The planets used in this Guide were inspired by some of the best writing in Science Fiction and Fantasy. On top of all entries in this Guide you will find the title, author, and publisher of the book that has inspired our description of that planet. The planet descriptions in this Guide are not to be taken as accurate descriptions of the book listed, rather the book has been the inspiration for our description. In some cases we had to change some elements of the book so that the planet involved would fit into a universe of FTL (faster than light) spacecraft, and of traders roaming the Galaxy in search of profit. In other cases we had to try to guess at the authors intentions, what was the gravity of the world, .8, 1, 2? how much water covered the surface 30%, 60%, 80%?.

We feel that all of the books we have used are well worth reading. You will find you will get a lot more enjoyment out of your gaming after having read the books. It is especially important for the moderator to read the books to get the "feel" of the planet-all the small details that make each planet interesting and unique, but were outside the scope of this Guide to include. If you cannot find these books at your local stores, feel free to write to us for the addresses of where these books can be obtained.

Cover photograph of Mars courtesy of National Aeronautics and Space Administration. Use of this photograph does not state or imply the endorsement by NASA or by any NASA employee of this book.
Spacefarers Guide to Planets

Sector One

by Ed Lipsett

With special thanks to Rick Cook, without his help this guide would not have been possible.

Little Soldier Games
a division of Phoenix Games
12180 Nebel Street
Rockville, Maryland 20852

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This is a book of ideas. It is not meant to be the moderator's entire galaxy, but merely a small portion of one. Many of the planets listed in this guide may seem familiar to you, and that familiarity will help you to recreate your own favorite worlds in your galaxy. Of course, since this is just a brief sketch of a corner of the galaxy, the moderator will have to do some filling in at the corners, and will have to create some planets to fill his specific needs.

Each page of this guide presents a brief sketch of a planet, and gives a short rundown of the physical and mental attributes of the race or races that inhabit it. Their culture, technological achievements, and trading possibilities are listed, along with the average population of the planet. The planet itself is also described, and the important specifics are listed in the last entry.

* S = type of Spaceport with "A" being the most advanced port.
* P = population of planet, the number is the exponent of 10, so P = 1,000,000,000.
* H = per-centange of planet surface covered by water.
* A = type of atmosphere, norm being oxygen.
* G = gravity, 1 being Earth gravity.

Along with the description of the population of the planet there are modifiers which the moderator should apply to indivduals born on that world. Most of the changes are additions or subtractions to die rolls, or show skills acquired, but several races the moderator will have to use his own judgement as they are not humanoid. The planets are numbered from one to one hundred, so that the moderator can use simple percentile dice for the determination of which planet if the birthplace of a particular character.

Following is a star system generation table that will produce entire stellar systems, complete with star class, and the quantity and type of its planets. Each planet will receive values for gravity, atmosphere, hydrography, number of moons, and technology level. On rare occasions, these charts will generate interesting special planetary types, which are described below.

**Dyson Sphere:** The Dyson sphere is a huge sphere of matter entirely engulfing a star. It is built by advanced civilizations, and it is constructed out of artificial matter. The inside of the sphere is sculpted into whatever shapes and terrain the builders desire, and gravity is maintained by the use of artificial gravity generators that are scattered about on the surface. Note that the surface area of a Dyson sphere whose diameter was Earth orbital distance would be fantastically greater than the surface area of a single planet. If this special type is rolled, there will be no other planets in the system, but keep rolling to determine gravity, atmosphere, hydrography, and technological level.

**Anti-Matter System:** In this case, the system is rolled exactly like a standard system, and is populated if needed. The only difference is that all of the matter in the system is anti-matter, which means that it will explode violently upon contact with normal matter. It is impossible to tell whether an object is normal matter or anti-matter without actually touching it with something. No known force will contain an anti-matter explosion, but anti-matter iron will be affected by a magnetic field just like regular iron will.

**Random Shift:** In this case, the star has no planets or debris of any kind, and is merely a shift gate to another point in the galaxy, determined randomly by the moderator. Any player entering this system would have enough time to tell that he was being shifted again, but would not be able to determine where he was going.
**Wanderers:** The wanderers are usually found in interstellar space, but may occasionally be found in systems. Continue rolling the system normally, and add one to ten Wanderer ships afterwards. They usually mass from 5,000 to 12,000 tons, and are designed to be totally self-sufficient, non-aggressive worlds. However, a Wanderer ship that is attacked has many weapons to defend itself with.

**Robotic Ships:** Continue rolling the system normally, and after you are finished, put a few self-repair stations in the system, and fill it with a high number of fighting ships that are attacking each other. They have been fighting and repairing themselves for thousands of years, and will probably not recognize any other ship as friendly, although they may respect neutrality. However, you must convince them that you are from a neutral nation that existed at the time their memories were installed.

**Planetary Disc:** In this case, there is only one object floating in space, and there are no moons or planets. It is a huge disc surrounding the star, which sits in a hole in the center of the disc. The disc is built of extremely dense matter, and its surface gravity should be determined normally. Note that the disc has two sides, each of which is inhabited, and the disc will range in temperature from super hot at the inside to almost absolute zero at the rim. As with the Dyson sphere, the surface area is immense.

**Beacon:** Continue rolling the planets and their characteristics normally. After all of them are finished, add a beacon to one of them at random. This is a stasis box that will contain an artifact from an earlier civilization. While the artifact is usually a weapon, stasis boxes have been known to contain almost anything. They are very difficult to open without the help of expensive and complex equipment.

**Pre-Nova:** Determine all characteristics normally, and add the fact that the star is about to become nova (within 5 years). This can be determined by the player in a number of ways, but usually only if he has the intelligence to look for it.

**Ringworld:** If there is a ringworld, it will be the only structure in the system. It is a band of matter encircling the star, and its characteristics should be determined as a normal planet. Again, note that the surface area is immense.

**Rosette Worlds:** In this case, roll the planets normally, but one of them will have two close doubles on the same orbit. Determine which planet at random, and then roll up the duplicates. Note that these were probably built a long time ago, so that they may not be very close anymore, and may not even be inhabited.
1. **Stellar Type**

<table>
<thead>
<tr>
<th>die roll</th>
<th>stellar type</th>
<th>color</th>
<th>surface temp</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>O</td>
<td>blue</td>
<td>35,000</td>
</tr>
<tr>
<td>05-10</td>
<td>B</td>
<td>blue-white</td>
<td>21,000</td>
</tr>
<tr>
<td>11-18</td>
<td>A</td>
<td>white</td>
<td>10,000</td>
</tr>
<tr>
<td>20-33</td>
<td>F</td>
<td>white-yellow</td>
<td>7,200</td>
</tr>
<tr>
<td>34-49</td>
<td>G</td>
<td>yellow</td>
<td>6,000</td>
</tr>
<tr>
<td>50</td>
<td>G binary</td>
<td>yellow</td>
<td>6,000$\times$</td>
</tr>
<tr>
<td>51-67</td>
<td>K</td>
<td>orange</td>
<td>4,700</td>
</tr>
<tr>
<td>69-70</td>
<td>K binary</td>
<td>orange</td>
<td>4,700$\times$</td>
</tr>
<tr>
<td>71-96</td>
<td>M</td>
<td>red</td>
<td>3,300</td>
</tr>
<tr>
<td>97</td>
<td>M binary</td>
<td>red</td>
<td>3,300$\times$</td>
</tr>
<tr>
<td>98</td>
<td>black hole</td>
<td>invisible</td>
<td>-$\times$</td>
</tr>
<tr>
<td>99-00</td>
<td>small nebula</td>
<td>remnant of supernova</td>
<td>-$\times$</td>
</tr>
</tbody>
</table>

* roll for second star
* * no planets or debris

2. **Number of Planets**

<table>
<thead>
<tr>
<th>die roll</th>
<th>number of planets</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>one planet</td>
</tr>
<tr>
<td>3-4</td>
<td>two planets</td>
</tr>
<tr>
<td>5-6</td>
<td>three planets</td>
</tr>
<tr>
<td>7-8</td>
<td>four planets</td>
</tr>
<tr>
<td>9-10</td>
<td>five planets</td>
</tr>
<tr>
<td>11-12</td>
<td>six planets</td>
</tr>
<tr>
<td>13-14</td>
<td>seven planets</td>
</tr>
<tr>
<td>15-19</td>
<td>no planets</td>
</tr>
<tr>
<td>20</td>
<td>special planet chart</td>
</tr>
</tbody>
</table>

3. **Special Planet Chart**

<table>
<thead>
<tr>
<th>die roll</th>
<th>planet type</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Dyonsphere</td>
</tr>
<tr>
<td>2</td>
<td>Anti-matter system</td>
</tr>
<tr>
<td>3</td>
<td>Random Shift</td>
</tr>
<tr>
<td>4</td>
<td>Wanderers</td>
</tr>
<tr>
<td>5</td>
<td>Robotic Ships</td>
</tr>
<tr>
<td>6</td>
<td>Planetary Disc</td>
</tr>
<tr>
<td>7</td>
<td>Beacon</td>
</tr>
<tr>
<td>8</td>
<td>Pre-Nova</td>
</tr>
<tr>
<td>9</td>
<td>Ringworld</td>
</tr>
<tr>
<td>10</td>
<td>Rosette Worlds</td>
</tr>
<tr>
<td>11-20</td>
<td>-$\times$</td>
</tr>
</tbody>
</table>

* reroll on number of planets chart

4. **Planetary Type Chart**

<table>
<thead>
<tr>
<th>die roll</th>
<th>planetary type</th>
<th>atmosphere</th>
<th>gravity</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>M Mercury</td>
<td>-30</td>
<td>-20</td>
</tr>
<tr>
<td>3-5</td>
<td>V Venus</td>
<td>+10</td>
<td>-5</td>
</tr>
<tr>
<td>6-9</td>
<td>T Terra</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>10-11</td>
<td>S Mars</td>
<td>-10</td>
<td>-</td>
</tr>
<tr>
<td>12-13</td>
<td>A Asteroids</td>
<td>-90</td>
<td>always zero</td>
</tr>
<tr>
<td>14-18</td>
<td>J Jupiter</td>
<td>+50</td>
<td>+25</td>
</tr>
<tr>
<td>19-20</td>
<td>P Pluto</td>
<td>-70</td>
<td>-25</td>
</tr>
</tbody>
</table>

The numbers under the atmosphere & gravity columns are die modification to be used on Atmosphere & Gravity Charts.

5. **Moon Chart**

<table>
<thead>
<tr>
<th>die roll</th>
<th>number of moons</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-10</td>
<td>0</td>
</tr>
<tr>
<td>11-13</td>
<td>1</td>
</tr>
<tr>
<td>14-16</td>
<td>2</td>
</tr>
<tr>
<td>17-19</td>
<td>3</td>
</tr>
<tr>
<td>20</td>
<td>1-20</td>
</tr>
</tbody>
</table>
6 Atmosphere Chart

<table>
<thead>
<tr>
<th>die roll</th>
<th>none</th>
<th>52-61</th>
<th>norm oly taint</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>trace</td>
<td>62-71</td>
<td>norm exotic</td>
</tr>
<tr>
<td>06-10</td>
<td>low exotic</td>
<td>72-81</td>
<td>high oly</td>
</tr>
<tr>
<td>11-20</td>
<td>low oxy</td>
<td>82-91</td>
<td>high oly taint</td>
</tr>
<tr>
<td>21-30</td>
<td>low oxy taint</td>
<td>92-00</td>
<td>high exotic</td>
</tr>
<tr>
<td>31-40</td>
<td>norm oxy</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: high, low, normal refer to atmosphere pressure.

7 Hydrographic Chart

<table>
<thead>
<tr>
<th>die roll</th>
<th>% of water</th>
<th>die roll</th>
<th>% of water</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-07</td>
<td>0%</td>
<td>55-63</td>
<td>60%</td>
</tr>
<tr>
<td>06-14</td>
<td>10%</td>
<td>64-72</td>
<td>70%</td>
</tr>
<tr>
<td>15-24</td>
<td>20%</td>
<td>73-81</td>
<td>80%</td>
</tr>
<tr>
<td>25-34</td>
<td>30%</td>
<td>82-90</td>
<td>90%</td>
</tr>
<tr>
<td>35-44</td>
<td>40%</td>
<td>91-99</td>
<td>100%</td>
</tr>
<tr>
<td>45-54</td>
<td>50%</td>
<td>00</td>
<td>continuous vulcanism</td>
</tr>
</tbody>
</table>

8 Gravity Chart

<table>
<thead>
<tr>
<th>die roll</th>
<th>gravity</th>
<th>die roll</th>
<th>gravity</th>
<th>die roll</th>
<th>gravity</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>.3</td>
<td>45-49</td>
<td>1.2</td>
<td>77-80</td>
<td>2.6</td>
</tr>
<tr>
<td>06-10</td>
<td>.4</td>
<td>50-55</td>
<td>1.4</td>
<td>81-84</td>
<td>2.8</td>
</tr>
<tr>
<td>11-15</td>
<td>.5</td>
<td>56-60</td>
<td>1.6</td>
<td>85-88</td>
<td>3.3</td>
</tr>
<tr>
<td>16-20</td>
<td>.6</td>
<td>61-64</td>
<td>1.8</td>
<td>89-92</td>
<td>3.3</td>
</tr>
<tr>
<td>21-25</td>
<td>.7</td>
<td>65-68</td>
<td>2</td>
<td>93-96</td>
<td>3.7</td>
</tr>
<tr>
<td>26-32</td>
<td>.8</td>
<td>69-72</td>
<td>2.2</td>
<td>97-99</td>
<td>4.0</td>
</tr>
<tr>
<td>33-38</td>
<td>.9</td>
<td>73-76</td>
<td>2.4</td>
<td>00</td>
<td>5.0</td>
</tr>
<tr>
<td>39-44</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

9 Technological Level Chart

<table>
<thead>
<tr>
<th>die roll</th>
<th>technology &amp; population</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-50</td>
<td>no life forms</td>
</tr>
<tr>
<td>51</td>
<td>single planetary life form</td>
</tr>
<tr>
<td>52-89</td>
<td>life, but none intelligent</td>
</tr>
<tr>
<td>90</td>
<td>technology 0, population 6</td>
</tr>
<tr>
<td>91</td>
<td>tech 1, pop 7</td>
</tr>
<tr>
<td>92</td>
<td>tech 2, pop 7</td>
</tr>
<tr>
<td>93</td>
<td>tech 3, pop 7</td>
</tr>
<tr>
<td>94</td>
<td>tech 4, pop 8</td>
</tr>
<tr>
<td>95</td>
<td>tech 5, pop 8</td>
</tr>
<tr>
<td>96-00</td>
<td>roll 1-10 die below</td>
</tr>
<tr>
<td>die roll</td>
<td>tech &amp; pop</td>
</tr>
<tr>
<td>1</td>
<td>tech 6, pop 8</td>
</tr>
<tr>
<td>2</td>
<td>tech 7, pop 9</td>
</tr>
<tr>
<td>3</td>
<td>tech 8, pop 9</td>
</tr>
<tr>
<td>4</td>
<td>tech 9, pop 9</td>
</tr>
<tr>
<td>5</td>
<td>tech 10, pop 10</td>
</tr>
<tr>
<td>6</td>
<td>tech 11, pop 10</td>
</tr>
<tr>
<td>7</td>
<td>tech 12, pop 10</td>
</tr>
<tr>
<td>8</td>
<td>tech 13, pop 11</td>
</tr>
<tr>
<td>9</td>
<td>tech 14, pop 11</td>
</tr>
<tr>
<td>10</td>
<td>tech 15, pop 12</td>
</tr>
</tbody>
</table>
**XOSA**

Planet Explorer © M. Leinster
Avon 1957

Physical Human, high resistance to ultra-violet & infra-red light, no fear of heights, Radiation Tolerance +2, Desert Survival +3.

Mental Apache culture, code of honor, coup system, rite of manhood, Honesty +2.

Culture Modernized, technological, Apache.

Techno Up to Par.

Import Technology, Consumer Goods.

Export Metal.

Notes Planet is very arid, average temp 160° F. Many mesas, high winds, lot of sand.

S 6 D 10 P 8 A norm G 1.4

**SAPLETO**

Last and First Men © Olaf Stapleton
Dover 1968

Physical 2' tall, membrane from long middle finger to foot, other fingers are ribs for sail, index and thumb free of membrane. Body streamlined, covered in wool. Legs and feet used as tail. Huge breastbone, other bones hollow, very light body, can walk as well as fly. Reflexes + 4, Strength +11 +1(1-6).

Mental Have telepathic communication within their own race. Always want to fly. Mature rapidly, live until 50, but usually suicide at 40. There is a 20% chance that any individual is currently dying of nerve cancer, which causes great pain. To fly is highest goal of race, but must switch 24 hours of flying with 24 hours on ground.

Culture They live on huge, one mile tall, one-half mile square pylons, which are ruins, thousands of years old.

Import Labor saving devices for all ground occupations.

Export Radioactives, Artifacts.

Notes Floating vegetable islands, up to 1000 miles across. There are almost no land animals, just birds and fish. The major food source is free floating algae.

S 6 D 48 P 9 H 95 A dense oxygen G .85
GANYMED

Farmer in the Sky © Robert Heinlein Dell 1968

Physical Human, well tanned, Strength -3, Endurance -2, Radiation Tolerance +2.
Mental Human.
Culture Company owned & run planet with a representative council. Individualistic, disaster-unified population. No metal on planet so all construction of stone.
Techno Heat-traps for light & heat, no faster-than-light drive.
Import Luxuries, Technology, Steel, Seeds.
Export Fresh Foods, Artifacts.
Notes Planet is a small satellite of a Jupiter class planet, many small earthquakes.
There is a stringent import check for seeds, animals, etc.

OSNOME

Skylark of Space © E. E. Smith Pyramid 1968

Physical Humanoid, green skin, yellow eyes, black hair, Strength -3.
Mental Love jewels & weapons. Fitness (mental & physical) is mandatory. If an individual is found incompetent, he, his superior, his superior's superior, etc., must suicide. Edged Combat +1, Pistol, Rifle +2.
Culture Eugenic control of population strongly enforced. No vices, physical or mental.
All construction of metal.
Techno Good, but behind in weaponry.
Import Gems, Salt, Weaponry.
Export Metal Tapestries, Alloys, Special Alloys, Heavy Metals, Gems (including Radiant, Indestructible Faidon).
Notes Trinary star system. Air pressure is double Earth norm, temperature is 100° F., water is copper sulphate. Planet is never dark due to trinary suns. Empire Counselate on planet. Interesting Fauna; Karion: torpedo shaped, forty tentacles, fourteen wings, row of eyes on each side, sharp beak, armoured.
**OURELLE**

**Jondelle**
© E. C. Tubb  
**DAW 1973**

**Physical**  Many different races of humans.

**Mental**  All types, including insane raiders.

**Culture**  Each city is surrounded by agricultural holdings. Very strong guilds control all skills. Raiders wear masks & armor decorated with beast imagery.

**Techno**  Up to par. Cities have sharply curved streets. Raiders use devices that look like lances and shoot ten explosive missiles.

**Import**  Luxuries.

**Export**  Gems, Special Alloys.

S A 28  P 8  H 70  A norm  G .92

---

**TRIDENT**

**D-99**
© Pyramid 1962

**Physical**  Lobsters, 6' tall, live 3,000' underwater, 10 limbs connected near head, 2 pincers, 2 manipulators, 6 legs, armored body, 2 eyes on 1' stalks, 2 eyes on 3' stalks, infra-red vision. Ocean Survival +3, Swimmer +2.

**Mental**  Normal.

**Culture**  Normal.

**Techno**  Permanent cities, fusion powered submarines.

**Import**  Radioactives, Electronic Parts.

**Export**  Drugs, Submersibles, Perfumes.

**Notes**  There are telepathic fish who repeat messages along chain to other fish.
There is a small human trading base (about fifty people) on planet, also an

**Empire Consulate.**

S A 10  P 10  H 95  A exotic  G 2.3
LUKIAT

Lucky Starr and the Oceans of Venus

Issac Asimov

© Doubleday

Signet 1972

Physical
Human, all males have thick mustaches.
Fear of open sky, Strength -1, Submarine +2

Mental
Human

Culture
Standard.

Techno
Population lives in domed underwater cities. Up to 250,000 per city. Total population 6 million, living in 50 cities. They eat nothing but yeast products. Have submarines.

Import
Power Plants, Radioactives.

Export
Yeast of all types & flavors, Seaweed fertilizer.

Notes
There is always total cloud cover. Diameter is 7700, 36 hour day. Temp. 20 - 200°F. Atmosphere is carbon dioxide & nitrogen. Oceans are up to ten miles deep. Aquatic life is fluorescent.

Interesting Fauna:

Ribbon Worms: up to three meters long.

V-Frog: 8" long, 6 feet with fins down vertebra, beak, love to eat hydrocarbons (grease & oil). They are active and passive empaths.

Patches: Disc shaped, move by ejecting water, will sink to bottom of ocean to digest food. 3' to 300' average, maximum 3000' diameter.

Arrow Fish: barracuda type fish.

S 28    P 8    H 100    A exotic    G .83
**NORSTRILIA**

Norstrilia  
C. Smith © G. Linebarger  
Ballantine 1975

**Physical**  
Human.

**Mental**  
Human, slow to feel emotions, dangerous when angry, telepathic.

**Culture**  
Sheep Herding main occupation. Engage in feuds. There is a test at manhood for physical & moral ability, and telepathy.

**Techno**  
Up to par, and up to maximum.

**Import**  
Consumer Goods, Protection (mercenaries).

**Export**  
Anagathics.

**Notes**  
Raise viral-infected sheep, extract anagathic from sheep. Virus causes sheep to be immobile & grow to immense size. Virus cannot be grown off planet.  
Superb Defense system around planet. Empire Counselate & Travelers on planet.

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**HYDORIA**

Red Tide  
© D. D. Chapman & D. L. Tarzan  
Ace 1975

**Physical**  
Human, have gills which take Oxy from water, feed on Hydrogen from water, do not eat, do not have any muscles for walking on land. Ocean Survival +4, Swim +2, Sword, Knife.

**Mental**  
Human.

**Culture**  
Nomadic, have centers for learning, law, fighting, mating, etc. Each group has a ruling family. Individuals who diseases, injured, or old are usually abandoned.

**Techno**  
Metal, Plastic, Shell, swords & knives.

**Import**  
Water-proof Metals, Communications Devices, Transportation, Factories, Art, Luxuries.

**Export**  
Fish Protein, Spices, Drugs.

**Notes**  
Planet is covered with mostly shallow water.
Mote in God's Eye
© J. Pournelle & L. Niven
Simon & Shuster 1974

**Physical**
Humanoid, 4' tall, no toes, ridge on front of foot, 2 right arms, 4 fingers 2 thumbs, left arm 3 fingers 1 thumb, no neck, left side of head joins left shoulder, large ear on right, able to rotate 180° at waist, must reproduce or die. Strength -1, Dexterity +4.

Body shapes and sizes differ, each of the following classes have distinctive body shapes: Porter, Farmer, Watchmaker, Messenger, Worker, Physician, Warrior, Mediator, Master.

**Mental**
Racial Instinct to preform job.

**Culture**
Must reproduce in order to live, this causes population to grow to unsupportable levels, society then collapses with great loss of life & the cycle starts over again, each cycle lasts 100-400 years. At top of cycle have fusion power, at bottom have stone tools, cycle is near top at present.

**Techno**
Fusion Power, Force-field Airlocks, Frictionless Surfaces, can Synthesize almost anything.

**Import**
Metal, Warp Drive.

**Export**
Technology.

**Notes**
Atmosphere has filterable poisons, 27.33-hour day, very flat terrain, old nuclear craters on surface.

**WARNING:** Empire Battle Fleet will destroy any ship that does not let itself be searched and boobytrapped entering & leaving system. No natives allowed out of system.

S A    P 11    H 50    A norm taint    G .87
**Star (Psi Cassiopeia)**

C. I. Defontenay © DAW 1975

**Physical**
Human dominant race. Natives are slaves called Replus, 4' tall, blue fur, large drooping ears, humanoid. Offspring between Human & Replus is sterile.

**Mental**
Human.

**Culture**
Government run by council of 400, members must already be famous before they join. Active criminal underworld.

**Techno**
Ships drawn by domesticated whales, steel bows.

**Import**
Art, Books, Beautiful Artifacts.

**Export**
Diamonds, Gems, Art, Tree-Sap China.

**Notes**
Star has four suns: primary is white, also green, red, & blue sun, 4 moons. Vast forests & oceans. Two large continents connected only by isthmus, main city is on isthmus, number of canals in city. Trees seem to be made of porcelain. Each home has a bird of azure blue, beak & wingtips gold, it is bad luck if bird dies, it is protected by a white eagle.

**Dolphin Boy**

© Roy Meyers

Ballantine 1966

**Physical**
Dolphins, intelligent, placed on planet by humans from Earth, also whales (including Orca).

**Mental**
Human, knowledge handled by "Disseminators", who are cared for & protected by other dolphins.

**Culture**
Nomadic, family-clan structure, mostly stay on continental shelves.

**Techno**
None.

**Import**
Money, Communications, Orbital Defenses.

**Export**
Heavy Metals, Pearls, Coral, Drugs.

**Notes**
Hugh archipelagoes scattered across oceans, no major islands, many coastal shallows. **Empire Counselate** on planet.
Little Fuzzy © H. B. Piper
Avon 1962

Physical  Human, also Fuzzies: 2' tall, 15-20 pounds, biped, omnivorous, round head, golden fur, eat landprawn, tailless, ultrasonic speech, Strength is 2, Dexterity +3, Ultrasonic.

Mental  Human. Fuzzies are trusting & clannish.

Culture  Fuzzies have primitive family structure, Humans have strict democracy, elected governor, colonial police force protects fuzzies, duelling legal.

Techno  Fuzzies have none, Humans: 6mm. pistol, 12mm. rifles, helicopters, groundcars, electronic truth verifiers (weigh 2,000 pounds), mach 3 planes, translators to Fuzzy ultrasonics (cost 20 credits).

Import  Almost Everything Mech & Tech.

Export  Sunstones (thermoflourescent, worth 400-50,000 credits), Gold, Cadolinium Brandy, Perfume, Hardwoods, Fuzzy Pelts (worth 4,000 on black market), Live Fuzzies (worth 10,000 on off planet black market).

Notes  6 continents, 2 moons, Empire Navy Base on outer moon, one major city. Landprawn: land crawfish.

Harpy: pterodactyl type.

Darnthing: 1 horn on forehead, horns on each side of lower jaw, dog shaped.

S 8  P 6  H 60  A norm taint  G 1
14 XULTHOOM

Star Magicians
Lin Carter
Ace 1966

Physical  Human, tall, gaunt, thick skins, sunburn easily.
Mental  Afraid of sunlight, always hidden, Mining +2.
Culture  God King is "immortal", omniscient, omnipotent.
Techno  Sword, Lance, Ax, Box, First Empire Anti-Grav Sleds no for sale at any price.
Import  Mining Equipment, Luxuries, Spy Devices.
Export  Radioactives, Radian Gems.
Notes  Always misty, windy, dusty, planet is all mountain & desert. There is only one surface city, it is a city-fortress. All other habitats subsurface.
S B  P 7  H 0  A norm  G 1

15 TRAN-KY-KY

Icerigger  © A. D. Foster
Ballantine 1974

Physical  Humanoid, 6' 6" tall, 4' wide, 4 toes, 3 in front, 1 in back, barrel chest torso, slitted yellow eyes, omnivorous, ice-skate claws, skin membrane from wrist to hip, Strength -1, Endurance -3.
Mental  Normal.
Culture  Medieval Earth type, chivalry, knights, castles, wandering bandits, gypsies.
Techno  lance, sword, knife, heliograph, sleds & ice boats.
Import  Long-life Heaters, Sugar, Steel.
Export  Ozmidne (special alloy, value x10).
Notes  Scattered islands, frozen oceans, temp 10°-200° F, winds up to 300 kph, day 20 hours long. Interesting fauna:
Droom: large predator.
Gutornryn: batlike wings, streamlined bodies, forked tails, fly, huge eyes, double row of teeth.
Stavanzer: 300' long, slate grey, sluglike, hard animal, vegetarian.
Empire Communications Station on planet.
S 7C  P 8  H 0  A norm  G 9
**Venom of Argus**

© *Richard Avery*

*Fawcett 1976*

| **Physical** | Human. |
| **Mental** | Human. |
| **Culture** | Human standard, elected officials. |
| **Techno** | Up to par. |
| **Import** | Power Packs, Power Plants, Techno Items. |
| **Export** | Organic "Steel" Ropes, Mind Destroying Drug (temporary or permanent). |
| **Notes** | 3 continents, day is 22 hours. Interesting flora & fauna: Baboons: live in subsurface holes, tribal. Blue Green Strand: flexible, harder than steel, it is triggered by a "mushroom", if there is pressure on or near the mushroom the strand puts animal in cage & eats it. Rhinos: males one horn, females two, males will sacrifice themselves to save herd. Flowers: pollen will cause males to lose ability to reason, reduced to emotions. Dragonflies: large & carnivorous, live in swamps, larva in water, travel in 50 mph swarms, like pirana, encircle-play with-than eat prey. Tree: 90' tall trunk, 9' wide, 18' mushroom top, pressure on ground cables causes tree to stab at pressure, then drop whatever has been stabbed into hole on top of tree. |

| **S** | 5 | **E** | **P** | 68 | **H** | **A norm** | **G .87** |
**TERMINUS**

**Foundation**  
© Isaac Asimov  
Doubleday 1963

**Physical**  
Human.

**Mental**  
Human.

**Culture**  
Direct rule by Emperor.

**Techno**  
Up to par, superb computers.

**Import**  
Metal, Radioactives, Information.

**Export**  
Information, Computers, Cash.

**Notes**  
Main occupation of population is the publishing of a galactic encyclopedia, it is almost a religion with them. Empire Consulate & Communications Station on planet.

S A  P 9  H 70  A norm  G .96

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**MAKASSAR**

**A Spaceship for the King**  
© J. Pournelle  
DAW 1976

**Physical**  
Human, Strength -1.

**Mental**  
Human.

**Culture**  
Hundreds of small states along sea coasts, grasslands inland with nomadic barbarians, islands off coasts either sea-traders or pirates. There is almost constant war for food. Rigid warfare tactics except for barbarians. One major religion, has own city merchant fleet, war fleet, army.

**Techno**  
Chainmail & plate, crossbow, Roman style armor common, oared ships (few sails).

**Import**  
Weapons, Hi-Grade Steel.

**Export**  
Spice, Cloth, Silver, Steel.

**Notes**  
One continent, huge icecaps, 2 large islands in North, seas mostly shallow. Most local animals & plants full of heavy metal poisons. First Empire Library is under main temple, guarded heavily, priests do not want anyone to go near it. Small Empire Communication Station (10 naval, 40 marine troops) on planet.

S C  P 7  H 80  A norm  G .87
Warriors of Dawn © M. A. Foster
DAW Books 1975

Physical  Humanoid, 5' tall, brown hair, large grey eyes, high pupil, 5 fingers (little finger is second thumb), 4 toes, wide body can walk easier than humans, color, I.R., U.V. vision, bad night vision. Males are shaven or have hair in plumes, wear lionclothes, have tattoos hard to tell sexes apart. Reflexes +3, Danger Sense 0-5. Also Humans on planet.

Mental  Rarely get upset, use base 14 numbers, will not use projectile weapons or weapons that leave the hand, consider them "unclean".

Culture  Each family group of four parents has a total of 3 children, which intermix with other family groups, each family performs a specific function for the community, new families may be started with permission of the ruling family, breed human slaves for special traits such as beauty, strength. Humans that are not slaves work at subsistence farming. Humans trade food to Ler for equipment.

Techno  very good, humans use low technology rafts, horses.

Import  Food, Literature, Radioactives, Ships, Transportation, Unskilled Slaves (of special types).

Export  Refined Fuel, Spice, Gems, Human Mutants, Computer Parts.

Notes  Ler extremely skilled at hand to hand combat, can take out a laser armed human. Sun is blue, constant earthquakes, extreme axial tilt, mountains up to six miles tall, which divide planet into small areas, gorges cut through mountain ranges, temperature varies from 700°F to -250°F at poles.


VALERIA

First Lensman  © E. E. Smith
Pyramid 1966

Physical  Dutch descent, but squat and massive. Strength +8, Reflexes +3, Endurance +3.
Mental  Human.
Culture  Human, elected democracy.
Techno  Up to par.
Import  Electronics, Tools, Mech.
Export  Diamonds, Drugs, Special Alloys.

S  C  P  H  A  G
7  10  8  dense oxy  3

MARUNE

Marune: Alastor 933  © Jack Vance
Ballantine 1975

Physical  Human.
Mental  Physical contact is immoral, results in pariah status. Eating is done in private behind masks. Very sensitive to insults, all are scholars. Intimacy rare.
Culture  All actions regulated by sunlight. No man may kill a higher ranked man. Feudal system. The nobility has an artform: to inhale a succession of aromas, to praise much of inhale deeply is poor behavior.
Techno  Stone castles, houses timer & stucco. Aircars very rare, usually illegal, one & two man open cockpit gliders. Embargo on energy weapons.
Import  Luxuries, Liquors, Spices, Natural Scents.
Export  Emeralds, Book of Deeds (all hand written & illustrated).
Notes  4 star system, orange dwarf, green, blue dwarf, red dwarf. No bright days, night every 30 days, night is a no law time by custom. Port has rental aircars. Listo: semi-intelligent biped, lives in highland forests, loose pelt, black-brown, internal budding to reproduce, bisexual. Empires Counselate & Communications Station on planet.

S  C  P  H  A  G
28  10  8  norm  1
Maske: Thaery © J. Vance
Berkley 1977

Physical
Human.
More: Humanoid, slight build, black hair, olive complexion, eyes dark green to black, elliptical pupils, Dexterity +2.

Mental
Both Human.

Culture
Human; numerous countries on coast, primogeniture.
More: minimum social unit four people ("married" group), always kin-grouped to another household. Thief +1.

Techno
Telephones, horse & power driven carriages, small caliber auto-rifles, knives, shields, Air Force & Space Navy.

Import
Luxuries, Advanced Weaponry, Computers.

Export
Steel, Wood, More-made Rugs (quality is determined by how many lifetimes rug took to weave).

Notes
Ocean forms ring around equator, high mountains near coasts, only coasts inhabited, ocean full of 30'-70' sail & powered boats which form a sea nation.

WARNING: Strict laws against aliens in some nations. Starship landings not allowed in national areas.

S X      P 8      H 30      A norm      G 1
First Lensman  © E. E. Smith  
Pyramid 1965

Notes  No Intelligent Races.
Massive Visual Distortions on planet surface. Rains 47° per night. 850 mph
winds, violent electrical storms. Air pressure is triple Earth standard.
Almost all vegetation contains the drug Thionite. Thionite affects all warm
blooded beings. The drug is purple, it is inhaled, then fulfills every desire in user.
Armed Empire Warbase in orbit.

24 ASTRA

Starborn  © World Pub. Co.
Andre Norton  Ace 1957

Physical  4' tall, silky hair, hugh eyes, no eyelids, 3 fingers and opposing thumb, webbed
feet, no visible ears
Spear +1, Dagger +1, Ocean Survival +3, Swimming +3

Mental  Curious, brave, claustrophobic, trusting. Telepathic, but rarely with other
species.

Culture  Primitive tribal; each tribe has its own territory, a chief (usually an elder) rules
a tribe.

Techno  Spears, daggers, mostly made of bone.

Import  Tools, Equipment, Machines, Plastic Cloth.

Export  Spices, Artifacts.

Notes  5 hidden First Empire bases, mostly ruined, on planet.
Interesting Fauna
Flying Snake: maximum 18-20' long, has barbed tail & fangs
Duocorn: horse like, slate blue colored, antelope type horns, deadly.
T-Rex Type: 7-10' long, webbed feet, long neck, oviparous.
Sweetwater © Laurence Yep
Camelot 1975

Physical
Human.
Argan: furry, 4’ high, 8 legs, each used as either hands or feet, faceted eyes, extremely strong, good swimmers.

Mental
Inland Humans: Normal.
Coastal Humans: hate the land & outsiders.
Argan: love music, hate people.

Culture
Inland Humans: Normal.
Coastal Humans: nomadic, live in boats in half-sunken cities, live off sea.
Argan: Live in distant coastal waters or in sunken cities, once a decade they spin cocoons & sleep for a week, this rejuvenates them, they are immortal.

Techno
20th century Earth, some newer but very rare & expensive.

Import
Inland Humans: Luxuries.
Coastal Humans: Boats, Weapons.
Argans: Nothing.

Export
Sunfish, Coral Gems, Argan Cocoon Fabric, Seadragon Eggs (50,000 credits each, 3’ cube, empath’s good feelings).

Notes
Planet has three moons, 50 year tide cycle, salt water oceans, rainy winters.
Sunfish: up to 130 pounds, swim inland to spawn each fall, gold, good eating.
Seadragon: 2,500’ long, sausage shaped, weigh 100 tons, huge fins, triangular head on long snakelike neck, vegetarian, lives on giant kelp.
Medusa: mobile sea anemones, up to three cubic feet, can kill.
Hydra: up to 2’ long, squid shaped, several tentacles each with suckers strong enough to draw blood by suction, predators, moves short distances at very high speeds, transparent red, hunt in packs, can survive in air for 10 minutes.

S 2C      P 7      H 70      A norm      G 1
**Planetary Explorer**

© M. Leinster  
Avon 1957

**Physical**  
Human, Strength +1, Mountain Survival +1.

**Mental**  
Human, Mining +2.

**Culture**  
Human Standard, entire economy based on mining.

**Techno**  
Standard, but poor.

**Import**  
Vehicles, Power, Mining Equipment, almost anything else.

**Export**  
Metals.

**Notes**  
There is an artificial ring of dust around planet. Maximum temp about 40° F.

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**Galactic Derelict**

© A. Norton  
Ace 1959

**Physical**  
Humanoid, long narrow clawed toes, batlike wings, large pointed ears, deepset eyes, vertical slit nose, fangs. Lance +2, Blowgun +2.

**Mental**  
Human, have mating season, strongly protect women & young (young cannot fly).

**Culture**  
Tribal.

**Techno**  
Blowgun & poison darts, lances.

**Import**  
Teachers, Power Sources, Weapons.

**Export**  
Perfumes, Spices, Woods, Artifacts.

**Notes**  
Vast ruined First Empire Cities on planet. Vegetation is green-blue with some scattered orange-red. Interesting fauna:

- Sabertooth: 8' long, 6 legs.
- Puppy: long narrow wings, 3 legs (2 in front, 1 back), 4 eyes (2 front, 2 back), pale blue fur, blue eyes, 2' long, curious.
- Unnamed: 4 high arms, 2 lower tentacles, 4 legs, round head, thick hair, very strong, carnivorous, nocturnal, carnivorous, run in packs (1-100).
**VALHALLA**

Time Enough for Love © R. A. Heinlein

**Berkley 1975**

**Physical**
Human, average height 6' 3". Mountain Survival +2, Knife +2.

**Mental**
Human.

**Culture**
Company owns ports, individuals own rest of planet. Few women, many knife duels.

**Techno**
Up to par, most transport by sleigh & reindeer.

**Import**
Almost Everything.

**Export**
Heavy Metals, Furs.

**Notes**
No seasons, temp always about -30° F.

S B P 8 H 30 A norm G 1.14

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**ARCON**

Yellow Fraction © Rex Gordon

**Ace 1969**

**Physical**
Human, die at age 40.

**Mental**
Human.

**Culture**
Military Dictatorship, otherwise normal, university training obligatory.

**Techno**
No energy weapons, airplanes, wheeled vehicles.

**Import**
Steel, Grain Meat.

**Export**
Iridium, Tantalum (Special Alloys).

**Notes**
Blue grass, pink beaches, shallow inland seas, vast deserts, lot of dust in air causing "blue" air, lost of swampland. Dust in air causes humans to age twice as fast as normal. Most dangerous fauna is a 9" frog which spits tactile nerve poison. Arcon is the 37th planet in a binary system. It has a 90 year irregular orbit. There are three power cliques:

Blue: wants to modify man to the planet.

Green: wants to modify planet to man.

Yellow: wants to leave planet. (Yellow clique members are pariahs, no jobs or government relief).

S B P 8 H 20 A norm taint G .9 23
30 Rigel

First Lensman
© E. E. Smith
Pyramid 1966

Physical
Chilidrum body, 4 blocky legs, many tentacles, immobile domed head, no eyes or ears, deaf, radiation tolerance. Strength +3, Endurance +6, Dexterity -3.

Mental
Standard, but very unemotional, no drive, fatalistic.

Culture
Standard.

Techno
Standard, superb transportation network.

Import
Consumer Goods.

Export
Techno items.

Notes
Star is a blue giant with much radiation.

S E P 8 H 20 A norm taint G 1.5

31 Libaur

Hunters of the Red Moon
© M. Z. Bradley
DAW 1973

Physical
About the same mass as human, but able to change shape at will, cannot be killed except by a direct hit in the brain, long lifespan, asexual (fission).

Mental
Love to hunt & kill.

Culture
Anarchy, capture & hunt beings that land on world.

Techno
Primitive, radios & old spacecraft, some cyborg robots.

Import

Export
Small Artifacts.

Notes
Single planet with massive moon, moon is completely red. A festival is held every two months: natives hunt intelligent beings that land on, planet, prey has choice of weapons, between dusk & midnite prey is safe in circles, festival lasts 11 days, survivors (if extremely rare for prey to survive) get 100,000,000 credits & transportation off planet.

Moon:
S E P 0 H 0 A norm thin G .9

Planet:
S 8 P 7 H 10 A norm thin G 1
NEVIA

Triplanetary © E. E. Smith
Pyramid 1968

Physical
4 independent eyes, 4 hands, 4 legs, scales, cold blooded amphibians.
Ocean Survival +3, Swimming +5.

Mental
Totally logical.

Culture
Similar to Human normal.

Techno
Up to par, but non compatible.

Import
Consumer Goods, especially fruit & spices.

Export
Radioactives, Jewelry, Drugs.

Notes
Cities consist of hexagonal towers, one-half underwater; many canals on planet.

SC  P 8  H 100  A norm thin  G 2

ARRAKIS

Dune © Frank Herbert
Ace 1965

Physical
Human.

Mental
Human, Desert Survival +6, Reflexes +2, Knife +1, Discipline +3.

Culture
Highly tribal,

Culture
Highly tribal, custom bound, fierce discipline, superb soldiers.

Techno
Swords, Desert Survival Suits, not interested in techno products except for Desert Modifying Technology, & Weapons.

Import
Techno Weapons, Desert Modifying Technology (Weather satellites, modified grass, dew collectors, etc.).

Export
Melange: addictive drug has geriatric & partial prophetic properties.

Notes
Entire planet is like Sahara Desert, North Pole is mountainous. Sandtrout encyst (enclose with their bodies) water. They change to Sandworms, water is poison to them as sandworms. Sandworms produce Melange as they move in desert. Sandworms are huge (can swallow helicopters), and deadly. Sound or regular movement upon desert attracts them. They can be ridden but requires special tools and skills.

S 4C  P 7  H 0  A norm taint  G 1  25
Earthblood
© K. Laumer & G. R. Brown
Doubleday 1966

Physical
Many races both humans & aliens.

Mental
Many races both human & aliens.

Culture
Old trading city, hundreds of different races living in enclaves, no laws.

Techno
No production, but lots of leftover and imported equipment, intensive farming communities around city.

Import
Anything, lots of black market dealing.

Export
Anything, lots of black market activity.

Notes
Planet mostly desert. Empire Counselate, Communication Station, & Travelers on planet.

S 3B 6C   P 8   H 50   A thin   G .9

WATSON

Starbrat
© John Morressy
Walker 1972

Physical
Human.

Mental
Human, trained to be emotionless information collectors, no initiative, do things only how they have been done before.

Culture
Wear masks and color coded uniforms.

Techno
Up to par, best computers in known space, superb hydroponics, null G tubes in cities.

Import
Information.

Export
Information, usual cost 2-6 million credits per question, they may accept the asker performing a mission for them in lieu of payment.

Notes
On landing on planet each person must fill out 6 hours worth of forms and answer 4 hours of question. The planet is totally built up except for the sea, only primitive life in sea. Watson has extradition treaty with almost all other planets.

Empire Naval Base, Scout Base, & Travelers on planet.

26  S 3A 5B   P 11   H 70   A norm   G 1
Languages of Pao © Jack Vance

Ace 1958

Physical Human, 5' 6" tall, fair skin, hair brown or black.
Mental Human, peaceful, caste & status important, get lonely, scared of open spaces.
Culture Hereditary ruler on each continent, a high king over all, have concubines, base 8 number system.
Techno Up to par, massive, labor-intensive agriculture.
Import Food, Luxuries, Drugs.
Export Art, Machinery, Equipment, Guns.
Notes Eight continents, no seasons or climate change. Empire Naval Base & Counselate on planet.

S 80

P 10

H 20

A norm

G 1.04

37 MIDWORLD

Midworld © A. D. Foster Nelson-Doubleday 1975

Physical Human, 5' tall, massive upper torso, prehensile toes, green eyes, dark brown skin & hair, Strength +1, Balance +3, Dexterity +3, Acrobat +3.
Furcot: mobile plant, 6 legs, dark green fur, 3 eyes, long ears, tusks, weigh 500 pounds, supersharp claws, similar to bear.
Mental Human, ecologically conscious, 3D conceptualization of space, human & Furcot can empath with native plants.
Culture Human, Furcot: tribal, symbiotic with home plant (protection basis).
Techno Primitive, rifles of vegetable materials, knives.
Import Orbitel Protection Devices & Similar Technology.
Export Wood (x2), Spice, Seeds, Anagethic (from burls on home trees, each burl worth 10-20 million on black market).
Notes Planet is one landmass, all forest, no seasons. Trees are ¾ mile tall, seven distinct levels, different flora & fauna on each level, home tree only lets own tribe into it.

S D

P 7

H 0

A norm

G 1 27
**Rogue Queen** © L. S. deCamp

Ace 1951

**Physical**
6' 7" tall, weigh 150 pounds, 3 fingers & thumb, slit pupils, rose-red skin, crested hair (mohawk style), egg layers.

**Mental**
Very little sense of humor, hive is all important. Sword +1, Knife +1, Spear +1.

**Culture**
Beelike, neuter females, very few males, fertile queens. Hives engage in wars for food.

**Techno**
Bronze Age, swords, knives, bows, spears.

**Import**
Steel, Musical Instruments.

**Export**
Cereal Grain.

**Notes**
All life on planet bipedal, hairless except for crest.

S B P H A norm G

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**A Hostage for Hinterland** © A. Darnay

Ballantine 1976

**Physical**
Human, city dwellers lifespan 55, tribal members lifespan 80 years.

**Mental**
Passive Empaths, city dwellers & tribal members do not mix.

**Culture**
Cities: technology fanatics, synthetic food, 39 cities, have clique wars for control of government.

Tribal: Ecology fanatics, frowned on technology but use some.

**Techno**
Cities: Aircraft, fusion power, jetbelts, radio & tv, gas guns & missiles.

Tribal: Ponies, crossbow, knives.

**Import**
Cities: Helium, Luxuries.

Tribal: Steel, Ultra Plastics, Weaponry.

**Export**
Cities: Techno Items.

Tribal: Textiles, Furs, Gems, Spice.

**Notes**
Massive amounts of radiation around. Cities are 3 km. tall pillars, grav supported, dome on top, helium cooled. Giant rabbits telepathically induce protection & pity in humans.

S C P H A norm G
SCAR

Jester at Scar © E. C. Tubb
Ace 1970

Physical  Many races, mostly human.
Mental   Many races, mostly human.
Culture  No industry, no ruling class, no stable population.
Techno   Machetes, slug guns, some aircraft but very expensive.
Import   Aircraft, Airrafts, Electronics, Tools, Polymers.
Export   Spores & Fungus of rare types, all type Tourism facilities.
Notes   No native land life, but much aquatic. Planet has 15 days dusk, 30 days night, with continual rain, 15 days dusk, 30 days very hot days. Planet's sun is Red Giant.

SCA    P 7   H 50   A dense oxy   G 1

DOKOTOMIO

Jack of Shadows © Robert Zelazny
Signet 1971

Physical  Human: Nightside population has random mutations.
Mental   Human: Dayside population will not accept the existance of nightside.
Culture  Dayside: Elected president and council.
          Nightside: Feudalistic anarchy.
Techno   Dayside: Twentieth Century Earth.
          Nightside: Medieval Earth, have good espers, espers will fight for power.
Import   Dayside: Advanced technology, Luxuries, Power sources.
          Nightside: Weapons, Communication Devices, Esper Drugs.
Export   Dayside: Geres, Wines, Textiles.
          Nightside: Esper Training, Furs, Gers.
Notes    Planet does not rotate, but both sides are habitable. There is a subsurface artifact: a working, self-protecting computer. On Dayside there is a psi-source (located in a swamp) that can bring people back to life. Empire Counselate on Dayside.

S 6A    P 9   H 40   A norm taint   G .95   29
**GRAM**

Space Viking

H. B. Piper © H. B. Piper

Ace 1963

**Physical**
Human

**Mental**
Human
choice of 2 combat skill, +2; all other combat skills +1

**Culture**
The government condones pirates and raiders. Political structure is new-feudalism; peon to duke to king. Each duke has hereditary land and usually only industrial or agricultural specialty. **Empire Consulate** on planet.

**Techno**
up to par

**Import**
Luxuries & Information

**Export**
Farm Goods, Mech, Electronics, Technicians, Information

S 6A P 10 H 50 A normal G 1

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**ELTANIN**

Planet of Exile

© U. K. LeGuin

Ace 1966

**Physical**
Human, humans need enzyme shots to eat food.
Hilf: Humanoid, yellow eyes, Ax +2.

**Mental**
Human; Normal, can telepath voluntarily (projection only) Psi Level +4.

**Culture**
Human; ten men ruling council.
Hilf: tribal, status important, polygamous.

**Techno**
Human; Dartguns (shoot 50 meters, dart drugged), crossbow.
Hilf: Sword, spear, sling, ax, carts, tents.

**Import**
Technology, Medical supplies & technology, Transport Mech.

**Export**
Furs, Copper.

**Notes**
Planet mostly mountains & forests, one Eltanin year equals 60 Earth year, winter 15 years long, moon on 400 day cycle. Hilfs stay underground during winter, winter winds up to 100 mph. 2,000 humans on planet.

S C P 7 H 70 A norm G 1
Skylark Three

© E. E. Smith

Pyramid 1967

Physical
6' tall, thick green skin, hairless, black eyes, very short arms, broad shoulders, webbed fingers and toes, weigh 300 pounds, can stay under water for one hour.
Ocean Survival +4, Swimming +3, Diving +3, Strength +2.

Mental
have a very strong urge to breed.

Culture
Many laws, strongly enforced. Hereditary power elite.

Techno
Tide motors, wave motors, beam power, floating cities.

Import
Electric Power Devices.

Export
Ocean Produce.

Notes
Water is copper sulphate (poisonous to humans). Empire Consulate on planet.

SC P 9 H 90 A norm G 1.8

45 YIKTOR

Moon of Three Rings

© A. Norton

Ace 1966

Physical
Human.
Thassa: smooth skin, no beards, hugh black eyes, silver white hair, eyebrows meet hairline, thin & agile. Dexterity +2, Endurance -2.

Mental
Human.

Culture
Feudal system, guilds, trade fairs.

Techno
Buildings designed to be both home & fort.

Import
Fabrics, Agricultural Equipment, Tools.

Export
Concentrate for rare wine, Furs, Esper Training, Aluminum.

Notes
Moon with three rings varies, when all three rings are bright esper power is at highest level. Trade fair every 2 years, fairgrounds give immunity to all, breaking the peace during trade fair is punished by death.

SC P 8 H 60 A norm G 1.1 31
**JONTAROU**

Universe Against Her  © J. H. Schmitz  
Ace 1964

Physical  Cat type, bronze-brown fur, weigh 400 pounds max., up to 8' long not including tail, suckerpads on paws, 3" canines, green eyes, totally chameleon, white head, females smaller than males and have pompom on top of head.

Mental  Pragmatic, telepathic within own race or to another telepath, Telepathy +4.

Culture  Nomadic.

Techno  None.

Import  Esper Training.

Export  Esper Training.

Notes  Human colony on planet, have furs to trade went almost anything, Empire Counselate on planet.

S A P G H A norm G .94

**RAGNAROK**

Survivors  © Tom Godwin  
Gnome 1958

Physical  Human, slightly stocky, ultra-fast reflexes, max height 5', 45 year lifespan, 100+ lifespan at 1 G. Strength +2, Reflexes +2, Honesty +3.

Mental  High sense of responsibility toward race.

Culture  Very tight clan structure.

Techno  Up to par, all imported.

Import  Technology, Defensive Weapons, Ships.

Export  Drugs (Cathartics & Paralyzers), Rubies, Emeralds, Mercenaries, Pilots.

Notes  Winter & Summer very long, extremes in temperatures, no heavy metals. Number of virulent non-contagious diseases on planet. Interesting fauna:

Prowlers: domesticated 300 pound wolf/tiger, black, telepathic ecoelvers.

Unicorn: Bull shaped, grey, boar head, 1 curved horn, will call for help.

Mockers: 10 pound, bearlike, telepathic repeaters.

Crawlers: 6000 pound centipedes, 6 mandibles, poisonous.

S C 60 P 6 H 30 A norm G 1.5
Under the Green Star © Lin Carter
DAW Books 1972

**Physical**  Humanoid, elfin, large golden eyes, ivory skin, almost blind in sunlight, abilities include: Gliding, Bow, Forest Survival.

**Mental**  Normal, no fear of heights.

**Culture**  Hereditary class society, population fed by low-class hunters & gatherers, many city states.

**Techno**  Primitive, bow, sword, lance, ride animals, some First Empire Artifacts, cities built on tree branches.

**Import**  Weapons, Medicine, Mercenaries, Transportation Devices.

**Export**  Amber (have incredible collection), Spice, Pollen, some Artifacts.

**Notes**  Dim cloudy skies, 2 mile tall trees - main branches up to 60’ wide - pale yellow leaves, high atmosphere pressure. Interesting fauna:

- Ythid: sucker feet, hooked snout, 6 legs, double row of teeth.
- Zaiph: Dragonflies, 4 wings, green gold & crimson, can be ridden.
- Dhua: Moth, 10’ long, topaz body, black heads with red eyes & antenna, wings emerald & crimson.
- Xoph: Giant Spiders.
- Zsumalak: Giant Bees size of bulls.
- Zawkaw: Giant bird, 200’ wingspan, predator, steel blue.

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</tr>
</tbody>
</table>
Great Explosion  © E. F. Russell
Pyramid 1963

Physical  Human, Strength -1, Dexterity +2.
Mental  Rage easily, no discipline, very obstinate.
Culture  Clan structure, one clan to a keep, maximum clan size 1,000, 15,000 keeps on planet. No contact between clans except during trading season, once per year in spring, trading signal is inviolate, trade artifacts & women. Besides clans are gypsies, nomadic, live in tents, never fight except for defense.
Techno  No metal, canoes, wagons, crossbows.
Import  Women, Swords, Weapons, Horses, Boats, Clothing.
Export  Lizard Skins, Furs, Sand Gems.
Notes  Mostly plains & deserts.

S X  P 7  H 20  A norm  G 8

HUDLAR

Hospital Station  © J. White
Ballantine 1962

Physical  6 thick short legs, trunk like grabbers, flexible armor-plate hide, weigh 4000 pounds, radiation tolerant, feed by absorbing liquid through skin. Can survive vacuum for several hours. Skin must be cleaned weekly by high pressure water or sand, as they are susceptible to fungoid skin infection (usually non fatal). Infra-red vision only. Strength 4 dice +4, Endurance 4 dice +4.
Mental  Normal.
Culture  Strict hierarchy, advancement by vote of next lower class. Head of hierarchy is a planetary council of 11.
Techno  Up to par.
Import  Luxuries.
Export  High-pressure Plastics.
Notes  Atmosphere 7 times Earth standard, full of plankton & sand, winds up to 600 mph, opaque. Empire Counselors & Travelers on planet.

S 4A 6B  P 10  H 40  A dense exotic  G 4
### At the Seventh Level

© Suzette H. Elgin

**DAW 1972**

<table>
<thead>
<tr>
<th>Physical</th>
<th>Human.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mental</td>
<td>Human, Poet +2.</td>
</tr>
<tr>
<td>Culture</td>
<td>Similar to Persian Harem system. Poets have the best possible occupation, they rule government. There is a strict caste system, professions are for life, with a unique occupation-costume. Formality &amp; Politeness very important. Any crime is legal if registered, beforehand. Poetry is a gift from the &quot;Holy Light&quot;.</td>
</tr>
<tr>
<td>Techno</td>
<td>Up to par.</td>
</tr>
<tr>
<td>Import</td>
<td>New Technology, Luxuries, Spices.</td>
</tr>
<tr>
<td>Export</td>
<td>Poetry, Art, Electronics, Textiles.</td>
</tr>
<tr>
<td>Notes</td>
<td><strong>Empire Counselate</strong> on planet.</td>
</tr>
</tbody>
</table>

| S 3D 1C | P 8 | H 60 | A norm | G 1 |

### HIVE

© E. C. Tubb

**Ace 1968**

<table>
<thead>
<tr>
<th>Physical</th>
<th>Human</th>
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</thead>
<tbody>
<tr>
<td>Mental</td>
<td>Human</td>
</tr>
<tr>
<td>Culture</td>
<td>Eleven Noble Houses, all trade divided by population base, court held by nobles, fief system, many beggars. In past wars over trade.</td>
</tr>
<tr>
<td>Techno</td>
<td>Up to par but poor, usually use daggers and swords as weapons.</td>
</tr>
<tr>
<td>Import</td>
<td>Luxuries, Vacc Suits, Polymers.</td>
</tr>
<tr>
<td>Export</td>
<td>Honey, Wax, Perfume, Spirits, Wines, Liquors, Royal Jelly (ambrosia, very expensive), all selling done by auction.</td>
</tr>
<tr>
<td>Notes</td>
<td>Areas not owned by Noble Houses called Freeland, no law in freeland, all sorts of people, medium level radioactivity. Planet is tropical. Wild Bees are telepathic, all help a threatened one: Small bees, tame, honey producing type. Sparrow sized bees, red, wild, swarm, deadly, like caves and houses.</td>
</tr>
</tbody>
</table>

| S 70 | P 8 | H 40 | A norm | G 1.1 |
Forgotten Planet © M. Leinster
Ace 1954

Physical Human.
Mental Human, strong accent on self-reliance. Insects +4, Spear +3, Dagger +2.
Culture Benevolent Dictatorship elected for life.
Techno Up to par. Weapons usually spear & dagger. (Bravery ethic encourages face to face fights).
Import Drugs, Self-Reliant (repairable) Technology, Consumer Goods.
Export Iridescent Chitin, Toxins, Tourism, Hunting, Moth & Butterfly fabric, cured to softness (by a secret process).
Notes No animals, only insects, plants, & fungus. An Earth insect that measured 1 mm would be 1 foot on this planet.

S 0 P 7 H 70 A norm taint G 9

Trullion: Alastor 2262 © Jack Vance
Ballantine 1973

Physical Human, Swimming +2.
Mental Human, usually unused to adversity.
Culture Work as little as possible, distrust technology. Planet divided into 20 states with aristocracy, low profile government. Wandering nomads avoid cities, have boats with wheels.
Techno Up to par, energy & edged weapons.
Import Literature, Boats, Small Propulsion units for boats.
Export Gems, Textiles, Cauch (an aphrodisiac).
Notes One continent near equator, central mountains & volcanoes, lush abundant vegetation, many small islands around continent. Cauch is made from a mold spore found in the mountains of the outlands. Interesting fauna:
Merlings: amphibious, semi-intelligent, nocturnal, have a truce with humans.
Karpour: Tiger like beast found in mountains.

S 8 B 3C P 8 H 70 A norm G 1
**SAMALLE**

**Zenya**

© E. C. Tubb

DAW 1974

**Physical**
Human, Strength +2, Blade Combat, Judo.

**Mental**
Human, warriors, Gun Combat +2, Tactics +3.

**Culture**
caste system, change position by competition, highest caste is warrior, ruled by elected warrior council of 10, warlord has tie breaking vote.

**Techno**
Up to par.

**Import**
Weapons, Radioactives, Information.

**Export**
Mercenaries, Military Advisors.

**Notes**
4 major continents, numerous small islands, harsh climate, sun is variable causing extreme variations in climate. All native animal life is fast & deadly.

Empire Counselate on planet.

SA 3B

P 9

H 50

A norm

G 1.4

**DIOMEDES**

**War of the Wing Men**

Poul Anderson

© Ace 1958

**Physical**
5' tall, 18' batlike wings, tail with rudder, otterlike body, arms below wings, legs bend backwards, 4 taloned feet, neck 1' long, round head, yellow eyes, black nose, blunt muzzle, cat whiskers, bearlike teeth, short brown fur, omnivore.

Abilities include: Knife, Ax.

**Mental**
Normal.

**Culture**
Flocks (tribal), some live in cities, some migrators.

**Techno**
Obsidian knives, flint axes, boles, leather armour, wood boats.

**Import**
Tools, Weapons, Metals.

**Export**
Furs, Gems, Drugs.

**Notes**
Atmosphere 6 times Earth standard, average temp is 40°F, allergic reactions among humans common, humans need shots to breath, can never eat native food. Research-Trading base on planet.

SB

P 7

H 50

A norm dense taint

G 1

37
Mission of Gravity

H. Clement © Doubleday 1957


Mental  Normal, scared of anything higher than 4".

Culture  Standard.

Techno  Primitive, woodworking, carved ice, few dirigibles.

Import  Plastics, Sugar.

Export  Knowledge of low temp chemistry, Exotic Chemicals.

Notes  The sea creatures are huge. A fall of 6" would kill any natives. Planet is eggshaped. Its gravity varies from 3-700 Gs. Air pressure is 8 atmos. Planet has 200 days of high winds followed by 200 days of calm.

57 AOKU

Blue World  © Jack Vance

Ballantine 1966

Physical  Human. Swimming +2, Ocean Survival.

Mental  Human.

Culture  Humans descended from prison ship, caste system, caste names no longer have meaning, caste names are taken from underworld occupations hoodwinker, larcener, etc., also tribes of savages.

Techno  Reed buildings on lilypads, lagoons with netted bottoms, fish & goral in lagoons, smelt fish & plants for copper & iron, bows & swords, produce electricity.


Export  Pollen (sold as Drug X2).

Notes  Giant lilypads float on stalks, single leaf may be 9 acres, 100' foot pods for private homes. Communications by semaphore towers. Kragen: surfact animal, cylinder with 4 mandibles, 8 palps, 4 eyes on top of turret, black, up to 60' long, sensitive to electric voltage.
59 ALBAZAR

Purloined Planet © L. Carter
Belmont 1969

Physical Lobsters, 3 eyes, 9’ tall, scarlet exoskeleton, egg layers, Strength +3.
Mental Normal, abilities include: Bribery, Admin.
Culture Planetary Congress & President, no crimes, wear no clothes or ornaments.
167 major clans, live in clan burrows.
Techno Very sophisticated drug industry, have a credit card system, only one city-built
down not up.
Import Luxury Food, Literature, Art.
Export Drugs, Art, Technology.
Notes Planet is all red mud, 100% humidity, low mountains, plants grow very fast, up
10’ minute max. Empire Counsellate on planet.

S 4 A P 11 H 9 B A exotic G 1.5

60 STHOR

Ultimate Weapon © J. W. Campbell Jr.
Ace 1966

Physical 7’ tall, double-kneed legs, 4 toed feet, covered with mottled gray-brown
feathers, 2 eyes vertically positioned, head is hatchet shaped with eyes on edge,
ears are cups on a stem, upper eye is large & telescopic, lower eye is small &
microscopic, insensitive to yellow, can see ultra-violet. They are sensitive to air
pressure, omnivores.

Strength +1, Dexterity +3, Hearing +2, Vision +4, Temp Endurance +4.
Mental Normal.
Culture Nomadic, strong belief in Gods.
Techno Up to par.
Import Radioactives.
Export Techno Equipment, Electronics.
Notes Sun is a Red Giant Variable, temp varies for -60° to +190° F. Empire
Counsellate on planet.

S 4 A P 9 H 4 0 A norm taint G 1.1 3 9
Technos © E. C. Tubb
Ace 1972

**Physical**
Human.

**Mental**
Human, slow & peaceful, strong love of the land, Agriculture +2.

**Culture**
Government by "Growers", vote on all issues. Big families, serfs, main occupation is farming.

**Techno**
Up to par, houses of mortared stone & timber.

**Import**
Fertilizer, Power, Luxuries.

**Export**
Foods, Perfumes, Liquors, Seeds.

**Notes**
Planet barren except for where cultivated for centuries.
Thorge: fast growing thorny tendril like plant, spores drift, acidic sap, spores form a poison smoke.

S 3B P 8 H 60 A norm G 1.1

---

Morkath

Star Barbarian © D. G. Van Arnam
Lancer 1969

**Physical**
Human.

**Mental**
Human, prejudice against technology. Many "wizards" with minor esper powers
Psi Level +1, Edged Weapons +1, Shuriken +1.

**Culture**
North Continent: 30-40 scattered states, have mercenaries.
South Continent: Unified religious hierarchy, 20 tribes in Northern forests.

**Techno**
Primitive, sword, lance, shuriken, some First Empire remnants.

**Import**
Weapons.

**Export**
Gems, Furs, Artifacts.

**Notes**
2 widely separated continents, scattered islands. Old pirate base/trade city hidden. Small animals telepathically detect hostility. Interesting fauna:
Kaphai: horned horses, massive, run in huge herds, will stampede.
Cyuyu: Poisonous reptile, 1' long.
Barnador: Jungle cat, pelt is highly prized.

40 SX P 7 H 70 A norm G 1
### Man Without a Planet

**Lin Carter**  
©Ace 1966

**Physical**  
Human, yellow eyes. Strength -1, Dexterity, Sword +1.

**Mental**  
Human, have two languages, formal & informal.

**Culture**  
High King, many clans, much fighting between clans but rarely to the death.  
They pay homage to seven Gods: Jade, Lava, Brass, White Granite, Red Gold, Granite, Iron, Kohnwood. They use no beds or chairs, lie prone or sit on cushions.

**Techno**  
Mostly swords, some lasers.

**Import**  
Techno Equipment, Spices.

**Export**  
Chark (green wine, rarest is in stone bottles), Diamonds, Snowcat Fur, Nickel, Zinc, Copper, Cinnabar.

**Notes**  
Planet is mostly plains & desert.

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### Tower of the Medusa

**Lin Carter**  
© Ace 1969

**Physical**  
Humanoid, broad shoulders, bronze skin, grey eyes, manes of metallic crimson hair, Strength +1, Sword +2, Jungle Survival.

**Mental**  
Male warrior dominated society, they treat women as slaves, non-warriors as babies, other warriors as equals.

**Culture**  
Caste system, clans, females are slaves, manhood achieved by killing another man.

**Techno**  
Swords, no mounted combat, energy weapons starting to appear but frowned upon by code of battle.

**Import**  
Powerguns, Liquor, Energy Tools.

**Export**  
Dragonskins (worth 16,000), Crystals (worth 1800), Blades (worth 500), Water-repelling Weathercloaks (rare).

**Notes**  
 Mostly jungle, rainy season lasts 1 month, mercurial sulphide in plants, animals, water-slow poison to humans, vegetation is red, much mist.

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</tr>
</tbody>
</table>
65 THOTH

Thief of Thoth © L. Carter
Belmont 1968

Physical  Human, dark purple skin, canary yellow hair.
Mental  Human.
Culture  Religious hierarchy, worship Cavern Kings, priests wear lizard suits, priests are extremely paranoid.
Techno  Up to par, but only used by priests and rarely.
Import  Lower classes want Luxury Items, Upper classes want nothing.
Export  Gems, Liquor, Steel.
Notes  Planet is mostly barren, lot of flourine in air & soil. Remnants of Lizard-like technological race underground. Priests will let pilgrims 7 missionaries in to see artifacts. Ultra rare gems on planet.

SC 9
HO A norm taint
G .92

66 EHLAI

Coming of the Horseclans © R. Adams
Pinnacle 1975

Physical  Human.
Mental  Human.
Culture  Horse tribes on plains, imperial cities along coasts, pirates & traders on islands.
Techno  Spear, sword, lance, chainmail.
Import  Plains: Powersources, Communicators.
Cities: Weapons, Power Sources, Transportation.
Export  Gems, Furs, Artifacts.

Two continents connected by island chain, mostly plains, one moon. .001% of population is immortal except by oxygen/energy starvation. Interesting fauna:
Maskis: giant raccoon type, 20' long, carnivorous.
Telepathic Cats: mountain lion type, 200 pounds, allied with a plains tribe.
Telepathic Horses: allied with same plains tribe as cats.

SD 8
PH 80 A norm taint
G 1.1
CHAM O LARD

Jack of Swords © E. C. Tubb
DAW 1976

Physical
Human, Strength -1.

Mental
Human.

Culture
Company owned & run planet.

Techno
Up to par, superb ground/air defenses.

Import

Export
Mutants, will provide any type wanted, lay away or cash & carry (they buy & train mutants of all kinds).

Notes
Small very cold world, sun is Red Dwarf. Average temp 30°F., high winds.

SA  P 7  H 0  A thin normal taint  G .81

TERALDE

Jack of Swords © E. C. Tubb
DAW 1976

Physical
Human, facial filter hair.

Mental
Human, abilities include; Horseman, Veterinarian, Bribery.

Culture
"Owners" have huge ranches, all owners support police & laws, owners are the government. No charity given. Wars for land.

Techno
Up to par, most buildings of massive stone.

Import
Luxuries, Drugs, Security Devices.

Export
Chelach Meat (one-half pound feeds a man for a day).

Notes
Many crystals in air, causing lung damage & disease. Planet is mostly barren plains. Hugh poverty quarters.

Chelach: size of horse, horns, tail is a club of bone, sharp teeth, very fast.

Insect: 3" long, scavenger, burrower, has an acid sting (dangerous but not fatal) attracted to water.

SD  P 8  H 20  A norm taint  G .95 43
Recall Not Earth
C. C. Macapp
© Dell 1970

Physical
weigh 800 pounds, 4 legs, barrel shaped body, neck & head extend from center
of body, from middle of body extend 2 arms, 3 fingers & thumb, toed feet, hairy,
long neck, eat three pounds of grass per day, neuters smaller & lighter, warriors
sterile have snout with teeth. Intelligence +2, Strength 3 dice +3, Dexterity -3,
Endurance +3.

Mental
Extremely loyal to "Hive".

Culture
Intelligent Bee like culture.

Techno
Up to par.

Import
Weapons, Ships, Mercenaries, Artifacts, Information.

Export
Techno Devices, Raw Materials.

Notes
Full males are fertile, have hundreds of offspring. Hormones modify the sex/role
of child, live up to 4,000 years.

S 8
P 7
H 80
A norm
G 1.2

70 VENUS

Big Rain
Poul Anderson
(All About Venus)
© Dell 1968

Physical
Human

Mental
Human

Scared of open spaces.

Culture
Human

Techno
Windmill power, hydroponics, fission. Ground transportation-armoured treaded
vehicles

Import
Luxury items, vacc suits, food

Export
Uranium & Thorium

Notes
The rain is formaldehyde. The deserts are alkal with heavy winds. Atmosphere
is mostly CO2 with some nitrogen. The population lives in domes.

S 48
P 5
H -
A dense exotic
G 9
THARK’R-YON

Transition of Titus Crow © Brian Lumley

DAW 1975

Physical
Flying Tyrannosaurus-Rex type, green & gold leather hide, long flexible neck, lay blue & gold speckled 9” oval eggs. Live in deep pools with running water in subsurface caves, air filled globes of fungus provide light.

Mental
Normal.

Culture
Matriarchy, heavy emphasis on raising young, due to low birth rate.

Techno
None.

Import
Medical Training, Drugs, Cash.

Export
Gems, Woods, Furs.

Notes
Large planet, tall mountains, humid, much volcanic activity, no metals. Native life heavily infected with parasites & disease.

S  C
P 8
H 50
A norm
0.7

FIRENZE

Code Duello © M. Reynolds

Ace 1968

Physical
Human, Strength +1.

Mental
Strong sense of honor, bad tempered, always armed, abilities include: Pistol, & Sword.

Culture
Government headed by President & nine man council (8 security men, 1 other). During elections anyone is eligible to be called out to duel, the challenged chooses weapons.

Techno
Up to par, no anti-grav devices.

Import
Luxuries.

Export
Liquor, Intelligence Equipment.

Notes
Almost every hand weapon known to exist is available on planet. The entire population is paranoid about danger to the state, anyone may be arrested for subversion. Empire Counsellate on planet.

S  A 48
P 9
H 50
A norm
6 1.3
45
HARMONY

Three to Dorsai © G.R. Dickson
Nelson-Doubleday 1975

Physical Human.
Mental High religious fervor, little initiative, obstinate.
Culture Head of government is also head of planet wide religion. Two classes of religion; orthodox & moderate, orthodox have restrictions on activities such as prescribed foods. Religion has civil censors to keep population properly faithful, orthodox members use archaic speech. Church is militant, war is just a means to an end.
Techno Poor, but up to par.
Import Everything.
Export Cheap Mercenaries.
Notes Empire Counselate on planet.

ATHSHE

Word for World is Forest © U. K. LeGuin
Berkeley 1976

Physical Humanoid, 3' tall, front green fur, rear whitish, carnivorous.
Mental Can't leave forest easily, sing & daydream to control themselves, aggression channelled by singing. "Gods" are anyone who changes the environment, an individuals dreams of the environment can change his reaction to the real environment, can not kill easily.
Culture Clan, elders rule, matriarchal, centered on hunting, "Dreamers" are men who speak "old tongue".
Techno Bows, houses in trees, rafts, totally ecology conscious.
Import Mind-expanding Drugs, Reality Drugs.
Export Wood (extreme durability & beauty).
Notes Research Station on bare island, about 40 large islands totally covered with forests, flora & fauna all slightly modified earth type.

S E P 7 H 25 A norm G 1
Mission to Universe © Gordon R. Dickson Berkley 1965

Physical  Humanoid, very light bones, golden colored, vision only detects movement except at close range. Strength -3. Endurance -2.
Mental  They automatically attack anything moving in their sight except members of their race.
Culture  Tribal, warchief rules. Each tribe has own hunting area.
Techno  Leftovers from advanced tech. Javelins with energy beams, also duplicate javelins made out of wood.
Import  Weapons, ammo, aircraft.
Export  Artifacts.
Notes  Ruined cities were built in concentric circles. Destroyed in very old atomic battle.

S E  P 7  H 40  A low oxy  G 8

Deathworld © H. Harrison Bantam 1960

Physical  Human, Strength +4, Reflexes +3.
Mental  Warriors, pain resistance, pragmatic, species survival more important than individual survival. Gun Combat +3.
Culture  Mining main occupation, all other pursuits directed at survival.
Techno  Up to per.
Import  Weaponry.
Export  Metals, Drugs, Poisons.
Notes  All members of population have power-assisted handguns (by tensing muscle in arm gun propels itself into hand). All the native population both flora & fauna in vicinity of human city have only one biological urge: to kill humans. Imagine any kind, shape & size of vicious plant or animal, it’s there.

S B  P 6  H 20  A norm  G 2 47
**GIRI**

The Witling  
© Vernor Vinge  
DAW Books 1976

**Physical**  
Squat, about 5' tall, light gray-green skin, humanoid.

**Mental**  
Teleporters (teleport +5 levels) teleport to water for safety.  
Telekenisis (telekenisis +3 levels) Telepathic within own race only.

**Culture**  
Several major kingdoms with royal primogeniture governors. “Guild” of superior minds rules behind the scenes (500 members). The great deserts are used as bases by rebels. They can teleport wind, as a weapon.

**Techno**  
Iron & Copper, no motive technology above sailboats.

**Import**  
all techno devices, balloons, air-rafts, aircraft

**Export**  
Heavy Metals & Quartz

**Notes**  
Many artificial lakes, connected by footpaths. All food has metallic poisons. 25 hour day. Interesting Fauna: Watchbear; furry, sandcolored, 4 footed, rotund, passive psionic, 150lbs. **Empire Communications Station** on planet.

S 3E  P 8  H 60  A norm taint  G 1.5

---

**DURRENT**

Prisoners of the Sky  
©C. C. MacApp  
©Lancer 1969

**Physical**  
Human

**Mental**  
Human

**Culture**  
Population lives on mesas, no larger then 150 x 75 miles. Their fleets are very important. Ballooning +2, Gliding +3.

**Techno**  
Helium-lifted, paddle driven blimps and gliders. Helium obtained from plants on lakes in high country. Guano from distant islands imported to mesas, to raise earth plants. Weapons: arrows & catapults.

**Import**  
Powercells, Structural Plastics, Fertilizer, Weapons, Radar.

**Export**  
Textiles, Spices, Crystals.

**Notes**  
Below mesas is high pressure oxy. Minerals may be below, but under ultra-high pressure. Most common animal is triphibious reptile (swim, walk, fly).

S X  P 7  H 50  A standard oxy  G 1
**79 APACHE HIGHLANDS**

**Way to Dawnworld** © Bill Starr

Ballantine 1975

**Physical** Human

**Mental** Human

**Culture** Clannlike, Amerind, have free-able slaves.

**Techno** Not much and like it that way, port cities, broadsword, lance, bow, tomahawk.

**Import** Tribes want no imports. City dwellers: Luxuries, Mining Equipment.

**Export** Raw Minerals, Tourism welcomed, good Hunting.

**Notes** Flying Snake: 20' wingspan, 360° vision, carnivore, may be tamed & ridden.

Lightning Bush: generates high voltage electricity.

Ironbeak: 8' long, dives and hits prey from above, almost never misses.

Screamforhelp: size of tiger, cross between shark & spider, 6' fangs, poisoned claws, 8 legs, very rare.

S E  P 7  H 50  A  oxy taint  G 1.1

---

**80 ARGENT**

**King of Argent** © J. T. Phillifent

DAW 1973

**Physical** Humanoid, gold-bronze skin, copper hair, lifespan 100+ years, disease immune, reaction time +25%, Strength +5, heal 6 times as fast as normal, age at two-thirds normal rate.

**Mental** Human.

**Culture** Anarchistic, no central government, nomadic.

**Techno** Bow & arrow, sword, many techno items like linear suspension vehicles.

**Import** Industrial Chemicals, Spices, Some Techno Items.

**Export** Special Alloys (Silver, Tin, Iridium, Platinum, Vanadium).

**Notes** All native life is 8-legged, mostly armored reptilian. Atmosphere is 60% Argon, 25% Oxy, 15% Nitrogen. Temperature range is 88-194° F. Star is White Giant which causes heavy radio static.

S 4A  P 7  H 30  A  exotic  G 1.5  49
Spacepaw © Gordon R. Dickson

Physical
9' tall, bear-like, brown or black fur, weigh 500-800 pounds, slow reflexes.
Strength +2, Sword +1, Ax +1.
Mental
Good-humored, friendly, follow letter of the law but not the intent. Admire
devousness. "Face" is very important. Lying is strictly taboo.
Culture
Clan type with unofficial appointed clan leaders. Names are given as a
description of person.
Techno
Wood culture, 6' sword and harness used by lowlanders, rough triangular axes,
rowboats, horse-like animals for transportation.
Import
Tools, Mech Parts, Anagathics, Textiles.
Export
Furs, Blades, Grain, Tin.
Notes
Planet is divided into distinct uplands & lowlands. Empire Consulate on planet.
Have legend of "Cobbly", malicious powerful elflike creature.

Cross of Empire © Christopher Lampton

Physical
Human
Mental
Human
Strong direction sense
Culture
Live underground, up to 60 km. deep.
Techno
Dune buggys, pressurized cities
Import
Food, Yeast Machinery & Cultures, Hydroponics, Luxuries
Export
Art, Computers & Computer Parts, Polymers
Notes
There is no life on the surface of the planet. Population lives in pressurized cities.
Surface is covered with scarlet sand & rocks. There is grit in the air, and
numerous sandstorms. The planet's diameter is 13.5K. It has a long elliptical
orbit, and a temperature range of 80 to 270° F. There is an Empire Consulate
and Travelers on planet.
Judgement on Janus
A. Norton
© Harcourt Brace & World 1963

Physical
Hairless, large pointed ears, green mottled skin, herbivorous, live up to 3000 years, excellent night vision, bad day vision.

Mental
Have a psychic relation to their forests. Can control weather under certain circumstances. Claustrophobic, dislike non-forest areas, Forest Survival +3, Meteorology.

Culture
Live in 1000 year old trees. Rooms are hollowed out of living trees, drink sap of tree. Have a symbiotic relationship with trees.

Techno
Heavy alloy swords, spider silk cloth.

Import
Textiles (natural fibers only), Spices.

Export
Gems, Spices, Psychic Training.

Notes
They leave small iridescent statues & artifacts near human settlements. If a humanoid picks one up he is changed into a member of the native race (DNA replaced), the memory of a dead native is implanted, individual has access to memory and memory of dead native.

Almost the entire planet is forest. Interesting fauna:

Pha: Kangaroo-like, slate blue, black mane, no tail, dexterious front paws, herbivores, big jaws.

Guarrin: 5' wingspread, white-grey, eagletype, allied with natives.

Kalkroc: Very large phosphorescent pit spider.

S D P 9 H 30 A norm G 1
**CAPITALIA**

Way to Dawnworld  © Bill Starr
Ballantine 1975

- **Physical**: all types.
- **Mental**: all types.
- **Culture**: anarchy, with an elected peace-keeping force.
- **Techno**: completely up to date.
- **Import**: Consumer Goods of all kinds.
- **Export**: Knowledge, Power, Money.
- **Notes**: Capitalia is major commercial center of sector. The planet is Jupiter type. There are three rings around it. Inner ring is gas & ice. Middle ring is for businesses. Outer ring is residential. Beyond rings are four heavily armed moons. Storage facilities on planet. Empire Navybase, Battlefleet, Scout Base, Consulate, Communicator, Travelers on rings.

*S 8A 14B  P 12  H -  A controlled variable  G optional, variable

**ASGARD**

Bedlam Planet  © Brunner Fact & Fiction, Ltd.
Ace 1968

- **Physical**: Human, Ocean Survival +1, Sail +2, Swim +2.
- **Mental**: Human.
- **Culture**: Head of government elected by guild presidents who in turn are elected by guild members. All population belongs to a guild. Major guild is responsible for opening up new islands for settlement.
- **Techno**: Catamaran, knives, lances, no swords.
- **Import**: Plastic Technology, Luxuries.
- **Export**: Gallium, Indium, Germanium, Radioactives, Drugs, Spices, Gems, Living Grass of many colors.
- **Notes**: Most plants lethal to humans. Seasonal icecaps, many archipelagos.

*S C  P 7  H 95  A norm  G 1*
**LITHIA**

A Case of Conscience  © James Blish  
Ballantine 1958

**Physical**  12' tall, reptilian, bipedal, marsupial pouch, shaped like kangaroo, 4 fingers, have a mating season, females give birth in the sea, start life as lungfish, metamorph-size into frogs then adult shape. Strength -1.

**Mental**  Totally ethical.

**Culture**  cities designed around a tree.

**Techno**  Natural Gas, Static Electricity, No Magnetism, Trees send coded pulses like radio, used for worldwide communications.

**Import**  Iron, Electronics, Computers, Cybernetics, Aircraft.

**Export**  Drugs, Wood, Silver.

**Notes**  Lithia has elliptical orbit, one moon, 20 hour day, 485 day year, three continents long cold winters, short summers, No Iron. Empire Consulate on planet.

**GARV**

Star Surgeon  © Alan Nourse  
SBS 1964

**Physical**  Humanoid, 4' tall, 90 pounds, long spindly legs, narrow body, covered in grey fur 3 fingers & thumb, large pale-green eyes. Strength -1, Endurance -1.

**Mental**  Spiteful, strong sense of duty to family & race, blood brother oath is sacred.

**Culture**  Based on trading with other planets.

**Techno**  Up to par.

**Import**  Anything.

**Export**  Anything.

**Notes**  The humanoids are symbiotic with a 1 pound ball of protoplasm, which can form any shape, usually covered in pink fur. This symbiot gives humanoids limited empathic ability. Empire Consulate on planet.
**Sioux Spaceman**  
A. Norton  © Ace 1960

**Physical**
Humanoid, 6' tall, fine long black hair, skull peaked on top, large nose, limber toes  
red eyes, carnivorous, Tracking +2, Horsemen, Sword. Also Humans on planet.

**Mental**
Normal.

**Culture**
Humans enforcing slavery on natives (Ikkin). Native rebellion in mountains,  
natives conduct guerrilla raids, live in cliff dwellings, have domesticated animals.

**Techno**
Up to par. Slave collars can transmit pain or death, a stunner shot at the  
slave collar will either kill the slave or release the collar.

**Import**
Humans: Luxuries, Weapons, Guards, Zoo Animals.  
Natives: Stunners, Radios, Horses.

**Export**
Radioactives, Giant Bat Fur.

**Notes**
Three land masses, mostly mountains & plains, 27 hour day, huge spans of  
bison roaming plains.

<table>
<thead>
<tr>
<th>S</th>
<th>D</th>
<th>P 8</th>
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<th>A norm</th>
<th>G 1</th>
</tr>
</thead>
</table>

**GIANNA**

**Humanity Prime**  
© Bruce McAllister  Ace 1971

**Physical**
Humanoid, feet are fine, hands are webbed, Strength -4, on land.  
Giant intelligent turtles, back dark, front light, talons, horn plates down  
vertebra, high death rate.

**Mental**
Turtles, telepathic within species, can tap ancestral memories.

**Culture**
Humanoids, monogamous, anarchistic, friends with turtles.

**Techno**
None.

**Import**
Anti-Fungus Drugs, Gene-Modification Equipment.

**Export**
Psionic Training, Drugs, Gems.

**Notes**
4 inland salt seas, mild seasons, surface mostly desert. Plants in seas reach  
from bottom of sea to surface.

| S | 4E | P 8 | H 40 | A norm | G 68 |
Beast Master

A. Norton

© Harcourt Brace & World 1959

**Physical**
7' tall, lean humanoid, red & yellow skin. 6" ivory horns that curve up & back.

**Mental**
Respect Warriors.

**Culture**
Herding main occupation. Warrior class exists, totem worship, knife feuds.

**Techno**
Longbow, Knives, Stunwands.

**Import**
Medicine, Aircraft, Airrafts, Blades.

**Export**
Frawn Meat & Wool, Gems (Cat's Eye Gems-red/yellow/green).

**Notes**
Planet is mostly Desert & Mountains. First Empire Arborium hidden under a mountain, with teleport discs to other locations. Interesting fauna:

- Frawn: Fleecy blue wool front, bare hindhalf, curling headhorns.
- Yori: 8' lizard, similar to land crocodile.

---

A Nice Day for Screaming

J. H. Schmitz

© Chilton 1966

**Physical**
Human.

**Mental**
Human, Farming.

**Culture**
Farming main occupation, ruled by loose council.

**Techno**
Up to par, but gets new technology slower then most.

**Import**
Luxury items.

**Export**
Diamondwood (value of wood x 10).

**Notes**
Slurps: tongue has a 12-14' reach, can only extend it 6' to drag back food.

- Clean Up Squad: look like pellets, sink anything unusual.
- Humbug: brown, bob tailed, small, lood like monkeys, carnivores, extremely fast reflexes, carnivores, remember & mimic sounds.
- Moss Back: like turtle, phlegmatic, psionic, controles ecology.
- Green Web: makes noise like harps, catches big prey, ground under web absorbs catch.
Planet Savers
Marion Z. Bradley
© Ace 1960

Physical
Human: Human.
Chieri: Tall, furry, functional hermaphrodite, cross fertile with humans, lightly built, very high dexterity, very limited population.
Yamen: 9' tall, very thin, wear tall feathers in hair, live in deep woods.

Mental
Human: Red headed humans usually have psi ability, usually only one power per individual.
Chieri: attempt to increase psionic abilities of other races, their population is limited so they are rarely seen.
Yamen: during ghost wind will attack everything.

Culture
Human psionic council rules & directs planet, very conservative, females are protected & sacred. Free Amazons & Bandits also on planet.

Techno
 Mostly Earth Medieval tech, sword spear, no bows or energy weapons, pact against any weapons leaving the hand, have matrix crystals that intensify all types of psionics with training.

Import
Aircraft, Armor, Computers, Farm Equipment.

Export
Medical Earths, Drugs, Gems, Rare Metals, Silk, Fur, Wine.

Notes
Ghost wind causes sexual orgies in all races each spring due to a rare flower pollen. Empire Counselate & Empire Scout Base on planet.

S 8
P 8
H 60
A norm
G 1
**DEXTA**

**Right Hand of Dextra** © D. J. Lake

**DAW Books 1977**

| Physical | Human, 5' tall  
|          | strength +1  
| Mental   | Human - appreciative of fertility, will not eat purple colored food  
| Culture  | There are five females to every male - polygamy tolerated.  
| Techno   | Machines are rare & expensive, there are a few hydrofoils.  
| Import   | Powercelle, Steel, Farm Mech., Aircraft, Machine Tools, Mech. Parts  
| Export   | Anagathics, Fruit, Grain, Copper  
| Notes    | All Dextran life is inedible to humans. The planet has a 15% axial tilt, no heavy metals, and little coal or oil. There is one massive continent and a few islands. The population lives on the coast. Native plants are mostly purple, some blue. During the day both the sea and sky is gold, at night both are blue. The atmosphere has a 1.8 density, the days are 24 hours, the year 400 days. The planet has four moons. All native Dextran life has six legs & three nostrils. Interesting fauna:  
|          | Gobbler: 2 legs, 2 arms, blueskin, purple fur, slit eyes, 4 digits, human faces, 5' tall, pointed ears  
|          | Hexip: long ears, short gray fur, hooves, donkey size and shape  
|          | Centauroid: size of a mule deer, intelligence of dogs  

<table>
<thead>
<tr>
<th>S</th>
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<tbody>
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</table>
Singing Stones

© Juanita Coulson

Ace 1968

Physical
Humanoid, 4' tall, white skin, 4 fingered hands, big yellow eyes, see in dark, not able to see in bright light, males braid hair into two braids. Strength -1, Radiation Sensitive.

Mental
Normal.

Culture
Feudal system, local princes hold slaves, succession through assassination, guerilla war by peasants against nobles led by religious order.

Techno
Crossbow, sword, knife, bow, very few lasers, massive stone buildings for land & aerial protection, carts & mule like animals.

Import
Nobles: Drugs, Luxuries, Weapons.

Export
Nobles: Stones (limited quantity), Money, Slaves.
Peasants: Stones (large quantity).

Notes
Stones are opailike, produce ecstasy, continued use of stone will result in Disease Immune +1 & Endurance +1 every four years. Stones must be treated once a year. Peasants take stone to Goddess to treat stone, nobles do not know that Goddess exists. One 18' tall living telepathic Goddess on planet, Goddess has a fasttime drug that will either completely cure ailments or kill. Flying birdlike mammals are used by natives for air transportation, it will hold two men, is carnivorous.

S 8
P 8
H 60
A norm
G 1
Firetime © Poul Anderson
Ballantine 1975

Physical
Centauroid, 2 armed torso, 4 legs, 3 fingers & thumb, bull-hump over front legs, padded feet, green pelt, red-brown mane, black faces & arms, tails, live 300-500 years, head big & round, large pointed ears, 1 broad flared nostril, cat whiskers, whiteless eyes, males blue, females gold, catlike pupil, females shorter, smaller than males, omnivores. Speed times 2, Balance +4, Dexterity -2.

Mental
Admire people with strength & wit. Goals are to get rich & stay rich.

Culture
Tribal, similar to Rome, but more democratic. One country owns major continent, and has colonies on others. Pirates & Barbarians outside civilized areas. Base 8 numbers.

Techno
Sword, Bows, Spears, Steel.

Import
Technology, Weapons.

Export
Spice, Wood, Artifacts.

Notes
Trinary sun system: G2, Red Giant, & Red Dwarf. Ishtar has 2 moons. 18 hour day, mediterranean climate, many storms. First Empire Artifacts in radioactive deadlands. Small human research station with Empire Communication Station.

S 8
P 7
H 75
A norm
G 1.18
Demon Breed
© J. H. Schmitz
Ace 1968

Physical
Human.
Native: 7-8' long intelligent otter, Ocean Survival +3, Swimming +5.

Mental
Human: Normal.
Native: no interest in controlling environment, will react as group to their needs.

Culture
Human: live on powered rafts, act as middlemen in all trade.
Natives: family/tribe orientated, no laws except common sense.

Techno
Human: powered lasers, powered rafts.
Natives: None.

Import
Ecologists, Scientists for planetary research.

Export
Pharmaceuticals.

Notes
One continent, 8 small islands, many typhoons, large floatwood drifts, floating islands of vegetation. Interesting flora & fauna:
Waterfire: phosphorescent worms, all colors.
Wriggler Apples: 8" diameter, when contact saltwater they explode.
Incubator: 30' spherical colony of animals, spiny outside, opens by scratching stick across spine.
Kester: pterodactyl, 16' wingspan, symbiotic with incubator.
Balath: nuts produce sleep & coma, spore clouds from this plant cause death.
Sea-Havai: like Kester but Cormorant type, weigh up to 600 pounds.

S C  P 8  H 80  A norm  G 1.1
Gateway
© Frederick Pohl
Ballantine 1977

**Physical**  Human.
**Mental**  Human.
**Culture**  Company owned & run planet.
**Techno**  Top rated, superb military.
**Import**  Money, Pilots.
**Export**  Artifacts (from abandoned alien empire older, larger, & more advanced than First Empire).

**Notes**  Gateway I is an asteroid, has artificial oxy atmosphere & artificial gravity. It has a number of ships from alien empire that "warp" to random locations, ships can targeted but the code settings to target for particular locations not known.
There are 1, 3, & 5 man ships, if a larger ship accepts a destination code a smaller ship will not, the destination is dangerous, some 5 man ships armoured.
Ships will automatically return from trip with pilots dead or alive, each ship has chemical rockets & warp drive, no weapons. Company will train pilots. Company buys knowledge & artifacts pilots find. Success rate on single trip: 25% die, 20% receive between 10,000 & 100,000 credits, 5% receive 1,000,000 credits, .1% receive 100,000,000 credits.
Plague Ship

A. Norton

© Andrew North

Ace 1964

Physical
Humanoid, 6' tall, retractive nails, grayskin, yellow fur, blue-gray or white fur down back & outside of arm, broad faces, large orange-red or green-blue eyes.
Reflexes +2, Sense of Smell.

Mental
"Face" is very important, don't yield to lower classes.

Culture
Clans, some feuding between clans, loser in feud may be slave to winner for a time. There is a 3 day peace in trade villages. Medical needs are taken care of by Storm Priests, wear green robes. All natives wear cloaks & sashes.

Techno
Low, use litters or riding beasts for transport, favorite weapon is claw-knife.

Import
Catnip, Exotic Natural Scents.

Export
Perfume, Wood, Crystal, Koros Gems

Notes
Large Plains with 10' grass, small shallow seas. Koros Gems are found in ocean, they are fossilized resin, apricot to mauve in color, heat opalescent. Sometimes chameleon insect hides on Koros Gems, its bite is paralyzing, antidote is in native liquor. To get Koros Gems must fight Gorp.

Gorp: reptile, semi-intelligent, lives in shallows, many segmented legs with claws, carapace, nocturnal carnivore. They are hunted with knife & weighted net.

S C 30
P 7
H 20
A norm
G 1
Outworlder  © Lin Carter
Lancer 1971

Physical  Human, no body hair, yellow iris.
Mental  Human, small percentage of population has psychic powers, powers usually
developed in religious orders (includes generation of electricity). Psi strength
level +1, Sword.
Culture  Early Viking & Trading type, magic (psi powers) used.
Techno  Bronze Age, Swords, Bows, Lances.
Import  Steel, Tools, Mech, Spice.
Export  Artwork, Blades, Copper, Crystals.
Notes  There is a small hidden First Empire Station on planet. Interesting fauna:
Dragons: earth type, live in deep caves (one is 60,000 years old, can talk, has
treasure hord).
Gnomes: 3' tall max, red eyes, blond hair, upward turned tusks, have stone
weapons, family-clan culture, hate humans.
Lopers: like camels, indigo fur, long neck & legs.
Senmuru: dog-headed eagle, weighs 30 pounds, is predator, hunts in packs.

S  X
P  7
H  60
A norm
G .92
Loafers of Refuge © J. L. Green  Ballantine 1965

**Physical**
- Human.
- Humanoid, covered with thick hair, low-light eyes.

**Mental**
- Human & natives empathic-cen control animals & plants, other Psi abilities appear at random. Natives do not lie.

**Culture**
- Human: mostly agriculture.
- Native: rule by elders, live in natural homes, like living tree.

**Techno**
- Up to par.

**Import**
- Natives: Spice, Drugs.

**Export**
- Natives: Fruit, Drugs, Spice.

**Notes**
- Many particles in atmosphere, usually quite low light. Interesting fauna:
- Fatbirds: eat until cannot move, up to 100 pounds.
- Grogroc: up to 20,000 pounds, 2 horns, bad tempered.
- Whampus: whale.
- Waquil: giant gourds, used by natives as homes at times.
- Flying Cat: predator, will attack humans & natives.

<table>
<thead>
<tr>
<th>S</th>
<th>A</th>
<th>P</th>
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<th>A norm</th>
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<td>Native 7</td>
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<td>1.1</td>
</tr>
</tbody>
</table>
1 Xosa ........................................... 6  
2 Sapleto ......................................... 6  
3 Ganymede ........................................ 7  
4 Osnome .......................................... 7  
5 Ourelle .......................................... 8  
6 Trident .......................................... 8  
7 Lukiat ........................................... 9  
8 Norstrilia ....................................... 10  
9 Hydoria ......................................... 10  
10 Mote Prime ..................................... 11  
11 Star ............................................. 12  
12 Akwair .......................................... 12  
13 Zaratustra ...................................... 13  
14 Xulthoom ....................................... 14  
15 Tran-Ky-Ky ..................................... 14  
16 Argus ............................................ 15  
17 Terminus ....................................... 16  
18 Makassar ....................................... 16  
19 Dawn ............................................ 17  
20 Valeria .......................................... 18  
21 Marune ......................................... 18  
22 Maske ........................................... 19  
23 Trenco .......................................... 20  
24 Astra ............................................ 20  
25 Harmony ......................................... 21  
26 Lani ............................................. 22  
27 Pilos ............................................. 22  
28 Valhalla ........................................ 23  
29 Arcon ........................................... 23  
30 Rigel ............................................ 24  
31 Libur ............................................ 24  
32 Nevia ............................................ 25  
33 Arrakis ......................................... 25  
34 Tambool ........................................ 26  
35 Watson .......................................... 26  
36 Pao ............................................... 27  
37 Midworld ....................................... 27  
38 Niod ............................................. 28  
39 Tolk ............................................. 28  
40 Scar ............................................. 29  
41 Dicotomio ...................................... 29  
42 Gram ............................................ 30  
43 Eltanim ......................................... 30  
44 Dasor ............................................ 31  
45 Yiktor .......................................... 31  
46 Jonarou ......................................... 32  
47 Ragnarok ....................................... 32  
48 Laon ............................................. 33  
49 Wa'ast .......................................... 34  
50 Hudlar .......................................... 34  
51 Abba ............................................ 35  
52 Hive ............................................. 35  
53 Saya ............................................. 36  
54 Truillon ........................................ 36  
55 Samalle ........................................ 37  
56 Diomedes ...................................... 37  
57 Mesklin ........................................ 38  
58 Aoku ............................................ 38  
59 Albazar ......................................... 39  
60 Sthor ............................................ 39  
61 Loamine ........................................ 40  
62 Morkath ........................................ 40  
63 Valadon ........................................ 41  
64 Zha .............................................. 41  
65 Thoth ............................................ 42  
66 Ehai ............................................. 42  
67 Cham D Lard ................................... 43  
68 Teraide ......................................... 43  
69 Akiel ............................................ 44  
70 Venus ............................................ 44  
71 Thark'r-Yon ................................... 45  
72 Firenze ......................................... 45  
73 Harmony ........................................ 46  
74 Athshe .......................................... 46  
75 Campra ......................................... 47  
76 Pyrrus .......................................... 47  
77 Giri ............................................. 48  
78 Durrent ........................................ 48  
79 Apache Highlands ............................. 49  
80 Argent .......................................... 49  
81 Dilbia .......................................... 50  
82 Lalani .......................................... 50  
83 Janus ............................................ 51  
84 Capitalla ....................................... 52  
85 Asgard ......................................... 52  
86 Lithia ............................................ 53  
87 Garv ............................................ 53  
88 Klor ............................................. 54  
89 Gianna .......................................... 54  
90 Arzor ............................................ 55  
91 Wrake .......................................... 55  
92 Darkover ....................................... 56  
93 Dextra .......................................... 57  
94 Palina .......................................... 58  
95 Ishtar ............................................ 59  
96 Nandy-Cline ................................... 60  
97 Gateway l ...................................... 61  
98 Sargol .......................................... 62  
99 Bargalix ....................................... 63  
100 Refuge ........................................ 64  


The First Empire died in a blaze that lasted a thousand years. It spanned a large part of the Galaxy at its height, and its ships had explored the rest. On Hub, a complex artificial planet located near the center of the Empire, the ruling council met, and discussed the problems and solutions of controlling the destiny of this vast area. The council was drawn from the ruling classes on tens of thousands of worlds, and many of these worlds had ambitions on other planets. The huge Merchant Houses fought bitterly and violently to control the profitable trading routes, and to control the larger share of the Empire’s wealth.

At last, the eons of relative peace were broken by one of the smaller houses. One of its far-flung scouts had found a strange capsule floating in the void between the galaxies, and this held a weapon of terrible power, described only as the Hammer. At first, the Hammer was used only against other Merchant Houses, but as time went on, and the Hammer was undefeated, the House of Talane began to use it in a program of planetary conquest, and raised the standard of revolt within the First Empire.

The First Empire, forced to retaliate by the Articles of Empire, fought back with its fleets and its own powerful weapons. The galaxy disintegrated into conflict, and the wars lasted for a thousand years. As more and more battles were fought, and more ships lost and worlds destroyed, knowledge was lost, and soon the war died out as the skills of manufacturing and repairing starships were lost or forgotten. The few surviving Starcaptains fled to their home stars, to carve out personal empires or to be welcomed home as shields against the packs of raiders that wandered the once-safe starlanes virtually at will.

The Interregnum lasted for 4,000 years, and gradually the knowledge of starships began to be rediscovered. New Stellar Empires formed, and fought, and merged. Finally, in the year 8749 F.E. (First Empire), the Second Empire was formed, and the calendar was begun again at year zero. This Empire controlled barely a part of the territory of the First, and did not have the technology to hold a larger part. From their built-up and heavily populated central core, they sent sporadic warships and colonies into the adjacent areas, and cleansed this area of races that were dangerous to them. Beyond this shell of colonies and protectorates was another shell of stars, where the Second Empire had sent scouts, and explored to some extent, but this area was a wild place, with no law other than violence. Beyond this was the rest of the vast galaxy, where none had heard of the Second Empire except in vague rumor. In these lonely parts could be found anything, from empires to lost worlds of the First Empire, and colonies forgotten for a thousand years.

The inner sphere of the Second Empire was patrolled by its powerful fleets. The great Merchant Houses, some of which had survived from the time of the First Empire, controlled all of the trade in this area, and the competition was fierce and deadly. Each Merchant House had its own scouts, its own warships, and most were active in the massive intrigues that constantly threatened to dethrone the current Emperor. In the areas that were colonized and occasionally visited by ships of the Empire, smaller traders flourished. With smaller numbers of ships, sometimes with only one ship, they plied the starlanes, making a profit where they could, often trading advanced technology to science-hungry natives. Always there was the chance of finding artifacts from the First Empire, which could be sold to or stolen by dozens of different groups. The few brave souls who laughed at danger and advice, who flew beyond even this shell, and into the wastelands where only the scouts had been, seldom returned. Those who did did tales of rare finds, of wonderful planets, and of danger in all shapes and variety. Here the rare few found the danger they were looking for and the profits, and often death.

Spacefarers Guide has a brief description of 100 planets in the wastelands. Even the brief descriptions in this guide have cost many men their lives. If you are brave or foolish enough to venture into the wasteland may this guide help you, and the Odd Gods of the Galaxy be with you.