

THE WANDERTRIEBEREN PRESENTS

MNEMOSYNE

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MNEMOSYNE

*Science-Fiction Adventure
in the Foreven Sector*

For Donovan

Mnemosyne Principality

The Mnemosyne Principality describes more of a cultural region rather than a unified political state. It consists of a mixture of peoples known as the Hamadur, who migrated to this region of space from the core of the Imperium during the Civil War, and of a more recent influx of Zhodani émigrés. The Mnemosyne peoples are currently recovering from a civil war of their own and what unified political entity that remains of the Principality is shaky at best. Yet among its people is an indomitable will. They will endure and, perhaps, emerge as a state the likes of which has never been seen in Foreven. To understand how the Mnemosyne peoples have arrived at this crossroad in time, it is useful to understand their history.

Mnemosyne Pre-History

The earliest history of the Hamadur people was of a culture plagued by the misunderstandings and misinterpretations of those around them. This curse can be found as a common thread linking their origins in the Gushemege Sector to the indifference of the Syleans, and then finally to their years spent wandering Imperial Space eventually becoming Pariahs forced to leave Charted Space to find a homeland of their own.

Hamadur Origins

Most of Humaniti was deeply affected, at least indirectly, by the period known as the Long Night. Scholarly debate on the matter is equally divided as to whether the Rule of Man was primarily responsible for it or merely hastened the inevitable. Either way, of the cultures sent reeling by the tragedy, arguably none suffered more than the Hamadur. The story of how the calamity shaped their peoples and their subsequent flight from the confines of what was then Charted Space would shape forever the Foreven sector.

By the time the conquering Terran fleet had made its way to the Shiiki system in the Gushemege sector, the peoples of that world had been imbued to Solomani culture for decades. The Hamadur of this time embraced a Germanic-Terran brand of Solomani tradition. This fact is evidenced in the surnames of their most powerful families, Saale, Goinsprach, Gruenweld, Hertzog, Brandt, and many others.

Within the First Imperium, the peoples of Shiiki had been known as radicals. Daring in nature, they tended to implement radical social reforms, incorporate new ideas and implement new technologies, sometimes all within less than a generation. This was scandalous behaviour for any Vilani culture at the time. The etymology of Hamadur, in fact comes from the galanglicised form of the Vilani word *Khamaduur*, literally “The Reckless”. Because of these cultural leanings integration and acceptance of Solomani culture was rapid and more to

the point, genuine. This cultural acceptance of all things Terran served the Hamadur well, with many of their nobility rising high in the Second Imperium. But like that empire, this success was fleeting. The shun of their fellow Vilani that the Hamadur had sidestepped during the Rule of Man, was back with a vengeance in the chaos and infighting of the collapse. Not merely content to simply shun them, however, their neighbours sought to heap their anger and frustration upon them as well. For the Vilani, the utter failure of the Second Imperium was proof that the ways of the Solomani and worse of the Vilani that collaborated with them were bankrupt, immoral and dangerous. Worse still was the fact that the Hamadur had enthusiastically intermarried with the Terrans. As interstellar trade collapsed and the local systems fought amongst themselves for the scraps of civilization and Shiiki was sacked. Stripped of their means of manufacturing, and especially of their technologically enhanced agricultural industry, millions starved. Eventually, even the peoples of Shiiki turned upon themselves with Vilani traditionalist conservatives turning on the “*real*” traitors, the Hamadur nobility.

The Sylean Influence

The long night was especially harsh on Shiiki. The peoples of the world fought a long-simmering, on again off again civil war pitting the Hamadur nations on one side against the Vilani traditionalists on the other. As the war dragged on, both sides suffered grinding attrition. Eventually both sides faced collapse; a bitter echo of that which occurred during the Rule of Man.

By c. -450 Im. Sylean scouts had re-contacted Shiiki and had begun supplying aid and reconstruction assistance. The civil war, which had all but burned itself out in any case, was categorically ended in accordance with the terms of aid dictated by the Syleans. A bitter cultural divide remained, however. Despite the reconstruction and their station as nobles, the Hamadur nobility and the lower caste servants who remained loyal to them, found themselves shunned and marginalized. Eventually, as Sylean oversight waned, incidences of outright violence directed at the Hamadur were once again becoming commonplace. The Hamadur nobles were not without resources though, having retained much of their original capital and holdings. Land and household were auctioned off, often at a loss, funds were pooled and investments made. Over the course of a generation several dozen immense but obsolete star liners were purchased or leased. The Hamadur had made their choice; they would no longer stay on a world that did not want them. One by one the great families set out; winding their way spinward in search of worlds they could claim as their own.

The Wandering

The long lonely trek was arduous for the Hamadur. As they set out amongst the stars they found that their legend had preceded them. Many Vilani dominated worlds, had heard of the Hamadur's recklessness, or discerned it from their name. Reception was often cold. Yet the Hamadur had relied on trade, making use of their hulking cargo holds to move goods from one system to the next in those years of burgeoning recovery. They became masters of make-due. They could cobble together jump coils from twisted wrecks, they raided the scraps and leavings others did not want and spun them into gold. Prosperity, of a sort, had found them once again. As generations passed, they became renown amongst the Syleans and the Vilani as rovers at best and vagabonds at worst.

The name Hamadur, then, had come to acquire a new meaning; nomad. They cultivated the reputation as the mystery attached to it offered them some security and protection. Hamadur vessels were well armed, partly out of necessity and partly out of a will to reinforce the image. Coupling their renowned resourcefulness with the cavernous holds in the bellies of their ships the Hamadur, over time, became master traders and each noble a merchant prince. Eventually, even Vilani worlds begrudgingly accepted the Hamadur trade fleets as they often brought with them exotic luxuries that could not be had from Sylean traders.

For a time then the Hamadur had found their niche. Over the course of decades they would slowly make their way in a great circle, through Vilani and Sylean space, then rimward towards the Solomani and Vegans then back coreward again, always carefully avoiding their homeworld. They watched and encouraged as the Syleans stepped forward and forged the Third Imperium, one that was accepting of the cultures that comprised it. Their wanderings had made them rich, and they embraced the new Imperial culture as eagerly as they had the Terran. Indeed Imperial culture held much in common with its predecessor.

Pariahs

The First Frontier War would be the herald of darker times returning. Soon, with the resulting Civil War in full swing, the Hamadur found themselves once again outcast and despised. As wandering caravaners, the Hamadur had an Imperial Warrant, extending them the rights to continue to be just what they were before the founding of the Third Imperium; stateless traders. What this meant specifically was that they registered their ships out of no system, kept their own council as to the good order and spaceworthiness of their vessels, and most importantly paid no tithe nor tax to any state nor Imperial nobility. This would become their albatross during the civil war. As Imperial citizens were expected to accept austerity measures and rationing as the Civil War dragged on, the Hamadur made no such sacrifices. They in fact profited as they could trade much-needed goods, medicines and munitions at great profit. Their armed

vessels allowed them to remain truly neutral as the various factions vied for the Iridium Throne. What this earned them was the resentment of the peoples they traded with. Resentment turned to hate as the Hamadur's reputation as nomads returned in the worst sense of the term. They began to be banned from first one system, then more and more as the war dragged on. Horrified they watched as the worst periods from their history began to unfold yet again. A moot was held; the families gathered and decided "*never again*". They heard rumour of a Solomani polity with Germanic-Scandinavian roots at the edge of Charted Space. They had heard of the Sword Worlds, and perhaps there, they could find peace.

Over the course of a decade the caravans gathered into a fleet for the purposes of self-defence. Once the last of the families had been gathered the fleet set out through Vland and Corridor, then Deneb, and finally arriving in the Spinward Marches. Another year was spent making their way across a sector that was beginning to feel the sting of Vargr incursions and outright attacks from the Outworld Coalition. Once again they garnished the resentment of the peoples they found themselves amongst. The Hamadur were ostensibly Imperial citizens who were felt to have an obligation to stop and help, but who refused to do so.

So then, upon their arrival in the Spinward Marches, ill fortune would meet the Hamadur yet again. Instead of escaping from the strife and hardship of the Imperial Civil War, they found that the new region they would call home was engulfed in a Second Frontier War. Eventually, at the edge of Sword World space, they faced a two-fold problem. On the one hand the Imperial were more often than not overtly hostile and on the other, the Sword Worlders - those they thought would be akin to their own kind, would not take them in. A courier from the Sword World Second Dominate delivered a terse and simple message, "Move along". Deep, old, feelings of banishment and shun arose. With the exception of the Zhodani worlds, they had traversed the width and breadth of human civilization, and had not found their place within it. The last option was all that remained; they would leave human space and head out into the night.

A New Homeland

Weeks passed, the fleet pushed out into the unknown and settled worlds became few. The Hamadur fleet began to arrive in systems with no radio traffic, no beacons of any kind. cursory surveys were taken, and onward they pushed. So it was that in the year 620 the first of the Hamadur families set foot on the temperate world they would come to call Sadanshir. The name Sadanshir was said to come from the Hamadni (See Language) for calm or clear. To find a system that could be deemed "*Sadanshir*" was rare until recently. For the past few weeks though every system had been Sadanshir and the term was becoming commonplace. They were all Sadanshir, because the Hamadur were the only ones there. Now below them was a blue-grey orb impossible for the Schultheiss family to resist. Sadanshir looked promising even after the initial landings, what is

more, it was part of a small cluster of stars, the Sadanshir Cluster, that spectroscopy indicated was rich in water and metals. At last the first of the Hamadurs to stop the Wandering had found their homeworld.

Mnemosyne History in the Foreven Sector

The history of the Mnemosyne principality can be viewed in three distinct periods, the arrival of the Hamadur wanderers, the Zhodani immigration, and the Mnemosyne civil war and its aftermath.

The Hamadur Influence.

The early history of the Principality is in essence the history of the Hamadur themselves. After generations spent as wandering traders within the Imperium, the Hamadur fled the confines of that state, which was not amenable to their nomadic tendencies. Finally arriving in the Spinward Marches, the Hamadur found that they were not welcome amongst even the frontier states. The Wandering Fleet (a name earned from years spent wandering the Core) came to virgin space in the Foreven sector, and initially settled the Sadanshir Cluster in the coreward-trailing portion of the Rull subsector. A few families chose to remain here, some carried on to the Rull Crescent which arcs down to rimward in the same subsector. The bulk of the Hamadur, however, had not completed their flight, and they would move on to settle the Mnemosyne coreworlds in the Far Frontiers sector.

The worlds of the Mnemosyne principality in Foreven have been perennially known as the Mnemosyne backyard. The reasons for this can be traced to the cultural disdain worn by the Foreven Hamadur as well as the long wind down of the Wandering Fleet and the period known as the Scattering.

As the Hamadur fleets moved through the spinward portions of Foreven there was great debate as to whether there should be any attempt to remain and colonize the worlds found in the region. Some felt the families had not moved on enough to be truly free of the tyranny imposed by the civilization they left behind. Others simply could not imagine a planet bound life, never having known it. Nevertheless, some Hamadur did stay. This wasn't the first time members of the Wandering Fleet had chosen to turn away from the nomadic life. Indeed settlements tracing their history to the Hamadur can be found littering human space wherever the Wandering Fleet had gone. These groups are treated with disdain by the Hamadur proper, often given the name *Ishkuunkur*; deserters. Although the Hamadur did eventually choose to remain *enmasse* in the border region between Foreven and the Far Frontiers, the more conservative families that had continued on to spinward sometimes refer to those groups that "fell off the wagon" as *Ishkuunkur*. So although the region was enthusiastically accepted into the body politic of the Mnemosyne Principality on its inception, there has

always been an undercurrent of disdain for it. Thus the trailing portions of the Principality within the Foreven sector have remained a cultural backwater. This had translated into fewer appropriations for the worlds of this sector from the central government and subsequently less development. This has been a key source of resentment among Foreven Mnemosyne residents, and much anti-Principality agitation finds its roots here.

Eventually even the most committed wandering families had tired of their trek into uncharted space. No doubt making things worse was the fact that as wandering traders, life was made difficult moving through a region of space with no one but themselves to trade with. Thus the centuries-long flight had ended. The families spread out amongst the worlds, mostly in the Far Frontiers, and eventually the strong ties binding the Hamadur together began to fade as they settled down on their chosen worlds. The roving fleets eventually came to call at the various worlds more and more infrequently. In 722Im, a moot of the Hamadur families was held to address the decline in contact amongst the settled worlds and to deal with the complaints of those who refused to settle, insisting that the great flight should continue. After weeks of debate an agreement was reached which would become known as the Mnemosyne Proclamation. The key word in the title was taken from the Solomani half of Hamadur culture; Mnemosyne, the Greek goddess of memory and the mother of the Seven Muses. The *memory* of the Hamadur flight and the shared plight of the Hamadur peoples must be retained. Further, those who could not stop wandering, those known as the Wandertrieberen would be key to the retention of these cultural memories. They would, for all intents and purposes, emerge as a new class within Mnemosyne society. They would continue their wanderings, wending their way as they had always done between the worlds. Only now they would wander between Hamadur worlds, and although they would remain merchants, the Wandertrieberen families would more importantly become teachers. They would keep alive the memory of Hamadur roots and culture, providing at least the basis of commonality amongst the Mnemosyne worlds. It is a role they play in Mnemosyne space, and beyond, through to the present day. Within a generation the Proclamation was expanded to include law, delineation of authority for taxation, and the like. The Mnemosyne Proclamation, in fact, had even ensconced the role of the Wandertrieberen in writing. By the time a Zhodani envoy had made the suggestion that the Mnemosyne worlds unify under one banner, they already had been acting as a *defacto* state under the auspices of the Proclamation. It was no surprise that the Proclamation became the basis of the Mnemosyne constitution.

The Zhodani Immigrants.

The earliest substantial Zhodani influence on the Principality can be traced to 769Im. In that year upon consultation with one of the most respected of the Hamadur Families, the Saale, the Zhodani proposed that the Hamadur worlds be unified under one banner. The Zhodani suggested that, within a few generations, the Hamadur worlds were in danger of once again being engulfed by a rapidly expanding Imperium. This struck a deep chord within the Hamadur as the memory of their life in the Imperium was still fresh, thanks to the Wandertrieberen. The most effective way of resisting this would be if the Hamadur worlds were a unified and recognized state, with which the Imperial government would have to entreat. The Zhodani, of course would extend immediate recognition of this state, as well as provide military aid. The last point carried weight with Hamadur leaders; the closest thing they had to a navy was the Wandertrieberen, whose ships were ramshackle jump 2 affairs with many being over a century old. It made sense on a practical level as well as the Hamadur worlds had already been operating as a state under the Proclamation. In 776Im the Hamadur worlds were unified as a principality. All Hamadur families were ostensibly considered equals, thus no family would hold the title of king amongst its members. There would be a prince regent in Jaans Mazun Saale, the patriarch of the Saale family, a "first amongst equals". The Mnemosyne Principality was born.

The Zhodani were forthcoming in their promise of aid. Although the ships supplied were downgraded export versions of Zhodani front line equipment or antiquated reserve ships, they far outclassed what the Mnemosyne Principality currently fielded. Military advisors were assigned to each world. Each world stood up an army by way of a moderate increase in taxes. The armies, as was the navy, were organized along Zhodani lines and employed Zhodani tactics. The Wandertrieberen were given the role of a scout force.

Either by desire or design the Zhodani advisors and their families tended to remain in Mnemosyne space. This was understandable since, as was Zhodani policy for the Sector as a whole, the postings to the Mnemosyne Principality tended to be of a punitive nature. Often these were military advisors with unorthodox ideas, or administrators who had asked too many questions. After their terms were over they understood that it was better to remain in the Mnemosyne Principality, rather than risk returning home. Small expatriate communities grew on many Mnemosyne worlds in this way. These grew in size as word spread in Zhodani space that the Mnemosyne Principality offered the blend of Zhodani order and Imperial personal freedoms that many Zhodani dissidents desired. The *Tavrchedl'* (the Zhodani thought-police) were more than happy to see them go.

By 901Im the make-up of Mnemosyne society had changed such that it now consisted of a roughly 40 – 60% mix of Zhodani and Hamadur peoples respectively. The Hamadur nobility received tributes from the Zhodani immigrants for the right to settle. The largest share of the tribute went to the Saale family. The Saale family in turn became ever more receptive to Zhodani ideals of formal integration of Psionics within society, a formal adoption of Zhodani as an official language as well as a more centralized government. The other Hamadur nobility were beginning to feel that the nature of Mnemosyne society was changing, becoming merely a shadow of Zhodani culture. They saw that Saale coffers were becoming ever fatter as the change progressed. Further, the average Mnemosyne citizen saw her taxes going up and the nature of her society changing at the grass roots level. Even citizens of Zhodani heritage resented the changes and the Saale's hand in it as things started to resemble, more and more, the conditions of the society that they had left behind. By the turn of the century, there were open protests, especially in the Mnemosyne worlds of the Foreven sector. The Saales responded in 1050Im by implementing more restrictive laws, increasing the size of the military, nationalizing it and using it in a garrisoning role. The reaction from most Mnemosyne worlds was indignation. By 1085Im the first outright revolt against Saale rule arose in the Odonmeer system. A mining community, Odonmeer felt the increased tax burden (paid by way of heavy tithes of ore to Saale owned refineries) particularly hard. The Odonmeer Marquesa, Mikhuun Nashu Goinsprach, the 27 year old daughter of Count Hautal Goinsprach, fearing the reactions of her subjects who were overwhelmingly miners, declared that the Odonmeer ore tithes would be withheld until the Saales had reversed their hated policies. The prince regent, Galin Jarles Saale ordered the Mnemosyne Navy to fusion bomb the starport in response. Hautal Goinsprach announced that the worlds of the Rull Crescent, along with the worlds of the Sadanshir cluster had officially declared the Saale Prince Regent as a traitor, calling for his abdication and trial, which they would force upon him if necessary. The military of these worlds as well as the vast majority of the navy based in the region were made up of Mnemosyne citizens from the Foreven sector, which already harboured a cultural resentment against the Mnemosyne core systems in the Far Frontiers sector. They were quick to fall into line behind Goinsprach. The Mnemosyne civil war had begun.

The Mnemosyne Civil War

The drive to the Mnemosyne capital took the better part of a year, with fighting becoming fiercer as the war progressed spinward along the Rull Crescent approaching the Mnemosyne core worlds in the Far Frontiers sector. The final assault came in the opening days of 1086im, with the remnants of the Saale fleet withering under the combined might of the naval assets of the Foreven based noble houses. By the end of the war, the Hamadur nobility of Far Frontiers had allied with their Foreven attackers, been defeated or had withdrawn from the conflict entirely. All were complicit in the subsequent Saale purge, with no known Saale heir of note surviving. In 1087Im Hautal Goinsprach declared the dissolution of the Mnemosyne Principality; each member world would become a self-governing political state. In practice however, as much from sheer political momentum as from political need, the Mnemosyne state hobbled along. Taxes and tithes were again collected, with much of that going to rebuild worlds damaged in the fighting. The Hamadur moot voted to reinstate the Principality for the interim, at least as long as the rebuilding necessitated. Hautal Goinsprach was declared the new Prince regent in 1088Im.

The Present

Twenty-five years later, many of the emergency measures temporarily enacted during the civil war remain in place. The tax structure in particular remains as oppressive as ever, and ever more Zhodani military advisors are arriving in Mnemosyne space daily. Mnemosyne troops spend more and more time counteracting a growing insurrection, whose aim is to depose the Goinsprach rule, which has become as corrupt as the Saales they themselves had overthrown. Perhaps even more damning for the Goinsprachs was the fact that they were considered *Ishkuunkur* amongst the nobility of the core worlds. The long-standing cultural bias ensures the Goinsprachs often need to resort to subterfuge or outright draconian brutality to retain control of the moot.

The damage inflicted during the civil war is far from undone. On most worlds there remain varied levels of destruction and poverty, and little seems to be changing for the man on the street. There is growing resentment amongst the peoples of the Principality against Goinsprach and his empty promises and his recent acceptance of substantial military aid from the Zhodani in a bid to prop up his rule. There are rumours of a man known only by the name of Henrik who holds sway amongst the masses with the promise of change.

Life currently in the Mnemosyne Principality is hard. There is distrust amongst the nobility and a hesitancy to cooperate on the bigger problems such as rebuilding the collapsed Mnemosyne X-Boat routes and trade lanes. The Wandertrieberen have spent more time in the home systems than they have in recent memory but even their resources are stretched. All the while grassroots leaders like Henrik agitate for change, with more and more Mnemosynekur

flocking to their cause daily. Goinsprach's troops struggle to maintain control, with Zhodani help, but a second civil war seems inevitable.

Mnemosyne Culture

Modern Mnemosyne culture is an eclectic mix of archaic Imperial culture with a heavy Solomani, specifically Terran-Germanic, influence. Recently this has been infused with contemporary Zhodani subcultures. Traditionally, Mnemosyne communities centre on the Hamadur noble families who almost always form their core. Star systems then are organized around family lines enjoying the patronage of one of the great noble families. Most recently a few Zhodani, Imperial and even Aslan merchant prince families have been accepted into Hamadur noble circles. The result is a Mnemosyne culture that is fractious, especially under the rule of some of the more autocratic and corrupt Hamadur nobles. Yet the Mnemosyne peoples are fiercely unified in the face of outside interference.

Language

Much of Mnemosyne culture is rooted in Hamadur tradition. For example the name that most Mnemosyne peoples refer to themselves as is Mnemosynekur, in the characteristic Vilani-Terran hybrid language of the Mnemosyne peoples. Mnemosynekur, then, speak Galanglic albeit with a unique accent pegging them as Mnemosynekur to other Galanglic speakers in the region. The vast majority of Mnemosynekur also speak Hamadni, a curious blend of proto-Galanglic, Terran-Germanic and late-high Vilani language. The result is a terse and clipped-toned language heavily peppered with rolling Vilani consonants, colloquialisms and catch phrases. Written Hamadni uses the standard Galanglic alphabet, itself derivative of High Vilani. In addition most Mnemosyne nobility as well as Mnemosynekur in positions of authority and leadership are well versed in Zhodani.

Government and Military

At the grass roots level, government on any Mnemosyne world runs the gamut of government types, much the same as in the rest of human space. At the interstellar level Mnemosynekur have a love-hate relationship with the Hamadur nobility governing them. On the one hand there is great pride taken in the centuries-long Hamadur flight, and the strength it took to endure it. Most Mnemosynekur go to great lengths to connect themselves with the Hamadur flight, even those who are relative newcomers to Mnemosyne space. The Hamadur culture then is a rallying point for all Mnemosynekur in times of crisis. On the other hand, since settling in Mnemosyne space, the Hamadur nobles that have been at the highest levels of interstellar government have often been the focus of scandal and graft. Often the end result is that the peoples of any given Mnemosyne world are fiercely supportive of their own world's nobility while

resentful of the policies and especially the taxes imposed by the Principality seat of government in the Far Frontiers sector. Some scholars have pointed to the fact that the failure of the Mnemosyne constitution to accord the title and office of Prince Regent with any true ensconced power as the reason for the corrupt leadership usually displayed by the nobility at this level. The Prince Regent tends to hold great power indeed, but it inevitably must be garnered through back-room deals, subterfuge and skullduggery. For some reason, network and alliance building never has seemed to rate very highly on this list.

Militarily, the Mnemosyne Principality fields a mixture of Zhodani export licence kit and homespun weapon systems at roughly the TL 12-13 level. Organizationally, military structure is eclectic on the tactical and operational levels, modeled on the ancient practices of Hamadur clans but with an overarching Zhodani structure for strategic movements. Materiel is pouring into the region from outside sources in the wake of the civil war and the military structure is losing what homogeneity it once had as systems rear along family lines. Ostensibly, individual naval squadrons would report to their associated nobles and their holdings. This model remains intact in the former Mnemosyne worlds within the Foreven sector. For the worlds that declared to remain in the reconstituted Principality, assets have been for the most part, nationalized.

Recently, the Zhodani have helped establish the Mnemosyne Patrol. The patrol loosely fills the same niche that the Scout Service does in the Imperium but with a more martial focus more akin to a coast guard.

Societal Outlook and Mores

Mnemosynekur tend to be polite but often curt. The upshot is that when visiting Mnemosyne space, visitors often feel that Mnemosynekur are aloof, or cold. The facades and exteriors of Mnemosyne architecture is often drab and utilitarian. When invited into a Mnemosyne home outsiders witness the friendlier side, and brighter appearance, of Mnemosyne society. On a one-on-one level Mnemosynekur are boisterous and warm hosts who will regale visitors with stories, especially of the Hamadur flight from the Imperium. Food, drink and the best room in their colourful and lavishly appointed (on the inside at any rate) homes are given over to visitors in the hopes of making a lasting bond and leaving a good impression.

Mnemosynekur are people of absolutes. There is right, wrong and very little in between. Show kindness and a Mnemosynekur will be an unswervingly loyal friend. Cross her and you will have earned a blood enemy for life. The result is that for peoples from Imperial cultures, and to some extent Zhodani as well, Mnemosynekur are frustrating to deal with. For an outsider, it is difficult to watch a Mnemosynekur go from boisterous exuberance one minute to a frothing rage the next, then quiet contemplation the moment after. Vargr, interestingly enough, find Mnemosyne culture the least perplexing of human societies.

Mnemosynekur are hardworking but spendthrift. Notorious for buying the finest and saving little, the result is exorbitant economic booms followed by crushing busts. This tends to be a trait held by peoples at all levels of Mnemosyne society from the lowliest pauper (who might spend his last ten credits on a fine aged cheese rather than lasting provisions) to the Prince-Regent himself (splurging on luxuries most can only dream of). Much of this wealth is spent on travel, with Mnemosynekur spending a considerable portion of their income on this pursuit. Mnemosyne travellers are a common sight in starports across the sector. Mnemosynekur are especially fond of visiting the Imperial client states in the Reidan subsector, making a sort of pilgrimage to Imperial space without having to make the full trip to the Spinward Marches. Another big draw for Mnemosynekur, being consummate shoppers, are the high tech luxury items sold in the sprawling bazaars of Neverwind.

Wealthy Mnemosynekur then are well travelled and well versed in the various cultures of Foreven and the bordering portions of neighbouring sectors. Perhaps the biggest contributors to this corporate knowledge though, are the Wandertrieberen.

The Wandertrieberen

The Wandertrieberen are, perhaps, the last remnants of traditional Hamadur nomadic culture. They call no system home, even amongst the Mnemosyne worlds, although they are loyal to the idea of Mnemosyne society. Wandertrieberen are revered by planet-bound Mnemosynekur who in fact afford them a sort of quasi-religious status. They are often appealed to in order to mediate disputes on and amongst Mnemosyne worlds. More than once has a Wandertrieberen fleet been responsible for maintaining the cohesiveness of the Mnemosyne peoples. The religious niche that the Wandertrieberen hold in Mnemosyne culture can be seen in rites of passage ceremonies practiced amongst the worlds of the Principality. Many children between the ages of 15-18, especially from the upper echelons of Mnemosyne society, are often given over to Wandertrieberen fleets. There they learn the Hamadni language, the history of the Hamadur wanderings, and the contributions of the newcomers to Mnemosyne society as well as learning about other cultures around Mnemosyne space as they travel with the Wandering Fleets.

In Mnemosyne culture, the Wandertrieberen are a monk-like group that fill two disparate rolls, one part spiritual leader and one part merchant prince. To this extent there are no Mnemosyne corporations in the traditional sense on the interstellar scale. Instead you have Wandertrieberen fleets organized around family lines much like their planet-bound cousins. Further, each fleet specializes in certain trade goods, perhaps taking a page from the Vilani half of their heritage, emulating the Vilani bureaus. In general though, outside of specialty items, any given trade fleet will move goods of a mundane nature. For example

any Wandertrieberen fleet could retail com-dots, but if you want a meson communicator, one would need to locate the Kiishikur-Wolfe fleet.

The Wandertrieberen are one of the few groups to be considered truly neutral in the Foreven Sector. They are given free passage through most of the sector, at times through known corsair plagued systems and even a few parsecs into Zhodani space. Amongst the Mnemosynekur they hold a special place, being a repositories and teachers of Hamadur history. They are regularly sought out by Zhodani, Imperial and other historians for their unique and impartial view of history. Many times they have proven to be the only reliable source of records from the Imperial Civil War era.

Wandertrieberen are reverently respected by Mnemosynekur, and to a slightly lesser extent, by the other major polities of the Foreven Sector. Despite the air of mystery that surrounds them they are seen as honest brokers and mediators; filling this traditional roll from their earliest history, before being exiled from Imperial space.

A Wandertrieberen character won't be overly helpful in a fight (although they will hold their own) but they will be useful for getting a group of travellers into places they would ordinarily not be allowed. Those travelling with Wandertrieberen would do well not to abuse the trust of others that a Wandertrieberen garners for them. Many traders, brokers, corporations and starports owe favours to the Wandertrieberen. Being black-balled by any of these groups makes star travel difficult at best in Foreven. In addition Wandertrieberen can, upon encountering a Wandertrieberen fleet, acquire restricted and exotic items at list price. Wandertrieberen who are forced to leave their career lose this benefit being seen as having been "defrocked".

When Wandertrieberen are being addressed by Mnemosynekur and even most outsiders within Foreven, the honorific Unbound One, or Unbound Master are used. Rank titles are for the most part used as forms of address within the ranks of the Wandertrieberen themselves and when they are introducing themselves to outsiders.

It has been stated that the Wandertrieberen are not overly skilled martially. This is true in the main, however, a select few become members of the Wandertrieberenschuttpatrol (WsP). These are the self-defence force members of the Wandering Fleets who are adept in the arts of war indeed.



Wandertreiber looking at his hand comp. Image from [wikimedia](#).

Wandertrieberen Characters

Qualification: Soc 8+ (You may not apply if you have served one or more terms in another career)

Wandertrieberen may freely change specializations from term to term.

Specializations: Wandering Fleet **Crew**
Wandering Fleet **Trader**
Wandering Fleet **Scholar**

Skills and Training

Roll	Personal Development	Service Skills	Advanced Education (10+)
1	+1 Int	Broker	Language
2	+1 Edu	Social Science	Language
3	+1 Soc	Trade	Social Science
4	+1 Soc	Diplomat	Computer
5	+1 Dex	Vacc Suit	Medic
6	Gun Combat	Jack of All Trades	Navigation

Roll	Crew	Trader	Scholar
1	Pilot	Broker	Social Science
2	Mechanic	Trade	Diplomat
3	Engineer	Admin	Language
4	Sensors	Advocate	Language
5	GunCombat	Persuade	Investigate
6	Zero G	Diplomat	Leadership

Ranks and Benefits for all specializations

Rank	Title	Skill or Benefit
0	Novice	+1 Soc
1	Initiate	
2	Scholar	+1 Edu
3	Brother	
4	Lorist	+1 Diplomat
5	Koan Sayer	
6	Master	+1 Language

Mishaps

1D6 Mishap

- Injured:** Roll on the injury table.
- Noble Secrets.** You've learned a secret a noble house would otherwise wish remained unknown. Gain an enemy. Stay in your career.
- Pirates!** Corsairs dare to attack a Wandering Fleet, they are destroyed, but in the fighting you are wounded. Roll twice on the injury table and take the lowest result. Stay in your career.
- Sloppy Historic Research:** Your promising line of historical enquiry causes your fleet to risk everything – and lose big. You are exiled! Muster out now.
- Cross a Master:** You've forgotten your place and insulted a Master – Lose your ranks and benefit rolls and start from scratch but do not leave this career. OPTION: accept exile as above.
- Above all odds:** You weren't even of Hamadur birth, it turns out, but the Master singles you out as his apprentice anyway. The others are not happy. Gain a rival. Stay in your career.

Events

2 D6	Event
2	Disaster! Roll on the mishap table but stay in your career.
3	Peddle Influence: You see an opportunity to serve the greater good, but it would mean applying the secrets you know to political ends. Accept and gain +2 Soc and an extra benefit roll but gain an enemy and D3 rivals.
4	King Incognito: You are sent amongst the poor and downtrodden to learn of an important line of knowledge. Roll once on any Rogue skill table.
5	Master's Favour: +1 on any one benefit roll (can not be stacked).
6	Settle a Feud: You have a chance to convince two warring houses to intermarry and heal the rift. Accept: throw Diplomacy 7+ or Persuade 5+ for +1 Soc and a chance to roll once on any Noble skill table. If you fail apply the Cross a Master mishap. Refuse: nothing happens.
7	Life Event: Roll on the life events table.
8	Undercover Research: Gain one of Deception, Stealth, or Carouse.
9	Wandertrieberen Schutz: Sometimes the strength of the fleet needs to be applied on a more intimate level; sadly some must be trained in the arts of war. Choose one of Gun Combat, Melee, Heavy Weapons, Explosives, Recon or Tactics. These skills may be substituted for any rolled skill while the character remains a Wandertrieberen in the Crew specialization.
10	Old Friend: You form a beneficial partnership with another of the Unbound. Gain a +4 on your next advancement roll. Gain an ally.
11	Dusty Tomes: You have found an ancient and forgotten compartment aboard ship which yields legendary works, gain an automatic promotion.
12	Secrets Man Was Not Meant to Know: If you're reading this correctly it could change... everything . You've learned a secret or hidden, important plot point. The details of this secret are left up to the referee. Option: choose instead to gain a free roll on the advanced education or scholar table.

Career Progress

	Survival	Advancement
Crew	Edu 5+	Int 7+
Trader	Edu 5+	Int 7+
Scholar	Soc 5+	Edu 5+

Extra Starting Equipment:

Wandertrieberen Robes

Psionic Shield

Mustering-Out Benefits

Roll	Cash	Benefits
1	none	+1 Int
2	none	+1 Edu
3	5,000	+1 Soc
4	5,000	Ally
5	10,000	Ally
6	10,000	Scout Ship
7	10,000	Free Trader

Mnemosyne NPC's

Johann Schmidt. Uplifted Dolphin Noble (Administrator) 5 terms.

986AAB Diplomat-3 Leadership-2 Advocate-1 Admin-1 Computer-0 Melee-0
Waldo (Battle Dress 13), manipulator, Dolphin Blade (Counts as Cutlass – 2D6+4)

Some of the “Solomani” making up the early Hamadur were, in fact, uplifted Dolphins the Terrans had brought with them as they advanced ever deeper within the First Imperium. Gregarious peoples, the Schmidt fully integrated with the Hamadur over time and with only a few exceptions are fully accepted by the other clans. Johann has risen to prominence over the past few years as his clan, perhaps because they aren't human, have been a unifying and diplomatic force in the Mnemosyne principality since the end of the Civil War. Schmidt has been seen travelling extensively with the Manheim-Ashuuri Wandertrieberen fleet in recent years. Advanced in age for a dolphin, many fear for the health and longevity of this stabilizing force in Mnemosyne politics.

Aquilla Turin. Drifter (Wanderer) 4 terms.

798B43 Deception-3 Recon-2 Streetwise-2 Computer -0
Far Trader, Autopistol (3D6-3), Jack Armour (1)

Aquilla is a renowned personality within the Principality. She is the owner (although not the operator) of the Jakdot, a storied Far Trader named after a Zhodani folk hero. She is sometime smuggler, sometime humanitarian, and fulltime outspoken critic of the rule exercised by the Hamadur lords in the Principality. She is seen as something of a heroine among the Zhodani immigrants and other lower classes in the Principality. Of particular concern to Mnemosyne blue-bloods are the rumours that she has the ear of Henrik, the maverick who has been amassing a large following amongst the Foreven Mnemosynekur of late. The Spinward Hamadur lords would pay a fine price to know her true intentions.

Piers Hans-Strouden. Wandertrieberen (Scholar) 6 terms.

565BBC Leadership-3 History-4 Diplomacy-3 Investigate-2
Alms Bowl, Psi Shield, Yacht

Peirs Hans-Strouden is known throughout the Foreven sector as the herald of the Kiishikur-Wolfe Wandertrieberen fleet. The Kiishikur-Wolfe fleet is thought to be one of the wealthiest single entities within Foreven. They have even been known to have moved the occasional ancient artefact, much to the chagrin of the Imperial Scout service and others interested in the preservation and study of such items. Hans-Strouden tends to arrive in a system two or three weeks ahead of the fleet, preparing local infrastructure to receive the massive influx of shipping the Wandertrieberen tend to attract. Recently, it has been said that Hans-Strouden has been hiring travellers willing to search out “items of interest” to the Wandering Fleets.

Astrography

What makes Mnemosyne space so unique? Certainly the history of the Hamadur, the Zhodani, the Wandertrieberen and the resulting culture plays a large role. But what of their physical location in space? Consider; was there a cultural difference between the peoples of the New World and that of the Old on ancient Terra? Historical analysis would seem to indicate so. What precipitated that? Many argue the ocean did. The North American continent of that world has a huge moat around it, the Atlantic and Pacific Oceans. This affected the military considerations of it's leaders and the frequency of cultural contact with Europe and the other continents and cultures. What does any of this have to do with Mnemosyne Space? Here too that moat exists. Where you ask? The answer lies in the Foreven Abyss.

The Foreven Abyss

The Foreven Abyss is the roughly S shaped 2 parsec gap running from the Massina subsector down through the entire length of Foreven, exiting at the Rull subsector. *There are only two points where J-2 capable vessels can navigate across;*

The Neverwind Ford. Servicing the coreward edge of the Avalar Line trade route, the Neverwind system (1620 Foreven/Titan) does a land-office business servicing traffic flowing between Avalar and the Zhodani client-states and Consulate proper. It must remain neutral due to the negotiations brokered at the end of Frontier War 4 and as such willingly (on the face of things at any rate) services J-2 traffic from all states.

The Wandertrieberen Road. An ancient crossing running from Dhavalia (0538 Foreven/Rull) to Lirgadar (1039 Foreven/Harem) and used by the Wandering Fleets since the early days of the Hamadur arrival in Foreven. The worlds are safe but sparsely serviced. The massive ancient vessels making up the Wandering fleets are seen to travel here regularly in recent years. Surely many unique and exotic items and megatonnes of cargo are making their way into Mnemosyne by way of the Wandertrieberen, but to what ends remain unknown. They are attracting many free traders who hope to contact and trade with the Wandering Fleets for the wonders they carry. Surely corsairs will brave the Wandertrieberenschutzpatrol (WsP) sooner or later. The temptations for spoil are too great. Part of this route closest to Avalar Space actually traverses through The Beyond sector to rimward.

Legends and myth surround the Abyss amongst travellers. Spacers are a superstitious lot and stories in downport bars are swapped about it regularly. Most rumours tell of ships regularly misjumping as they cross the gap, especially in the trailing half of Mnemosyne Space. The Sadanshir Cluster is surrounded by it and many free traders and not a few warship captains avoid these systems. The mysterious Henrik is said to have retreated to this region, perhaps due to the pause it gives some Mnemosyne naval captains. Many more legends connect the fact that the oldest Hamadur colonies can be found in these systems, and many conspiracy theories abound as to why they chose these stars to end their wanderings at. What was so

attractive to make them stay or, as in other darker legends, what was so horribly compelling?

Scientific explanations are somewhat more grounded. There is a slightly higher incidence of misjumps for ships crossing the gap (in the neighborhood of about a 1% variance or so) but many explain this away as statistical error, or an error in reporting rates induced by the aforementioned myths. Even here though there is some perplexing data. Gravimetric readings seem to indicate something immense on an interstellar scale affected a change in the relative velocity of the star systems surrounding the Abyss. The effect is even more pronounced for those systems completely encompassed by it, like those of the Sadanshir Cluster. Many suggest a massive black hole transited the galactic plane at an oblique angle through the sector. Other astronomers dismiss this saying it is merely a “failed rift”. They explain the Abyss is simply a smaller version of the sector wide void separating Imperial Space proper from the back-water regions of Deneb and the Spinward Marches. Others attribute the rift to some apocalyptic happenstance connected to the war the Ancients waged 300,000 years ago.

Whatever the reality, the Foreven Abyss does significantly affect traffic flows across the sector. Much of the commercial traffic in Foreven is carried by tramp freighters often running in the J-1 to J-2 range. Much of Mnemosyne Space is cut off from even J-3 traffic but for the Wandertrieberen Road, the Khallath system and the very coreward few systems in the Lassana Subsector. This in turn affects the cultural fabric of the Mnemosyne peoples. Mnemosynekur have always been “a little different”. Much like the differences in the peoples of the Old World versus the New on ancient Terra, that is what happens sometimes when you settle across the pond. Once you cross the Abyss, the very feel of Starports change. The character of those inhabiting worlds becomes much more influenced by Zhodani ways and means as the direct lines of communication are tapered greatly running Trailing to Spinward across the sector due to the Abyss. Imperial sentiments just don’t translate across this astrographic barrier readily. It is why the Mnemosyne settled where they did. No one had dared pushed across the Abyss in those early days. This is why the Hamadur found themselves alone; they had crossed over to the point on the star-charts marked “Here There be Dragons”.

Mnemosyne Sub-Sectors within Foreven

The vast majority of Mnemosyne Space in the Foreven sector can be found in the Lassana and Rull Subsectors.

Lassana (Subsector I)

The effects of the Mnemosyne Civil War are obvious to anyone looking at a current starchart. The original borders of Mnemosyne Space extended well into Foreven encompassing the Elista system as well as all three worlds of the Akshan Cluster. Unsurprisingly, a fair number of the worlds in this subsector have Zhodani names and a majority of Mnemosynekur of Zhodani heritage call this region home. Fighting in Lassana was limited during the Mnemosyne civil war. These worlds, especially those closest to the border with Far Frontiers who have maintained their membership in the Principality, have remained relatively unscathed. Thinly populated by both sophonts and stars, it is ignored for better or worse by the more dynamic regions of Foreven. The subsector was named for Lassana Liirsiig Wolfe, also known as The Mother of the Scattering, an Hamadur folk hero renowned for challenging Emperor Nicolai to provide dispensation allowing her people to leave Imperial space in 610Im.

Subsector Data. Foreven/Lassana

Kommenor	0129	B566869-A	A	Hi	134 Mn	
Devkalia	0130	E884358-5		Lo	422 Mn	
Vayadir	0223	A3117A7-9	A	Ic nAg	121 Na	
Vayashtal	0224	D4705A8-A		De nIn	134 Na	
Gikir	0226	AAF7567-A	S	FI nIn	121 Mn	
Dilunu	0227	C304589-A		Ic nIn Va	313 Mn	
Obledliej	0422	C784759-A	E	Ag Ri	120 Na	
880-424	0424	X6A7000-0		Be FI	010 Na	
Gashkham	0426	D260573-9		De nIn	111 Na	
Akshan	0526	B499451-B		nIn	233 Na	
Sibeanacus	0527	E3716B9-7	C	nIn	214 Na	A
Rocarro	0623	EAA1300-9		FI Lo	300 Na	
Orh'neon	0723	E360336-6		De Lo	204 Na	
Elista	0730	C8488C9-5			213 Na	
Odrirri	0822	X386353-4		Lo	104 Na	
Ancian	0825	B7A0341-9	S	De Lo	120 Na	

Gikir. Zhiaj Vintszdiev facilitated a large scale colony here of 15,000 scientists and support staff about ten years ago. The Zhodani company is known for cutting edge research on theoretical physics and subsequent commercialization of the resulting technologies. The atmosphere code has recently been changed from very thin to thin, low when it was discovered the colony had been set up in a deep crevasse in the south polar region. The starport facilities are made available to all comers situated at the northern rim of the crevasse but travel into the colony proper is restricted. Zhiaj

Vintszdiev, in addition, paid to equip the Mnemosyne Patrol with a base co-located with the starport. Patrol personnel are primarily responsible for controlling access to the colony on the crevasse floor.

Obledliej. A Zhodani friendly colony that has managed to fly under the radar for years. A large diplomatic mission has been maintained here by the Consulate and for over two centuries has been busy with the task of funneling Zhodani military veterans, malcontents and undesirables into “better Lives” in the Mnemosyne Principality. The flow has decidedly reversed in recent years with anyone with viable claims to Consular citizenship applying to return and repatriate. There have been large refugee camps on and off since the end of the civil war and while not a crisis as yet, the government on the world is taxed.

Sibeanacus. Sibeanacus, along with Akshan and Gashkham (collectively, the Akshan Cluster) were the holdings of the Reintail-likushin family. Like many Mnemosyne worlds in Foreven they readily accepted neutrality when it was offered by Hautal Goinsprach. Neutrality has failed spectacularly here. These worlds, their militaries already severely depleted to some extent or another by the war, have repeatedly had any attempts to stabilize their circumstances stymied. Recently political infighting and cut throat competition has set these worlds against one another and a recent trade dispute was concluded in 1097Im which left all three worlds essentially bankrupt. Any family control over the few remaining military assets subsequent to this was lost. Recently a group hailing from the Far Frontiers arrived and contracted security services to the beleaguered governments. Calling itself Letkinzh Zhevzia Joesh (LZJ, roughly: New Way Organization) and possessing a substantial collection of fairly new Zhodani patrol cruisers (6) and attendant scout craft they managed to settle the worst of the chaos and re-establish some semblance of order, at least as far as interstellar travel was concerned. Soon the old Mnemosyne Naval base at Sibeanacus was leased to them in lieu of payment. At first demands made by this group to the government were reasonable, but as years wore on, LZJ has grown more and more powerful and their demands more and more avaricious. They now brazenly board all civilian traffic daring to enter the Sibeanacus system, imposing “tax levies” and taking a substantial portion of the cargoes. Recently a system defense boat, on lend-lease from Imperial intermediaries at Neverwinter was seized due to “lack of export documents”. Official protests have been lodged but no action has been taken by the Mnemosyne Principality or the Zhodani Consulate. No word from the Consulate has been given as to where the equipment LZJ uses was attained. The Reintail-likushin family has canceled the security contract and declared the group to be nothing more than corsairs... few would disagree. With Zhodani assets seemingly being relocated to Coreward and Trailing in recent years and Mnemosyne assets committed elsewhere or simply indifferent, it would seem LZJ will not be dealt with for the foreseeable future.

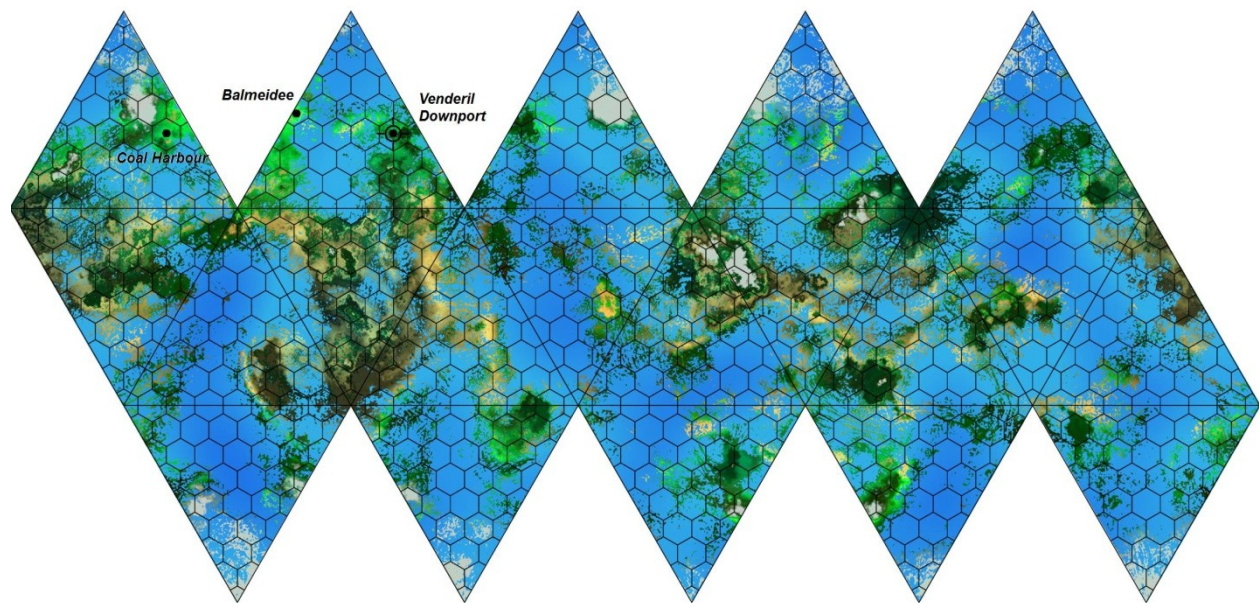
Vayadir. Colonized by a sleeper-ship of genetic Solomani from Reavers Deep, Vayadir was a rather poor choice of a world to inhabit. With only a trace atmosphere, the population lives mostly in underground archologies or orbital habitats. They have recently opened negotiations with the Zhodani for rights to set up an advance base to

support patrols of the frontier. As part of the bargain, the Consulate have been slowly building up the technology of Vayadir to support the base. The Zhodani have also helped support an effort to colonize Vayashtal, a neighboring planet. Although not declared as a polity outright, the colonization effort and military aid in Vayadir and her colony has been oriented to some extent at countering Mnemosyne capabilities. Political analysts in Foreven are wondering aloud if the Zhodani Consulate fears a sea-change in the allegiances of Mnemosyne systems in Foreven.

World Dossier: Kommenor 0129 Foreven/Lassana

Kommenor is a moderate sized hot-house garden world and is the *defacto* subsector capital for the Mnemosyne Principality in Lassana. Kommenor was eventually settled in 622Im by the members, vassals and associates of the Inlarda-Kommenor family. Fairly progressive and accepting as far as Mnemosyne worlds go, this gregarious veneer belies a populace who have been sheltered from the deprivation most Mnemosynekur have dealt with in recent years.

Kommenor 0129 Foreven/Lassana, B566869-A



The Kommenor System.

Orbit	Name	UPP	Notes
0	Inlarda	G7V	Main sequence Yellow Dwarf
.2 AU	Inlarda A	G100000-0	Research Station
.4 AU	Klein's Belt	X000000-0	Metal-rich Belt
.7 AU	Kommenor	B566869-A	Mainworld, 1 small moon
1 AU	Vili	XB00000-0	Small Gas Giant – 4 moons of note
1.6 AU	Outer Belt	X000000-0	Carbonaceous-rich Belt
2.8 AU	Bestla	XB00000-0	Small Gas Giant – 6 moons, 1 w/ Native Life.
10 AU	Odin	XB00000-0	Small Gas Giant – 6 moons of note
19.6 AU	Ve	XB00000-0	Small Gas Giant – 3 moons of note

Planetology

Kommenor is a fairly small world with a surface gravity of only .65G. Natives to the world tend to be ectomorphic in stature as a result. The length of year is just over 226 standard days and the day is just over 26 standard hours in length.

Kommenor sports a hydrographic percentage of about 63% and is considered a wet world. Continental masses are smaller than average for a tectonically active world of this size and the intervening seas are uncharacteristically deep. This is fortunate as they tend to ameliorate the worst effects of Kommenor's torrid climate and high axial tilt of 36 degrees. Kommenor is relatively young geologically speaking, being roughly 1.6 billion years old. Several large basins can still be found from large impacts early in the planet's evolution, clustered for the most part in the northern hemisphere, with a more recent basin (>1Mya) found in the southern hemisphere. The system as a whole is replete with potential bolides and another mega-impact is no doubt immanent. It has, then, a correspondingly active molten core and volcanism is common. Two to three volcanoes can be found active on the surface at any given time.

Inlarda, the G7V yellow dwarf main sequence star central to the Kommenor system is fairly cool and stable but at a mere .7AU orbit, Kommenor itself is a hothouse. The planet sports a dense atmosphere at 1.3 atm of a standard Oxygen-nitrogen mix and has a high concentration of greenhouse gasses. The resulting average surface temperature is almost 40°C making habitation near the equator (where the temperature can approach 70°C on the hottest days) untenable. The large axial tilt means that the seasonal change can bring violent weather with torrential rains and hurricane like winds. Outside of the shallow sea basins hosting the main populated areas, permanent habitation is difficult at best. As it stands most structures are of sturdy dome shaped plascrete construction no more than 2-3 stories in height thereby making them robust enough to stand against this weather.

Population

The population of Kommenor has recently passed the 100 million mark, with demographics breaking down in a fashion similar to most Mnemosyne worlds, the majority being of Hamadur origin followed by a large percentage of Zhodani extraction (roughly 25%). There are also a few Aslan settlements but their numbers are not as significant here as in more rimward systems of the Principality.

Government

Kommenor is controlled by an appointed ruling council known as the Ziefletzttrieb. The Ziefletzttrieb of 10 Nobles hailing from Hautal Goinsprach's holdings in the Far Frontiers and is technically a colony of those worlds. Advising this council is the Citizen's House consisting of 100 members appointed by the citizens they represent. Further a shadow council known as the Upper Chamber reviews and amends suggested laws, proclamations and the like put forward by the Citizen's House. The Upper chamber consists of business moguls and military executive officers appointed in some way or another by Hamadur noble families in the Far Frontiers. There exists too, in this political body, a large number of Zhodani "advisors".

Military and Police Forces

There is at any one time a regiment sized force of huscarl troops attached to one or more of the nobles currently serving in the Ziefletzttrieb. These troops can range anywhere from TL 10-12 in keeping with the exigencies of their origin world. Policing is controlled on a regional basis, with a moderately strict enforcement of laws centering on weapons possession and illicit drugs. Other areas of legal enforcement are quite liberal.

The system sees robust commercial starship traffic. Kommenor therefore maintains a fleet of 40 System patrol boats and associated patrol cutters as the Wandertrieberenschuttpatrol and their associated Wandering Fleets have not routinely traveled to this system since the end of the civil war. When not policing the system, these assets are deployed mapping the system's large numbers of asteroids and comets that may threaten Kommenor. Recently a number of small fusion plants were placed on the surface of a 230km asteroid, slowly ablating the surface with discharges of plasma in order to alter its course. At any one time a squadron of the Mnemosyne Navy can be found in-system, usually consisting of a 20,000 dton capital ship and itinerate picket ships.

Biosphere

The biosphere on Kommenor is wholly transplanted consisting of biogenetically engineered crops and imported animals meant for meat production. Significantly there are large herds of Kaas bread-reed crops, Terran rice and some soy as well as Groat herds mostly imported from sources in the Spinward Marches. There are significant crops of maiishgaa and ansebrekr from Vilani and Zhodani sources as well. There is no known native life on the planet although there is some indication there may be native biotic colonies in remote areas of the world's oceans. Indeed the presence of molecular oxygen in the atmosphere points to some form of microbial colonies at some point in the world's history. The planet is at the tail end of the late bombardment period in its evolution, and the consensus is several repeated extinction level events may have made the surface untenable for life to regain a foothold until very recently. Many of the introduced crops were designed to be nitrogen fixing and extraordinarily efficient at converting CO₂ into non-volatile carbon compounds. The upshot has been a marked decrease in greenhouse gas concentrations and an overall 1°C drop in average global temperature since their introduction.

Trade and Production

Kommenor enjoys a sizeable trade surplus. Producing medical compounds and equipment at technology levels averaging TL12 well above the world median TL, the lion's share of the trade surplus comes from the fine quality medical exports that remain in high demand around Mnemosyne space. Similarly, novelty items such as mood jewelry incorporating psionic switches and associated processors are produced. These allow a psionically talented individual to more easily read surface thoughts and enhance feelings of well-being (so long as the wearer is willing), and are a hugely popular item. Known as Viazhde'fi, these items find their origins amongst the Zhodani-Mnemosynekur.

Cities and Settlements

Over 90% of Kommenor's population resides in the Northern hemisphere. Here, populated regions are found clustered around two large seas centered on two basins on the north-western continent of Dolvelteg. On the Eastern shores of Ostsea lies Vederil, downport and capital city of Kommenor. 30 million people call Venderil home. It is the business centre of the world hosting the main trade and commodities exchanges and 80% of off-world traffic traverses through this city. Balmeidee can be found at the northern portion of the isthmus separating Ostsea from Westsea. The land here lent itself particularly well to terraforming crops and 10 million residents of this city can trace their line of work to agriculture or supporting industries. Finally, Coal Harbour's 20 million residents are involved in mineral and chemical compounds extraction. Most of the world's Zhodani-Mnemosynekur can be found Coal Harbour and the surrounding region. A strong airfilm train network connects the Coal Harbour region to Balmeidee which in turn has a large seaport connecting it to Venderil.

Society and Customs

The citizens of Kommenor are more progressive and even tempered on the whole compared to the majority of Mnemosynekur. The planet is somewhat of an industrial powerhouse in this region of space, yet the front lines were somehow held back from the system during the civil war. As such Kommenor was spared the worst of the fighting. Peoples of this world have maintained then their loyalty to Goinsprach's Principality for no other reason as it has yet to be really tested. Citizens of this world are often seen as callous to or clueless about the suffering that is extant on many nearby worlds by other Mnemosynekur.

The large ex-pat Zhodani community here has meant that psionically talented individuals are readily accepted in Kommenor society. They do not accede to formal leadership positions solely because of their talents as they do in the Zhodani Consulate but more fill the role of local priest or witch. On Kommenor these individuals are known as the *shugilkur* (in a fashion similar to most Mnemosyne worlds) and can be discerned by the elaborate tattoos about their face and necks. The ranks of the *shugilkur* are unregulated and con artists are not uncommon amongst them.

Kommenorkun are generally supportive of the Goinsprach regime and dissent, while tolerated, is most often simply laughed off as malcontents doing what they do. There are followers of Henrik who have garnered support amongst the lower classes and interestingly enough amongst the Zhodani colonies around Malmeidee. Dissenters paint the majority of their fellow citizens as naïve or worse, complicit in the actions of the Goinsprachs, which they see as little better than that of the Saale.

Timeline - Major Events

First settled by the Inlarda-Kommenor family in 665Im, the world they found was a hot-house. A recent era of runaway volcanism begun by the impact of a rather large bolide in the southern hemisphere was just ending, and the atmosphere was laden with greenhouse gasses. The mean temperature was well over thirty degrees; meaning outside of the polar regions habitation would be uncomfortably hot. Nevertheless the world was habitable and the North-western continent that they named Dovelteg, was chosen. The giant cruiser Gumlandiir, of ancient Vilani-inspired design that the family arrived in can still be found in orbit today. Over 600 years old and over 500,000 tons in size, it no longer can function as a starship but instead serves as the up-port. The ship's ancient frame merely serves as a gantry to attach all manner of workshops, cargo lading areas and habitats. It attracts historians and scholars as it stands as one of the few remaining examples of the large Vilani starship designs that were produced in the Gushemege sector during the late Sylean period.

By 714Im the colony had grown substantially. Transgenic crops were planted that were nitrogen and carbon fixing in an effort to terraform the soil and ameliorate the overabundance of CO₂ in the atmosphere. The introduced crops, especially the rice, had in fact taken nicely and despite losses due to the horrendous weather, the colony

had grown to become self-sufficient. Some agricultural exports were traded with the newer colonies being established in Far Frontiers, however due to the exigencies of having to treat citizenry who were injured routinely from earthquakes, hurricane winds and other natural disasters; Kommenor was becoming a major exporter of medical technology and expertise. Rapid population growth continued over the following decades as the land on Dovelteg was tamed and prosperity followed. Throughout this period however Mnemosyne society as a whole was becoming much more insular. Contact with the Hamadur worlds to Spinward was becoming less frequent and a definite cultural split was occurring. Despite being written off as “country bumpkins” by those in Far Frontiers, Kommenorkun tended to remain stubbornly proud of their Hamadur roots. A small subset of Kommenor society took the disdain of their Spinward brethren to heart and ever more strongly urged a more independent course for the world. Envoys from the Mnemosyne core worlds arrived in 770Im along with their Zhodani advisors in an effort to smooth over differences and bringing as well the idea of a formal unification of Mnemosyne worlds within a Principality. The strong influence the Zhodani seemed to be exerting over the Hamadur nobles from Spinward, rankled this subcultural group. Tensions erupted into open conflict a year later when the government residences assigned to the Zhodani advisors in Venderil were bombed killing all inside. The bombing had the unintended effect of galvanizing public opinion against the saboteurs. They were rooted out and their supporters and sympathisers in Mnemosyne government were rounded up and ousted by 774Im.

Kommenor enthusiastically embraced the creation of the Principality in 776Im.

The following century saw a return to prosperity as the Principality found its legs and commerce between the Mnemosyne worlds grew at a robust pace, no longer being the sole purview of the Wandering Fleets.

In 914 a major drought hit, temperatures were soaring more than usual and rain patterns were being adversely affected. It was eventually surmised that some unknown global feedback mechanism had come to pass and the cooling effect the carbon sinking transgenic crops had wrought was being undone. Eventually the oceans were seeded with a phytoplankton that returned the world to a gradual cooling trend which remains steady as of 1105. Many researchers point to this ‘hiccup’ in the greenhouse terraforming plan as further evidence of some form of pervasive native life that has somehow as yet gone undetected.

Further calamity hit as in 920 it was recognized that a small but concerning number of male infant deliveries on the world were stillborn. Researchers struggled with the diagnosis but for over 50 years little progress had been made. By 971 a serious gender imbalance had set in with male to female ratios falling to 5:7. Serious concerns were raised with respect to the ongoing viability of the colony. Medical research facilities were opened and afforded advanced equipment and staff supplied by the Zhodani. Progress was made and by 1030 the illness had been traced to a prion that affected the male brain in the womb. Dubbed Lassanian Infanticide-Male Prion (LIMP), a hunt could now be made for the source. Food stocks were checked focusing on the genetically

modified crops but no source could be found. Eventually research led to a retroviral application that truncated the transmission from mother to child and by 1045 the latest generation had returned to gender parity. Although the disease had been eradicated, there is still much conjecture as to the cause. The decades long research into the disease did affect Kommenor medical science positively in the end, to the extent that it greatly enhanced the strong medical exports sector that Kommenor enjoys to this day.

Over the course of the past 200 years, Mnemosyne merchants had amassed great wealth as more and more interstellar trade was being conducted by merchant princes and Zhodani corporations. The Wandertrieberen were seen rarely now having been largely supplanted by these groups. By 1050Im increased taxes were needed to compensate for funds being illicitly moved to Saale coffers in Far Frontiers by this new merchant class. It was common knowledge then that, more often than not, these merchants and Zhodani corporations were beholden to the Saale family and their Zhodani supporters. The events leading to the Civil War had finally come to touch Kommenor society.

Subsector Data. Foreven/Rull

Rull subsector was the fount of Mnemosyne power in the Foreven Sector. Fully 8 systems maintain class A starport facilities, a number on par with far more populous regions of Charted Space. 9 current or former Mnemosyne Navy and Mnemosyne Patrol bases can be found in the subsector. It is little wonder that when the nobles of this region banded together behind Prince Goinsprach, the Saale were easily defeated. It is with some irony then that this heartland of Hamadur strength is considered a cultural backwater by the Principality proper in Far Frontiers.

Ledettan	0131	B538410-9		nln	233	Mn	A
Odonmeer	0135	X742351-2		Lo Po	324	Mn	A
Rull	0136	A480644-C	E	De nln Ri	124	Mn	
Gilunle	0232	A140315-C	A	De Lo Po	303	Mn	
Shaushu	0235	B100373-C	N	Lo Va	222	Mn	
Rabbadaen	0236	D322836-8		nAg Po	233	Mn	
Aurgid	0239	C96A646-7		nln Ri Wa	332	Na	
Batlieke	0332	E482640-4	C	nln Ri	134	Mn	A
Uumazi	0335	D000316-6	S	As Lo Va	130	Mn	
Agdia	0336	A440561-C	N	De nln Po	414	Mn	
Suvitsi	0431	AAD5326-E		Fl Lo	313	Mn	
880-436	0436	X503000-0		Be lc Va	014	Mn	
Dhavaliala	0437	AA676B8-A	S	Ag nln Ri	122	Mn	
880-439	0439	X420000-0		Be De Po	011	Na	
Oaslion	0538	E875755-8		Ag	331	Mn	
Uchillon	0633	C543300-B	E	Lo Po	224	Na	
Kandamaran	0634	A898513-E		Ag nln	902	Na	
Banides	0639	A5A5589-A		Fl nln	132	Na	
Blíanides	0732	A756400-D		nln	611	Na	
Sadanshir	0734	A655630-D	A	Ag nln	111	Na	
Gimikha	0735	D64A578-B		nln Wa	121	Na	
Dvorovoi	0837	D040412-6		De nln Po	611	Na	
Ahemait	0839	D99A6B6-7		nln Wa	212	Na	
Maenali	0840	E654621-5		Ag nln	100	Na	

Odonmeer. Once known as the Opal of Mnemosyne, Odonmeer is today in a state of utter collapse, the result of being the birthplace of the Mnemosyne Civil War (see The Mnemosyne Civil War). Before it's destruction in 1085lm however, Odonmeer was a core world of the Mnemosyne Principality. With a massive commodities exchange, it was the gateway for the resource worlds of Foreven to feed the industrial heartland in Far Frontiers. By 1031lm the world was notable for, amongst other things, the first production facilities for Jump 3 starship manufacture in the Principality. It was a major producer of artistic works and by 1052lm was seen as reversing the provincial reputation of the Principality worlds in Foreven. By 1065lm a major population boom was underway, fed by the populous Hamadur worlds to Spinward and a large influx of Zhodani colonists. By 1085lm all this was no more. A marginally habitable world to

begin with, all was lost when the capital disappeared. As of the present most refugees have been moved off world by various relief efforts mounted domestically and by the Imperium and the Zhodani consulate (who in fact directly cooperated with each other in many of these efforts). Those that remain are a few thousand researchers, relief workers, looters and other miscreants as well as those steadfast (or foolish) few colonists who refuse to give up their home.

Rull. Rull is the capital of the Foreven Mnemosyne worlds and lends its name to the subsector. Staunchly supportive of Prince-regent Goinsprach, it is the centre of power balancing the secessionist worlds of the Sadanshir Cluster. The world is a desert world much reminiscent of Mars in the Terran system, or at least what that world may have been like a Billion years ago. Rull has recently lost its hydrosphere, leaving behind massive alkali plains laid over reddened oxidized soil. The atmosphere is dense and warm, being in large part the remnants of what oceans the world used to possess. The atmosphere is in the process of being depleted and will likely be thin in another billion years or so as it is slowly ablated by the stellar wind of its primary. For now the air is breathable, the oxygen being a remnant of whatever life used to exist here, but that too is being slowly depleted by oxidization. There is a high content of CO₂ in the atmosphere, on the verge of being a taint, and visitors with weak respiratory systems are advised to take appropriate measures. Land is easily terraformed in the highlands of the southern hemisphere, and when protected from the worst of the intense radiation on this world of weak magnetic field, introduced crops did well in greenhouse environments. Water is not scarce as there is more than enough locked up in aquifers and the like for the needs of the population when properly husbanded and recycled.

Initial colonization efforts were difficult and by the 670s Im Rull leaders had a reputation of being tyrannical in their efforts to maintain the discipline required in those early years. The economy struggled as a result in the years following, but Rullkur are a stoic yet hearty folk owing to the discipline instilled in their culture and so endured. By 719Im they were enjoying a newfound prosperity as they had learned to exploit the unique chemical compounds and materials native to Rull, finding markets for them in the rapidly expanding Hamadur colonies In Far Frontiers. Money was reinvested into technology research and education and by 720Im Rull had come to be known for its superior materials technologies with applications in most areas of engineering. The colony grew rapidly in those years, bolstered by massive Zhodani efforts to settle emigres there in the mid-700s Im; this in an effort to counteract Imperial colonization efforts in the sector. The rapid expansion taxed the well balanced closed-cycle economies of the habitats on the world. A long economic depression set in, and many Rullkur, especially those of Hamadur descent, left for greener pastures to spinward. Maintenance faltered, water wells and recycling facilities failed and entire greenhouses of crops were lost. This in turn led to the abandonment of many habitats by the end of the ninth century Im. By the mid-900s progress had been made on genetically modified food stocks (subsequently exported across Mnemosyne space) eliminating the need for complex greenhouse-habitats. A technological breakthrough occurred when a new GM crop based on the Lahaant cactus from Sadanshir was made. This could grow on the surface without protection, was alkali resistant, and possessed deep roots that did well

in the wind-shadows of certain geological features.

Following the end of the Third Frontier War, skullduggery and intrigue were the rule of the day. In the year following the cessation of that conflict, an Imperial fifth column was put in place on Rull and within the year had fomented a rebellion of the Hamadur minority against the Zhodani Majority. The rebellion was put down and as a result Zhodani ties to the world were cemented. An arms deal was concluded with Zhdant and the world fields an impressive array of front-line Zhodani equipment to this day.

Owing to the large ethnically Zhodani population, the main Zhodani diplomatic mission to the Foreven Mnemosyne worlds has been based here for centuries. The academic and research facilities here are amongst some of the best in the sector and in keeping with tradition on this world, continue to push the boundaries of technology in the Principality to this day.

Kandamaran. If ever there was a world perfectly suited to the Hamadur psyche, this is that world. Orbiting a white subgiant star, the world is canted at an incredible 80° axial tilt. There are no tropics or polar regions per se, just an enormous ever changing band of seasons that swing wildly from 80° centigrade summers to -100° centigrade winters from one pole to the other over the course of roughly 23 months. In the 6 month fall and winter periods, the biosphere springs to life as the temperate band slowly sweeps across the world. Life lives fast and dies hard as it races to grow and procreate before returning to deep burrows to hibernate or to deposit oviform larvae and die. The scalding steam laden hurricane winds of summer then scour the surface of any remaining life. Incredibly most of the life-forms on the world are perfectly edible and pack inordinate amounts of calories and nutrients. Of course the reverse is true and roving packs of carnivores on the world have no compunctions about hunting the colonists. Most cities then are gravitically motile following the temperate band as it sweeps across the world. The citizens for the most part engage in a mad dash to collect the various food-stuffs for export; a lucrative and dangerous business. The food and game harvested tally to the megatons and are exported throughout Mnemosyne space. These foodstuffs are particularly prized by the Siefert-Kagaashi Wandertrieberen fleet which can often be found here at harvest times. At the end of the season, the cities move through the hellish windstorms following the summer band to get to the new emergent temperate zone on the other side. To make matters worse, when a temperate band springs to life the rapidly growing flora emit enormous clouds of fungal-analog spores which find the human lung to be quite fertile ground. This of course making the temperate zone possessed of a tainted atmosphere.

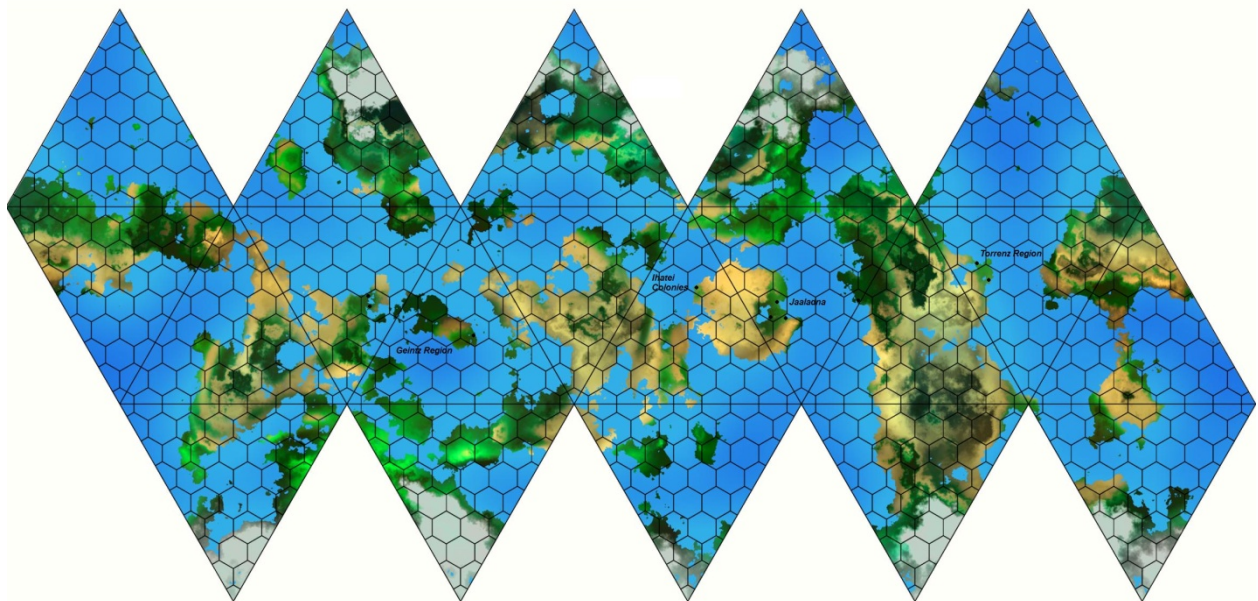
The most interesting creature on the world is the Jörmungandr, an immense creature resembling a whale-sized horseshoe crab. It does not die off or hibernate deep in the ground at the end of a temperate season, instead it heads for water, diving deep to swim along the bottom to escape the hellish summer winds above. Before it does, it sheds its shell which is then harvested by the colonists. Harvesting these shells is incredibly dangerous work as the Jörmungandr only moults then head for water at the last possible moment before the mega-storms presaging the summer-band hit. The

reward though is immense; the shell is light, incredibly strong, and even prized as a precious stone.

World Dossier: Sadanshir (0734) Foreven/Rull

The Sadanshir system has been at the heart of the Foreven Hamadur culture and is the oldest Hamadur / Mnemosynekur settled world. It suffered greatly during the Mnemosyne civil war and is only now recovering. Large naval battles in orbit have left a large debris ring around the world. Faltering planetary infrastructure coupled with sporadic violence on the surface has resulted in Sadanshir being cautioned that an Amber Zone rating is being considered by the Traveller's Aid Society. The people of Sandanshir are self-assured though and confident in their ability to recover and prosper. They have declined to rejoin the Principality for now believing themselves to represent a new way forward for the Mnemosyne peoples.

Sadanshir (0734) Foreven/Rull A655630-D A Ag nln 111 Na



Orbit (AU)	Name	UPP	Notes
0	Kagiki	G7 IV	Yellow Sub-Giant, 2 times the size of Sol
0.202	Penea	XDF0000-0	Medium GG – Three major moons
0.404	Gieda	X246000-0	
0.735	Shiirshi	X000000-0	Belt, mostly C, S content
1.610	Diinimka	C568525-9	Naval training base and weapons range
2.821	Sadanshir	A655630-D	Former Mnemosyne Principality world.
5.2	Arsua	X430103-B	Automated Mining, Orbital facility
10.0	Sheankug	E889481-B	Sub Ice ocean, Ag: major protein supply
19.44	Diiane	XEF0000-0	Huge GG – Three major moons
38.632	Kadshua	DABA436-C	Volatiles and rare earths Mining
72.392	Kizagar	C6B0222-B	Wandertrieberen Temple-Starport
154.46	Isdiiim	D724335-9	Lanthanum mining
245.6	Shugrugush	DA8A134-9	Wandertrieberen research enclave
608.85	Anguak	X8B3000-0	
1290.45	Ingasha	X62A000-0	
5260.22	Saamshiimshu	M2 VI	Companion Star – 1 Orbiting World at .2 AU

Planetology

Sadanshir is a cool temperate world possessing a thin atmosphere with an average pressure of .5 Terra. Travellers to the world often complain of altitude sickness even when slow adjustment is made over the course of the week in jumpspace enroute to the world. Most of the largest settlements for this reason are found at sea level, with little settlement above the 500 meter asl mark. Sadanshir despite the thin atmosphere sees nominal levels of radiation at the surface due to an inordinately strong magnetic field. The world has a large molten iron core, and it has been determined that the large majority of the mass of Sadanshir is in fact a thinly covered core of a much larger pre-existing planetary mass. There is very strong evidence to suggest the collisional family of which Sadanshir was a part, had the lighter members swept away when the Gas Giant Penea migrated inward as the protoplanetary disk dissipated. The world was left then with a mass of .447 Terran and .75G at the surface.

With no moon to slow it down Sadanshir still rotates quickly and has a short 9.39 hour day. Wake sleep cycles on Sadanshir, take some time to adapt to. There is a work period of 9 hours, followed by a rest/sleep period of 9 hours. The following day/night

period of 9 hours is divided into 4 hours for work and 5 for attending to family, personal and household matters. Nightlife figures greatly into Sadanshir social activities. Three full cycles of every 10 are devoted to rest. It takes the world approximately 1,624 Terran days to orbit the primary Kagiki meaning the local year is 4148 local days long. With no seasons however, most on Sadanshir simply make use of the standard Imperial Calendar bridged to the most appropriate local day by hand computer applications.

Sadanshir has only an 8 degree axial tilt and seasonal change is mild to non-existent. Correspondingly, weather patterns globally are calm, however more of the surface around the poles are locked in ice caps as there is little circulation of warm air from the equator out towards the poles. There is little habitation north or south of the 30th parallels and this combined with the fact that population is confined to essentially sea level means that population concentrations are at a level seen normally on more heavily populated worlds. All in all, Sadanshir is a textbook garden world inviting to human colonization. It is no wonder the Hamadur chose this world to begin the end to their wanderings.

Population

When Sadanshir was settled there was much debate as to whether colonizing any system, even one as attractive as this, should ever be undertaken. By this point in their history the Hamadur had been nomads for so long, any other way of life felt alien. Still humans have a biological yearning for Earth-like planets and the members of the Schultheiss alit on the world to settle, amidst no small controversy. The population is for the most part uniformly Hamadur they making up 81% of the population. The remainder is made up of a large Aslan Ihatei colony 10%, Zhodani immigrants 8%, and other races 1%. Population currently sits just over the 8 million mark and is spread fairly evenly across regions clustered near 10 cities in a belt near the equator.

Government

The Schultheiss family retains overarching and for the most part sole control over the system, a fact tied directly to their history. Routines on any ship, especially a generational ship are maintained in a rigid and very much hierarchical manner, and these routines were not dropped when the colony on Sadanshir was established. Thankfully many of the checks and balances maintained on the ship were ported to planetary governance. For example there are mechanisms within the ruling family members to peacefully remove from power a noble who has lost the ability to govern or who has abused their subjects. The result has been if not an adoring populace, one that is respectful of even-handed rulers. Rare has been an example where a regional Baron was despotic overlong before being dealt with by the remainder of the nobility falling in line behind the Marquis. Robyn Schultheiss is the Marquesa of Sadanshir and Princess of the Sadanshir Hegemony, that consisting of the Sadanshir, Kandamaran, Uchillon and Gimikha systems; these collectively known as the Sadanshir cluster. In addition the Blianides system and Khallath system in the Harem Subsector are

considered members of the Hegemony. All of these worlds were former members of the Mnemosyne Principality, remaining seceded at the end of the civil war.

Military and Police Forces

Despite the idyllic nature of the world, terrorist acts and societal disruption remains common. There was some fighting, especially in orbit during the civil war, and there are large sectors of the population without access to reliable energy supplies and where only basic government services and infrastructure remain. Despite this the population remain loyal to the ruling Schultheiss families realizing that the acts of aggression causing this devastation originated from the Goinsprach worlds of the Mnemosyne Principality in Far Frontiers. How long this patience will remain is anyone's guess. There have been rumblings of a move to empower the populace, if not with direct enfranchisement, then with some form of formal input to the strict monarchical system. There is a correspondingly large number of police and paramilitary law enforcement troops scatter throughout settlements on Sadanshir. Hegemony Navy forces will include at any one time a Pocket Carrier, a Dromedary as well as 3-4 frigates of 2000 dTons or more. These tend to stay out at the installation on Diinimka, but laws exist allowing Hegemony ships priority access to the shipyards at Sadanshir which abut a large naval installation there. The main-world itself maintains 15 System defence boats all reporting to the Huscarls of house Schultheiss. It has been noted that some conflict has arisen of late over jurisdiction in the system between the Huscarl force and the Hegemony navy, despite the fact that they ultimately report to the same head of state. Clearly this is a reflection of the byzantine rules of checks and balances within the ruling family.

Biosphere

Sadanshir retains a complex and robust but primitive biome. Sadanshir is quite young as far as life-bearing systems go, and as yet there have been no mass extinctions in the bio-history of the world. So while biomass is robust, morphologically speaking and as far as complexity at the DNA level is concerned there is not the level of variety seen in older bio-systems.

Life forms on Sadanshir are unilaterally asymmetrical hexapods. They express symmetrically, however, so far as limb arrangement and use goes and so have been described by Terrans as snakes with a row of spider legs growing out of their spines. They are notably spider-like in appearance, albeit with sensory pits for vision with only a few phyla displaying more complex orbit-lens arrangements.

Animal Encounters

#	C	Num	Type	Sz	Length	Loco	Spd	Str	End	Weapon	React	Sym	Structure	Kg	AV	E	Taste
1	H	D*D	Interm	5	1.5	Walk	2	20	3	Thag	F7 A5	B	HS-TB-LN-LN-N	84	7		Tast
2	O	3	Hunter	3	0.2	Walk	5	9	1	Body	A10 F7	T	N-TBS-LL-LN-N	853g	7	M	Ord
3	C	D*D	Killer	6	7.5	Amf	2	84	6	Sting	A11 F8	T	HBS-T-LL-LN-N	10k	7		Unu
4	S	1D+2	Intimid	4	0.75	Walk	3	24	6	Peds	A8 F5	T	HBS-T-LL-LN-N	24	6		Disg
5	P	3	Collect	4	0.75	Walk	3	32	2	Spike	No No	R	HBS-T-LN-LN-T	25	7		Unu
6	Event: Radiation, dead animals.																

#	C	Num	Type	Sz	Length	Loco	Spd	Str	End	Weapon	React	Sym	Structure	Kg	AV	E	Taste
1	H	D*D	Interm	4	0.75	Walk	6	4	4	Peds	F5 A10	B	HS-TB-LL-MM-N	17	8		Bad
2	O	2D	Hunter	2	75mm	Walk	4	10	4	Peds	A13 F8	B	HS-TB-LL-LN-N	66g	7	Y	Tast
3	C	3	Pouncer	3	0.2	Walk	1	15	4	Claws	AS AS+	T	HS-TB-LL-MM-N	568g	9		Disg
4	S	1D+2	Intimid	3	0.2	Amf	5	24	6	Peds	A7 F8	B	HS-TB-LL-WL-T	643g	8	Y	Off
5	P	3	Collect	2	75mm	Fly	7	8	4	Thag	No No	B	HBS-T-LN-WL-T	42g	6	Y	Bad
6	Event: Bug swarm, 10000 of animal no. 5																

Animal Encounter Tables built using [Rob's T5 Tools](#)

Trade and Production

Sadanshir is still recovering from the war and suffers from a slight trade deficit. Part of the problem is the shallow manufacturing base on the world (with the notable exception of starship construction). The largest export by far is agriproducts, grown on land reclaimed from the local biome (the local fauna and flora is for the most part incompatible with human physiology). This sector takes advantage of Sadanshir's almost continuous growing season to maximise output and accounts for a full two thirds of exports. In addition, the people of Sadanshir have long been hewers of wood and drawers of water and the second largest export sector has been in ores and radioactives, as the planet is rich in these resources. Other notable exports are starship and engine parts.

Research and development has been perennially supported by the Schultheiss family throughout the years even during the worst of times. Consequently processes and manufacturing know-how remains extensive and the presented Tech Level of the world is deceptively low. Were mass production be applied to mature processes extant in the Space Transport and Personal Military sectors Sadanshir could be a powerhouse TL E manufacturing economy. Indeed these sectors were actively supported during the war and were a great contributing factor the Foreven Hamadur noble houses' success in the conflict. The great shipyards of Sadanshir are sorely underutilized these days and many stand to be mothballed in the near future.

Taxation remains high at almost 30% with little return seen at the individual level. Infrastructure remains in states of disrepair and government services are spotty at best. A large part of this taxation is levied on business and industrial concerns which has been cited as a reason for the stagnant recovery since the civil war.

Cities and Settlements

The capital city, Jaaladna sports a large starport with extensive manufacturing and drydock facilities. The population in Jaaladna is generally supportive of the Hegemony's move to remain independent from the Mnemosyne Principality. The island continent making up the Jaaladna region has for the most part recovered from the war and is going about the business of slowly improving and investing in the other settled regions of the world. There has been an uptick in violence lately in all regions with bombings or kidnappings of government officials and the like occurring once or twice a standard year. Unrest is usually centered on Zhodani advisory visits, port calls from the Consular Navy or envoys from the remnant Mnemosyne Principality worlds to Spinward.

The Torrenz Region is a distant second to Jaaladna in terms of recovery and economic output. While arguably more peaceful than the capital region, there are still instances of rolling brown-outs and water from the public systems must be boiled more often than not. There is uncertainty as to whether withdrawal from the Principality was in the best interest of Sadanshir.

Geintz holds what there are of Zhodani Colonists in the system. Recovery here has kept pace with the Torrenz region but unemployment remains stubbornly high, even for this world.

The Ihatei Colonies are as they have always been; neutral territory. They did not take sides during the civil war and were left to themselves throughout the conflict. They have as yet to engage with the Hegemony, but it is rumored the mysterious Henrik walks among them from time to time, and because of this their intentions going forward have come under scrutiny.

Across many worlds of the system there exists a large mining community, mostly bankrolled, since the end of the civil war, by the Imperial megacorporation Ling Standard Products. Elsewhere, there can always be found one of the giant Wandertrieber ships in the system and the Wandering Fleets maintain a starport-temple on Kizagar. The Kizagar temple is amongst the most well-known, especially in Foreven, and many Mnemosynekur families from across this region of space send their best and brightest youths to this temple. They hold out hopes of them being accepted into the Wandering Fleets, thus bringing great honor to their families.

Society and Customs

Mnemosynekur of Sadanshir have the same strengths and foibles as do most Hamadur descended societies. That said, the peoples of Sadanshir tend to be less apt

to think with their hearts and are somewhat more staid and stoic, perhaps at the cost of decisiveness. This might explain why they were the first to end their Great Wandering. Peoples of these worlds are considered uncommitted and *Ishkuunkur* (deserters). The peoples of Sadanshir have embraced the term and proudly refer to those in the Hegemony as such. Posters and graffiti can be found in the cities of the world, generally sporting a silhouette of Henrik and the word at the bottom.

Psionics are not as common on this world as others in Mnemosyne Space but *shugilkur* shops can still be found and are readily accepted in society. Many young people aspire to the life of a local *shugilkur* but are often dissuaded by their parents or the exigencies of life. As is common on Mnemosyne worlds *shugilkur* present elaborate tattooing, and those on Sadanshir differentiate themselves further by never cutting their hair.

Nobility and others of high standing on the world maintain the ancient Vilani art of *Shugili* food preparation that has not changed in practice here since the Hamadur left the Gushemege sector so long ago. So pure is their art that envoys from Vland have been known to visit this world to witness parts of the rite that haven't been practiced in Vilani space for centuries.

Other customs particular to Sadanshir are centered on coupling rites with couples adopting a new family name once married (with the exception of noble families) and the fact that nobles and members of the police and military are expected to refrain from staying single.

Timeline - Major Events

Sadanshir was first colonized in 620Im by the families, retainers and crew of the Schultheiss vessel Vauslaunderkun. Much debate surrounded the family's decision to abandon the Wandering and much acrimony was generated between them and the Hamadur continuing to spinward. Nevertheless, the system was used as a staging area and rest and replenishment station for the Hamadur vessels arriving from Imperial space. Much trade and commerce was done in this regard over the following two decades, and by 650Im, Sadanshir had established itself as primary world in Hamadur space in the Foreven Sector, a distinction it retains today.

The Schultheiss fleet was well known for being specialists in education and research. By 833Im research had led to the development of the native Lahaant cactus; one of the few native plants adaptable to the needs of human physiology. Within 20 years Lahaant flour had become a staple food in the local diet and was being extensively exported. Similar processes shaped the cultivability of several other plants; Sadanshir was becoming a major food exporter.

Research was not always a boon to the people of Sadanshir though. In an effort to increase manufacturing output in the starship and other sectors, lax environmental polices resulted in a considerable amount of persistent toxins building up in the biosphere of the world by the mid-840s. This would have gone un-noticed but for the newly introduced native crops. Before the extent of the damage could be traced the toxins had devastated crop yields. The situation grew steadily worse over time and by 863 widespread famine was common. The tie to the industrial pollutants was finally made (or disclosed) that year, and slow steady recovery of agricultural output occurred.

Boosting the recovery was the discovery, in the ocean depths of the world, of native fish stocks (the Luugfish) that were also digestible by humans. These species were plentiful and shared many traits with species living in the sub ice oceans of Sheankug farther out-system. Suddenly the Sadanshir system could add proteins as a substantial addition to their agricultural exports.

By 875Im, the first stirrings of discontent with Saale rule of the Principality could be found on Sadanshir. The Gruneweld family, a vassal clan to the Schultheiss with many holdings in the Torrenz region, actively opposed the official support of the Saale. Tensions grew and an odd state of cold war developed between the Schultheiss and the Gruneweld and their associated regions. Ostensibly they were loyal subjects of the Mnemosyne Principality, but opposed to each other with respect to these internal politics of the state. The extent of the conflict was generally hidden from the populace, being considered a matter for the nobility to attend to. The cold war very nearly turned hot in 890Im with the Sadanshir wet-navy almost split down the middle in support of one family or the other and fire being exchanged off the south coast of the Geintz region in 890Im. Cooler heads prevailed and the conflict simmered for almost 200 years until the two sides reconciled, united in opposition to the Saale when that family fusion bombed Odonmeer in 1085Im. There remain cultural divides between the two regions to this day stemming from the conflict.

Throughout the period of the cold war the luminosity of Kagiki had steadily increased. This had the benefit of expanding the regions which could be devoted to agriculture, but had affected ocean currents to such an extent that large portions of the areas devoted to fishing were suffering from increasing periods of anoxia. By 895Im output from Kagiki seems to have stabilized but the change in climate was by this point unavoidable and was evidenced by, a four foot rise in sea level and ever-increasing storm activity especially in the inhabited equatorial region. An immense superstorm encircling almost the entire globe along the equator occurred in 1006Im which was devastating to infrastructure erected in a climate where previously severe storms were unheard of. Climatologists are at work to explain the storm, although the combination of a thin atmosphere and a massive input of heat to the system go part way to an explanation. Currently there has been no recurrence of storm activity on a scale anywhere near this severe and it would appear that the climate has reached a new state of equilibrium and returned to its former placidness. In the meantime fish stocks have not substantially recovered and most protein exports from the system originate from Sheankug.

With the end of the Mnemosyne Civil War the Schultheiss family, leaders of the rebellion against the Saale in Foreven, enthusiastically accepted Hautal Goinsprach's offer of independence. The system has remained independent despite Goinsprach's offer to rejoin the reconstituted Principality, sometimes over the objections of the peoples of the outlying regions on Sadanshir.

Notes:

Possibility for rocky worlds to form in the habitable zones of systems with hot Jupiters:

https://www.e-education.psu.edu/astro801/content/l12_p4.html

Possibility for native life to evolve around Sub-Giant Stars:

<https://en.wikipedia.org/wiki/Subgiant>