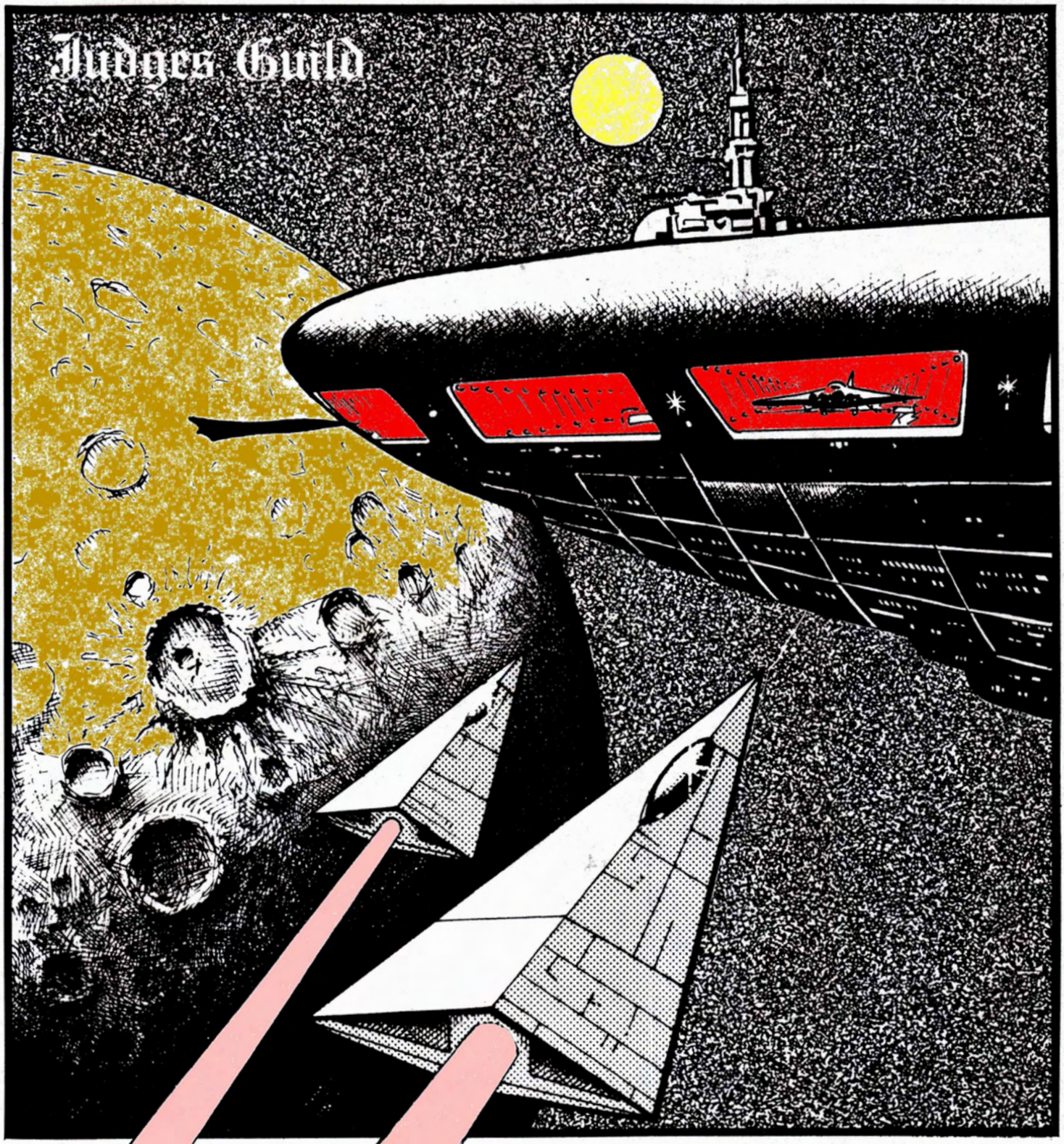
GLIMMERDRIFT REACHES
GUIDEBOOK



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Master The Maps (order #5487669)

GLIMMERDRIFT REACHES GUIDEBOOK

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The Glimmerdrift Reaches Symbol

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Planetary statistics are listed in Standard Imperial Order: Name, Hex Location, World Size, Atmosphere Type, Hydrographic Percentage, Population Exponent, Government Type, Law Level, Technological Level Bases Code, Remarks, Travel Zone, and Gas Giant. An Additional symbol of -- has been added to Technological Level to indicate those worlds which have no population or whose statis is being reviewed by the Imperial Survey Board. Stellar Maps printed in the Trailing Frontier Zones still adhere to the Canmoid Projection popular in traditional Solomani circles.

Sector Map Key

Ginlenchy Concordance *
Marlan Primate +
Mandanin Co-Dominion @
Krax Confederation †
Imperial Border
Political Border
Amber Zone
Red Zone
Zarian Realm !
Rm Nai Adherance r
Stellar System
Special Route
Regular Route
X-Boat Route

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GLIMMERDRIFT REACHES SECTOR

Historical Background

The Glimmerdrift Reaches is located at about the center of the Trailing edge of the Imperium. Separated from the main body of the Imperium by an extensive rift area, this Sector is nonetheless touched by two distinct branches of Imperium territory. The Glimmerdrift Reaches is one of the group of Sectors of mixed client states known collectively as the Gateway Quadrant. This area of mixed states separates the Imperium from the domains of the Hive Federation and the Two Thousand Worlds. The Glimmerdrift Reaches derives its name from the fact that some regions of the rift area contain nebulosities which flouresce strongly in certain wave lengths of visible light.

Imperium Involvement

Interest in this sector breaks down into two separate areas of interest due to the Imperium only making minor encroachments in two widely separated areas. Coreward are a dozen or so systems in the Thorstone and Tri-Empire Subsectors which are extensions of The Outreaumer and Diamond-Prince subsectors of the Ley Sector. In the Spinward Rim corner Verge subsector contains a significant Imperial presence.

Though past policies had encouraged armed expansion by independent commercial interests, lack of success has led to a recent change. Policy is now to encourage the formation of friendly buffer states on the borders. Participation in technical exchange programs and cooperative business ventures is being encouraged. Over the last several decades as direct military pressure on the Imperial Border has eased, most large naval units were deployed elsewhere. Specialist frontier units, including the Lightning Class Cruisers, supplemented by Provincial Armed Forces and commercial Mercenary security units now provide the major military presence. Stable allies on this frontier permit major Imperial forces to be stationed closer to other higher threat areas. Imperial Security, though, is very active in this area to keep the situation stable.

Zarian Realm

The Zaris were in this region when the scouts of the First Imperium entered the area in the Third Century Vilani (-3500 Imperial Date), spread by sub-light generation ships. Boosted from Tech level 8 to level 12 in the first two centuries of contact, little further increase has taken place in the intervening millenia. The Zaris appear to be similar in physical appearance to some Humaniti subraces but the few examinations permitted show profound biochemical differences. Hybridization with Humaniti is not possible, leading to intense and continued scholarly speculation as to the origin of this species. They are very defensive minded and resist outside aggression with a coordinated thoroughness that discourages attackers. The Zaris have only colonized three planets in recorded history. They have had a technological increase of only two levels during the entire time of human contact. The central worlds of the Zarian Realm maintain a Tech level of 14 which steadily drops to eight at the outer borders. This has not changed in over two thousand years. No degeneration has ever been recorded. The unusual stability is still a matter for violent argument in Imperial scientific circles.

By arrangement with Imperium officials, trade is generally restricted to only a few specially licensed companies. Few articles are traded, but some unique luxury items are worth the trip. The Imperium officially discourages unlicensed contact with the Zarian Realm.

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Mandanin Co-Dominion

Information concerning the precise internal structure of the Co-Dominion is scanty and nebulous at best. Previous organizations in this area appear to be clan/commercial structures of no great extent or permanence. Several non-human intelligence were also known to inhabit this region, at least one in the early stages of starflight. Three centuries ago a joint human-alien culture started to spread out simultaneously from several nuclei systems. Growth has been steady since then, emphasizing cooperative ventures between Human and Danin authority structures. Internal trade is restricted to authorized companies and external trade is limited to several supervised starports. Information of any sort about the internal affairs of the Mandanin Co-Dominion is suppressed. Recent expansion attempts into the Marlan Primate have been decisively defeated. Past incusions into the Krax Confederation indicate new expansion will be aimed in their direction.

Marlan Primate

Settled in 478 - 524 the group of worlds now known as the Marlan Primate shared an initial common cultural heritage. The major portion of the colonists were drawn from a minor religious sect which considered its precepts neglected in the mainstream of Imperial society. In cooperation with the Scout Service, a large corporation, financed and controlled by church members, ran the detailed surveys of the region. Religious communities segregated themselves in wilderness preserves on several of the Imperial developed worlds and established self-training and education programs. Once trained, each community moved to its new world and set up its permanent settlement. Though suffering some minor setbacks, the overall operation has become the classic textbook example of planned colonization programs. Friendly relations are maintained with the Imperium.

Though economic and political principles are inward centered, there is a modest, but profitable, trade in special pharmacuiticals and artwork in return for appropriate technology. Marlan policies are not aggressive but the need for adequate self-defense forces are recognized. Consequently the Marlan Primate has hired and supports one of the largest and best organized force of Mercenaries known to the Imperium. Though small in size compared to integral government armed forces, the Hired Defense Force is an extremely high quality force which serves as the core of Marlan armed might. Its secondary mission is to train all Marlan youth in basic military skills during the two years of enforced public service each youth serves before being admitted to adulthood. The several times this organization has been called upon, though initial losses were heavy, the final outcome was never in doubt. The Marlan Primate tends to be neutralist in political alignment, though favoring good relations with the Imperium. Armed clashes in the past have led the Council of Eldars to view the activities of the Mandanin Co-Dominion with suspicion.

Ginlenchy Concordance

This grouping of independent starsystems has little in common except for the fact that all are signatories to the Treaty of Ginlenchy signed in 842. The clauses of the treaty permit free access to the systems by non-military of Imperium, Krax Confederation, and Mandanin Co-Dominium. This access is monitored by representatives of the Marlan Primate and any disputes are generally referred to them for adjucation.

Previous history of this area has seen numerous conflicts over the resources of the starsystems between commercial and military forces of the neighboring states. Agreement was reached at the suggestion of the Marlan Primate that a less belligerent and greedy approach would mean greater long term benefits to all concerned.

Commercial competition is fierce but no large scale violence has broken out in this area in the last century and a half. Increasing population and tech levels on the worlds has led some of the independent systems to agitate for a "home rule" solution. Several of these systems are now sufficiently wealthy to recruit Mercenary self-defense forces patterned after the Marlan Primate. Some societies retain a nostalgia of the past days of glorious combat and honorable warriors. These worlds have proved to be excellent recruiting grounds for outsystem low-tech Mercenaries.

Krax Confederation

The Krax Confederation is of respectable age having been formed as a self protection measure during the Civil War in 612 - 614. This area was originally colonized during the First Imperium the Imperial policy being to send political dissidents to these areas where their energy would be constructively diverted to survival. During 700 to 800 the Krax Confederation was a factor in limiting technological degenerence to a minimum of level 5 on marginally habitable worlds. Political cohesion lessened as exterior threats slackened. During the expansion in this region of the Imperium after 900 a greater degree of internal solidarity manifested. Several minor attempts at armed expansion by Imperium independent adventurers were beaten off and political borders stablized. A strong central armed service was organized to better coordinate the military actions of the Confederation members. Imperial policy, no longer encouraging expansion in this area, now is emphasizing the establishment of friendly buffer states on the borders. Over the last two decades the Imperium has encouraged private concerns to establish commercial relationships. While still somewhat suspicious of the overall intentions of the Imperium rulers, the central government of the Confederation is willing to make use of whatever technical and military advancements they can.

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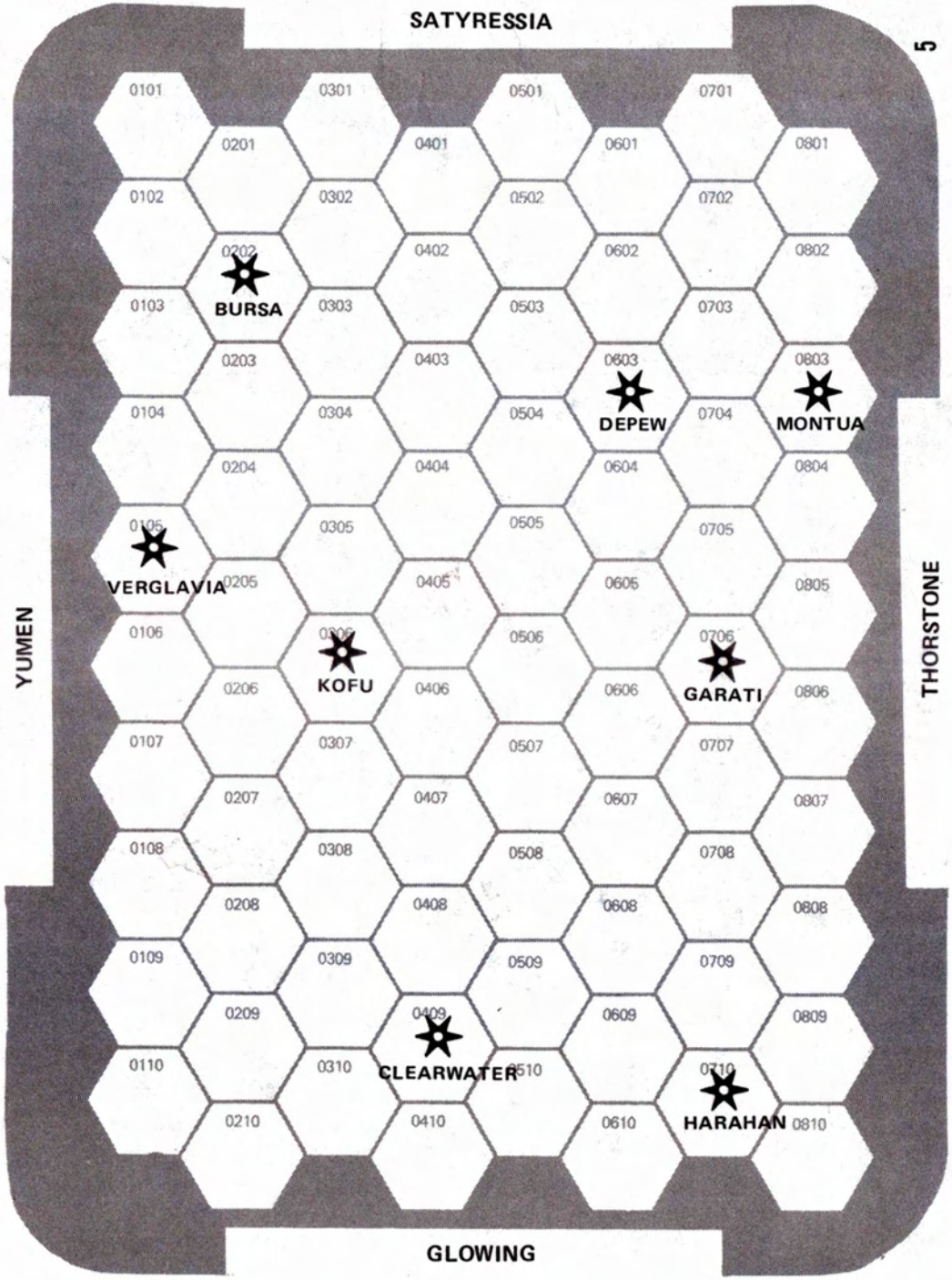
DARKLING

The Darkling Subsector is completely a rift area of extremely low star density. It is a quiet backwater of little political or commercial importance. A small Scout Base on Depew maintains a loose Imperial surveillance on the Subsector.

Verglavia	0105	E338772	6			
Bursa	0202	D5406B5	5		Non-Industrial	G
Kofu	0306	A000368	C		Asteroid Belt	G
Clearwater	0409	B3777B2	7		Agricultural	
Depew	0603	X7C7000	--	S		G
Garati	0706	CA98440	4		Non-Industrial	
Harahan	0710	B863400	7		Non-Industrial	
Mantua	0803	A9CA657	C		Non-Industrial, Waterworld	G

The Darkling Subsector contains 8 Worlds with a total population of 90 million. The highest Population Level is 7, at Verglavia and Clearwater; the highest Tech Level is C, at Kofu and Mantua.



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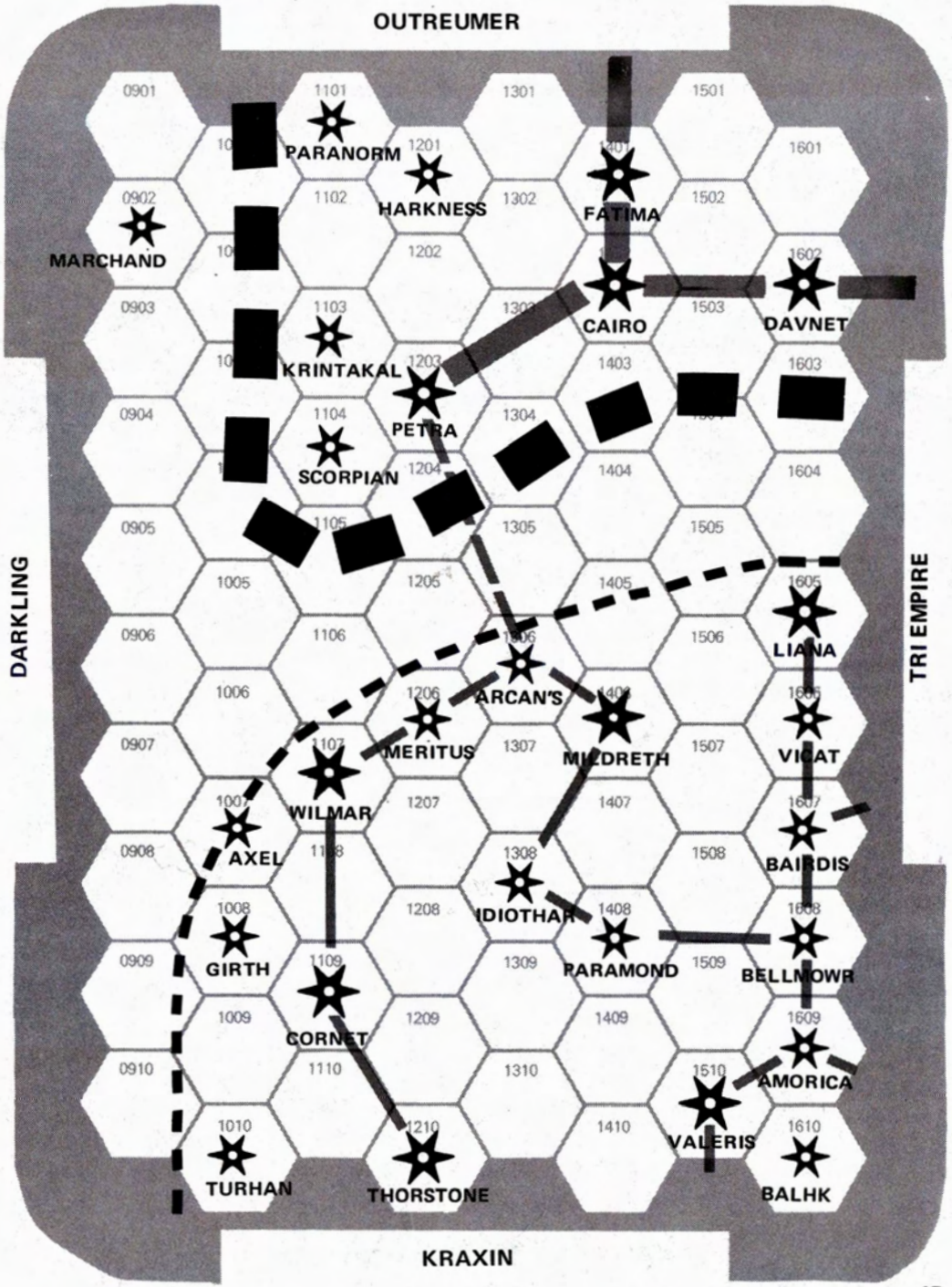
THORSTONE

This Subsector contains some Imperial Worlds which are an extension of the Outreaumer Subsector of Ley Sector and are administered from Arsouf. Petra maintains a Scout Base and Cairo maintains a Naval Base as the Ginlenchy Concordance is a potential trouble source. All the rest of the Worlds with the exception of Marchand are members of the Ginlenchy Concordance.

Marchand	0902	A427868	C		G
Axel*	1007	C63A300	A	Waterworld	
Girth*	1008	C9A8500	A	Non-Industrial	G
Turhan*	1010	D732100	6	Non-Industrial	
Paranorm	1101	E000368	9	Asteroid Belt	G
Krintokal	1103	E432210	A	Non-Industrial	
Scorpian	1104	C727525	A	Non-Industrial	G
Wilmar*	1107	A649772	A		
Cornet*	1109	D586787	5		G
Harkness	1201	XAC4350	B	Non-Industrial	
Petra	1203	A568777	9	Rich, Agricultural	G
Meritus*	1206	D727673	6	Non-Industrial	
Thorstone*	1210	A664624	8	Non-Industrial	G
Arcan's*	1306	A85A594	A	Waterworld	G
Idiothar*	1308	C7B2748	8		
Fatima	1401	A742887	9		G
Cairo	1402	AA95477	D	Non-Industrial	
Mildreth*	1406	D895857	6		G
Paramond*	1408	A729774	9		G
Valeris*	1510	E554500	6	Agricultural	G
Davnet	1602	D558672	9	Agricultural	
Liana*	1605	B756879	7	Non-Industrual	G
Vicat*	1606	D7AA200	9	Waterworld	G
Bairdis*	1607	AA63872	9		
Bellmawr*	1608	AAA6530	A	Non-Industrial	G
Amorica*	1609	D6416B9	6	Non-Industrial	G
Balhk*	1610	A727585	A	Non-Industrial	G

The Thorstone Subsector contains 27 Worlds with a total population of 2.3 billion. The highest Population is 8, at Fatima, Paramond, Liana, Bairdis, and Marchand; the highest Tech Level is D at Cairo.

Ginlenchy Concordance *



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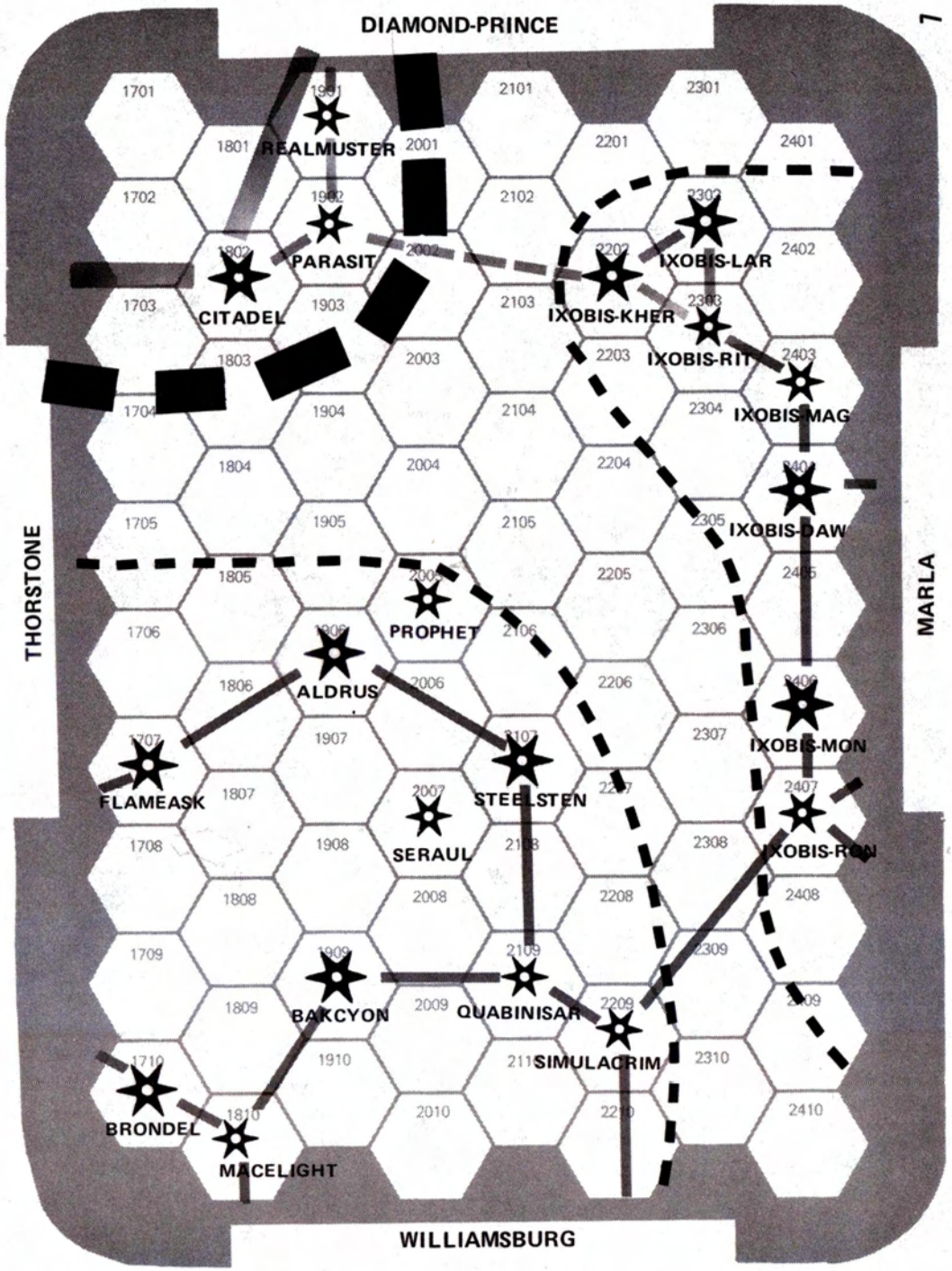
TRI-EMPIRE

The name of this Subsector refers to a previous era of history where it appeared three separate Empires would develop and meet in this area. Now the only Empire is a small section of Imperium frontier administered from Sledgetower in Diamond-Prince Subsector. The Marlan Primate extends into this area and coordinates the members of the Ginlenchy Concordance with active assistance from the Imperium.

Flameask*	1707	D557747	3	Agricultural	G
Brondel*	1710	E642457	5	Non-Industrial	
Citadel	1802	A473669	A	Non-Industrial	G
Macelight*	1810	B000AB6	D	Asteroid Belt, Industrial	G
Realmuster	1901	C000899	B	Asteroid Belt	G
Parasit	1902	CAC1787	A		G
Aldrus*	1906	C865365	6	Non-Industrial	G
Bakcyon*	1909	B7449B6	C	Industrial	
Prophet*	2005	X000479	8	Asteroid Belt	G
Seraul*	2007	D210200	A	Non-Industrial	G
Steelsten*	2107	B748645	6	Agricultural	
Quabinisar*	2109	XAC2961	A		G
Ixobis-Kher+	2202	A87A465	A	Non-Industrial	
Simulacrim*	2209	D200223	8	Non-Industrial	G
Ixobis-Lar+	2302	D586673	5	Rich, Agricultural	
Ixobis-Rit+	2303	A120400	D	Non-Industrial	G
Ixobis-Mag+	2403	D120236	8	Non-Industrial	
Ixobis-Daw+	2404	B854500	8	Agricultural	G
Ixobis-Mon+	2406	D854565	5	Agricultural	
Ixobis-Ron+	2407	A000772	A	Asteroid Belt	G

The Tri-Empire Subsector contains 20 Worlds with a total population of 59 billion. The highest Population is A at Macelight; the highest Tech Level is D, at Macelight and Ixobis-Rit.

Ginlenchy Concordance * Marlan Primate +



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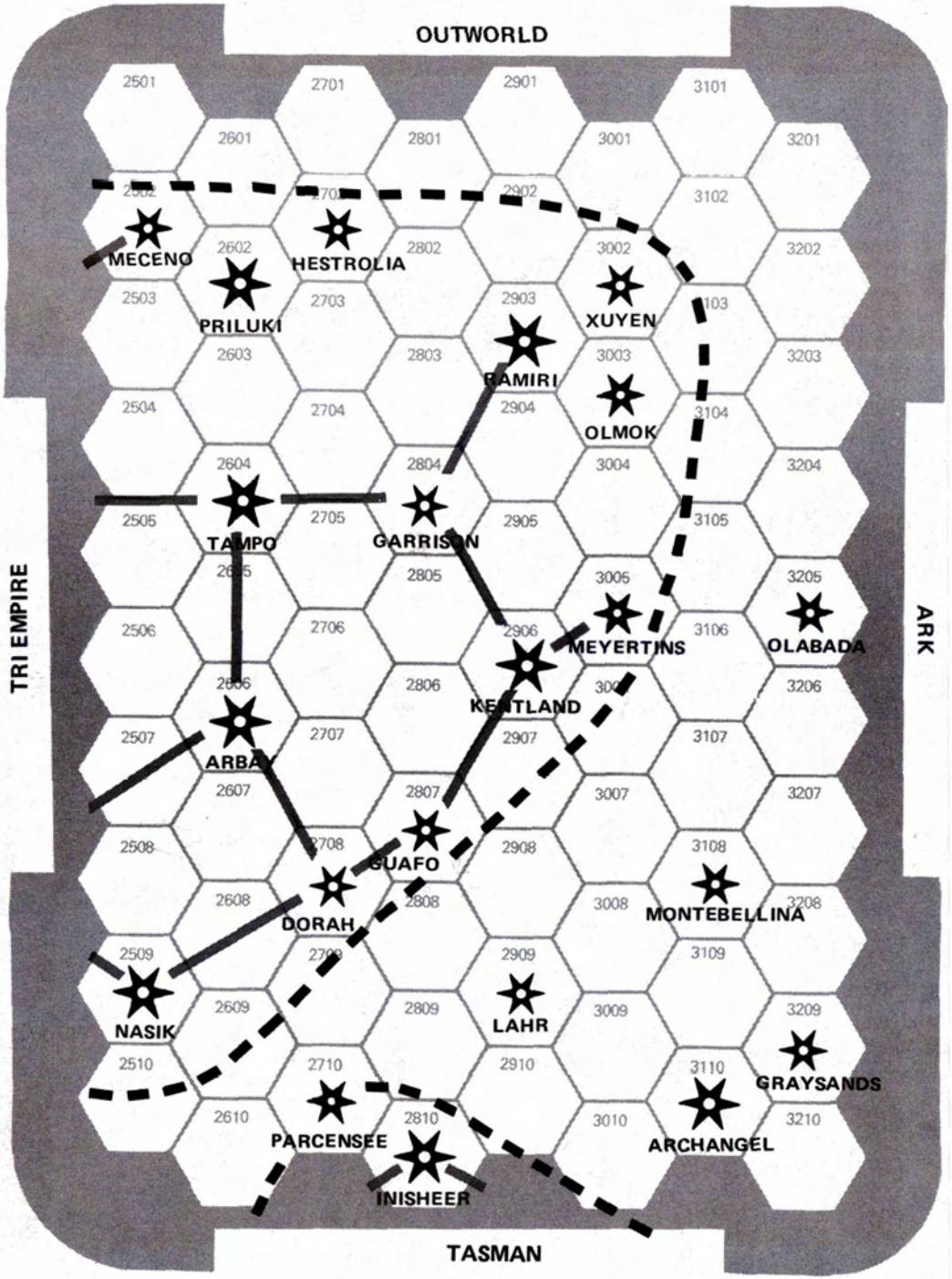
MARLA

The Marla Subsector is dominated by the Marlan Primate, a well organized and stable theocracy. To Spinward is a small extension of the Mandanin Co-Dominion. Many planets to Trailing edge of the Subsector are disputed between the two states. The current attitude is one of watchful caution on both sides.

Meceno+	2502	E000455	A	Asteroid Belt	G
Nasik+	2509	E354494	7	Non-Industrial	
Priluki+	2602	C966300	9	Non-Industrial	G
Tampo+	2604	B682100	A	Non-Industrial	
Arbay+	2606	A375300	A	Non-Industrial	
Hestralia+	2702	C130561	9	Non-Industrial	G
Dorah+	2708	B000A99	A	Asteroid Belt,Industrial	G
Parcensee@	2710	C0008C9	C	Asteroid Belt	G
Garrison+	2804	C212300	A	Non-Industrial	
Guafo+	2807	B000597	A	Asteroid Belt	G
Inisheer@	2810	A49A356	D	Waterworld	
Kamiri+	2903	A968368	A	Non-Industrial	
Kentland+	2906	B6826A6	9	Non-Industrial	G
Lahr	2909	E110255	B	Non-Industrial	G
Xuyen+	3002	B222235	9	Non-Industrial	
Olmok+	3003	D000337	A	Asteroid Belt	G
Meyertins+	3005	DAA2664	A	Non-Industrial	
Monteballuna	3108	D000456	9	Asteroid Belt	G
Archangel	3110	B348200	9	Non-Industrial	
Olabada	3205	D565898	4	Non-Industrial	G
Graysands	3209	BAA8200	A	Non-Industrial	

The Marla Subsector contains 21 Worlds with a total population of 81 billion. The highest Population is A, at Dorah; the highest Tech level is F at Parcensee and Inisheer.

Marlan Primate + Mandanin Co-Dominion @



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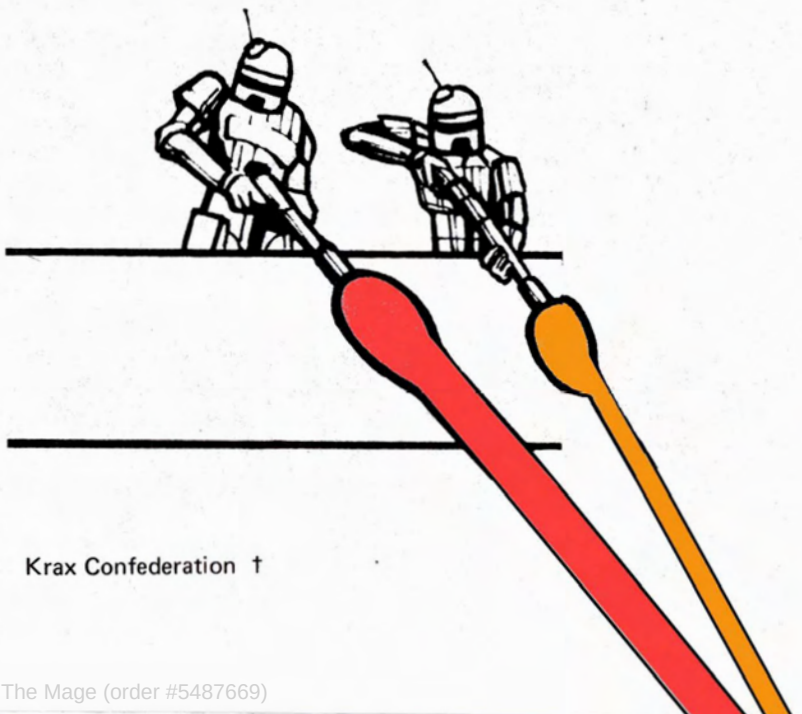
GLOWING

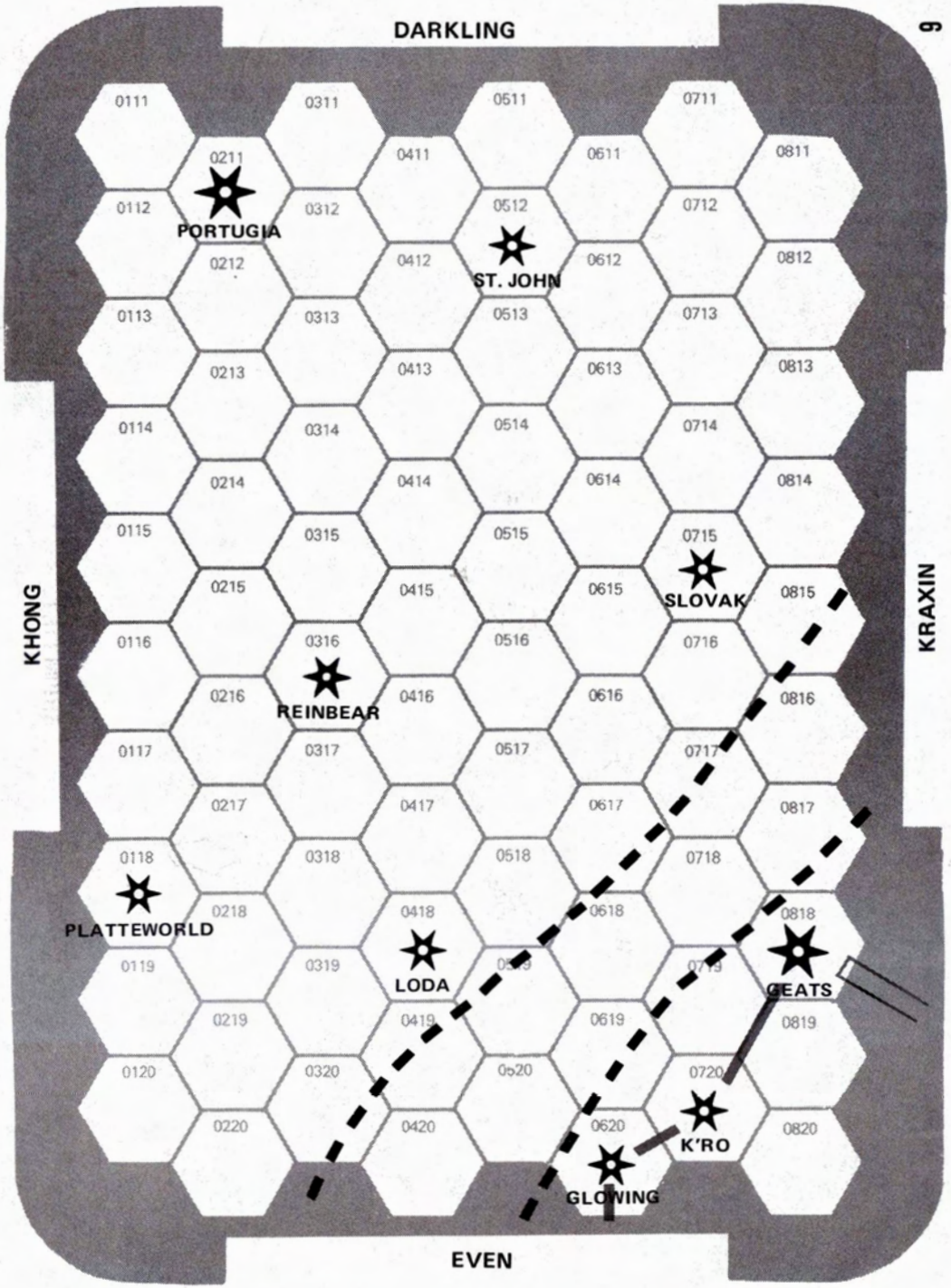
The Glowing Subsector is mostly empty Lesser Rift with three systems of the Krax Confederation intruding to the Trailing Spinward corner. The systems here, though scattered, are fairly rich. The necessity for Jump 4 to navigate this area has limited commerce in this region but has also limited conflicts.

Platteworld	0118	A230A99	D	Non-Agricultural	G
Portugia	0211	C8649A9	9		
Reinbear	0316	X000523	D	Asteroid Belt	G
Loda	0418	B000400	C	Asteroid Belt	G
St. John	0512	C232872	A	Non-Agricultural	G
Glowing†	0620	C0007A5	A	Asteroid Belt	G
Slovak	0715	XAC2365	B	Non-Industrial	
K'ro†	0720	C200572	8	Non-Industrial	G
Geats†	0818	C658894	8		

The Glowing Subsector contains 9 Worlds with a total population of 56 billion. The highest Population is A, at Platteworld; the highest Tech Level is D, at Platteworld and Reinbear.



Krax Confederation †



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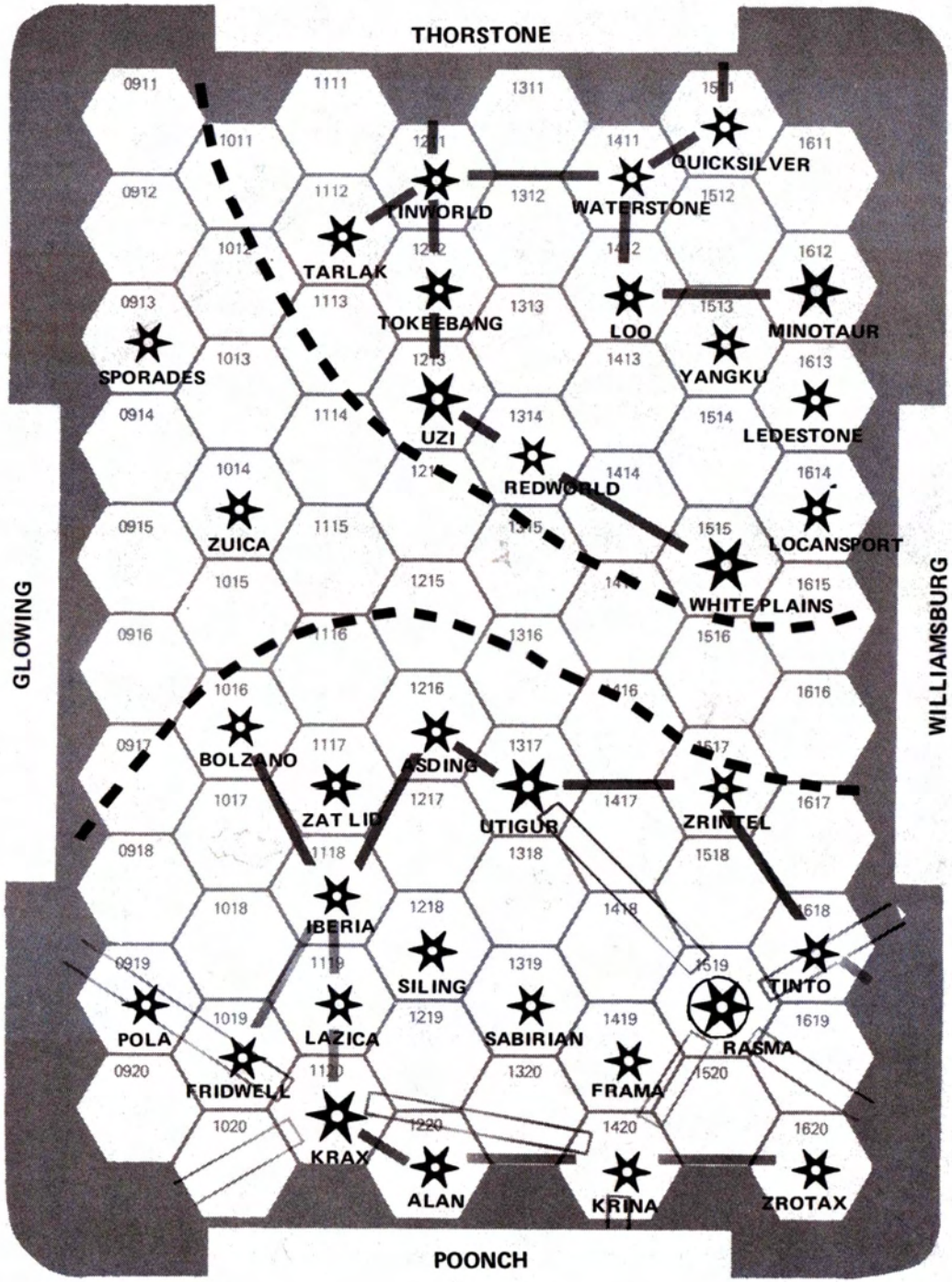
KRAXIN

The Kraxin Subsector is split between the Krax Confederation and the members of the Ginlenchy Concordance. The Imperium is interested in maintaining a fair degree of stability in this area, though there are few items of commercial interest to the Imperium to be found here. Various members of the Krax Confederation persue somewhat different policies toward the Concordance making for somewhat confused relationships.

Sporades	0913	A160500	E		Non-Industrial	
Polat	0919	C000579	9		Asteroid Belt	G
Zuica	1014	EAB1200	A		Non-Industrial	
Bolzanot	1016	BABA400	B		Waterworld	G
Fridwellt	1019	AAA3557	C		Non-Industrial	
Tarlak*	1112	C230572	9		Non-Industrial	G
Zathlidt	1117	EAA4413	8			G
Iberiat	1118	AAB48B9	A			G
Laziçat	1119	CAC9567	7		Non-Industrial	
Kraxt	1120	A782995	D		Confederation Capital	G
Tinworld*	1211	C257376	6		Non-Industrial	
Tokeebanga*	1212	C000300	9		Asteroid Belt	G
Uzi*	1213	B564594	8		Agricultural	
Asdingt	1216	A221798	D		Non-Agricultural	
Silingt	1218	C0008A6	A		Asteroid Belt	G
Alan	1220	A000300	B		Asteroid Belt	G
Redworld*	1314	A000438	A		Asteroid Belt	G
Utigurt	1317	B342A98	E		Industrial	G
Sabiriant	1319	X000300	9		Asteroid Belt	G
Waterstone*	1411	A000944	A		Asteroid Belt	G
Loo*	1412	EAC3768	A			
Framat	1419	C264740	5			G
Krinat	1420	AAB4988	B	N		
Quicksilver*	1511	E0007A5	A		Asteroid Belt, Mining	G
Yangky*	1513	C200578	A		Non-Industrial	G
Whiteplains*	1515	D695387	6		Non-Industrial	
Zrintelt	1517	C212474	A		Non-Industrial	
Rasmat	1519	C684763	7		Rich, Agricultural	A, G
Minotaur*	1612	X100767	A		Non-Agricultural	G
Lodestone*	1613	X200474	A		Non-Industrial	G
Logansport*	1614	A110527	B		Non-Industrial	G
Tintot	1618	AAB4788	A			
Zrotaxt	1620	B2319A5	9		Industrial	

The Kraxin Subsector contains 33 Worlds with a total population of 83 billion. The highest Population is A, at Utigur; the highest Tech Level is E, at Sporades and Utigur.

Ginlenchy Concordance * Krax Confederation †



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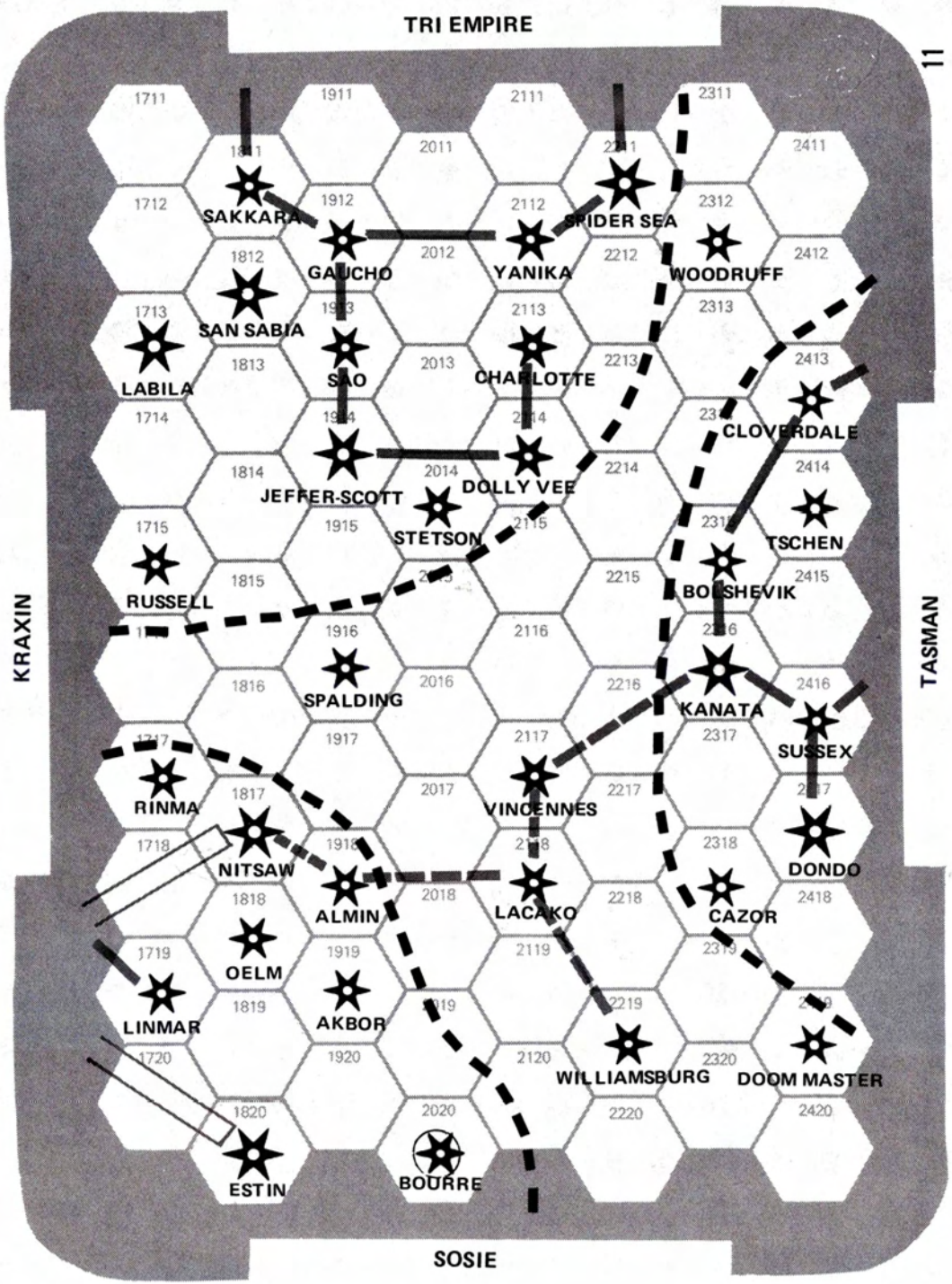
WILLIAMSBURG

The Williamsburg Subsector has been the scene of intense commercial and political rivalry in the past. The arrangement of the Ginlenchy Concordance in 842 greatly lowered the incidence of armed conflict in that area. An area of contention still exists on the Trailing edge of the Subsector where the Mandanin Co-Dominion has recently expanded to take over several systems.

Labila*	1713	D493578	5	Non-Industrial	
Russell*	1715	X000346	8	Asteroid Belt	G
Rinma†	1717	D110385	7	Non-Industrial	G
Linmar†	1719	A000300	B	Asteroid Belt	G
Sakkara*	1811	A2108B6	A	Non-Agricultural	G
Sansabia*	1812	C598100	6	Non-Industrial	
Nitsaw†	1817	A654400	B	Non-Industrial	G
Oelm†	1818	DAA5342	A	Non-Industrial	
Estin†	1820	B492479	9	Non-Industrial	
Gaucho*	1912	A220744	A	Non-Agricultural	G
Sao*	1913	B210676	A	Non-Agricultural	G
Jeffer-Scott*	1914	BA99588	A	Non-Industrial	
Spalding	1916	B232676	9	Non-Agricultural	G
Almin†	1918	DAA9489	5	Non-Industrial	
Akbar†	1919	D000469	A	Asteroid Belt	
Stetson*	2014	DAC9437	A	Non-Industrial	
Bourre†	2020	X231658	3	Non-Agricultural	A, G
Yanika*	2112	D210373	6	Non-Industrial	G
Charlotte*	2113	B100300	A	Non-Industrial	G
Dolly Vee*	2114	AAB4377	A	Non-Industrial	
Vincennes	2117	A210500	A	Non-Industrial	G
Lacako	2118	A000476	D	Asteroid Belt	G
Spider Sea*	2211	A758400	A	Non-Industrial	
Williamsburg	2219	B000989	D	Asteroid Belt, Industrial	G
Woodruff	2312	EAB2587	A	Non-Industrial	
Bolshevik@	2315	A000279	B	Asteroid Belt	G
Kanata@	2316	B347553	9	Agricultural	G
Cazor@	2318	E120100	A	Non-Industrial	G
Cloverdale@	2413	CAA1400	A	Non-Industrial	G
Tschen@	2414	EAC1944	A		
Sussex@	2416	B120400	A	Non-Industrial	G
Dondo@	2417	A688100	C	Non-Industrial	
Doom Master	2419	EAC1576	A	Non-Industrial	G

The Williamsburg Subsector contains 33 Worlds with a total population of 110 billion. The highest Population is A at Williamsburg and Tschen; the highest Tech Level is D, at Williamsburg and Lacako.

Ginlenchy Concordance * Krax Confederation † Mandanin Co-Dominion @



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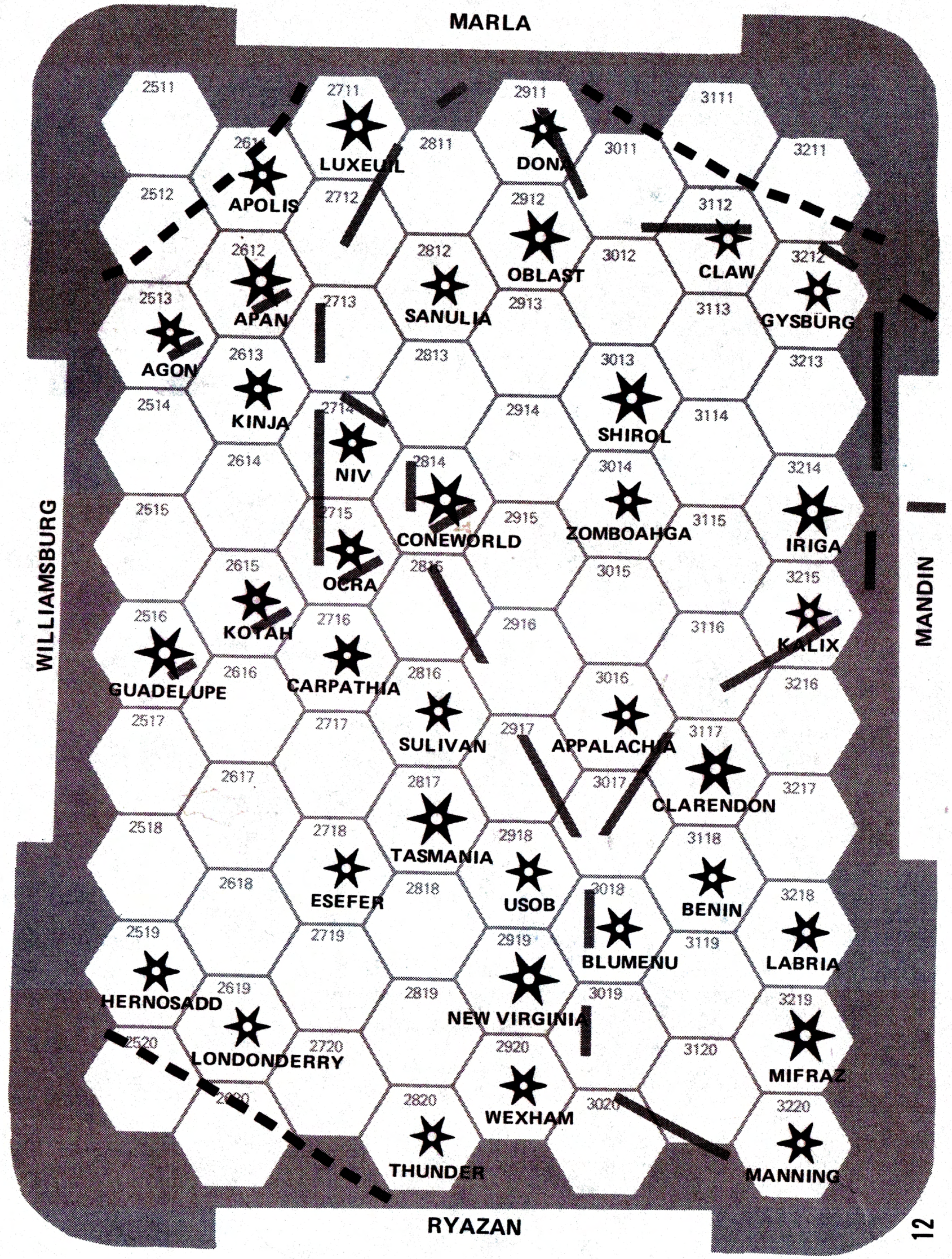
TASMAN

All Worlds in this Subsector are members of or are claimed by the Mandanin Co-Dominion. This area was primarily occupied and developed during the previous peaceful expansion.

Agon	2513	E220549	8		G
Guadelupe	2516	DA69647	5	Rich, Non-Agricultural	G
Hernosadd	2519	EABA972	8	Waterworld	
Apolis	2611	XAB9500	8	Non-Industrial	
Apan	2612	D372586	7	Non-Industrial	G
Kinja	2613	AAC4500	A	Non-Industrial	
Kotah	2615	A110620	A	Non-Agricultural	
Londonderry	2619	A000675	A	Asteroid Belt	G
Luxeuil	2711	C554156	7	Non-Industrial	
Niv	2714	A100400	B	Non-Industrial	
Ocra	2715	A000588	A	Asteroid Belt	G
Carpathia	2716	CAA1A57	A		
Esefer	2718	C000496	B	Asteroid Belt	G
Sanulia	2812	XAB9766	A		G
Coneworld	2814	A857988	B		
Sulivan	2816	BABA300	A	NonIndustrial	G
Tasmania	2817	C756357	8	Non-Industrial	
Thunder	2820	CAB2200	A	Non-Industrial	G
Dona	2911	X212883	8	Non-Agricultural	G
Oblast	2912	A485340	B	Non-Industrial	
Usob	2918	BAA1495	B	Non-Industrial	
New Virginia	2919	A348546	B	Agricultural	G
Wexham	2920	EAA1200	8	Non-Industrial	
Shirol	3013	D100687	8	Non-Agricultural	G
Zamboanga	3014	E110686	B	Non-Agricultural	G
Appalachia	3016	A200263	B	Non-Industrial	G
Blumenu	3018	XAB1100	A	Non-Industrial	
Claw	3112	XAC2949	A		G
Clarendon	3117	C788658	7	Rich, Agricultural	G
Benin	3118	XAA9499	A	Non-Industrial	
Gysburg	3212	A210276	A	Non-Industrial	
Iriga	3214	A698775	9	Agricultural	G
Kalix	3215	EACA100	A	Waterworld	
Labria	3218	X120657	8	Non-Agricultural	G
Manning	3219	E34630	6	Non-Industrial	
Mifraz	3220	D964699	5	Rich, Agricultural	G

The Tasman Subsector contains 36 Worlds with a total population of 105 billion. It is a deliberate policy not to descriminate between the two species even in overall population figures. The highest Population is A, at Carpathia; the highest Tech Level is B, at Niv, Esefer, Coneworld, Oblast, Usob, New Virginia and Appalachia.



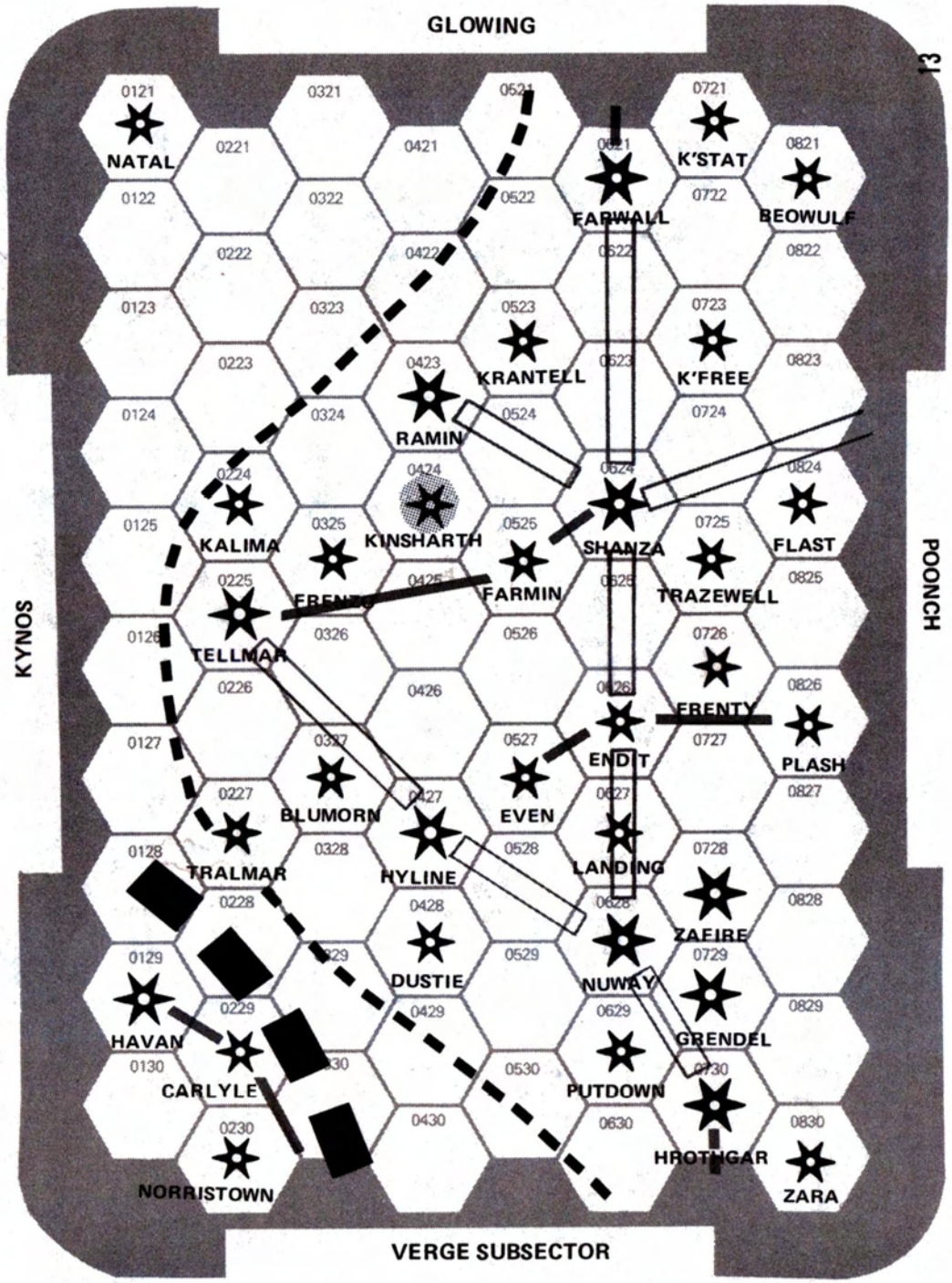
EVEN

The Even Subsector is primarily occupied by the Krax Confederation. The area of three contended planets in the Spinward Rim edge was conceded to the Imperium in exchange for commercial and technical assistance.

Natal	0121	C001611	C		Asteroid Belt	G
Haven !	0129	D478877	5			
Kalima †	0224	E000669	9		Asteroid Belt	G
Tellmar †	0225	A9559A8	C		Non-Industrial	
Tralmar †	0227	C110500	B		Non-Industrial	G
Carlyle !	0229	AAB1560	C		Non-Industrial	G
Norristown !	0230	EAAA494	A		Waterworld	
Frenzo†	0325	XAAA664	8		Waterworld	
Blumorn†	0327	E130576	8		Non-Industrial	G
Ramin†	0423	B767873	9		Non-Industrial	G
Kinsharth†	0424	X765779	5		Rich, Agricultural	R, G
Hyline†	0427	BA8A549	B		Waterworld	
Dustie†	0428	D000300	9		Asteroid Belt	G
Krantell†	0523	XAB25A5	8		Non-Industrial	
Farmin†	0525	AAAA476	C		Waterworld	
Even†	0527	A120965	C		Industrial	G
Farwall†	0621	A664668	B		Rich, Agricultural	G
Shanza†	0624	B589536	B		Non-Industrial	G
Endit†	0626	BA92794	B	N		G
Landing†	0627	C000838	A		Asteroid Belt	G
Nuway†	0628	A876996	C			
Putdown†	0629	C000753	B		Asteroid Belt, Industrial	G
K'stat†	0721	DAB2556	8		Non-Industrial	
K'free†	0723	D000583	9		Asteroid Belt	G
Trazewell†	0725	X000000	--		Asteroid Belt	
Frenty†	0726	XAA1200	7		Non-Industrial	
Zafire†	0728	C546667	A		Agricultural	G
Grendel†	0729	X130272	7		Non-Industrial	G
Hrothgar†	0730	A654300	E		Non-Industrial	
Beowulf†	0821	E000640	A		Asteroid Belt	G
Flast†	0824	X220500	6		Non-Industrial	G
Plash†	0826	B130476	B		Non-Industrial	G
Zara†	0830	C000769	8		Asteroid Belt	G

The Even Subsector contains 33 Worlds with a total population of 510 million. The highest Population is 9, at Even; the highest Tech Level is E at Hrothgar.

Krax Confederation † Imperium !



Mantar The Mage (order #5487669)

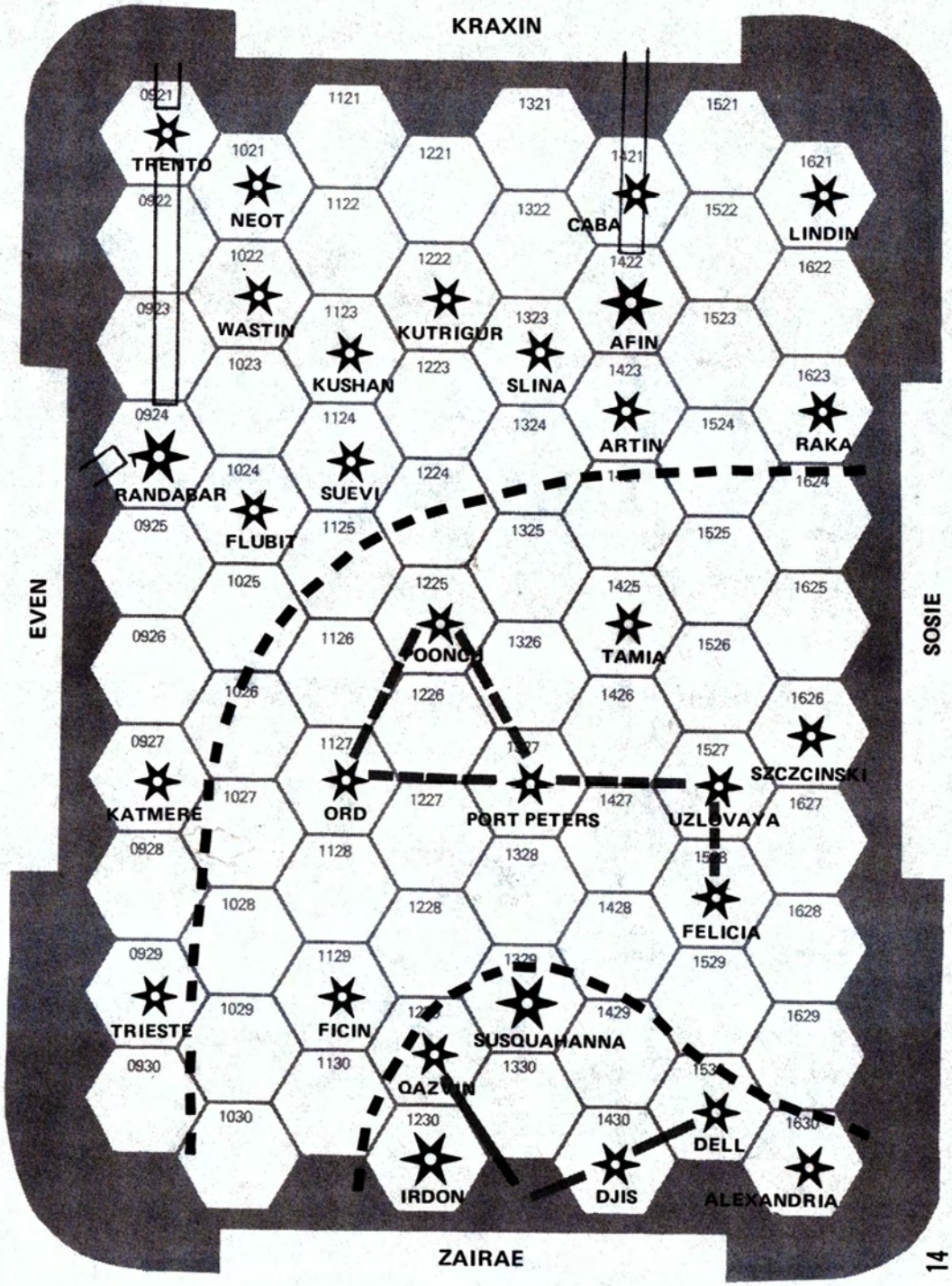
POONCH

The Poonch Subsector is mostly occupied by the Krax Confederation with 6 members of the Zarian Realm on the rimward edge. The 8 systems inbetween have an independent stance but look more toward the former than the latter.

Trento†	0921	AAA2564	D	N	Non-Industrial	G
Randabar†	0924	A886411	C		Non-Industrial	G
Katmere†	0927	CABA798	A		Waterworld	
Trieste†	0929	X100261	8		Non-Industrial	G
Neot†	1021	EAC2576	9		Non-Industrial	G
Wastin†	1022	DAB9200	8		Non-Industrial	
Flubit†	1024	CAB1467	A			
Kushan†	1123	X232000	--			
Suevi†	1124	D000500	A		Asteroid Belt	G
Ord	1127	BAB1300	A		Non-Industrial	
Ficin	1129	D1105A5	A		Non-Industrial	G
Kutrigur†	1222	X000000	--		Asteroid Belt	G
Poonch	1225	B232853	C		Non-Agricultural	G
Qazvin!	1229	A000300	8		Asteroid Belt	G
Irdon!	1230	C86A468	8		Waterworld	
Slina†	1323	E000554	9		Asteroid Belt	G
Port Peters	1327	AAC9459	C		Non-Industrial	G
Susquahanna!	1329	E757635	8		Agricultural	
Caba†	1421	BAC1347	C		Non-Industrial	G
Afin†	1422	A4998A6	E		Non-Industrial	G
Artin†	1423	XAC1210	A			
Tamia	1425	XAB1766	8			
Djis!	1430	C110574	9		Non-Industrial	G
Uzlovaya	1527	B1106B6	9		Non-Agricultural	G
Felicia	1528	BAC1586	C		Non-Industrial	
Dell!	1530	B110159	8		Non-Industrial	G
Lindin	1621	D000200	A		Asteroid Belt	G
Raka†	1623	C000494	B		Asteroid Belt	G
Szczcinski	1626	EAB1375	8		Non-Industrial	
Alexandria!	1630	D200568	8		Non-Industrial	G

The Poonch Subsector contains 30 Worlds with a total population of 1 billion. The highest Population is 8, at Afin and Poonch; highest Tech Level is E at Afin.

Zarian Realm ! Krax Confederation †



Mantar The Mage (order #5487669)

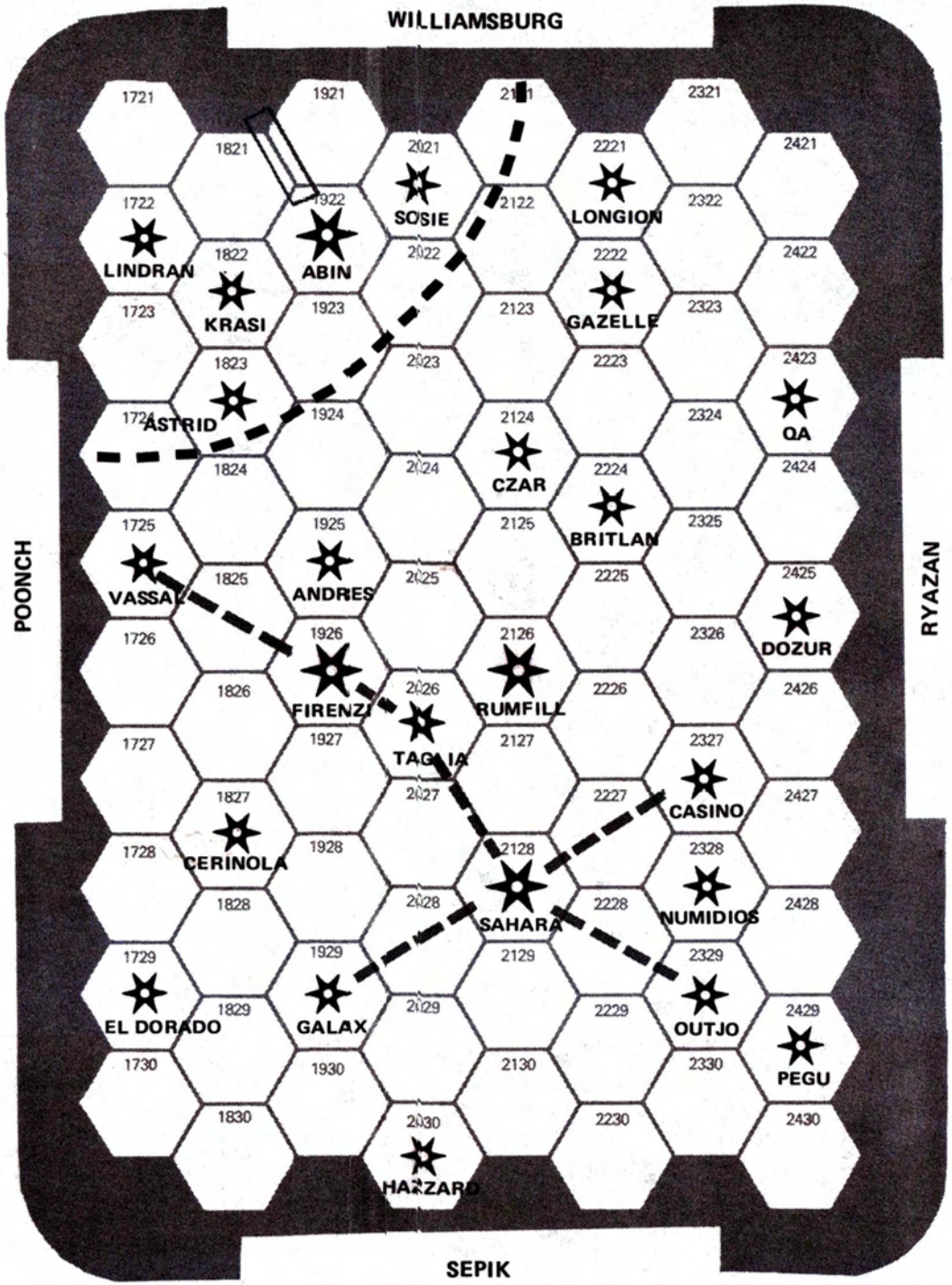
SOSIE

The Sosie Subsector has a scattering of independent Worlds and an intrusion of five Krax Confederation systems in the Spinward core corner. This area has been the scene of several recent clashes over the resources of undeveloped planets.

Lindran†	1722	D000440	A	Asteroid Belt	G
Vassal	1725	A000576	B	Asteroid Belt	G
El Dorado	1729	C200536	8	Non-Industrial	G
Krasi†	1822	C130257	C	Non-Industrial	G
Astrid†	1823	EAB9372	5	Non-Industrial	G
Cerinola	1827	EAA1568	A	Non-Industrial	
Abin†	1922	A654745	D	Agricultural	
Andres	1925	E000786	8	Asteroid Belt	G
Firenzi	1926	A798100	C	Non-Industrial	
Galax	1929	A000169	C	Asteroid Belt	G
Sosie†	2021	D000788	9	Industrial	G
Taglia	2026	B1305A6	9	Non-Industrial	G
Hazzard	2030	X232883	8	Non-Agricultural	G
Czar	2124	C1007C7	8	Non-Agricultural	G
Rumfill	2126	E476400	5	Non-Industrial	
Sahara	2128	AA58356	C	Non-Industrial	G
Longion	2221	XAC25A5	A	Non-Industrial	
Gazelle	2222	X000523	8	Asteroid Belt	G
Britlan	2224	EAB1384	A	Non-Industrial	
Casino	2327	B000383	A	Asteroid Belt	G
Numidios	2328	D130272	A	Non-Industrial	G
Outjo	2329	AAAA579	C	Waterworld	
Qa	2423	CAC96A7	A	Non-Industrial	
Pegu	2425	B000400	C	Asteroid Belt	G
Dozur	2429	EAC1661	A	Non-Industrial	

The Sosie Subsector contains 25 Worlds with a total population of 30 billion. The highest Population is A, at Sosie; the highest Tech Level is D, at Abin.

Krax Confederation †



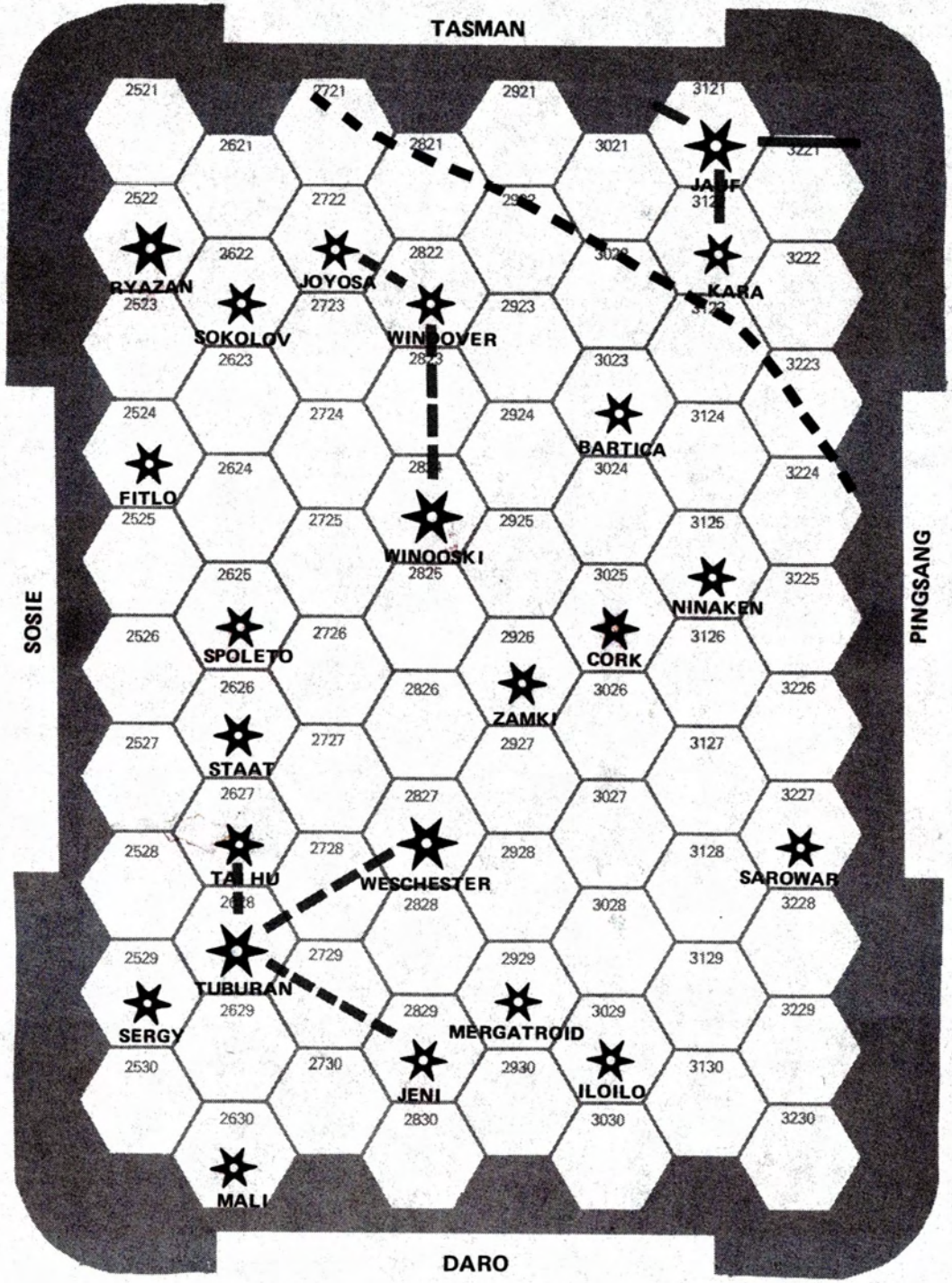
Mantar The Mage (order #5487669)

RYAZAN

The Ryazan Subsector is an area of independent planets except for two systems to coreward in the Mandonin Co-Dominion. Development of the systems in this area over the last two centuries has lead to some recent armed clashes between Co-Dominion and independent forces. The independents have sometimes drawn support from the Krax Confederation.

Ryazan	2522	E59AA94	7	Waterworld, Industrial	G
Fitla	2524	C231300	9	Non-Industrial	
Sergy	2529	DABA546	8	Waterworld, Non-Industrial	G
Sokolov	2622	X110100	8	Non-Industrial	
Spoleto	2625	XAAA878	A	Waterworld	G
Staat	2626	D210894	7	Non-Agricultural	G
TaiHu	2627	AAA1483	C	Non-Industrial	
Turburan	2628	A542689	8	Industrial	
Mali	2630	X120994	8	Industrial	G
Joyosa	2722	AAC9723	9		G
Windover	2822	BAC2689	A	Non-Industrial	G
Winooski	2824	A456272	C	Non-Industrial	
Weschester	2827	B5858A5	9	Agricultural	
Jeni	2829	A232694	9	Non-Agricultural	G
Zamki	2926	CAB9100	9	Non-Industrial	
Mergatroid	2929	EAC1A84	A		
Bartica	3023	C100797	8	Non-Agricultural	G
Cork	3025	C130657	A	Non-Agricultural	G
Iloilo	3029	CAB18A7	A		G
Jauf@	3121	C767200	4	Non-Industrial	
Kara Su@	3122	A110200	C	Non-Industrial	G
Ninaken	3125	B232472	A	Non-Industrial	
Sarowar	3227	AAC2647	9	Non-Industrial	G

The Ryazan Subsector contains 23 Worlds with a total population of 79 billion. The highest Population is A, at Ryazan; the highest Tech Level is C, at Tai Hu, Winooski, and Kara Su.



Mantar The Mage (order #5487669)

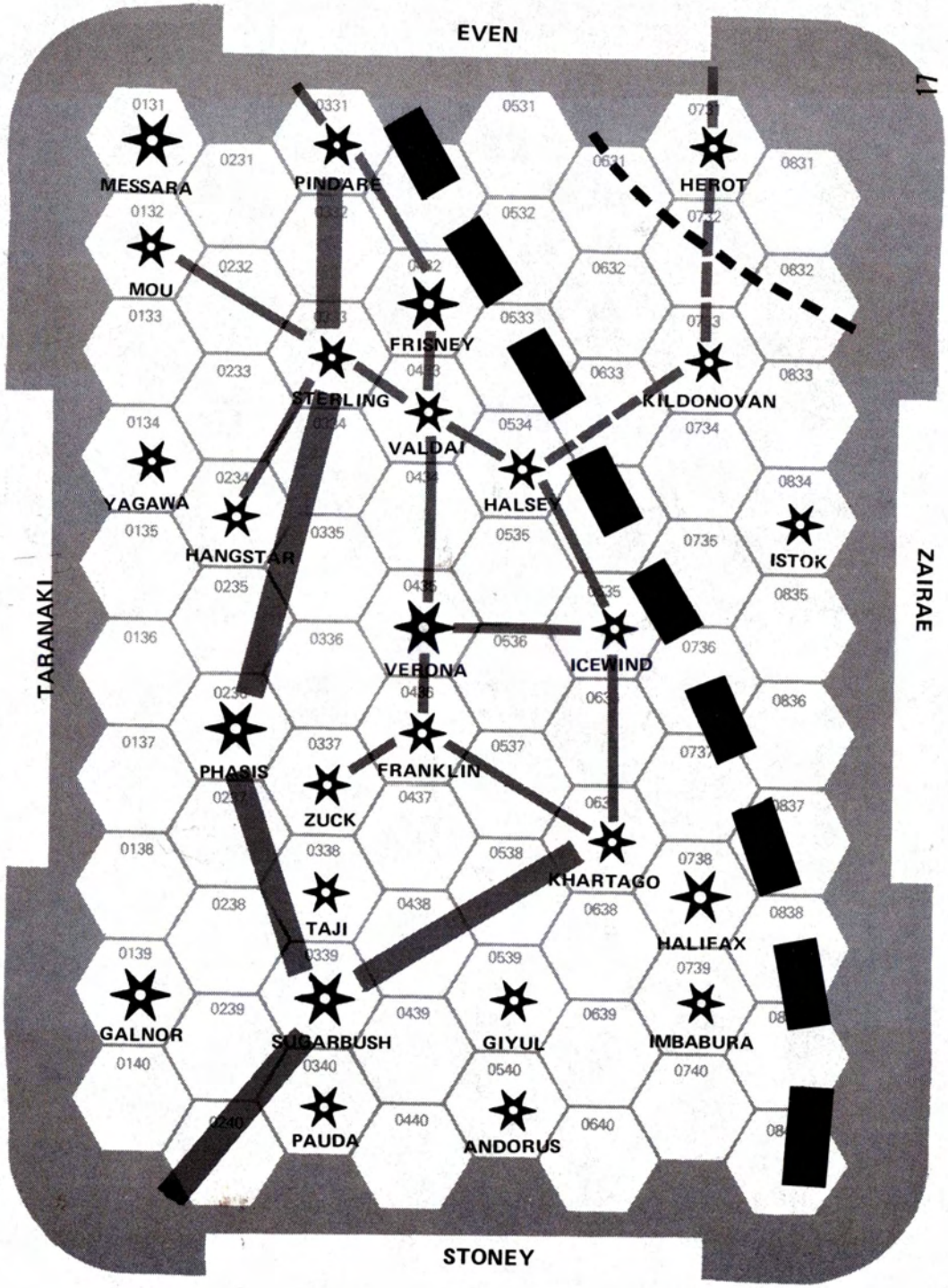
VERGE

The Verge Subsector is the furthest Trailing extension of Imperium Space. It is an off-shoot of the area known as The Old Expanses. Herot is a member of the Krax Confederation while Kildonovan and Istok are independent. The scene of much altercation in the past, over the last several decades, the frontiers have stabalized.

Messara	0131	E452300	5			
Mou	0132	A000576	C		Asteroid Belt	G
Yagawa	0134	B110830	A		Non-Agricultural	G
Galnor	0139	B357649	A		Non-Industrial	
Hangstar	0234	D221320	6		Non-Industrial	
Phasis	0236	D453744	5		Agricultural	
Pindare	0331	AAA1974	A	N, S		G
Sterling	0333	A000799	A		Asteroid Belt	G
Zucko	0337	B120163	C		Non-Industrial	G
Taji	0338	C232566	9		Non-Industrial	G
Sugarbush	0339	C564223	8		Non-Industrial	
Parda	0340	EAB1449	A		Non-Industrial	
Frisney†	0432	B554A66	B			G
Valdai	0433	A000349	B		Asteroid Belt	G
Verona	0435	A675356	9		Non-Industrial	
Franklin	0436	C130AA4	B		Industrial	G
Halsey	0534	D200727	8	S	Non-Agricultural	G
Giyul	0539	EAC2000	--			
Andorus	0540	X0008B9	8		Asteroid Belt	G
Icewind	0635	A100115	C		Non-Industrial	G
Khartago	0637	B210944	B	N	Industrial	G
Herot†	0731	X000888	8		Asteroid Belt	G
Kildonovan	0733	CAA9AD9	C			
Halifax	0738	C786677	8		Rich, Agricultural	
Imbabura	0739	E000886	8		Asteroid Belt	G
Istok	0834	X110400	8		Non-Industrial	G

The Verge Subsector contains 26 Worlds with a total population of 125 billion. The highest Population is A, at Frisney, Franklin, and Kildonovan; the highest Tech Level is C, at Mou, Zucko, Icewind, and Kildonovan.

Krax Confederation †



Mantar The Mage (order #5487669)

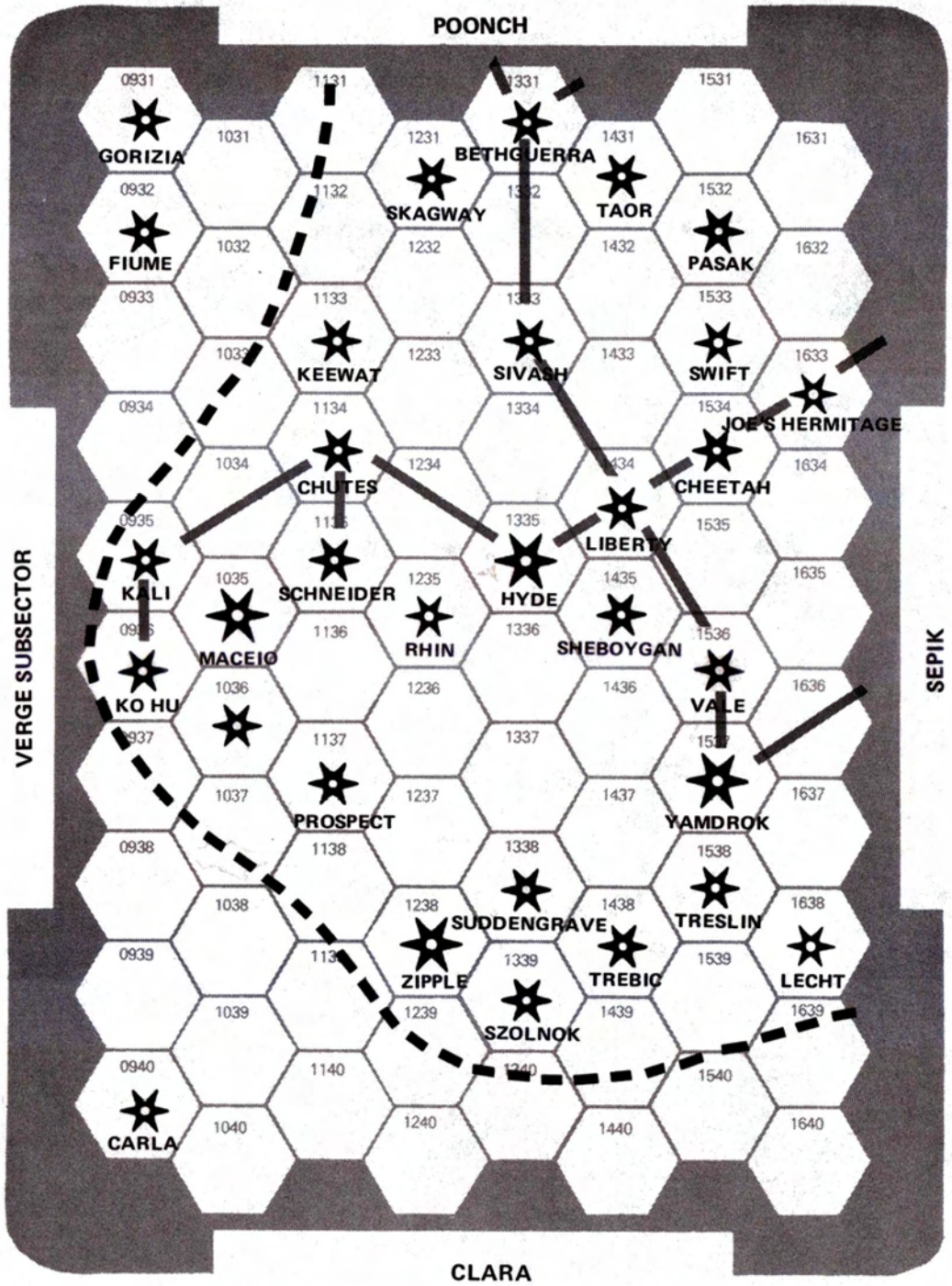
ZAIRAE

The Zairae Subsector has only three systems not in the Zarian Realm; Gorizia and Fiume in the Krax Confederation and the independent Carla. The borders of the Realm have been stable for over a thousand years. The Imperium has long since agreed to the Realm's request to limit trade to Kali and Ko Hu.

Gorizia†	0931	C000894	9	Asteroid Belt	G
Fiume†	0932	E100421	9		G
Kali	0935	A222963	8	Industrial	G
Ko Hu	0936	BABA511	8	Waterworld	
Carla	0940	C000755	B	Asteroid Belt	G
Maceio	1035	C897775	9	Agricultural	G
Madidi	1036	E1209C9	8	Industiral	G
Keewat	1133	X230AB9	8	Industrial	G
Chutes	1134	AAC5751	9		
Schneider	1135	B000443	A	Asteroid Belt	G
Prospect	1137	C130A77	9	Industrial	G
Skagway	1231	D200555	9	Non-Industrial	G
Rhin	1235	EAA1144	C	Non-Industrial	G
Zipple	1238	E948AD9	B		
Bethguerra	1331	A000677	A	Asteroid Belt	G
Sivash	1333	B100674	B	Non-Agricultural	G
Hyde	1335	A665966	E		
Suddengrave	1338	D210AA6	9	Industrial	G
Szolnok	1339	EAB2111	8	Non-Industrial	
Taor	1431	X000226	A	Asteroid Belt	
Liberty	1434	A1106B9	D	Non-Agricultural	G
Sheboygan	1435	B220132	D	Non-Industrial	G
Trebic	1438	CAC9466	9	Non-Industrial	
Pasak	1532	D000110	A	Asteroid Belt	G
Swift	1533	DA5AAA7	A	Waterworld	
Cheetah	1534	X120400	C	Non-Industrial	G
Vale	1536	C657594	A	Agricultural	
Yamdrok	1537	B787879	B	Agricultural	G
Treslin	1538	E654554	9	Agricultural	G
Joe's Hermitage	1633	C432321	6	Non-Industrial	G
Lecht	1638	E543100	7	Non-Industrial	

The Zairae Subsector contains 31 Worlds with a total population of 474 billion. The highest Population is A, at Fiume, Keewat, Prospect, Zipple, Suddengrave, and Swift; the highest Tech Level is E at Hyde.

Krax Confederation †



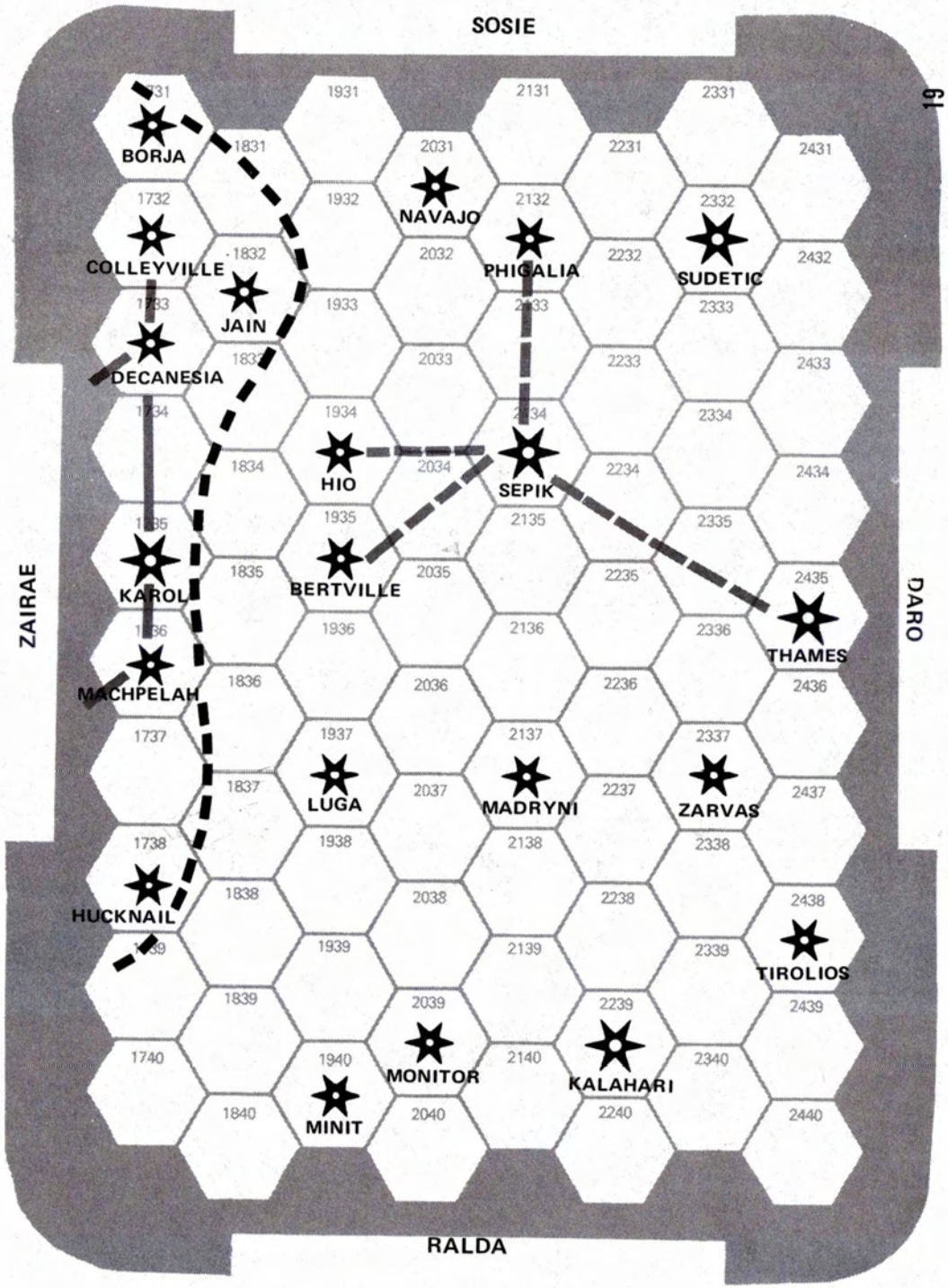
Mantar The Mage (order #5487669)

SEPIK

The Sepik Subsector has 7 planets of the Zarian Realm but is otherwise composed of independent and unexploited systems. Other than minor altercations between independent exploiters, little conflict or war has ever taken place here.

Borja!	1731	X130500	8	Non-Industrial	G
Calleyville!	1732	A200532	8	Non-Industrial	G
Decanesia!	1733	BAB1400	8	Non-Industrial	G
Karol!	1735	B594596	8	Agricultural	
Machpelah!	1736	A000956	B	Asteroid Belt, Industrial	G
Hucknail!	1738	E100555	8	Non-Industrial	G
Jain!	1832	X210400	8	Non-Industrial	G
Hio	1934	AAC1340	9	Non-Industrial	
Bertville	1935	B000116	9	Asteroid Belt	G
Luga	1937	C1105A9	A	Non-Industrial	G
Minit	1940	D221A86	A	Industrial	
Navajo	2031	EAA2635	A	Non-Industrial	G
Monitor	2039	C000400	C	Asteroid Belt	G
Phigalia	2132	A120516	B	Non-Industrial	G
Sepik	2134	B232966	B	Industrial	
Madryn	2137	CAB9988	C		G
Kalahari	2239	C645412	7	Non-Industrial	G
Sudetic	2332	E000488	8	Asteroid Belt	
Zarvas	2337	X1306B5	8	Non-Industrial	G
Thames	2435	A200567	C	Non-Industrial	G
Tirolios	2438	BACA994	A	Waterworld	

The Sepik Subsector contains 21 Worlds with a total population of 97 billion. The highest Population is A, at Minit; the highest Tech Level is C, at Madryn and Thames.



Mantar The Mage (order #5487669)

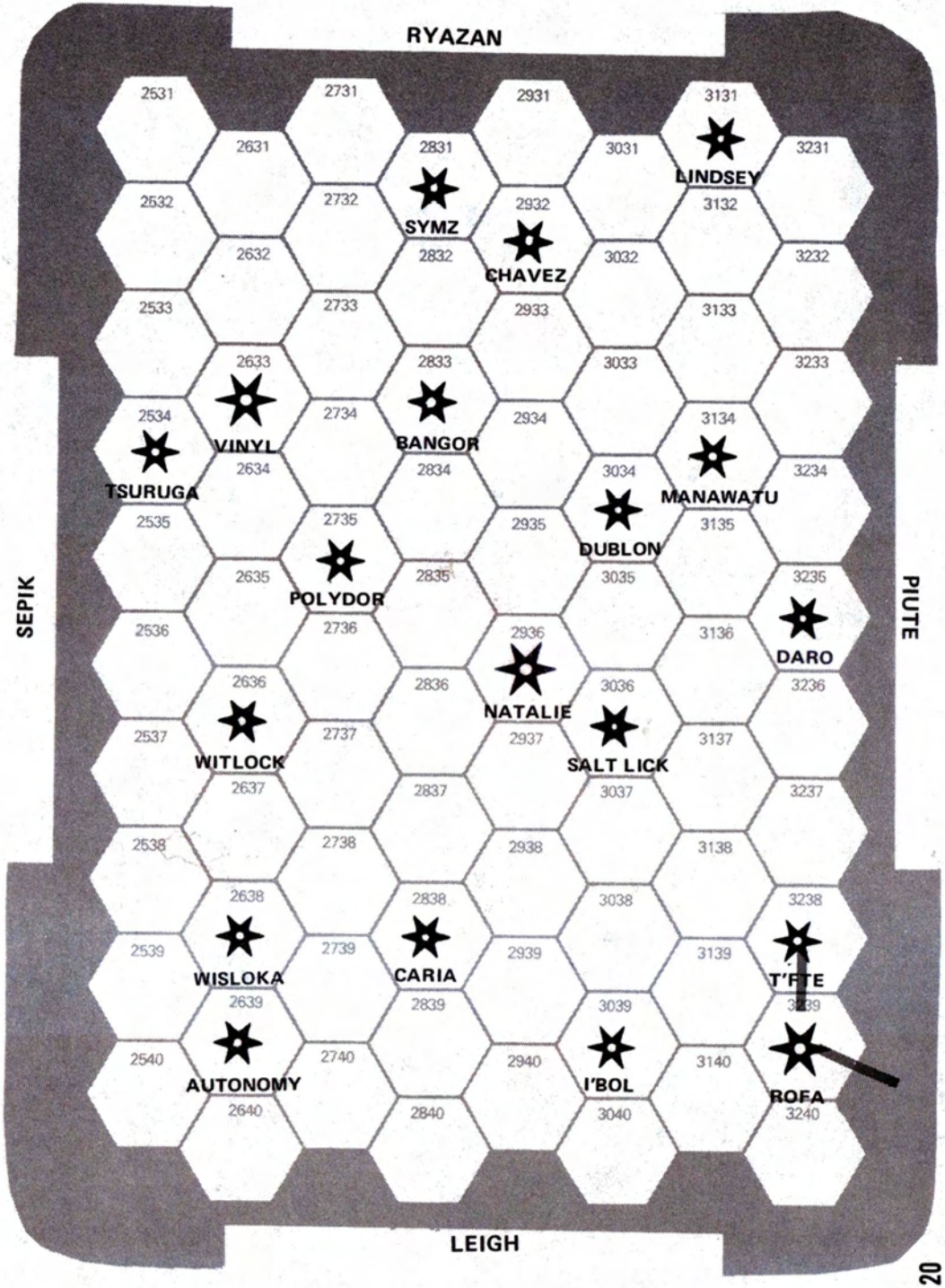
DARO

The Daro Subsector is mostly independent systems except for three systems in the extreme Trailing rim corner. Little activity of note has ever taken place in this subsector but latent conflicts are coming to a head. War is anticipated within the next few years. The independent systems have been hiring mercenary training cadres. The three systms of the Rm Nai view the squabbling inhabitants of these independent systems with great distain.

Tsuruga	2534	C000555	A		Asteroid Belt	G
Vinyl	2633	C569566	9		Agricultural	
Witlock	2636	E100415	6		Non-Industrial	G
Wisloka	2638	X210596	6		Non-Industrial	G
Automony	2639	AAA5147	D		Non-Industiral	
Polydor	2735	B0008B9	B		Asteroid Belt	G
Symz	2831	C110111	7		Non-Industrial	G
Bangor	2833	D222849	5		Non-Agricultural	
Caria	2838	EAB1140	6		Non-Industrial	
Chavez	2932	X000500	A		Asteroid Belt	
Natalie	2936	A867338	B		Non-Industiral	
Dublon	3034	B120654	B		Non-Agricultural	G
Salt Lick	3036	C230284	7		Non-Industrial	G
I'Boi r	3039	DAC2662	5		Non-Industrial	
Lindsey	3131	E000477	8		Asteroid Belt	
Manawatu	3134	X130876	5		Non-Agricultural	G
Daro	3235	A200664	B		Non-Agricultural	G
T'Fto r	3238	B000100	D		Asteroid Belt	G
Rofa r	3239	B978477	8	N	Non-Industrial	

The Daro Subsector contains 19 Worlds with a total population of 2 billion. The highest Population is 8, at Polydor, Bangor and Manawater; the highest Tech Level is D, at Autonomy and Norfolk.

Rm Nai Adherance r



Mantar The Mage (order #5487669)

ZARIAN REALM

JUDGES INFORMATION ONLY

The Zaris are indeed an offshoot of the basic stock of Humaniti. They are the results of an attempt upon part of the Ancients to derive a type of Humans suitable for use as workers. Some significant metabolic processes were altered slightly to prevent cross-breeding with other Human races so that the more docile strain would not be contaminated by the aggressive warrior or the wild strains.

The first strains produced were docile and stable as the Ancients intended. However, they failed to show any traces of the proper amount of initiative and forethought required from an efficient subordinate race. Continuing attempts to adjust the level of initiative were taking place right up to the end of the Ancient civilization. Some of the final attempts looked quite promising.

After the collapse, all breeding strictures were off. The later, higher initiative strains gradually came to comprise a larger and larger portion of the population. At a certain population level, a latent racial psionic link was triggered in the later strains. This link produces a sort of low level background feeling serving as an indicator of overall racial emotional state. Any one Zari has little effect upon the overall link. The ability of one Zari to tune in on the emotional state of another is limited to a range of a few meters. Individual pain, anger or other emotional upsets have no effect on the background link. Any event affecting a large number of people will alter the background feeling in an area and cause citizens to be alert, apprehensive, and looking for the source of trouble. No specifics about the situation are communicated, only a general directional and distance feel with a vague sense of an accident or an attack.

Human Psi Sensitives are on "the wrong wavelength" and can only pick up a sort of background "static". The static produces a vague feeling of discomfort and uneasiness. This vague feeling is all that other species who also have Psi Sensitives are able to report.

The background link is useful in that the citizen body and leaders are both aware of the actual extent and seriousness of any disaster. No time is wasted in convincing the populace of the need for any emergency action, no time is spent in spreading word of an emergency. The Zaris on a planetary level and sometimes even on a system wide level are capable of very quick and coordinated action.

The overall level of initiative is still relatively low leading to little technical advancement. The cultural stability remains very high, society changing only slightly over milenia. By the same principle, anything once discovered is never lost. Zarian philosophy and politics are inwardly directed and group centered. A low reproductive drive and a life span about 50% longer than the Humaniti norm have led to little population pressure. Zari have an almost fanatical resistance to outside pressure and an immense respect for tradition and precedent. Aberrant individuals unable to feel the link are sterilized shortly after their birth and sent to be raised in border regions where their lack of a link will not handicap them. After thousands of years of selective sterilization, very very few such individuals are now born (one in perhaps 10 billion).

The Imperium has become convinced of the stability of the Zarian Realm and values highly the stable and peaceful border they provide. In spite of official policy, scientific curiosity as to the basis of the Zaran Realms unusual stability still runs high. Imperial Security views the Zaris as a long term item; "They aren't going anywhere. Don't pester them. We will get around to investigating them in another half millenia or so. There are a lot of other more urgent problems." A few Imperial companies have expressed private interest in trade possibilities but other customers have proved much more responsive.

Master The Wrath (order #5487669)

MANDANIN CO-DOMINION

JUDGES INFORMATION ONLY

The Mandanin Co-Dominion arose as a result of a combination of a mutant strain of Danin and a religious revival. The initial impetus is now wearing off and internal factions are beginning to crystalize.

The Danin are a warm-blooded, four limbed race of vaguely reptilian aspect. Each Danin is tri-sexual, the various sexual phases occuring during the different portions of ne's life. The order is Egg (thet), Subadult (ken), Male (nit), Female (ten), and Senior (een). Humans have taken to using the Danin words for the separate phases and the pronoun for any Danin in general (ne).

Developed from a social type of Gatherer, the ability of the post reproductive phase of Seniors (een) to settle conflicts between different packs without violence speeded up the course of civilization among Danin. Though technical progress was not as rapid as comparable races, planetary-wide social units were achieved at a relatively early stage. Progress in biological and social sciences was also somewhat more advanced than standard technical levels would indicate. Initial contact by the Sa'Dintinin Company was quite peaceful. The basic philosophy of the major Danin beliefs were very tolerant in relationships with other sentient species. Mutually beneficial projects were quickly arranged and within decades, small colonies composed of Danin and Human were flourishing on nearby planets. With their greater skill in life sciences, the Danin found it relatively easy to establish self-supporting ecosystems with a minimum of time and material. This ability freed a greater proportion of the Human component to concentrate on industrial development. Cooperative colonies quickly spread over the surrounding systems into adjacent subsectors.

For most of the history of this association, the attitude of the component members towards outside entities was non-aggressive. Some two centuries ago, a minor religious-political cult on Kalradin (Mandin - 0416) underwent an almost explosive expansion for as yet incompletely understood reasons. The cult had a most efficient and aggressive attitude towards conversion and expansion.

At about the same time a mutant strain of Danin arose with a lesser fertility rate and a greater physical size, speed, and strength. With a lesser reproductive drive, the energy of this variant Danin turned outward with a more agressive attitude towards outside dominance. While this strain normally would not be significant in numbers due to the lower fertility, it was deliberately bred for. It seems that the neighboring state to Trailing was exerting extreme diplomatic pressure on adjacent portions of the Human-Danin colonized areas. The Human Danin chose to resist that pressure with military force.

The Danin proved not to be very adept at space maneuver or combat. The new strain proved an adept warrior on land and so was bred in great numbers. This freed large numbers of Humans for space duty since the Danin now formed the home defence forces and the assault landing teams. Soon several sharp clashes proved the efficiency of this arrangement and the pressure from Trailing areas ceased.

Now there were large numbers of unemployed warriors; the Humans among whom the expansionist sentiment was prominent, and the Danin who also had an expansionist element of warriors. These factions forced a political reorganization with a more rigid central authority based upon the military command structure recently set up. Clashes with the Krax Confederation and Marlan Primate soon occurred. A few local successes were scored but further expansion would take more resources that the bulk of the essentially non-aggressive Danin and Humans were willing to provide.

During subsequent operations much greater opposition was encountered from both the opponents and the basically conservative internal structure. The Danin developed a new strain of their species which was closer in biology and attitudes to the basic stock, but was much more adapted to space conditions. Emphasis on breeding of the warrior strain was switched to the spacer strain. Over the last half-century or so the relative proportions of warriors have shrunk rapidly in favor of the spacers. Over the same time period, the Kalradnist cult lost much of its internal cohesion and developed several divergent factions.

At the present time, the higher levels of the government and military services are filled with adherents of the former aggressive and expansionist philosophy. The lower and mid levels have a much more cooperative and conciliatory attitude towards their neighbors.

Imperial policy toward the Mandanin Co-Dominion is to placate the high levels of authority, stall for time, and encourage advancement of personnel in the mid levels to positions of greater authority.

Mantar The Mage (order #5487669)

In Town Encounter Table

2 1D Armed Policemen rush past you.

3 You see 1D Thugs armed with Clubs attacking a man in a dark alley. The Thugs are 9BA433.

4 You see a violent mob dragging a young Naval Officer through the streets. They appear intent on killing him.

5 2D Unarmed men attack the party by surprise. The men are 763544.

6 3D Holy Men declare that one of your party is a Holy Prophet returned from death and they insist that you go with them.

7 An armed Security Guard tells you that you are in a Security Zone and that you need a pass to travel in this area of town.

8 You see a man chasing another man down the street yelling "Pickpocket!". The man is 79A465, Pickpocket is 9A589B.

9 You find a beautiful Hydroponics Garden which costs 1 Credit to tour.

10 A man wants to sell you some micro-organisms that when ingested are guaranteed to restore a man's youth.

11 You see a man apparently trying to break into a store through a window in the alley. The man has a revolver and is 694765.

12 You come across an Ice Park filled with playful children and beautiful young girls.

13 You come across a Junkyard.

14 You see a building burst in flames and a person running away. The person is unarmed and 4B69A9.

15 You round a corner into a gun battle. The combatants are hologram figures.

16 A Noble who has gone broke wants to sell you some jewelry. The Noble carries a Cutlass and is 7A79AC.

17 Two Policemen arrest you for suspicion of aiding a political dissident. After questioning, you are released without charges. The process takes 6 hours.

18 A crowd gathers as the National Leader on a good-will tour starts making a speech. You notice a man pulling out an Auto Pistol. He is behind the Podium. (Roll 1D - on a 1, he is an Assassin; on 2 - 6, he is a Body Guard.) The man is AC9CA8.

Encounters on an Inhabited Zarian Planet

2 A Mongrel pet charges at the group making threatening noises. It runs away when the group threatens it.

3 The local townspeople suddenly come to life and set up an open air marketplace.

4 One of the party unknowingly drops some money in the street. A child runs up to it, grabs it, and then returns it to the owner.

5 The group comes upon a wedding procession which takes 1D minutes to pass. If the group decides to join the procession then it will take them 3D minutes.

6 There is a ground tremor. Each member of the party must make a saving throw under their Dexterity on 2D to avoid falling down. If an individual falls down, roll 2D6; on a 12, their Endurance is lowered by 1 for an hour.

7 You find a bar with an offworld traveller sitting at a table with a deck of cards. He appears as bored as you are.

8 A herd of fur producing Grazers is driven down the street you are on. Make a saving throw of your Endurance or less to avoid being bothered by the smell.

9 You come across a street theatre company performing a culturally stimulating play at no fee. If the party watches, the play takes four hours.

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10 The town gathers to witness the release of the only remembered criminal in its history.

11 An elderly woman invites the party to come to her house for a good home cooked meal because they look like it has been a long time since they have eaten well. If the party accepts, dinner takes one hour and it will turn out to be the best meal they've had since they entered the Zarian area.

12 A Zarian child falls off a play toy and is knocked unconscious. Several Adult Zarians immediately come out of nearby buildings and start looking around even though the child uttered no sound.

Encounters on an Inhabited Marlan Planet

2 The group is surrounded by fifteen Priests of a religious sect carrying Clubs. The leaders of the Priests ask the group which sect they belong to. If the group does not answer or says none, the Priests will leave them alone. If the group attempts an answer, it will be the wrong sect, and the Priests will verbally harass them. Upon any belligerent action by the party, the Priests will drop the Clubs and flee.

3 The group comes upon a severely beaten, and apparently starving man. If the group attempts to help him he will refuse, claiming that he is an undeserving sinner.

4 A large group of townspeople have gathered around an extremely beautiful woman and are hurling large stones at her. The woman has already been hit several times in the face and elsewhere. It is a very brutal and distressing thing to witness; anyone of the party with under a 7 Endurance will automatically turn their head and feel like retching. If the party attempts to interfere in any way the religious leader in charge will agree not to execute the woman but will insist that the party take the woman with them and leave the planet immediately.

5 The party sees two elderly gentlemen in the middle of the street. They are kicking, hitting, yelling, cursing and biting. The group is able to ascertain that the gentlemen are having a theological disagreement. The men are 354977 and 4357A7.

6 The group comes across a store with some of the most beautiful handmade art objects that they have ever seen. If they enter the store, they will discover some valuable objects priced extremely low. Religious reasons prohibit the sale of more than one item to any stranger or non-Marlan.

7 The group encounters a religious procession winding through the streets. If they decide to join it, they will march for about twenty minutes and then take part in a feast full of delicious food and wine. (Note: Wine is plentiful, but there is an ordinance against drunkenness. If the party gets drunk, they will be arrested and heavily fined.)

8 The group passes a bar that appears to be very run down. Outside is a sign indicating that the establishment is licensed to serve more than just wine. This bar is not under the local ordinances concerning social conduct. It is in business to keep the hired troops happy. This bar is as rough as any in existence, and the local government never questions anything that happens here.

9 A young Priest attempting to demonstrate his high level of Faith by walking a tightrope twenty feet above main street has fallen off. He is badly hurt and needs medical attention in order to live. If the party helps the man, they will be rewarded by his sect, and offered lodging for the night. If they accept the lodging, the Priests will attempt to persuade them into joining their religious order. The players must make a saving throw on 2D below their Intelligence or else they are persuaded to join. Any player who joins may leave after living with them for a week.

10 A man is standing in the street being lashed by a whip. He is being lashed voluntarily. He must receive 100 lashes without falling to the ground in order to become High Priest. If the group interferes at all with this, the man being whipped will make a vow to avenge himself and will publically harass the group at every opportunity.

11 The group is persuaded by a handsome young girl to join her family for the evening. The party is treated like royal guests and they are enchanted by the blissful life of this family. **Warning**: If one of the party should kiss the girl, this is an unbreakable bond of engagement. The girl from then on is considered as his wife and she will follow him everywhere. To reject the girl would bring violence down on the party, and honor would bind the girl to commiting suicide.

12 The group is stopped and searched by the Police. Roll 2D. On a 12, something is found which is prohibited by Marlan religion. The group will be arrested for spreading illegal propaganda. The standard punishment is confiscation of the offensive object and banishment of the party from the planet

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Encounters on an Inhabited Ginlenchy Planet

2 The party is walking past an intersection and a man comes barreling into them from the opposite direction. He is a very large man and quite drunk. He is furious that the party has gotten in his way and pulls out an enormous Broadsword. (Roll 1D, on a 1 - 5, the man then passes out; on a 6, the man laughs and comments on how scared they looked and then attempts to stumble away).

3 The party is walking along when a car screams around the corner and starts spraying Submachinegun fire into the Police Station across the street.

4 The party is walking down the street when suddenly the bank across the street explodes. People from all over come swarming out of buildings. In the confusion, one of the party notices a man carrying something slowly backing up in the crowd. The man is carrying a Revolver, has Revolver 2, and is 8A7998.

5 The party is walking along and they are accousted by 2D youths who are members of a street gang (3D if the encounter occurs at night). The youths are armed with Daggers and one Body Pistol. (Roll 1D. On a 1, the gang attacks; on a 2 - 5, the gang demands the party's valuables and will not attack unless resistance is shown; on a 6, the youths will not attack and if the party appears hostile instead of being afraid, the gang will run away.) The youths are 675555.

6 The party notices a crowd has gathered around the entrance to an alley. In the alley, two men are fighting with Clubs. Both of the men are badly bruised and bleeding. One man has fallen to the ground, and the other one appears to be preparing to bash his head in for him. The man who has fallen is 213763 and the other one is 542565.

7 2D Policemen grab the party and roughly search them for illegal substances. If any are found, they will be arrested. If the party resists, one of the Police will sound an alarm and 1D more Police will show up. If nothing is found, the party is let go.

8 The party is not aware of an encounter. A Pickpocket has stolen something from the party. Roll to see which one of the party was stolen from and then determine what was taken from his list of possessions. Roll 2D under the victim's Education to avoid the Pickpocket (DM = Streetwise Skill).

9 A woman, badly bruised and bleeding from the mouth runs up to you and begs for your help. She claims that her husband is trying to kill her. If the party helps her, roll 1D. On a 1 or 2, she is running from the Police; on 3 or 4, her husband is trying to kill her; and on a 5 or 6, she is a Pickpocket and will try to steal something from the party.

10 If the party is in a Spaceport Type D or better ignore, no encounter occurs. If in any other type Spaceport or town, then 5D Outlaws mounted on riding beasts raid the town and shoot at any living thing in sight. Each one in the party must make a saving throw (their Dexterity or less) to avoid being hit by a stray bullet. If they miss their saving throw, then they receive one hit from a Rifle for 1 point of damage. The townspeople do nothing to stop the bandits. If the party tries to stop them and they kill 50% of the Outlaws, then 1D townspeople will then join in the fight armed with Shotguns. Outlaws are A78634; Townspeople are 777777.

11 The party encounters 1D Military Men. The men will try to convince the party to join their unit.

12 The party is walking along and an air raid siren goes off. People scramble everywhere looking for shelter. As the enemy aircraft approach and start firing, an old man lifts up the lid to his air raid shelter and motions the players over. The air raid will last for twenty minutes.

Encounters on a Inhabited Imperial Planet

2 The party encounters a scraggy looking old man who tells them a fantastic story about a lost crystal mine, fantastic wealth, and strange and terrible curses. He tells them that he was a member of a party that went after the treasure, and that he is the only one who returned alive. He hands them a map to the treasure and runs away screaming hysterically (roll 1D, on a 5 or 6, the man's story is true, otherwise he is a lunatic).

3 A tall man, very gaunt and thin, approaches the party and asks the apparent leader where he is from. It will just so happen that it is also where the mysterious man is from. This man is very loyal to the people of his home and is ready to let the group in on a fantastic deal. He is prepared to sell them at wholesale six cases of his special formula which is guaranteed to cure anything that ails mankind. If the party buys the medicine, roll 1D. On a 4, 5, or 6, they will be arrested for bootlegging (4D CR fine).

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4 A man approaches them and says that he is looking for good Fighters. He tells the party that if they want to earn a lot of money to follow him. He will tell the group anything they want to hear to get them to follow him. If the group follows him, he will lead them around a deserted corner where three friends of his are waiting with loaded Shotguns. They will then proceed to rob the group. Roll 10+ on 2D to be suspicious before rounding the corner (DM = Streetwise Skill). The men are 956974.

5 The party encounters a gambler who tries to entice them into a game. Anyone who plays and doesn't have a Gambling Skill will lose 25% of the money that they have with them.

6 One of the players suggests going into a bar for a drink. The others agree. While in the bar, a Drunk comes up to the players and punches one. The blow will be glancing and cause no damage. The Drunk is 879688, but due to his state of intoxication, his Dexterity is lowered by two.

7 The party encounters an old man asking them for a handout. He is harmless but will continue to hound the group until they either give him something or threaten him.

8 A local man will approach the party with a Police Official and claim that one of the group stole some object from him. The disputed object should be something in plain sight or something which the player has exposed to sight during the last hour. The group will be arrested and an investigation made unless one of the group has a Streetwise Skill. If the group is detained, they will be freed after six hours.

9 1D kids suddenly start throwing rocks at the party. The local citizenry will deal harshly if the children are physically harmed in anyway. The children will run away after throwing three rocks a piece. Each rock that hits will do one point of damage if the player fails to make a saving throw against his Endurance.

10 A Rifle shot rings out and a bullet slams into the ground barely missing one of the group. The Sniper is no where to be found and any search will turn up nothing.

11 The party is walking behind a building and they overhear some people talking. If they listen, they will ascertain that the men are criminals and are planning on robbing a bank the next day. The group will listen for ten minutes and then there will be a sound like a door being kicked in, and a quick gun battle. The Police have arrived and the conspirators have been arrested.

12 Roll randomly to determine which player is effected by this encounter. If the player has trained Psionic ability then nothing occurs. If not, then the player falls to the ground under a Psionic attack. He holds his head and then passes out for 2D minutes. When the player comes to, he states emphatically that one of the Imperial Family present on the planet will be murdered that night (the information is false).

Encounters on an Inhabited Krax Planet

2 The group is waylaid by a band of five Highwaymen, 787667. If anyone in the party has a Streetwise Skill, the leader will just talk to the party and be helpful. If not, he will attempt to rob them. His men are mounted on rider beasts and are carrying Guns.

3 The players are approached by a man claiming to be a rebel leader. He is organizing a revolution and needs good fighters. He offers the group 15,000 CR a piece if they will join him. Roll randomly to determine which player recognizes the man from a wanted poster on another planet. He is an infamous con artist, and there is a reward of 100,000 CR for his arrest. The man is armed with a Body Pistol and is 798A9A.

4 The group is walking down the street when two men back out of a Jewelry Store firing Revolvers. In the gun battle that follows, a little child is shot in the arm. If the players do anything to stop the men, the grateful citizens will make them honorary citizens of the planet. The Robbers are 585995.

5 The group comes across a man addressing the crowd that has gathered around him. He is talking about political philosophy and the people seem to be very wrapped up in what he is saying. After about five minutes, someone in the audience gets angry and starts throwing rocks at him. Roll 1D, on a 1 - 3, the audience joins in the attack on the speaker driving him off; on a 4 - 6, the audience attacks the rock thrower and the speech continues.

6 A man with a crowd of children around him asks the party a riddle. Anyone with over an A Intelligence will be able to answer it. If the riddle is answered, the man will reward the group with a Gold Coin worth ½ CR; if not, he will shake his head and advise the group to seek enlightenment rather than adventure.

Mantar The Mage (order #5487669)

7 The party encounters a Regal Ball in honor of one of the planet's young women reaching the age of maturity where bachelors are first able to vie for her attentions. This is a very elaborate and festive occassion. The richer the family, the larger the guest list. The really wealthy families will hold Open Balls to anyone provided they conduct themselves in a civil manner. This is such a Ball.

8 A man approaches the group and tells them that he will pay them 5000 CR if they can get hired by his competitor. The man is in the shipping business and has a fleet of river barges. He wants the group to hire on with his competition and then scuttle the barges.

9 The party is walking along and they witness a Sabre duel between two young men. Also witnessing the conflict is a young girl, in her teens, apparently delighted that two hot-headed swains would battle over her.

10 The players encounter a trained bird fight. Men are gathered around rooting and cheering on their birds. Several people are taking bets on the outcome of the fights. If the party decides to stay, the fights will continue for another two hours, and anyone with a Gambling Skill that wants to bet on the fights will win 1000 CR.

11 On the outskirts of town the party encounters a group of wandering Clansmen in a festive mood. Roll a 1D, on a six, the Clanspeople become hushed and mysterious in the presence of the party; otherwise, they are invited to join in the merry making. One of the fathers will offer to sell the group one of his daughters who is very beautiful for 500 CR.

12 The party encounters a man, 765365, who offers to buy them a drink. He is carrying a Body Pistol and has a Body Pistol 1 Skill. If the party doesn't buy him drinks afterwards, he will get upset and try to start a fight. If the party buys him a drink, he will tell them a rumor.

Encounters on an Inhabited Co-Dominian Planet

2 The group comes upon a dying Senior. Several Danin's are gathered around listening to his last words.

3 The party notices a rather interesting looking Bar. If they go in they will notice an Alien and Human in very deep and secretive conversation. The two will stop talking and leave if one of the players tries to listen in on what is being said.

4 An old man walks up to the group, points his finger at them, and warns them to leave the planet at once if they want to stay alive.

5 A Danin offers to hire the group. He want to go to _____ .

6 Two Aliens are fighting in an alley with a Human refereeing. They are practicing an amateur sporting event, and are not particularly aggressive.

7 A Ken runs up to the group jumping up and down screeching. The Ken was recently hatched and is playing.

8 An extra large Danin challenges one of the group to an unarmed fight (determine which one by random roll). The Danin will sneer and curse the group until a Senior comes along and chases him away. On a roll of 10+, on 2D, a Senior will not appear. If the Danin is fairly defeated, he will act with honor and respect for the group. If he wins, he will sneer and walk off. Fighting will be done hand-to-hand. The Danin is ECA767.

9 The party is approached by a Mercenary who is recruiting men for a raid on an Alien Village. He tells the group that these villages are always full of Gems and Treasure worth a fortune. The Mercenary is 359485, and he has an army for hire of four people.

10 The Police come up to the party in protective suits and inform them that they are suspected of having a lethal and highly contagious disease. The group is then placed in quarantine. Roll 2D, on a 2 - 9, the doctors determine that the group does not have the disease and they are released after two days. A 10 - 12 means that it is discovered that the group does have the disease. With the proper treatment the group will live, but treatment is very painful, and takes two weeks.

11 The party is surrounded by a superior party of Aliens and are held prisoner by them for ten minutes. During that time, their captors discuss something heatedly among themselves in an Alien language not understood by anyone in the party, and then they let the party go.

12 The party is jumped by a large number of Humans. It is a surprise attack and so the party is easily knocked unconscious. When the players wake up they will find themselves aboard a sealed transport enroute to a work camp. After three months of hard work, the party is released and returned to the point of capture. Each player will roll 1D, on a 4+, they will gain one point of Endurance; on a 6, they will also gain one point of Strength.

Mantar The Mage (order #5487669)

Rumors

Rumors should only be used once during an adventure. If a Rumor has already been used, then no Rumors are heard at that time.

2 A prominent lawyer running for a High Political Office is hiring Body Guards.

3 Taxes will soon be increased by 25% so the Local Leadership can hire a Mercenary Army.

4 A leading Petrochemical Industrialist has disappeared from his mansion on _____.

5 A mysterious ghost Dirigible has been seen prior to the disappearance of several Government Officials.

6 The Opposition Party Leader has been removed for his position after an undisclosed scandal occured.

7 See Local Rumors.

8 A Negotiator for the Aluminum Miners Union has taken a bride from the Wextex Mining Company to call off an upcoming strike.

9 A Physics Professor from the _____ Institute of Technology, claiming to have discovered the key to the identity of the Forerunners, is rumored to be in the _____ Sanitarium for social treatment.

10 A man masquerading as a stage magician, but displaying super-natural powers, has started a one-man crime wave on _____.

11 A local Hologram Network has gone bankrupt due to government pressure.

12 The oldest son of a prominent local furniture chain owner has just received the Starburst for Extreme Heroism (or equivalent depending on section) while fighting with his Marine Unit.

Imperium Rumors

1 The Imperium is paying farmers to colonize _____.

2 There is a shortage of raw iron on _____.

3 The local bank is hiring tellers.

4 The local Administrator of the Government is dying.

5 There is a tournament at _____ to find the best Imperial Warrior in the Sector.

6 Land Vehicles are illegal on _____.

Rumors Table for the Co-Dominian

1 Four High Level Danin Leaders disappeared last night.

2 The Danin Warrior Strain is starting to die off from some mysterious disease.

3 All of the Humans are leaving _____.

4 The secret to complete happiness can be discovered by a pilgrimage to the Red Mountains on _____.

5 The Krax Confederation is planning an invasion.

6 A large Asteriod is on a collision course with the planet and everyone will be forced to evacuate within a month.

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Zarian Rumors

1 The town is going to get indoor plumbing.

2 The price of Jewelry is going up.

3 Zardrac visited _____ .

4 The family that died in a recent fire didn't believe in Zardrac.

5 The _____ Restaurant has a special on Mantil Fur Soup.

6 The Temple Guards fell asleep on duty last night.

Krax Rumors

1 The local bank was robbed by citizens of _____ .

2 Raiders from _____ poured Sulphur in _____ 's water supply.

3 _____ , the Highwayman, is recruiting men.

4 Heroic deeds are rewarded by Constance, an old woman Pickpocket. Whenever she learns of a noble deed, she will seek out the Hero and instead of stealing something, she will leave something of value.

5 The _____ Family's Estate was destroyed by _____ , who killed everyone.

6 Ezmiranda the Ballet Dancer is looking for the perfect man and will pay him 1,000,000 CR when she find him.

Marlan Rumors

1 A famous Primate Athelete has fled and is seeking political refuge in the Co-Dominian.

2 A man has published a book which states that stars are Gods and should be worshipped as such. All sects have united in labeling him as a heretic.

3 The Secret Police have evidence that the High Priest's missing brother is secretly the High Priest of Cheva, a pagan blood cult on _____ .

4 Garbage collecting has been declared an unclean job.

5 The worker sect has opened a University at _____ .

6 _____ is going to renounce its membership in the Primate because of religious decay.

Ginlenchy Rumors

1 Maldrak the White Slaver is going to auction off the most beautiful woman in the universe on Ginlenchy Rumors at _____ .

2 The Marlan Primate is trying to takeover control of Ginlenchy.

3 Pochi the Forger will give anyone a complete new identity for 10,000 CR.

4 The local leader's political prisoners are being executed with Clorine Gas.

5 Marlan Primate Missionaries are going to burn the Capital City to remove corruption.

6 Rejected lovers going into the mountains are disappearing. Legend says that the Mountain God turns them into beautiful crystal statues.

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Mantar The Mage (order #5487669)

GLIMMERDRIFT REACHES

Science-Fiction Adventure in the Far Future

Judges Guild

Approved For Use With TRAVELLER™

COMPLETE SECTOR GUIDE
32 BY 34 STELLAR MAP
AND PLANETARY DATA
32 PAGE DETAILED GUIDEBOOK

Background Information

The Glimmerdrift Reaches is located at about the center of the Trailing edge of the Imperium. Separated from the main body of the Imperium by an extensive rift area, this Sector is, nonetheless, touched by two distinct branches of Imperium territory. The Glimmerdrift Reaches is one of the group of Sectors of mixed client states known collectively as the Gateway Quadrant. This area of mixed states separates the Imperium from the domains of the Hive Federation and the Two Thousand Worlds. The Glimmerdrift Reaches derives its name from the fact that some regions of the rift area contain nebulosities which flouresce strongly in certain wave lengths of visible light.

Imperium Involvement

Interest in this sector breaks into two separate areas: Coreward, the dozen or so systems in Thorstone and Tri-Empire, and the Spinward Rim area of Verge Subsector. Previous armed commercial expansion policies have been changed to encourage friendly buffer states through technical exchange programs and cooperative business ventures. Large Naval Units have been deployed elsewhere as stable allies permit the situation to be controlled by Security Forces and Provincial Forces only.

Zarian Realm

Stability is the major characteristic of this near-Human race and its political activities; little change has been exhibited by the Zaris in over two thousand years. The Zaris are similar to many sub-races of Humaniti but have such profound biochemical differences that crossbreeding is not possible. Non-expansionist, the Realm has shown, in the past, an ability for a coordinated defense that is very effective. Due to their inward-directed philosophy, the Zaris have arranged with the Imperium to limit commercial contact to only a few specially-licensed companies.

Irfandanin Co-Dominion

A cooperative state between the Human and Danin races of this area, the Co-Dominion supresses information about its internal history, structure, and activities. Attempts at military expansion, though initially successful, have been stalled by neighboring states.

Marlan Primate

An example of successful planned colonization programs, the settlement of this area took place in 478 - 524 by a minor religious sect of Vilani origin. Of inward-directed political philosophy, the Primate maintains an adequate exchange of technical and cultural information although trade is modest and composed primarily of special pharmaceuticals and artwork. An excellent force of mercenaries is maintained as the core of self-defense organizations.

Ginlenchy Concordance

The area of the Concordance is a convenience grouping of independent starsystems lightly administered by the Marlan Primate. Free access is permitted to non-military ships of the Imperium, Krax Confederation, and Mandanin Co-Dominion. Primarily Human settled, these systems range widely in population, technology and political stability. Commercial opportunities abound for astute operators in this area.

Krax Confederation

Settled by political dissidents from the First Imperium, an overall state was only formed in response to commercial and political pressures from the Imperium. Relatively stable now, internal cohesion has never been high but is being encouraged by Imperial Security. Technical assistance is being provided by the Imperium as is commercial activity.

Map Key

TASMAN

Subsector Name: Designation of administrative region.

Stellar System: Location of a Star and its associated planetary system.

X-Boat Route: The route followed by the Imperial Express Boat Network. Generally the most heavily travelled route and one for which continually updated trip tapes are always available.

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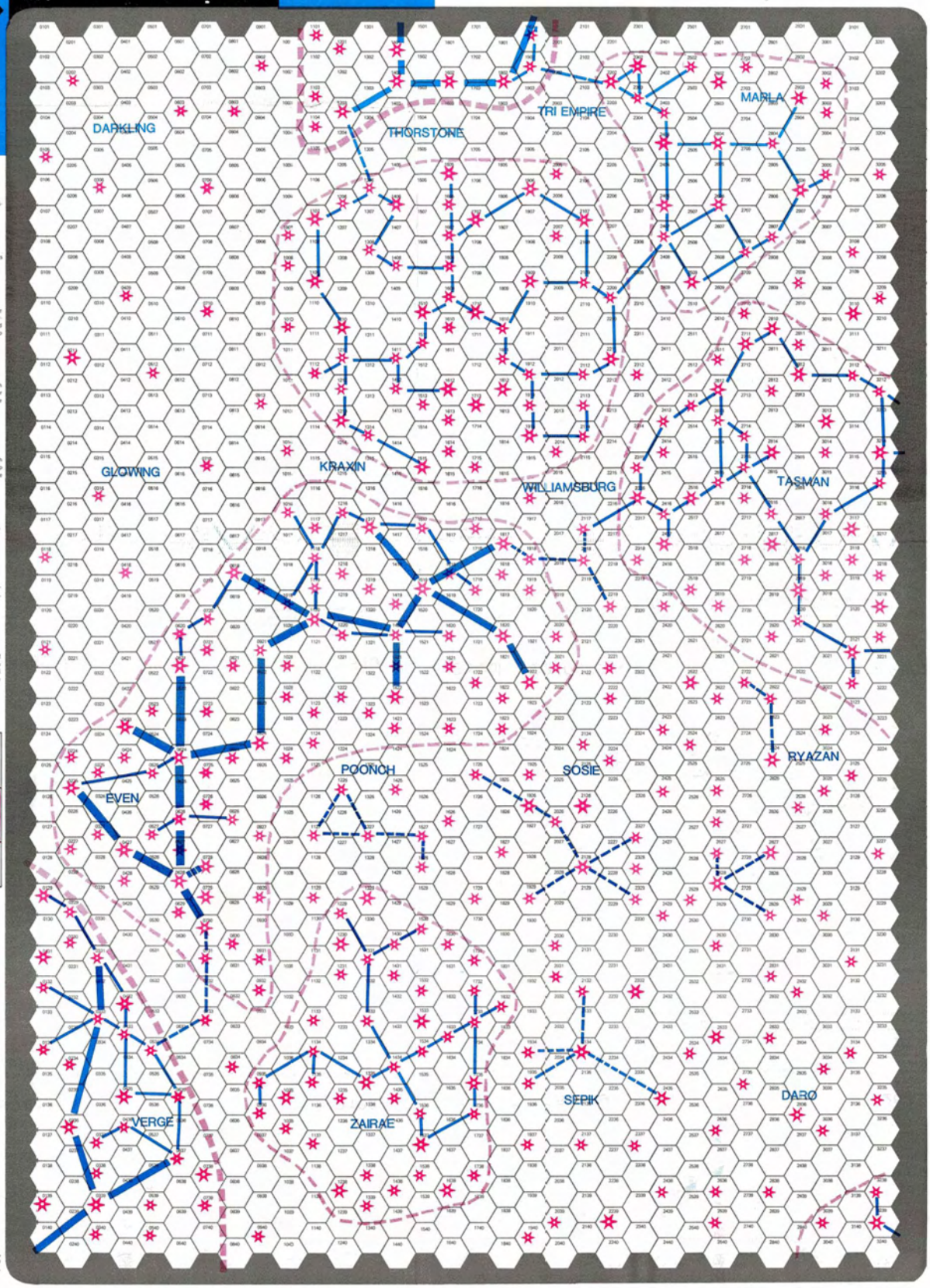
Imperial Border: The political boundary of Imperial Allegiance.

Political Border: The boundary of a political entity recognized by the Imperium.

Each hexagon represents a distance of one parsec. Stellar coordinates are herein delineated in the traditional Solomani Cenmold Projection still utilized in the Trailing Frontier Zones.

1 Imperium
2 Marlan Primate
3 Ginlenchy Concordance
4 Mandanin Co Dominium
5 Krax Confederation
6 Zarian Realm



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World Surface Map available

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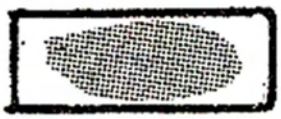
DARKLING
THORSTONE
TRI EMPIRE
MARLA
GLOWING
KRAXIN
WILLIAMSBURG
TASMAN
POONCH
SOSIE
RYAZAN
EVEN
SEPIK
DARO
VERGE
ZAIRAE

Mantar The Mage (order #5487669)

KEY

MOUNTAINS

CITY



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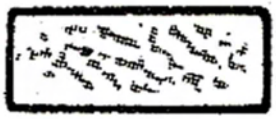
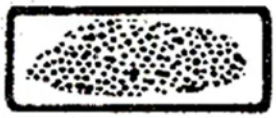
STARPORT

FOREST



ROUGH



DESERT

RUINS

PLAINS

GRAVEL PLAINS

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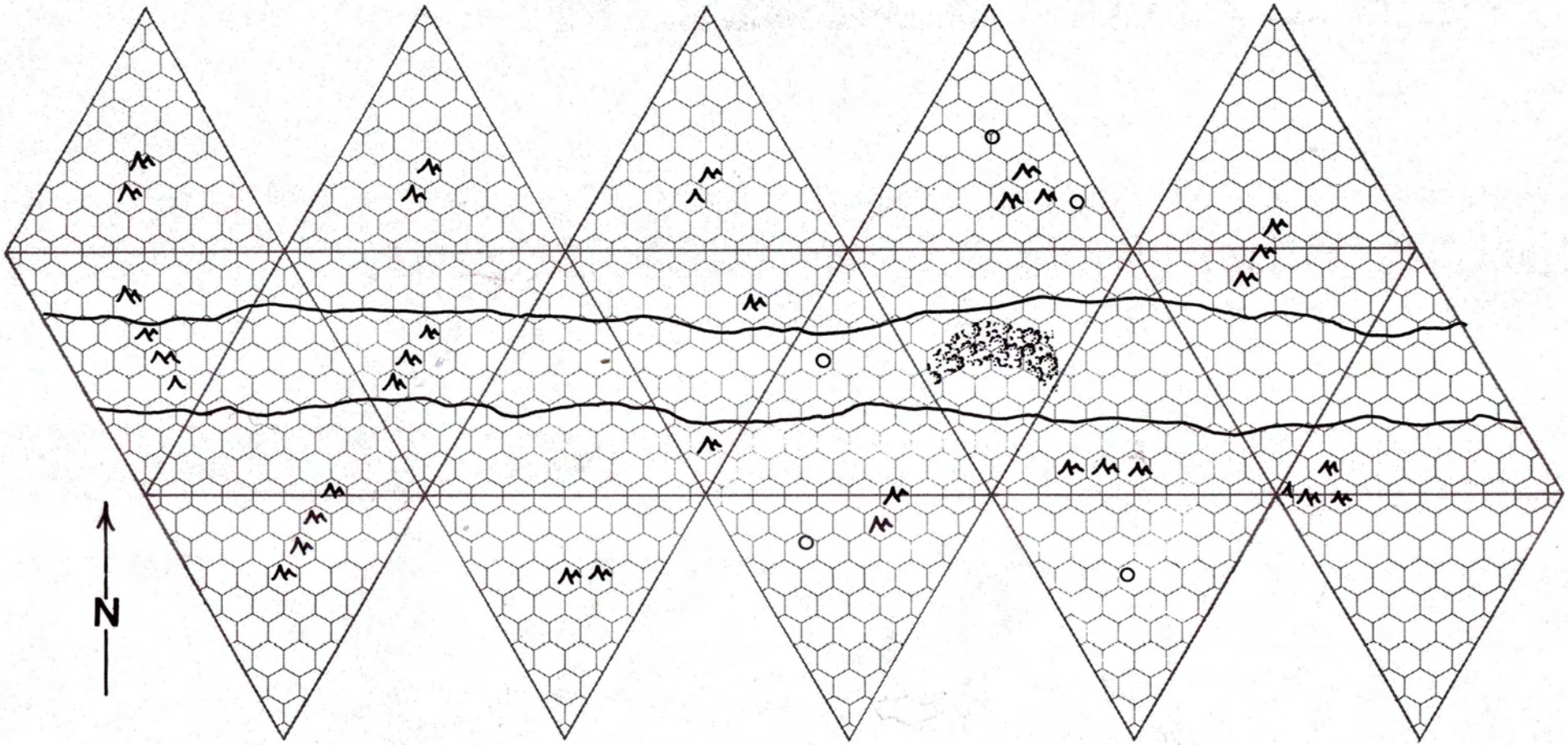

Galnor B357649 A 0139

Galnor being the fifth planet in its system is a frigid world with a low population and temperature range of -210 to -40° C. The government is loosely knit with one Representative in the Minor Assembly for every thousand people and a Courier for every 10 thousand in the Major Assembly. The nearly 1 million Galnorians are a peace-loving people and as such have but a small Police Firce and Armed Services to guard their own planet and no more. The people of Galnor are highly acclaimed for their Statesmenship and as such a large number are employed in the Imperium's Diplomatic Corps. Surprisingly enough, Galnor's most prominent exports are Arms. Because of the Galnorians great distaste for violence, they have made an astounding number of Stun Weapons that are efficient and very low cost. Another big Galnorian export is of course, their Ice Ships which they use to encompass the 58% ice covered World. Although Galnor's Ice Ships are vastly more expensive than such craft from other sources, they are among the first and sturdiest Ice Ships available anywhere. Recently deposits of an ultra pure isotope of Silicon suitable for the Imperium's always growing micro-electronic industry have been found in fissures high in the Galnorian Mountain Ranges. Because of this, the population is expected to quadruple in coming years which makes Galnor a good climate for business.

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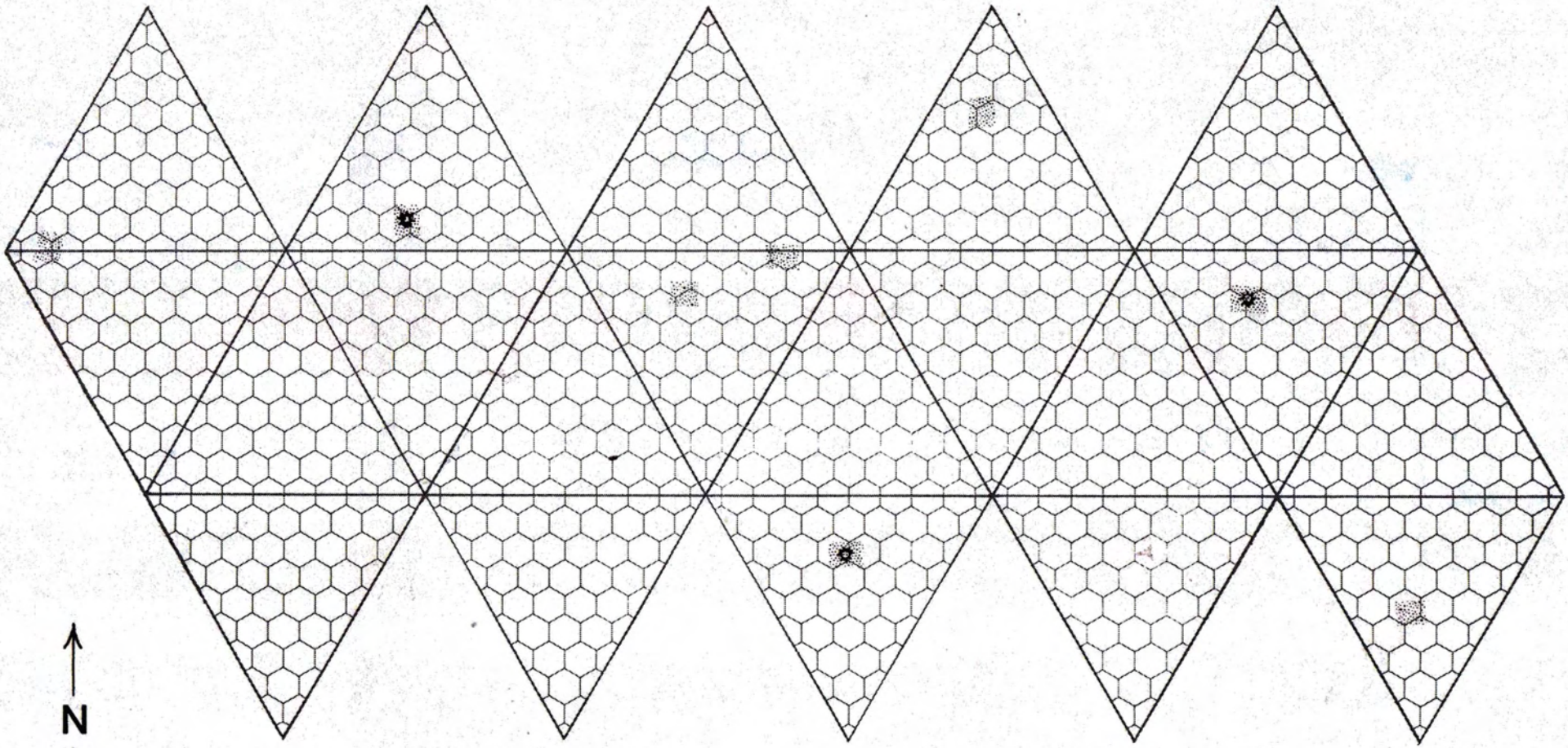

Hyline BA8A549 B

0427

Hyline is a waterworld with three underwater Dome cities. These cities are loosely confederated together under a council elected by popular vote. For practical reasons however each city is fairly autonomous. Each city possesses its own military donating a portion to the council of cities for mutual defense. Before the council of cities came into being there was constant warfare on the planet. Ruins of five other cities testify to this. Self annihilation seemed imminent and the three surviving cities declared a ceasefire and discussed peace terms. It was decided that each city would be given a monopoly, one had ocean farming, one herding, and one mining. Hyline has rebuilt itself and is once again becoming a part of established trade routes.

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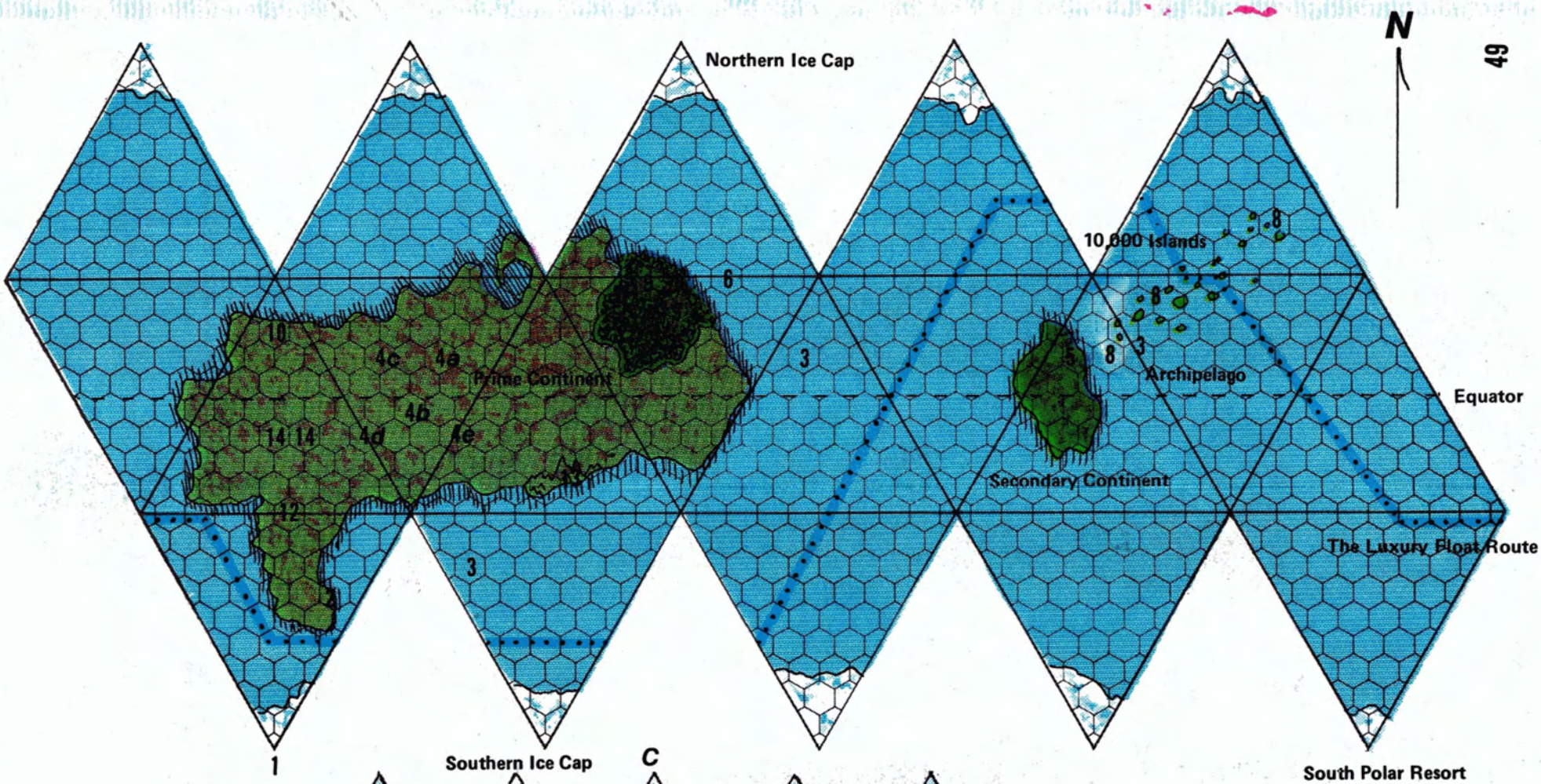

0924 Randabar

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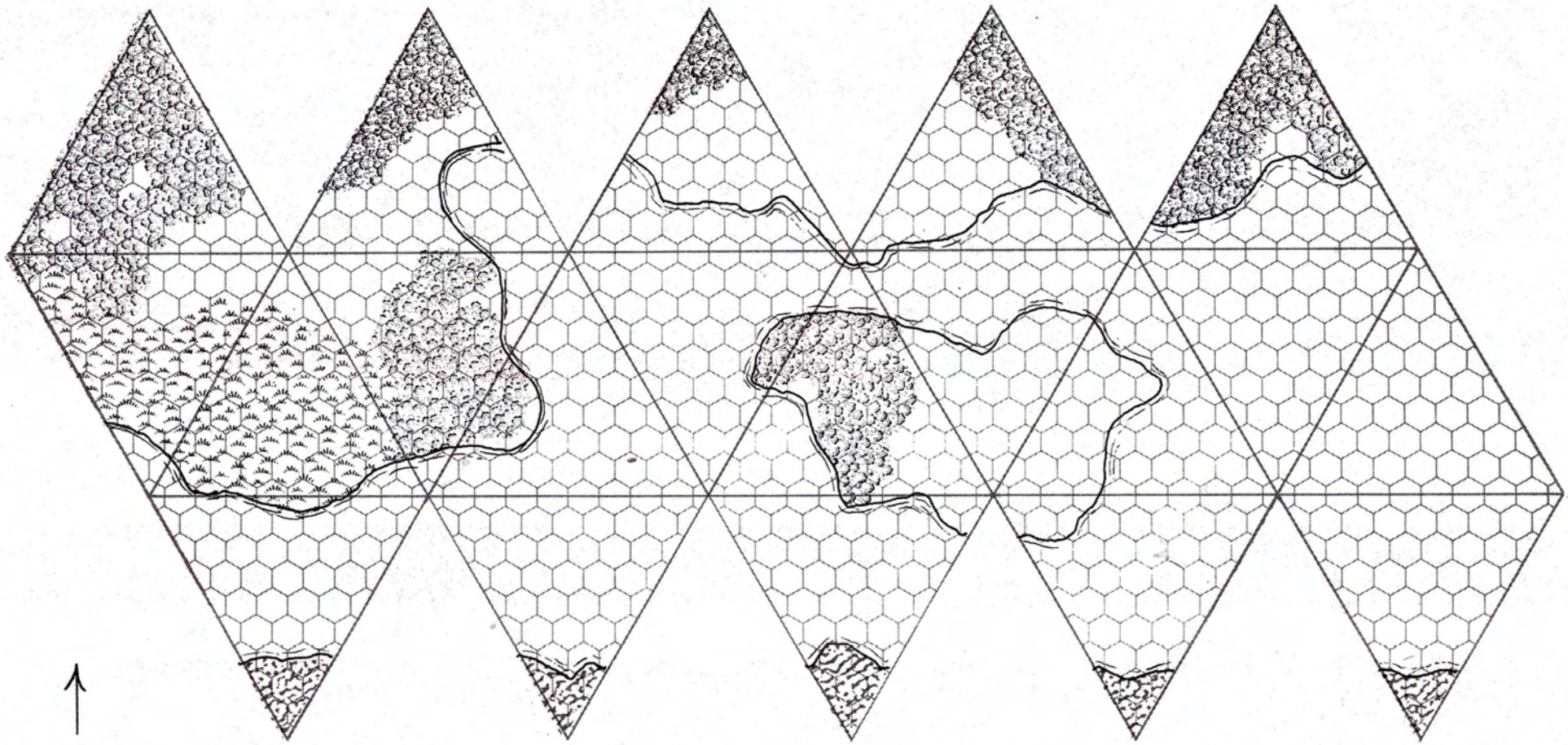
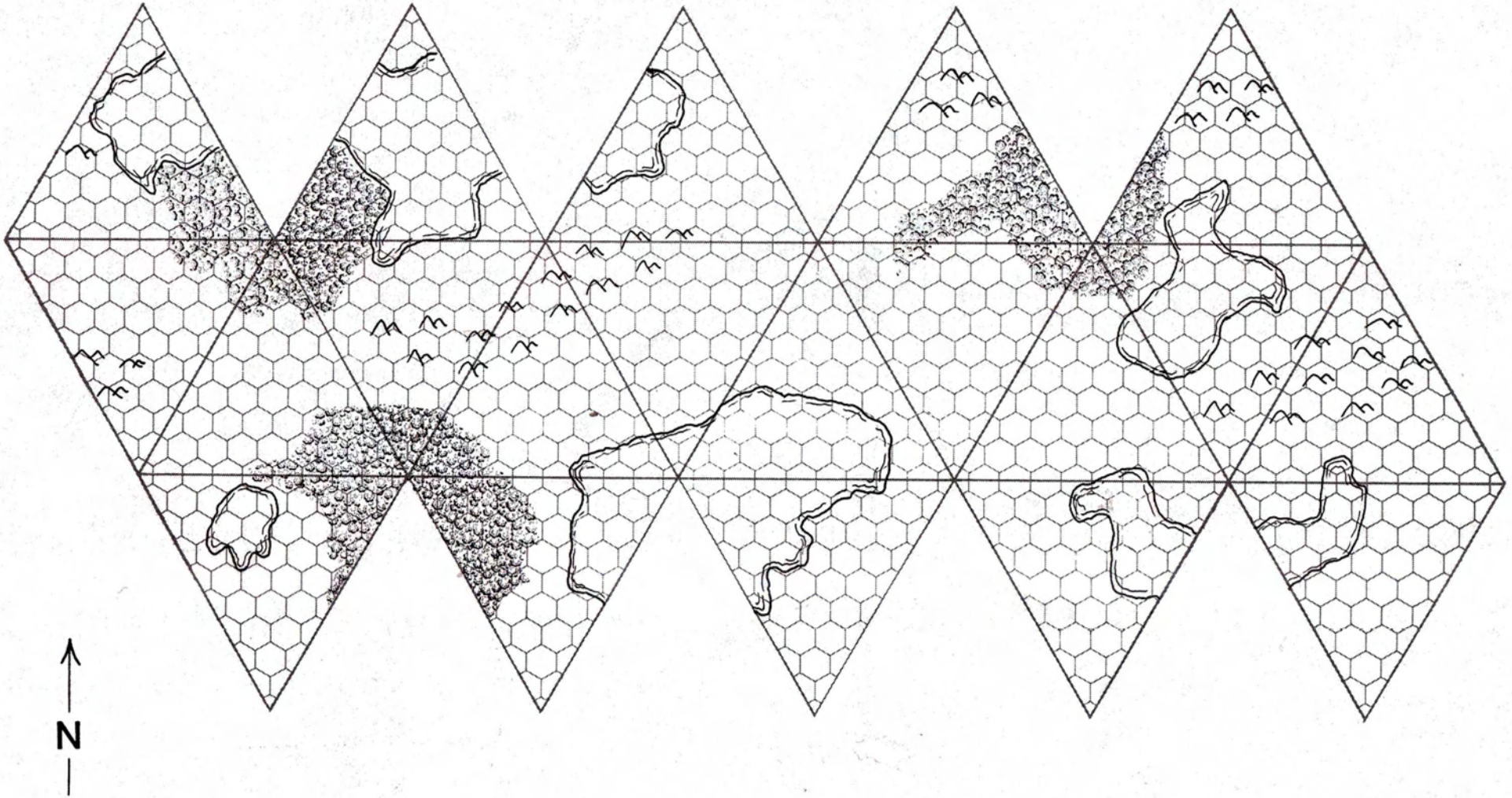
Mantar The Mage (order #54876669)



Hyde A665966 E

1335

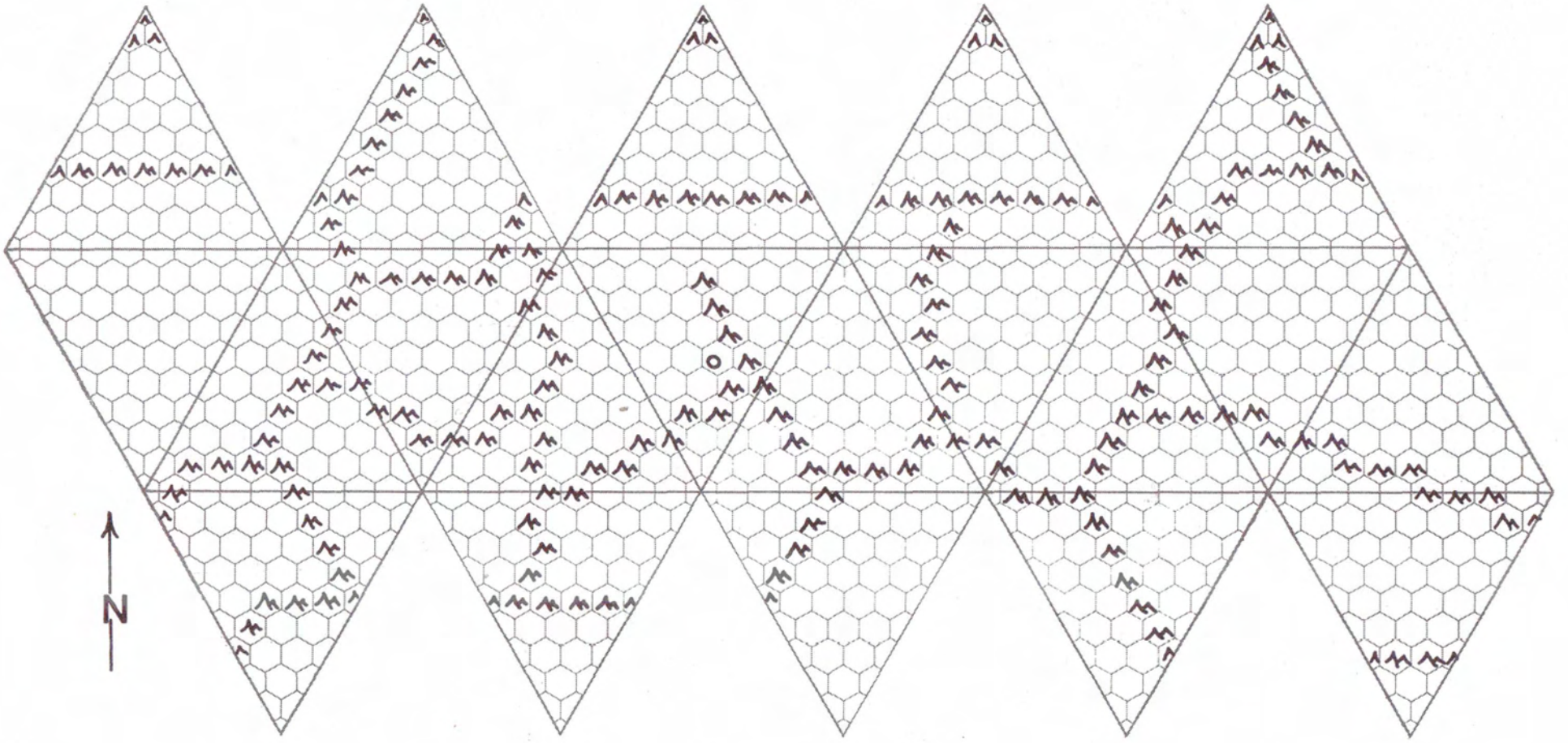
An exotic paradise full of beautiful and non-lethal natural wonders, Hyde is growing rich in tourism. Offwonders flock there for vacations in the peaceful environment. Hyde produces many strange animals and plants, its fruit orchards famous throughout surrounding sectors. The Zarians do not mind off world tourists, but they jealously guard their serenity and carefully screen all applicants.



Rasma A684763 B 1519

Rasma is a golden Paradise Agricultural world. Rasma is self-supporting and can still export 75% of its production. Fortunes have been made on Rasma. The only problem is that Rasma is a proteciorate of the Krax Beaurocracy and receives an infinitesimal percentage of the profits. The beaurocracy has grown fat off of the Rasmas who are fired of it and have vowed to free their world of tyranny . The citizens have armed and are in an undeclared revolt. The Krax government has responded by telling the rebels that at the first sign of hostility the army will reduce Rasma to a barren desert. Because of this altercation, the Travellers Aid Society has classified Rasma as an Amber Zone.

Mantar The Mage (order #5487669)



Seraul D210200 A 2007

Seraul is a satellite with an abandoned Star Base and only faint traces of an atmosphere. The Base was built primarily underground and was incomplete when a surprise attack destroyed or damaged most of it. The changing strategic situation rendered the Base as unimportant and repairs were never effected. The Base was quickly abandoned and whatever equipment that was deemed particularly valuable was taken away, with the rest left remaining scattered in a state of disorder. Parts of the Base remain pressurized while the other areas have leaked and are now filled with Seroul's natural atmosphere. All Power Systems, as well as Life Support are inoperative and can not be repaired. The most advanced equipment appears to be roughly equivalent to Tech Level 8. Above ground, there are few buildings and even fewer intact. Below, are areas in various states of disorder including many incomplete facilities and excavations. The Star Port is damaged but can be repaired so as to handle traffic again. The Port was initially one of Type C but could be easily expanded to Type A and probably will due to the great amount of minerals suitable for Starship manufacture found around the area.

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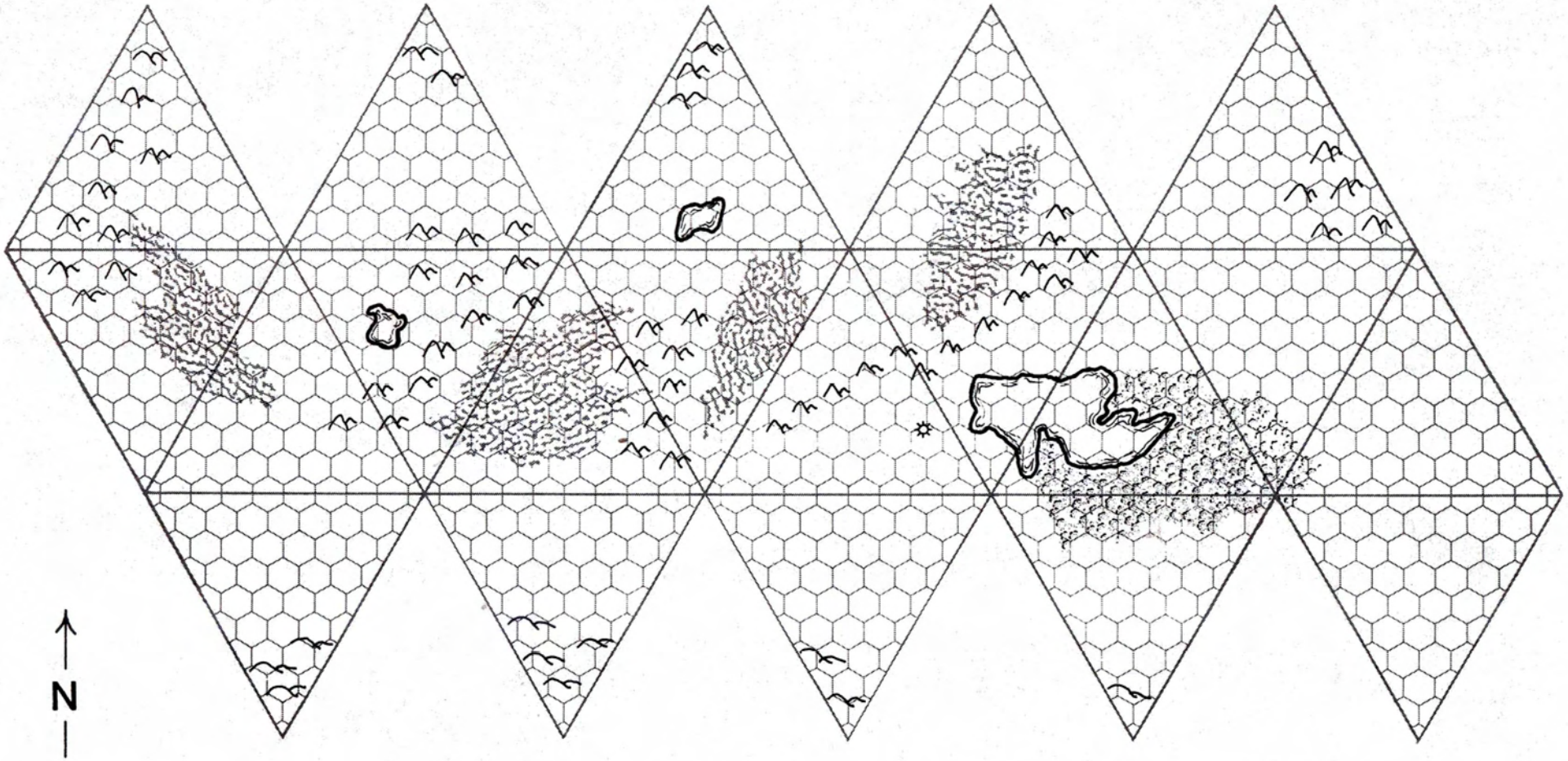
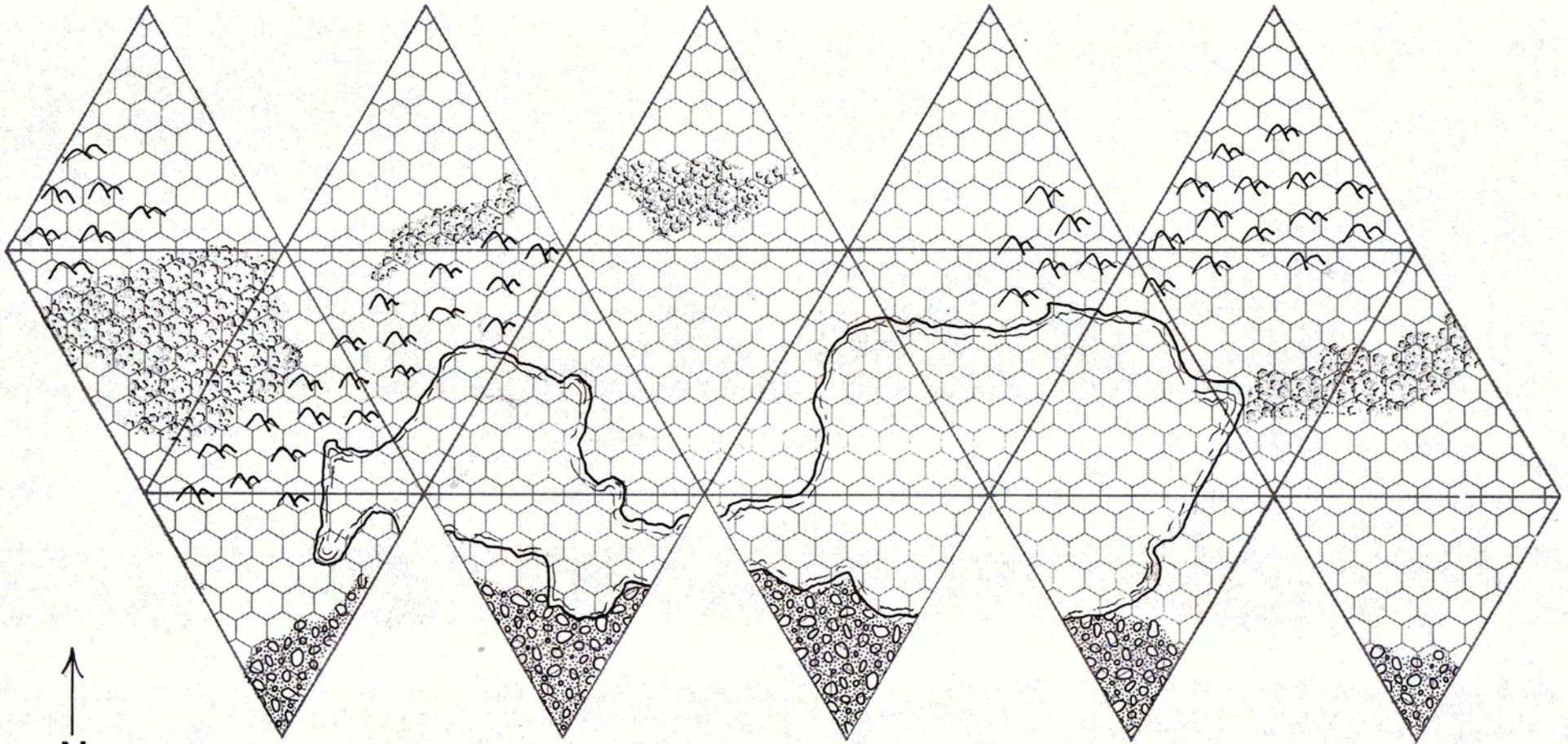


Cazor E120100 -- 2318

An extremely large unstable gas giant planet, Mazor is a planet still forming, it is just under the point where it could become a star and there are still areas where nuclear fusion takes place. Mazor is indeed a deadly environment, but a scientist from the Imperium has managed to get a charter from the Co-Dominium to study the planet and has established a research center on Cazor.

The major puzzle is why and how do the planet's violent storms occur. The storms raging across the surface of Mazor form valuable and rare gobules of material. Some of these have only been theoretically possible in the past. Probes are sent down to gather these samples. Some are of scientific value but others are worth a fortune monetarially. The scientist uses these to purchase his necessary items.

Trading on Cazor is extremely profitable but dangerous. The scientist's experiments have destailized the planet to the point where surface disturbances like a star-ship landing can cause a earthquake. More than one ship has been marooned by these quakes, and several crewmen have been lost in the past.



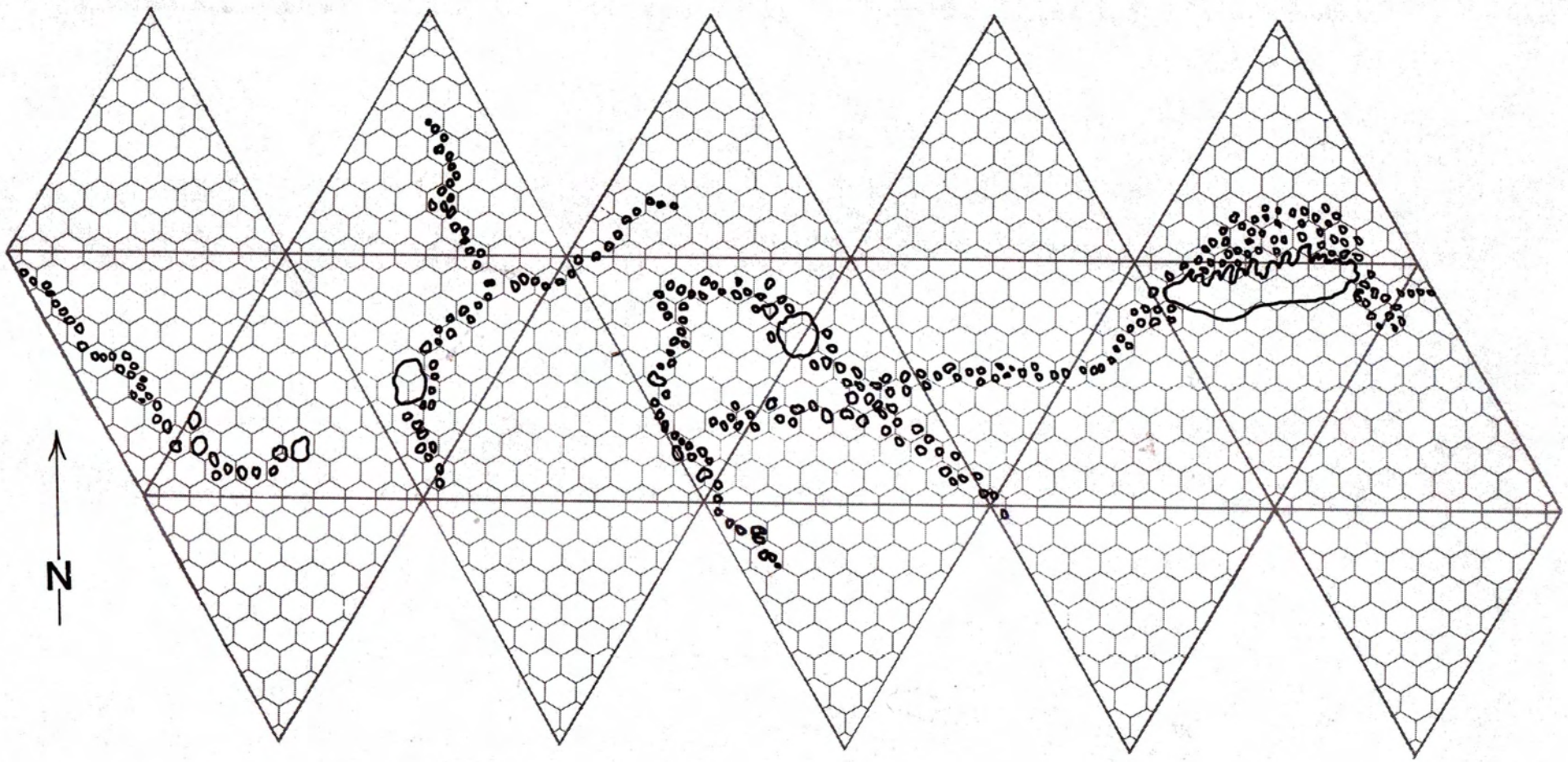
Priluki C966300 9

2602

This planet is an experimental colony which is controlled directly by the Central Authority. Several hundred years ago a prophet named Sunhais arose in the Primate and quickly gathered a large following. He challanged the basic theology of the religious order by emphasizing self-worth rather than struggling to eliminate imperfection. The Sunhai Sect no longer practices the physical penitance common in the Primate. The outrage by the religious orders grew so acute that the central authority declared Priluki as a home for the Sunhais.The only contact the Sunhais have with off worlders is with Central Authorities and a few Free Merchants.

Recently a Krax Adventurer was marooned on Priluki and discovered the planet was rich in Kaltorium, an extremly rare crystal used in Primate Religious ceromonies. The Central Authority has just reclassified the Sunhais from heretics to a Legal Sect. This action made it possible for Orthodox Marlans to go there to gather Kaltorium crystal possessing the right qualities, for worship.

Mantar The Mage (order #5487669)



Vinyl C569566 9

2633

Moderate sized, roughly 8,000 kilometer equatorial diameter and 25,120 equatorial circumference, this planet has 87% hydrographic percentage. What land masses there is takes the form of islands in loosely connected chains. Surprisingly this planet shows signs of previous colonization attempts by another race. Currently research is being conducted on the planet to uncover the identity of this race, and from where it originated. Preliminary findings suggest that the race was primarily Humanoid, but with some alarming differences. In places equipment depositories have been found, yielding some very interesting items. Attracting many travellers to this planet are the many exotic plants growing on the islands, which when dried can be manufactured into narcotics and hallucinogens of amazing potency and duration. Several pharmaceutical companies have expressed interest in setting up operations on the larger islands. Hunting has also attracted many people to the smaller islands, where can be found the Stalaka, a reptilian creature known for its ability to walk upright. The meat of this beast is highly sought after by gormets, throughout the organized world. The hunts are further excited by the fact that at times these creatures have exhibited instinctive behavior resembling organized thought. They have been known to kill its hunters and then vanish into the jungles.