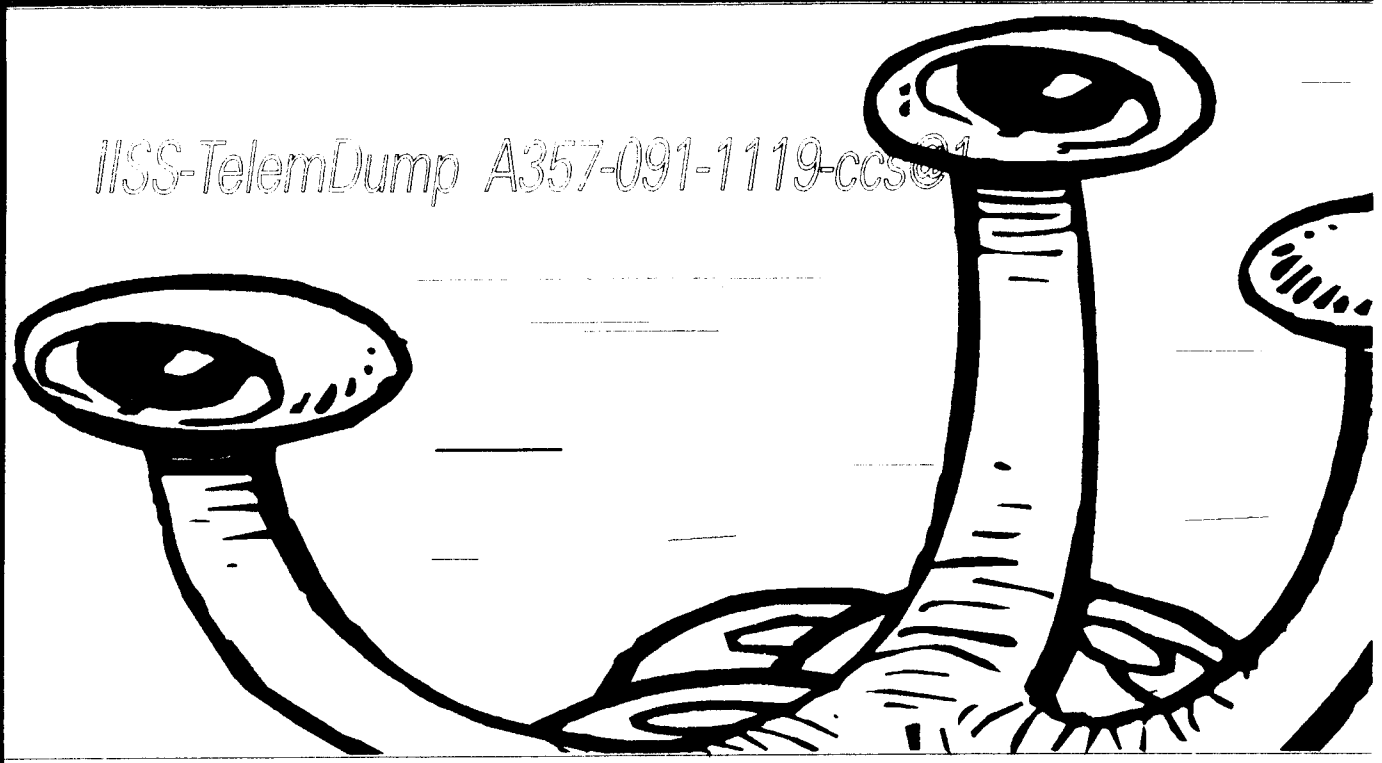


COREWARD

Dedicated to the MegaTraveller Universe

Issue 2 FREE



ALIENS...

THE EDITORS SPACE

Onward and Upwards

Once again Coreward's focus is expanding, this time to all of HIWG's Quadrant II (that's everything coreward and trailing of Core sector for those of you not in the know). Now we cover both Cores, Imperial and Galactic. This lets us pick up a few interesting regions, including the League of Antares and a large part of Lucan's Imperium. Keep an eye out for some articles on both some time soon.

This issue is a little lightweight, mostly because everyone is sending me letter size SASEs, and I was having problems stuffing sixteen pages and a cover into one. I've switched to a smaller font (wider, but less tall), and expanded the margins a little, so we're really only down one two-page article from normal size. Since I'm letting everyone who sends me small envelopes to send something big enough for eight-and-a-half-by-eleven paper, Coreward returns to normal size next issue (actually, way *over* sixteen pages).

Making Contact (AKA Plug, Plug, Plug)

Since I started doing this, letters sent to me break down into two categories of approximately equal size. The first is from hard-core gamers, mostly in HIWG (Hi, Mike! Hi, James!). The other set is from the new-but-enthusiastic fan looking to hook into the general body of Traveller fandom (Hi, Frank!). This is for the latter group.

The Traveller community is very active, and there are several ways of getting in touch with it. Several I can recommend highly, having used them myself as I migrated from group two to group one over the past year.

First, join the History of the Imperium Working Group (HIWG). This is the biggest, best Traveller Fan Group I'm aware of, and they have close connections with GDW and Digest Group. They are mostly involved in detailing every little thing about the Rebellion via mail discussions and the like. You only get out of it what you put in (a rough rule of thumb based on my own experience is about one letter received for every one I send out), but it is an excellent opportunity to meet other Traveller nuts (and get loads of great Traveller stuff in the mail). To join, contact Ed Edwards, 1410 E. Boyd, Norman, OK, USA, 73071. Dues were US\$12 the last I saw, but you might want to check with him first.

Second, if you haven't done so already, look into the Traveller products put out by the afore-mentioned Digest Group Publications. No Traveller collection can be considered complete without them, particularly their alien sourcebooks (MTA1: Vilani & Vargr has been out for about eight months, and MTA2: Solomani & Aslan should be out in the next few months).

Third, if you have a computer and a modem, connect up with GENie, a North America-wide computer network that is home to a Traveller bulletin board. Hundreds of computer files and interesting essays about the Imperium can be found here. Many folks from GDW, Digest Group, and HIWG haunt the etheric halls too. The cost is \$6 per hour (the last I checked). To join, set your modem to 1200, N, 8, 1, local echo and dial 1-800-638-8369. When you connect, type HHH <enter>, then at the prompt type XTX99694,GENIE. You will need to give GENie your VISA, Mastercard, or American Express number, so have it handy.

Last, get in touch with some of the other fan magazines covering Traveller. According to the letters I receive you mostly get in touch with me because Coreward is free. Fair enough, but there are several other fanzines well worth the dollar or two they'll cost you. I've seen three so far, and all are excellent: AAB Proceedings, Third Imperium, and Terra Traveller Times. All are advertised regularly in *Challenge* and DGP's *MegaTraveller Journal*.

So fear not! While we may be rarer than Dungeons and Dragons players, we are out there. A little effort pays off.

Paul 'The Bracket Monster' Drye

THE AZHANTI

The Azhanti are a minor human race native to the world of Irale in the Antares sector (Antares 2315 B898998-B). Unlike many minor human races, which differ from Solomani/Vilani physiological norms in only minor ways, the Azhanti have evolved to survive in high temperatures. Thus, the Azhanti distinguish themselves physiologically as well as culturally.

Azhanti Physiology

The Azhanti are not interfertile with most other members of Humaniti. As such, physiological descriptions of pure Azhanti are more easily obtained than for other humans.

An Azhanti male averages about 1.7 metres in height and weighs approximately 58 kilograms. An Azhanti female averages about 1.6 metres and weighs 58 kilograms. This weight is somewhat less than human norms and appears to have evolved to help Azhanti radiate excess heat.

While Azhanti generally are around the same size as Solomani/Vilani humans, they are much thinner. In addition, they are completely hairless and possess larger crania with oversized ears. The Azhanti cranium holds a larger brain (1600-2000 cc), but one that is less organized, so intelligence is about the same as other humans. Azhanti eyes are brown and, most strikingly, their skin is brownish-orange.

Like most humans, the Azhanti are omnivorous. The life native to Irale is compatible with human biochemistry, so no extensive food preparation was necessary as it was among the Vilani.

The natural Azhanti circadian rhythm is that of a twenty-six hour day. The local day on Irale is 25 hours and 39 minutes. The day is divided into a nine-hour work period, an eight-hour rest period, and another nine-hour period of sleep. Given the close correspondence of Irale's local day to the standard Imperial twenty-four hour day, most Azhanti have little trouble adapting to it.

Azhanti women bear live children after a nine to ten month gestation period, with most births being closer to ten months after conception. Multiple births are nearly unheard of among the Azhanti.

Azhanti senses are about equal to those possessed by all humans. Azhanti eyes, however, are slightly better able to endure bright light due to the intensity of their world's primary.

In addition to what has already been mentioned, the Azhanti differ from other humans in that their trachea possesses a special filter to allow them to breathe Irale's sulphur-tainted atmosphere. Besides protecting them from the sulphur, the filter gives most Azhanti deep and raspy voices. Azhanti humans have the following blood types: P, Q, R, and S, with Q and P being the most common.

Azhanti lifespans are about average for members of the human races. The average Azhanti lives approximately eighty-five to ninety-five years. Unfortunately, most Azhanti do not age well, and most suffer from the ill effects of age several years before reaching their maximum life-span.

Azhanti Psychology

Azhanti psychology is, to a very great degree, coloured by the theology of their most popular faith: Ro'akh (URP 7DDFE99). The Ro'akh faith (the name means "Test" or "Challenge" (of God) in the Azhanti language) teaches that God, in creating the universe, placed within it certain obstacles. These obstacles are all part of his divine plan for the cosmos, and are a means for his worshippers to prove themselves and their faith. Each and every obstacle overcome prepares the individual for the next one. The believer is thus expected not only to overcome whatever challenges come his or her way, but also to actively seek out the greatest challenges possible and to overcome them as well. A Ro'akhilan ("Tested One" or "Challenger" in Azhanti) thereby will gain the most "points" in God's divine "score-keeping system". Those Ro'akhilane (the plural) who achieve the highest scores in this life will take part in a final, apocalyptic battle at the end of time, fighting on the side of God against the forces of evil and receiving unimaginable rewards afterwards.

Ro'akh is a very difficult and demanding religion to follow faithfully. However, its theological outlook does tend to make the Azhanti look like incurable optimists in the eyes of non-Ro'akhilane. Azhanti eagerly go forth and happily seek out whatever challenges await them. Nothing is considered to be too great an obstacle or too difficult a test for the Azhanti. In fact, the more

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difficult the test, the more unlikely the odds, the more likely that an Azhanti will try to overcome it. This is not to suggest that the Azhanti are foolhardy, rushing in where angels fear to tread. Rather, the Azhanti view danger as an opportunity to test their faith. Sometimes they will, indeed, judge a task too difficult, but they do that only with the utmost circumspection. After all, the very fate of their soul is at stake.

The Azhanti are a militant race, and their psychological make-up reflects this. They do not war without cause, however, and they do have extensive rules regarding how and when wars should be conducted. Like many warrior races, they have an inherent sense of honour and will often act rashly defending themselves against someone impugning that honour. Rash behaviour is rather common among the Azhanti; thinking things out in advance is not really an aspect of their psychological make-up.

Azhanti rashness stems from a physiological factor. Built as they are to survive in high temperatures, the Azhanti prefer that sort of environment. Below 35 degrees Celsius the Azhanti tend to be more reasonable, but they are also sluggish and lack initiative. Above 35 degrees the Azhanti become much more animated, but they also lose their temper easily and their rationality lessens. By no means are the Azhanti unthinking brutes at 35-plus degrees, but neither are they level-headed and calculating. It is for this reason that they are often jokingly referred to as "hot heads".

Finally, there is the Azhanti curiosity. While not nearly as all-consuming as the curiosity of the Hivers, the Azhanti do have a great desire to see and experience as many people, places, and things as is possible. When Irale's red zone was changed to amber in 676, Azhanti by the thousands left their homeworld to explore, settle, and conquer. The universe was theirs to claim. The Azhanti curiosity is not scientific curiosity, however. Azhanti science is fairly advanced, but their curiosity is somewhat akin to that of young children. That is, "there are things out there we have never seen before, let's find out what they are". Given the fact that the Azhanti race has had access to space travel for less than five hundred years that is quite understandable.

Azhanti Society and Culture

On many levels Azhanti society is not too unlike the societies of many human races, both major and minor. The family is the basic unit of society as it is in many cultures. Admittedly, this family is more akin to an extended family or clan. Usually an Azhanti clan consists of the head of the clan (most often a male; the Azhanti have a strong streak of chauvinism, one that is



only now beginning to die out), his immediate relations, his servants, and other more distant relations, related by marriage normally. Several of these clans will unite under a strong leader to form a tribe. Tribes in turn form nations. Nations join to form world governments. Thus, Irale, though united under a single impersonal bureaucracy, still possesses several nations, complete with their own histories and governments.

Azhanti culture is one that places great value on children. Given the warfare common among the tribes and nations of early Azhanti history, children were necessary to replenish the population. The male-dominated warrior classes often took several wives. The more children a male had, the greater his status within the community. Naturally, the population of Irale grew to great levels. The ubiquity of Azhanti within the Antares Cultural Region is due, in part, to the continuance of this practice to the present day. Still, due to contact with the mainstream of Imperial culture, polygamy is dying out. So, too, is some of the Azhanti chauvinism, but old habits die hard, especially among the more conservative clans of Irale itself.

The military plays an important role in Azhanti society. For one, the Azhanti are an aggressive, warrior people. Thus, it is natural that they would revere the martial arts and its proponents. Furthermore, their psychology is such that they can better their sense of honour by defeating opponents in battle. Couple this with the Ro'akh religion, which sees obstacles, any obstacles, as a means to prove oneself in the eyes of God, and one can understand why the military has such an attraction to the Azhanti. Azhanti make up a disproportionate number of the new recruits in the Antarean armed forces and this has not ceased since the outbreak of the Rebellion. Many Ro'akhilane believe that the Rebellion is the greatest opportunity God has given them in this lifetime. In addition, joining the Imperial military has given many Azhanti an opportunity to see the universe, something most Azhanti, even the most conservative, long to do.

The Azhanti society is quite a disciplined one. Many clans are run in feudal fashion, while others resemble military camps. Even the more "democratic" ones still have chains of command that must be obeyed. Naturally, the structure of the Imperium, especially its military, is approved of by the Azhanti. All of their societal institutions are well-structured and leave little room (if any at all) for innovation and individual initiative. Azhanti prefer to channel their innovation and drive into personal betterment and fitness.

The Azhanti are not completely humourless or without emotions, however. The Azhanti possess a great body of literature and contribute to Imperial culture. Azhanti humour is considered by many to be among the best of human races, although many consider it esoteric and obscure (most Azhanti jokes are philosophical in nature and utilize Ro'akh concepts unfamiliar to many). Furthermore the Azhanti have a fine appreciation of music and song. Azhanti musical compositions are famous in Antares and adjacent sectors. Azhanti battle hymns are sung by many Antarean military units, although none can match the sheer vocal texture of several dozen raspy-voiced Azhanti singing in unison.

Azhanti Language

The original proto-Azhanti left behind on Irale by the Ancients most likely spoke a single language. Once the Ancients had eradicated themselves in the Final War, the Azhanti were left on their own to develop naturally. One of the developments was in the area of language. As the various Azhanti clans and tribes were formed so, too, were differing dialects. However, these dialects retained a large degree of mutual intelligibility, differing mainly in vocabulary and pronunciation of similar words. Thus, although no single language can be called "Azhanti", one can still speak of an Azhanti language in the singular. This language, a trade language called Rakhli, is an amalgam of the various Azhanti dialects and is widely used by these humans. In fact, Rakhli is the official language of the world government of Irale, used to mediate between the various Azhanti nations, each with its own dialect.

Azhanti Proverbs

Azhanti: *Hazhan bagchekhe jo'kavin zivmasav a'yami chax di'e hakhin.*

Galanglic: *God has provided the obstacles needed by men to prove themselves.*

This proverb states one of the central tenets of the Ro'akh religion, namely that obstacles and challenges in one's life are to be viewed as placed by God himself as a means by which to prove one's faith.

Azhanti: *Iglan dakhuj'a lozhixe ya' chakhmiya.*

Galanglic: *Without discipline, there would be no society.*

The Azhanti are a disciplined, ordered people. They see discipline as the cornerstone of society and a *sine qua non* for its existence.

Azhanti: *Jax ayay la'makho heslane ise chakme?*

Galanglic: *What is beyond those mountains?*

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This is a proverbial question asked by many a mythological Azhanti hero before he left his home and set out on his journey into the world. Azhanti are a curious people and that, along with Ro'akh, is their chief motivation for doing anything.

Azhanti History

What follows is a brief annotated timeline of Azhanti history.

- 300,000: Ancients leave humans on the world of Irale.
- 15,000: Azhanti evolve into their present form.
- 11,000: Rudiments of Azhanti civilization emerge; clans and tribes form and warfare between them is common.
- 10,000: Larger tribal units and nations become more common; warfare escalates.
- 8500: National rivalries dominate Irale. Generation-long wars and honour feuds between clans are the norm.
- 5908: The Vilani make first contact with the Azhanti. Several members of the Vilani expedition were killed by the violent Azhanti.
- 5900: Another Vilani expedition attempts to deal amicably with the Azhanti. The results are similar to those of the first expedition.
- 5898: Final attempt by the Vilani to establish peaceable relations with the Azhanti. After another failure, the Vilani recommend that the world be interdicted.
- 5895: Ziru Sirka declares that Irale is to be interdicted; no vessels of any sort are to visit the Irale system.
- 4550: Azhanti begin a slow technological climb. Tech level 1 is achieved. Warfare is still common.
- 3800: Tech level 2 is achieved. Diplomacy as a means of resolving conflicts appears. Some headway is made in ending warfare.
- 3000: Tech level 3 is achieved. Warfare remains the preferred way of solving problems, but diplomacy continues to advance.
- 2204: Rule of Man established.
- 2199: Preliminary survey of Antares sector by the Solomani recommends that the Vilani interdiction of Irale remain in force.
- 1776: Collapse of the Rule of Man.
- 1700: Tech level 4 achieved.

- 1000: Warfare between states less common. Most violence is clan- or tribe-based. Still, the Azhanti are implacably hostile.
- 500: Tech level 5 achieved.
- 0: Third Imperium established.
- 13: Early surveys of Antares by the IISS bypass Irale; Vilani/Solomani interdiction remains in force.
- 676: IISS revisit Irale. Red zone is changed to an Amber zone. Azhanti are considered to have advanced sufficiently to be allowed contact with Imperial society.
- 680: Tech level 6 is achieved. Azhanti by the thousands leave Irale as colonists, explorers, traders and mercenaries.
- 700: Modern birth control methods are introduced on Irale to reduce the 3% annual growth rate of the population.
- 715: Xaxchilan is colonized by Azhanti.
- 719: Zakhli is colonized.
- 730: Tech level 7 is achieved.
- 785: Sizeable Azhanti minority is reported in the Antares system.
- 810: Tech level 8 is achieved.
- 837: Amber zone on Irale is cancelled by the IISS.
- 880: Boska is colonized.
- 935: Tech level 9 is achieved.
- 997: Jorune is colonized.
- 1008: Tevro is colonized.
- 1025: Tech level 10 is achieved.
- 1099: Tech level 11 is achieved.
- 1116: Strephon is assassinated by Dulinor; Irale and its colony worlds renew their allegiance to the Imperium through Archduke Brzk.
- 1117: Brzk declares independence for Antares; Irale supports this move enthusiastically. Azhanti recruits in the League begin their record levels of enlistment.
- 1121: The present day.

Azhanti Character Generation

For the most part, Azhanti humans are generated no differently than any other human characters. Any changes are described here.

Initial Character Generation

The same basic characteristics are used. Values for Azhanti initially range from 2 to 12 and are generated by 2D. However, these ability scores are affected by the temperature. Use the following modification table:

	STR	DEX	END	INT
Below 35° C	-	-2	-	-2
Above 35° C	+2	-	+2	-

Azhanti are comfortable at temperatures about 20 degrees Celsius above what most humans prefer (43 degrees is optimum) and they cannot survive in temperatures below freezing. Also, Azhanti do not need much water since they have other ways to reduce heat besides perspiration. They only need drink half as much water as other humans at temperatures below 35 degrees. Azhanti, however, dislike environments where the humidity is above 50%.

Azhanti possess both a given name and a surname like many humans. The given name occurs first and the surname last. The surname is derived from their family clan. A few sample Azhanti names are: Abechakhe, Ochova, Tuzha, and Zhuvki for males, and Lagalakh, Pankokh, Xichos, and Zhaves for females.

To simulate the abilities all Azhanti have in surviving in environments of extreme heat, all initially generated Azhanti receive the skill of Survival-0.

Homeworld

Azhanti humans generally come from Irale or one of her colony worlds, in addition to the Antares system.

However, given the curious nature of the Azhanti it is not inconceivable that they may hail from any number of worlds, both within Antares sector and perhaps beyond.

Career Types

An Azhanti can pursue just about any career. Most, however, prefer the military, since that is where they believe they can score the most "points" in God's eyes. An Azhanti sailor is quite unheard of, though. Use all four of the above attribute DMs when generating the character to reflect the multitude of temperature situations the character may encounter while on the job.

Other Notes

Azhanti, as noted, do not age well. An additional -1 DM is added to the throws needed to avoid the effects of aging.

Azhanti are quite combative and militant above 35 degrees. To reflect this belligerent temperament, a -2 DM should be applied to all interpersonal tasks involving the Azhanti while at temperatures above 35 degrees.

-James Maliszewski (Inspired by Charles Kimball)

NEXT ISSUE : ANTARES SECTOR

History of The Imperium Working Group
Antares Analyst
James Maliszewski

Presents a detailed look at Antares Sector, including:

- ▄▄▄ World UWPs, profiles, and a sector map
- ▄▄▄ Library Data
- ▄▄▄ Important Figures in the Rebellion
- ▄▄▄ A History of the Sector

▲▲▲-And Much More!-▲▲▲

LOST CIVILIZATIONS

[Unknown Worlds is currently one of the most popular programs on A3V, the Asimikigir trivideo network. Hosted by Noermaets, a Vargr actor who's career peaked a decade ago, UW debuted in 1118 to commercial, if not critical, success. UW's researchers have been faulted for their archaeological ability, but they have produced a stream of interesting stories that has fired the minds of Asimikigir's population. The following is a transcript of the fiftieth show, aired 64-1121].

Noermaets: 'Grrreetings Sophonts, and welcome to this special edition of *Unknown Worlds*. In the past eighteen months we've sent you throughout Charted Space in search of the bizarre, the mysterious, and the unknown. Now we look in our own backyard at the lost civilizations found here in the Protectorate. Where did they come from? Where did they go? What did they leave behind? Many times these questions cannot be answered, but in the next two hours we will certainly try.'

[Commercial Break]

Voice Over: 'Modern xenoarchaeology believes that for every civilization living today in Charted Space as many as eight or ten have come and gone before Humaniti or the Vargr entered space.'

Obviously most of these have disappeared completely, either due to extreme antiquity, or because low-tech civilizations are likelier to disappear than artifact-laden higher civilization, but many remain. Often these dead cultures are ignored in favor of studying the Ancients, but in many ways they are just as interesting.'

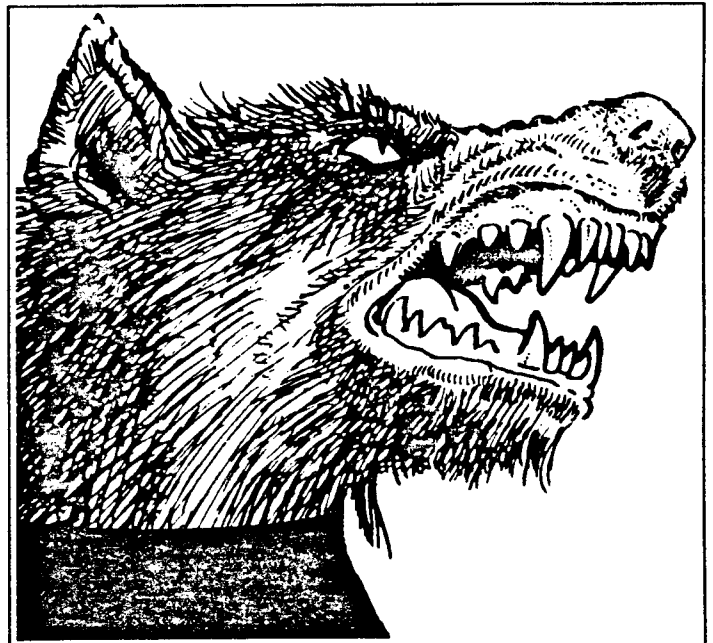
The Kaanen

Voice Over: 'Mamshuli (C564567-7 0137 Amdukan) is a dry backwater world in the Rukadukaz Republic that relies partly on agricultural products and partly on *objets d'art* for its livelihood. Mamshulin foodstuffs are typical enough, but the artwork is not.'

'Mamshuli was once home to a minor race named the Kaanen by the original Vilani colonists. The Kaanen were a subterranean species, building stone-age villages in small caves with access to the surface for light and air. Between their widely separated villages the Kaanen dug long tunnels, all of which have hundreds of side tunnels and branches leading off to nowhere.'

'As many as *five thousand* miles of passages are known, turning the entire southern continent where the Kaanen lived into a giant honeycomb. Much of the system has never been mapped, and the reason for the side tunnels

has never been determined. All throughout the tunnels the Kaanen have carved columns, painted murals, and left statues of all sizes. With smell as their primary sense Kaanen artforms are highly impressionistic, and are highly popular throughout the Protectorate. Popular legend states that one passage discovered in 412 was the home of the very last of the Kaanen, and the art found in this passage (presumably carved by this single Kaan) is most popular of all. There is no evidence that this story is true, but one two-metre tall sculpture from this passage sold for MCr 12.44 in 1114.'



Noermaets as Vargr adventurer Dourllerrgh in 'Julian Crisis' (1110)

'The Kaanen were stocky, bipedal beings. Both legs and the main arms were very powerful, which allowed them to dig their tunnels despite their poor technology. Their manipulative arms began, strangely enough, as grooming spines on their chests. It is unknown how they came to be used as hands.'

'The Kaanen died out some fifty thousand years ago, after centuries of decline.'

The Delreadeq

Voice Over: 'The Vilani came to Valdak (D778999-4 1805 Amdukan) in -3017. This world had never been explored before, as it was on the very border of the First Imperium when exploration was abandoned, but a missing ship necessitated a landing. First contact was made with the Qelf, a native non-human minor race, shortly after the first landing, and the landing party was attacked only a few minutes after the encounter began. The reactionary Vilani of the time declared the world a Red Zone, and no attempt was made to determine why the mission failed.'

'Seven hundred years later a second attempt was made, this time by Solomani scouts. Once again the contact team was attacked, but the team was rescued and the investigation continued on the uninhabited northern subcontinent.'

'Ruins covered the lake region of the subcontinent, ruins completely unlike any buildings of the Qelf. At first believed to be remnants of an unknown Qelfi culture, the discovery of some paintings in the largest of the Bronze Age buildings destroyed this theory. The paintings were clearly of human beings.'

'Acting on a hunch the mission commander retired to the nearest Solomani base, where several non-human team members were picked up, then the ship returned to Valdak. Using the non-humans to make successful contact the story of the ruins (and the Qelf) were pieced together.'

'Valdak was apparently one of the ninety worlds on which the Ancients left smatterings of the human species. As the humans grew and prospered on the northern continent, however, another intelligent species evolved and spread to the rest of the world. When the Qelf and the humans (the Delreadeq in the main Qelfi language) met they immediately began warring, and over the course of a thousand years the war developed into a death struggle. By -6700 the tide of the war had turned irreversibly against the humans, and by -6200 the Qelf had exterminated the last of their rivals.'

'Thirty-five hundred years were not enough to erase the memories of the war from the Qelfi mind, so when humans dropped *out of the sky* into their major city, their reaction was understandably fierce. To this day Valdak is a red zone, though a secret base is maintained on the northern continent.'

[Commercial Break]

The Mehimr

Voice Over: 'One of the stranger twists of the Anglic language is the use of the term 'Ancients' for a species that flourished only 300 000 years ago. Modern science now believes that intelligent life could evolve in our universe beginning nearly *eleven billion* years ago, and there is reason to believe that it did so.'

'At that time, from some world in the vicinity of the Protectorate, a race called the Mehimr came forth into space, using light sails to colonize a sphere that may have been fifteen parsecs in diameter. Their homeworld remains unknown, as the galaxy has turned on its axis some fifty times since the Mehimr became extinct, spreading their worlds over a stretch of space from the Windhorn to Gelath sector. Perhaps as many as forty worlds were once inhabited by this race, but only a half-dozen are known to remain. Most have been completely destroyed by their primaries going nova or supernova.'

'Undoubtedly many more civilizations lived at this time, but all except the Mehimr have disappeared without a trace. The same would be true of the Mehimr were it not for a bizarre set of materials which the Mehimr used to build many of their technological artifacts. Iron will rust, aluminum will erode, even neutronium will 'spring back' into normal matter given a few billion years, but Mehimri 'diamondite', as it is called, has lasted to the present day.'

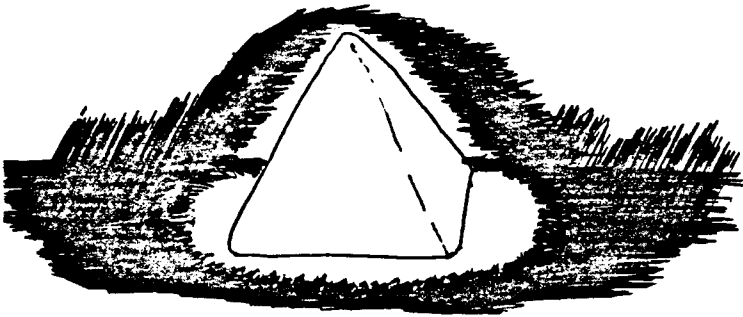
'Diamondite is the generic name for a group of collapsed crystalline materials, all with interatomic bonds almost as strong as those inside the atoms making it up. So far it has defied analysis, as the energy needed to vaporize it and allow spectral readings invariably reduces diamondite materials to protons. Even the current masters of crystalline technologies in Charted Space, the Jgdi minor race, have been unable to fathom diamondite's secrets.'

'A Mehimri world is a bizarre place, with the rotted out hulks of buildings and personal transport vehicles littering the surface. Often only a nondescript pile of diamondite parts remain in a pile of dust.'

'The appearance of the Mehimr is uncertain, for no trace of their bodies remain, and they had no visual arts. Analysis of their remaining artifacts has led to the belief that they were thin, tall, and bipedal, but nothing else is known.'

-Paul Drye

JGDI MEMORY CRYSTAL



EQUIPMENT STATISTICS

TL	Type	Vol	Wt	Price
16	Memory Crystal	3 litres	1.5 kg	? (See Description)

SUPPLEMENTAL STATISTICS (optional)

TL	Charge	Operating	Power	Comments
	Duration	Noise	Usage	
16	Unknown	None	Unknown	Blue Glow

USAGE RECORD (optional)

Each square represents 1 hour of recording

□□□□□□□□□□□□□□□□■

Tech Level 16 version is illustrated

DESCRIPTION

The Jgdi Memory Crystal is a device used by the Jgdi minor race to record transactions between themselves and Humans. The crystal itself is a 1.5 kilogram, bluish-white pyramid, which glows when touched. While glowing it can record both voices and Jgdi 'memory-speech'. It is unknown how it records, but the presence of a human or Jgd is necessary for playback. These crystals can sell anywhere from Cr50 to Cr5000, depending on the intensity of the crystal's glow, which is a measure of capacity used. Full crystals do not glow. It is unknown (to non-Jgd at least) whether or not a Memory Crystal can be erased. It is not known whether or not one of these crystals can be broken.

TASK LIBRARY

To Use a Jgdi Memory Crystal.
Routine, Edu, 30 seconds (Uncertain)

Referee: If a minor mishap occurs, the character is stunned for 2D minutes.
If a major mishap occurs, the character is unconscious for 1D hours.

Stunning is due to leakage of Jgdi memories from previous recordings.

To Playback a Jgdi Memory Crystal.
Routine, Edu, 1 min

Referee: If a minor mishap occurs, the crystal is erased.
If a major mishap occurs, the crystal is erased and the character is stunned for 2D minutes.

Stunning occurs of the same reason as above.

For all uses of a memory crystal after the first, lower task difficulties to Simple.

- Mike Schade

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Red **Basic** _____ White Die _____

Die	1	2	3	4	5	6
1	V	V	V	V	V	V
2	V	V	CV	CV	CV	CV
3	CVC	CVC	CVC	CVC	CVC	CVC
4	CVC	CVC	CVC	CVC	CVC	CVC
5	CVC	CVC	CVC	CVC	CVC	CVC
6	CVC	CVC	CVC	CVC	CVC	CVC

For initial syllables, or after CV or V

INITIAL CONSONANT

1	2	3	4	5	6	
1	B	B	B	B	B	B
2	B	B	B	B	B	B
3	B	B	B	B	B	B
4	B	Ch	Ch	Ch	Ch	Ch
5	Ch	Ch	Ch	Ch	Ch	Ch
6	Ch	D	D	D	D	D

2	1	2	3	4	5	6
1	D	D	G	G	G	G
2	G	G	G	H	H	H
3	H	H	H	V	V	V
4	V	V	V	V	V	V
5	V	V	V	K	K	K
6	K	K	K	K	K	K

3	1	2	3	4	5	6
1	K	K	K	L	L	L
2	L	L	L	L	L	L
3	L	L	L	L	L	L
4	L	L	L	L	L	L
5	L	L	L	L	L	L
6	L	L	L	M	M	M

4	1	2	3	4	5	6
1	M	M	M	M	M	M
2	N	N	N	N	N	N
3	N	N	N	N	R	R
4	P	R	R	R	R	R
5	R	R	R	R	R	R
6	R	R	R	R	R	R

5	1	2	3	4	5	6
1	R	R	R	R	R	R
2	R	R	R	R	T	T
3	T	T	T	T	T	T
4	T	T	T	T	T	T
5	T	T	T	T	T	V
6	V	V	V	V	V	V

6	1	2	3	4	5	6
1	Y	Y	Y	Y	Y	Y
2	Y	Y	Y	Y	Y	Y
3	Z	Z	Z	Z	Z	Z
4	Z	Z	Z	Z	Z	Z
5	Zh	Zh	Zh	Zh	Zh	Zh
6	Zh	Zh	Zh	Zh	Zh	Zh

AZHANTI WORD GENERATION

1. Determine word length (1D syllables)
2. Determine syllable structure. Use the **Basic** syllable type table if first syllable in word, or if otherwise instructed. Otherwise, use the **Alternate** syllable type table.
3. Determine initial consonants from column 1; vowels from column 2; final consonants from column 3.

Red **Alternate** _____ White Die _____

Die	1	2	3	4	5	6
1	VC	VC	VC	CV	CV	CV
2	CV	CV	CV	CV	CV	CV
3	CV	CV	CV	CV	CV	CV
4	CV	CV	CV	CV	CV	CV
5	CV	CV	CV	CV	CV	CV
6	CVC	CVC	CVC	CVC	CVC	CVC

For initial syllables, or after VC or CVC

VOWEL

1	2	3	4	5	6	
1	A	A	A	A	A	A
2	A	A	A	A	A	A
3	A	A	A	A	A	A
4	A	A	A	A	A	A
5	A	A	A	A	A	A
6	A	A	A	A	A	A

2	1	2	3	4	5	6
1	A	A	A	A	A	A
2	A	A	A	A	A	A
3	A	A	A	A	A	A
4	A	A	A	A	A	A
5	A	A	A	A	A	A
6	A	A	A	A	A	A

3	1	2	3	4	5	6
1	A	A	A	A	A	A
2	A	A	A	A	A	A
3	A	A	A	A	A	A
4	A	A	A	E	E	E
5	E	E	E	E	E	E
6	E	E	E	E	E	E

4	1	2	3	4	5	6
1	E	E	E	E	E	E
2	I	I	I	I	I	I
3	I	I	I	I	I	I
4	I	I	I	I	I	I
5	I	I	I	I	I	I
6	I	I	I	I	I	I

5	1	2	3	4	5	6
1	I	I	I	I	I	I
2	I	I	I	I	I	O
3	O	O	O	O	O	O
4	O	O	O	O	O	O
5	O	O	O	O	O	O
6	O	O	O	O	O	O

6	1	2	3	4	5	6
1	O	O	O	O	O	O
2	O	O	O	O	O	O
3	O	O	O	O	O	O
4	O	O	O	O	O	O
5	O	O	U	U	U	U
6	U	U	U	U	U	U

FINAL CONSONANT

1	2	3	4	5	6	
1	G	G	G	G	G	G
2	G	G	G	G	G	G
3	G	G	Kh	Kh	Kh	Kh
4	Kh	Kh	Kh	Kh	Kh	Kh
5	Kh	Kh	Kh	Kh	Kh	Kh
6	Kh	Kh	Kh	Kh	Kh	Kh

2	1	2	3	4	5	6
1	Kh	Kh	Kh	Kh	Kh	Kh
2	Kh	Kh	Kh	Kh	Kh	Kh
3	Kh	Kh	Kh	Kh	Kh	Kh
4	M	M	M	M	M	M
5	M	M	M	M	M	M
6	M	M	M	M	M	M

3	1	2	3	4	5	6
1	N	N	N	N	N	N
2	N	N	N	N	N	N
3	N	N	N	N	N	N
4	N	N	N	N	N	N
5	N	N	N	N	N	N
6	N	N	N	N	N	N

4	1	2	3	4	5	6
1	S	S	S	S	S	S
2	S	S	S	S	S	S
3	S	S	S	S	S	S
4	S	S	S	S	S	S
5	S	S	S	V	V	V
6	V	V	V	V	V	V

5	1	2	3	4	5	6
1	V	V	V	V	V	V
2	V	V	V	V	V	V
3	V	V	V	V	V	V
4	X	X	X	X	X	X
5	X	X	X	X	X	X
6	X	X	X	X	X	X

6	1	2	3	4	5	6
1	X	X	X	X	X	X
2	X	X	X	'	'	'
3	'	'	'	'	'	'
4	'	'	'	'	'	'
5	'	'	'	'	'	'
6	'	'	'	'	'	'