Stellar Reaches
A Fair Use Fanzine for Traveller

A Samardan Press Publication
A Fair Use Fanzine for Traveller

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Credits:
Cover Art: Galaxy and Earthlike World © Bill Carr.
See his work at http://www.epilogue.net/art/18189-galaxy-and-earthlike-world
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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/

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author or artist holding that specific content’s copyright.
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 soldier, 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
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

<table>
<thead>
<tr>
<th>BITS Task Difficulty</th>
<th>T4 Difficulty</th>
<th>T4.1 Difficulty</th>
<th>GT Target Modifier</th>
<th>TNE Difficulty</th>
<th>MT Difficulty</th>
<th>CT Target Modifier</th>
<th>T20 DC</th>
</tr>
</thead>
<tbody>
<tr>
<td>Easy</td>
<td>Easy (Auto)</td>
<td>Easy (1D)</td>
<td>+6</td>
<td>Easy</td>
<td>Simple</td>
<td>-4</td>
<td>10</td>
</tr>
<tr>
<td>Average</td>
<td>Average (2D)</td>
<td>Average (2D)</td>
<td>+3</td>
<td>Average</td>
<td>Routine</td>
<td>-2</td>
<td>15</td>
</tr>
<tr>
<td>Difficult</td>
<td>Difficult (2.5D)</td>
<td>Difficult (2.5D)</td>
<td>0</td>
<td>Difficult</td>
<td>Difficult</td>
<td>0</td>
<td>20</td>
</tr>
<tr>
<td>Formidable</td>
<td>Formidable (3D)</td>
<td>Formidable (3D)</td>
<td>+3</td>
<td>Formidable</td>
<td>Formidable</td>
<td>+2</td>
<td>25</td>
</tr>
<tr>
<td>Staggering</td>
<td>Impossible (4D)</td>
<td>Staggering (4D)</td>
<td>+6</td>
<td>Impossible</td>
<td>Formidable</td>
<td>+4</td>
<td>30</td>
</tr>
<tr>
<td>Impossible</td>
<td>(5D)</td>
<td>Impossible (6D)</td>
<td>-12</td>
<td>Impossible</td>
<td>Impossible</td>
<td>+6</td>
<td>35</td>
</tr>
</tbody>
</table>

**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 >= 8. Maria requires 2D + Forgery >= 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 >= 8.

**MT:** Staggering difficulty is equivalent to MT’s Formidable (15+), thus the task is 2D + Skill + (Stat / 5) >= 15. For Maria this is: 2D + 4 + 2 >= 15.

**TNE:** Staggering difficulty is equivalent to TNE’s Impossible, thus the task is d20 <= (Skill + Stat) X %. For Maria this is d20 <= 3, i.e. (9 + 4) / 4 rounded down.

**T4:** Maria requires 4D <= INT + Forgery. (Note that T4’s Staggering rating of 3.5D is ignored.)

**GT:** Maria requires 3D <= Forgery + Target Modifier, i.e. 3D <= 16 – 6.

**T20:** Maria requires d20 + 18 >= 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 Ikonic 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 Mraegousafgekip
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 Iriritok Vargr language, on Ikon/Tsahrroek.

Tools & Aids: A translator, holding the many Vargr languages of the Empty Quarter that gr Mraegousafgekip 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.  

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.  

Some wolves fly starships. A hunting pack in Fathwaas’ inner asteroid belt, 993 Imperial.  
This graphic is titled “Wolves Lying in Wait” © UNGDI-SEA.  

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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…”

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For the PCs...
Organizing mass emigration of local Vargr to the Republic is quite time-consuming, and gr Mraegouksafgekip 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: Udusis/Udusis most of all, but also Hebrin/Hebrin, Zuhshia/Nulinad, Enisish/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 Mraegouksafgekip 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 Ikonic 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](https://www.youtube.com/watch?v=i7d0Lm_31BE)
Stellar Reaches

(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.

Opening Theme: “Arcadia”, Adrian Johnston - http://www.youtube.com/watch?v=9peC8fzlEEc

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’airl/Delphi. 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 fandangle 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

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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-abbeys-dirty-secret) then you have a family heir that was involved in some fancy war profittering 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.

![Slorm, 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](image)

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 leaders’ 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 warships\(^7\)) 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](http://www.youtube.com/watch?v=TvXD4P_wJk)

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\(^7\) 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.

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
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, Vaccum 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 artefacts, 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’ukghadiiishon 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 Udusis, 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=zQqqkIoc580

**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 Naaggikkhdigg**

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:** “All 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, Dethwbtakeb-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.³ “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

³ 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).
If an Imperial industrialist is wealthy enough, he can elevate his own private mountain. The Rime Rengiigasa 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 afterwords. 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.”

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.

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*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](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.

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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 managers 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=kUYcHG60TcI](https://www.youtube.com/watch?v=kUYcHG60TcI)

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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 Hindu 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?”

_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](http://artofjokinen.deviantart.com/art/Winter-Patrol-421612704)
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, Solomani\(^{14}\) 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](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 Kikhushegi-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”, الالحديد “ذنب”الجدي), 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.

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\(^{14}\) 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](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](http://www.youtube.com/watch?v=WyjKTY3juBM)

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**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](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:** Iabag (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. 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 Respected\textsuperscript{17} Nithya Sadangi
UPP A7DCBC, Age 34, Mixed Vilani (Heavy on the East Indian)
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.


\textit{To men a man is but a mind.}
\textit{Who cares what face he carries or what form he wears?}
\textit{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.\textsuperscript{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

\footnotesize
\textsuperscript{17} “Respected” is a local title of the Empty Quarter, similar to “Sir”, “Dame”, or “Baronet” with less Imperial authority... but more local respect.
\textsuperscript{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!
The Vargr usually have no interest in the past, except as a tool to boost their charisma today. Even this long-abandoned Vargr city on the rarely-visited Vargr world of Irilikhokh/Kourae has almost no visitors – few locals even know about it, or would care an ear-twitch if told.

This graphic is titled “The Rock City” © Sergey Skachkov.
See his work at http://atris.cgociety.org/art/photoshop-rock-city-2d-288407

This starship was designed with the High Guard Shipyard, created by Andrea Wallace.
Download the software here: http://www.downport.com/amv/software/hgs.html

Ship: Sigusha
Class: Ashu Gidiirgushu
Type: Armoured Freighter
Architect: Alvin Plummer
Tech Level: 13

USP
M-8534771-200000-34003-0 MCr 738.330 800 Tons Fuel 296 tons
Bat Bear 31 4 Crew: 18 Agility 4
Bat 31 4 TL: 13 Pulse Lasers

Cargo: 113 tons Crew Sections: 1 of 18 Emer. Low: 5 EP: 56
Craft: 1 x 2T Air/Raft, 1 x 20T Ship's Boat
Fuel Treatment: Fuel Scoops and On Board Fuel Purification Plant
Backups: 1 x Model/5 Computer

Architects Fee: MCr 7.383 Cost in Quantity: MCr 590.664

HULL
800 tons standard, 11,200 cubic meters,
Sphere Configuration

CREW
Pilot, Navigator, 7 Engineers, Medic, 8 Gunners

ENGINEERING
Jump-3, 4G Manoeuvre, Power plant-7, 56 EP, Agility 4

AVIONICS
Bridge, Model/7 Computer
1 Model/5 Backup Computer

HARDPOINTS
8 Hardpoints

ARMAMENT
4 Triple Missile Turrets organised into 4 Batteries (Factor-3),
3 Triple Pulse Laser Turrets organised into 3 Batteries (Factor-3),
1 Single Fusion Gun Turret organised into 1 Battery (Factor-4)

DEFENCES
Armoured Hull (Factor-2)

CRAFT
1x 2-ton Air/Raft (Crew of 0),
1x 20-ton Ship's Boat (Crew of 0)

FUEL
296 Tons Fuel (3 parsecs jump and 28 days endurance)
On Board Fuel Scoops, On Board Fuel Purification Plant

MISCELLANEOUS
9 Staterooms, 5 Emergency Low Berths, 113 Tons Cargo

USER DEFINED COMPONENTS
None

COST
MCr 745.713 Singly (incl. Architects fees of MCr 7.383),
MCr 590.664 in Quantity

CONSTRUCTION TIME
112 Weeks Singly, 90 Weeks in Quantity
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 maneuvre 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.

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**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

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**Kiyiya**
UPP 6A86EA, 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 Ikonic 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 Oedhukhm, 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/](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.
Stellar Reaches

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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 justice 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

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

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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  
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, Pëbpa Basawa-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

Language: Intiek (Native: Tied to the world of Aerafa/Ambro/Arzul. Not a Recognized Hegemonio Language.) Arzul-A (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=Mft0ftfqK10

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 Tsosoe, 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

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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.

A few ancient Hindu temples of Beta Quadrant. Dating from the Rule of Man era, these religious sites on Reshilgani 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://eeric85.cgsociety.org/art/environment-photoshop-temple-hindu-concept-landscape-2d-929961

Afterwards, Quaer signed up on a Hegemonio merchantman, making the Saegvhung-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 Irilitok than the other Vargr races.

Closing Theme: “Homeward Bound”, Simon & Garfunkel - http://www.youtube.com/watch?v=7z9wd9b51FM
“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.


Demari Penniver
UPP 787E65, Age 39, Answerin

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.

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.

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21 This is a Canon Traveller race: for this article, I’m using the GURPS Traveller: Humaniti book (which you can by at http://www.warehouse23.com/products/SJG30-6623) and the original Challenge #55 article (which you can by 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.


Demari (the surname comes first in Answerin culture) was born on the Imperial Vargr-dominated world of Rrorrtuenag/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. 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. Puzzled 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

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23 Answerin man, Mixed Vilani woman. Note that, while the Answerwin 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 Eninissh. 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 Solomani, 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](https://www.youtube.com/watch?v=j4ueaD22hg8)

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25 The Vilani and the Bwap, on the other hand, are a crushing bore to her way of thinking, and of no interest.
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 Rrirrodyikzoen Vrovraidekirrirz
UPP 6DCBA6, Age 22, Irlitok 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: Ghizkourovok (Native: Irlitok 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 Irlitok 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 captians 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 Ikhnaton 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](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](https://www.youtube.com/watch?v=oN2Xs-MvxLw)

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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.cgociety.org/art/snow-photoshop-man-googles-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 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=REISCYUKEQ

(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
“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.

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


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’mar 32 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](http://www.youtube.com/watch?v=TAaRJysbXoM)

*Be careful about reading a health book.*

*You may die of a misprint.*

- Mark Twain

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\(^{34}\) 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](https://www.youtube.com/watch?v=Ol3whP9huGA) inspiration:

“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.

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*Stellar Reaches*  *Issue #25 Christmas 2014*  *Page 49*
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
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.’


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. The very famous (to Russians) 1898 painting Bogatyrs illustrates three prominent fighters:

- Dobrynya Nikitch: 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 come 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, 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). 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!

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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. Enrish, 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, 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](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 is 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.

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\(^{41}\) 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/](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
  o Marhaban Arabic:
    NOT spoken on the Empty Quarter’s Marhaban, this is the language of Marhaban of Lishun Sector. (Stellar Reaches #8)
  o Tsosoea Arabic:
    The common tongue of Tsosoe. (Stellar Reaches #20)
  o 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.

Oksukhonmoore:
- 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. 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 Reshkhuda, 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

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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).

**Irilok Body Language:**

*The Irilok are heavily humanized. In 993, it's still quite popular for some Irilok 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.*

**Stellar Reaches #21**

*Irkonee:*
• The language of the Genoee 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.

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*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
Kuummommoengh:
• An Ovaghoun/Irlitok language of Ikon. As the Irlitok 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 Irlitok 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 Dharo, a world of the Hegemony of Lorean.

Tankii:
• A dialect of Modern Vilani that has shifted enough to become it’s 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.\footnote{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...”}

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 Irlitok Vargr language, found on Ababat
Stenovit:
  • The dominant language of the asteroid system of Yugolav, Delphi Sector

Iabag:
  • 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 21\textsuperscript{st}-22\textsuperscript{nd} centuries, itself rooted primarily in Old American English.
Lossi Space: Gallery

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 Generator\(^\text{47}\) 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

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**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.

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 (TL 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-Borough-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](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](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=WppJEf3ZtFU) 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/Laenaeish, 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/Sharowiel, 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.cgociety.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
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.cgociety.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](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](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 POWERRRRRrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrrr!"

“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
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” © Justinas 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/

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-Travelling-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
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 Bhroloogro Ringworld, a sister project to the Rasirav settlement, suffered a catastrophic failure late in her construction. While the Bhroloogro 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 Bhroloogro 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
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 Losi 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](http://justv23.deviantart.com/art/Grand-Eclipse-454325289)

Not all life in Losi 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](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!”

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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

![Starcircle Flag](http://aldohyeah.deviantart.com/art/flag-of-schiratian-confederacy-461442579)
Starcircle Coat of Arms, Greater and Lesser

Artist: Aldo Lazuardy.

Avelaera Agora

Relatar Agora

Artist: Aldo Lazuardy.

Wirviatain Agora

Artist: Aldo Lazuardy.
**Shohoi Agora**

Artist: Aldo Lazuardy.

**Viriraen Agora**

Artist: Aldo Lazuardy.
Ubrearn Agora

Artist: Aldo Lazuardy.

Nush Agora

Artist: Aldo Lazuardy.
Ensoice Agora

Artist: Aldo Lazuardy.

Ildeherin Agora

Artist: Aldo Lazuardy.
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 reseachers 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 superscience\(^{49}\) 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 \(~6,874,000,000,000,000,000,000,000\), 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.\(^\text{50}\) 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)\(^\text{51}\)
- avoided the stagnation and destruction of thought and growth that a single controlling authority always brings\(^\text{52}\), 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 then 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,

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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 so\textsuperscript{54}, 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 violence\textsuperscript{55} ... 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.”\textsuperscript{56}

\textbf{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 reconnect other, long-lost ringworlds and other habitats of the long-dead interstellar Society — so far, without response.

\textsuperscript{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...”

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

\textsuperscript{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 electromechanics, 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.
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**

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Using certain options on Joshua Bell's [http://www.travellermap.com/](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 ○
There are quite a number of useful characters and situations that can be built on these Greek fables\(^57\), over two thousand years old.

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**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.\(^58\)

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**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.

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\(^58\) 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](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…

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.

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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.
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 Eliyoh vision centred in the far infrared, which resulted in distinction between the official colors of black and yellow being impossible. So the Empress Porfiria 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.

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 Antiama 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)

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 included in this issue of Stellar Reaches for sentimental reasons.

Public Domain: created by Andrei Dobrescu.
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.

Pictured above is the flag of Agnakhong, the only independent 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.

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.

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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.”
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.

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.
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.

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

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.

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.
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 thee triangles, put 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 Coin\(^{63}\), 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.

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\(^{63}\) 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…
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/Arzul\(^{66}\) 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 Aruzl 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

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

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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 softened their attitude made regulatory compliance far easier to achieve.
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.

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 Ikonic 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 Ikonic personnel, and most serve the various Ikonic military groups.

Chafing at the official disrespect they were receiving, these sophonts decided to simply break the regulations, and created their own Ikonic 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...

![Ikonic War Pennant](image)

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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 minster.

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 Ikonic money and power is going to get its say, one way or another…. 

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*Lettering:* from the Naga Alphabet, [http://www.deviantart.com/art/Naga-alphabet-370821504](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), and in a famous revolt, the sole city of the world, Mno’sou’oudz, was nuked in 332. The martyrdom of most of the world’s population in a revolt against Ikonic 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

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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!

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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. President Iro’nirdveis 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.

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

Ghuzzon 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 uncataloged sophonts, unknown to Imperial science.

For the above reasons, Ghuzzon 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!)

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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...
Aeghziwik 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.
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 Vargr. 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 Vargr 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 Ikonic influence that the Notable Worlds have. However, they have their own role to play on the interstellar stage.

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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.

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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.
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 Race 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’ and ‘entire platoons being sizzled by branching lightning emitted from the fingers of Ketere soldiers’, 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. 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

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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) archaeological 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. 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.

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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

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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.\(^7\)

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.

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“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\(^3\) 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 (Irilitok 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.

\(^7\) 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.
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.

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.
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.)

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.

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.)

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

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/
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