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

Historical Background

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

Imperium Involvement

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

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

Zarian Realm

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

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

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

Marlan Primate

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

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

Ginlenchy Concordance

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

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

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

Krax Confederation

The Krax Confederation is of respectable age having been formed as a self protection measure during the Civil War in 612 - 614. This area was originally colonized during the First Imperium the Imperial policy being to send political dissidents to these areas where their energy would be constructively diverted to survival. During 700 to 800 the Krax Confederation was a factor in limiting technological degeneracy to a minimum of level 5 on marginally habitable worlds. Political cohesion lessened as exterior threats slackened. During the expansion in this region of the Imperium after 900 a greater degree of internal solidarity manifested. Several minor attempts at armed expansion by Imperium independent adventurers were beaten off and political borders stabilized. A strong central armed service was organized to better coordinate the military actions of the Confederation members. Imperial policy, no longer encouraging expansion in this area, now is emphasizing the establishment of friendly buffer states on the borders. Over the last two decades the Imperium has encouraged private concerns to establish commercial relationships. While still somewhat suspicious of the overall intentions of the Imperium rulers, the central government of the Confederation is willing to make use of whatever technical and military advancements they can.
The Darkling Subsector is completely a rift area of extremely low star density. It is a quiet backwater of little political or commercial importance. A small Scout Base on Depew maintains a loose Imperial surveillance on the Subsector.
The Glowing Supersector contains 9 worlds with a total population of 56 billion. The highest population is 4.7 billion. The highest Tech Level is 15.5 billion. KRAXIN and KROZELA.

Conflict:

To navigate this area, base limited commerce in this region but has also limited systems here, though restricted, are fairly rich. The necessary for jump 4 of the KRAX CONFEDERATION including to the tailing Supersector corner. The Glowing Supersector is mostly empty lesser rift with these systems.

GLOWING
The Kaxan Subsector contains 33 worlds with a total population of 83 billion. The highest population is at the highest tech level is X.
The highest tree level is 8. A U.S. Forest Service crew was cut down a tree at 8 A.M. at a site 8 miles from the town.

The fossiliferous strata contain 56 worlds with a total population of 105,000,000.

<table>
<thead>
<tr>
<th>World</th>
<th>Population</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>3,320</td>
</tr>
<tr>
<td>B</td>
<td>3,330</td>
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<tr>
<td>C</td>
<td>3,340</td>
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<tr>
<td>D</td>
<td>3,350</td>
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<tr>
<td>E</td>
<td>3,360</td>
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<tr>
<td>F</td>
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<tr>
<td>G</td>
<td>3,380</td>
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<tr>
<td>H</td>
<td>3,390</td>
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</tbody>
</table>

Previous peaceful expansion...
The Even Supersector contains 33 Worlds with a total population of 610 million. The highest population is Zartel at 832 million. The highest tech level is 6 at Even.}

Imperium

Poonch

Verge Supersector

Even

Karaux Confederation

The Even Supersector is primarily occupied by the Karaux Confederation.
<table>
<thead>
<tr>
<th>Name</th>
<th>Population</th>
<th>Tech Level</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zaran Realm</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>Akin</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>Podn</td>
<td>8</td>
<td>8</td>
</tr>
<tr>
<td>Krax Confederation</td>
<td>8</td>
<td>8</td>
</tr>
</tbody>
</table>

The Podnoch Subject is mostly occupied by the Krax Confederation with

The Podnoch Subject contains 30 Worlds with a total population of

- Zaran Realm (8 Worlds, 8 Billion)
- Akin (8 Worlds, 8 Billion)
- Podn (8 Worlds, 8 Billion)
- Krax Confederation (8 Worlds, 8 Billion)
The Sepik Subsector contains 21 worlds with a total population of 97 billion. The highest population is A, at 94 billion. The highest Tech Level is C, at 7. The Sepik Subsector consists of 7 planets of the Zeran Realm, but is otherwise unremarkable.
The Dark Supercorridor contains 19 Worlds with a total population of 2.9 billion. The highest tech level is 5 at Autonomy and Volokh. The second highest is 4 at Pydor, Banger, and Manwater; these are followed by 3 at Chaves and 2 at Ruiz. The population distribution is as follows:

<table>
<thead>
<tr>
<th>World</th>
<th>Tech Level</th>
<th>Population</th>
</tr>
</thead>
<tbody>
<tr>
<td>Autonomy</td>
<td>5</td>
<td>290000000</td>
</tr>
<tr>
<td>Volokh</td>
<td>4</td>
<td>280000000</td>
</tr>
<tr>
<td>Pydor</td>
<td>3</td>
<td>390000000</td>
</tr>
<tr>
<td>Banger</td>
<td>3</td>
<td>350000000</td>
</tr>
<tr>
<td>Manwater</td>
<td>3</td>
<td>340000000</td>
</tr>
<tr>
<td>Chaves</td>
<td>2</td>
<td>270000000</td>
</tr>
<tr>
<td>Ruiz</td>
<td>2</td>
<td>230000000</td>
</tr>
</tbody>
</table>

The dark supercorridor is mostly independent systems except for these few that are connected by minor trade routes. The major systems of the supercorridor are: Allegro, Memento, and Fantasia. These systems have active trade networks within the supercorridor and maintain a close relationship with the other major systems. The dark supercorridor is known for its rich cultural diversity and vibrant trade networks.
The Zaris are indeed an offshoot of the basic stock of Humaniti. They are the results of an attempt upon part of the Ancients to derive a type of Humans suitable for use as workers. Some significant metabolic processes were altered slightly to prevent cross-breeding with other Human races so that the more docile strain would not be contaminated by the aggressive warrior or the wild strains.

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

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

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

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

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

The Imperium has become convinced of the stability of the Zarian Realm and values highly the stable and peaceful border they provide. In spite of official policy, scientific curiosity as to the basis of the Zaran Realms unusual stability still runs high. Imperial Security views the Zaris as a long term item; “They aren’t going anywhere. Don’t pester them. We will get around to investigating them in another half millenia or so. There are a lot of other more urgent problems.” A few Imperial companies have expressed private interest in trade possibilities but other customers have proved much more responsive.
The Mandanin Co-Dominion arose as a result of a combination of a mutant strain of Danin and a religious revival. The initial impetus is now wearing off and internal factions are beginning to crystalize. The Danin are a warm-blooded, four limbed race of vaguely reptilian aspect. Each Danin is tri-sexual, the various sexual phases occurring during the different portions of ne's life. The order is Egg (thet), Subadult (ken), Male (nit), Female (ten), and Senior (een). Humans have taken to using the Danin words for the separate phases and the pronoun for any Danin in general (ne).

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

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

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

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

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

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

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

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

2 1D Armed Policemen rush past you.

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

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

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

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

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

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

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

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

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

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

13 You come across a Junkyard.

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

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

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

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

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

Encounters on an Inhabited Zarian Planet

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

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

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

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

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

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

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

9 You come across a street theatre company performing a culturally stimulating play at no fee. If the party watches, the play takes four hours.
The town gathers to witness the release of the only remembered criminal in its history.

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

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

**Encounters on an Inhabited Marlan Planet**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

5 The party is walking along and they are accosted by 2D youths who are members of a street gang (3D if the encounter occurs at night). The youths are armed with Daggers and one Body Pistol. (Roll 1D. On a 1, the gang attacks; on a 2-5, the gang demands the party’s valuables and will not attack unless resistance is shown; on a 6, the youths will not attack and if the party appears hostile instead of being afraid, the gang will run away.) The youths are 675556.

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

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

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

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

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

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

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

Encounters on a Inhabited Imperial Planet

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

3 A tall man, very gaunt and thin, approaches the party and asks the apparent leader where he is from. It will just so happen that it is also where the mysterious man is from. This man is very loyal to the people of his home and is ready to let the group in on a fantastic deal. He is prepared to sell them at wholesale six cases of his special formula which is guaranteed to cure anything that ails mankind. If the party buys the medicine, roll 1D. On a 4, 5, or 6, they will be arrested for bootlegging (4D CR fine).
4 A man approaches them and says that he is looking for good Fighters. He tells the party that if they want to earn a lot of money to follow him. He will tell the group anything they want to hear to get them to follow him. If the group follows him, he will lead them around a deserted corner where three friends of his are waiting with loaded Shotguns. They will then proceed to rob the group. Roll 10+ on 2D to be suspicious before rounding the corner (DM = Streetwise Skill). The men are 956974.

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

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

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

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

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

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

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

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

Encounters on an Inhabited Krax Planet

2 The group is waylaid by a band of five Highwaymen, 787687. If anyone in the party has a Streetwise Skill, the leader will just talk to the party and be helpful. If not, he will attempt to rob them. His men are mounted on rider beasts and are carrying Guns.

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

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

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

6 A man with a crowd of children around him asks the party a riddle. Anyone with over an A Intelligence will be able to answer it. If the riddle is answered, the man will reward the group with a Gold Coin worth ½ CR; if not, he will shake his head and advise the group to seek enlightenment rather than adventure.
7 The party encounters a Regal Ball in honor of one of the planet's young women reaching the age of maturity where bachelors are first able to vie for her attentions. This is a very elaborate and festive occasion. The richer the family, the larger the guest list. The really wealthy families will hold Open Balls to anyone provided they conduct themselves in a civil manner. This is such a Ball.

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

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

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

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

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

Encounters on an Inhabited Co-Dominian Planet

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

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

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

5 A Danin offers to hire the group. He wants to go to ____________________________

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

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

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

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

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

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

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

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

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

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

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

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

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

7 See Local Rumors.

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

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

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

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

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

Imperium Rumors

1 The Imperium is paying farmers to colonize ________________.

2 There is a shortage of raw iron on ________________.

3 The local bank is hiring tellers.

4 The local Administrator of the Government is dying.

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

6 Land Vehicles are illegal on ________________.

Rumors Table for the Co-Dominian

1 Four High Level Danin Leaders disappeared last night.

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

3 All of the Humans are leaving ________________.

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

5 The Krax Confederation is planning an invasion.

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

1 The town is going to get indoor plumbing.
2 The price of Jewelry is going up.
3 Zardrac visited ________________________________.
4 The family that died in a recent fire didn’t believe in Zardrac.
5 The ___________________________ Restaurant has a special on Mantil Fur Soup.
6 The Temple Guards fell asleep on duty last night.

Krax Rumors

1 The local bank was robbed by citizens of ________________________________.
2 Raiders from __________________________ , poured Sulphur in ________________________________'s water supply.
3 __________________________ , the Highwayman, is recruiting men.
4 Heroic deeds are rewarded by Constance, an old woman Pickpocket. Whenever she learns of a noble deed, she will seek out the Hero and instead of stealing something, she will leave something of value.
5 The __________________________ Family’s Estate was destroyed by __________________________, who killed everyone.
6 Ezmiranda the Ballet Dancer is looking for the perfect man and will pay him 1,000,000 CR when she finds him.

Marlan Rumors

1 A famous Primate Athlete has fled and is seeking political refuge in the Co-Dominian.
2 A man has published a book which states that stars are Gods and should be worshipped as such. All sects have united in labeling him as a heretic.
3 The Secret Police have evidence that the High Priest’s missing brother is secretly the High Priest of Cheva, a pagan blood cult on ________________________________.
4 Garbage collecting has been declared an unclean job.
5 The worker sect has opened a University at ________________________________.
6 ________________ is going to renounce its membership in the Primate because of religious decay.

Ginlenchy Rumors

1 Maldrak the White Slaver is going to auction off the most beautiful woman in the universe on Ginlenchy Rumors at ________________________________.
2 The Marlan Primate is trying to takeover control of Ginlenchy.
3 Pochi the Forger will give anyone a complete new identity for 10,000 CR.
4 The local leader’s political prisoners are being executed with Clorine Gas.
5 Marlan Primate Missionaries are going to burn the Capital City to remove corruption.
6 Rejected lovers going into the mountains are disappearing. Legend says that the Mountain God turns them into beautiful crystal statues.
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Hyline is a waterworld with three underwater Dome cities. These cities are loosely confederated together under a council elected by popular vote. For practical reasons however each city is fairly autonomous. Each city possesses its own military, donning a portion to the council of cities for mutual defense. Before the council decides a course and discussed peace terms, it was decided that each city would be given a monopoly, one that can farm, one fishing, one mining. Hyline has rebuilt itself and is once again becoming a part of established trade routes.
As an Amber Zone, Rashma is a golden Paradise Agricultural World. Rashma is self-supporting and can still export 75% of its production. Fortunes have been made on Rashma. The only problem is that Rashma is a production of the Khan bureaucracy and receives an international protection of the profits. The Beaucracy has grown fat off of the Rashmas. The citizens have been afraid to use their skill or intelligence. The Khan's government has responded by telling the people the first sign of hostility the army will reduce Rashma to a barren desert. Because of this intimidation the Travelers' Aid Society has classified Rashma as an Amber Zone.
Years which makes Galantor a good climate for business.

Growing micro-electronic industry have been found in the earth, high in the Galantor Mountain Ranges. Because of this, the population is expected to quadruple in coming years.

Sources: They are among the first and strictest laws ships anywhere. Recently deposits of an ultra pure mixture of silicon suitable for the industry's needs were discovered. They are among the first and strictest laws. Although ships have reached the 75% of the known world, ships are vastly more expensive then such craft from Earth. Of course, they are among the first and strictest laws.

Astronauts and other people love the Galantor Mountains for their beauty. The people of Galantor are highly concerned for their environment. In the major cities there is a strict regulation on pollution and temperature range of 20°C to 40°C. The government is loosely kept with one
Then vanish into the Jungle.

The idea of these creatures having exhibited instinctive behavior resembling organized thought, they have been known to kill its hunters and drive them further, excited by the fear that at times the creatures have exhibited instinctive behavior resembling organized thought. They have been known to kill its hunters and drive them further.

The Stellers, or Plegatina creature, known for its ability to walk upright, the mean of this beast is highly sought after by gamers throughout the quadrant world. The hunters have expressed interest in setting up operations on the larger islands. Hunting these also attracted many people to the smaller islands, which can be found.

Teal companies have expressed interest in setting up operations on the larger islands. Hunting these also attracted many people to the smaller islands, which can be found.

Many exotic plants found on the islands, which when dried can be manufactured into medicines, and hallucinogens, are making pottery and decoration. Several species are being cultivated on the planet, to intersperse the identity of this race and from which is obtained. Preliminary findings suggest that the race was primarily humanoids, but some alien connotations on the plants is noticeable. The identity of this race is a mystery.
2007

Serial

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around the area.

Port was initially one of Type C but could be easily expanded to Type A and probably will due to the great amount of material suitable for sterilization and manufacture found.
An extremely large unstable gas giant planet. Mazor is a planet still forming. It is just under the point where it could become a star and there are still areas where

![Diagram of a hexagonal grid pattern with labeled points: Cazor, E120100, 2318 N.](image)