	1010	A878530-C	S Ag Ni	223	Im
Bihobiza	1012	E889552-6	Ni	103	Im
Cexel Afaia	1014	E524153-7	Lo Ni	503	Im
Denavroia	1017	B200211-A	S Lo Ni Va	103	Im
Enerur	1019	D6A4548-2	S Fl Ni	312	Im
Usharso	1033	E995564-2	Ag Ni	124	Im
Fese Seseria	1034	E6A1211-6	Fl Lo Ni	610	Im
Th'inuzexe	1035	E612311-3	Ic Lo Ni	812	Im
Zapa	1036	E879336-5	Lo Ni	200	Im
Rapuos	1104	E445325-7	Lo Ni	314	Im
Sarur	1108	X663000-0	Ba Lo Ni	003	Im
Udrokaus	1111	C543545-5	S Ni Po	323	Im

Alykel	1113	X68A225-5	Lo Ni Wa	201	Im
Esenona'pui	1114	E210543-7	Ni	425	Im
Pampanga	1118	C563489-4	S Ni	424	Im
Can Slenirix	1119	X9AA310-2	Fl Lo Ni Wa	100	Im
Anuxexe	1135	C432230-6	Lo Ni Po	102	Im
Kralraa	1136	E9AA648-8	Fl Wa	402	Im
Tirobbi	1139	E884135-2	Lo Ni	303	Im
Ronbi	1202	X684578-0	Ag Ni	223	Im
Bikajane	1204	E211100-A	Ic Lo Ni	114	Im
Onjedron	1205	CAE4465-5	S Fl Ni	624	Im
Tenkarna	1210	X676103-0	Lo Ni	100	Im
Tuba	1220	C54A758-7	S Wa	412	Im
Kesorin	1232	E788356-3	Lo Ni	802	Im
Xanfaxe	1233	X695501-0	Ag Ni	412	Im
Thetonhan	1234	C854896-6		324	Im
Rarkaia	1235	B645244-6	N Lo Ni	302	Im
Irirob	1237	E436379-5	Lo Ni	214	Im
Bludhoceos	1239	EA8A544-9	Ni Wa	100	Im
Anbanetge	1301	C200458-C	Ni Va	112	Im
Asfamaia	1302	E210102-9	Lo Ni	100	Im
Ranytho	1305	C626477-5	Ni	400	Im
Obesfa	1308	E561432-2	Ni	423	Im
Gesal	1332	B210596-8	N Ni	235	Im
Kasyjereos	1333	A505321-9	S Ic Lo Ni Va	415	Im
Can Blasalsy	1401	D5366BF-6	S	534	Im
Lencois	1403	C536201-7	Lo Ni	112	Im
Ermanus	1404	E429503-8	Ni	322	Im
Thymaom	1405	C51068C-4	S Na	302	Im
TERIR'QAN	1406	CAA899B-5	Fl Hi	903	Im

Zara	1413	C849455-9	S Ni	123	Im
333-774	1415	X100000-0	Ba Lo Ni Va	003	Im
Erytso	1431	C582341-6	Lo Ni	203	Im
909-440	1432	X8B5000-0	Ba Fl Lo Ni	000	Im
K'ichne	1434	E611666-3	Ic Na	400	Im
Syrab	1503	C300556-B	Ni Va	124	Im
Menonzea	1506	C625123-7	Lo Ni	414	Im
Jesarceia	1509	E63A110-8	Lo Ni Wa	114	Im
Oltenia	1513	C541555-7	Ni Po	124	Im
Dred'maneran	1522	X543125-2	Lo Ni Po	400	Im
Kabro	1531	C6A3352-8	Fl Lo Ni	304	Im
Jobonzad	1536	C774313-5	S Lo Ni	923	Im
Laran	1538	D88A631-5	Wa	124	Im
Etsyneus	1539	D9D3243-2	Fl Lo Ni	411	Im
Kydonia	1540	B435300-9	N Lo Ni	214	Im
Zatjeo	1602	D615555-5	S Ic Ni	224	Im
Avcar	1604	E547484-7	Ni	202	Im
Orqar	1608	E00066B-4	As Na	114	Im
Gouyave	1615	E655513-6	Ag Ni	411	Im
Targu Jiu	1616	E444401-4	Ni	823	Im
Fres Ayvalik	1631	X8B2000-0	Ba Fl Lo Ni	024	Im
Tronenka	1636	C98A65A-7	Ri Wa	102	Im
Antapeoreo	1706	E8D6310-2	Fl Lo Ni	913	Im
767-154	1708	X302000-0	Ba Ic Lo Ni Va	001	Im
Avilro	1718	E857583-2	Ag Ni	912	Im
Tusused	1730	E9B5436-2	Fl Ni	124	Im
Ytraro	1731	X675000-0	Ba Lo Ni	024	Im
Alenorir	1735	C89A134-6	Lo Ni Wa	101	Im
Urilerilqu	1737	E77A215-4	Lo Ni Wa	234	Im

671-892	1740	X866000-0	Ba Lo Ni	010	Im
Barje	1801	X668000-0	Ba Lo Ni	034	Im
Pyktis	1802	E464100-5	Lo Ni	322	Im
Zasyhania'a	1819	X546203-1	Lo Ni	120	Im
Iavi Minho	1821	E522241-5	Lo Ni Po	524	Im
466-875	1826	X76A000-0	Ba Lo Ni Wa	000	Im
855-666	1830	X639000-0	Ba Lo Ni	020	Im
857-395	1832	X312000-0	Ba Ic Lo Ni	003	Im
Safa	1921	D89625A-4	S Lo Ni	724	Im
Edmasla	1923	X000000-0	As Ba Lo Ni	003	Im
Faqusud	1927	X100000-0	Ba Lo Ni Va	010	Im
Cejab	1928	E873323-5	Lo Ni	313	Im
300-502	1931	X643000-0	Ba Lo Ni Po	004	Im
Catoos	1934	X855300-0	Lo Ni	103	Im
Inonka	1937	X200000-0	Ba Lo Ni Va	001	Im
Aprasos	1940	CA77330-6	S Lo Ni	123	Im
Karquus	2001	X565000-0	Ba Lo Ni	002	Im
Lahoza	2006	X643000-0	Ba Lo Ni Po	022	Im
Guzadus	2021	X676000-0	Ba Lo Ni	012	Im
Kanas	2024	E554100-3	Lo Ni	124	Im
Apzan	2032	X6B6000-0	Ba Fl Lo Ni	003	Im
Qusyroia	2037	X661000-0	Ba Lo Ni	013	Im
Dus'rero'kar	2040	X537000-0	Ba Lo Ni	015	Im
Paulino	2102	X767000-0	Ba Lo Ni	025	Im
Gatusus	2104	D688458-3	S Ni	125	Im
Orerrekaos	2105	X67A499-1	Ni Wa	302	Im
Hygion	2109	X451234-4	Lo Ni Po	714	Im
Ranetia	2122	X659000-0	Ba Lo Ni	024	Im
Irdoneia	2125	E100426-5	Ni Va	200	Im

Mede Syia	2129	X6A0000-0	Ba De Lo Ni	004	Im
927-196	2132	X554000-0	Ba Lo Ni	023	Im
Objarro	2140	X534000-0	Ba Lo Ni	023	Im
Mairqu	2203	E793316-2	Lo Ni	221	Im
Lafad	2214	C510420-7	S Ni	633	Im
Nanil Zanerus	2217	E424104-8	Lo Ni	823	Im
Avapqaros	2218	C100204-8	S Lo Ni Va	514	Im
Netzene	2219	E638420-3	Ni	414	Im
Katures	2223	C463552-A	S Ni	920	Im
Dorairxeos	2226	E98A453-5	Ni Wa	310	Im
Sedkareu	2230	X613000-0	Ba Ic Lo Ni	022	Im
262-300	2237	X566000-0	Ba Lo Ni	003	Im
Alsal	2305	X8A4559-0	Fl Ni	104	Im
Redmaus	2306	X757000-0	Ba Lo Ni	022	Im
827-109	2307	X695000-0	Ba Lo Ni	022	Im
Nusmarus	2319	B431201-B	S Lo Ni Po	420	Im
Jucalsar	2322	X757000-0	Ba Lo Ni	003	Im
Rabza-3	2327	X686100-3	Lo Ni	814	Im
Gapiles	2328	D663484-2	S Ni	502	Im
Rasalma	2329	D656200-3	S Lo Ni	602	Im
Cengasje	2334	X200466-4	Ni Va	102	Im
Onzeceri	2335	X500000-0	Ba Lo Ni Va	025	Im
761-878	2338	X612000-0	Ba Ic Lo Ni	024	Im
304-134	2406	X300000-0	Ba Lo Ni Va	011	Im
424-825	2407	X697000-0	Ba Lo Ni	024	Im
Ladosy Syia	2414	C300200-7	Lo Ni Va	421	Im
Darilia	2417	X755000-0	Ba Lo Ni	004	Im
Piplide	2420	B629135-9	Lo Ni	402	Im
Choibalsan	2425	X427326-3	Lo Ni	223	Im

Irfas	2428	D565254-7	Lo Ni	600	Im
Sae Sansaro	2436	D544359-3	S Lo Ni	824	Im
Anzedceia	2438	X000000-0	As Ba Lo Ni	023	Im
Ersad	2439	C677120-4	S Lo Ni	103	Im
Aideuxis	2502	X559000-0	Ba Lo Ni	015	Im
512-779	2503	X510000-0	Ba Lo Ni	021	Im
Socema	2504	X796000-0	Ba Lo Ni	034	Im
Hatona	2505	X897000-0	Ba Lo Ni	003	Im
Esavdoje	2507	X9A8000-0	Ba Fl Lo Ni	023	Im
138-902	2509	X545000-0	Ba Lo Ni	014	Im
Urdozasus	2510	X548000-0	Ba Lo Ni	013	Im
825-906	2511	X657000-0	Ba Lo Ni	013	Im
856-349	2514	X201000-0	Ba Ic Lo Ni Va	003	Im
927-204	2516	X646000-0	Ba Lo Ni	022	Im
Kakarus	2518	X979000-0	Ba Lo Ni	014	Im
619-469	2520	X648000-0	Ba Lo Ni	023	Im
Harer	2522	X501000-0	Ba Ic Lo Ni Va	014	Im
753-216	2527	X301000-0	Ba Ic Lo Ni Va	004	Im
Robaon	2529	X549000-0	Ba Lo Ni	024	Im
788-542	2532	X8A7000-0	Ba Fl Lo Ni	022	Im
Ralce	2533	X536000-0	Ba Lo Ni	024	Im
Lagexe	2535	X667000-0	Ba Lo Ni	004	Im
Dysnomeo	2537	X647000-0	Ba Lo Ni	003	Im
671-915	2539	X511000-0	Ba Ic Lo Ni	012	Im
Qinyalim	2540	X6B4000-0	Ba Fl Lo Ni	024	Im
Anxe'cerelaus	2603	X566000-0	Ba Lo Ni	002	Im
Esrados	2604	X100000-0	Ba Lo Ni Va	000	Im
550-779	2605	X873000-0	Ba Lo Ni	014	Im
233-901	2607	X545000-0	Ba Lo Ni	023	Im

894-975	2609	X626000-0	Ba Lo Ni	014	Im
179-595	2610	X665000-0	Ba Lo Ni	000	Im
Tirkaos	2611	XA89000-0	Ba Lo Ni	023	Im
291-828	2612	X538000-0	Ba Lo Ni	025	Im
242-328	2613	X614000-0	Ba Ic Lo Ni	023	Im
Kiranir	2614	X6A0000-0	Ba De Lo Ni	014	Im
205-571	2616	X888000-0	Ba Lo Ni	002	Im
870-927	2618	X643000-0	Ba Lo Ni Po	002	Im
703-210	2631	X543000-0	Ba Lo Ni Po	025	Im
Xegetze	2632	X547000-0	Ba Lo Ni	013	Im
Orinonen	2633	X646000-0	Ba Lo Ni	013	Im
Mijie	2635	X663000-0	Ba Lo Ni	023	Im
286-986	2636	X669000-0	Ba Lo Ni	033	Im
Sana	2639	X528000-0	Ba Lo Ni	012	Im
Stirorsy	2640	X201000-0	Ba Ic Lo Ni Va	023	Im
On'cecas Zai	2703	X6A2000-0	Ba Fl Lo Ni	000	Im
589-654	2705	X655000-0	Ba Lo Ni	003	Im
Sozan	2706	X452000-0	Ba Lo Ni Po	034	Im
Esmazania	2707	X462000-0	Ba Lo Ni	034	Im
894-403	2708	X666000-0	Ba Lo Ni	012	Im
Larorer	2709	X300000-0	Ba Lo Ni Va	023	Im
Can Naner	2710	X601000-0	Ba Ic Lo Ni Va	012	Im
Ingatro	2711	X956000-0	Ba Lo Ni	003	Im
Apavrere	2713	X64A000-0	Ba Lo Ni Wa	000	Im
Kamazze	2715	X547000-0	Ba Lo Ni	002	Im
Sedalen	2718	X77A000-0	Ba Lo Ni Wa	015	Im
Zarsarus	2719	X663000-0	Ba Lo Ni	023	Im
Qanytenia	2720	X635000-0	Ba Lo Ni	000	Im
Saned	2721	X7A2000-0	Ba Fl Lo Ni	000	Im

868-373	2724	X656000-0	Ba Lo Ni	023	Im
893-108	2731	X000000-0	As Ba Lo Ni	000	Im
732-299	2732	X89A000-0	Ba Lo Ni Wa	001	Im
Erapro	2733	X520000-0	Ba De Lo Ni Po	003	Im
Laka	2734	X676000-0	Ba Lo Ni	000	Im
Kronsan	2735	X575000-0	Ba Lo Ni	022	Im
865-669	2737	XA9A000-0	Ba Lo Ni Wa	023	Im
244-231	2738	X757000-0	Ba Lo Ni	034	Im
Sasan	2740	X768000-0	Ba Lo Ni	025	Im
365-534	2801	X545000-0	Ba Lo Ni	000	Im
Tonuded	2804	X667000-0	Ba Lo Ni	025	Im
Fanusbi	2805	X612000-0	Ba Ic Lo Ni	023	Im
Cezegeos	2810	X649000-0	Ba Lo Ni	023	Im
Sabsarxe	2811	X889000-0	Ba Lo Ni	020	Im
Ucariria	2814	X7A3000-0	Ba Fl Lo Ni	022	Im
552-399	2816	X737000-0	Ba Lo Ni	015	Im
Ladir	2818	X688000-0	Ba Lo Ni	013	Im
787-719	2819	X666000-0	Ba Lo Ni	013	Im
876-852	2827	X656000-0	Ba Lo Ni	024	Im
152-938	2830	X110000-0	Ba Lo Ni	010	Im
Mikraio	2831	X9E4000-0	Ba Fl Lo Ni	002	Im
Nirapaka	2832	X300000-0	Ba Lo Ni Va	024	Im
877-685	2833	X656000-0	Ba Lo Ni	024	Im
869-900	2835	XAD5000-0	Ba Fl Lo Ni	025	Im
489-286	2836	X553000-0	Ba Lo Ni Po	013	Im
Manroj Syia	2837	X555000-0	Ba Lo Ni	022	Im
Adogavos	2838	X566000-0	Ba Lo Ni	033	Im
199-625	2839	X666000-0	Ba Lo Ni	023	Im
465-829	2901	X100000-0	Ba Lo Ni Va	004	Im

Irrana	2902	X79A000-0	Ba Lo Ni Wa	014	Im
Zazafal	2903	X676000-0	Ba Lo Ni	034	Im
692-570	2907	X000000-0	As Ba Lo Ni	023	Im
771-823	2908	X689000-0	Ba Lo Ni	023	Im
914-965	2909	X673000-0	Ba Lo Ni	003	Im
Oninyt	2910	X966000-0	Ba Lo Ni	003	Im
Havre	2911	X637000-0	Ba Lo Ni	023	Im
Y Banos	2913	X667000-0	Ba Lo Ni	003	Im
Za'blaus	2915	X76A000-0	Ba Lo Ni Wa	000	Im
170-651	2916	X552000-0	Ba Lo Ni Po	023	Im
Zithad	2917	X600000-0	Ba Lo Ni Va	014	Im
Xanmasos	2928	X89A000-0	Ba Lo Ni Wa	020	Im
856-608	2929	X79A000-0	Ba Lo Ni Wa	005	Im
510-904	2932	X9D4000-0	Ba Fl Lo Ni	013	Im
138-524	2934	X662000-0	Ba Lo Ni	024	Im
Orphyros	2935	X77A000-0	Ba Lo Ni Wa	000	Im
Gryt Janus	2936	X7A5000-0	Ba Fl Lo Ni	003	Im
258-261	2937	X9B9000-0	Ba Fl Lo Ni	013	Im
Orerus	2938	X637000-0	Ba Lo Ni	011	Im
Eterudia	2939	X542000-0	Ba Lo Ni Po	002	Im
207-434	2940	X576000-0	Ba Lo Ni	015	Im
Cezesad	3002	X898000-0	Ba Lo Ni	000	Im
564-759	3004	X623000-0	Ba Lo Ni Po	000	Im
Y Nekakad	3006	X664000-0	Ba Lo Ni	033	Im
Obetronan	3007	X653000-0	Ba Lo Ni Po	002	Im
Qusar'ensy	3008	X635000-0	Ba Lo Ni	022	Im
Arrabos	3009	X986000-0	Ba Lo Ni	004	Im
Epigoros	3010	X435000-0	Ba Lo Ni	023	Im
Oll Sanoma	3011	X677000-0	Ba Lo Ni	000	Im

Skasanus	3013	XAE9000-0	Ba Fl Lo Ni	013	Im
120-561	3014	X553000-0	Ba Lo Ni Po	013	Im
351-721	3015	X898000-0	Ba Lo Ni	033	Im
913-363	3016	X748000-0	Ba Lo Ni	002	Im
Faman	3017	X657000-0	Ba Lo Ni	004	Im
Garsa	3018	X547000-0	Ba Lo Ni	000	Im
Disamb	3019	X657000-0	Ba Lo Ni	013	Im
Rabfaus	3020	X424000-0	Ba Lo Ni	001	Im
Rapsa-7	3027	X434000-0	Ba Lo Ni	004	Im
Hobiqu	3031	X849000-0	Ba Lo Ni	012	Im
Jironro	3032	X666000-0	Ba Lo Ni	025	Im
Dasakaa	3038	X626000-0	Ba Lo Ni	024	Im
588-936	3039	X88A000-0	Ba Lo Ni Wa	024	Im
293-545	3040	X9A5000-0	Ba Fl Lo Ni	003	Im
628-680	3102	X658000-0	Ba Lo Ni	024	Im
Stirena Pia	3103	X686000-0	Ba Lo Ni	024	Im
Laeres	3106	X64A000-0	Ba Lo Ni Wa	022	Im
Gesocequ	3108	X675000-0	Ba Lo Ni	000	Im
925-117	3109	X534000-0	Ba Lo Ni	003	Im
Piltvice	3114	X7B3000-0	Ba Fl Lo Ni	024	Im
454-728	3117	X7B1000-0	Ba Fl Lo Ni	024	Im
262-966	3118	X8A3000-0	Ba Fl Lo Ni	034	Im
Zaqudon	3119	X675000-0	Ba Lo Ni	004	Im
828-993	3124	X536000-0	Ba Lo Ni	005	Im
Orudonesa	3127	X210000-0	Ba Lo Ni	014	Im
Irroce	3129	X424000-0	Ba Lo Ni	004	Im
824-472	3130	X52A000-0	Ba Lo Ni Wa	014	Im
993-194	3131	X678000-0	Ba Lo Ni	023	Im
Usbizaka	3132	X98A000-0	Ba Lo Ni Wa	011	Im

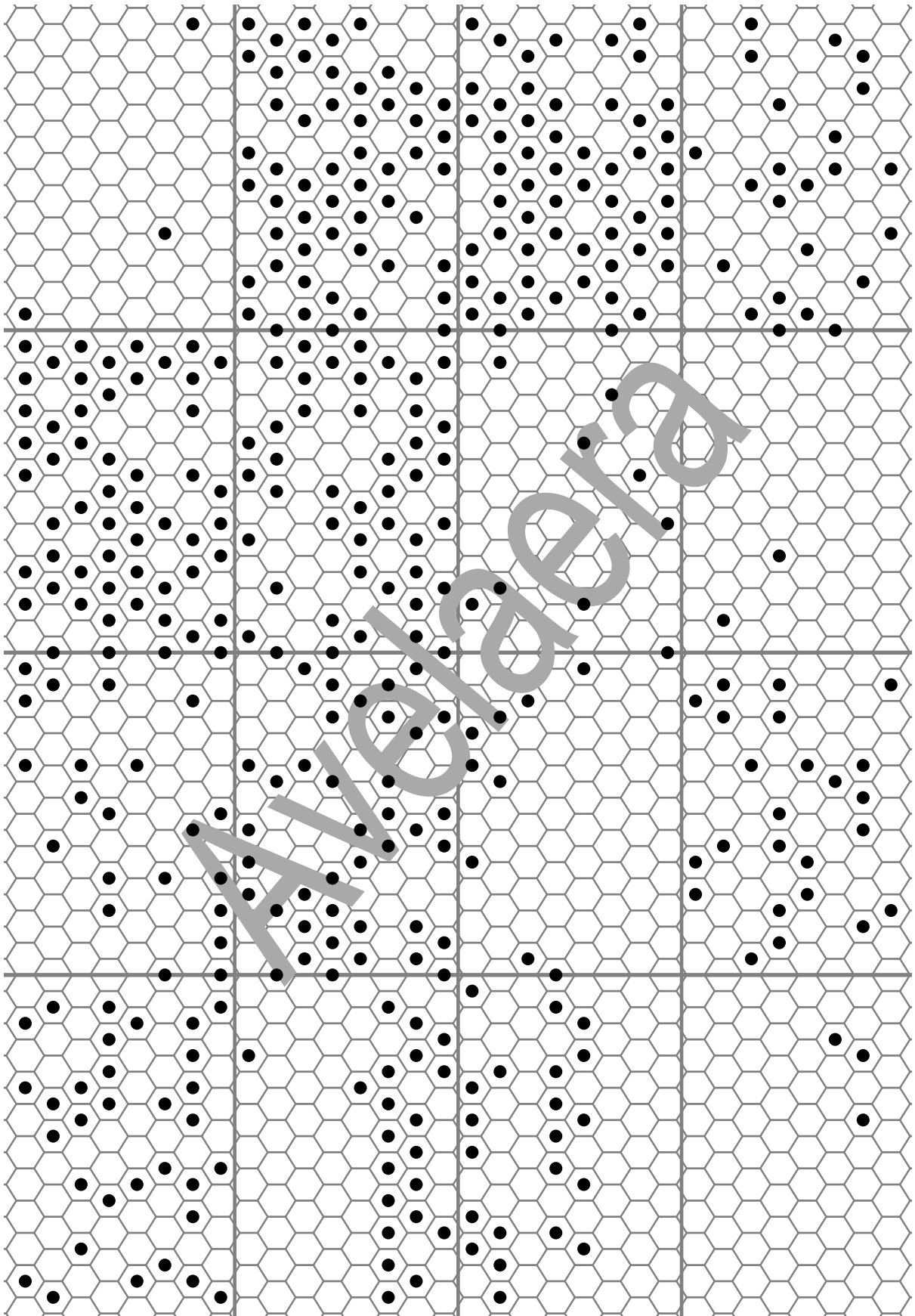
Celir	3133	X568000-0	Ba Lo Ni	022	Im
372-100	3134	X658000-0	Ba Lo Ni	000	Im
Zinaso	3135	X523000-0	Ba Lo Ni Po	011	Im
Aorzabus	3136	X423000-0	Ba Lo Ni Po	023	Im
996-775	3137	X501000-0	Ba Ic Lo Ni Va	024	Im
Nuraersous	3138	X200000-0	Ba Lo Ni Va	010	Im
Jenytia	3139	X996000-0	Ba Lo Ni	021	Im
Aludil	3140	X546000-0	Ba Lo Ni	004	Im
Rarh	3202	X8A4000-0	Ba Fl Lo Ni	020	Im
860-991	3203	X7A0000-0	Ba De Lo Ni	013	Im
350-330	3206	X560000-0	Ba De Lo Ni	020	Im
Syran	3207	X521000-0	Ba Lo Ni Po	022	Im
Naetudfa	3208	X9D3000-0	Ba Fl Lo Ni	013	Im
559-747	3209	X885000-0	Ba Lo Ni	034	Im
735-603	3213	X896000-0	Ba Lo Ni	024	Im
Valdi Pesa	3216	X684000-0	Ba Lo Ni	024	Im
512-445	3231	X659000-0	Ba Lo Ni	003	Im
691-472	3232	X669000-0	Ba Lo Ni	010	Im
Irapma-3	3233	X664000-0	Ba Lo Ni	014	Im
Urhononus	3234	X666000-0	Ba Lo Ni	004	Im
Orfasarus	3236	X776000-0	Ba Lo Ni	023	Im
619-111	3237	X568000-0	Ba Lo Ni	024	Im
Onesne	3240	X668000-0	Ba Lo Ni	024	Im

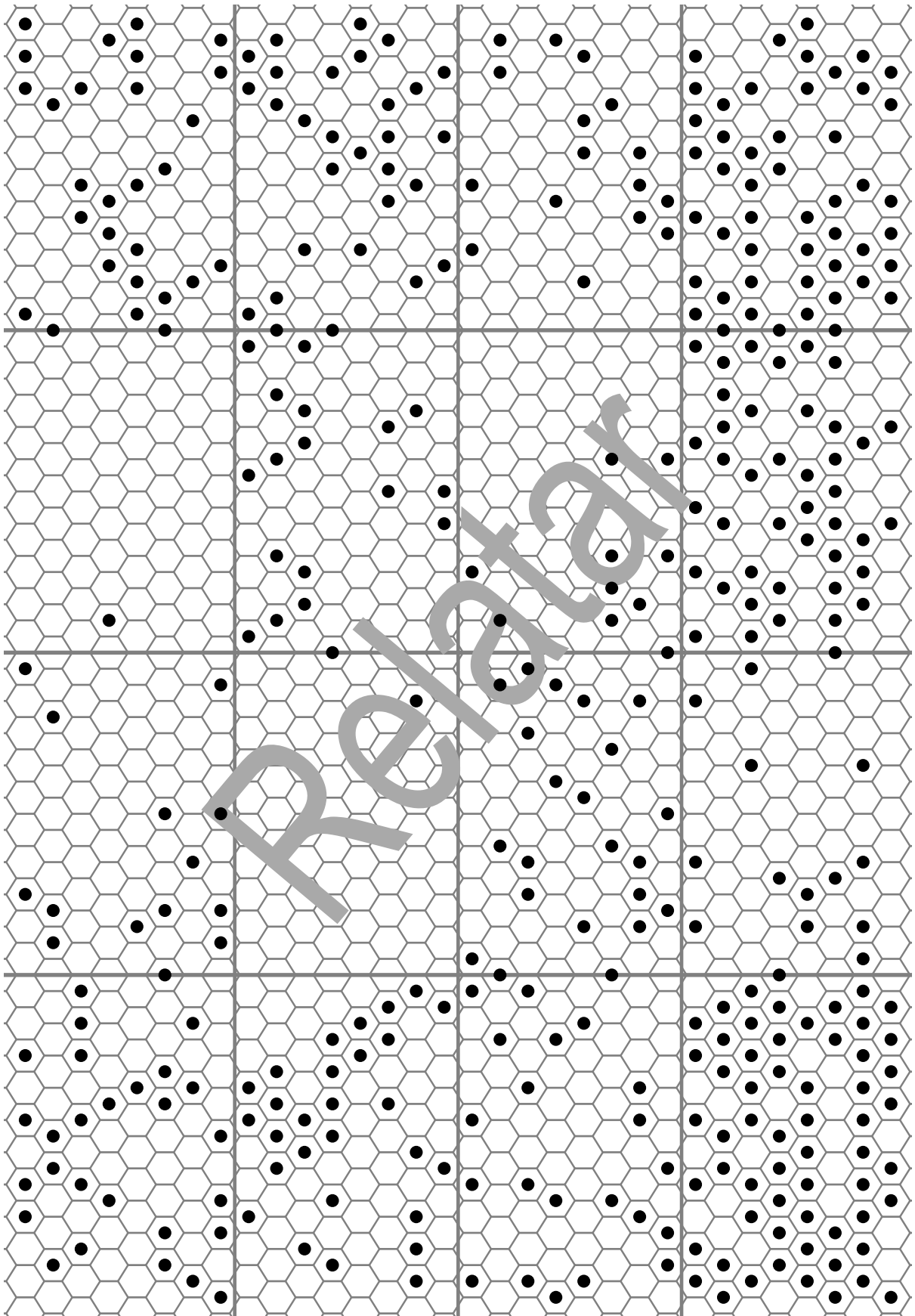
Using certain options on Joshua Bell's <http://www.travellermap.com/> site, these worlds are coloured to display their habitability, as follows:

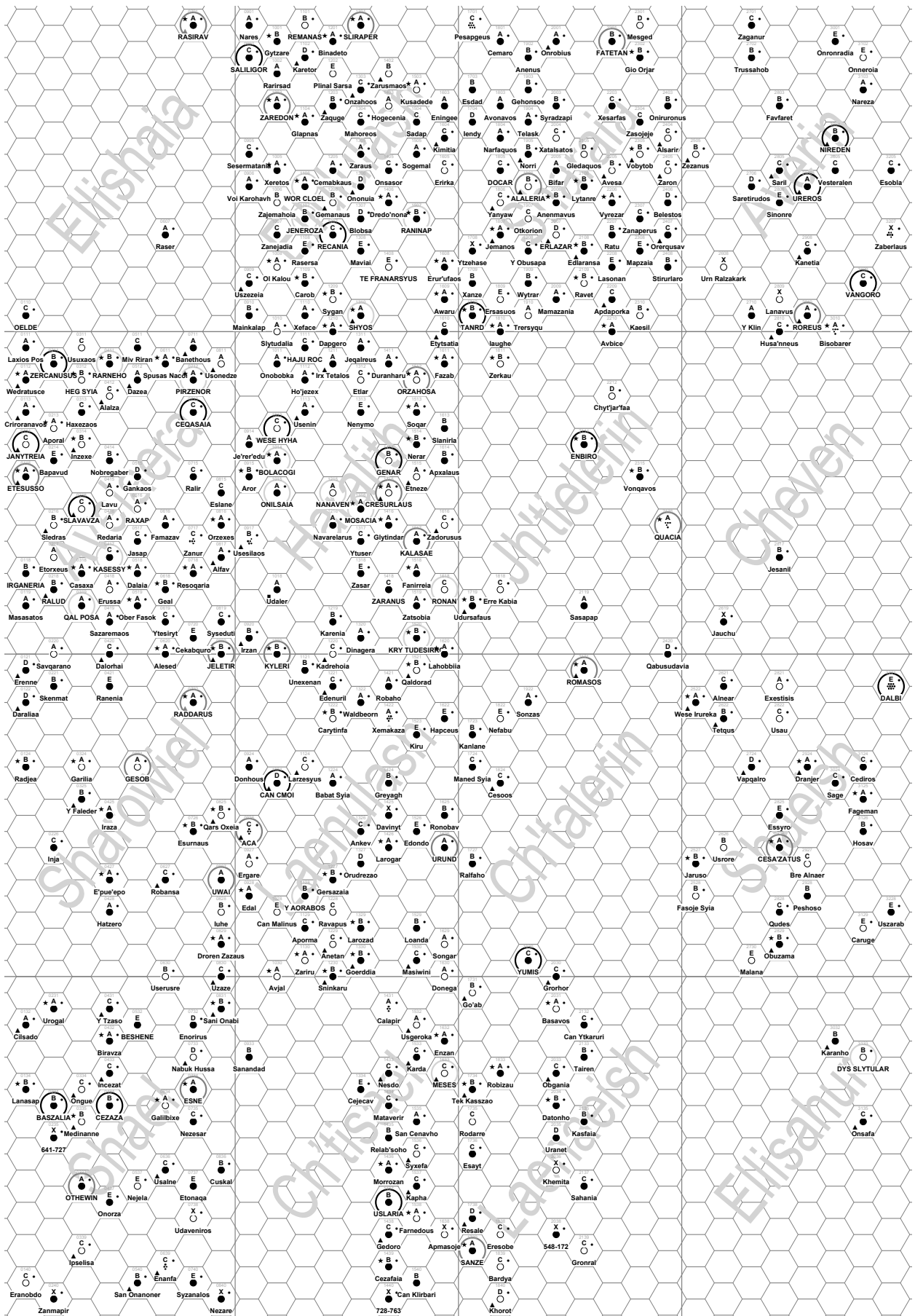
Rich and Agricultural: gold ●
 Agricultural: green ●
 Rich: purple ●

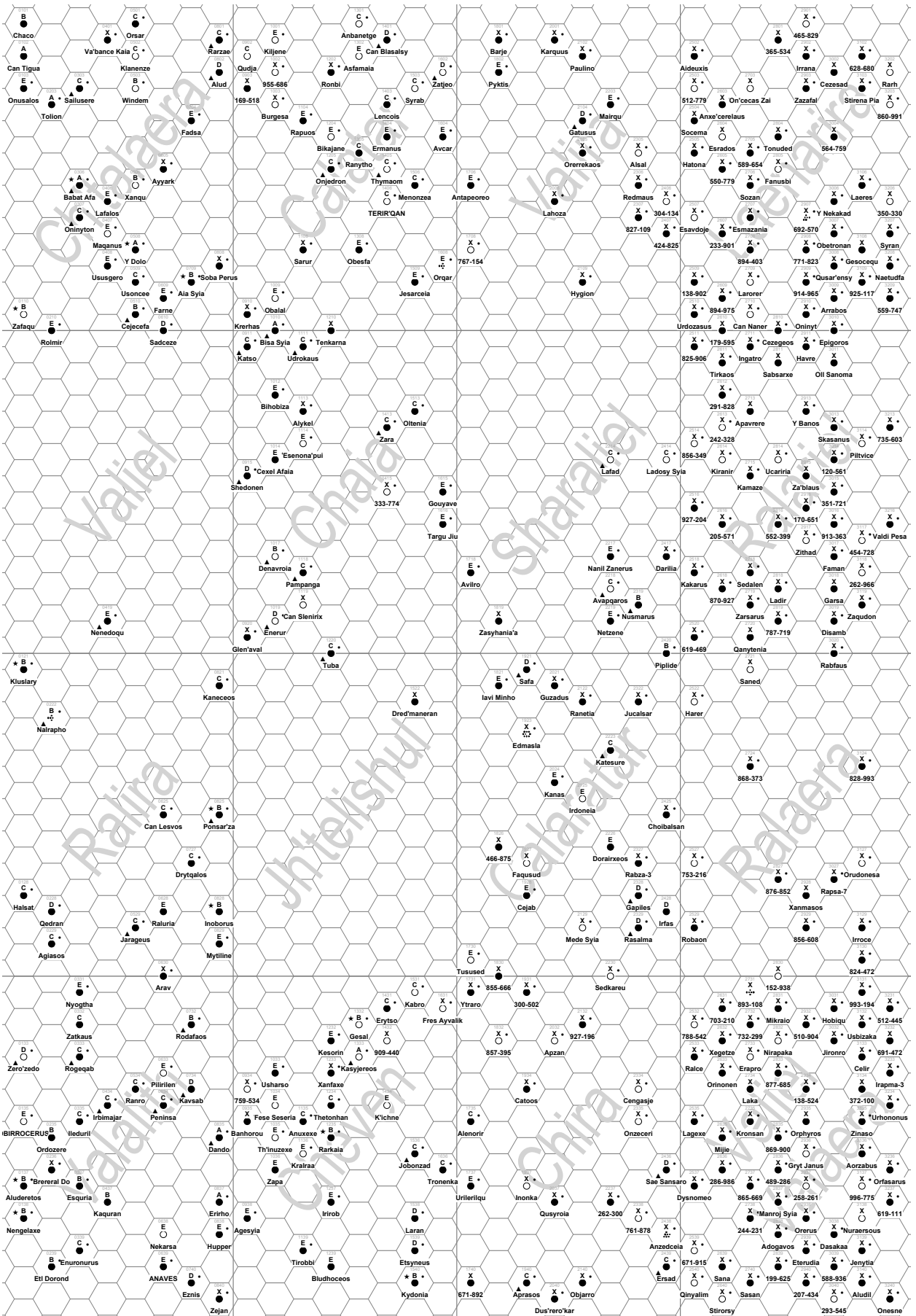
Industrial: gray ●
 Corrosive/insidious/etc: rust ●
 Vacuum: black ●

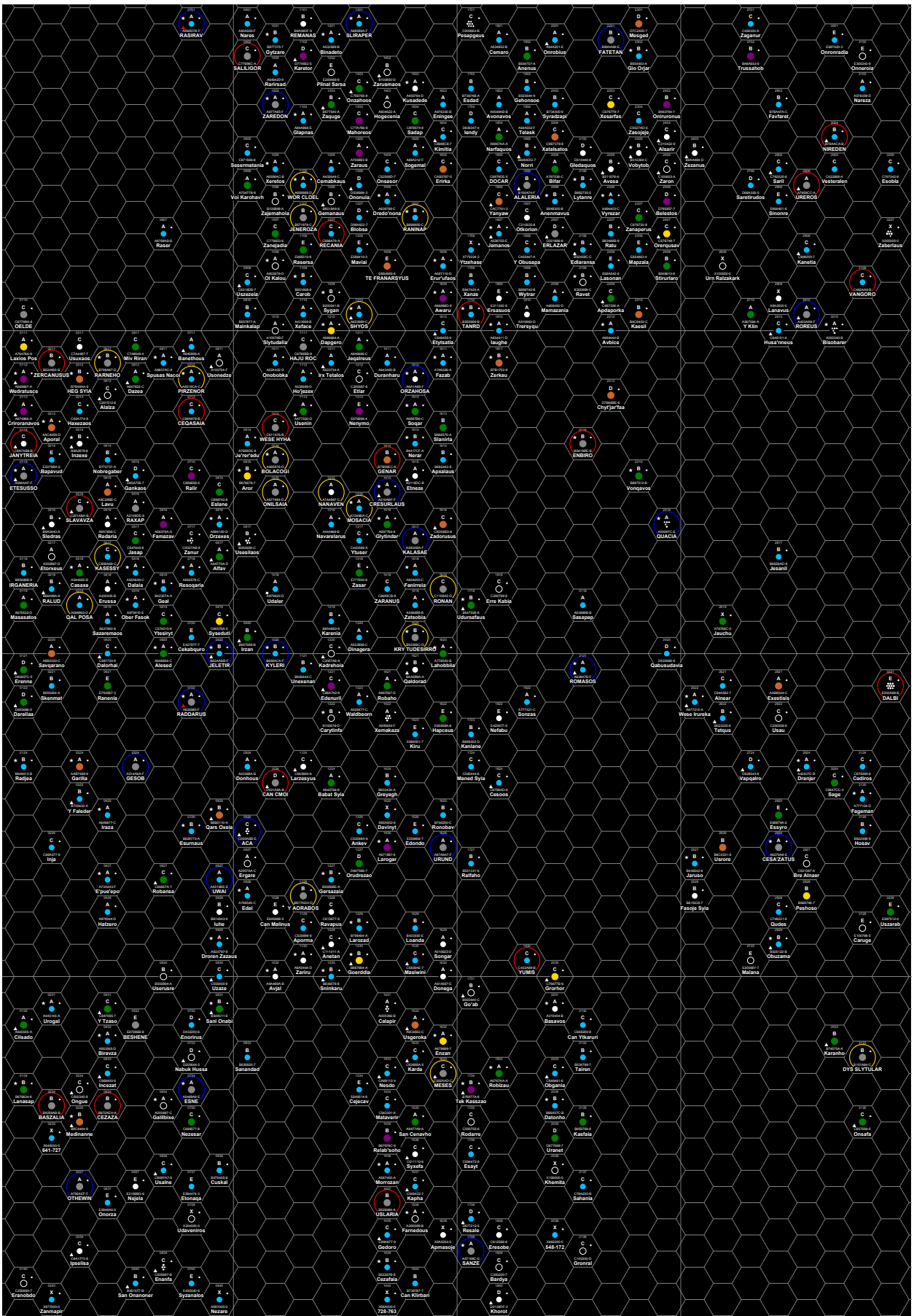
Liquid water: blue ●
 Otherwise: white ○

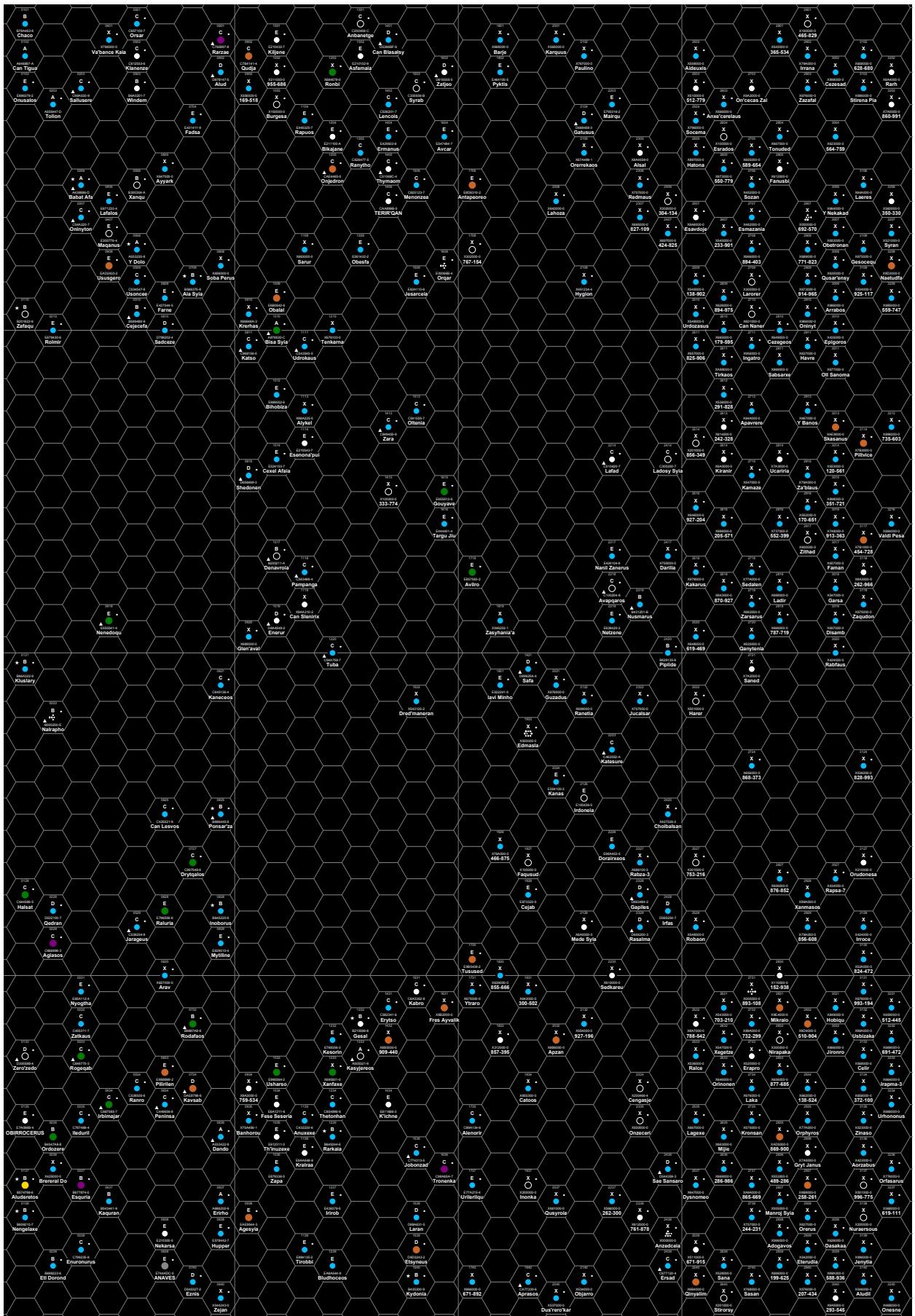












Aesop's Fables

There are quite a number of useful characters and situations that can be built on these Greek fables⁵⁷, over two thousand years old.

The Ass and the Charger

AN ASS congratulated a Horse on being so ungrudgingly and carefully provided for, while he himself had scarcely enough to eat and not even that without hard work. But when war broke out, a heavily armed soldier mounted the Horse, and riding him to the charge, rushed into the very midst of the enemy. The Horse was wounded and fell dead on the battlefield. Then the Ass, seeing all these things, changed his mind, and commiserated the Horse.

There are quite a number of ways to rewrite this into the Traveller setting. Lots of Traveller games centre around fast and strong fighters with lots of high-tech equipment... and lifespans that stretch into years, at best. And it doesn't have to be war per se: dangerous sports and risky jobs can do just as well. I am reminded of Mount Everest, littered with ~200 corpses that often serve as landmarks for other climbers.⁵⁸

The Dog and the Wolf

A gaunt Wolf was almost dead with hunger when he happened to meet a House-dog who was passing by. "Ah, Cousin," said the Dog. "I knew how it would be; your irregular life will soon be the ruin of you. Why do you not work steadily as I do, and get your food regularly given to you?"

"I would have no objection," said the Wolf, "if I could only get a place."

"I will easily arrange that for you," said the Dog; "come with me to my master and you shall share my work."

So the Wolf and the Dog went towards the town together. On the way there the Wolf noticed that the hair on a certain part of the Dog's neck was very much worn away, so he asked him how that had come about.

"Oh, it is nothing," said the Dog. "That is only the place where the collar is put on at night to keep me chained up; it chafes a bit, but one soon gets used to it."

"Is that all?" said the Wolf. "Then good-bye to you, Master Dog."

Better starve free than be a fat slave.

⁵⁷ See <http://aesopfables.com/aesop1.html> and <http://www.taleswithmorals.com/> for many examples.

⁵⁸ As the example of an inexperienced climber, led by inexperienced guides, see <http://www.cbc.ca/news/canada/exclusive-canadian-everest-victim-used-inexperienced-company-lacked-oxygen-1.1195149> Could the PCs could have done better in their field of expertise, supporting a brave but inexperienced civilian?

There are Vargr who have made their peace with their human masters (Irilitok)... Vargr who live to see human blood flow (Suedzuk)... and Vargr who rule humans – and think like (Vilani) humans, too (Ovaghoun).

Know who you are talking to.

The Lion's Share

The Lion went once a-hunting along with the Fox, the Jackal, and the Wolf. They hunted and they hunted till at last they surprised a Stag, and soon took its life. Then came the question how the spoil should be divided. "Quarter me this Stag," roared the Lion; so the other animals skinned it and cut it into four parts. Then the Lion took his stand in front of the carcass and pronounced judgment: The first quarter is for me in my capacity as King of Beasts; the second is mine as arbiter; another share comes to me for my part in the chase; and as for the fourth quarter, well, as for that, I should like to see which of you will dare to lay a paw upon it."

"Humph," grumbled the Fox as he walked away with his tail between his legs; but he spoke in a low growl.

"You may share the labours of the great, but you will not share the spoil."

Those who work with Imperial Nobles should understand the risks thereof. Something about "The law means what I – and my heavily armed friends – say it means..."

The Ass, the Fox, and the Lion

The Ass and the Fox, having entered into partnership together for their mutual protection, went out into the forest to hunt. They had not proceeded far when they met a Lion. The Fox, seeing imminent danger, approached the Lion and promised to contrive for him the capture of the Ass if the Lion would pledge his word not to harm the Fox. Then, upon assuring the Ass that he would not be injured, the Fox led him to a deep pit and arranged that he should fall into it. The Lion, seeing that the Ass was secured, immediately clutched the Fox, and attacked the Ass at his leisure.

Never trust your enemy

One day, the PCs will receive an offer they really *should* refuse...

The Ass's Brains

The Lion and the Fox went hunting together. The Lion, on the advice of the Fox, sent a message to the Ass, proposing to make an alliance between their two families. The Ass came to the place of meeting, overjoyed at the prospect of a royal alliance. But when he came there the Lion simply pounced on the Ass, and said to the Fox: "Here is our dinner for to-day. Watch you here while I go and have a nap. Woe betide you if you touch my prey." The Lion went away and the Fox waited; but finding that his master did not return, ventured to take out the brains of the Ass and ate them up. When the Lion came back he soon noticed the absence of the brains, and asked the Fox in a terrible voice: "What have you done with the brains?"

"Brains, your Majesty! it had none, or it would never have fallen into your trap."

Wit has always an answer ready.

Alliances are not offered, unless at least one party benefits. It is not necessary that the other parties benefit: only that they *think* they benefit.

The Ant and the Grasshopper

In a field one summer's day a Grasshopper was hopping about, chirping and singing to its heart's content. An Ant passed by, bearing along with great toil an ear of corn he was taking to the nest.

"Why not come and chat with me," said the Grasshopper, "instead of toiling and moiling in that way?"

"I am helping to lay up food for the winter," said the Ant, "and recommend you to do the same."

"Why bother about winter?" said the Grasshopper; we have got plenty of food at present." But the Ant went on its way and continued its toil. When the winter came the Grasshopper had no food and found itself dying of hunger, while it saw the ants distributing every day corn and grain from the stores they had collected in the summer. Then the Grasshopper knew:

It is best to prepare for the days of necessity.

According to the stereotype, the Solomani peoples of the Empty Quarter have no intention of 'saving for the winter': the robbery of outsiders, infidels, and the inferior castes is much more energy-efficient, and lots of fun too! Whether this is true or not is up to the Referee...⁵⁹

The Vilani and the Bwap do believe in saving for the winter: but both groups also believe in maintaining armed forces, to insure they keep what they have.

The Wind and the Sun

The Wind and the Sun were disputing which was the stronger. Suddenly they saw a traveller coming down the road, and the Sun said: "I see a way to decide our dispute. Whichever of us can cause that traveller to take off his cloak shall be regarded as the stronger. You begin." So the Sun retired behind a cloud, and the Wind began to blow as hard as it could upon the traveller. But the harder he blew the more closely did the traveller wrap his cloak round him, till at last the Wind had to give up in despair. Then the Sun came out and shone in all his glory upon the traveller, who soon found it too hot to walk with his cloak on.

Kindness effects more than severity.

Lateral thinking has its rewards. Especially if it gets you what you want, without the expensive, multi-generational hatred violence brings forth. Something for Emptyheads to think about.

⁵⁹ In my writings, I'm assuming that this is an out-of-date stereotype. The Emptyheads – Solomani residents of the Empty Quarter – are tired of poverty, and are increasingly willing to deal more fairly with outsiders to get the repeat business they need to claw their way out of the hole they're in.

System Flags of the Empty Quarter II

Preface

The title is a misnomer: while there are quite a fair number of Empty Quarter system flags – especially Vargr pennants – this article also includes a fair number of historical flags as well – and not all are tied to the Empty Quarter.

Many flags were created by Andrei Dobrescu, as noted below.

Overview

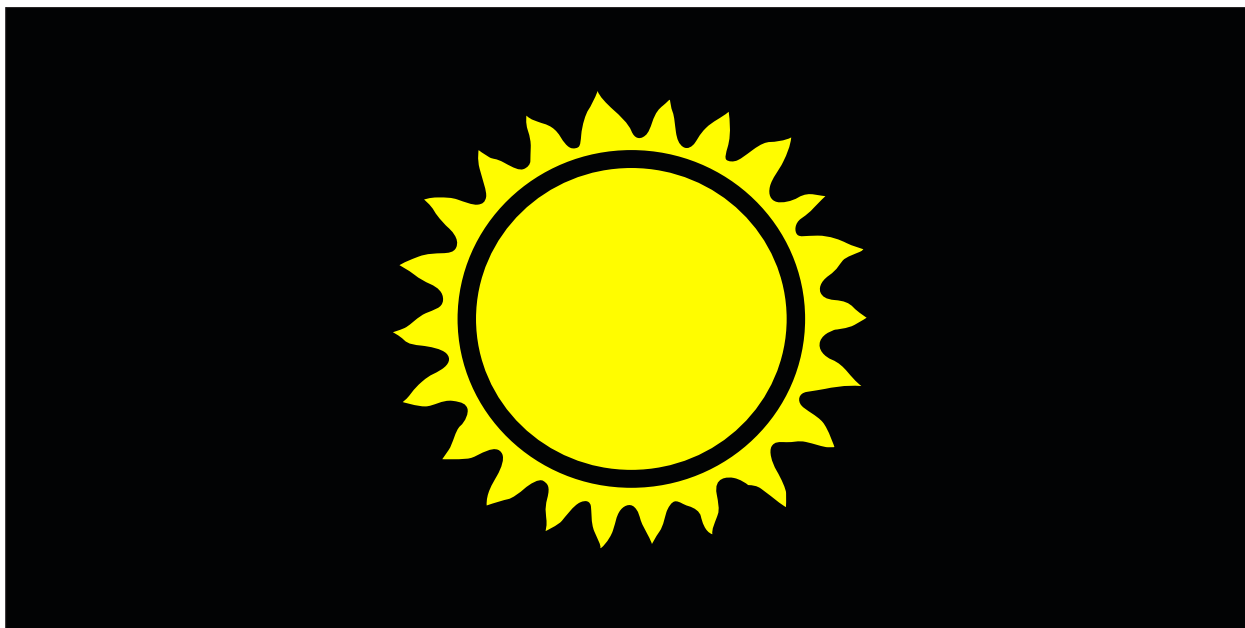
“There are three large starnations within the Empty Quarter – the Third Imperium, the Rukadukaz Republic (a full member-state of the Julian Protectorate), and the Hegemony of Lorean (an Associate Member of the Protectorate). All ~~three~~ four interstellar powers have official symbols, as opposed to official flags: the Imperial Sunburst, the Julian Helm (patterned after the Ancient Greek helmets), the Double-claws of the Ikonaz (a version is currently used by the Rukadukaz Republic), and the Encircled Starship of the Hegemony of Lorean.

None of these flags are depicted below. Perhaps another time.” – **Stellar Reaches** #23, page 73

‘Another time’ has now arrived.

Flags of the Sector: The Third Imperium

Andrei Dobrescu created all of the flags below (unless otherwise noted), occasionally using standard **Traveller** elements from the various versions: I have placed them in the Public Domain with his permission. Mr. Dobrescu’s website is www.andrei.dobrescu.net



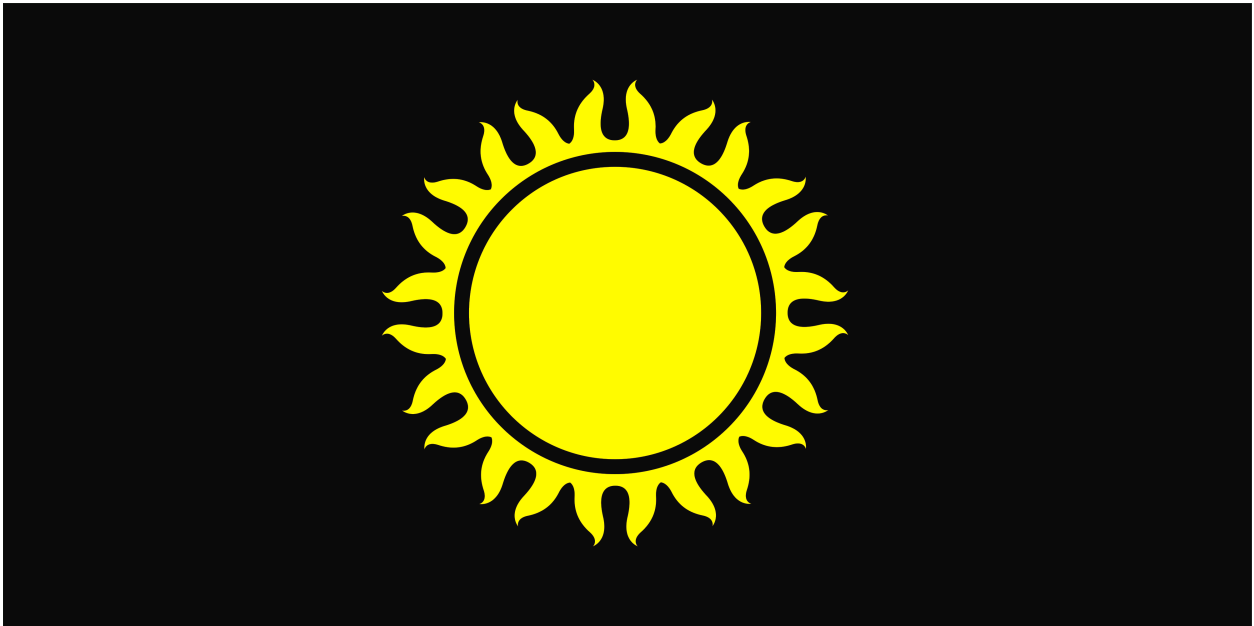
Public Domain: created by Andrei Dobrescu.

This, of course, is the flag of the Third Imperium. There has been a slight change of design from the original Imperial Sunburst of Cleon’s time (and depicted in **Marc Miller’s Traveller**, a.k.a. T4, materials).

“Imperial Sunburst: The symbol of the Third Imperium established by Cleon (the first emperor) when the empire was proclaimed. Images show him standing before the original banner with a golden yellow sunburst against a black background, representing Capital’s type G star against dark space.

In 247, the Eliyoh (a nonhuman minor race) joined the Imperium. To that race the symbology was unimpressive. The Eiyoh vision centred in the far infrared, which resulted in distinction between the official colors of black and yellow being impossible. So the Empress Porfira declared that the symbol will have no official color.

The original banner in the Imperial throne room is still black with a yellow sunburst. The Imperial Interstellar Scout Service uses a red sunburst; the Imperial Navy, yellow; the Imperial Army, black; the Imperial Marines, maroon.” – **MegaTraveller: Imperial Encyclopedia**, pages 28-29.



Public Domain: created by Andrei Dobrescu.

The symmetrical rays of Cleon’s Imperial Starburst is not noted in the quote above, for the reasonable reason that it didn’t exist in *our* universe at the time. The **Imperial Encyclopedia**, set in the War of the Rebellion (1116-1130 Imperial), was published in 1987; both **Marc Miller’s Traveller** and **Milieu 0**, set in the early years of the Third Imperium (0-53 Imperial, during the reign of Emperor Cleon), was published in 1996.

For **Stellar Reaches**, I assume that those nice symmetrical rays refer to Solomani artistic preferences, as the Imperial Nobility was dominated by 100% pure Solomani families at the time. The rays of the sunburst were shifted to its current (as of 993 Imperial) asymmetrical form by order of Emperor Zhakirov in 685, in acknowledgement of the new Mixed Vilani basis of Imperial rule. (The Vilani prefer greater asymmetry in their art, as a rule of thumb.) Empress Antiama, the Vilani noblewoman Zhakirov married, re-sewed the new rays of the original Imperial Banner by hand to bring it into compliance with new Imperial standards.

Historical Note: Somehow, in some way, someone managed to get a camera in the Octagon (The Imperial Throne Room), record the Empress as she methodically ripped out the Solomani symmetrical rays and sewed in the new asymmetry rays, and leak it to the press.

Now, secretly recording Their Majesties without their express permission is a surprisingly effective way to get pounded into a red smear on the floor throughout the Imperium – assuming the Imperial Ministry of Justice doesn't arrest you first, so you can at least get a trial before your execution. However, the sheer popularity of the video in question and the adulation Empress Antiamo received led to a public Imperial Order of 'pre-emptive forgiveness' to whoever did the recording. (Various Palace Orders were also issued, to plug those security holes!)

To this very day, 993 Imperial, a surprisingly large section of the Imperial public has this video within their list of "100 all-time favourites": its popularity has leapt up quite a bit since the start of the Solomani Rim War.

Imperial Flags from Outside the Sector (and the Timeframe)



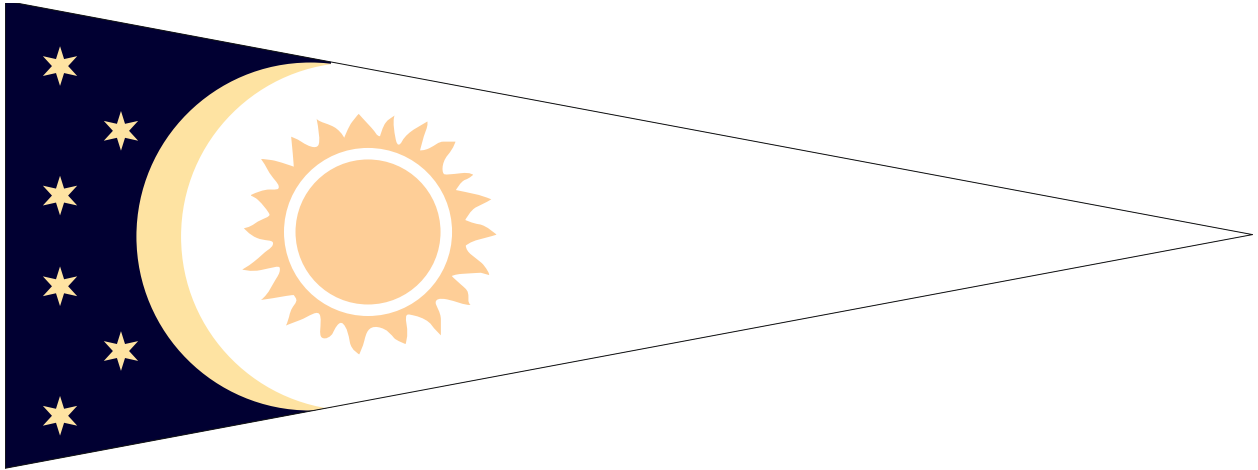
Public Domain: created by Andrei Dobrescu.

This is the flag of both the Domain of Deneb, and the Regency of Deneb, and is part of both the **MegaTraveller** and the **Traveller: The New Era** milieu.

This flag has nothing to do with the Empty Quarter of 993 Imperial. It is include in this issue of **Stellar Reaches** for sentimental reasons.

Flags of the Sector: Unusual Pennants, Flags, & Historical Symbols of the Imperial Empty Quadrant

A simply massive number of planetary flags can be found in the article “System Flags of the Empty Quarter”, found in **Stellar Reaches #23**.



Public Domain: created by Andrei Dobrescu.

Pictured above is the flag of Agnakhong, the only independent⁶⁰ Vargr world within the Imperial Empty Quarter. It's quite patriotic: with the assistance of the Archduke of Antares, permission was gained to use the Imperial Sunburst on a local flag, with the six stars representing the six Domains of the Imperium.⁶¹

And it is quietly detested and mocked by the highly anti-Vargr inhabitants of the Imperial Empty Quarter, due both to its inescapable ties to the Imperium, and the shape of the pennant that directly points to the Rukadukaz Republic.

Still, despite the hostility, the flag serves its purpose: “We are loyal Vargr citizens of the Imperium. Touch us, and face the wrath of the Emperor.” However much the local inhabitants are loathed, they are left in peace by the humans of the Six Subsectors. They may despise the Vargr, but they fear – and respect – Imperial Authority more.

⁶⁰ The world of Uthurrvon is also a Vargr-dominated world within the Imperial Empty Quarter, but it is also the property of the Administration of Yogesh... who has not seen fit to grant the Vargr world a flag.

⁶¹ If you review the earlier collection of flags in **Stellar Reaches #23**, you will not find a single Imperial flag with the symbols of any Imperia. The real reason is that I only used Public Domain/Creative Commons flags for that issue, while I was able to commission flags for this issue. But the in-story reason is that the Imperial systems take great pride in their independence... and view the only local world hiding behind the Imperial Sunburst with derision. “The Imperia come and the Imperia go: we remain.”



Public Domain: created by Andrei Dobrescu.

Pictured above is the Hollow Crescent, symbol of the historically powerful, currently extinct Hebrin Caliphate. This symbol is so politically radioactive in the Imperial Empty Quarter that it would make your head spin.



Public Domain: created by Andrei Dobrescu.

This is the flag of the Solomani Party. Don't fly this flag – or its cross-less cousin, the symbol of the Solomani Party within the Empty Quarter – unless you want to bring lots and lots of trouble on your head.



Public Domain: created by Andrei Dobrescu.

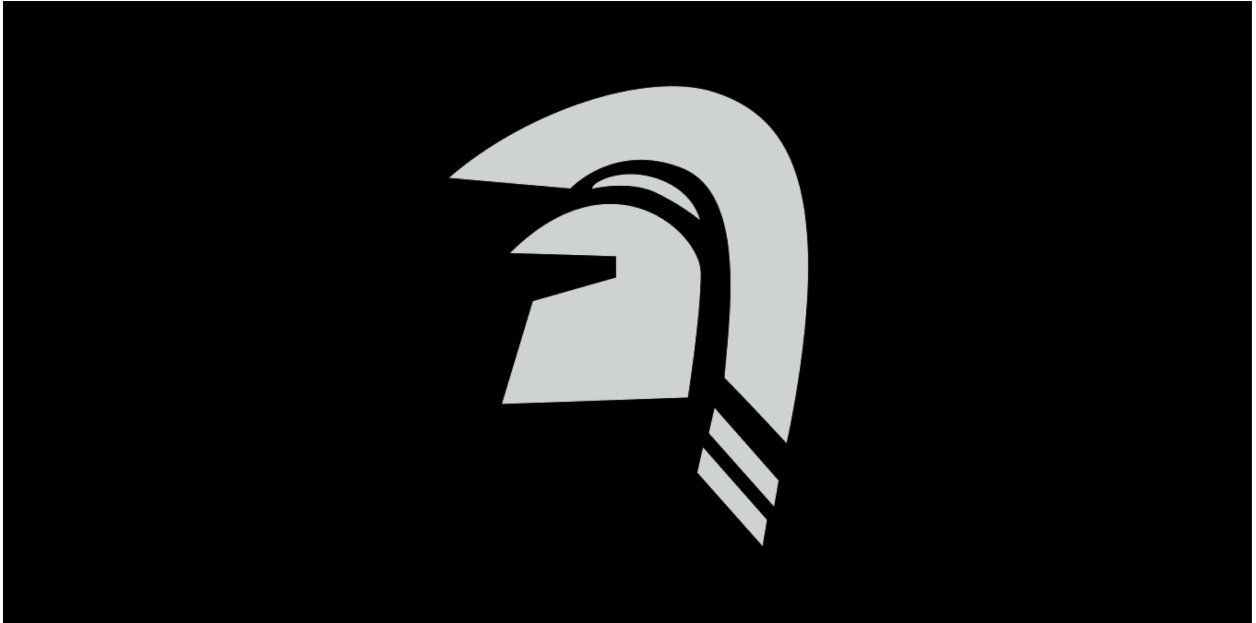
This is the flag of the Solomani Confederation government. You are extremely unlikely to see this flag within the Empty Quarter, which is clear on the other side of the battlefronts of the Solomani Rim War. If you actually *do* see this flag in large numbers within the Empty Quarter, the Third Imperium has fallen, and you are in an alternate universe.



Public Domain: created by Andrei Dobrescu.

This is the standard of the Golden Twelve, the human worlds of the sector who stood alone against the Vargr Pillaging. Every locally-born human can instantly recognise this flag; and so does every Vargr. Reactions vary.

Flags of the Sector: The Julian Protectorate



Public Domain: created by Andrei Dobrescu & Alvin Plummer.

This is the silver Julian Helm, serving as the symbol of the Julian Protectorate. Encircled, it is the symbol of the Menderes Corporation. Set within a stylized triangle, it is the symbol of the Star Legion. The golden Julian Helm is the symbol of House Menderes: set within an inner gold and an outer silver circle, it is the personal flag of the Regent.

House Menderes maintains a collection of Classical Greco-Roman military artefacts that surpasses in range and quality that found anywhere else – including the collections of Terra herself. The means used to build this collection ranges from good old-fashioned purchases, to Vargr scrounging, to Vargr piracy. The reputation and respect gained by raiding and stealing priceless historical artefacts from a famous and powerful world, run by a hostile race, a good 250 parsecs from Julian borders, has a strong appeal to the adventurous and daring Vargr mind... while the careful planning and preparation required to pull it off is attractive to the Vilani mind.⁶²

Moreover: the Vilani simply *like* holding ancient, legendary objects, and tend to naturally respect those who own them. A psychological tendency that has not escaped the notice of House Menderes... or the majority of other Noble Houses, Imperial or otherwise.

⁶² It's easy enough to use this as an adventure seed: "This is a genuine prop for the ancient 300 movie – handmade! Pre-3D Print! Pre-jump! Pre-contact!" The Menderes habit of somehow *securing* Greco-Roman artefacts with the aid of top-drawer Vargr pirates and criminal networks is well known, so such objects are rather heavily guarded in Charted Space, and the rather worried Nobles, Wealthy Magnates, Governments, Solomani Party officials, and the (more highly militarized) Archaeological Societies with the Third Imperium.



Public Domain: created by Andrei Dobrescu.

This flag has no place in the 993 Imperial universe.

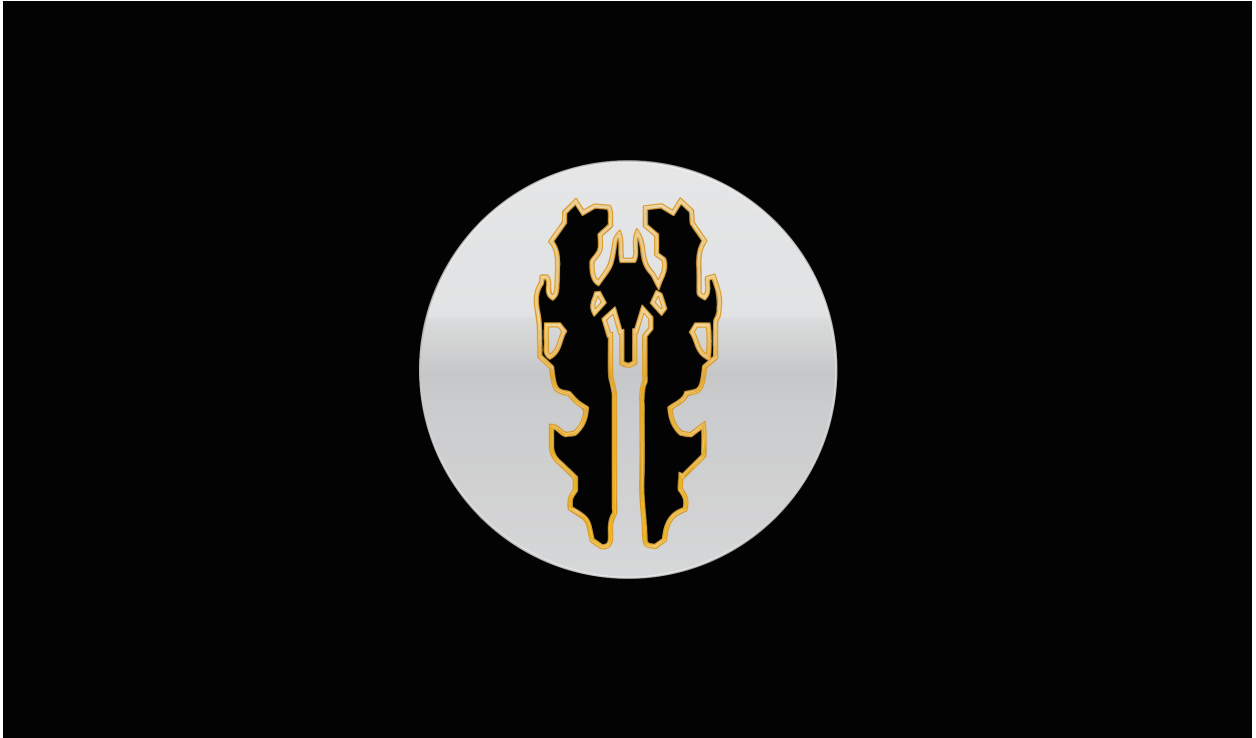
But, it could be useful in the 1116-1130 Rebellion Era, as it's the symbol (and flag) of the Star Legion during the time Antares was a member of the Julian League. (See **Challenge 49**, page 20 for the original symbol.)

As further written on page 20:

“Actually, only fleets of the Asimikigir Navy continued to bear the Trojan helmet. Naval vessels from other Julian confederations also used the cluster of three triangles, but placed a symbol specific to themselves in the middle. Antares ships bore the Imperial sunburst at the center, by popular insistence. Star Legion ships unattached to a confederation kept the field blank.

After Antares separated from the protectorate again, its symbol reverted back to the line of three triangles. The insignias of the Julian Protectorate, however, did not change.”

Flags of the Sector: The Hegemony of Lorean



Public Domain. This flag was created by misterlogo, who you can find here:

<https://www.fiverr.com/misterlogo>

This is the current flag of the Hegemony of Lorean: a union of the traditional Damlaer flag, the Silver Coin⁶³, and the formal silhouette of the (in)famous Black-class cruiser, Trofimoxi. The Trofimoxi, captained by Lorean the Victorious (686-748), led the creation of the pirate-free zone that was later consolidated into the Hegemony of Lorean in 734.⁶⁴ The starship itself still exists, and is now among the most holy sites of the Unified Cultus of the Last Man.⁶⁵

After the Hegemony absorbed Damlaer in 942, pressure from the wealthy world eventually moved the Hegemonio leadership to shift their flag to the modern version. Unveiled in 945, the symbols of the Silver Striker – as the flag is named – places a greater focus on the current military strength of the Arzul worlds, the economic power of Damlaer... and shifts the focus away the relentless, undying hatred symbolized by the old flag, shown below.

⁶³ In reference to Damlaer's behavior in the Lorean Strikes (**Stellar Reaches** #13, page 26), the remark "And what did you do with the other 39 pieces of silver?" can still be heard in a (usually) good-natured ribbing.

⁶⁴ See **Stellar Reaches** #19, page 21.

⁶⁵ The survival of this vessel, despite an incredible number of attempts by the Blood Vargr to destroy it (and so reap a simply glorious charisma surge), is worth a book of tales. Admittedly, the ship is now in a heavily secured underground network of very sacred and fiercely protected vaults on Fathall/Mycocona/Arzul, and will probably never see the stars again...



Public Domain: created by Andrei Dobrescu.

The pre-Damlaer flag of the Hegemony of Lorean was rooted in a legend and an inspiration. The legend is of the semi-historical, semi-mythological figure of Captain Black of the world of Gimashkhizara (Nishamidu/Arzul⁶⁶ 0623:) who, during the long and increasingly low-tech Suedzuk Vargr occupation of the world, successfully used sailing ships to attack Vargr shipping and ports. The most reliable records and chronicles peg his time at about -950 Imperial: evidence for his existence is comparable to that of King Arthur in English history.

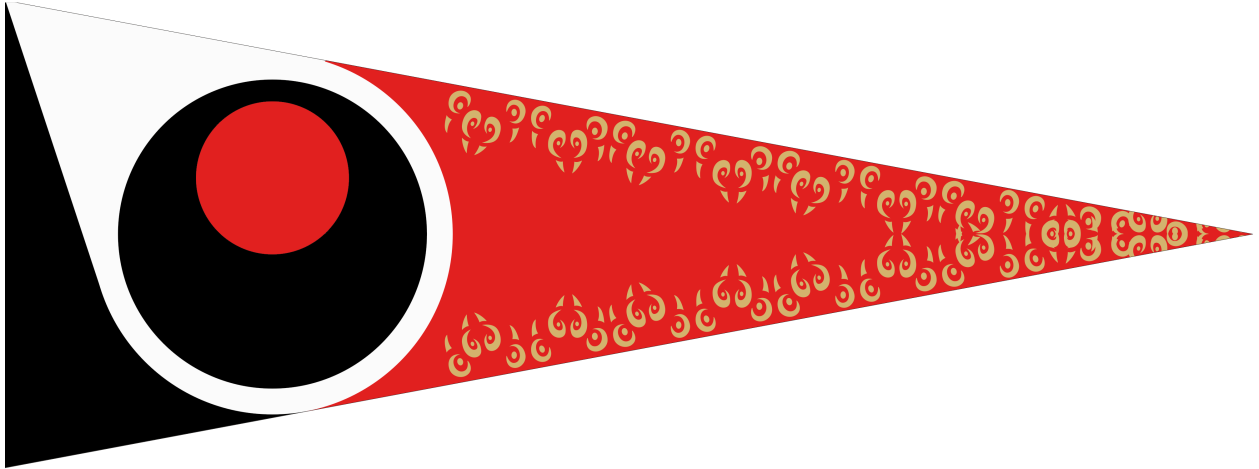
When the Arzul cultures took to the stars to further beat back the Vargr, they selected Blacks' flagship, the raider *Slice'em!*, as their symbol and a visual statement: "From their home islands of Arzul's blue worlds to the enemy's Lair, from centuries past to centuries future, the Vengeance of Man will drive forward until the last of the wolves has been slain!"

When the modern Hegemony of Lorean was founded in 734, the yellow sun was added to the background, in homage to the Third Imperium: a massive, human-dominated empire that has beaten back the fanged hordes of the stars, "providing inspiration to all humaniti everywhere!" As an additional reason for respect, this was the star empire that ruled Hebrin, an Arab Muslim world that provided substantial moral and material support to the human resistance at key moments in history, especially in the critical 330s Imperial. (**Stellar Reaches** #13, page 11).

Note that the original flag is still in common use by the Arzul Fleet and several other ground and spaceborne military units that face Vargr space, by special dispensation of the Hegemon: it is also quite popular among the Arzul civilian population in the heartland worlds in Arzul sector. A Hegemonio's attitude to the old and new flags is a fairly reliable indicator of his attitude to both the current, "hostile, but not malicious" policy to the Vargr, and the still rather controversial "economy first, military second" political policy of the post-Era of Horror Hegemons.

⁶⁶ Nishamidu/Ingukrax, if you are using the K'kree sector name as www.travellermap.com does.

Flags of the Sector: The Rukadukaz Republic



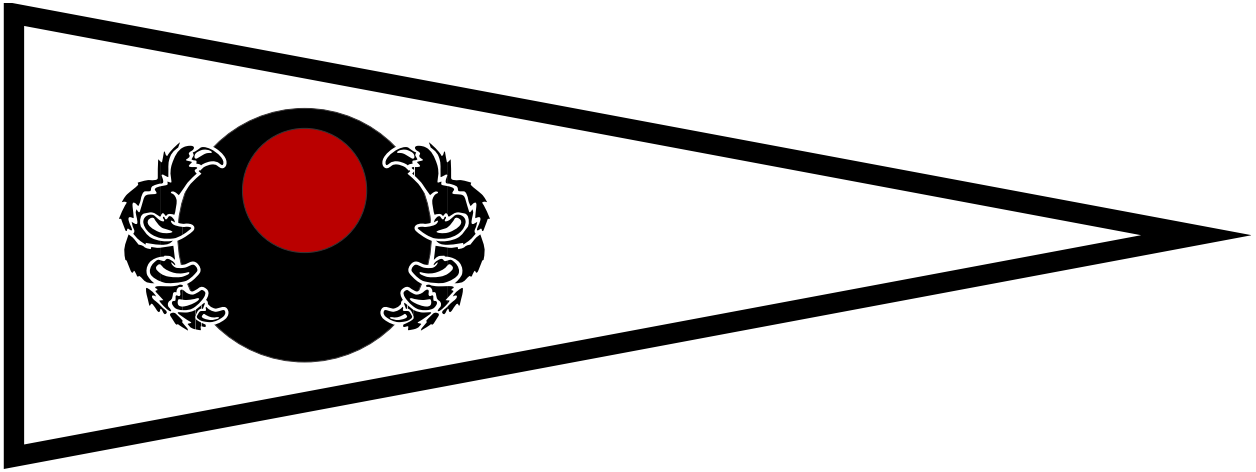
Public Domain: created by Andrei Dobrescu.

The Streamers – where the Eight Notable Worlds unite their pennants – make up the actual Rukadur Standard; and when their tails are dyed red, the Rukadur War Standard. However, increasing infighting over which flag is on top, which on the bottom, and who gets to decide when there is a state of war, is leading to the Streamers falling out of favour.

Increasingly, the Pennant of Union (depicted above) is being used as the *actual* flag of the Rukadukaz Republic, *regardless* of what the regulations say or don't say. *This* flag of the Rukadukaz Republic emphasises the Vilani culture of both the humans and the pro-Vilani Ovaghoun Vargr that rule the starnation. The gold Vargr-style edging of the pennant is a traditional sign of authority, power, and wealth.

The Rukadur – the actual government officials that rule the Republic – are the last major holdouts to hold on to the Streamers. However, the current administration of Kougradh Iro'nirdgveis, President of the Rukadukaz Republic (**Stellar Reaches** #13, page 45) is in the process of finally clearing up the last of the bureaucratic hurdles needed to have the Pennant of Union replace the Streamers as the official flag of the Republic.⁶⁷

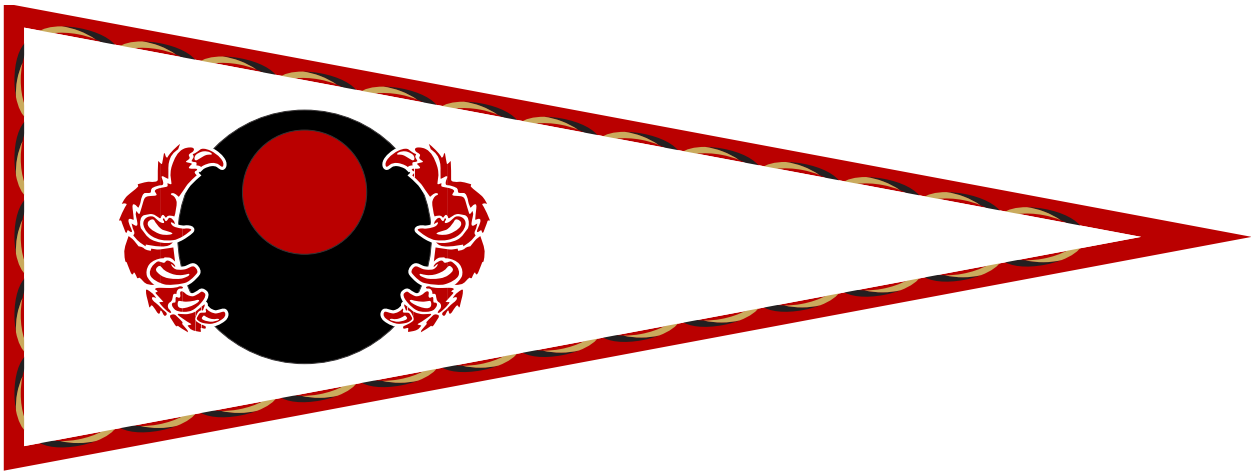
⁶⁷ The Vilani who dominate the bureaucracy simply loathe change... but the prominent addition of the Vilani symbol of the First Imperium, the Ziru Sirka, *without* the dominating Vargr grip has ~~soften their attitude~~ made regulatory compliance far easier to achieve.



Public Domain: created by Andrei Dobrescu.

This is flag of Ikon, with its ancient symbol, the Double-Claws, set in the hoist. In addition to representing an incredibly wealthy and important world, the Double-Claws are often used as a symbol of the entire Ovaghoun Vargr race, with its affinity with Vilani culture. It also reminds the Vilani population who is boss, and who isn't: something that hasn't escaped the Vilani, despite their almost-equal status with their former Vargr masters.

Why should a Traveller know this? The details can be found in **Stellar Reaches #8**, page 37-38. But to summarise: this is BY FAR the wealthiest, most powerful, most technologically advanced, most storied world in the Empty Quarter, AND the birthworld of an entire race/culture of Vargr, the Ovaghoun.



Public Domain: created by Andrei Dobrescu.

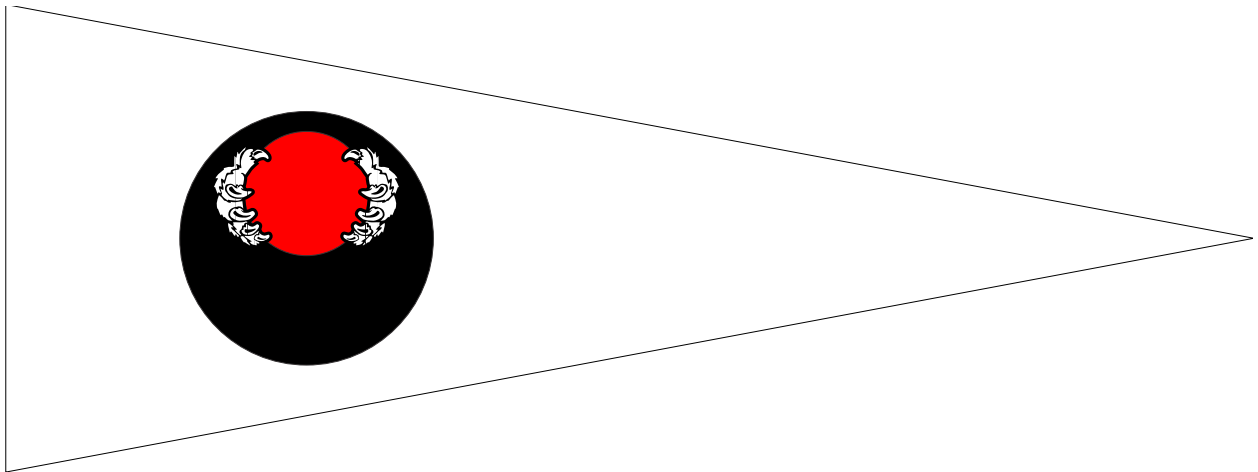
The old Rukadur War Standard focused on the Eight Notable Worlds, the worlds that may constitutionally be a Capital of the Republic. Of course, due to historical reasons (including an overbearing Ikonian attitude sometimes tipping over to overt oppression), Ikon herself may never be a capital.

However... historical resentments and nationalist jealousies simply don't change the fact that Ikon remains the overwhelming military (and economic, and technological, and cultural...) powerhouse of the Republic. While most high-tech starships & warships within the Republic are now built over Guezdhe, they are still paid for and manned by Ikonian personnel, and most serve the various Ikonian military groups.

Chafing at the official disrespect they were receiving, these sophonts decided to simply break the regulations, and created their own Ikonian War Pennant. It has proven very popular, and the rebels now have substantial support from even the Admiralty – whose members are *always* aware of the need to keep their Charisma up with the rank and file.

The non-Ikonic military units refuse to use the Ikonic War Pennant: but some groups have chosen to abandon the Rukadur War Standard, in favour of their own planetary war flags. The Rukadur hopes to create a new War flag for all the military to rally around, and may well be able to do so... after a few years, and after the new Pennant of Union has been ratified. Until then, there will continue to be disputes regarding who salutes which flags – and occasional spasms of infighting to settle the issue. (Until next time...)

Why should a Traveller know this? Flags flying this pennant are the Big Boys of the quadrant: only Star Legion ships are their equal. And a good percentage of those Legion ships are Ikonic warships doing a tour of duty to support Protectorate rule...



Public Domain: created by Andrei Dobrescu.

The Republican Guilds of Emissaries remains an important force within the Rukadukaz Republic, working hard to keep the peace and forge negotiated solutions among the amazing number of independently-minded, occasionally feuding local groups. As usual among the Vargr, there are quite a number of competing emissaries and private judicial associations, but the Guilds within the Republic differ from most of the Vargr Extents by

1. admitting suitably-trained Vilani-culture humans within their ranks,
2. a broader willingness to recognize each other's rulings and decisions, and
3. a strong respect for Vilani traditions, mores, and ways of thought

Due to their dual-race membership and their large and storied number of successes, the Republican Guild has quite a bit of political influence, on planetary governments, the interstellar Rukadur that rules the Republic, and even some pull with the Menderes family that has dominated the Julian Protectorate for centuries (and this region of interstellar space since the Rule of Man!)

Senior members of the Guilds of Emissaries are often invited to Asimikigir, capital of the Protectorate, to provide advice and recommendations: occasionally, an especially gifted and successful member may be invited to assist House Menderes in ruling the Protectorate as a Regent-appointed minister.

There are Emissaries – both independent and in groups – that are outside the Republican Guilds network. While they can have some success, there is a limit to their influence, the respect they can have, and the size of the clients they can get.

Most importantly, they don't get the protection that a true Guild member gets. An Emissary with the Republican Guilds of Emissaries hanging/flying over him (depicted above) is granted an extensive set of protection and legal immunities, backed by the force and authority of the Republic. An independent Emissary, on the other hand, is on his own; and if he dies in the course of his duties, can expect neither recognition, retribution, nor even remembrance from society at large.

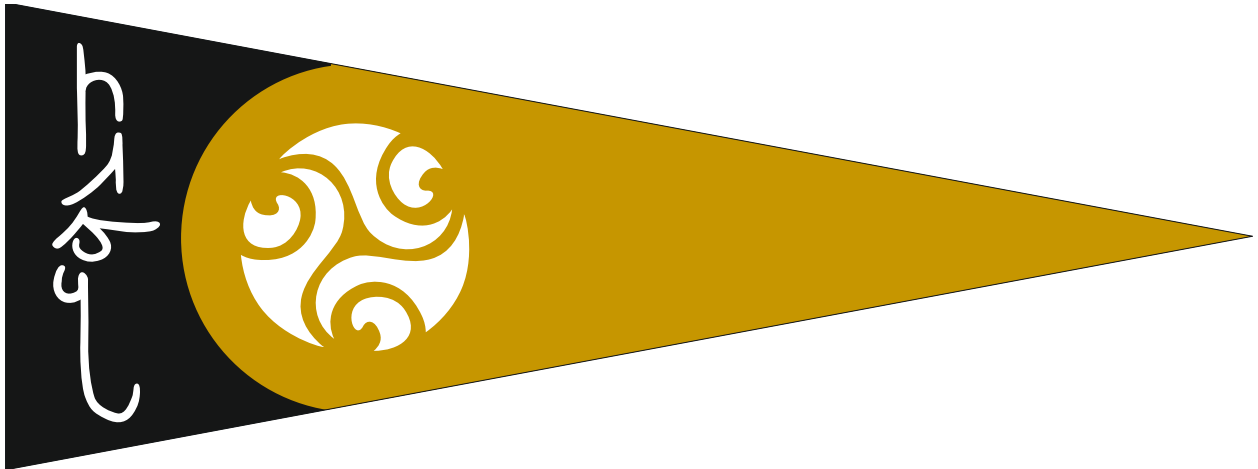
Why should a Traveller know this? If there is trade, there will be disagreements: and it will usually be a Guild member who will be working to resolve this peacefully. Stay on their good side.

Pennants of the Notable Worlds

It should be noted that the Notable Worlds – worlds that can become capitals of the Rukadukaz Republic, are generally chosen only for their cultural and historical significance, and not for their wealth and power. If wealth and power were the criterion, there would be only *one* Notable World in the Republic – Ikon.

However, the current Rukadukaz Republic is not only grounded in building a friendly dual-species relationship between the Vilani and the Ovaghoun Vargr: more importantly, it is a means of keeping the world of Ikon from *again* crushing the region under her high-tech boots. So, to cut Ikon down to size, Ikon is ignored and cut out of the centres of power as much as is possible in the Republic.

But, despite the most vindictive feelings and the deepest resentments, all that Ikonian money and power is going to get its say, one way or another....



Public Domain: created by Andrei Dobrescu.

Lettering: from the Naga Alphabet, <http://www.deviantart.com/art/Naga-alphabet-370821504> created by sturmtochter

Tsahrroek – that’s her pennant, above – is a desert world that has only a minority Vargr population. Her low population of 800,000, ho-hum Tech level of 11, and natural lawlessness (Law level 0) belie her cultural and political importance. “Of the Eight Notable Worlds, Tsahrroek is the most notable” people like to say – preferably with the hearing of a citizen of the incredibly important world of Ikon, which is NOT a Notable World for legal/governmental purposes.

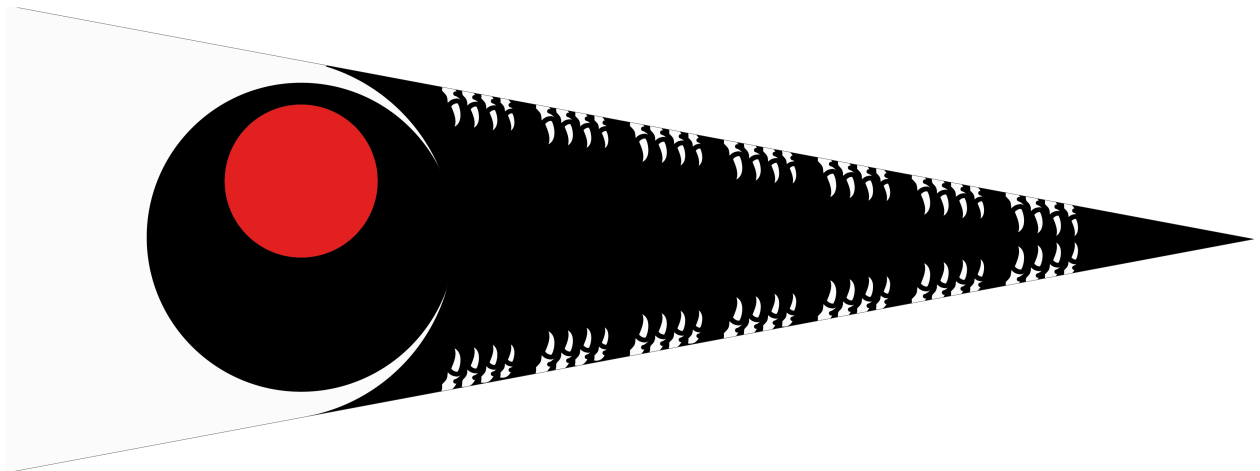
Old grudges die hard.

“This system’s population has been annihilated twice: once during the Julian War (175-191);⁶⁸ and in a famous revolt, the sole city of the world, Mnosa’oudz, was nuked in 332. The martyrdom of most of the world’s population in a revolt against Ikonian tyranny has placed Tsahrroek in an important position in local politics, and is one reason why the world is currently the capital of the Rukadukaz Republic.” – **Stellar Reaches #18**, page 32

⁶⁸ The Imperial massacre is usually not mentioned by Republicans, as current relations with the Third Imperium are good, while local relations with Ikon get no better than ‘resentful’. The Imperial strike has NOT been forgotten, however....

“An important internal issue revolves around the world of Tsahrroek. By law, the capital of the Republic shifts between the Eight Notable Worlds - the Constitution of the Republic explicitly forbids Ikon from ever being the capital. From 980 Imperial, the world of Tsahrroek has served as the capital of the Rukadukaz Republic. Tsahrroek has proven to be so suitable that the world was selected for the position for three consecutive five-year terms. But now, various planetary governments are chomping at the bit to get their chance to shine, while established interstellar interests want to amend the Constitution, to make Tsahrroek the permanent capital. A serious political clash seems unavoidable.” – **Stellar Reaches #14**, page 24

Why should a Traveller know this? This is the capital of the Republic, and a major political centre. If you are trying to work the political system in your favour, or appeal a legal ruling you don't like, you'll have to come here. And be sure to keep an eye on the zero-law-level of this capital system!



Public Domain: created by Andrei Dobrescu.

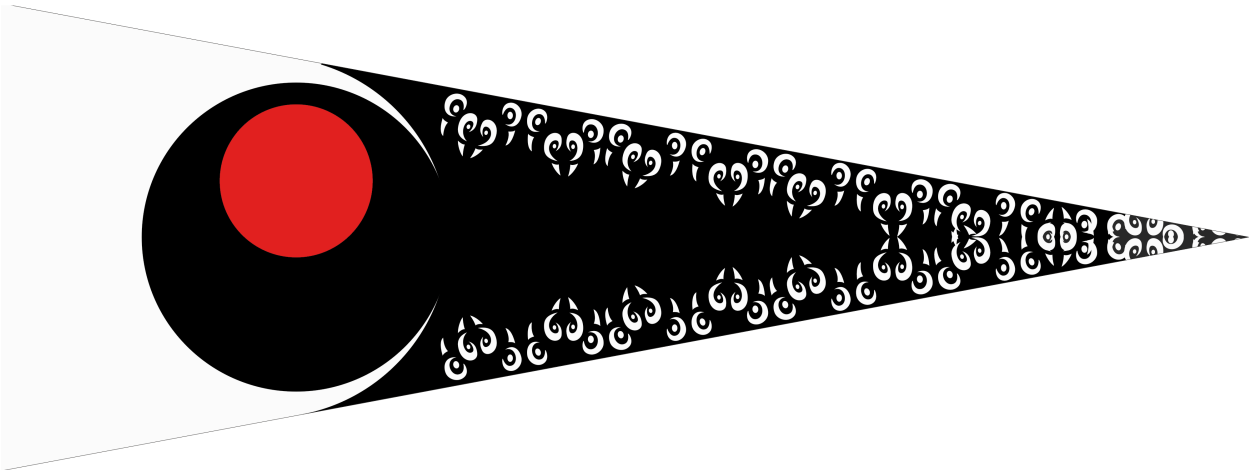
Lusliki's pennant reflects her homogeneous Vilani population, and her recognition of Vargr authority beyond her atmosphere. There have been fourteen separate major revolts against Vargr hegemony since the Vargr Pillaging, over two thousand years ago... and fourteen eventual defeats. Still, the latest uprising (560-576 Imperial, about four centuries ago) did exterminate the planetary Vargr population (in the traditional Vilani manner), and even in victory the Vargr have decided not to resettle the world, satisfying themselves with taxes, ceremonial submission, and leaving their mark on the local pennant.

As a sign of reconciliation between the Vargr overlords and the Vilani population, Lusliki has been recognized as a Notable World in the Constitution.⁶⁹ President Iro'nirdgveis maintains an influential voting block here, rewarding their loyalty (and the example they set for other Republican Vilani) with a fair bit of political pork.

Note that Lusliki is not actually within the Empty Quarter: as noted in **Stellar Reaches #24**, page 33, the world is actually in Vector subsector, in Amdukan sector. Of course, she remains within Republican borders, and is thus a member of the Julian Protectorate as well.

Why should a Traveller know this? It's a familiar culture – quite likely the native culture of the Traveller in question – in a rather alien part of space. Also, it's peaceful, comfortable, and out of the way. Not a bad place to retire, or lie low if you need to.

⁶⁹ “...but the claws stay on the flag!”



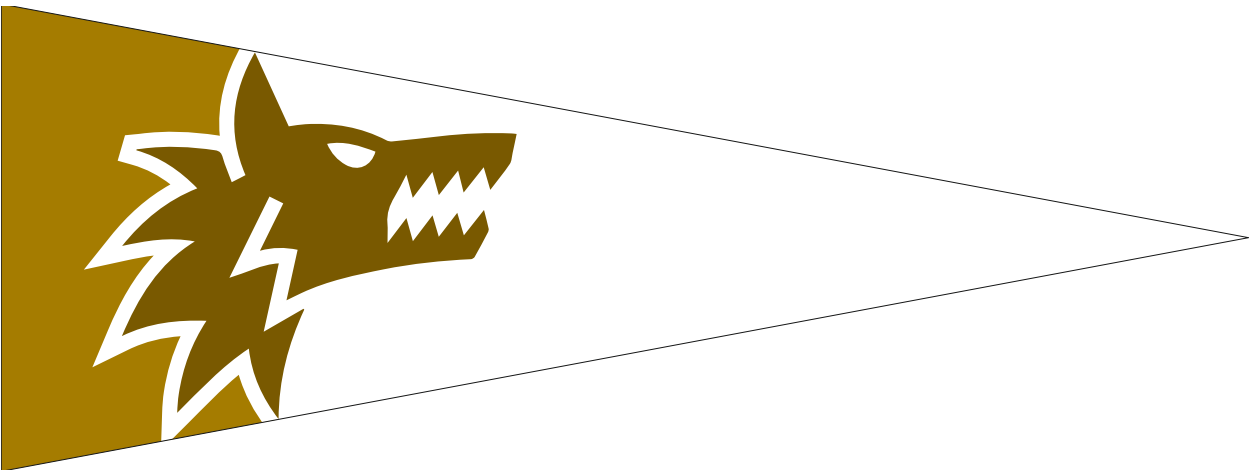
Public Domain: created by Andrei Dobrescu.

While as intensely Vilani as Lusliki, Kourae has tolerated the direct rule of one or another off-world Vargr system or pirate pack for centuries now. Instead of rejecting the aliens, the local citizenry have focused on teaching the Vargr the right (read: Vilani) way to live, with remarkable success. This success has been further leveraged by the local population to a rather strong technological base, as the knowledge of Vargr science is re-shaped into a Vilani form.

Quite a lot of Ovaghoun Vargr have an intense admiration of Vilani culture, and among the greatest of honours is to be legally considered a True Vilani Gentleman. It is broadly acknowledged that in the Rukadukaz Republic, it is the Cultural Associations of Kourae who have the stringiest standards – and is the home of the best and most widely respected Civilized Minds of the Republic.

The pennant of this Notable World reflects the high esteem the world is held, bordered with Vargr patterns generally associated with royalty and respect.

Why should a Traveller know this? After Ikon herself, Kourae has had a major hand in making the Ovaghoun who they are today. Cultural goods and local rulings on Proper Behaviour have a major influence on Ovaghoun behaviour across Charted Space. Moreover, there is a steady flow of visitors, priests, academics, historians, and traders from distant Vland, helping to keep the local Vargr on the safe and certain road of Complete Conformity. “Tradition, Consensus, Prosperity. Until All Are One!”



Public Domain: created by Andrei Dobrescu.

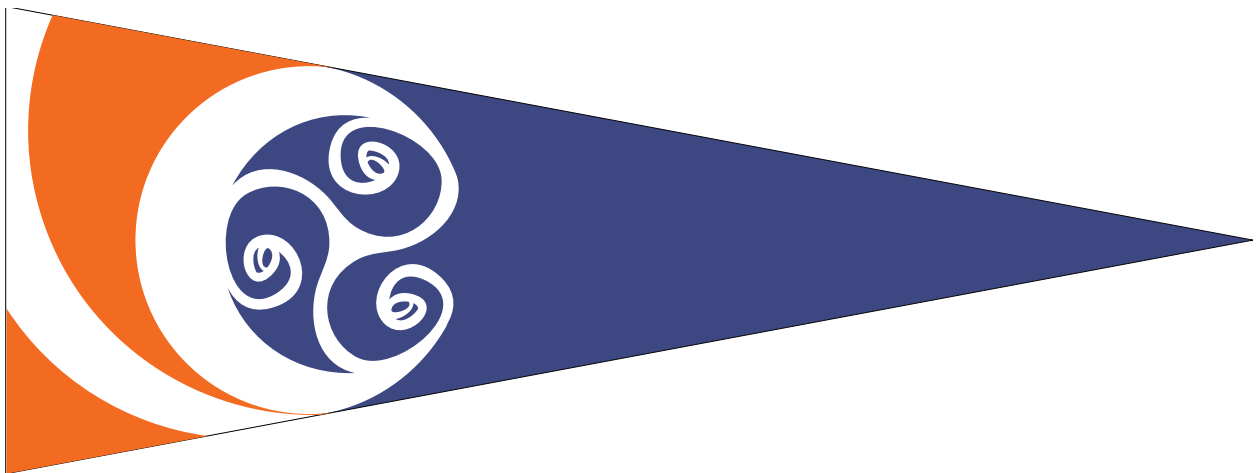
Kuell is a long-settled Notable World, whose population is known for its architectural ambition. The Tall Towers of Kuell (pictured in **Stellar Reaches** #14, page 12) were destroyed by the Imperium during the Julian

War, but were eventually rebuilt. However, today's Vargr population is more noted for its rejection of the True Vargr Gods mania (See **Stellar Reaches** #19, page 17 for details) that now dominates the Kuell Cluster than for its steady supply of attractive consumer goods or its heavily processes ores, alloys, and chemicals.

The local Ikonaz Vilani, generally poorer and more insular than the Ikonaz Vargr, now largely live in their own independent nations – officially ruled by ceremonial Vargr monarchies, but practically ruled by Vilani corporations, merchant families, and military dynasties. All three political authorities have a strong democratic component, in imitation of the local Vargr governments, which – in addition to being wealthier and of higher technology than the humans – are straight representative democracies.

Note that Kuell is NOT an independent world: she is officially a territory of Roensku, the regional centre of the Julian Protectorate and the Star Legion. Regardless, Kuell is still a Notable World, and she speaks for herself in the Rukadur counsels and committees – and not for her powerful master.

Why should a Traveller know this? Well, besides the “steady supply of attractive consumer goods... heavily processed ores, alloys, and chemicals,” there are the numerous impressive sights, monuments, statues, and towers to be seen. Also, the locals have chosen not to keep a grudge against the Imperials and their bombardment of seven centuries ago... although there may be the occasional snarky remark or two.



Public Domain: created by Andrei Dobrescu.

Ghungzon is a rather non-descript little world... except for

- her critical position in the trade routes of the Republic,
- the numerous interstellar trading corporations based here – who work aggressively to restrict Ikon-based corporate and financial influence, and thus back the current fairly anti-Ikon political framework of the Republic with all of their might,
- the strong influence of the School of Hidden Knowledge on this world. Thanks to the widely travelled visitors who stop by on this world (and the high level of local technology), there are quite a number of high-level libraries, colleges, academic associations, and a fairly decent Psionic Centre. (Not nearly as well-equipped as a Psionic Institute, but they do what they can.)
- the rather large percentage of her population that are neither Vilani, nor Vargr. The UWP declares “Vargr 50%, Bwap 10%” – but only 20% of the remainder are local Ikonaz Vilani. That leaves 20%, or 2,000 sophonts, in the ‘whatever’ category, from Mixed Vilani to currently unclassified sophonts, unknown to Imperial science.

For the above reasons, Ghungzon remains a Notable World – and a world quite hostile to Ikon, with her leadership willing to fight tooth and claw to keep Ikon from again politically dominating the Ikonaz Sphere.

Why should a Traveller know this? If you want to make a deal, or get some information – especially any dirt you can use against a powerful Ikonic corporation – you’ve come to the right place. Also, the local sophonts and cultures are just plain interesting, with a market to match. (And don’t forget the Psionic training... but you didn’t hear that from me!)

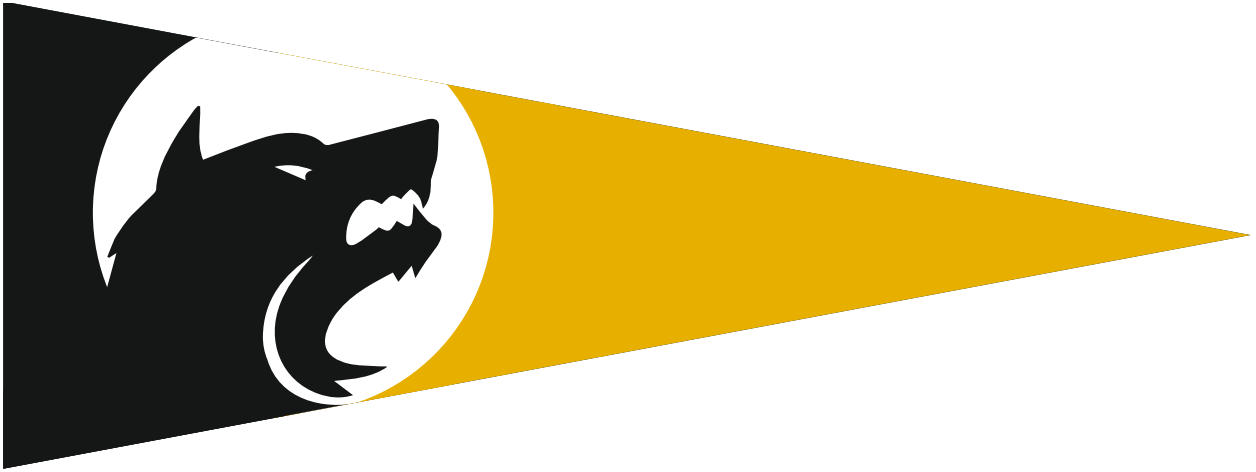


Public Domain: created by Andrei Dobrescu.

Khebha is notable for being a largely Ovaghoun Vargr world, with few Vilani residents. As such, she is held up by leading Ovaghoun pundits as the model of what the Ovaghoun should become, speaking with a voice that’s a good deal louder than her low population would suggest. (The trade networks that link her with the rest of the Republic help here as well.) Her original settlements – Vargr & Vilani alike – were vaporized by the Imperium during the Julian War, something that the current inhabitants have not forgotten.

In the first century of the Republic, this world served as the capital of the starnation, an honour it’s definitely interested in regaining. Even today, an unusually large percentage of the Rukadur – the masters of the Republic – hail from this world, thanks to the powerful Ovaghoun packs who have sunk their fangs into this world. As the observer might predict, they tend to be hostile to both Imperial and Ikonic interests, and strong supporters of the current structure of the Rukadukaz Republic.

Why should a Traveller know this? In addition to the trade nexus here – letting visitors peek at all sorts of goods from all sorts of places – there is a local market of very wealthy and connected Vargr packs, interested in very rare, very expensive, and very desirable goods and artefacts from across Charted Space. It still isn’t *nearly* as powerful and influential as the super-elite luxury industry on Ikon... but, if you know the rules of the road, it has some suprising charms...



Public Domain: created by Andrei Dobrescu.

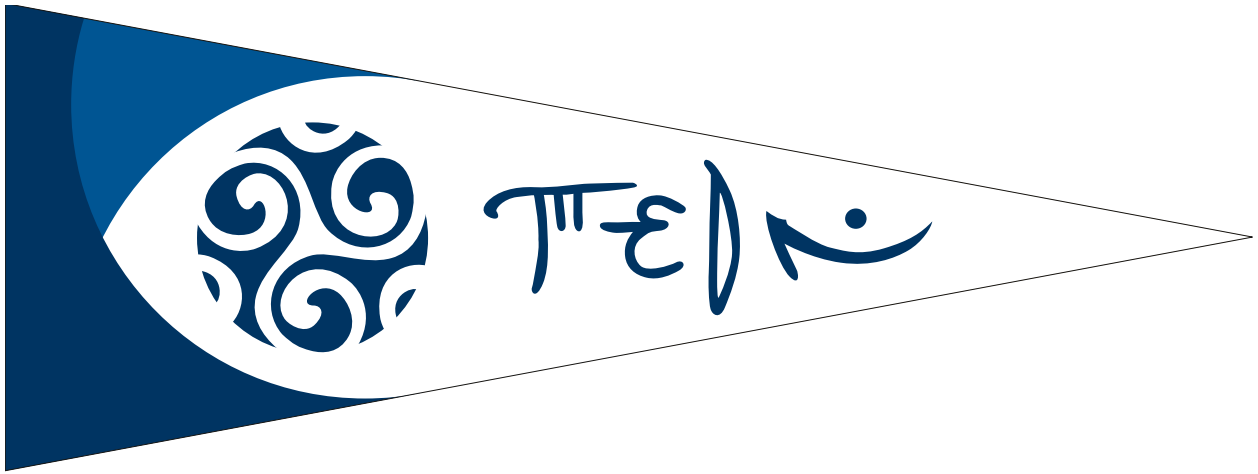
Aeghzivik is the most aggressively Vargr-supremacist world in the Republic, and has been for quite a long time now. At one time, it was called Madhi, a member of the Glorious Twelve that led the human resistance against the Vargr Pillaging. The reduction of Madhi was a long, grinding, and bitter affair, with the end result being the extermination of the original Solomani population by Ikonaz Vargr forces. The leadership of these military forces decided to leave behind their Vilani allies for this conflict – over the vigorous objections of said Vilani servants.

Currently, most of the Vargr population of this Notable World has rejected the Vilani/Vargr synergistic religions that dominate most of the Rukadukaz Republic, instead turning to the young and vigorous Church of the Chosen Ones and her doctrine of Vargr supremacy. The human, largely Vilani population that makes up about 20% of the planetary population are quite careful regarding what they say and do in the presence of the dominant Vargr, and rely on high-charisma Ovaghoun Vargr patrons for their continued survival.

The Vargr of this world not only reject most human influence and mores: they are also more tuned-in to the greater Vargr society of the Vargr Extents, and are more welcoming of non-Ovaghoun Vargr than most worlds of the Republic. As a result, the system is quite cosmopolitan – for strictly *Vargr* definitions of cosmopolitan.

As the beliefs of the world's Vargr population shifts to conform to their newly adopted religion, they increasingly dislike the human leadership of the Julian Protectorate, and the heavily human-influenced culture of the pro-Vilani Ovaghoun. And yet, seeing that they would be heavily outnumbered and quite likely ground to dust in any rebellion, they have decided to keep their hostility verbal and intellectual, instead of physical and kinetic. "Any hunter knows when to stalk the prey, and when to strike it down!"

Why should a Traveller know this? Human traders need to lay down a network of protective, high-charisma local Vargr *before* setting foot on this world. Robbery and harassment at best, and a very bloody death at worst, awaits the unwary. Vargr traders need to visit regularly, if they want to keep a perked-up ear on what's happening in the rest of the Vargr Extents, especially in the Vargr-dominated regions outside of the Julian Protectorate.



Public Domain: created by Andrei Dobrescu.

Lettering: from the Naga Alphabet, <http://www.deviantart.com/art/Naga-alphabet-370821504> created by sturmtochter

Originally, there were *Seven* Notable Worlds, not Eight. However, for a host of complex political reasons, Guezdhe was chosen to be the Eighth.

First, the original worlds were generally led and dominated by the Ovaghoun Vagr. But the Irilitok population continues to grow and grow, while the Ovaghoun continues to diminish. After population control measures failed and it became politically impossible to directly kill off the Irilitok – at least without sparking a major war with the rest of the Julian Protectorate – the Ovaghoun leadership decided to shift as many of the smartest, more politically active, and wealthiest Irilitok Vagr off of Ikon. The world chosen as their destination was Guezdhe, a barren and sterile world at the time.

It was hoped that the immigrant flows of Irilitok would stop coming to Ikon, and instead gather at Guezdhe. To help the process along, the old starports of Ikon were broken down and relocated to Guezdhe, making it a new centre of wealth and progress.

The plans basically failed, as Irilitok immigration simply increased to *both* worlds, and the world of Guezdhe became a major Irilitok cultural and financial centre, with a thin veneer of Ovaghoun rule. (As of 993, the Irilitok *still* cannot vote for any Republican position, despite their ever-increasing numbers and majority status on an ever-greater number of worlds.)

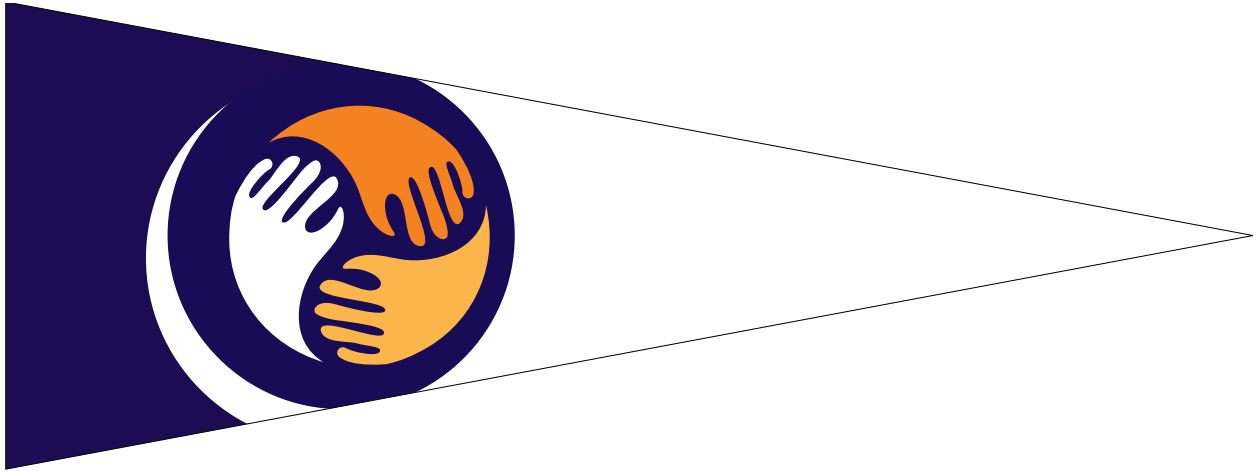
Even without formal political rights, and despite systematic political discrimination in the sphere of interstellar politics, there are just so many Irilitok, making so much money, that their unspoken influence is completely distorting the Rukadukaz Republic. “Perhaps you may choose to never, never, never speak of the growing elephant in the room... but that won’t save you from being crushed by it!”

The rise of Guezdhe as the Eighth Notable World is just one example of this; so are the increasingly pro-Irilitok actions of the local Ovaghoun feudal technarchs, labouring to slow their inevitable displacement by Irilitok technicians. Everybody knows – but no one cares to spell out – that the Ovaghoun representatives of Guezdhe represent *Irilitok* interests, and will have a major say in what the future of the Republic will be.

Why should a Traveller know this? Guezdhe is the home of the best starship yards in the sector, and one of the best in the Julian Protectorate. That alone makes it a place worth visiting for a Traveller – never mind the high technology, or the strong Irilitok cultural connections to the rest of the Irilitok population, both in the sector and further into Julian Space.

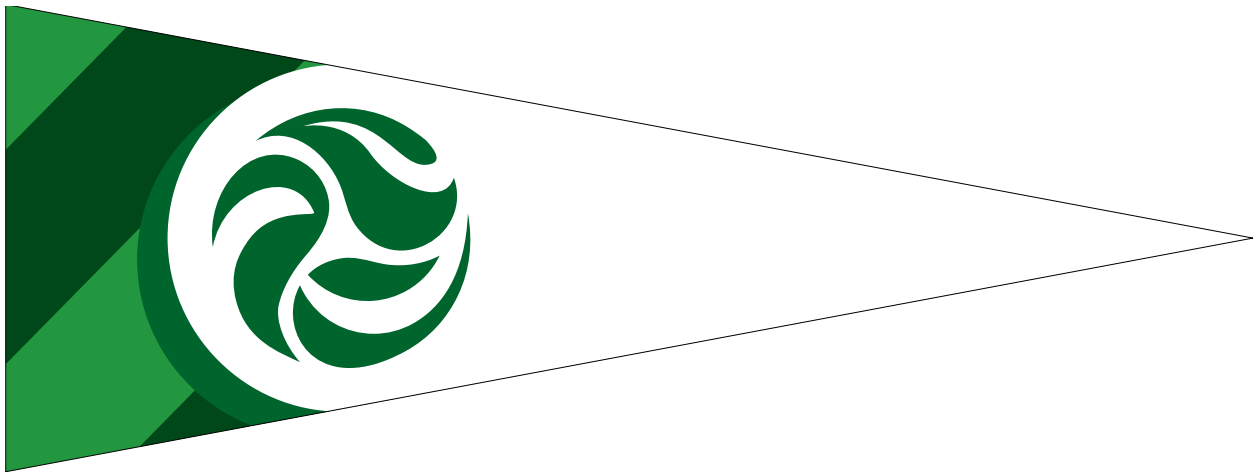
Pennants of the Lesser Worlds of the Republic

These systems simply don't have the same respect, political pull, historical weight or (and this is unspoken) freedom from iconic influence that the Notable Worlds have. However, they have their own role to play on the interstellar stage.



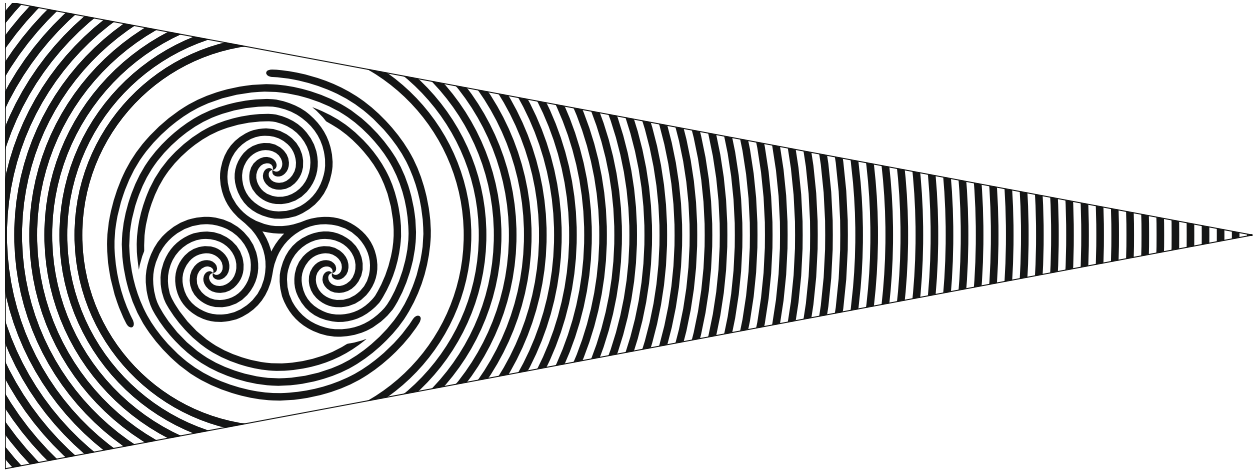
Public Domain: created by Andrei Dobrescu.

As you might guess from her pennant, the economy of Oloe is focused on the service industry – in this case, gambling, contests, games of chance, arena combat, and all sorts of live entertainment. This is also a balkanized world: the pennant above does not represent any local government or military, but the Oloe Gaming Association, who represents Oloe's interests in the broader galaxy.



Public Domain: created by Andrei Dobrescu.

Irikrough is the widely beloved garden world of the Rukadukaz Republic. A vast number of important medicines and valuable salves are grown and prepared on this world, for shipment across the Republic... and throughout the Vargr Extents. However, the local sophonts see themselves as guardians of the forests and the seas first – and they increasingly resent the damage done by the pharmaceutical companies. (**Stellar Reaches #4**, page 9) While not a Notable World, their voice is increasingly heard in the halls of power – and, as their opponents are generally Vilani-culture corporations, those Vargr who resent Vilani corporate power are willing to listen... and act.



Public Domain: created by Andrei Dobrescu.

Keketepara – despite her wealth and population – is NOT considered a Notable World, as her Mixed Solomani population has strongly rejected Vilani culture (and is thus an abomination in the eyes of the mainstream Vilani and the pro-Vilani Ovaghoun Vargr who rule the Republic.) Still, it's unusual enough to be a notable world (no caps) to the Traveller, so a sketch will be provided here.

Before the arrival of the Vilani, there was a local Minor Race⁷⁰ of humans who called themselves the Ketere (singular Keter), with additional electrical senses (both 'sight' and 'touch') that helped them hunt local prey, and detect edible plants. After the Vilani arrived, the Ketere were exposed to – and utterly rejected – Vilani culture, especially the dietary requirements dear to the Vilani heart. Several attempts at extermination failed – surviving Vilani documents insist on 'bolts of lightning striking down warships'⁷¹ and 'entire platoons being sizzled by branching lightning emitted from the fingers of Ketere soldiers'⁷², so the world was interdicted until the fall of the Ziru Sirka at the hands of the Terrans (now called the Solomani).

The Terrans found the ancient Ketere very attractive, and the Ketere reciprocated their affections.⁷³ Throughout the Rule of Man era and even the Long Night (when interstellar trade was limited to Vargr-controlled shipping, and a few intrepid traders from Antares), there was a constant flow of immigrating Terrans/Solomani looking for "the hottest race in Charted Space". By the -400s, there were no longer any pureblood Ketere, and now (993 Imperial) all Ketere are primary Solomani in heritage, with perhaps 5%-30% Ketere blood – and no trace of Vilani genetics. The trace electric fields that so attracted the Solomani disgusted the Vilani...

Today's Ketere are not nearly as intensely attractive as they once were in the eyes of Solomani starfarers (...or as repulsive to the Vilani...), but they still have a mysterious way to hook and draw in opposite-sex Solomani (...and simultaneously make the Vilani gag in their presence...). And while most still retain some ability to usefully sense/feel/see the location & strength of electrical currents, almost all have lost the ability to

⁷⁰ I was tempted to make it a currently-existing Minor Human Race – but there are only ~40 or so of them canonically. So, I decided to make them "Mixed Solomani" instead, so it isn't a *currently existing* Minor Race, having been subsumed into the Mixed population.

⁷¹ Actually, this is more likely to be TL 13-15 locally-developed particle accelerators (Fighting a TL 11 Vilani navy) than groups of Ketere soldiers pooling their power. But settling the question would take a well-equipped (and well-connected) archeological expedition...

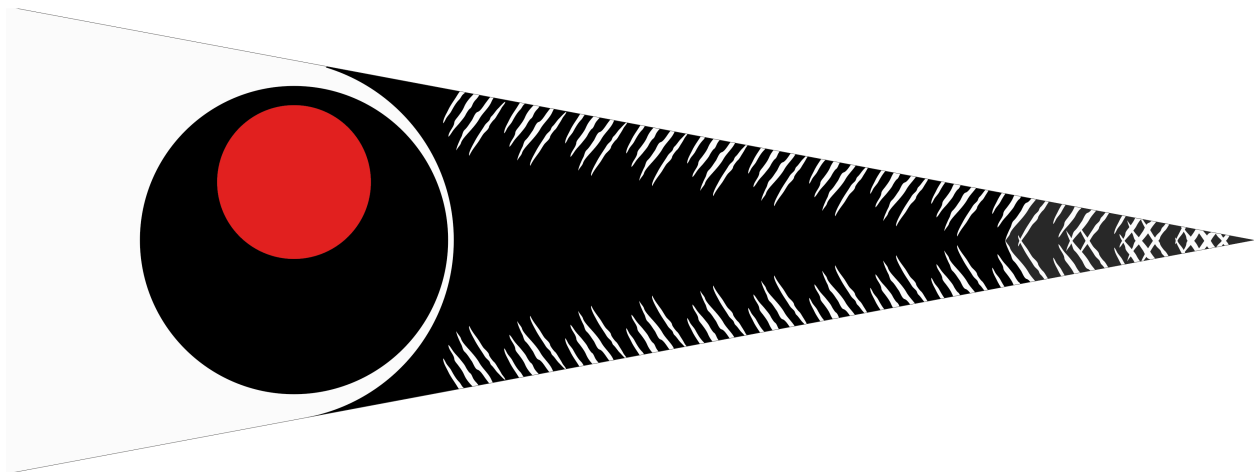
⁷² Hilarious hyper-exaggeration or a misinterpretation of alternate-tech Ketere finger-directed weaponry? Or maybe a simple declaration of the truth? I will let the Referee decide... and the PCs find out for themselves.

⁷³ The mutual lust was actually more famous in it's time (the Second Imperium, a.k.a. the Rule of Man, a.k.a. the Ramshackle Empire) than the widespread desirability of Vilani women in the eyes of Solomani men. ("It's those mysterious, sunken eyes that do it...") As for the willingness of Vilani women to marry Solomani men: recall the ever-pragmatic Vilani viewpoint, and that from the Rule of Man to the Imperial Civil War (about 2,000 years!), the Terrans/Solomani were the Ruling Race of Imperial Space, dominating the interstellar and planetary nobilities outside of Vland Sector (and the – admittedly numerous – hard-core Vilani culture worlds).

generate useful levels of useful electricity. Tiny 'static-electricity' zaps are the most wattage the Ketere of modern times can generate at will.

Regardless, the Ketere continue with their curious culture, which places a special emphasis on electrical currents. They are the source of several unique products and electrical tools, replicating the effects of some high-tech tools at a much lower level (and a much lower cost). A very few are able to shape their own electrical fields beyond a few sparks, but the effect is subtle: only with the aid of additional equipment are they able to really generate useful (but still low) voltages of electricity from their fingers. Still, once the electricity is generated, most of the Ketere are adept at precisely directing both the strength and the flow of electricity, in a manner superior to that of electromechanical equipment.

Relations with the Vilani-culture interstellar government remains strained, but rarely breaks into violence; as they have become quite useful to the industrial and electronic branches of Menderes Corporation, their continued prosperity is assured despite a mild Vilani distaste for their continued existence.⁷⁴ While legally remaining under Republican rule, de facto rule is local and corporate, with very few visitors from the Rukadukaz Republic: perhaps a visit or two a year, strictly to collect taxes and to make a traditional show of force. No Ikonaz Vilani or Vargr cares to reside on the world, not even as a ceremonial ruler.



Public Domain: created by Andrei Dobrescu.

The system of Imikari, like Lusliki, lies outside of the Empty Quarter proper: in this case, Naem subsector, Mendan sector. Like Lusliki, Imikari is a water world – but with much less usable land area than most. (“Relative to the world, it’s more like Hawaii or Prince Edward Island, than Australia or Greenland – or even Borneo or Cuba.”) And like Lusliki, the world has seen a long set of rebellions against the Vargr masters.

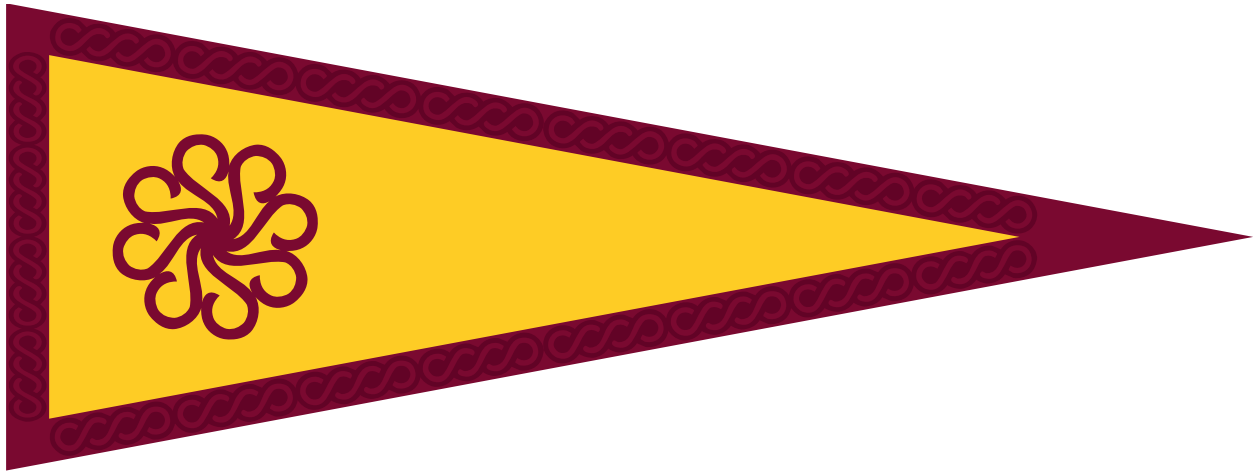
However, this being a Vilani world (and not a Solomani one, like Madhi), the Ovaghoun Vargr could never bring themselves to completely eradicate the population. Over the centuries, they decided to simply cycle through the human settlements, spending years to tear down the most powerful local human nation until another one started being more troublesome, then turning to attack that nation, each in their turn. Eventually, the fights became more and more ritualized, more of a bloody sport contest than a real war.

With the rise of the Rukadukaz Republic, the Imikari population was offered near-complete planetary independence, if in return they accepted Rukadur authority beyond the orbit of their farthest moon and

⁷⁴ The Ikonaz Vilani are no longer *actively* interested in exterminating the Ketere. Still, if one world needs to be sacrificed for the good of all, Keketepara will be at the top of the list, so far as the Rukadukaz Republic is concerned.

provided regular training for the Republican ground and aquatic forces. With the addition of certain monies directed to certain pockets, the Imikari accepted the deal.⁷⁵

For the last few centuries, the world has become a respected centre of military training for both humans and Vargr, and the home of many notable human pirates, able to work well with the Vargr and occasionally rising to command their own ships. Disliking what this was leading to, the Star Legion persuaded the Republic to build a full naval base on the world, and directed the adventure-seeking locals to join the Legion, rather than the Vargr pirate bands – a goal that was successfully reached, by and large.

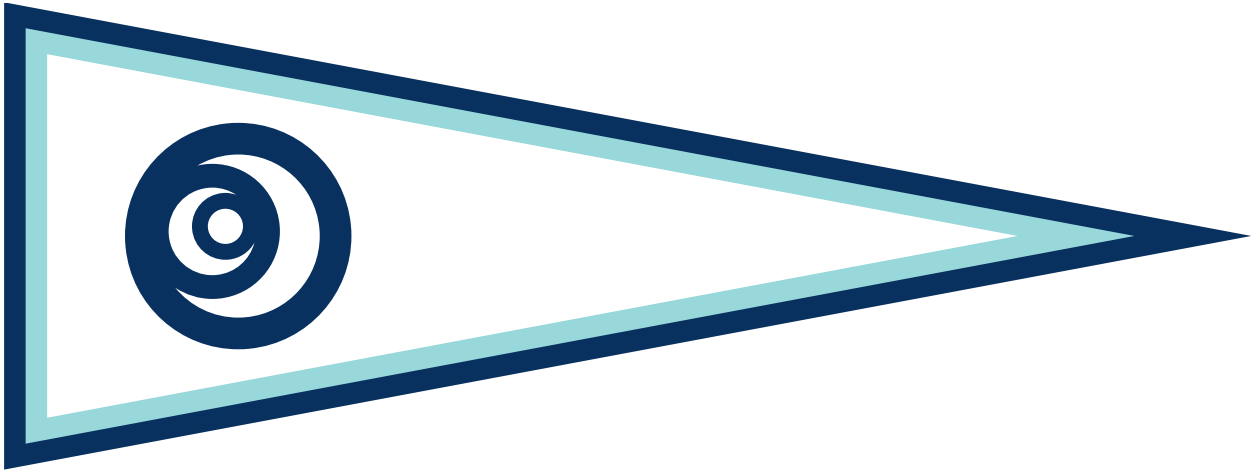


Public Domain: created by Andrei Dobrescu.

“While Tsahrroek is the current capital of the Rukadukaz Republic, it is Roenksu that acts as the regional centre of the central Protectorate government. The world is quite loyal to the Protectorate, more so than to the Republic it is a member of. The worlds of the Rukadukaz Republic often resolve their issues here instead of Tsahrroek: the local Star Legion complex and senior administrators provide a swifter resolution, without the pack- and race-based politics of Tsahrroek – and without the perfectly legitimate corsairs independent operators and the completely-legit pirate Republican fleets demanding a nice fat fee for their protective services.” – **Stellar Reaches** #18, page 30

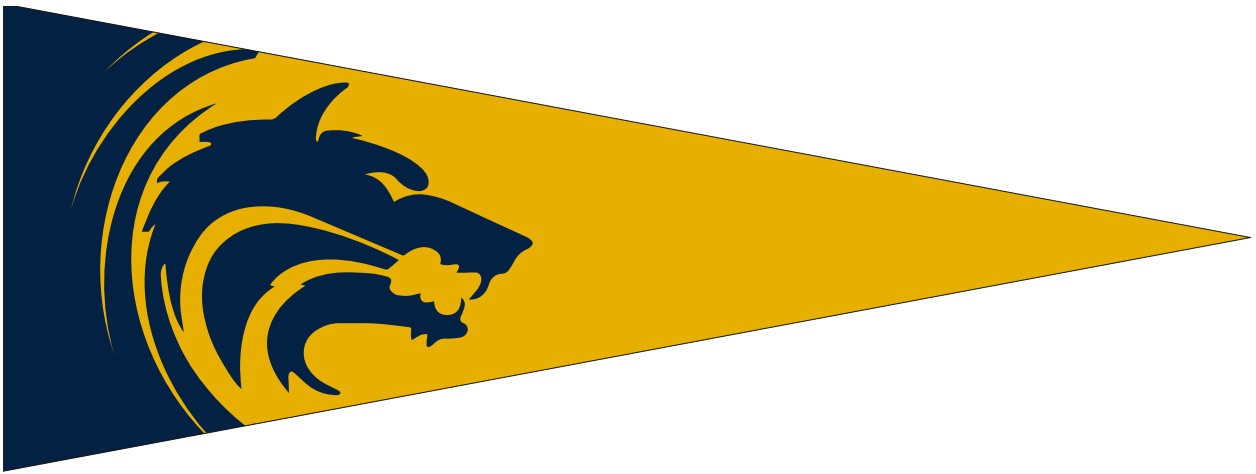
The current ruler of the world is Baron Petor Napierala, from a Mixed Vilani family long tied to the Menderes Corporation. The attitude of the Rukadur to this Asimikigir-culture noble is rather wary: a foreigner with limited standing with the local elites, unable to even vote in interstellar elections, but who also enjoys the support of the Protectorate government, the Menderes megacorporation, and a broad percentage of low-class types (Irlitok Vargr and non-Vilani culture humans). So far, they have avoided stepping on his toes, and he has in turn avoided stepping on theirs. We’ll see how long this lasts.

⁷⁵ The local sports have only grown in popularity and variety: now called Lirmugu (Ikonaz Vilani) or Llishug (Ikonaz Vargr), they bond together Vilani & Vargr fans across the Republic far more closely than political pronouncements by the President could ever do.



Public Domain: created by Andrei Dobrescu.

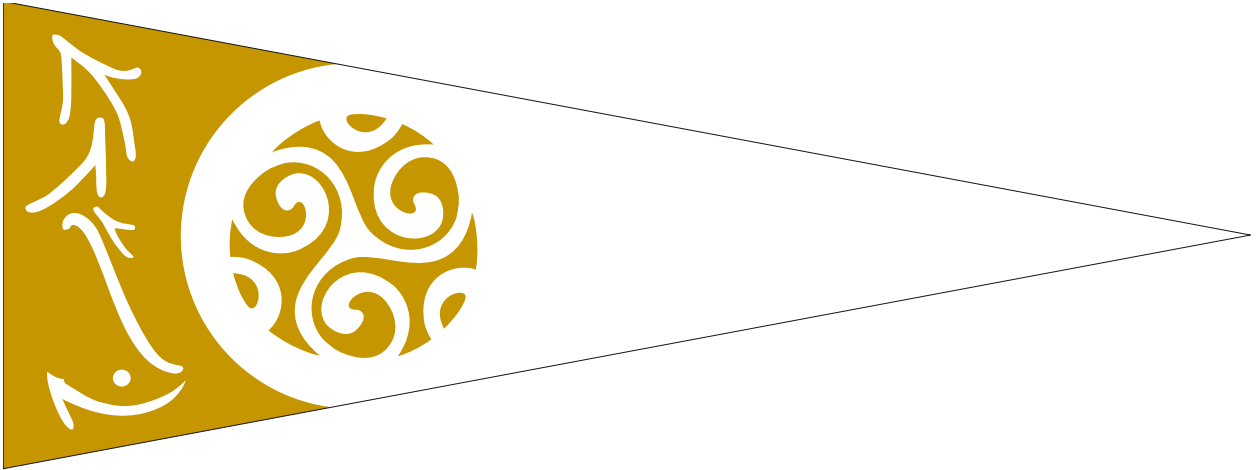
Odzsouu is a notable waterworld, with a large number of unique lifeforms, including the Odzsouu Behemoths – a protected species held to be sacred locally, and whose flesh is *delicious* in certain quarters. Interestingly, this is also one of the few systems within the Republic where most of the population resides off-world, in contragrav arcologies and orbiting stations.



Public Domain: created by Andrei Dobrescu.

Byegh Aengz is a heavily populated Irilitok world, ruled directly by the Rukadukaz Republic. (The Rukadur – dominated by Ovaghoun Vargr - have no intention of letting this high-potential Irilitok system get too big for its britches.) The pennant is NOT the flag of this Irilitok-dominant desert world: it is the pennant of the Rukadur, the ruling elite of the Rukadukaz Republic. On Byegh Aengz, it is best seen as a reminder to the population of their proper place in life – and a warning not to challenge their betters, or else.

“The Ovaghoun are Ikonaz; the Vilani can be Ikonaz; the Irilitok can serve the Ikonaz” is the watchword for the interstellar government. How long can this go on, with the Ovaghoun population ever-declining and the Irilitok population ever-growing? Who can say? Just don’t be here when the volcano erupts.



Public Domain: created by Andrei Dobrescu.

Lettering: from the Naga Alphabet, <http://www.deviantart.com/art/Naga-alphabet-370821504> created by sturmtochter

Khebreyth is a very pleasant, homogeneously Vargr world with a strong focus on stellar-tech agriculture. With her superior starport, she makes a good place to trade – but with the Church of the Chosen Ones now dominant on the world, human visitors would be wise to bring along a Vargr partner to make the actual deals and be the face of the party, with the humans remaining discreetly silent in the background. “If you need a partner of the right race to make the sale, go ahead and hire him.”

Flags of the Sector: Suedzuk Worlds of the Ssilnthis Zone

Or, “Flags that you really don’t want to see.”

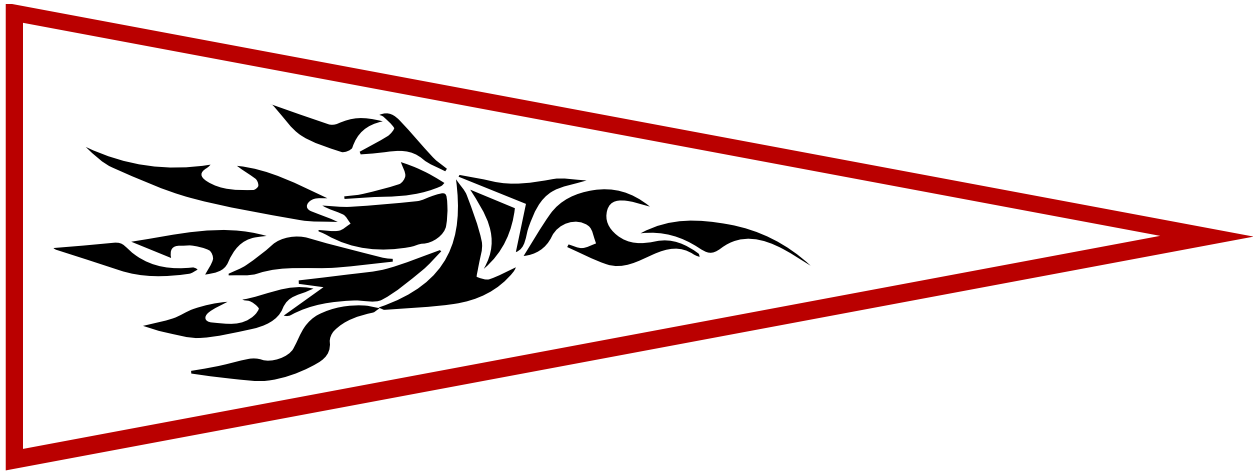
The Suedzuk Vargr tend not to be much into flags. However, the worlds interested in relations with human worlds that goes beyond direct, satisfying massacres have occasionally seen fit to create a pennant, if only to build up a proper level of respect among the prey races (and show the Ovaghoun the *right* way to build respect among the humans.)



Public Domain: created by Andrei Dobrescu.

The pennant of Ssilnthis isn’t commonly seen, as the local Vargr nations prefer their own, scent-based signs of territorial ownership. Still, sometimes the three local superpowers need to present a united face before the humans. Instead of the traditional human skull, the Clawed Hand is preferred by Ssilnthis, a fashion that has spread to the other Suedzuk worlds within the Zone. The tradition of impaled human leaders put on display at the starport and flayed leather flags of human skin have become extinct, in response to the Hegemonic

abandonment of Vargr pelt flags within the Empty Quarter. This has allowed human visits to Ssilnthis to be merely hair-raisingly dangerous, instead of a rather gruesome way of committing suicide.



Public Domain: created by Andrei Dobrescu.

Aetsoek's flag with its inverted Vargr hand is a reminder of their strong preference for infighting, and their deep connections with the regional Blood Vargr who despise the dominant powers of Ssilnthis – and like to get their hostility across in an exceedingly violent fashion. The system is notable for both their very rigid legal system, and their remarkable tolerance of an Imperial Scout base in their system. (Yes, these two data points are related; and yes, what the Imperium is paying the local government for their forbearance is classified.)



Public Domain: created by Andrei Dobrescu.

Dhaeknorz enjoys a very high level of technology, and a popular (and well-defended) port for both trade and the production of Suedzuk warships. Their sound defeat of a Republican strike force in 983 has increased their prominence in the Zone, but they have used their newfound fear/respect to extract wealth from local traders in a strange (dare I say Ovaghoun?) fashion, following the 'protection racket' format, instead of going on a psychotic rampage as per Suedzuk tradition. It seems that their lust for high technology is overpowering their lust for shedding blood...

A Barn to House Thee

A Barn to House Thee

There was no room for Him, once long ago,
Only a cold and drafty barn, and, like a blow,
The smell of dung did greet
Him, Who came from heaven, none to meet
Him, save the displaced cows and sheep
Whose restless night disturbed His sleep.
Only some sheep men came to pray.
No scholars came to mark the day.

Still as of old the world denies
Room to its King and from Him shies,
The Cross His only gift from men
And man as brutal now as then.
Lord, if again a barn do not offend Thee,
This dung and filth would comprehend Thee,
Here is my heart, with its unclean floor
A barn to house Thee, as of yore.

~ R. J. Rushdoony, 1951

<http://chalcedon.edu/blog/2013/12/11/a-barn-to-house-thee-3/>

Legal

Traveller T20 and Classic Traveller Fair Use Policies

Verbatim from Far Future Enterprises's Fair Use policy, which could be found at <http://www.farfuture.net/FFEFairUsePolicy2008.pdf>

"The Traveller game in all forms is owned by Far Future Enterprises. Copyright 1977 – 2008 Far Future Enterprises. Traveller is a registered trademark of Far Future Enterprises. Far Future permits web sites and fanzines for this game, provided it contains this notice, that Far Future is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this site are for personal, non-commercial use only. Any use of Far Future Enterprises's copyrighted material or trademarks anywhere on this web site and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file on this site cannot be republished or distributed without the consent of the author who contributed it.

Traveller is copyright by and of Far Future Enterprises, and its use here is by permission.
[http://www.farfuture.net/.](http://www.farfuture.net/)"

Verbatim from Quicklink's Fair Use policy, which can be found at <http://www.travellerrpg.com/fairuse.html>:

"The Traveller game in all forms is owned by Far Future Enterprises. Copyright 2002 QuikLink Interactive, Inc. Traveller is a registered trademark of Far Future Enterprises. QuikLink permits web sites and fanzines for this game, provided it contains this notice, that QuikLink is notified, and subject to a withdrawal of permission on 90 days notice. The contents of this site are for personal, non-commercial use only. Any use of QuikLink Interactive's product identity, copyrighted material or trademarks anywhere on this web site and its files should not be viewed as a challenge to those copyrights or trademarks. In addition, any program/articles/file on this site cannot be republished or distributed without the consent of the author who contributed it."

GURPS Traveller Online Policy

From Steve Jackson Games' online policy, which can be found at http://www.sjgames.com/general/online_policy.html:

Disclaimer

Some of the material presented here is the original creation of the contributing author, intended for use with the GURPS system from Steve Jackson Games. This material is not official and is not endorsed by Steve Jackson Games.

Notice

GURPS is a registered trademark of Steve Jackson Games, and some of the art here is copyrighted by Steve Jackson Games. All rights are reserved by SJ Games. This material is used here in accordance with the SJ Games online policy."

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and

means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D20 System Rules and Content Copyright 2000, Wizards of the Coast, Inc.; Authors Johnathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

T20 – The Traveller’s Handbook Copyright 2002, Quiklink Interactive, Inc. Traveller is a trademark of Far Future Enterprises and is used under license.

Modern System Reference Document Copyright 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

All original Open Game Content from “Stellar Reaches, Issue #25” Copyright 2016, Contributors: Alvin W. Plummer

DESIGNATION OF OPEN GAME CONTENT

The UWPs provided in various articles are designated as Open Game Content. The T20 information contained in the BITS Task System is designated as Open Game Content. Any and all other material derived from the System Reference Document, the Modern System Reference Document and the Traveller’s Handbook is designated as Open Game Content.

The remainder of this document is considered Closed Content and contains Product Identity belonging to Far Future Enterprises. No challenge of their copyright is intended by its inclusion here.