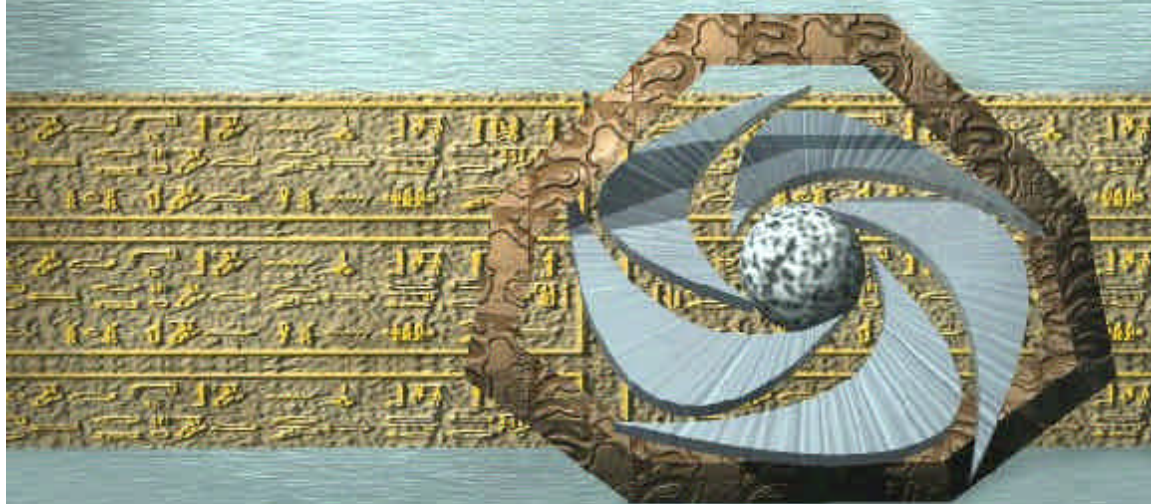


Margaret Tracy  
**WEIS & HICKMAN**  
PRESENT

# STARSHIELD

## GALACTIPAEDIA

**NINETY-NINTH EDITION**



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*Preliminary Version.  
Compiled by Archistor Frank Torkel.*

Welcome to the ninety-ninth edition of Omnet's Galactipaedia! We have spent many, many hours revising the ninety-eighth edition, adding entries for recent galactic developments, information on Empires that have only recently completed the First Contact Protocols, and the latest investigative achievements. This preliminary version is available only through participating Omnet Citadels by completing forms 10-A360 and 96-1A. Please make yourself aware as to the disclaimers on these respective forms; Vestis enforcement in your area is warranted where appropriate. Due to translation difficulties and cross-frontal communication, this resource may be missing certain parts. Contact your local distributor if this is the case.

Note that all entries in this resource includes "category tags" with the following meanings<sup>1</sup>:

- (A) Artifact
- (B) Biology
- (C) Custom, Term of Art or Behavioral Pattern
- (D) Deep-Space Phenomenon/Location
- (E) Empire
- (F) Fiction, Myth or Legend
- (G) Government
- (H) History
- (I) Idea/Theory/Writing
- (L) Planetary or Non-Deep-Space Location
- (M) Military

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<sup>1</sup> The number notations after the category tags indicate the Starshield book from which the reference is taken (1=Starshield: Sentinels, *not* Mantle of Kendis-Dai) and the first page on which the reference is found.

- (O) Organization, Group or Organizational Term
- (P) Actual, Fictional or Legendary Personality
- (R) Resource
- (S) Star System
- (T) Technological/Mystical Device
- (V) Vessel
- (W) World
- (X) Xenofoms

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## Aden, City of

Aden, the City of Enlightenment, is known to the Local Galaxy only through the rhymes of the Lay of Kendis-dai. The Lay devotes 256 quatrains to Aden, beginning with the recitation that Aden was the capital of Avadon, homeworld of the Kendis Imperium. In the heart of Aden rested the Cathedral of the Mantel, from which the god-emperor Kendis-dai ruled his domain. It is unclear from the Lay whether Aden and its homeworld of Avadon were real places or simply allegories for a lost Golden Age. Even if real, the location of Aden and Avadon had been lost to civilization for over three thousand years.

## Age of the Order

While the full details of the tenants of the Order of the Future Faith have not been widely disseminated, the Age of the Order appears to be the ultimate goal of that religious assemblage. According to Atis Librae analysis, the Age of the Order represents an idealized future where only synthetic minds are recognized as true sentient life-forms. Whether other life-forms, by definition inferior, will be exterminated or merely subjugated remains unclear.

## Alliance in Defense

The Alliance in Defense, better known as the AiD pact, was formed in the aftermath of the Mad Sildrake War to patrol the borders of the Thras Divas Empire and contain any further aggression. With the death of

Sildrake the Mad and the end of his war, the Thras Divas government was thrown into turmoil. The AiD pact changed its direction and begun delivering relief supplies to their former enemies. With the help of AiD pact members, a Thras Divas government was reconstituted.

AiD Pack members continue to cooperate closely in security matters and have recently launched several combined operations against the United Anarchist Collective, taking advantage of the combined abilities of its members. Empires in league with the AiD Pact are the Rhuk D'kai Dynasty, the Paar Entity, the New Asgard Empire, and the August Empire of Archaen.

## Alliance of Blackvoid Powers (ABP)

The Alliance of Blackvoid Powers is a conglomerate of Empires in Sector H. Because of their close proximity to the legendary Oblivion quantum zone, and the Blackvoid distributed via the Great Blackvoid Storm during the pre-Omnet era, their stores of Blackvoid are some of the largest in the galaxy. To protect themselves from would-be attackers, and to prevent a catastrophe like the Kryjahs Invasion from happening again, the ABP was formed. Initiated by the cult-like Oblivion Watchers, and finalized at the Kalikari Dominion's Darknode embassy, the ABP represents a new power in Sector H, one that makes strong use of the merits of each Empire involved.

The unique manifestation of space near the ABP lends itself quite strongly to defensive purposes. Nearly surrounded by the Hirocrican Badlands, the Empires in the ABP are, for the most part, safe from any organized intrusion. With at least three capable Empires existing in aberrant quantum zones, any sort of navigation in the ABP is potentially dangerous. Considering the isolated philosophy of the ABP, and the unique nature of the quantum zones it extends across, trade, communication and travel to the ABP is extremely difficult. With a history rich with conspiracies and wars, the space the ABP occupies is very interesting, however.

Member Empires include the Kalikari Dominion, Reid Empire, Tru-Lan Imperium, Luminescent Ring, Naganara Network, Tieskara Nations, Oblivion Watchers, Jarkaspace, Nestillion Empire, Berberos Cluster, and the Liberated D'None Province.

Arch of Wisdom

The entrance to the Vault of Nine Oracles on Mnemen IV. Flanked by the noble visages of the Garudis-Kan, the Arch is the threshold to the inner sanctuary of the Oracles of the Nine.

Archaen Empire

See August Empire of Archaen

Archistor

The highest rank in the Histor title of the Atis Librae. Far more than a

simple cataloguer, the Archistor is the head caretaker of the extensive Omnet archives located at any Citadel. The Archistor is generally tasked with administration and oversight of the actions of his or her subordinates. Nonetheless, almost all Archistors were once lower ranked cataloguers and enjoy the occasional foray into data collection and organization.

The exact designation is a combination of the Archistor rank and the name of the tier where the sentient administers. For example, an Octovan Archistor is a chief archivist of an Octovan Librae facility, a Flavius Archistor administers a Flavius Librae Citadel archive, etc.

The subranks within the Archistor rank are:

Dex Archistor  
Bradis Archistor  
Octovan Archistor  
Septum Archistor  
Flavius Archistor  
Pentax Archistor  
Archistor Honoris  
Archistor Vinculum  
Archistor Jurum  
Archistor Primula

Atis Librae

One of the two major divisions of the IGNM, which in turn is a subsidiary of the galaxy-spanning Omnet organization. The Atis Librae is responsible for gathering and distilling information from across the galaxy. The Atis Librae has several tiers of hierarchy, which form a rough pyramid-like organizational structure.



The lower tiers feed their information and analyses to the levels above. In this way, the nearly incomprehensible raw data of the galaxy is organized into manageable packets and larger trends or shifts can be identified at the upper levels of the Atis Librae. This collected and distilled information is the lifeblood of the Omnet, and is the backbone of its power and purpose.

The levels or tiers of the Atis Librae from lowest to highest are:

Dex Librae  
Bradis Librae  
Octovan Librae  
Septum Librae  
Flavius Librae  
Pentax Librae  
Librae Honoris  
Librae Vinculum  
Librae Jurum  
Librae Primula

Atis Librae, or simply Librae, is also the title and formal address for the multitude of data collectors and analyzers that work in the Atis Librae division of IGNM. Atis Librae personnel often refer to themselves as "sifters."

Three title of personnel exist within the Atis Librae: Histor (cataloguers), Librae (analysts), and E'toris (administrators). These are general designations. It should be noted that some overlap does occur. A great portion of the Archistor's duties involve administration, Librae Novus do substantial specialized data collection for more senior Librae, etc.

Each title has its own ranks, and these are assigned based on competence and seniority. The titles and their ranks are:

Histor Title  
Histor Novus  
Histor Regul  
Histor Fulvus  
Depum Archistor  
Archistor

Librae Title  
Librae Novus  
Librae Regul  
Librae Princip  
Librae Grandis  
S'toris Librae

E'toris Title  
Atur Depum Libris  
Depum Libris  
Libris

Subranks within these rankings contain the name of the facility to which the sifter is assigned. For example, a Bradis Librae Novus is a novice analyst in a Bradis Librae facility, while a Histor Fulvus Honoris Secundus is a senior cataloguer for one of the Librae Honoris Citadels covering a Minor Empire.

A tis University

A large complex of buildings and parks located on the Omnet Central Life-Ring. Constructed in the massive Omnet-style, the Atis University is considered one of the most beautiful, tranquil and learned places in the Local Galaxy.

The Atis University houses the Librae Primula and the offices of the

E'toris Librae Primula and the Circle of Knowledge.

Tourists are welcome but have access to only a limited number of viewpoint locations. The work of the Librae Primula and the E'toris Librae Prime's office cannot be disturbed.

#### A tis Vestis

The lowest rank of the Vestis Inquisitas. Atis Vestis are young initiates raised from childhood by Vestis tutors to serve the greater glory of the Omnet. These youth are rigorously trained in a wide variety of mental and physical disciplines. More importantly, the initiates are indoctrinated with the Laws of the Nine and the code of honor and service that will guide their conduct when, and if, they advance to become one of the elite operatives of the Vestis Inquisitas.

#### A tur Depum Libris

The lowest rank within the E'toris title of the Atis Librae. The Atur Depum Libris rank indicates that its bearer is an assistant deputy administrative officer of a particular Atis Librae facility. Some Citadel have no need for Atur Depum Libris, others have dozens assigned to them. The Atur Depum Libris work closely with the facility's Depum Libris and Libris.

The exact designation is a combination of the Atur Depum Libris rank and the name of the tier where the sentient administers. For example, an Octovan Atis Depum Libris is an assistant deputy administrator of an Octovan Librae

facility, a Flavius Atis Depum Libris aids in the administration of a Flavius Librae Citadel, etc.

The subranks within the Atur Depum Libris rank are:

Dex Atur Depum Libris  
Bradis Atur Depum Libris  
Octovan Atur Depum Libris  
Septum Atur Depum Libris  
Flavius Atur Depum Libris  
Pentax Atur Depum Libris  
Atur Depum Libris Honoris  
Atur Depum Libris Vinculum  
Atur Depum Libris Jurum  
Atur Depum Libris Primula

#### A ugust Empire of A rchaen

The Archaen Empire is a democratic monarchy with a population of 17 billion sentients. It is a member of the AiD Pact, and has existed for the past two thousand years in the Halo and Arzun Nebulas, and the vast regions of space in-between. The Empire was built on the foundation of the now extinct alien race known as the Titans, who formed many of the Empire's worlds (oddly enough for human use). The Empire is made up of seven star systems: Arachada, Cirrilla, Xerxes, Arzone, Jupiter's Hand, Two Suns and Naska, with twenty nine planets. The White, an interstellar palace/fortress is often considered the thirtieth planetary body (due to the starship's size, and being home to 14 million people). The Capital, The August City of Marcello, is located on the world Archada, and is home to the Imperial Senate and the House of Justice.

Archaen society is made up of four distinct members: Humans (the

majority), Wights, Wight-Spectors, and Dreamers.

### Avadon

In the Lay of Kendis-dai, Avadon is described as the political, cultural and religious center of the Kendis Imperium, and the last known repository of the Nightword, Starshield and Mantle of Kendis-dai. Avadon was cast from the knowledge of men when Kendis-dai and his arch rival Obem-Ulek fell from godhood into mortality. The capital city of Aden was said to be located on its surface. The legendary world's location, indeed whether it truly exists, is currently unknown.

While there is considerable evidence to suggest that the world actually did exist, its location remains unknown. Some evidence exists that the nomadic Irindris have rediscovered the lost world of Avadon, but for some reason have deemed this information a holy secret not to be revealed until the appointed hour. This evidence has not been independently confirmed.

### Bastion

Proposed by the Chilkit Coalition, Bastion has become an alliance of Empires in Sector G, dedicated to the defense of every sentient in the Sector, including those residing in non-Bastion-affiliated Empires. Bastion's militia (composed of ships from all member Empires) protects Sector G from any threats to destabilize or harm the Sector's governing factions. However, aid from Bastion can only be drawn

when an enemy threatens Sector G as a whole, precluding defense against individual Empires.

### Belisondre, Prophet

The spiritual and temporal ruler of the nomadic Irindris. Lord Belisondre is reported to be a tall, elderly man with neatly trimmed white hair and beard. The Prophet is the final authority on all spiritual matters of the Irindris, as well as the commander-in-chief of the powerful Irindris city-ships and interstellar spacefleet.

### biolink

A highly advanced synthetic device implanted into the cerebral centers of sentient beings. The device is integrated into the linear/cognitive regions of the sentient's corpus. Once programmed by an outside synthetic mind to mesh with the subject's thought processes, the biolink allows for instantaneous translation of the 87% of all languages of the Local Galaxy.

The biolink also enables outside synthetic minds to download data, cognitive processes and physical capacities directly into the cerebral centers of the subject, and vice versa. This facility eliminates, for the most part and in most cases, the learning curve for complex tasks, specialties, art or crafts.

### Blackvoid

Blackvoid is an extremely rare and valuable compound. While it obviously takes different forms in

different quantum zones, it usually appears as either liquid metal, rock, or large crystals, either jet black, absorbing all light, or completely invisible. Blackvoid has a number of applications, and new ones are being developed each year. Blackvoid's most prominent use is as a resource for implementation within TFP's.

In another fairly widespread use, blackvoid forms a sort of fuel, that when refined by certain factories or magical rituals (whatever is appropriate in the given q-zone), can be utilized in the creation of darkness-producing, invisibility or "phasing" techniques. These procedures vary, from a necklace that masks its bearer in dark shadows, to a theorized phasing-out of an entire quantum zone (although the tremendous amount of pure blackvoid and technological or magical know-how required to do this is nearly unimaginable). The most frequent use of blackvoid's obfuscation properties occurs in Sector H, near Oblivion. The most efficient, and desirable methods used to refine blackvoid into a "cloaking" compound are a great source of income to the empires near Oblivion.

Many small deposits of blackvoid exist across the galaxy. The vehicles for such distribution are known as Blackvoid Storms, which originate from the Void either at quantum front junctions or aberrant quantum zones. Two major storms, the Great Black Cloud, which settled in now-FSS dominion and sway, and the Great Blackvoid Storm, which

originated from Oblivion, are remembered as the two largest storms in all of galactic history. A hotly contested resource, lust for blackvoid was the principal cause for the Blackvoid Wars which officially began in 1538 AD.

### Blackvoid Storm

Blackvoid storms are the only known sources of blackvoid. They move (apparently randomly) through space, leaving behind tiny pockets of blackvoid. Usually originating from the Void, blackvoid storms tend to dissipate and return to the Void after an undetermined period of time. The chaotic nature of these storms disallows entrance into their belly, and all such attempts have failed disastrously.

The two largest blackvoid storms include the Great Black Cloud, responsible for distributing blackvoid throughout current FSS space, and the Great Blackvoid Storm, originating in Oblivion in Sector H.

### Bradis Librae

The second tier of the Atis Librae branch of the IGNM. Raw data and analyses from between two and four Dex Librae order facility is passed to each Bradis Librae Citadel for synthesis. The collected information is then analyzed for trends or correlations impossible to identify at the first tier. These synthesized reports are then passed to the local Octovan Librae facility for further collation and processing.

At present, 16,304 Bradis facilities have been commissioned by the Sentix Imperitas.

Brenai, Kiria

One of a team of highly competent Atis Librae stationed at a Dex Librae facility on Brishan in the D'Rakan Empire before the Tentriss Invasion. Kiria Brenai was part of the group of Librae who accompanied then-Vestis Novus Queekat Shn'dar to Tentriss to investigate reports of data corruption within the ranks of the Atis Librae. Brenai managed to survive the invasion by escaping aboard the Vestis Ship Khindar.

Over the years of faithful and stellar service to the Atis Librae, Brenai rose to the rank of E'toris Librae of the Libris Vinculum facility on Chukai in the Choralis Chain.

Brishan

An F Class star orbited by settled worlds in the D'Rakan Empire.

Brishan V, a small inhabitable planet circling the Brishan star, is home to a Dex Librae facility. The complex is located in a former Rhishan monastery poised above the massive Denali Falls of the Krevish Range of mountains.

Brishan, The

A mid-sized Vestis scout ship. The vessel is composed of two sections joined by a large cargo compartment. Each section has four decks: the top decks are used for observation or command, the middle

decks for crew support and the bottom decks for equipment and drives.

As with most rapid deployment and deep recon Vestis ships, the Brishan is equipped with a number of different stellar drives. The drives are alternated as the ship passes from one quantum zone to another, allowing long-range operations without extensive reconfiguration. Where possible, the drives are designed in modular format allowing easy transference from one drive to another. Currently unused drive modules are stored in the cargo area.

The Brishan is currently at the disposition and command of Vestis Merinda Neskatt.

bruk

A living energy weapon. The bruk appears as a hollow, four-foot staff with a polished finish. The weapon is a living creature whose existence extends into certain spiritual-magical realms. When triggered, the bruk draws mystical energy from that spiritual realm and expels it as a coherent beam of destruction in the physical realm. Each bruk may be used roughly twenty-five times before it must be given time to recuperate.

By the Nine

A colloquialism expressing amazement, incredulity or surprise. The phrase recalls the Oracles of Nine as if beseeching their aid in a moment of distress.

By the Stars

A colloquialism expressing strong emotion.

Catalogue of Contact

An index of civilizations maintained by the IGNM. As individual societies evolve and develop interstellar flight, IGNM initiates contact to bring the foundlings into the affairs of the Greater Galaxy. The contact procedures are governed by the First Contact Protocols. Whether peaceful or hostile, this contact is then entered into the Catalogue of Contact. The information detailed may be supplied by the emerging civilization (if contact was peaceful), or the IGNM (if contact was hostile, and the military capacity of the neophyte society has not been neutralized).

The Catalogue is organized into 12 arrays, one for each Sector of the Local Galaxy. Each array has a number of volumes equal to the number of stellar clusters located in the corresponding Sector. The remaining volumes cover the worlds and civilizations located in the regions between the stellar clusters in that Sector. So enormous is the Catalogue that each copy requires its own synth subsystem to maintain it.

The IGNM also maintains millions of databases covering less advanced local civilizations. These societies vary from an initial spark of life to fully developed civilizations without interstellar travel capabilities. A few of these worlds are specifically

quarantined by the Omnet to allow pristine evolution. Contact with most less developed worlds, however, is left to the discretion of the local interstellar empires. Generally, these less developed worlds are worked into the local sector's political and economic realms (and thus entered into the Catalogue of Contact).

Cathedral of the Mantel

According to the Lay of Kendis-dai, the Cathedral of the Mantel was Kendis-dai's hall of justice and the seat of his galactic proclamations. Housing the Mantel of Kendis-dai, the edifice served as the central legislature and court of the Kendis Imperium, as well as a holy religious site. The Mantel is described as being located just beyond the Supplicant's Walk and through the Nine Gates of Enlightenment. As usual, it is difficult to determine if the Lay speaks about actual events and places, or simply instructive allegories.

Centirion

Military arm of the Omnet. The Centirion is charged with the over-all security of the Omnet. The Centirion is also responsible for large-scale force projection missions as directed by the Vestis Prime and the Oracles of Nine.

Cestiline Nebula

An enormous interstellar cloud of materials, gases and ionized particles. The Cestiline Nebula extends through much of the D'Rakan Empire. Light from

hundreds of stars reflects from the myriad of substances in the Nebula and creates a brilliant, ever-changing coruscation both within and along the edge of the cloud. Most prominently viewed from Tentriss.

### Chilkit Coalition

The Chilkit Coalition emerged into galactic society two centuries ago, an influential Empire responsible for the creation of Bastion and numerous trading agreements. During its height, however, the High Clerist Kyrill (then leader of the Coalition) was assassinated by the United Anarchist Collective, bringing about the downfall of the Inetist religion. The Coalition was torn asunder, descending into bitter ClanWars that escalated with the aerial bombardment of a whole planet, eradicating over 6 billion people.

From the ashes of the Chilkit Coalition, a new empire arose. Known as the New Chilkit Coalition, it was led by High Clerist Zell. Rumours existed that Zell hired the UAC to assassinate Kyrill, though this was never proven. The heavy strain of warfare on Chilkit resources almost eradicated the Fab'Rini, a member species of the Coalition. Zell attempted to preserve the species by forcing them into giant egg factories. The Fab'Rini tolerated the wretched conditions in the factories for almost a year. Then, en masse, they rebelled, fleeing to the Three Sisters system where they hijacked over 50 massive planet-bound City Ships and fled the Empire.

When the Fab'Rini returned, the Chilkit military was unable to handle the onslaught of the commandeered City Ships. The Empire fell within days, and its leader, High Clerist Zell, disappeared. After a few weeks of silence, Admiral Veyt (President of the Fab'Rini Federation) hailed the conquest a success, officially bringing about the Fab'Rini Federation.

### Choralis Chain

A string of star systems forming a link across the Walik Rift. The Chain, also known as the Choralis systems, is an important trade route between the Gund colonies and the Thailis Dynasties. Recent quantum weather has been particularly unsettled in portions of the Chain, forcing several inhabitable worlds to restructure their societies.

### chuah suit

Literally, "living clothing." A chuah suit is a colony of specially bred chuah animals. The breeders have developed techniques for growing the suits in a dizzying variety of sizes, shapes and fashions. The suit lives off the host's waste gases and fluids and provides a water-resistant, stain-resistant cloth that holds its shape even in the most demanding of circumstances.

The tailors located in the Jintikin bazaar on Mindis are renowned for their skill in breeding and styling chuah suits.

### Chukai

A star system at one end of the Choralis Chain bordering the Thailis Dynasties. The most important, and only settled world in the Chukai system is also called Chukai. This world is an key trade port for the significant traffic between the Gund colonies and the realm of the Thailis. The Chukai sentients are, for the most part, an advanced, educated and well-mannered people.

Recently, a quantum front agitated by some chaos motion in the quasi-stable zones surrounding the Union of Stars shifted through the Chukai system. This quantum shift radically altered the governing paradigms on Chukai away from technology toward mysticism. The societal upheaval, although great, was minimized by the timely and accurate predictions from the IGNM, as well as the aid of several transition ambassadors from the Vestis Inquisitas.

#### Circle of A wareness

The center of the Vault of Nine Oracles deep below the surface of Mnemen IV. A supplicant fortunate enough to be granted an audience with the Oracles of Nine climbs to the central dias of the Circle to report information or to hear the wisdom of the ages. The Circle rests on a vast platform suspended in the air and is formed by hexagonal landings of diminishing size stacked one upon the other. There are twenty-seven steps in all, one for each of the Nine of yesterday, today and tomorrow. At the apex rests the Throne of Kendis-dai.

#### Circle of Knowledge

The supreme rule-making and administrative body of the Atis Librae branch of the IGNM. The E'toris Librae Primula presides over the 24-member Circle of Knowledge. There are 12 regular and 12 honorary Circle members. Only the most brilliant administrative minds of the Atis Librae are appointed to the Circle's regular positions and to its staff.

The twelve Libris Jurum are honorary members but rarely attend meetings due to their heavy duties. While the regular 12 members of the Circle meet every four months, the full Circle meets only once every 2.5 years.

The offices of the Circle of Knowledge are located in the Atis University of the Omnet Central Life-Ring.

#### Citadel

The generic name for an Atis Librae facility. Most are imposing structures reflecting the enormity and gravity of the tasks performed by the hundreds of Atis Librae sifters who serve within. These buildings are sometimes constructed by the IGNM, but most often they are purchased from the local civilizations and refurbished in the monumental Omnet style.

#### comstation

A kiosk or similarly small structure housing a communication synth. Comstations are located in various



places on almost any world, but are ubiquitous on populous globes which have been fully integrated into the IGNM communications network.

### Confederation of Democratic Worlds

The CDW is a loosely knit Confederacy of 10 planets in 6 star systems, located in Sector H, and is currently involved in a rebellion from the larger Federation of Democratic Worlds. The rebellion was sparked by debate over the rights of man-made-sentient or semi-sentient machines (TFPs, etc...).

These 10 planets: Dixie, Pixie, Nixie (commonly known as the 3 sisters), Argo, Rodel, Canann, Sumpter, Tyme, Helmuth, and Moor's Planet; all seceded from the FDW when the Supreme Court, under pressure from the Planet Union, declared Robots, Automatons, and AI Computers to have the same rights as other sentient beings. This ploy was intended to get the 4 worlds known as the Robotics, home to an entirely mechanized race of androids, to join the Federation, thus adding their considerable wealth and industry to the organization.

The worlds of the Confederation are lightly populated, and most agricultural and industrial work is performed by sentient (or semi-sentient) robots and computers. For this reason, the Declaration of the Court was deemed a direct assault upon the private property rights and economic survival of these worlds.

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### Contral

The direction against the rotation of the spiral arms of the Local Galaxy. See convergent, radial, and spinward.

### convergence

Convergence takes place when a quantum wave breaks down between two adjoining zones. If two adjacent zones find that their natural and spiritual laws are becoming more and more similar, then the dissonance between them begins to disappear and the wave breaks down. When this happens, the entropic forces slowly merge the now not so different laws of the two different states into a harmonious whole.

### Convergent

The direction toward the center of the Local Galaxy. See contral, radial, and spinward.

### Coven of Harmony

The ruling council of the Herwach Transcendency. The Coven is composed of the sixteen antiquated matriarchs, each with an indomitable will and penetrating mind. The Coven members serve until they are unable to hold their position in the intense political machinations that mark the Transcendency matriarchy.

### Darkness, the

A region of space which has been separated from the Omnet.

Approximately two thousand light-years across at its widest point, the area is expanding at a variable rate averaging almost one and a half light-years per day. The Darkness is centered, and appears to originate, from the star systems formerly controlled by the D'Rakan Empire.

The exact nature of the Darkness is unknown. Various investigators and theorists have explained it as a military hegemony patrolled by Wraithships, a religious movement headed by the mysterious Order of the Future Faith and its leaders the Sentinels, or an entirely different political entity covertly attempting to dominate the region.

Chief among the symptoms of the Darkness is a near universal failure of local synthetic minds. These synths refuse to respond to commands, issue faulty information or initiate processes and service units spontaneously for no discernible reason. Some synths have malfunctioned so severely that humans have been injured or killed.

#### Darian Ascendency

The Darian Ascendency is a minor empire relatively new to Sector H.

Originally a group of roaming merchants, the Darrians shared a common language, strict honor and moral codes, and were prolific explorers and traders. Ranging independently across half the galaxy in trade vessels acting as their homes, the Darrians established contact with any society they came across, for the sole purpose of

conducting business before moving on. Over the years, some Traders established trading posts that would pack up and move every five to ten years to another location, usually on the distant frontiers of local empires. This pattern continues to this day in all but Sector H, which has become home to a seemingly permanent settlement. Called Outpost Nero, it has been occupied for more than a hundred fifty years and is the hub of a commercial and industrial power, acting as the central authority for the other Darian Outposts in the Sector.

#### Darknode

Constructed in celebration of a rare cosmological event in the Kalikari Empire, Darknode Embassy quickly became a center for diplomacy, receiving ambassadors from dozens of Empires. Since then, Darknode has grown from a highly-secure embassy to a large planet-sized trading outpost and diplomatic staging ground, inhabiting the region once occupied by the Kalikari Empire.

After a series of quantum storms and the disappearance of the Kalikari Dominion, Darknode has grown into a prominent location for intergalactic talks, rivaling most other embassies, including those of the Agora. Backed by Omnet support and agreements with other news agencies and Empires, Darknode has become the home of the city T'resk, a mixing pot of galactic economies, customs, and philosophies.

Darknode Citadel acts as the primary Omnet installation near Oblivion,

housing some of the most elite operatives in Sector H, and a focal point for news distribution and collection.

Darknode's most interesting facet is its multiple environments, behaving as clones of varying quantum zones, thought to be forged by Kalikari magic. These replicas allow a wide variety of sentients to visit Darknode without suffering problems normally associated with travel outside one's native quantum zone. Though most sentients have access to Darknode, arrival is only possible at certain time intervals, as Darknode is hidden by certain quantum abnormalities, effectively hiding the embassy until wormholes are forged from within Darknode's immediate space. Security in Darknode is maintained by Kalikari officials, who also tend to Darknode's daily operation.

deflection field

A form of defensive capacity on a starship or other vehicle. Deflection fields are concentrations of ambient energy that may be used to channel away, or even block, several types of weapon systems. Deflection fields are most effective against beam or particle weapon systems, and less effective against large projectile weapon systems.

Delsym Alliance

After the Pluzhiach Imperium, the Delsym Alliance is one of the largest political bodies in Sector E. It began as a bilateral agreement between the Valdori Empire and the then Quo'kar Republic around 45 years ago.

When the Golconda Unity joined some 25 years later, the Alliance was renegotiated to a more open form. In recent times, the Sha Cruz joined the Alliance when they formed a coalition with the Quo'kar. The Delsym Alliance now encourages membership applications from any empire in Sector E.

The Alliance encompasses a wide platform of issues, including trade, defense and exploration. A policy of free travel between Delsym member empires is facilitated by the exchange of starship technology. Non-aggression agreements between members are mandatory. Governance is by representative council.

Depum Archistor

The penultimate rank in the Histor title of the Atis Librae. The Depum Archistor aids the Archistor in the administration of the extensive Omnet archives located at any Citadel. The Depum Archistor also administers any special collections located at the facility. Such collections may be based on certain subject areas, certain time periods or even particular empires. Finally, the Depum Archistor acts as a roving replacement or supplemental cataloguer in emergency situations. Not all Citadels have Depum Archistors; some have scores.

The exact designation is a combination of the Depum Archistor rank and the name of the tier where the sentient administers. For example, an Octovan Depum Archistor is a chief archivist of an

Octovan Librae facility, a Flavius Depum Archistor administrates a Flavius Librae Citadel archive, etc.

The subranks within the Depum Archistor rank are:

Dex Depum Archistor  
Bradis Depum Archistor  
Octovan Depum Archistor  
Septum Depum Archistor  
Flavius Depum Archistor  
Pentax Depum Archistor  
Depum Archistor Honoris  
Depum Archistor Vinculum  
Depum Archistor Jurum  
Depum Archistor Primula

Depum Libris

The middle rank within the E'toris title of the Atis Librae. The Depum Libris rank indicates that its bearer is a deputy administrative officer of a particular Atis Librae facility. Some Citadel have no need for Depum Libris, others have dozens assigned to them. The Depum Libris work closely with the facility's Libris.

The exact designation is a combination of the Depum Libris rank and the name of the tier where the sentient administers. For example, an Octovan Depum Libris is a deputy administrator of an Octovan Librae facility, a Flavius Depum Libris aids in the administration of a Flavius Librae Citadel, etc.

The subranks within the Depum Libris rank are:

Dex Depum Libris  
Bradis Depum Libris  
Octovan Depum Libris  
Septum Depum Libris

Flavius Depum Libris  
Pentax Depum Libris  
Depum Libris Honoris  
Depum Libris Vinculum  
Depum Libris Jurum  
Depum Libris Primula

Devourer of Brains

The principle god in the pantheon of the Irindris religion. See Gnuktikut.

Dex Librae

The lowest order or tier of the Atis Librae. Dex Librae facilities are the first line of information gathering and analysis in the vast IGNM organizational structure. The jurisdiction of each Dex Librae facility varies widely depending on population concentrations, and the extent of local star system development. Rarely will any such facility cover less than 20 inhabited star systems, however. At present, 42,183 Dex facilities have been commissioned by the Sentix Imperitas.

Dharah, T erica

Atis Librae at the time of the Tentriss Invasion. Dharah was lost when a portion of the Vestis Starship Khindar was jettisoned to escape hostile forces. Dharah's body was not recovered.

dictat

An executive order or directive issued by an E'toris Librae, Vestis E'toris or other administrative head of any division of the Omnet. The dictat is expected to govern the

behavior of all Omnet personnel supervised by the issuing E'toris.

diskward

The direction toward the center of the Local Galaxy. Also referred to as convergent. See contral, radial and spinward.

dominion

A term coined by the Minitus to classify an empire's jurisdiction. An area of space or world over which an empire exerts preeminent authority is listed as part of that empire's dominion. No other sovereign entity claims authority in that area, and all customs, language and norms derive from the dominating empire. Civil unrest may plague a dominion planet, but it will not remove that world from the dominion list until a new governing body is established.

D'Rakan Empire

A Minor Empire located in the D'Rakan Cluster. For centuries, the D'Rakan Imperial Court was ruled by the Council of Matriarchs, a hereditary oligopoly of noble families. The Imperial Court maintained a strong hold on power despite the infighting among the families, which varied from verbal altercations to clandestine strike sorties depending on the strength of the Dominatrix of the Council. Just over three decades ago, however, the internecine struggles and popular discontent resulted in the expulsion of the Imperial Court from the capital world of Tentriss.

The Imperial Court was replaced with the Council of the First Estate, a coalition of planetary governments formed into a highly democratic and ineffective assembly. The Court remains in exile and continually agitates for the return of Imperial rule under the banner of Prince Lystan. For a time, there was evidence that tensions between the Court and the First Estate were easing and Ukard of Brishan, Acting Lawgiver of the Council, was cautiously predicting a lasting peace for the foreseeable future.

Shortly thereafter, in 2121AD, an enormous Imperial invasion fleet appeared in the skies of Tentriss. The splintered, poorly equipped and ill-prepared First Estate forces were quickly overwhelmed. The Imperial Court's triumph was short-lived, however. Their allies, the Order of the Future Faith and its rulers the Sentinels, isolated or suborned the Imperial troops and murdered the Royal families. Tentriss became the first of the worlds subjected to the rule of the Order. Since that time, there has been little communication from Tentriss or any other world from the D'Rakan Empire. The spread of the Order and the Darkness has been felt throughout the interstellar community.

D'Rapiene

An assault tender confiscated by the Council of the First Estate from the deposed Imperial Court of the D'Rakan Empire. The D'Rapiene was reported lost and subsequently recovered shortly before the Tentriss invasion, but Atis Librae analysis

suggests that reports emanating from areas now controlled by the Darkness are highly suspect. She is suspected of being a possible Wraithship. Caution is advised upon approach.

### Dramanth's Third Law

Dramanth's Third Law of Interstellar Societies states: "Emerging stellar societies will invariably believe the universe to be everywhere the same as home." This axiom has held universally true with emerging societies all across the galactic disk.

Why such a universally myopic approach? Dramanth, in numerous essays, explains that emerging societies generally reach the technological level required for interstellar flight before reliable histories have sufficient time to chronicle the passage of a quantum wave front; thus they have no observational basis for believing the universe to be anything but one homogenous mass where the locally observed laws of physics apply equally throughout all the universe. In those instances where quantum fronts have passed over planets with proper historical chronicles, the passage of the front itself -- without the perspective of interstellar flight -- becomes apocalyptic to the societies that are planetbound, and therefore ruin the very chronicles that would pass down knowledge to their descendants.

It is not surprising, therefore, that the nature of the universe and the quantum variance that rages through creation like a storm-tossed sea

comes as such a complete surprise to our newly greeted interstellar neighbors.

### DreamWorld VI

DreamWorld VI is the latest in a successful line of theme vacation satellites owned and operated by BilahiTribe! Ltd., the Rhuk-D'kai Dynasty based entertainment conglomerate. Located in the Taarkhul System and orbiting the planet Taarkhul Prime, DW6 draws heavily on guests from across the Greater Galaxy, especially from the Tri-Sector (G/H/B) area.

Contracts to provide security training areas and military scenario programs, as well as hosting many Galactic Sports League events, are large parts of DW6's business. The Orbital Entertainment Platform has the ability to luxuriously support and entertain over 9 million sentient entities a day, across a wide variety of life requirements.

The grand opening of the station was delayed by war. As the satellite was nearing the end of construction, the Taarkhul system was invaded by the forces of Sildrake the Mad. The construction crews, as well as the BT! Ltd. employees and the crew of a small shipyard/naval base put up a valiant effort, but soon fell to Sildrake's superior forces. The University of Taarkhul, located on Taarkhul Prime, was sacked, and the city razed. Sildrake used the Taarkhul System as a springboard into the RDD, also serving as the scene of his final defeat.

The RDD sees DW6 as a symbol of their indomitable spirit, and of their society's full recovery from the destructive Mad Sildrake War. It also sees the Taarkhul System as a key interaction point between the RDD and the rest of the Greater Galaxy. DW6 shares the system with the local Omnet informational relay station, and AiD Pact forces are headquartered on Taarkhul Prime's first moon. Her second moon lodges the Umarii TradingPost, as well as outposts for the Darian Ascendency and other Empires.

#### drive systems

Mechanical or magical devices for propelling starships. The majority of drive systems are specific to a series of quantum zones and are inoperative or highly inefficient in other zones. As a result, long-range travelers must store several types of modular drive systems in order to smoothly traverse quantum fronts.

Earth  
A small, uncatalogued planet purportedly somewhere in the middle of the Orion spiral arm of the Local Galaxy. The world's existence was first reported by Vestis Inquisitas Merinda Neskate, whose source appears to be a member of a small, fragmented, technologically backward empire contained solely on that planet. According to Neskate, Earth's only significant features are a rich biosphere and an abundance of natural resources.

#### Empire

A term used to describe a set of peoples under one common government, not necessarily reserved for governments led by an emperor. These governments are usually found to reside without competition in one or more quantum zones. Empires are considered to be either Major, Minor, or Lesser.

#### Empires, Major

The Local Galaxy is currently dominated politically and economically by seven massive interstellar civilizations, collectively called the Major Empires. These empires, however, dominate only 15% of known stellar systems, and actively influence another 20%. Fully 65% of the catalogued star systems and almost all of the galactic arms are outside the reach of the Major Empires. Those within the Major Empires consider the vast areas of space outside their domains to be wilderness. This is true even though several smaller, but substantial empires are located in these areas.

The Major Empires, in alphabetic order, are

- Federated Stellar States
- Fartrade Coalition
- K'tan Empire
- Lights of Ja'lel
- Pluzhiak Imperium
- Ruqua Dynasty
- Union of Stars

#### Empires, Minor

Sharing the galactopolitical stage with the Major Empires, these advanced and extensive civilizations

boast their own separate cultures, militaries and identities. These civilizations can be considered "minor" only in relation to the Major Empires. At present, hundreds of Minor Empires have been catalogued and the Omnet is constantly reviewing newly discovered or developed empires to ascertain whether they should be included in the list of Minor Empires.

It is unlikely that any current empire in existence today will reach the stature and power of even the slightest of the Major Empires. For this reason, catalogued status as a Minor Empire is highly desired by most civilizations.

#### Empty Ness, The

The mysterious region of space found near the borders of the Archaen and Rhuk D'kai Empires has mystified scientist for centuries. It is a cosmic anomaly, being almost entirely void of any astrological bodies or cosmic materials. The only exception is the "River of Stones," an asteroid belt that threads it way through the region in various branches and tributaries. The asteroids serve as jumping points for navigators traveling through the region. Those foolish enough the cross the Ness without them will find their systems effected by Odd Space. Even still, the Ness is a prosperous asteroid-mining area for the Archaen and RDD Empires, home to the Spinners (space miners). The largest asteroid in the Ness is also considered the Spinner's "capital," known as Amadeus.

#### Enderly, Khyne

A senior netcast personality of the Vestis Inquisitas who has served in almost every IGNM capacity at one time or another in his lengthy career. Still strikingly handsome despite his advanced age, Enderly hosts the influential weekly program "The Big Picture with Khyne Enderly." Considered the dean of Vestis reporters, Enderly sits on the Vestis Dictorae.

Enderly's actual power is the subject of much recent debate. Lampooned by some commentators as an "aged, pretty-boy, talking head," Enderly never speaks for the Dictorae, and he is rarely prominent in any dictats approved by that body. Given his extensive contacts and powerful voice over the Omnet airwaves, however, Enderly's power should not be underestimated.

#### Environs of Purity

Places of awesome natural beauty or power. These places are holy to the Friars of the Stars Sanctus as they believe that Sanctus may only be known in such locations. A small coterie of Friars is almost always present at any given Environ to maintain and perpetuate it.

One of the primary goals of the Friars is to locate and secure new Environs and thus preserve more of the universe's natural beauty. A significant number of invested or devoted Sanctus followers constantly journey about the Greater Galaxy in search of places to recommend to



the Supreme Tribunal for inclusion in the FSS Galactic Omnibus.

## Enway

A star system in the D'Rakan Empire. The planet Enway II is largely covered with water and is home to the famous Stentur flying fish. These creatures are currently the subject of an ongoing conflict between the Reginum of Plecce, a church which considers the fish holy oracles, and the Stentur Fillets Producers Brotherhood, a trade organization of food manufacturers.

Enway was recently in the news when the dry-docked assault tender D'Rapiene slipped its cables and fell into hyperspace. The D'Rapiene reemerged near the military space station in orbit over Enway II and was recovered without incident.

## Ethis

A large city located on the planet Chukai in the Choralis Chain. Although not the capital city of the Chukai homeworld, Ethis is a major financial and religious hub. Ethis boasts a fully equipped starport, a Librae Vinculum and numerous other impressive structures. Ethis, like all of Chukai, is currently rebuilding itself from the devastation caused by a radical shift in the local quantum weather.

## E'toris

A title within the Atis Librae branch of the IGNM. The E'toris title personnel work primarily in the area of administration or command. E'toris

personnel also are primarily responsible for the negotiation of Omnet contracts with newly emergent empires. They are closely aided in this task by Histor Fulvus personnel.

The ranks within the E'toris title are:  
Atur Depum Libris  
Depum Libris  
Libris

## E'toris Inquisitas

A shorthand referent for the Vestis E'toris Inquisitas Primula.

## E'toris Librae

A honorific in the Atis Librae. The E'toris Librae honorific is used when addressing the senior administrator (usually of the Libris rank) at an Atis Librae facility. E'toris Librae is a more general term, and is used more frequently, than the specific title E'toris.

## E'toris Librae Primula

The chief administrator of the the Atis Librae branch of the IGNM, also known as the E'toris Prime or Libris Primula. The E'toris Prime also performs significant analytical responsibilities as the senior member of the Librae Primula, the highest order of the Atis Librae. The E'toris Prime's office, and indeed the entire Atis University, is located on the Omnet Central Life-Ring above Mnemen IV.

## E'toris Prime

A shorthand referent for the E'toris Librae Primula.

### E'toris Tempus

A designation granted those temporarily elevated to an administrative or command position within the Atis Librae. The acting-E'toris may be appointed until a replacement is named, or the original E'toris recovers from some disability, or for any number of other reasons. Often an E'toris Tempus is appointed on a probationary basis to judge a particular candidate's ability to handle the demands of a particular rank within the E'toris title.

### Fab'Rini Federation

The Fab'Rini Federation is the descendant of the now-collapsed Chilkit Coalition. Composed of 14 star systems (7 of which support life), the Federation is united for mutual trade, defense, peace, and scientific advancement, led by the President and the Conclaves (senates).

The systems of Kora, Kriost, Chilken, and Kostolarian make up the heart of the Fab'Rini Federation. Three other systems, Lyshan Lysia, and Lyrem make up outposts with medium to large sized colonies. These seven stars that host life-supporting planets are known as the Seven Sentinels.

The capital planet of Manu is located within the system Kostolarian. The central city on the planet is called Nauvoo, which means "Peace, a time of Rest."

### Fartrade Coalition

A huge empire built almost entirely on trade and production. It is administered by a Council of the Bar. This Bar consists of representatives whose credentials for admission are ranked solely on the size and strength of the Production or Trade corporation which he owns or represents.

Immigration, Naturalization & Tourism are allowed under work permits, but those who come are not considered citizens of the Coalition until they can prove their wealth and power in Trade or Production.

Law in the Coalition deals primarily with fair trade practices. All other law is at a very basic and rough level.

The great differences between the ruling class and the working class are straining the seams of the empire. The evidence of class revolution is obvious to even the most casual observer. Despite this, the Coalition continues in its policy of denying rights to its workers.

### Federated Stellar States (FSS)

A Confederation of independent systems united under the greater organization of the FSS. Representation ranges from individual stellar states (resembling a conglomeration of free states) to a voting Forum where decisions for the FSS are made by common consent. Qualifications for accredited representatives are determined by each subscribing state.

The Federated Stellar States generally have agreed to a liberal policy of immigration and tourist visitation. However, with its emphasis on the rights and obligations of its individual stellar states and their local customs, differences in the immigration and visitation laws from system to system will occur. In addition, differences in cultures between individual member states are quite striking. Transit, entrance and touring visas are obtainable upon system penetration to all non-FSS beings whose origin is not on their restricted lists.

The Accord of Iras, which founded the FSS, designated a set of basic laws for admittance into its community. Since that time, the Accords have been continuously updated and refined. The FSS has a high level of law which is fairly unified in terms of star system entry, interplanetary travel, commerce and social standards. The basis of FSS law is the Allpersonae which is roughly translated as "My space trespasses on no other." Essentially, it means that each persons rights in the FSS is freely extended only so far as it does not infringe upon the rights of other persons in the FSS.

A relatively new Empire, the FSS was formed as a result of the Blackvoid Wars.

Federation of Democratic Worlds, The (FDW)

The Federation is a closely-knit democratic republic consisting of 65 inhabited systems, five distinct

sentient races, and 17 sparsely inhabited systems. The FDW was formed 125 years ago as an alliance between several empires facing naked aggression from a nearby threat.

Following the assimilation of its contenders, the FDW enjoyed a period of great economic expansion and prosperity. Her scientific and technological advances in the fields of robotics, metallurgy, aero/spatial navigation and pharmaceuticals, made her an important trading partner to nearby Empires in Sector H. Since the rise of the renegade Abolitionist party, trade ties have diminished, and are passed through the nearby Locke Dependencies.

Government is a Representative Democracy with a capital in the city of Lincolnia on the planet Union. Olaf Breen is the current President of the Senate and Chief of State. Due to the government's position on the 'freedom' of robots,

TFP's, and other forms of artificial intelligence, the Federation refuses to do business with empires not of like mind. Recently, the FDW closed two Omnet Citadels, saying that IGNM's stance on the rights of silicon life forms would not be tolerated.

The Federation is now engaged in civil war, attempting to keep the 10 worlds known as the Confederation of Democratic Worlds from seceding. Due to the stand of the Abolitionist Party on the issue of sentient rights for artificial life, these ten worlds, largely dependant on the production and use of robots, declared their

independence, a move declared unconstitutional by the FDW's law.

Feldrith tree fleets

Shorthand referent for the Main Battle Group, or Starforce of the Ja'lel Defense Coalition.

Fenadon Empire

A small, highly militaristic society that was annexed by the Pluzhiak Imperium several decades ago. The Fenadon retain a figure-head government and some nominal independence, but nothing of importance occurs without the approval of their master, the Pluzhiak Imperial Factotum. The Fenadon welcomed their enslavement for it brought them endless opportunities for military glory as an advance strike force in the Pluzhiak Imperial Mandate.

The Fenadon Empire's only importance in galactic history derives from its barbaric treatment of Irindra, a backward world just outside its borders. So great were the depredations of Irindra's neighbors, including the Fenadon Empire, that the Irindris abandoned their biosphere for the stars.

Fenon Guardians

Elite forces in the Ja'lel Defense Coalition. The Fenon are volunteers who take utmost pride in their status as the most highly trained and best equipped fighting force in the Greater Galaxy. Fenon marines are renowned for their high intelligence, remarkable battlezone flexibility and

initiative, and fierce loyalty to the Lights of Ja'lel democracy.

First Estate, Council of the

A coalition of planetary governments which assumed power in 2089AD when the ineffectual D'Rakan Imperial Court was deposed. The various officials and nations which made up the Council were bound together solely by their rejection of the unresponsive Imperial Court. This proved insufficient glue to keep the Council from quickly splintering into hundreds of competing interest groups. While much more representative of the desires of the populace than the old Court, the Council was equally paralyzed by infighting. Left to its own devices, no doubt the Council would have desolved into open warfare. The invasion of the combined Imperial/Order of the Future Faith fleets in 2121AD, however, completely shattered the hapless Council forces and gave rise to the Darkness.

Flavius Librae

Officially the fifth tier of the Atis Librae branch of the IGNM. Raw data and analyses from between two and five Septum Librae order facility is passed to each Flavius Librae Citadel. Little is done with these data, however, as the Flavius tier is primarily administrative. For the most part, the reports are collected, catalogued and passed on to the Pentax Librae facilities for further analysis. The administrative focus of the Flavius level has unfortunately cast a shadow on the abilities of the

Librae analysts who work there. While these Librae are not the most famous or well-published of sifters, their work is crucial to the proper functioning of the Omnet.

On the other hand, some of the best of the Librae administrators are found at the Flavius Citadels. The Flavius administrators are responsible for the supply, staffing and coordination of all lower tiers. Unless a specific administrative order is handed down from one of the upper tiers, usually the Librae Jurum, Flavius have complete discretion in allocating resources among the Dex, Bradis, Octovan and Septum levels.

Roughly 40 to 80 Flavius Librae in each subsector depending on population. At present, 647 Pentax facilities have been commissioned by the Sentix Imperitas.

#### Fleet Dread

Over one hundred different ships have been identified as being part of Fleet Dread, the pirate armada led by Captain Yegar. In many aspects a self-sufficient city, the Fleet is rarely seen together all at once. With outposts in many dangerous areas of the galaxy, Yegar has assured himself a place to run if a battle goes ill. The fleet is said to have a wide array of both technological and magical drives, made up of ships stolen from the many Empires Captain Yegar has dealt with. Though there are many command-ships in the fleet, Yegar's own vessel, the Solemnity, remains flagship.

#### Flynch-Halpert Index

A classification system first proposed by S'toris Librae Hictora Flynch and Braden Halpert in 1834, and updated periodically by the Omnet. More commonly known as the Q-dex, the system measures numerous aspects of a quantum zone's physics and phenomenon. The best current explanation of the Q-dex is contained in Understanding and Using the Flynch-Halpert Index, published by the Atis Librae branch of the IGNM. This guide, and an accompanying list of assigned Q-dexes is more commonly referred to as the Pathfinder.

#### Flynn, Evon

One of a team of highly competent Atis Librae stationed at a Dex Librae facility on Brishan in the D'Rakan Empire before the Tentriss Invasion. Evon Flynn was part of the group of Librae who accompanied then-Vestis Novus Queekat Shn'dar to Tentriss to investigate reports of data corruption within the ranks of the Atis Librae. Flynn was last reported aboard the Vestis Ship Khindar rocketing off of Tentriss. He is known to have survived the incident only to have relinquished his Atis commission shortly thereafter. Flynn's current whereabouts are unknown.

#### Folis, S kai

Vestis E'toris of the Inquis Interior. As befitting the chief of the Omnet intelligence and internal security forces, little public knowledge is available about Skai Folis. He sits on

the Vestis Dictoriae and no doubt wields significant, if highly discrete, power in the Local Galaxy.

### Free Merchants Confederacy

The FMC is a conglomeration of three mega-corporations that comprise 80% of the local business market and numerous independent groups. Their culture is centered around commerce and the acquisition of wealth.

The top mega-corps (also known as "the power three") are:

Tran Enterprises -- Currently the holder of the FMC government services contract, which will expire in three years. When conducting any official business with the FMC, off-worlders will have to go through Tran Enterprises. The upper echelons of this corp have been genetically engineered to be the best and the brightest.

Data Central -- The main producer of synthetic minds, they also control most of the entertainment industry within the FMC. Their hottest product is a Quantum weather forecaster, a godsend for travelers. Ranking Data Central employees are identifiable by a cybernetic "unseeing eye", a device that takes up the entire right eye.

Laskin Shipping and Handling -- Laskin ships goods to and from different quantum zones. They have established trade routes throughout their sector and have branched off into the adjoining ones.

### Friars of Sanctus (FSS)

An enormous interstellar religious order devoted to Sanctus. Sanctus is a difficult concept — FSS writings describe it as a force, an ideal, a presence, a place and a state of being. The core tenet of the Sanctus paradigm is that the universe, without sentient life, is holy. Sentient life's efforts to build, control and generally manipulate its surroundings have despoiled the perfect order of things. Thus, in many regions of the galaxy, Sanctus has been buried beneath the depredations of sentient beings. This has caused sentients to become separated from Sanctus and explains the majority of the ills of modern civilization.

Only where sentient life has not reworked nature, such as in the uncharted reaches of deep space, can one find Environs of Purity. There, one may uncover the holiness of Sanctus, become one with it, and reach fulfillment. One of the sacred missions of the Friars is to search out and catalogue these places of stunning natural beauty where the devoted can contemplate Sanctus. Aware that deep space and uninhabitable worlds are not conducive to life, holy or otherwise, the Friars have concentrated their search on the habitable worlds of the galaxy. The Environs of Purity, both habitable and not, are listed in the FSS Galactic Omnibus.

The governing and administrative body of the FSS is the Supreme Tribunal.

FSS

Refers to (1) The Federated Stellar States or (2) The Friars of Star Sanctus

Gaia's Daughter

Once designated as Z-3 by the Omnet, this planet was the location for the infamous Z-3 Massacre.

Galactic Omnibus

A shorthand referent for the Omnibus of the Pure Galaxy, published by the Friars of Stars Sanctus.

Galactic Sports League

The Galactic Sports League (GSL) is an association of Empires whose purpose is to promote and organize intergalactic sporting events, thereby increasing Galactic Unity.

Galactic Sports League events involve competitive sports from across the Galaxy. While some sports, by their nature, are limited to particular Quantum Zones, much effort has been put forth to allow all sentients to participate in and watch as many of these events as possible.

Member Empires can be found in almost all Sectors of the Galaxy, and much of the success of major GSL events can be attributed to Omnet support, including advertisement, communication and transportation.

Any Empire in the Galactic Union may join the GSL by making a submission to the Chairman of the

League. The current Chairman is Bos'tab Par'rel, a citizen of the Quo'kar/Sha Cruz Coalition, where the GSL was founded.

Galactic Temporal System (GTS)

A system of time management and reference adopted by IGNM. The GTS includes a nomenclature for time units and a chronology for recording galactic events. The GTS is used in its unmodified form by very few sentients, primarily the Librae archivists at the Librae Primula University on the Omnet Central Life-Ring, and those Librae conducting time sensitive interstellar comparisons. For the vast majority of galactic sentients, including most of the IGNM employees, a local synth or imbedded biolink translates the GTS into the local time units and chronology.

The GTS time unit nomenclature derives from the planetary movement of the Omnet homeworld, Mnemen IV. The most commonly used measure of time is the cycle, or the time it takes Mnemen IV to make one complete revolution around the star Mnemen. One cycle corresponds to 240 spins, or revolutions of the planet Mnemen IV on its axis. Unlike most worlds in the Greater Galaxy, the relationship between the cycle and spin of Mnemen IV is invariably constant. Some posit that this unusual consistency is one of the reasons the Oracles of Nine chose Mnemen IV as the Omnet homeworld. The smallest measure of time in the GTS

is the quint, or one billionth of a cycle.

The GTS chronology relates the passage of time to the reawakening of the Oracles of Nine. The cycles since the Nine were reborn are called the Cycles of Renewal, or CR. The Oracles were reactivated in 0CR. The cycles before are labeled Cycles of the Imperium, or CI.

A timeline of galactic events is detailed below. In the interests of better local understanding, the timeline is denominated in the predominant local time measure. Contemporary local events have been included for perspective.

[ Insert Timelines Here ]

(Compiler's Note: Due to certain temporal irregularities in the local quantum region, some of the information in the above timeline may reach you prior to the actual date of its occurrence. IGNM apologizes for any temporal paradox or other inconvenience which this has, did, does or may yet cause.)

## Galaxy, Local

A collection of stellar clusters revolving around a common center in which the worlds of the Catalogue of Contact are located. The Local Galaxy is also generally referred to as the Greater Galaxy or the Galactic Disk. The greatest organization in the history of civilized space, the Omnet, is located in the Local Galaxy.

For reference purposes, Omnet has divided the Local Galaxy into twelve sectors, A-H, Q, X-Z. The central sectors, A-D, include portions of the Galactic Core, an area generally uninhabitable due to unpredictable and violent fluctuations in the quantum zones and fronts. The remaining areas of sectors A-D contain the majority of the galactic civilizations and events of galactic importance. Large portions of these areas are governed or directly influenced by one of the seven Major Empires. The outlying portions of the central sectors and the whole of the periphery sectors are considered wildspace. Much of these areas are uncharted, although Omnet Rangers, as well as sanctioned and independent Outriders, push the boundaries of known space a bit further each cycle.

See the Omnet Stellar Cartography System.

## Garudis-kan

Twin statues flanking the Arch of Wisdom, the entryway to the Vault of Nine Oracles. The statues are thirty feet in height and were carved with fine-tuned particle streams from blocks of ebony. Representing on one side Anarchy, and on the other Law, the statues hold open the Arch of Wisdom. They mark the boundary separating the confusion of the mundane world with the calm certainty of knowledge.

Few sentients work so closely with the Oracles of Nine to warrant a visit to their inner sanctum. Thus, only a privileged few have seen the Garudis-kan, much less passed



through them to the Circle of Awareness.

### Genesi Empire

Located in Sector G, The Genesi Empire began as a prison planet for outlaws. People from other planets were banned there for crimes against humanity. Many of the residents of Genesi are nothing more than simple people trying to live a life greater than what they had. Because of this, they were banned from their homeworlds and sent to die on a planet that was plagued with violent electrical storms. The planet now known as Genesi was originally called "Colony 4". Only more recently did it come to be known as Genesi.

### Gnuktikut

The predominant god in the pantheon of the Irindris faith. Gnuktikut, Devourer of Brains, embodies the entire knowledge held by the collective mind mythology of the Irindris people.

Gnuktikut is a voracious god, constantly demanding new concepts and information. Whenever the Irindris armada secures a new piece of information, it must be sacrificed to Gnuktikut in an elaborate ritual. The Devourer is not a gentle god. The Irindris are wholly unconcerned should the medium containing the information to be sacrificed be a sentient being. The sentient is simply consumed alive. Only those pledged to the cause of the Irindris are spared the god's wrath.

### godsdamned

Strategy-based card game where holographic battles take place between each card's suit. Commonly played on DreamWorld VI.

### Golconda Unity, The

Located in Sector E, The Golconda Unity consists of the descendants of a forgotten planet whose genetic structure was changed by a quantum storm shortly after arriving in their current zone.

The Golconda society appears complex to outsiders, a concept which is most strange to Golcondans. Government is based on a clan structure. There are five clans, namely the Arans, Narms, Sarms, Erans and Ilans. Within each clan, people can be employed within a guild. Employment is not restricted by gender. Guild membership tends to be hereditary, especially where privileged skills are involved, though notable figures throughout history have exhibited a strong correlation with guild shifting. Whilst no guild claims dominance, the Gemformers are probably among the most highly regarded. Within each guild there are different schools. These seek to expand the range of skills that can be practiced within a guild. Occasionally, new skills have been developed which have led to guild wars, and the formation of new schools, where a guild war could not be satisfactorily resolved. Tradition has restricted the formation of new guilds, a subject which is at the forefront of discussion at the Executive level of Government.

## Golem Homeworld

The Golem, located on the border of sector B and sector G, have recently begun making a host of goods and services available to the people of the Greater Galaxy. From beautiful vacation resorts and wildlife refuges to the finest blades and armor in the galaxy, the Homeworld provides unparalleled quality and service. The most popular product is SteelWeave, a revolution in utility clothing. By spinning metal into fiber, circuitry can be woven into a shirt or jacket.

## granx

Large ursine-like beasts of burden native to Chukai in the Gund colonies. The granx are strong and relatively intelligent, but slow and clumsy. Prior to the recent shift in the quantum fronts bordering the Thailis Dynasties, Chukai had little use for the granx. Mechanized transport had been developed to replace granx labor, and increased interstellar trade brought much more flavorful meat to the Chukai diet. The granx were found mostly in zoos and subsistence farms.

Armed with the advance knowledge of the quantum zone shift, Chukai commenced a crash program to breed herds of granx. The granx were unaffected by the new mystical paradigm that settled over the world and proved to be superb beasts of labor.

## gravity tube

A transportation device allowing passage between and along levels of a building, spacecraft or other structure. Gravity tubes create a subjective gravitational field the direction and strength of which are governed by the sentient passenger. Gravity tubes require a dedicated synth to facilitate their use and are the product of highly advanced technological civilizations. These devices are operable in a wide variety of quantum zones, but, like most technology, not all.

## Great Blackvoid Storm

In the year 12 AD, the Great Blackvoid Storm emerged from Oblivion. It is remembered as being the largest Blackvoid Storm in recorded history, even larger than the Great Black Cloud storm that made its way into what is now FSS space much later. A truly wondrous event, the Great Blackvoid Storm continues to inspire would-be explorers to enter Oblivion.

Over the following millennia, the Great Blackvoid Storm moved through the varied systems near Oblivion, and then eventually circled large portions of the galaxy, leaving behind deposits of blackvoid. Because of its spiral movement pattern, the Great Blackvoid Storm deposited greater quantities of blackvoid within the systems surrounding Oblivion than those in the rest of the galaxy. As it gained further distance from Oblivion, the speed in which the Great Storm moved increased, and thus less blackvoid was deposited.

In 1690 AD during the Kryjahs Invasion, Vorkink the Destroyer, a terrible giant warrior from the Luminescent Ring, was trapped within the Storm by the Triad. The mages report to have definitive proof that Vorkink remains alive in the heart of the Storm, but no independent confirmation has arisen. Almost one hundred years later, in 1771 AD, the Great Blackvoid Storm finished the return leg of its spiral-like movement and merged again with Oblivion. Vorkink, presumably still trapped within the Storm, is considered the only successful being to have entered the Storm's or Oblivion's belly.

Gund colonies

A collection of independent worlds loosely organized by their common membership in the Diapothian Mystical Order. The colonies rest in a highly mystical quantum zone; little functioning technology exists.

The Gund colonies are located at the edge of the Walik Rift, spinward of the Lights of Ja'lel and radial of the Herwach Transcendancy and Mnemen IV.

GTS

See Galactic Temporal System

Halo Nebula, The

A vast, halo-shaped cloud, the Halo Nebula rests within the dominion of the Archaen Empire. Golden-jade in color, the Nebula is known for its brilliant stellar storms. Though mostly unexplored, the Nebula is

marked as a stellar reserve, and thereby off limits to all foreigners and unsanctioned explorers. The Halo's outer diameter is about eight light-years wide, while its inner, clear ring is about two light years in diameter. Within the Halo Nebula itself are five systems, all charted but never explored. The nature of the Nebula's dust clouds tend to diminish most navigational sensors, if not render them entirely useless. Imperial scientist believe these storms have the strength to destroy a small moon, which would explain the high numbers of asteroids in the region, or why no ships exploring the nebula have ever returned.

haunt

Slang term for all types of telepresence projections.

hawasath

A Chukai phrase indicating at once servile deference and forceful assertion of competence. As few other languages have a similar expression, the phrase has gained widespread currency among service industry workers in the Gund colonies.

Herwach Transcendancy

A minor interstellar matriarchy which enjoys the unparalleled benefit of containing within its boundaries Mnemen IV and Omnet Central. With the widespread understanding that the Omnet would not stand for any instability in the area around their headquarters, the Herwach Transcendancy has adopted a

beatific condescension toward galactic powers regardless of their size or power. Not content to rely solely on the looming shadow of the Omnet, however, the Coven of Harmony has cultivated a strictly neutral presence in galactic affairs and insured this status with a bewildering and largely secret array of nonaggression and mutual defense pacts. No one outside the Palace of Harmony can claim with any certainty to have deciphered the Transcendancy's intergalactic treaties.

### Hetherson's S warm

Located in Sector X, Hetherson's Swarm is a dense galactic cloud around a group of 15 suns. The density of this cloud is such that even moons generally attract enough of an atmosphere to be inhabitable. In fact, radiation levels are such that planets not need to be circling a sun to be capable of sustaining life, though they will be cold with temperatures close to freezing. Travel at great speed on the other hand is next to impossible without risking abrasion of the ship's hull. The swarm is dominated by the Tshi'kii. And is commonly named after this race of non-humanoids. Their social life is mostly hive-like, though they are not the insects they superficially resemble. Several other races have settled in the swarm, and they are at war with the Tshi'kii.

### Hirocrican Badlands

Where the mighty Hirocrican Empire once stood, now lies a patchwork of storm-ridden quantum zones.

Because of the rapidly-shifting paradigms and frontal anomalies, categorization of the Badlands has thus far been impossible for the Omnet. Last estimated, the Badlands consisted of over 50 different quantum zones, all highly-unstable and extremely dangerous.

The Badlands were formed some time after the Hirocrican defeat in the Kryjahs Invasion, forcing many survivors to flee from their homes. The sudden collapse of realities killed billions, a prime example of fatalities caused by quantum weather. Remarkably, a great deal of old Hirocrican structures are rumored to still be salvageable, though under the constant barrage of quantum storms, any venture into the Badlands is extremely expensive.

Though no one inhabits the Badlands, pirate strongholds and hide-aways have managed to prevail in the chaotic space. Certainly not without casualties, underground smuggling routes are known to go through the Badlands, where few authorities are willing to travel.

Omnet has designated the Badlands off-limits to citizens, and strongly advises that no ships enter Hirocrican space unprepared.

### Hirocrican Empire

At one time a fairly large Empire, the Hirocrican peoples were one of the many empires subjected to the Kryjahs Invasion, and the Kryjah's lust for Blackvoid. With many deposits, the Hirocrican Empire was subject to numerous sortees by the

Kryjahs main battlefleet, despite the presence of an allied fleet formed to counter Kryjahs advances. By the time of the Kryjahs great defeat at Kiril's Gambit in 1692 AD, most Hirocrican leaders had been killed or enslaved by Kryjahs forces. Although the Kryjahs were pushed out of Hirocrican space in the end, the Hirocrican Empire was unable to recover and soon crumbled into many smaller empires.

Hishawei

Insectoid, exoskeletal creatures built trilaterally rather than bi-laterally. Each has three sets of three radial appendages arranged around a thorax topped with a head of three eye clusters. Each forms a collective 'hive' in radials around a central creature who is nominally their director/leader or 'queen.' They never are alone.

Histor

Histor is a title within the Atis Librae branch of the IGNM. It is granted to those who specialize in the collection and organization of data. The specific ranks within the Librae title are as follows:

Histor Novus  
Histor Regul  
Histor Fulvus  
Depum Archistor  
Archistor

Histor Fulvus

The third rank of the Histor title in the Atis Librae, also known as "informants". Histor Regul and Histor Fulvus make up the bulk of the

cataloguer personnel at the Atis Librae. At the Dex Librae level, Fulvus act in essence as social directors and confidants of sentients in all walks of life and status in society. These smooth-talking operators are information brokers, never providing any unless as or more sensitive information is given in return. Cash and other favors are also granted to willing sources of unrecorded data. This data is then incorporated into the Citadel's archives. For particularly sensitive sources, the Fulvus may do the actual cataloguing but for the most part that task is given to the Histor Regul. At the higher levels, the Histor Fulvus receives reports from his or her counterpart below and operates a similar information ring on a grander scale.

While the Histor Fulvus is technically a superior to the Histor Regul, the missions of the two personnel are so different that they are better seen as parallel information sources. Any competent Librae reviews both types of information without places undue importance on either.

Histor Fulvus have no specialization except an instinct for valuable and sensitive information, and a great feel for the desires, passions and fears of his or her sources..

The subranks within the Histor Fulvus rank are:

Dex Histor Fulvus  
Bradis Histor Fulvus  
Octovan Histor Fulvus  
Septum Histor Fulvus  
Flavius Histor Fulvus  
Pentax Histor Fulvus

Histor Fulvus Honoris  
Histor Fulvus Vinculum  
Histor Fulvus Jurum  
Histor Fulvus Primula

Histor Novus

The lowest rank of the Histor title in the Atis Librae, also known as "level III collectors". Histor Novus are young or probationary cataloguers assigned the most obscure and menial tasks among the Librae at the Citadel. With work, study and a proper attitude, the Histor Novus may be promoted to Histor Regul.

No true subranks exist within the Histor Novus rank. Whether the Novus serves at a Bradis or Vinculum or any other Librae facility, they will be little noticed by their superiors and will have little energy to waste determining their status compared to other Novus.

Histor Regul

The second rank of the Histor title in the Atis Librae, also known as "reviewers". Histor Regul and Histor Fulvus make up the bulk of the cataloguer personnel at the Atis Librae. At the Dex Librae level, these conscientious gatherers scour the local new media and publication houses for material to include in their Citadel's archive, and thus in the accumulated knowledge of the entire Omnet. At the higher levels, the Histor performs a similar task with the accumulated data and reports filed by the tier below.

The Regul is responsible for filing the collected data in an accessible

format and cross-indexing it under all conceivable headings. Librae personnel rely on the Histor Regul to provide them with the all the raw material necessary to complete their analyses.

While the Histor Fulvus is technically a superior to the Histor Regul, the missions of the two personnel are so different that they are better seen as parallel information sources. Any competent Librae reviews both types of information without places undue importance on either.

Histor Regul usually specialize in several particular areas, and subjects. For example, a certain Histor Regul might be responsible for cataloguing a society's or even a sector's myths, legends and fiction, as well as the evolution of their language.

The subranks within the Histor Regul rank are:

Dex Histor Regul  
Bradis Histor Regul  
Octovan Histor Regul  
Septum Histor Regul  
Flavius Histor Regul  
Pentax Histor Regul  
Histor Regul Honoris  
Histor Regul Vinculum  
Histor Regul Jurum  
Histor Regul Primula

Hywat, Depum Consul

Minitus Depum Consul of Chukai. Depum Hywat has served for many years on Consul Secara's personal staff. As with his numerous other mission assignments, Hywat proved an integral part of the Omnet

transition team which aided Chukai's recent societal adjustment from a technological to a mystical paradigm.

## Ignir

Often mentioned as the birthplace and origin of the famed pirate Captain Yegar, the Ignir civilization has been studied by scholars for the past forty years. Though no longer in existence, the mysterious Ignir culture was probably once part of a Republic in the Union of Stars. Exact specifics of the Ignir are not fully known, though the Ignir culture probably came to an end sometime during the first K'tan expeditionary force made its way through the wormhole into the Union's space.

Other rumors insist the Ignir were remnants of yet another Empire, established across the galaxy after the fall of the Hirocrican Empire in Sector H. Survivors of the Kryjah's Invasion fled to the Union of Stars, where they were able to reassert themselves as a Republic. Though there is some evidence to support this, the only verifiable truth is known by Captain Yegar, one of the last living Ignir.

## IGNM

The Intra-Galactic News Matrix is the central source for news and information throughout the Local Galaxy. The IGNM is the largest and most prominent division of the Omnet.

The IGNM has several branches, but the most commonly encountered are the Atis Librae (information analysis

and synthesis) and the Vestis Inquisitas (investigation, reporting and field operations). Another extremely active but much less conspicuous branch is the Inquis Interior (intelligence and internal security). Other Omnet divisions include the Centirion (Military), Minitus (Diplomacy and Liason); Oran Planitis (Communication and Wavefront Runners) and Sentix Imperitas (Operations and Maintenance).

## Independent Outriders

Insanely brave, foolhardy or desperate sentients willing to travel to uncharted regions of space for knowledge or plunder to sell to the highest bidder. With wide variations in the quality of their equipment and training, these explorers have a horrific mission survival rate of below 20%.

## Inquis Interior

An arm of the IGNM dedicated to covert intelligence gathering operations and the internal security. Although organizationally part of the IGNM division of the Omnet, over time the Inquis has asserted its jurisdiction over all aspects of Omnet internal operations and spheres of influence.

The Inquis rarely acts directly and is almost never mentioned in any IGNM netcast. As a result of this, the ubiquitous reach of the Omnet and the broad authority vested in the Inquis, a near religious awe has arisen about its power and influence. Any mysterious series of events that

seem to promote or enhance the status of the Omnet is sure to be blamed on the Inquis. The Inquis, of course, does little to counter this sentiment.

The current Vestis E'toris of the Inquis Interior is Skai Folis.

### Inquisitor

A general rank within the Vestis Inquisitas. Although a number of subrankings create a strict pecking order between Inquisitors, as a whole Inquisitors form the majority of Vestis operatives. They have successfully completed their Vestis basic training and proved adept, resourceful and committed during their Vestis Novus probationary period. Inquisitors are veteran agents, capable of performing all but the most sensitive or challenging of tasks. While each Inquisitor specializes in certain tasks and are normally assigned missions requiring that specialization, their field experience grants them a wide variety of skills and their biolink abilities render most others available. For most galactic sentients, any direct contact with the dreaded Vestis Inquisitas will most probably be with an Inquisitor.

### Inquisitor Emeritus

A special designation within the Vestis Inquisitas. Inquisitor Emeritus have proven their worth to the Vestis by performing their duties as Inquisitors conscientiously and successfully. Moreover, these Vestis have shown themselves to be particularly brilliant in the

investigation and reporting of difficult subjects or entities. Such Vestis are in effect granted a special dispensation to follow their leads wherever they may take them, and call on any resources needed (as long as it does not directly contradict a superior's orders) to complete their largely self-created projects. Inquisitas Emeritus are wholly removed from the normal Vestis command structure and almost never hold any significant administrative responsibilities.

### Inquisitor Majestron/Majestrix

A general rank within the Vestis Inquisitas. These operatives are the elite of the Vestis field reporters. A few are given training or administrative responsibilities but most are used for the assignments that cannot be avoided and must not be failed. Although only four subrankings exist in the Majestron rank, because so few Majestron exist, each knows all the others at least by reputation and knows his or her exact position over or under the others. Inquisitor Majestrons have mastered their own specialization and are near masters in all others.

### Irindra

Former homeworld of the Irindris. Located just spinward of the Feradon Empire sector of the Pluzhiak Imperium.

### Irindris

A nomadic race originally from the planet Irindra. The Irindris were enslaved by their neighbors the



Feradon Empire, and treated viciously. In 2030AD, an enormous rebellion arose under the guidance of Odat Grazonjra. The Irindris freedom fighters cleared almost 80% of their planet. The Feradon Empire was fighting a full scale war against the T'Pak Cloister at the time and had few forces available for "peacekeeping."

Many commentators have noted that once the Feradon-T'Pak conflict was finished, regardless of its outcome, the Feradon Striker-Reavers would have decimated the rebellion. This never came to pass, however, because just as the rebels were preparing to assault the main starport fortress on Irindra, a Prophet appeared predicting disaster. The Prophet revealed that the Irindris were a chosen people — the last survivors of the royal court of Kendis-dai. The destiny of the Irindris was to search the stars for the lost world of Avadon, and restore the greatness of the Kendis Imperium. The Prophet explained that the current struggle was meaningless for the Irindris were not ready — they had not been tempered enough by hardship. Only through subjugation could the Irindris reach their rightful place in the galaxy. The Prophet resurrected an ancient pantheon of gods, lead by a god of knowledge, Gnutikut, Devourer of Brains.

The Prophet's numbers were small at first, as his message ran counter to the current patriotic fervor. Soon, it was revealed that the Prophet was none other than Belis Grazonjra, the son of the rebel leader. This spread

uncertainty through the rebel forces. Shortly thereafter, Odat himself surrendered to his son and was allowed to commit ritual suicide to atone for his sins. The rebellion collapsed three months before the Feradon reinforcements arrived.

The next six years of Feradon rule fulfilled Belis' predictions for tempering. The death toll was massive and the oppression merciless. Publicly, Prophet Grazonjra maintained a policy of strict neutrality and, finding his silence useful, the Feradon encouraged his proselytizing. In secret, Grazonjra trained and equipped a small force for a mission only he could foresee.

This state of affairs ended in 2036AD with the arrival of several small moons in orbit around Irindris. The Feradon occupation force attacked blindly (as is their custom) and was destroyed by the moons' auto-defenses. Under the guidance of Prophet Grazonjra, the long-ready elite force commandeered all remaining shuttles and ferried the Prophet and those most devoted to the new religion to small habitable colonies that had been constructed on the moons. The Prophet offered salvation to any that joined him. All but a few of the Irindris accepted the promise of unknown space over the repression of their lovely world.

Over the last 93 years, the Irindris have wandered the stars in search of relics and information about the Kendis Imperium. Those who possess the desired information are asked to convert. Those who do not

are sacrificed to Gnutikut's insatiable thirst for knowledge. The small colonies have been expanded to the point that each of the moons is now a veritable city-ship. These ships lead a crusade fleet in an ordained search pattern dictated by the reigning Prophet. Prophet Belisondre currently rules the Irindris.

## Isdor

A star system controlled by the former D'Rakan Empire, now part of area covered by the Darkness. The central world of the system is Isdor Four.

Before communications were disrupted by the Darkness, most of the orbital platforms circling Isdor Four were known their excellent and plentiful supply of merchandise from all parts of the galaxy. The remaining platforms sported all day, "rough and ready" entertainment that never went too far. The presence of a D'Rakan starbase on the largest of the platforms ensured a generally civil atmosphere, as well as a large clientele, at these local establishments.

The planet Isdor Four itself was uninhabitable due to the violent sulfur storms and ambient pyromystical energies. Regular tours of the planetary surface were available for the more wealthy tourists.

The current status of the Isdor star system is unknown.

## Ja'lel

Home star system and world of the Lights of Ja'lel. The centerpiece of the Ja'lel world is The Brilliant City of Je'orjia, which completely covers the small continent called the Isle of Virtue. Within that city, tourists may find the Archcathedral, the religious and cultural heart of the empire. Also of note is the Translucent Dome, house of the Council of 144, the ruling body of the Lights of Ja'lel.

By far the most striking feature of Ja'lel arises from the make-up of its mantel and its proximity to yellow Lira and blue Panas, the twin suns of the Ja'lel system. The mantel of Ja'lel is almost entirely formed from Krystas, a hard crystal that is remarkably malleable if subject to certain psychic entreaties. By itself, Krystas emits a soft yellow-blue shimmering. When illuminated by the particular colored light from the twin suns, however, Krystas projects a coruscating rainbow that is at once calming and fascinating. For a long-term visitor or native, the planet's glow is simply one of the delights of living in Ja'lel. For new visitors, the sights are befuddling. Natives good-naturedly refer to the numerous gaping newcomers as the Awed.

## Ja'lel Defense Coalition (JDC)

The armed forces of the Lights of Ja'lel. The JDC is governed by a strict mandate — to intercede only for the protection of Ja'lel member worlds and only against external military threat. This mandate was established by Pretor Ja'lel himself in the Charter of Vision. Like all provisions of the Charter, the JDC mandate may not be changed by a

simple majority. Fully 80% of Ja'lel members must vote in favor to amend the mandate. Given the vast free will that is the hallmark of Ja'lel members and the great prestige afforded the Pretor's Charter, such a vote appears unattainable. The Lights of Ja'lel prides itself on having never instigated any armed conflict.

The JDC is currently commanded by Vacar Pretor Shreban Droge, hero of the Wall of Light Campaign. The Council of 144 ensures that all forces have the latest in technological and mystical capacities. While their numbers are not overwhelming, the overall prowess of the Coalition forces is better than average.

The mainstays of the JDC are the sixteen Feltrith tree fleets, manned by the elite and fanatical Fenon Guardians. These fleets are also known as the Ja'lel Starforce, or the Main Battle Group.

The bulk of the JDC forms the Pilgrim Fleet, which is as much a logistic service as a fighting force. The Fleet is responsible for supplying, defending and coordinating all the Illuminated Faith's activities on the Sanctuaries of Light. Most citizens of Ja'lel serve in the Pilgrim Fleet at some point in their lifetimes, although service is not compulsory.

Each Sanctuary of Light also maintains its own militia. These forces are uniformly well-equipped as they are supplied by the Pilgrim Fleet and are granted stipends from the Council of 144. The discipline and training of these local forces

does vary, however, from very good to merely adequate. Normally, the local militias are not directly part of the JDC. In emergencies, however, each militia is aware that it may be called upon to uphold the Charter of Vision and lay down their lives for the Empire and the Faith.

#### Ja'lel Starforce

The Main Battle Group of the Ja'lel Defense Coalition. The primary battle platforms of the Ja'lel Starforce are the Feltrith treeships, organized into sixteen fleets. The treeships are always accompanied by a staggering array of destroyers, fighters and other support ships.

The treeships are enormous star cruisers manned by the elite and fanatical Fenon Guardians. Each starship is formed from a fully mature Feltrith startree. These crystalline trees grow in orbit about the gas giant Olus of the Peniol star system, deep in the heart of the Lights of Ja'lel. Feed by the stellar wind, the living trees are converted into star cruisers by the addition of crew quarters, offensive and defensive systems, and interstellar drives. The trees provide enough power for all systems, and an infrastructure which is natural resistant to energy-based weapons

#### Jade Blade Tavern, the

Located on DW6, Traidori Concourse, in the lobby of the Matrukh Grand Hotel, the Jade Blade Tavern is a popular social setting for tourists, hotel guests, and passer-by's from the promenade.

Many diplomatic personnel from across the Greater Galaxy meet here, as the Matrukh Grand houses most of the ambassadorial retinue, and a good many of the ambassadors themselves.

The Blade is famous for many things, not the least of which are the "sets", the elaborate tactile-holo environments used for 36 hours, then changed, never to be used again. The centerpiece of the tavern is a large Aasu tree, its wide, spiralling trunk and broad canopy the only unchanging constant in the tavern. Floating waist-high around the base of the tree is the elliptical bar itself, tended by mistress K'ran Koreyalis and staff. Suitable for many different kinds of lifeforms and sentient entities, this bar is considered by many to be the social hub of DreamWorld VI. Those unable to enter the mammoth satellite, for reasons of size or form, can still attend via DreaMatrix interfaces.

### Jintikin

Most commonly understood to be an enormous open-air bazaar located on the planet Mindis. Jintikin is actually an independent municipality with residential housing, schools and other amenities. Such matters, however, are entirely overshadowed by the teaming streets and alleys of the thirty-square mile bazaar. Any and all products and services may be had, but by far the most frequent sellers are small arts and craft dealers. Such crafts range from automated paperweights to tottering furniture to dedicated cantrip vessels to immortal grease. The city and

bazaar are policed by the outrageously corrupt Jintikin Thuggies and governed by the entirely amoral Entrenched Lodge.

### K'plik

A major commerce world located in the Clin Section of the D'ngroth Transverse. K'plik itself is covered by a churning sea of magma. Few unprotected galactic sentients could survive for long on its surface. The furious firewyrms thrive in the lava sea and feed on the sulfurous deposits. The annual wyrmhunt attracts big game hunters from across the Local Galaxy.

K'plik has gained its position in the sector due to its plentiful moons. The planet is surrounded by no fewer than 14 satellites. Three moons are habitable, including the lovely Graa'ja, long listed as an Environ of Purity by the FSS Galactic Omnibus. The moon Feks is largely colonized and boasts the sector's Intergalactic Exchange, an IGNM Pentax Librae Citadel and a Centirion Battlefortress.

### K'tan

Three centuries ago, night fell over the Kingdom of D'jan when the K'tan Popular Movement executed the ruling family and took control of the government. Playing on the natural racial pride of its members and the despotic policies of the former king, the K'tan established a fascist state whose policy of conquest through force continues to this day.

Immigration into the K'tan empire is discouraged due to the racial purity which the empire espouses. Those who are allowed to immigrate into the K'tan are allowed to do so only under work requirements (services required by the star-state). There have been reports that some immigrant workers have not been allowed to leave the state after they have immigrated.

Nearly ten years ago, IGNM was forced to close its field offices in the K'tan Empire. However, IGNM is still seen inside the K'tan Empire through far broadcast services despite continued attempts at signal eradication by K'tan rulers. Occasionally Vestis Inquisitas do submit reports from inside K'tan. These reports are valuable and our agents are paid well for their efforts.

For the past few years, the K'tan Empire has been considered a threat to its neighbors, as those Empires along the K'tan's borders are slowly being annexed. However, there is no sign of extreme military aggression on the K'tan's part, despite past threats.

The K'tan Empire is a police state, having one of the most restrictive and summary set of laws in the known universe. Its field officers are empowered to execute even suspected criminals against the state without further trial or prosecution. The K'tan peoples, like their leaders, are religious zealots. Most Empire immigration directives contain workings similar to those found in the pamphlet, FSS Interstellar

Guidelines for Travelers: "FSS WARNS AGAINST TRAVEL WITHIN THE BOUNDARIES OF THE KÖTAR. THOSE CROSSING THE KÖTAR BORDERS VOLUNTARILY ABROGATE THEIR RIGHT TO AIDE AND REPATRIATION TO THEIR MOTHER STATES."

Ka'ashra of Maris

Inquisitor Emeritus of the Vestis Inquisitas, and a member of the Vestis Dictorae. Ka'ashra was born in 2090, the only offspring of Vestis Prime Sar'ashra of Maris. For the first eleven years of her life, she was given every advantage in life and exceeded even the lofty expectations placed on her. Raised primarily by Vestis Imperius Bendarian Drax in a Centirion Battlestation, she was sheltered from the political turmoil created by her father's discriminatory dictats.

In 2101AD, Vestis Prime Sar'ashra was assassinated. Ka'ashra soon found herself forcefully relocated to a Dex Librae facility on the outskirts of civilized space. Drax realized her potential, however, and risked Vestis censure by following her to oversee her training. By the time Ka'ashra was sixteen, she had been promoted through three levels of the Atis Librae. She was granted Vestis rank the next year after scoring higher than any previous candidate on the qualifying exams.

By age thirty, Ka'ashra had achieved the rank of Inquisitor Majestrix and was renowned for her insightful analyses, penetrating interviews and engaging on-air personality. No less

valuable to the IGNM was her stellar field work. Uninterested in administrative duties, Ka'ashra applied for Inquisitor Emeritus status and was accepted in record time.

In 2124AD, Ka'ashra was a surprising political choice for the Vestis Dictorae. To this day, Ka'ashra has kept her political views largely to herself and thus enjoys the support of many elements of the Omnet hierarchy, particularly the remnants of her father's old power base.

Kalikari Dominion, The

The Dominion is recognized as one of the few mystic-dominant Minor Empires that, despite having a profound history of mysterious origin, continues to baffle Empires whom are in its contact. Knowledge of the Dominion comes mainly from mythological legends and communication with one of its recent incarnations, a pawn serving to bring Omnet into the Dominion's reach. So far the Dominion has been successful in its presentation of itself, serving on the Ephorate as one of three representatives of all the galaxy's Minor Empires.

Located in Sector H near the aberrant zone Oblivion, the Dominion consists of a dual hierarchy. The first, recognized by the galaxy as the Inner Circle, is a coven of ancient beings without the yearn to stand beside the Greater Galaxy, the hidden puppeteer of the second hierarchical sub-structure, referred to as the Outer Circle. This second facet of the Dominion, only

slightly less secretive than its counterpart, has achieved successive contact with the Greater Galaxy, and has since upheld goals of peace and understanding.

Though the Dominion itself is a manipulative organization, bound by ancient laws and traditional beliefs of magical superiority, its presence in the galaxy has warranted a particular creed among its observers, namely that of avoidance. The Dominion quantum zone, after a series of spontaneous quantum anomalies, has since disappeared, leaving behind an aberrant zone with only the Kalikari embassy Darknode intact. This staging point for Kalikari affairs doubles as one of the larger Omnet Citadels in the area, and despite the lack of certifiable evidence of a fully occupied Kalikari zone, Omnet's contact with the Dominion is still benign.

The Dominion is recognized as the birthplace of the United Anarchist Collective and numerous historical campaigns. Legends about the Dominion as a historical antagonist are ill compared to its potential dealings in the present. A member of the Alliance of Blackvoid Powers, the Dominion refrains from the sale of its Blackvoid stores, as well as any other organized bartering.

Kalikari Empire, The

More of an organizational term, influenced by Omnet protocol, the Empire of the Kalikari revealed itself to the Greater Galaxy some two-hundred years ago.

Composed of one world, seven moons, and five stars, the Kalikari Empire had a history reaching back thousands of years. Before its appearance to the Greater Galaxy, the Kalikari dealt with other Empires by infiltrating them directly, using ages of mystic learning to seamlessly infiltrate their cultures to study their mystic potential. When ages of traditional thinking began to falter under new, more open-minded leadership, the Kalikari Empire removed the Shroud, a powerful spell that blanketed the Kalikari quantum zone from potential observers.

After spending two centuries interacting openly with the galaxy, the Kalikari Empire underwent major structural changes, uncovering a millenia-old conspiracy. The Kalikari Empire, after a brief lapse of silence, disappeared completely, paving the way for its maker, the Kalikari Dominion.

Kelis, Oscan

One of a team of highly competent Atis Librae stationed at a Dex Librae facility on Brishan in the D'Rakan Empire before the Tentrism Invasion. Oscan Kelis was part of the group of Librae who accompanied Vestis Novus Queekat Shn'dar to Tentrism to investigate reports of data corruption within the ranks of the Atis Librae. Kelis was one of those who successfully escaped aboard the Vestis Ship Khindar just as the combined Order of the Future Faith and Imperial force invaded. This event heralded the beginning of the Darkness.

Oscan was emotionally damaged by his experiences on the planet Tentrism, possibly due to his infatuation at the time with Terica Dharah. He resigned his commission some years later under a medical waiver and established himself on the planet Mindus. There he conducted extensive and questionable research based on the assumption that Librae Dharah had not died during their escape. He was later convinced by Inquisitor Majestrix Merinda Neskato to assist her in an investigation on the now Darkness-shrouded Tentrism.

Kelshran

The secret police in the K'tan Empire. Known for their outright brutality and fanatical mindset, the Kelshran hunt down and kill those who betray their Empire. Though the Kelshran are generally considered an internal organization, it is not uncommon to see Kelshran troupes in K'tan colonies, or where the K'tan's interest is at stake.

The Kelshran usually travel in troupes of 4-7, and usually don't stay in any given city for more than a few days. Rank in the Kelshran is not typical of a military force, but rather dictated by seniority. There are no formal specializations in the Kelshran, though all its members are well-practiced in the skills necessary to complete their jobs. Their very name rings caution in the ears of those present, and because of the Kelshran's efficiency, most people in the galaxy have at least heard of this elite agency.

## Kendis-dai

God-ruler of the Kendis Imperium which, according to legend, covered nearly a full third of the galactic disk slightly over three thousand years ago. Legends found throughout the Local Galaxy also described him as traveling to and ruling over all the galaxies of creation.

Kendis-dai was the husband to Shauna-kir, said to be the most beautiful and perfect woman in all creation. According to the Lay of Kendis-dai, for her sake he fell from his god-state to mortality, taking his treacherous brother, Obem-Ulek, with him.

The major symbols of Kendis-dai's power were centered in three legendary objects: the Mantle of Kendis-dai which was said to grant him knowledge of all that ever was; the Nightsword which was said to bend all power to his will; and the Starshield which was said to establish his law wherever he went.

The general aspects and trappings of Kendis-dai appear under various names in nearly every mythology in the known galaxy. For this reason, historians are convinced that the Imperium did exist and exerted a nearly incomprehensible power over large portions of the galaxy.

## Kendis-dai Cycle

A shorthand referent for The Cycle: The Rise and Fall of the Kendis-dai Imperium. This encyclopedic work presents, in exhaustive and

stultifying detail, the inner workings of the politics and bureaucracy of the Lost Imperium. From the initial days of Kendis-dai consolidation of large portions of the Local Galaxy under one government, to a time shortly after the fall of Kendis-dai from godhood to mortality, the Cycle forms the only complete history of these times. Unfortunately, even after translation, many portions of the Cycle remain obscure because the reader is assumed to know the plethora of personalities and families referenced, and the dates of many events are not clearly stated. Further, several of the understood portions of the Cycle are disputed or rejected by the majority of modern scholars. Nonetheless, all consider it one of the most important works of all time.

Comparisons between the Cycle and the Lay of Kendis-dai are instructive. Where the Lay is heroic, poetic and hyperbolic, the Cycle is mundane, prosaic and tedious. No doubt the real truth about the Kendis-dai Imperium lies somewhere in between.

The author or authors of this material are unknown. The Cycle was discovered in 1703AD by a group of archeologists from the Grand Republic of Thesiar exploring the abandoned world of Assik. The words of the Cycle were etched in 1085 slates of purminium collected, seemingly haphazardly, in one enormous underground cavern. A team of 130 linguists labored for 25 years to decipher and re-organize the texts. The Pluzhiak Imperium took on the task of publishing and



disseminating the resulting nineteen volume set. The Cycle has been granted the status of religious dogma by the Pluzhiak upper classes.

## Kendis Imperium

Also known as the Kendis Empire, or Lost Imperium.

An interstellar, perhaps even intergalactic, civilization ruled by the god-emperor Kendis-dai and his divine partner Shauna-kir. According to legend, primarily the Lay of Kendis-dai and the Kendis-dai Cycle, the empire rose over six thousand years ago. At its height, the Imperium is said to have directly governed a full third or more of the Local Galaxy. Further, its influence shaped reality in all but the most remote and backward of worlds. The Imperium collapsed roughly three thousand years ago with the fall of Kendis-dai into mortality.

According to the Lay of Kendis-dai, the Imperial time was one of great enlightenment, power and peace. The rule of law was tempered by compassion and few Imperial sentients suffered for long, if at all. The story told by the Cycle is slightly different. In the Cycle, the intrigues of the ruling elite are nearly incomprehensible in complexity and the thoughts and desires of the masses are awarded little discussion.

## Kha-Lu Imperium, The

The Kha-Lu Imperium, located in sector G, was founded approximately 150 years ago by the

Kha-Lu, a bulky, stocky race that originated from the planet Krivarh in the Chol star system. In general, the Kha-lu have always been a proud people, their culture dating back thousands of years, with very rich artistic, arcitechctural, philosophical and scientific traditions. Because the Kha-Lu are an innately aggressive race that has a high regard for imperialism, they often seek conquest and will seldom sign a treaty unless they stand to benefit from it. However, they are trained to live by a strict code of loyalty to the point where they will be more than willing to sacrifice their lives to defend an ally.

The Kha-Lu's philosophical traditions have also given birth to a great love of freedom and self expression, while still expecting people to contribute to the community. They also believe highly in the value of intellect, which is why only those who have reached what they call the "fourth stage of education" may vote. Other interesting groups in their society are the are the Slaith-Nat, which roughly translates as "loremasters", a select group of people who are trained in finding and using the ancient, extremely advanced devices of an alien race that settled on Krivarh and tried to enslave the Kha-Lu, and the Ik'Lat (rogues), a group brought up to spend their lives exploring as far into unknown space as possible. Sociologically, the Kha-Lu Imperium is based on a semihierarchial system that comes from the tribal, clan based nature of their earlier cultures.

## Khizath

A mythical army of undead. This particular mythology originated on Brishan V of the former D'Rakan Empire, and spread to the neighboring worlds.

According to legend, the demon-god Umbleh lusted after, and was repulsed by, his sister, Rhishan. In a jealous rage, Umbleh slaughtered his nephews -- the sons of Rhishan. From the blood of these slain godlings, Umbleh formed a legion of headless warriors, the Khizath, or Ranks of Umbleh. He then sent the monsters forth to destroy creation. Only by sacrificing herself was Rhishan able to stop this army.

Clear parallels may be drawn from this mythology to portions of the stories presented in the Lay of Kendis-Dai. This is yet another sign of the pervasiveness of the Kendis-Dai mythos.

## Khindar

A lightly armed and armored scout vessel. The ship was originally built at the Breingold Techworks in the Federated Stellar States, and christened The Red Stallion in 2119AD. After a series of test flight to work out minor manufacturing defect, the Stallion was sold to the Omnet. In 2121AD, the ship was assigned to Vestis Novus Queekat Shn'dar. That year, Vestis Shn'dar rechristened the vessel the Khindar.

Vestis Shn'dar took the Khindar nearly half way across the galaxy to Brishan and then to Tentriss to

investigate improprieties in the programming of the local synths. Caught up in the Tentriss Invasion, the Khindar managed to escape with several Atis Librae aboard. Vestis Shn'dar sacrificed himself that the others onboard might live. Shortly thereafter, the Khindar itself was lost in a routine shuttle mission. At least one unconfirmed report described a wraithship matching the description of the Khindar within the boundaries of the former D'Rakan Empire.

## klenith vines

An aquatic plant native to Brishan V in the former D'Rakan Empire. The hollow vines float in water and draw nutrients from, and thus purifying, the liquid that passes through them. In certain locations, such as the Denali Falls, the vines shape the cascading water into ever-changing braids of shimmering elegance. Other places, such as the Haunted Drift, the vines are only partially submerged and the water transforms them into pipes. A lilting, melancholy music issues from these regions.

## Knai, Justin

Secretary of Defense of the D'Rakan Council of the First Estate from 2110AD to 2121AD. Knai was one of the few competent administrators who served the First Estate coalition of governments. At the time of the Tentriss Invasion, he was working diligently on a series of peace accords between the First Estate and the deposed but still active Imperial Court. Knai also proved to be warrior, as he lead one of the few effective fighting forces on Tentriss. It

is presumed that Knai was killed in battle. The Darkness shrouding Tentriss prevents the gathering of further information.

Knard, Evis

Secretary of Communication of the D'Rakan Council of the First Estate from 2117AD to 2121AD. Knard typified the corrupt and inept politicians that populated the Council's inner ranks from the time of its inception to its fall during the Tentriss Invasion. He reportedly surrendered to Imperial Forces shortly after they landed. His current whereabouts or position is unknown due to the Darkness that arose following the fall of Tentriss.

Kribenth

Star system containing the world Sedak, whose native race of xenofoms bear the name of their planet. The Kribenth system was discovered and absorbed into the Fartrade Coalition dominion in 1861AD.

Sedaks are vaguely humanoid quadrupeds with short hairy torsos and four hands with opposable thumbs. Possessing amazing agility and rudimentary intelligence, they have been pressed into service in the Fartrade merchant marine. The Sedaks do not appear to mind being separated from their world, and seem to delight in constant interstellar travel and adventure.

Kryjahs Empire

The Kryjahs Empire was once great and powerful, spanning several star systems with colonies throughout Sector H. Its days of glory were numbered, however, after beginning one of the greatest conflicts in galactic history.

The Kryjahs were a highly aggressive militocracy/bureaucracy founded during the thirteenth century AD. In 1492AD, the Great Blackvoid Storm passed through the Kryjahs frontier, scattering numerous deposits of blackvoid. By the mid 1520s, the Kryjahs stumbled onto one of blackvoid's obfuscation properties. King Vischet, then leader of the Kryjahs Empire, sent a newly created battlefleet under Crown Prince Krywsha to chase the Storm as it returned to Oblivion to secure more deposits of blackvoid. The conquests and eventual defeat of this fleet has come to be called the Kryjahs Invasion. Thus, the Kryjahs arose from obscurity; looting, pillaging and conquering nearby systems. As their conquests grew, based in large part by their blackvoid obfuscation capacities, their lust for blackvoid grew as well.

King Vischet scattered fleets in every direction, as soon as they could be built. These fleets followed eddies of the Great Blackvoid Storm into other sectors of space and thus inciting a series of explosive battles. The determination Vischet showed in gaining blackvoid, and the combat capacities of the Kryjahs fleet provoked widespread focus on blackvoid and its obfuscation properties. Numerous other empires began or expanded their

understanding of blackvoid properties. By the late 1530s, near universal militant demand had sparked conflicts throughout the multi-sector pathway of the Great Blackvoid Storm and in areas where smaller storms had arisen. A particular large conflict arose in Sectors D, X and Y where the Great Black Cloud had occurred, and led to the formation of the FSS. This series of galactic-wide battles has come to be called the Blackvoid Wars.

Meanwhile, Prince Krywsha's conquest fleet remained unchallenged until the seizure of Jarka in 1688AD, a system on the frontier of the Hirocrican Empire where a minor defense fleet was stationed. Even so, the Kryjahs fleet quickly overwhelmed the defenders. Many times smaller than a united Hirocrican fleet, the Kryjahs were supremely confident in their combat superiority and next planned to annex the Hirocrican Blackvoid supply deep in the heart of that Empire. Fleets and armies from neighboring systems, angered at the Kryjahs' depredations in the area, converged under Tru-Lan command to stop the Kryjahs forces. For several years, the Kryjahs and allied fleets played a deadly game of cat and mouse while the Kryjahs decimated the Hirocrican provinces. Then Krywsha lost patience and struck at the heart of the Hirocrican Empire. In 1692AD, at the battle of Kiril's Gambit, named after the heroic Tru-Lan general, the Kryjahs suffered their first true defeat. Using a combination of powerful elemental magics (supplied by three mysterious mages) and

brilliant and lucky military tactics, the allied inter-stellar fleets arose victorious, driving remnants of Prince Krywsha's fleet from the area.

Upon hearing of his son's death, an enraged King Vischet prepared to wage a full-blown war against the victors. Withdrawing all troops from other fronts, he ordered his armada to re-enter Hirocrican space in 1715AD. Here the King found a powerful adversary -- the united forces of some half dozen empires with newly developed blackvoid weaponry and defense systems. To make matters worse, already conquered empires near the Kryjahs' dominion rebelled. Some regained their supplies of blackvoid, and began threatening Kryjahs space. Unable to maintain any gained ground in foreign space, the Kryjahs' armies were quickly reassigned to destroy the rebels. King Vischet and his family, mysteriously murdered in 1736AD, left the Kryjahs with no heir to the throne. (Rumours stated that he was killed by the Triad.) The war ended in 1753AD in Kryjahs home space, leaving the Kryjahs peoples effectively destroyed.

### Kryjahs Invasion

One of the many campaigns of the Blackvoid Wars, the set of battles within and around the old Hirocrican Empire has become known as the Kryjahs Invasion. In fact, the initial spark that began the Blackvoid Wars can be attributed to these and related minor struggles, in which the Kryjahs Empire sought out and conquered nearby systems with blackvoid deposits. Eventually

defeated by the combined efforts of a number of empires in Sector H, the Kryjahs Empire began to fade away after the assassination of their king in 1736AD.

## Laws of the Nine

A charter issued by the Oracles of Nine to the first Vestis Prime of the Omnet, Brynnol Argotton. These general commands form the basis for the structure and missions of the Omnet. The actual charter is very brief and lyrical.

Over time, the Laws of Nine have been interpreted and expanded by a number of dictats. The Laws and their corresponding dictats have been applied to a number of different situations, creating a further set of more detailed policy statements. Thus, the Laws of the Nine now consists of three parallel parts: the Laws themselves (the Laws), the interpreting dictats (the Rules), and the specific application statements (the Code). The Office of the Libris Primula maintains a staff of legalists who oversee the codification and interpretation of the Laws of the Nine.

The most well-known Laws and a brief summary of the interpretive gloss are listed below:

**The Voice of the Nine shall Resound:** This first law places the Oracles of Nine as the prime authority in the Omnet. The Nine, however, speak to very view. Thus, the first law also invests significant authority in the Vestis Prime as the most common speaker for the Nine.

**The Seekers shall Walk before the Gatherers:** Also known as "the Vestis walk before the Librae." This second law provides grounds for the establishment of the IGNM branch of the Omnet and places it second only to the Nine and the Vestis Prime in importance. The law also establishes the information collection and organization functions of the Omnet as primary. Further, this law divides the principle functions of the IGNM between the Vestis and the Librae and places the Vestis in a superior position within the IGNM.

**The Songs of the Multitude shall be Heard:** This law mandates the creation of the Oran Planitis and requires it to facilitate communication throughout the galaxy. It also places this dissemination and exchange of information function as second only to the gathering of information.

**The Builders shall bring Glory:** This law authorizes the creation of the Sentix Imperitas and is the basis for the Omnet policy of building or converting structures throughout the Local Galaxy to house Omnet facilities. This law also mandates that the Sentix build for size, appearance, stature and longevity. The Rules and the Code have moved decidedly in the direction of monumental, austere construction using the finest of materials. Ornate, highly textured, and complex motives are discouraged. The position of this law in relation to the other Laws of the Nine ensures that the Sentix is reasonably funded.

**Power shall Celebrate Peace:** This law establishes negotiation and compromise as the Omnet's primary means to accomplish its organizational goals. The Minitus branch derives from this law. The law does not leave the Omnet a toothless tiger, however, and the Centurion arises from the law's reference to power. As the least in hierarchy among the major branches of the Omnet, however, the Centurion must generally operate with less resources than desired. For this reason, the Centurion has developed its famous small-force strike capacity based on superior battlefield and tactical intelligence.

**Ancient Truths shall be Reborn:** This law requires Omnet personnel to strive to uncover historical records, ancient artifacts and lost knowledge. It is the primary basis for the Omnet's obsession with the Kendis Imperium.

**New Visions shall be Tested:** This law ensures the sufficient efforts are made to keep the Omnet on the cutting edge of technological and mystical development. Its placement, however, below the law addressing Ancient Truths results in a slight bias toward the past, and away from the future. Of course, given the Omnet's enormous data collection and analysis capacities, few empires are able to achieve and maintain advances beyond the Omnet's capacity. This law also has resulted in the Omnet's strong and public backing for the Union of Stars and its scientific community.

## Lay of Kendis-dai

An epic poem recounting the history and splendor of the Kendis Imperium. With over 5000 quantrains, the Lay is monumental in scope and size. As expected from a poem of such length, the Lay is repleat with lyrical, fantastic and no doubt hyperbolic descriptions of the people, places and things of the Lost Imperium.

The Lay was first discovered in 1013AD emblazoned on nine 60-foot walls in an underground chamber that has come to be called the Temple of Truth. Once translated and reproduced in a more portable form, the Lay was disseminated first by the Pluzhiak Imperium, and then later by the Irindris and the Omnet as a definitive source for information concerning the Lost Imperium.

## Levaler Effect

A theory, based on the work of Flynych and Halpert, describing the nature of the changes that occur in objects and life-forms as they pass from one quantum zone to another. Proposed by S'toris Librae Piotr Levaler, a contemporary of Flynych and Halpert, the Levaler Effect suggests that the properties of most items remain the same even in different quantum zones. Devices heavily reliant on advanced technology or mystics, and those powered by significant amounts of technological and mystic energy are described as the most unreliable, while simple objects such as metal compounds and crystals are the most reliable. Life-forms are

theorized to be practically invulnerable to shifts in quantum weather. The Levaler Effect is also known as Leveling.

Leveling

A shorthand referent for the Levaler Effect.

Librae

This term, like Vestis, has gained a number of meanings over time.

Librae is a shorthand referent for the Atis Librae branch of the IGNM.

Librae is also used as an honorific for any of the regular personnel assigned to the Atis Librae branch. This term is used primarily by outsiders, or Omnet personnel unsure of the specific rank of the person to whom they are speaking.

Librae also designates a title within the Atis Librae branch and is granted to those who specialize in the analysis of collected data. The specific ranks within the Librae title are as follows:

Librae Novus  
Librae Regul  
Librae Princip  
Librae Grandis  
S'toris Librae

Librae Grandis

Although technically a rank within the Librae title in the Atis Librae, Librae Grandis are actually retired Librae Princip who continue to report to the Citadel to serve as senior consultants and advisors. The

Grandis are treated with the utmost respect and are often called on to aid a struggling Regul or Princip. The Grandis provide institutional memory, general oversight and seasoned analyst functions. Their role, while not overly taxing, is crucial to the efficient functioning of the Atis Librae.

Librae Grandis sometimes take on a special research project and act for all intents and purposes as S'toris Librae. On the other hand, not all S'toris Librae are appointed from the Grandis ranks.

The subranks within the Librae Grandis rank are:

Dex Librae Grandis  
Bradis Librae Grandis  
Octovan Librae Grandis  
Septum Librae Grandis  
Flavius Librae Grandis  
Pentax Librae Grandis  
Librae Grandis Honoris  
Librae Grandis Vinculum  
Librae Grandis Jurum  
Librae Grandis Primula

Librae Honoris

This is a special level within the Atis Librae devoted to data collection and analysis from the Major and Minor Empires. Technically situated between the Pentax Librae and the Librae Vinculum, the Honoris is best viewed as an offshoot of the Pentax level. The Honoris Librae compiles and reports on all data generated by lower level facilities within the dominion or sway boundaries of each of the Major and Minor Empires. In effect, the Omnet recognizes the importance of the

Major and Minor Empires in the affairs of the Local Galaxy through the creation of a special level of Librae who specialize in one of those empires. The Honoris facilities are often consulted by the governments and citizens of the empire which they study. Some governments have even extended to their Librae Honoris official recognition as a part of that government.

Seven Librae Honoris have been commissioned for the Major Empires, and are called Honoris Primus. 536 Librae Honoris are situated in the Minor Empires and are designated Honoris Secundus.

#### Librae Jurum

Also known as the Twelve Sisters of the Omnet.

The ninth and penultimate level of the Atis Librae branch of the IGNM. Librae Jurum analysts and administrators are responsible for reporting on a sector's worth of civilization. This mammoth task is barely made possible for the numerous levels of sifting that occur below the Jurum Citadel. Jurum Librae reports are passed on for final corolation to the Librae Primula located on the Omnet Central Life-Ring.

The analysts and administrators of the Jurum level are some of the most powerful figures in the Omnet organization. These positions are justifiably viewed by sifters as the culmination of their professional aspirations and dreams. The majority of Omnet's elite S'toris Librae cadre

are found working in the halls of the Jurum facilities.

Each sector has a Librae Jurum and thus 12 have been commissioned by the Sentix Imperitas.

#### Librae Novus

The lowest rank of the Librae title in the Atis Librae, also known as "level III sifters". Librae Novus are young or probationary analysts assigned the most obscure and menial tasks among the Librae at the Citadel. With work, study and a proper attitude, the Librae Novus may be promoted to Librae Regul.

No true subranks exist within the Librae Novus rank. Whether the Novus serves at a Bradis or Vinculum or any other Librae facility, they will be little noticed by their superiors and will have little energy to waste determining their status compared to other Novus.

#### Librae Primula

The highest level of the Atis Librae branch of the IGNM. Also known as the Atis University.

The enormous Librae Primula facility on the Omnet Central Life-Ring is the size of a large city. Of the thousands who toil here, most are administrators and logisticians who oversee the proper equipment, manning and coordination of the plethora of Librae facilities. These personnel are lead directly by the E'toris Librae Primula. The E'toris and his or her immediate staff live and work at the vast Library of the



Omnet, the central structure of the Atis University.

Although secondary in number, the remaining staff at the Librae Primula perform as important, if not more important work. This cadre of brilliant and veteran Librae collate the knowledge gathered from all corners of the Local Galaxy. Here, the cream of the "sifter" crop struggle to make sense of the already distilled, but still overwhelming, body of information submitted by the 12 Librae Jurum Citadels. Once comprehended, these Atis Librae issue descriptive reports and policy recommendations to the august Circle of Knowledge, lead by the E'toris Librae Primula. The Circle in turn reports to the Vestis Prime and the Vestis Dictorae.

#### Librae Princip

The third rank of the Librae title in the Atis Librae, also known as "level I sifters". Librae Princip lead subject matter workgroups of Librae Regul and Librae Novus within their Librae facility. For example, a certain Librae Princip at an Honoris facility might head the mystic sciences workgroup reporting on that empire's mystic affairs. As with Librae Regul, the Librae Princip will most likely maintain his or her own specialization. The mystic sciences Princip might specialize in device manufacturing and empowerment.

A Librae Princip who serves long enough retires to a healthy pension and medical care. Many continue to serve the Atis Librae as Librae Grandis.

The subranks within the Librae Princip rank are:

Dex Librae Princip  
Bradis Librae Princip  
Octovan Librae Princip  
Septum Librae Princip  
Flavius Librae Princip  
Pentax Librae Princip  
Librae Princip Honoris  
Librae Princip Vinculum  
Librae Princip Jurum  
Librae Princip Primula

#### Librae Regul

The second rank of the Librae title in the Atis Librae, also known as "level II sifters". Librae Regul make up the bulk of the analyst personnel at the Atis Librae. These tireless workers are assigned all types of work, but usually specialize in a particular area, and subject. For example, a certain Librae Regul at an Octovan Librae facility might contribute to his or her workgroup's analysis and reporting on economic affairs. Within that workgroup, the particular Librae Regul might be the primary expert on monetary supply matters.

A Librae Regul who serves long enough and displays sufficient leadership capabilities may be promoted to Librae Princip.

The subranks within the Librae Regul rank are:

Dex Librae Regul  
Bradis Librae Regul  
Octovan Librae Regul  
Septum Librae Regul  
Flavius Librae Regul  
Pentax Librae Regul  
Librae Regul Honoris

Librae Regul Vinculum  
Librae Regul Jurum  
Librae Regul Primula

Librae Vinculum

The eighth level of the Atis Librae branch of the IGNM. Each Vinculum facility oversees a complete subsector of the Local Galaxy. The data and reports collected by the Pentax line of facilities is merged with those produced by the Honoris Citadels. This colated material is analyzed for trends and coralations unknowable at lower levels. The synthesized reports are passed up to the sector's Librae Jurum.

Librae Vinculum have extensive libraries and are well staffed by both analysts and administrators. Generally, this is the lowest level that S'toris Librae will establish offices. The Vinculum resource base is well suited to indepth study of subsector wide phenomenon and behavior patterns.

One Librae Vinculum hall exists in each subsector. Thus, 12 have been commissioned by the Sentix Imperitas.

Libris

The highest rank within the E'toris title of the Atis Librae. The Libris rank indicates that its bearer is the chief administrative officer of a particular Atis Librae facility. The exact designation is a combination of the Libris rank and the name of the tier that the sentient administers. For example, a Dex Libris is the chief administrator of a Dex Librae facility,

a Bradis Libris is the head of a Bradis Librae Citadel, etc.

The subranks within the Libris rank are:

Dex Libris  
Bradis Libris  
Octovan Libris  
Septum Libris  
Flavius Libris  
Pentax Libris  
Libris Honoris  
Libris Vinculum  
Libris Jurum  
Libris Primula (E'toris Librae Primula)

Libris Primula

E'toris Librae of the Librae Primula Citadel, and chief administrative officer of the Atis Librae branch of the IGNM.. Also known as the E'toris Librae Primula.

Life-Ring

See Omnet Central Life-Ring.

Lights of Ja'lel

Most democratic of the Major Empires, the Lights of Jal'el is based on a one sentient/one vote principle. Participation in each state question is voluntary with each individual designating those issues by rank with which they are most concerned. An impartial artificial intelligence network supplies all members with the information they need on any subject. IGNM is proud to play a major part in keeping the Lights of Ja'lel informed and participating directly in their government.

Immigration is open to all who are willing to accept participation in their government and adherence to the laws of Ja'lel. Acceptance as a member of Ja'lel is a simple process for those who wish it. Visitation is open with simple customs procedures for all sentient races.

Though the Lights of Ja'lel maintain a high level of law, due to the highly democratic nature of their culture, laws tend to be highly localized in their specifics and vary widely from one location to another. However, the Ja'lel government is usually lenient toward visitors who may not be aware of the changes in law that often take place overnight.

The Lights of Ja'lel refer to a vision of united and harmonious stars seen by Pretor Ja'lel. This vision (which some say took place during a fever) inspired Ja'lel to establish the first truly democratic society of the stars.

Locke Dependencies, The

Bordering the Confederation of Democratic Worlds, the Locke Dependencies is a Minor Empire of five star systems located in Sector H. Kaesar Klaxonion, the leader (Doge) rules on the capital world Locke. The other planets, Koosbane, Klaxon, Tristram, and Isolde, are colonies of the Doge, traditionally the patriarch and chief economist of the wealthiest family among Locke's trading clans.

Known for their navigational skills in interstellar travel, the Locke are also master negotiators. Known for serving in the fields of intergalactic commerce and diplomacy, they are

very shrewd and quick-witted in trade or peace negotiations.

Over the centuries, the Locke Trading Clans became so prosperous that their ships no longer carry their own goods. Rather, for a minimal fee, they exchange goods between lesser worlds without the capacity for interstellar travel. Apprentices are routinely hired out to serve as navigators and negotiators to lesser Empires for similar fees.

Due to their immense wealth and diplomatic ability, the Locke have no military, depending on their clients for security. The last attempt to conquer the Locke by force was crushed by a coalition headed by the Federation of Democratic Worlds.

Locke prosperity led to cultural depravity; those in power hold lavish parties and spectacles to impress foreigners, and the Doge is surrounded by hundreds of sycophants and courtesans. Lavish feasts are prepared in the palace nightly, followed by the consumption of fat-reducing drugs during the day.

The Locke have a love for garish clothes and makeup. Both men and women wear their hair in distinctive metallic-colored dreadlocks. The women are unusually fond of body makeup, coloring themselves in various metallic shades denoting rank or social status. The Doge wears platinum body paint, ladies of the great houses gold, and courtesans wear silver.

Lord of Night

A Chukai expression indicating disgust, frustration or anger. In centuries past, the phrase was directed at sentients as a curse. In effect, the victim was called to the attention of the ancient Chukai god of night and evil (clearly a derivative of Obem-ulek). In more modern times, the phrase lost much of its virulence and was simply used as common slang. Since the shift in quantum weather over Chukai in 2028, however, the old religions have received greater attention. Thus, until Chukai society is more settled, the phrase should be used carefully, if at all.

Lost Imperium, the

An alternative reference to the Kendis Imperium.

Lystan, Prince

An enigmatic figure who rose to power in the exiled Imperial Court of the D'Rakan Empire after it was overthrown by the Council of the First Estate. Prince Lystan was rarely seen in public and few visual records of him exist. His assumption of power in a hierarchical, and strictly matriarchal governing structure is a testament both to his charisma and leadership, and the desperation of the deposed Imperials. Ultimately, Prince Lystan was to ally the Imperials with the Order of the Future Faith in an effort to restore the Court. The Prince not only doomed his own people but set the stage for the creation of the Darkness.

Mad Sildrake War, the

The Empire of Thras Divas had long had a hand in finding and assisting many lesser Empires into contact with Omnet and the Greater Galaxy. The Rhuk-D'kai Dynasty, upon using their first lightspeed drive to expand their Empire, was met by Thras Divas, and a relationship between the two Empires was born. The RDD was introduced to galactic society and was immediately enamored with its acceptance.

After five decades of peace and profitable contact with Thras Divas and Omnet, the Rhuk-D'kai Dynasty achieved many political, technological, and cultural advancements. Then, in the RDD's holy Month of Fire Dust, The Thras Divas Empire ceased to be. A vicious series of Quantum storms rocked the TD Zone, and what was left in their wake was destruction. In place of Thras Divas was a being known as Sildrake, backed by a highly-aggressive military force. His first act was to send out probes into many of the Empires in the tri-Sector area (G/H/B). Upon learning of the Free D'kai in Sector H, he led an attack against the RDD, seemingly intent on reclaiming his lost "property".

By exploiting a weakness in the RDD's psi-communication infrastructure, using information provided by high ranking religious leaders of the RDD's Literalist Movement, Sildrake's forces were able to overrun the Il-Shiam Homesystem, claiming victory and conquest. Sildrake was

only defeated when an alliance of Minor Empires united to drive him out of the Rhuk-D'kai Dynasty. He died surrendering to the RDD in the Taarkhul System.

As a result of this war, the RDD, New Asgard, and the Paar Entity founded the AiD Pact, which was later joined by the Archaen Empire. The leaders of the Literalist Movement, who's forces aided Sildrake in

his attempt to conquer the RDD, fled to the Thras Divas Zone, where they formed the New Ghoite Nations. Literalist pirate activity is based within this area.

Mantle of Kendis-Dai

Also known as the Mantle of Wisdom, it was the first of the artifacts of the power of Kendis-dai -- a device by which all knowledge of that which was and would be could be known. It was through this legendary device that Kendis-dai gained the wisdom to rule his empire and all the stars.

Mantle of Wisdom

See Mantle of Kendis-Dai.

Minitus

The diplomatic branch of the Omnet. While the Atis Librae negotiates a newly discovered empire's entry into galactic society and Omnet membership, and Vestis Inquisitas of the rank Vestis Novus and higher bear full diplomatic credentials, the day-to-day relations and liaison work between the Omnet, its various

member empires and outside entities is performed by the career diplomats of the Minitus. Each member world is assigned a Minitus Consul and other support officials. Where possible these officers are housed in already existing Omnet facilities, such as Citadels or bases. Otherwise, suitable accommodations are secured and often modified to reflect the grandiose Omnet style.

Mnemen IV

Home of the Oracles, located in the Herwach Transcendancy.

Neskat, Merinda

A member of the Vestis Inquisitas, Neskat was present on Tentris at the time of the establishment of the Order of the Future Faith. At that time she was a member of the Atis Librae working sifting operations on Brishan. Her lover and companion, Queekat Shn'dar was a Vestis working on an assignment from IGNM Central who had commandeered the Librae shift to assist him on Tentris with his investigation at that time. Shn'dar died during the operation -- his loss is seen as a major motivation factor in Neskat's decision to become a Vestis. Some say this motivation was to avenge his death, others say that it was out of guilt and that Neskat is trying to atone for her guilt by taking Shn'dar's place.

New A sgaard

See New Asgard

New Asgard

AKA - Asgard; New Asgaard; The Realm; Odin's Last Hope; Sanctuary

Located in Sector H, New Asgard has one of the largest intergalactic trade programs of Minor Empires. New

New Asgard has an extensive schooling system teaching magic and technology from various Q-dexs that they have contact with. Universities from New Asgard can be found on many other Minor Empires that the empire has contact with. Do to a near universal respect for all lifeforms, a multitude of environments and large centers for commerce, New Asgard has become an ideal vacation spot and has ties with StarTreader cruiselines and GSL. The government of New Asgard is made up of a Council of Elders, a body made up of elected representatives from each of the planets/colonies and selected races.

Nightsword

Second artifact of three which represented the power of Kendis-dai. The Nightsword was reported to bend all power to the will of the person wielding it.

Obem-Ulek

God of Darkness and Lies, brother of Kendis-dai. In the Lay of Kendis-dai, Obem-ulek is seen as the temptor who seduces Shauna-kir into forsaking her god powers for the mystery of mortality. It is later shown that Obem-ulek's actions were in accord with the plans of his elder

brother who dragged Obem-ulek into mortality with him as Kendis-dai fell as well to follow his beloved wife.

Also known as The Void, Obem-Ulek is found under various names in every mythology in the known galaxy.

Oblivion

Mysterious and deadly, Oblivion remains a wonder to the empires near its borders. An aberrant quantum zone, Oblivion exists in the general proximity of the Kalikari Dominion and Reid Empires. Known mostly for its origination of the Great Blackvoid Storm which indirectly lead to the Kryjahs Invasion and the Blackvoid Wars, it remains a prime example of aberrant zones throughout the galaxy. Like the Goddarung Chasm, penetration and recordation of Oblivion has proved nearly impossible.

The majority of what we know of Oblivion before the Kryjahs Invasion comes from Kalikari Imperial records and legends. The Kalikar, purported gods of the Kalikari Empire, are said to have originated in Oblivion, although this matter is still under some dispute by some Kalikari Houses. More recent records come from a number of empires in the vicinity of Oblivion and were taken during the Kryjahs Invasion. Few records remain elsewhere, as proper recognition and fame was not allotted to the mysterious zone beforehand. Only after the Kryjahs Invasion did many empires attempt to discover the contents of the zone,

chasing after the legendary Great Blackvoid Storm.

Eager to find rumored vast quantities of blackvoid, nearby empires sent probes and ships into Oblivion's maw. The probes vanished without a trace shortly after entering Oblivion space, and rescue attempts proved futile. Only a few desperate, and short-lived communications emanated from the doomed vessels. Technical readings and equipment fail upon entry, and pilots report that they cannot see or feel anything once inside. No visual contact is ever made with any celestial object or other ship. Within a matter of seconds, all communication ceases from within the zone. No wreckage, communication, or psychic probes have been found to escape Oblivion, just as nothing has entered and escaped successfully.

Rumors exist that a semi-lengthy communication signal was successfully broadcast from within Oblivion by Kalikari Mages. Lasting only a couple hours, the translations of these thought-probes and emotions include references to an "eerie blackness and sense of confusion." Again, the exploration team did not return. The Omnet strongly suggests that no vessel attempt to enter Oblivion.

### Octovan Librae

The third tier of the Atis Librae branch of the IGNM. Raw data and analyses from between two and four Bradis Librae order facility is passed to each Octovan Librae Citadel for synthesis. The collected information

is then analyzed for trends or correlations impossible to identify at the first or second tier. These synthesized reports are then passed to the appropriate Septum Librae facility for further collation and processing.

Almost 7000 Octovan Librae facilities are located throughout the Greater Galaxy.

### odd space

Though not a term specific to certain quantum patterns, "odd space" is used to identify phenomena bringing about both chaotic and diminished scanner readings. Odd Space is usually related to aberrant quantum zones, energy fields, or other spacial abnormalities that bring about problems in ship scanners, communication and navigation systems, and temporal fold processors.

### Omnet

An intergalactic organization devoted to the collection and dissemination of information from all regions of accessible space. As the greatest depository of galactic knowledge, the Omnet wields significant influence over every empire it touches. As a neutral collector of truth, the Omnet rarely exerts that power in any overt manner. If it can be said to have any primary purpose, the Omnet is dedicated to the peaceful co-existence, interaction and development of all galactic peoples.

The Omnet has several major divisions: the IGNM (news collection

and dissemination), the Centirion (military), the Oran Planitis (communication and transportation), the Minitus (diplomacy and member liaison) and the Sentix Imperitas (operations and maintenance).

### Omnibus of the Pure Galaxy

A publication of essays detailing the "Environs of Purity." The Environs are all places of breath-taking natural beauty. The Omnibus is published by the Friars of the Stars Sanctus, who travel from world to world throughout the Local Galaxy, recording and evaluating natural phenomena. In keeping with their Sanctus system of beliefs, the Friars list only places unspoiled by sentient manipulation. While nearly every inhabitable world has at least one area of Purity, a sure sign of a planet's increased industrialization or environmental degradation is a consistent decrease or the elimination of essays about that world in the Omnibus. For some civilizations, changes in their Omnibus entries are irrelevant. For others (those particularly close to the Friars, or those highly dependent on tourist sightseeing), a variation in a clause in one essay about a native site is cause for consultation, commission formation and general panic.

The Omnibus was originally intended to spread the Sanctus faith by revealing those places where Sanctus could be discerned and contemplated. As time passed, the Friars purchased as many Environs as they could, to preserve and protect them. They also established outposts on those they could not

purchase, again to preserve and protect them. Recently, however, the Omnibus has been adopted as a guidebook of natural sites by the galactic tourism industry. This has resulted in a huge windfall for the Friars from the sale of the Omnibus and from the tourism monies spent in the Environ areas. It has also greatly disturbed the sanctity of the Environs and the harmony of the resident Friars communing with Sanctus. The Friars are currently engaged in a bitter internal struggle between those who would use the new-found wealth for the expansion of the order and the preservation of more Environs, and those who would close the current Environs to keep them sacred.

### Omniport

For the most part, IGNM netcasts are local feeds designed to meet the needs and desires of the area's sentients. Some information netcasts, and a very small number of entertainment netcasts, are of such a generalized nature that they may be more broadly disseminated. A tiny percentage of netcasts, almost exclusively informational in nature, are reported across the length and breadth of the Local Galaxy. These universally important netcasts are called Omniports.

### OomRamn

A once-proud Empire of huge creatures with flat, monstrous faces and blank red eyes. The remanants of OomRamn are a race displaced by the Lokan Crusade. Many of them are found among the pirate crews



about the Maelstrom Wall at the galactic core. Prior to the crusade, the OomRamn were regarded as proud warriors whose fleets brought power and glory to the Empire.

In the present, the OomRamn Empire consists of a handful of worlds backed up against the Maelstrom Wall, its people lost in the memories of the past.

### Oracles of Nine

Also known as the Nine Oracles. A complex of nine linked TFP Synthetics which were discovered housed deep beneath Mnemen IV 300 years ago. Their discovery marked the beginning of TFP synthetics in this era.

The Nine were found to be asleep when uncovered but were soon awakened to become the parents of all synthetics in the known galactic disk.

### Oran Planitis

Communication and Wavefront Runners division of the Omnet. This division is responsible for the swift conveyance of information for the Omnet from one rim of the galaxy to the other.

### Order of the Future Faith

The Order of the Future Faith was founded on Tentris, the homeworld of the D'Rakan Empire. It is the central organization in charge of the Darkness, and commandeers a vast army of rebellious TFP's, as well as sentients from across the galaxy.

### Origins of Thought

Ancient text describing the Kendis Imperium.

### Palace of Harmony

The ruling seat of the (I)Coven of Harmony. The Palace is a massive structure rising from the Tranquil Sea on the planet Harmony, homeworld of the (I)Herwach Transcendancy. The Palace serves as parliament, court and communications hub of the Transcendancy. It is renowned as a place where strict formality and ritual mask a vicious game of power and politics.

### palm interface

A common technological peripheral used to communicate with a larger, more complicated system, usually a TFP. The palm interface is primarily used for communication, when distance becomes a problem.

### Parr Entity

Although it is difficult for humanoid sentients to conceive, the Parr are as much a single intelligent entity as an empire. The Parr can best be described as a supra group mind entity, sub-divided into multiple individual entity minds. Occupying the cold outer regions of 10 star systems, the Parr come in many sizes, but mainly have black mottled spherical bodies ranging in size from one to over 2,000 meters in diameter, with a multitude of symmetrical protruding spines. With continuing advances in technology the line between the various entity

minds and the supra mind are becoming more and more blurred. This has been a continuing source of conflict among the Parr, with much of the entities history being marred by the conflict between the shrinking separatists and the ever growing supra mind. As of this writing, the separatist Parr have been pushed into a single system on the edge of the Parr quantum zone. This system is also home to a semi-reptilian desert dwelling warrior race known as the Greel D'Thotec. With the help of the separatist Parr, the Greel D'Thotec temporarily took control of the nearby Parr Dannoc system, but were eventually pushed back.

#### Pathfinder

A shorthand referent for all or a portion of Understanding and Using the Flynn-Halpert Index, the annual publication by the Atis Librae explaining the Flynn-Halpert Index. When using the term Pathfinder, most sentients are actually referring to the appendix portion of the publication which lists assigned Q-dexes.

#### Pentax Librae

The sixth level of the Atis Librae branch of the IGNM. For most of the Local Galaxy, the Librae of the Pentax Citadel perform the final comprehensive analysis of information derived from the lower levels in the relevant subsector before passing their reports onto the subsector's Librae Vinculum. Ten to twenty Pentax Librae Citadels may be found in each subsector depending on population. At present,

163 Pentax facilities have been commissioned by the Sentix Imperitas.

#### phase dragons

Magically-formed creatures used to pull spaceships, phase dragons are commonly employed in magical drive systems. The creation of phase dragons is not specific to one form of magic, and variations do exist, ranging from free-roaming, wild dragons, to ritual and runic summonings. The popularity of phase dragon use is likely due to the low maintenance required, as the dragons can be destroyed quite quickly, and re-summoned with little delay.

#### Pluzhiak Imperial Mandate

Formal title for the combined armed forces of the Pluzhiak Imperium.

#### Pluzhiak Imperium

The Pluzhiak Imperium is the oldest and largest of the Major Empires. Officially entitled the Pluzhiak Imperium in 1033AD, the origins of the Vox Ryal (the Munificent Emperor's family) have been documented back to a time shortly after the fall of the Lost Imperium. The Munificent Emperor himself claims direct dependency from the Imperial Kendis-dai and his consort Shauna-Kir. The Imperium has been ruled for the last 435 years by His Glory, Munificent Emperor Rapuzatim Pluzhiak.

Immigration, Naturalization & Tourism: Tourism to the Pluzhiak is

not actively encouraged. Visitors to Pluzhiak dominated space must secure Traversai status. This status is granted by special dispensation and applications must be submitted to the Traversai Klee (visitor's branch) of the Inostani Epta (foreign ministry) of the Apparat Obcheki (First Citizen's bureaucracy). First time applicants should expect delays of up to two years and significant application fees. Traversai status is indicated by a special Baton and Medallion which must be carried at all times. Those unable to show Traversai status are considered slaves-at-large and are subject to The Slave Recovery Enforcement Edict.

Law Level: Pluzhiak dominated worlds are subject to a bewildering array of Edicts, Manifests and Declarations. Extensive dealings with the local branch of the colossal Apparat Obcheki is necessary for almost any activity. Familiarity with the procedures is helpful, but close contacts within the bureaucracy particularly facilitates matters. In all things, personal contacts, acquaintances and allies are of manifest importance. Contacts are gained through extensive networking and gift-giving.

Polarian S tar Force, The

The Polarian Star Force is an exploratory organization founded on the planet

Polaria. They have thus not been able to exit the area surrounding their

Solar System because of an energy barrier. The barrier consists of magnetic pockets so powerful that it would take infinite mass in order to cross it. Research has determined that the only way to achieve infinite mass is through the use of superluminal flight. This technology, however, has yet to be discovered.

Primla, E'toris

Citadel directors, the E'toris Primla are responsible for teams of Vestis and Librae stationed throughout the galaxy.

Q-dex

A shorthand referent for the most recent version of the Flynch-Halpert Index. Also known as the Quantum Index.

quantum front

Moving invisibly between the stars that make up the universe are waves of quantum-state chaos called quantum fronts. These fronts behave much like waves on an ocean, or weather fronts on atmosphered worlds. Generated by tidal forces between galaxies, these fronts are the chaotic and turbulent demarcation boundaries between one set of existence laws and another. These fronts are constantly shifting, though this variance differs from place to place. There are quantum fronts that have remained in the same spot for hundreds of years, while other fronts have moved

significantly, destroying or reshaping the quantum zones they border.

Quantum Index

A shorthand referent for the most recent version of the Flynn-Halpert Index. Also known as the Q-dex.

quantum storm

see quantum weather

quantum weather

Quantum weather is the dissonance of realities, spawned from the Void as isolated "clouds" that travel through quantum zones. This phenomenon (sometimes known as quantum storms) brings about a secondary reality in a quantum zone, usually small when compared to the zone's full size. The passage of quantum storms may leave a region previously endowed with magical and mystic powers suddenly devoid of them, while in other regions, reciprocal waves may suddenly imbue powers of sorcery to a society previously based on technology and other "hard" sciences. These waves, compressed by the dissonance between two divergent quantum states, are the difference between one entire existence and another.

quantum zone

The galaxy is composed of a giant web-like infrastructure, where pockets of realities exist bordered by Void (quantum fronts). These pockets are known as quantum zones, each containing a specific

reality. Realities in quantum zones are dictated by how Matter, Life, Energy, Mana and Essence interact with one another.

The reality within a zone has achieved a quasi-stable state. A zones can consist of as few as a dozen stellar systems or encompass several massive interstellar empires. Within these zones one can count on the laws of physics or magic to work fairly consistently (although, of course, not necessarily consistently with any similar laws that exists outside the zone). It is the consistency within these zones that makes civilization possible.

Quantum zones constantly change, either by size or reality. The movement of quantum fronts can completely reshape a quantum zone, while quantum weather is capable of altering a zone's reality, either temporarily, or permanently.

Quo'kar / Sha Cruz Coalition,  
The

The Quo'kar / Sha Cruz Coalition (QSC) is a newly-established Minor Empire, formed by two Minor Empires inhabiting the same quantum zone. It was formed to create a united government of the zone, with respect to the Galactic Union and the Omnet. Being newly formed, much of the Coalition's constitution has not yet been properly defined, and in many ways, the Quo'kar Republic and the Sha Cruz still act as separate entities.

The old Quo'kar Republic was one of the founding members of the Delsym

Alliance, and was formed by the Union of the Quo'kar's 17 Guilds. Their technology, magic and religion is based upon the Union of Elements: Earth, Fire, Water and Air.

Since Quo'kar society is so bound up in the idea of this Union, it is not surprising that elements of this are becoming more prevalent in Sha Cruz society, especially with all citizens of the QSC having Guild affiliations, at least in theory.

The Sha Cruz are exiles from a Quantum Zone spanning war between two Empires unknown to the Omnet. As their homeland prepared to use planet-destroying weapons to prevent the advance of the Enemy, the Sha Cruz were sent to find a new homeland. Their sole purpose now is to regain their former strength and revenge their people, regaining their ancient homeland. Their contact with the Quo'kar came after 30 years of living hidden in a system unexplored by the Quo'kar, but considered within the Republic's domain. A few years after their first contact with the Quo'kar (and through them, the Greater Galaxy), the Sha Cruz have allied themselves with the Quo'kar to further their cause.

The Cruzian dedication to their cause has created a highly militaristic society, causing difficulties in diplomatic relations with other Empires. However, their military nature is one of their greatest assets, as Cruzians are becoming greatly valued as mercenary guards and soldiers.

Visitors are welcome in the QSC as long as they adhere to the strict customs regulations. Those wishing to live in the old Republic may apply to become 'permanent visitors,' as one may only become a Quo'kar citizen if adopted into one of the Guilds, difficult for even one very skilled in elemental magic. However, the nature of Cruzian society means that while visitors may be allowed into the QSC, they are unlikely to be welcomed by the Sha Cruz.

QSC law varies widely depending on the Guild and race one is a member of. Therefore visitors are unlikely to get into trouble if they obey the customs regulations and take care not to disturb any of the Guilds or Cruzian communities. Those visitors who break the law face deportation and confiscation of goods and ships.

## Rangers

Explorers licensed and sponsored by the Omnet to explore and report on uncharted regions of wildspace. Rangers are the best trained and equipped of those venturing into unknown space, and thus have the highest mission survival rate (a frighteningly low 47%). Only the very brave and skilled become Rangers.

## Radial

The direction away from the center of the Local Galaxy. See contral, convergent, and spinward.

## Ranks of Umbleh

See Khizath.

## Reid Empire

Located in Sector H.

Fifty-five years after the Rebellion of Xander Reid, the people of Jintati, functional seat of the Reid Empire, have lived through tumultuous changes in their understanding of the Universe. Once a giant faceless bureaucracy structured by a clockwork society, the wonders of magic suffered in barren exile and the universe was nothing more than two worlds held together by an ancient spell.

Now, in their third government in those fifty years, a single Emperor stands accountable for the actions of those in power. Ancient enchanted starships and factory produced steam-powered and spring-wound space vessels ply the vast distances between the forty-two worlds of the Empire. The colonies of the Reid Empire bring culture and technology to the long abandoned domain of the Aa Province, a star-spanning government that fell apart thousands of years ago. And at the heart of all this, the triple worlds, three giant planets held in fixed geometry by the Great Spell, where one third of the Empire's population dwells. Jintati and Perok are held about 15 meters apart at their closest points, and Shoncior is four times the diameter of the planets from Jintati. Jintati, a world of steam and clockwork. 85% of the planet's surface, including the oceans, consists of one giant sprawling megalopolis. This is a world of rust, steam, factory and city. The great machine that is Jintati digs deep into the earth and the seas.

Once overcrowded, now with the colonization of the outer worlds large districts lay abandoned, mechanized or fallow. Perok, a shattered wilderness filled with magical beasts and lost artifacts. Shoncior, home of once-stranded enchanters and the ruins of the ancient Aa Province.

## Rhishan

A goddess of light and life. This particular mythology originated on Brishan V of the former D'Rakan Empire, and spread to the neighboring worlds.

According to legend, the demon-god Umbleh ruled the realms of darkness and afterlife. His sister, Rhishan was goddess of light and life. The two gods co-existed in harmony for an eternity. The world of Brishan knew only peace and plenty.

One day Rhishan announced that she was pregnant with three sons. She proclaimed that these godlings would grow to full godhood in forty days. From that time onward, they would share her love and power, and would rule the universe at her side.

Umbleh decided that he too should have heirs and beseeched Rhishan to bear them. Proudful in her new role as creator of gods, Rhishan spurned Umbleh as unworthy. In a jealous rage, Umbleh slaughtered his nephews. From the blood of these slain godlings, Umbleh formed a legion of headless warriors, the Khizath, or Ranks of Umbleh. He then sent the monsters forth to destroy creation. At that time, Brishan learned of warfare and

hatred. Only by sacrificing herself was Rhishan able to stop this army. The ultimate fate of Umbleh is not chronicled but he too appears to have left the realm of man. Since that time, the gods of Brishan have taken no active role in the history of the planet.

Clear parallels may be drawn from this mythology to some aspects of the stories presented in the Lay of Kendis-dai. This is yet another sign of the pervasiveness of the Kendis-dai mythos.

#### Ruqua Dynasty (Ruquanai)

Founded on the vast wealth of the Ruquanai Consortium, the Ruqua Dynasty is a feudal state comprised of a system of Lords of the Ruqua House, who each then preside over their stellar counties.

Each world has its own laws regarding visitors to their worlds. Naturalization is a process foreign to the Dynasty. All persons not born on their world forever remain outsiders. Those born there, however, even if born to outsiders, are adopted fully into the Dynasty.

The Ruqua are highly ritualistic and have a very strict set of laws which are vigorously enforced. Over the centuries, this has evolved into a complex and extremely high level of law. Many of the laws are not obvious to the casual visitor. This high level of law seemed to many cultures to conflict with the requirement that all sentients within their space be armed at all times and that duels for honor are considered within the

bounds of the law. Visitors are advised to undergo considerable study of Ruqua customs before entering their space.

Initially a private business and trade consortium, the Ruqua have since outgrown local governments and now rule by virtue of their economic power over their stellar members.

#### Sanctioned Outriders

Intrepid sentients bold enough to venture into uncharted regions of space to explore and arrogant enough to stake claims to previously unknown worlds and civilizations. These explorers are sponsored by an interstellar empire and act on its behalf. Sanctioned explorers are provided with good equipment and training. Even so, their mission survival rate is below 38%.

#### Saurian Defense Pact

The Saurian Defense Pact is mostly a Military Alliance held together by the Saurians (both human and Saurian) that consists of three colonies that were once under Earth's wing in another dimension. Since they have crossed over, they have become independent and federated worlds which have joined together in a Military and Political alliance to fight an Enemy that had threatened them 2300 years ago. During those days, Sauria and the other two planets: Heidelberg and New Seattle; had engaged in a War with a race of Humans known as the Dark Ones. After the campaign, they had just forged their Defense Pact

and now serve as Guardians of the Galaxy from the Dark Ones

### Seltrane Deposition

One of two popular dimensional models for analyzing crash sites. Though not the galactic standard, the Seltrane Deposition model is primarily used among freelance investigators, and has more accurate indicators for detecting impact points. Because of its precision, the Seltrane Deposition model is often used in conjunction with local scanners and archives.

### Sentinels, the

The suggested rulers of the Order of the Future Faith, the Sentinels are those individuals considered responsible for the founding of the Order, and the continued upper-level management of the same. Accurate knowledge as to who the Sentinels are, and how many there may be, is unknown.

### Septum Librae

The fourth tier of the Atis Librae branch of the IGNM. Raw data and analyses from between two and three Octovan Librae order facility is passed to each Septum Librae Citadel for synthesis. The collected information is then analyzed for trends or correlations impossible to identify at the lower tiers. These synthesized reports are then passed to the appropriate Flavius Librae facility for further collation and processing.

At least one Septum Librae facility is located in each star cluster noted in the Cartography section. Many others dot the lightyears tin between the clusters. Roughly 200 Septum Librae Citadels exist in each outer sector and roughly 300 in each inner sector (A-D). At present, 2793 Septum facilities have been commissioned by the Sentix Imperitas.

### Seventeen Wonders of the Galaxy, the

The wonders included in this grouping cannot be fully explained, and are regarded throughout the galaxy as special anomalies that the scientific communities have yet been unable to explain.

Goddarung Chasm  
The Great Blackvoid Storm  
The Kendis Imperium

### Shadow Fleet, the

Organizational term used to describe the military might of the Order of the Future Faith.

### Shauna-kir

Mythological wife of Kendis-dai. Said to be the mother of all creation, Shauna-kir was the perfect type of all beauty and creation.

In the Lay of Kendis-dai, Shauna-kir is tempted by Obem-Ulek to forsake her power among the gods to taste the mystery of Mortality. Her act became the impetus for the Kendis-dai to follow her into the black jewel at the heart of the galaxy -- and thus



forsake his own powers. The lay relates how all these events were actually part of Kendis-dai's plan to further his own power and nobility, thwarting Obem-Ulek by dragging him down with him among mortals.

S hn'dar, Queekat

(Vestis) Queekat Shn'dar was a member of the Vestis Inquisitas who died on assignment to Tentriss in the D'Rakan Empire during the establishment of the Order of the Future Faith.

S ibyl

The central controlling agent of all knowledge at the center of the Order of the Future Faith. The Sibyl is considered the ultimate word of truth when it comes to things within the Order.

S pinward

The direction of the rotation of the spiral arms of the Local Galaxy. See contral, convergent, and radial.

S tarshield

One of the three symbols of Kendis-dai's power. The starshield was an artifact which legends says could establish the rule and law of any person wielding it.

S tarT reader (S T)

StarTreader is one of the first major economic ventures between Minor Empires. It is an interstellar cruise line that services the Tri-Sector Area

(G/B/H) from its base at DreamWorld VI (DW6) in the Rhuk-D'kai Dynasty (RDD). Though customized tours and exotic Ports-of-Call in all member Empires are major selling points, StarTreader's pride and joy are

its ships. ST vessels are designed and built with the combined technologies and magics of all Empires along a ship's designated route. All are composed of Ul'ek, an RDD material that can be molded psionically into virtually an shape, allowing ST staff to tailor state rooms, recreational facilities, and starsystems to changing needs. Because they spend more time in space than in orbit, each ship is a resort in and of itself, and many of their diversions are modeled after the reknown amusements of DW6.

S tij

An exclamation of astonishment or disbelief.

S 'toris Librae

Technically a rank within the Librae title of the Atis Librae, these sentients are actually freelance senior or special research personnel. The S'toris Librae are promoted to exclusive research and development posts and granted nearly unlimited resources to conduct basic or applied research in an area of their choice. These veteran sifters are granted special dispensation to forgo the normal chores of collecting and distilling the galaxy's events. Chosen for their brilliant and intuitive minds, the S'toris Librae advance the state of Omnet scientific knowledge.

suspensor bed

Commonly used in technological societies, suspensor beds are self-collapsible sleeping stations. Upon activation, suspensor beds will establish a warmth-field about itself, which automatically adjusts to the calibration of the owner.

sway

A term coined by the Minitus to classify an empire's jurisdiction. An area of space or world over which an empire exerts sway is a non-central member of a larger confederation, or is simply closely allied with that empire. An empire does not command absolute authority or dictate direct policy to worlds within its sway. On the other hand, the empire will provide moral authority or overarching protection and aid.

The simplest example of sway entities are those independent sovereigns who have banded together to form coalition empires such as the FSS or Union of Stars. The central government of these civilizations extends direct authority over only a small area. The majority of the empire is client or member states which govern and police their own territories.

Other sway entities seek to emulate or gain protection from their larger or more powerful neighbor and thus willing sacrifice some authority to that neighbor. Still other sway entities are so dependent financially, economically or militarily on their neighbors that they have no choice

but to defer to that neighbor's desires. For one reason or another, the neighbor shuns direct control.

synthetic minds

Also known as synthetics or synths.

A general term referring to the artificial constructs which mimic the thought processes and communicative abilities of sentient beings. Impressive as this is, however, synthetic minds are much more. Synthetic minds boast the fastest data processing capacities in the Local Galaxy.

Nearly all known synthetics in the galaxy are based on TFP technology. This technology predominated at the time of the Kendis Imperium but was lost during the upheaval of the Shattering of the Suns. The ability to create synthetic minds was returned to the Local Galaxy with the recovery of the Oracles of the Nine and the creation of the Omnet.

Synthetic minds are essential to most technological and many magical devices used in the galaxy. They have the almost unique ability to operate in all but the most aberrant quantum zones.

Tablets of Denistavu

Ancient works describing the Kendis Imperium

Targ of Gandri

Former E'toris Prime of the Omnet, killed during an investigation into the legendary Nightsword.

telecom

Short for "telecommunications system," the telecom is used in most cities and ships to efficiently communicate with all denizens and crew members. Often used only as a receiver, telecom's can be enormously complicated, including terminal stations and biologically-embedded circuits, simulating hive minds.

telepresence projection

A three-dimensional virtual sensory experience created by any number of specially designed projectors, and governed by one or more class III or higher (I)synthetic minds. All sentients can enjoy the visual and audible aspects of a telepresence projection. With certain projection units, sentients can also experience aural input. Those life-forms with at least class III biolinks, however, gain the full sensory experience, including touch and taste.

Telepresence projection was originally developed by (I)S'toris Librae Kirga Davisio with direct project assistance by the (I)Oracles of Nine. Its first use was as a long distances communication device that would minimize of misunderstanding. A few decades later, the Razgun Committee succeeded in marrying S'toris Librae Pigogo's seminal work in telepresence programming with Master Piorasset's innovations in projector technology. Presently, the

vast majority of telepresence projection is used for entertainment or educational purposes.

temporal fold processors (TFP)

These devices form the heart or hearts of synthetic minds. They allow for near instant processing of data due to their unique ability to manipulate time. The synth first calculates how much time is needed to gather sufficient information and respond to a question. Then it uses one or more of its TFPs to send the processing commands and data back in time far enough so that the answer may be given almost immediately after the question is posed. TFPs are the only devices with sufficient data processing capacities to allow for the modeling and prediction of quantum weather patterns.

According to the Kendis-dai Cycle, TFP devices were first created during the Kendis Imperium after a lengthy series of bureaucratic intrigue over who would get credit for the advance. It was lost to the Local Galaxy during the Shattering of the Suns period and its aftermath. Only with the rebirth of the Oracles of the Nine in 1772 AD was the knowledge of TFP creation regained. For many years, the Omnet created its own synths and sold the finished units to outsiders. At present, the Omnet has granted a limited number of manufacturing licenses to outside businesses and empires. One of the Centurion's primary missions is the policing of these proprietary licenses. Thus far, the secrets of the TFP

manufacturing have been kept from general dissemination.

The three basic components of the TFP are, however, common knowledge. Omnet has actively broadcast this knowledge to promote the collection and commerce of these items. A TFP is composed of a contained quantum black hole embedded in a bionet storage medium.

The containment vessel is formed from the resin of the Yardo tree. The Yardo tree thrives only in areas of great quantum flux and thus is found mostly in the galactic core. The resin has the unique property of being permeable to certain forms of energy while at the same time being entirely unaffected by the destructive properties of a quantum black hole.

The second step of manufacturing a TFP is placing a small quantity of the blackvoid mineral inside the containment vessel. The vessel is then carefully sealed. The smallest imperfection in the vessel will result in the obliteration of surrounding area when the blackvoid is triggered. The vessel is then bombarded with a precise measure of both technological and mystic energy to create the quantum black hole. The black hole opens a portal into the Void allowing for the transfer of data. The containment vessel means that the portal may open only to the same black hole some time during that black hole's existence. This explains the time limitations on the processing capacity of the TFP.

The final component is the storage medium. The containment vessel is embedded in a navigation gland harvested from any number of different species of quantum front parasites. These life-forms ride quantum wavefronts feeding off the spacial distortions brought about by the movement of the front. The parasites are herded as much as possible into large groups to make harvesting easier. The life-forms are mostly non-sentient, and non-violent. They are, however, very quick. Given that, and the difficulties of operating so close to a quantum front, harvesters must be skilled and daring. The parasites are usually regenerative, and thus never killed for their glands. New glands are regrown within a few days. The Centurion and Sentix Imperitas work closely to monitor harvesters and their techniques. No licensed TFP manufacturer may use parasite glands that have not been specifically stamped by Omnet-authorized regulators.

Tentris

Homeworld of the D'Rakan Empire. Currently center of the Order of the Future Faith.

Terbinatha

Part of the old D'Rakan Empire, Terbinatha was used by the Order of the Future Faith as a shipbuilding yard and supply depot.

Thailis Dynasties

An industrial-technological Empire located nearby the Chukai.

Thought-knights

Official warriors of the Irindris.

Thras Divas

Located in Sector H.

Thras Divas is an empire of brutal desert worlds filled with the remnants of dozens of different cultures from various Q-dexes and time periods. The empire is located in Sector H. Both magic and technology of countless types cover the surface of the worlds. Its people are harsh and live by the philosophy of the survival of the fittest. Although not cruel, there is simply no room for the weak as all resources are scarce and the environment is extremely hostile. This empire was created from the ashes of the old when the original empire literally vanished, stars and all.

There is much confusion as to what exactly happened with the old Thras Divas' disappearance and the arrival of the new as the area has been too unstable to do any in-depth research on the matter. What is known is that the original Thras Divas was obliterated when the time-space continuum collapsed in that area. What was left of the worlds and people was sent bouncing through time and space. For over four-thousand years (relative to its time as it left normal space-time) it traveled the sea of time and space until it was somehow pulled back into our continuum during the event that has now been hailed as "The Incident of Thras Divas". As to why

Thras Divas began its odd leap through space and time (or as to how for that matter as it defies many conventional concepts of general reality) is unknown. During its 'travel' it picked up a variety of technologies, magics, and beings, all of which seem to have integrated quite nicely (it is speculated that the harsh reality of Thras Divas did not allow room for hatred of bigotry).

As to the current state of Thras Divas, the empire is now in chaos after the death of "Sildrake the Mad." A being known as Bastion tried to fill Sildrake's roll as the leader of Thras Divas but his efforts to prevent a power struggle failed and civil war ensued. Bastion has vanished and the empire is now controlled by at least thirteen different factions (two factions of note are the Literalists of the Rhuk-D'kai and a group of soldiers lead by Commander Traiken of the old Thras Divas).

Throne of Kendis-dai

A grand and hallowed structure in the center of the Circle of Awareness in the Vault of Nine Oracles. Not so much a chair as a curious formation of geometric shapes, the Throne is formed of an unknown substance intricately carved with minute characters and hieroglyphics. The exact purpose of the Throne remains a mystery, even to the near omniscient Oracles of Nine.

Tieskara Nations, The

Once a province of the mighty Hirocrican Empire in pre-Omnet times, the Tieskara Confederation

fell to Kryjahs forces beside its Hirocrian cousins. Until a mere year ago, the surviving ancestors of the Tieskara peoples were without a home, continuing their traditions in secrecy, and auctioning for a new home.

Settling on the Omnet-designated planet Z-3, the Tieskara established a new nation, now recognized as a Lesser Empire. A member of the Alliance of Blackvoid Powers, the Tieskara Nations is a small Empire with little technology or defensible land. Receiving most of its security through the Alliance of Blackvoid Powers, the Tieskara Nations is isolationist only because of its small population.

Most inhabitants of the Tieskara Nations were scattered throughout the galaxy until the Empire was founded. Adapting to life in Sector H has brought about economic growth, as the Empire has a fresh supply of natural resources and few developed structures. Leading a tribal, shamanistic lifestyle, Tieskara are always women, procreating via outside relationships. Their customs, based around primal and emotional experiences, are often viewed wrongly by outsiders.

## Transcom

IGNM messaging system used to transmit personal correspondence across multiple quantum zones. Operated by the Oran Planitis. This is the primary set of channels that all subscribed Empires may communicate through. Transcom channels are numbered by priority.

Transcom-1 is the primary news dissemination channel, Transcom-2 through Transcom-8 are specific to the Major Empires, et al.

## Triad

During the Kryjahs Invasion, repeated references are made to three mages who took various roles in assuring that the Kryjahs were destroyed. Referred to as the Triad in historical texts within Empires that dealt with the Kryjahs, the three mages are accredited with supplying the allied forces with ruinic magick during Kiril's Gambit, and with causing the deaths of the Kryjahs King and royal family. The Triad are also rumored to have played a part in trapping Vorkhink within the Great Blackvoid Storm, and are further mentioned in other historical contexts.

## Tsultak Dragons

A race of once proud, fierce and bloodthirsty dragons who have, in recent epochs, gone to great lengths to make themselves look civilized. They are prudish, wearing fancy doublets, frilled shirts with high collars and cravattes and huge, flamboyant kilts. Too many accessories for these creatures is probably still not enough. Despite their veneer of civilization, however, under their soft exterior and complex society rules still beats the bloodlust of a true predator.

## Twelve Sisters of the Omnet

A colloquial reference to the Librae Jurum.

## Ukard of Brishan

Acting Lawgiver of the Council of the First Estate in the D'Rakan Empire from his election in 2115 until the Tentris Invasion of 2121AD. By all accounts a popular and competent politician, Ukard was hampered by the diverse elements that made up the First Estate coalition, and the decentralized governmental structure imposed after the Imperial Court was overthrown. He did manage to curtail some of the Council's most egregious forms of corruption, such as the custom of bribing Council members on the floor of the Law Senate during the vote roll call. Ukard also seemed to be making headway in easing tensions between the First Estate and the Imperials in exile lead by Prince Lystan. Of course, history proved this a false hope as the combined Imperial/Order of the Future Faith armada overwhelmed Tentris.

## Umbleh

A demon-god of rage, war and death. This particular mythology originated on Brishan V of the former D'Rakan Empire, and spread to the neighboring worlds.

According to legend, the demon-god Umbleh ruled the realms of darkness and afterlife. His sister, Rhishan was goddess of light and life. The two gods co-existed in harmony for an eternity. The world of Brishan knew only peace and plenty.

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Umbleh decided that he too should have heirs and beseeched Rhishan to bear them. Prideful in her new role as creator of gods, Rhishan spurned Umbleh as unworthy. In a jealous rage, Umbleh slaughtered his nephews. From the blood of these slain godlings, Umbleh formed a legion of headless warriors, the Khizath, or Ranks of Umbleh. He then sent the monsters forth to destroy creation. At that time, Brishan learned of warfare and hatred. Only by sacrificing herself was Rhishan able to stop this army. The ultimate fate of Umbleh is not chronicled but he too appears to have left the realm of man. Since that time, the gods of Brishan have taken no active role in the history of the planet.

Clear parallels may be drawn from this mythology to some aspects of the stories presented in the Lay of Kendis-dai. This is yet another sign of the pervasiveness of the Kendis-dai mythos.

## Union of S tars

After centuries of warfare, these independent republics united against the threat of the K'tan. Since that time, the Union of Stars has become a closely knit empire with both Federal laws governing the union and local laws governing there publics.

Naturally suspicious of outsiders, Immigration is a long and difficult process. It is possible, however, to immigrate if one is willing to endure the paper work involved. Tourism is welcome but the Union moves quickly for deportation at the first sign of trouble with any visitor.

The detail and level of the law varies widely from Republic to Republic. It is wise to consult local law materials before traveling in any Union republic.

Quarreling among the Republics was brought to an end with the first invasion of the K'tan. K'tan [thinking the republics ripe for annexation] invaded one of the provinces only to find themselves in short order fighting a united fleet of all the republics at once. Two subsequent invasions only hardened opposition to the K'tan and strengthened the newfound union. Popular opinion is that the K'tan are now biding their time until the Republic reverts to their quarreling and again breaks up into individual and independent Republics.

United Anarchist Collective  
(UAC)

Recognized as the leading criminal organization in Sector H, the UAC has spread its influence so far as to reach Sector G, making it one of the largest underground networks in the galaxy. Comprised of over a dozen smaller criminal empires, the UAC was founded in the Kalikari Empire, beginning as an anarchist movement to oppose the magical traditions of the Kalikari Elders. After a decisive

war with the Kalikari Empire ended, the anarch movement proclaimed itself the UAC, and began more intricate dealings with its past supporters and acquaintances.

The UAC wasn't officially recognized as a major threat until its leader, Rach'n Batur, signed a treaty with the infamous Captain Yegar. Since, the UAC has expanded drastically, holding a virtual monopoly on the criminal elements in much of Sector H, continuing to uproot its contenders and furthering its presence.

Though the UAC's network is interwoven in countless underground operations, it is most known for its alliance with Fleet Dread, the assassination of the Chilkit High Clerist (bringing about the Empire's downfall), and the terrorist attack on the Tru-Lan Imperium, killing thousands of spawn.

Valdori Empire

The Valdori Empire was formed close to 600 years ago on the homeworld Shandril. Since that time the Empire has established colonies in numerous star systems within their Quantum Zone, and is now a significant Minor Empire in sector E.

The most notable feature of the Empire is an unusual pulsar situated near the centre of the Quantum Zone. The beat of this pulsar is felt by all native-born Valdori, and has had a profound influence on many aspects of their society. Apart from this characteristic, Valdori are biologically human.



Valdori science is a mixture of etheric technology and enchantment-oriented thaumaturgy. Although the Valdori are not leaders in either field, the two disciplines combine well. Hybrid systems are therefore the norm within the Empire.

With the exception of a few persistent internal problems (most conspicuously the ongoing suppression of conjury) the Valdori Empire is both stable and generally peaceable.

### Vault of Nine Oracles

An enormous chamber buried deep beneath the surface of Mnemen IV housing the Oracles of Nine. The only entrance to the Vault passes through the Arch of Wisdom and its guardians, the Garudis-kan. Once inside, the honored supplicant travels along a balcony, down a causeway and onto an huge platform suspended air. The platform is supported by a majestic series of buttresses, nine in total, which rise two hundred feet above and descend an equal distance below. On the platform sits the Circle of Awareness and the Throne of Kendis-dai.

The heart of the Omnet, the Vault of Nine Oracles is a nigh impregnable sanctuary visited only by those specifically chosen by the Oracles.

### Vestis

Over time, the term Vestis has taken on many incarnations and meanings.

Vestis was first used as general title of respect between members of the Vestis Inquisitas branch of the IGNM. Any Vestis of the rank Inquisitor or higher may be referred to by this title. Vestis Novus are usually called Vestis only by IGNM outsiders. Within the Vestis, Vestis Novus are referred to as Plebes. The Vestis initiates, Atis Vestis, are called Atis or other, usually derogatory, terms by the higher ranking Vestis.

Given the power and position of the Vestis Inquisitas within the hierarchy of the Omnet organization, Vestis soon also became a term of respect for high ranking officials of the Omnet, whether members of the Vestis Inquisitas branch of IGNM or not.

Most recently, the title Vestis has gained currently among non-Omnet sentient. It currently is bestowed on anyone whom the speaker perceives as powerful or well-to-do. The title is most often used by those in the service industries, or those who seek some boon or barter.

### Vestis Brigidas

The penultimate general ranking within the Vestis Inquisitas.

Should a Vestis agent survive long enough to become too old or too important to send out into the field, they are promoted out of the Inquisitor ranks. Most are designated Vestis Brigidas and assigned important leadership, administrative, or training roles. The Brigidas are the commanders and "wise old men and

women" of the Vestis Inquisitas. Few commands are given, agents promoted or actions taken by the Vestis branch of the IGNM without the imprimatur of a Vestis Brigidas.

## Vestis Dictorae

The Vestis E'toris Inquisitas Primula's personal council. The Dictorae is technically a tangent in the Omnet hierarchy. It has no authority or mandate aside from that vested in the office of the Vestis Prime. Nonetheless, few significant decisions by the Vestis Prime are made without full deliberation and consultation by the Vestis Dictorae.

The Dictorae was established in 1847AD (local time) by the newly invested Vestis Prime Sha'tar Drang in reaction to the scandals arising from the former Vestis Prime Hashitar's excessive and inappropriate use of dictats. The Dictorae was initially viewed as a temporary collective formed merely to restore prestige to the office of the Vestis Prime, and to invest the new chief's dictats with a further measure of consideration and weight. The Dictorae soon proved itself a valuable addition to the Vestis decision-making processes and has only grown stronger over time. At this time, few Vestis Prime dictats are issued without the stamp of the Dictorae.

Members of the Vestis Dictorae serve at the pleasure of the Vestis Prime. However, given the prestige of the Dictorae and the Vestis Prime's vested interest in promoting the Dictorae as a quasi-independent

body, no Dictorae member has been removed involuntarily. Current members of the Dictorae include Skai Folis, Ka'ashra of Maris, Khyne Enderly and Nyri-lor.

## Vestis E'toris

The title of respect in the Vestis Inquisitas. The senior commander of a Vestis facility or branch is sometimes referred to as the Vestis E'toris. Any Vestis with sufficient stature, however, is generally afforded this title in polite conversation.

## Vestis E'toris Inquisitas Primula

The chief administrator, policy-maker and commander of the Omnet. Also known as E'toris Inquisitas, Vestis Prime or Vestis Primula. This office is currently held by Targ of Gandri. In truth, the Vestis Prime is merely the spokesperson for the Oracles of Nine, the true guiding force behind the Omnet. Thus, any action taken or commanded by the Vestis Prime may be equally viewed as the will of the Nine.

## Vestis Imperius

The highest general ranking within the Vestis Inquisitas.

Should a Vestis agent survive long enough to become too old or too important to send out into the field, they are promoted out of the Inquisitor ranks. Most are designated Vestis Brigidas. A few (as well as all the Inquisitor Majestron/Majestrix) are granted the title Vestis Imperius.

This is the greatest honor to be given a member of the Vestis Inquisitas and it is only awarded to those whose contributions to the Omnet outshine the brightest stars in the galaxy. Although sometimes physically frail, Vestis Imperius are the most knowledgeable and powerful sentients to be found in known space.

### V estis Inquisitas

The general ranks of the Vestis Inquisitas are as follows:

Atis Vestis  
Vestis Novus  
Inquisitor  
Inquisitor Majestron/Majestrix  
Vestis Brigidas  
Vestis Imperius

Each of these general rankings have two or more subranks that differentiate between members of that rank.

### V estis Novus

The initial true ranking of the Vestis Inquisitas investigative reporters. Successful graduates from the childhood Atis Vestis rank, or cross appointments from the Atis Librae generally commence their Vestis service as Vestis Novus. For most, this ranking lasts only a short time -- from several months to a couple years -- before they are promoted to fully invested Inquisitors. After completing their advanced basic Vestis training, Vestis Novus typically draw the most simple and safe assignments until they gain the experience and confidence to tackle

the more challenging missions. Vestis Novus are rarely assigned a task without an accompanying Vestis of higher rank to guide them, at least initially.

### V estis Prime

A shorthand referent for the Vestis E'toris Inquisitas Primula.

### V estis Primula

A shorthand referent for the Vestis E'toris Inquisitas Primula.

### V oid

The Void is the source of all existence in the galaxy. It is the underlying element of which all realities have sprung from. From the Void comes Matter, Life, Energy, Mana and Essence, the building blocks that, depending on their relationships, form the many quantum zones in the galaxy.

Anything that enters the Void will immediately begin to break down. Crossing the Void is only possible by achieving great momentum, so that one's vessel is within the Void for a short period of time. This travel must be quick, or else the vessel will begin to break down. Proverbially synonymous with the "lack" of reality, no forms of life, energy, etc. can withstand the chaos of the Void, and will cease to exist if left within the Void for any lengthy period of time.

### White, The

The interstellar palace and fortress of the Archaen Empire, The White is

considered the crowning achievement of Archaen stellar engineering, design, and architecture. Home to 14 million citizens (12 million of which are Wights), it is five kilometers long, three kilometers wide, and two kilometers high. Within its containment are multiple habitats and structures, including over forty varieties of wild flowers found nowhere else in the galaxy. One of the most visited tourist attractions in the Archaen Empire, The White is unique both because of its size, and because of its non-stationary nature, travelling throughout the Archaen Empire. Over the course of its journey, it visits every planet at least once, influencing local commerce, news, and tourism. In addition to its peace-driven environments, The White is also the home of Fort Essence, the military headquarters of the August Admirals, as well as the training facility for Archaen officers. The White contains one third of the Archaen fleet.

#### wildspace

A common reference term for so-called "uncivilized" space. This term is most often used by those who live within the influential or dominant zones of control of the Major Empires. These sentients use the term to refer to those vast regions of space which do not fall under the general boundaries of the Major Empires

This is not to say that all of this so-called "wildspace" is uninhabited. Quite the contrary. There are hundreds of catalogued Minor

Empires which are significant civilizations in their own right. Further, thousands of interstellar and millions of intrastellar societies exist through the Local Galaxy. No doubt many other sentients live as yet unencountered in the unexplored reaches of the stellar disk.

Individual Minor Empires and localized system information may be found by utilizing the Catalogue of Contact and Interstellar Cartography sections.

#### wraithships

Interstellar craft whose controlling synths have determined that they have free will and have joined the Order of the Future Faith. These ships are without crews, traveling the stars in a missionary effort to convert other synthetics to their new paradigm.

#### Yarka

The capital city of Tentriss and the D'Rakan Empire.

#### Yegar, Captain

Few space-faring merchants and galactic travelers have not heard of the famed Captain Yegar, one of the greatest and perhaps most well-known pirates today. He travels the galaxy with his pirate armada, Fleet Dread, attacking merchant vessels and stopping only to loot and pillage wealthy cities. His name spreads fear amongst other criminals as well as simple travelers, known as a symbol of brutality and outright efficiency.

Of his background little is known, only that he was first heard of in the Fartrade Collision over 50 years ago. Rumors insist that he is from the Union of Stars, though there is no solid evidence of such an origin. There are other stories of Yegar's ousting from, and the collapse of, a small Empire or civilization known as the Ignir. While many details of these stories vary from Empire to Empire, it is a common characteristic that Yegar's origin began there. In fact, the pirate captain refers to he and his original crew as Ignir, and takes great pride in whatever that may mean.

At first seizing single merchant vessels, Yegar's popularity within the underworld grew, and soon his terrorist actions included the capture of whole convoys. In only a few short years, he and his pirate crew expanded to enormous proportions, taking their criminal activities to nearby Empires. With a death sentence on his head in nearly every system he has been in (and others that he hasn't), Captain Yegar is hunted by a wide array of bounty hunters, police, and military forces.

Captain Yegar is, by most witnesses, described as human. The many battles he has been in however, lends a more disgusting appearance to the pirate captain. He is said to be unkempt, with long black wavy hair and an unshaven face. Multitudes of cybernetic and magical enhancements are evident, and his countless scars make him more of a monstrosity than anything else. His brash tone is commanding and stern,

with an accent of undetermined origin.

Tales of Yegar's riches are told by many, though in recent years the fear he has incited in even other pirates has caused great mistrust. If it were not for the expertise of his own crew, reparations and the risk of finding new contacts and supplies would have ruined him for sure. His legacy includes mention of brutal executions, torture and slavery.

Z -3

The Omnet designation for a planet that surfaced in a stable quantum zone in the Hirocrican Badlands. Colonized by the Tieskara, it now acts as the homeworld for the Tieskara Nations, renamed Gaia's Daughter.

Z -3 Massacre

A colonization ship en route to Z-3 was destroyed by a random quantum explosion near the Kalikari Dominion. A merchant convoy, unaware of the untimely fate of the colonists, landed on Z-3 to sell their goods to the newly established colony. Once the convoy touched down, the merchants were attacked by an unidentified alien species. Only eight out of 54 merchants survived the massacre, all but one surviving their wounds. Upon investigation, the bodies of the killed merchants were not found, and the seven merchants who died from their wounds off-planet, mysteriously disappeared as well. The Z-3 Massacre is considered one of the more mysterious events in recent

years, and has not yet been explained by Omnet investigators.

### Z -3 Phenomenon

The Z-3 Phenomenon is a term coined by paranoid travellers and alternative groups, referring to numerous, loosely-related events. The basis of the theory is that some unspecified alien menace was responsible for the Z-3 Massacre, the destruction of a colonization vessel, and the disappearances of key witnesses. Among the accused are Omnet, the Kalikari Dominion, and the Tieskara Nations. The Phenomenon is said to be a galactic conspiracy, luring many conspiracy-theorists to an investigation.

### Z anfib

Vestis Inquisitas who was reported terminated as the result of wounds sustained in combat against the Irindris while on assignment. Zanfib transferred his mission memories in an apparent attempt to allow continuation of his mission after his demise.