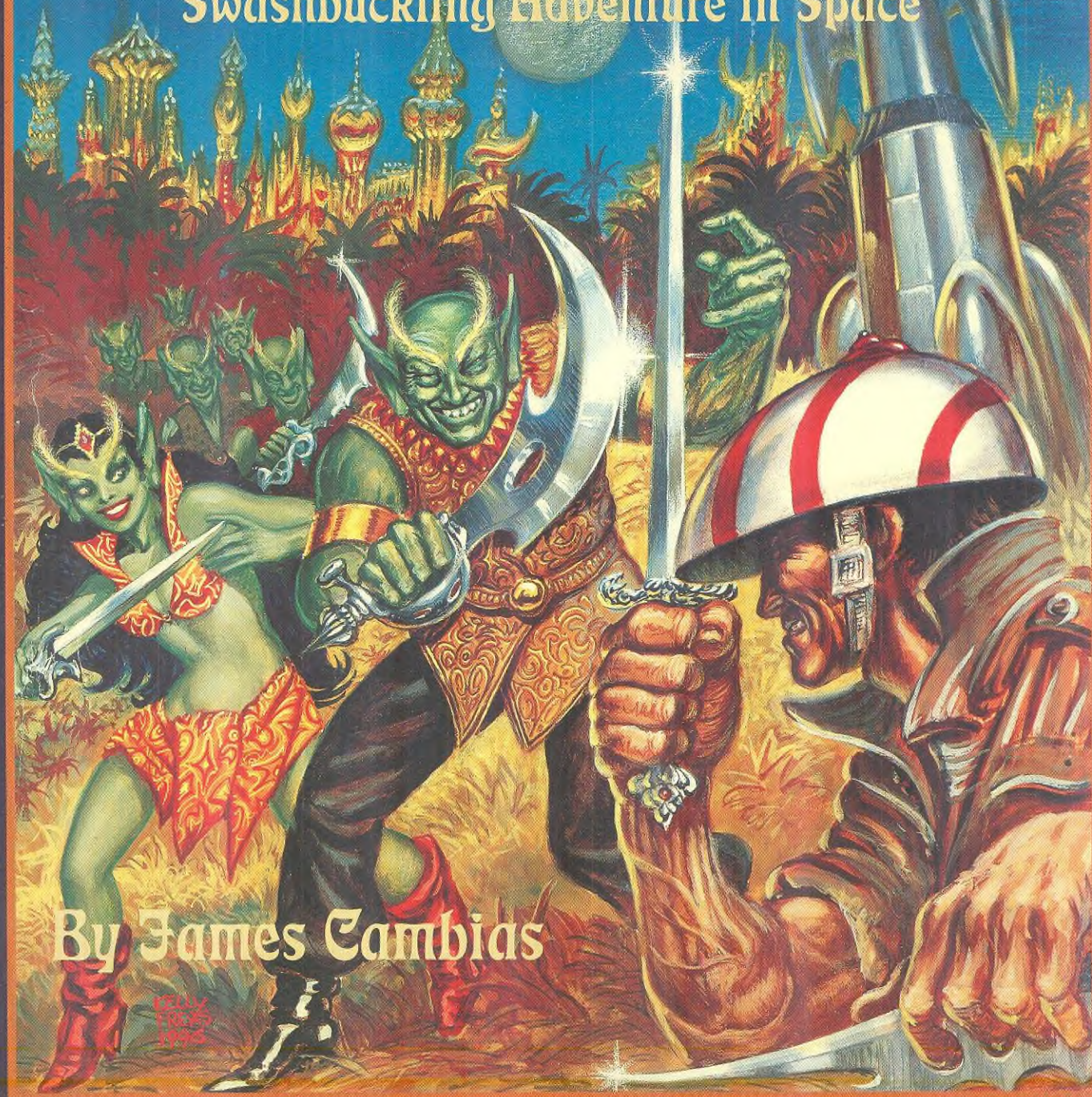


G U R P S[®]

PLANET KRISHNA

From the Classic "Viagens" Books by L. Sprague de Camp
Swashbuckling Adventure in Space



By James Cambias

STEVE JACKSON GAMES

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Planet Krishna

Swashbuckling Adventure in Space

From the Classic "Viagens" Books by L. Sprague de Camp



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STEVE JACKSON GAMES

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About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid. Our bimonthly magazine includes new rules and articles for *GURPS*, as well as information on *In Nomine*, *Illuminati: New World Order*, *Car Wars*, *Toon*, *Ogre Miniatures* and more. It also covers top releases from other companies – *Castle Falkenstein*, *Traveller*, *Call of Cthulhu*, *Shadowrun* and many more.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata and hundreds of pages of information.

Illuminati Online supports SJ Games with discussion areas for many games, including *GURPS*. Here's where we do a lot of our playtesting! Dial 512-448-8950 at up to 14.4K baud (28.8 users should dial 512-448-8988) – or telnet to io.com. We also have conferences on Compuserve and America Online. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with "subscribe GURPSnet-L" in the body, or point your World Wide Web browser to www.io.com/~ftp/GURPSnet/www/.

Page References

Rules and statistics in this book refer to *GURPS Basic Set, Third Edition, Revised*. Any page reference that begins with a B refers to the *Basic Set* – e.g., p. B102 means page 102 of the *GURPS Basic Set*. A reference that begins with VE refers to *GURPS Vehicles*, Second Edition, and CI to *GURPS Compendium I*.

Only *Basic Set* and this book are required to play. *GURPS Space* and *Compendium I* may be handy. Players may also find *GURPS Swashbucklers* useful for its rules on swordplay and sea battles.

INTRODUCTION

Welcome to Krishna! For decades readers of science fiction have enjoyed fantastic adventures on the second planet of Tau Ceti, courtesy of the fertile imagination of L. Sprague de Camp. Now gamers can join in the fun.

As a setting for roleplaying games, the planet Krishna is a trove of wonders. Brave Earthmen engage in swordplay beneath the triple moons and win the hand of a beautiful green-haired princess! A pirate queen and her stalwart band waylay ships on the Sadabao Sea! Tailed cannibals menace castaways on the island of Fossanderan!



The Krishna stories combine classic space opera with hard-science realism and a dash of humor. If they are space opera, they are space opera as written by Gilbert and Sullivan. The brave Earthman is likely to be a novice tour guide or a scheming con artist. The pirate queen is fat and middle-aged. On Krishna, a hero who wins the hand of a princess must then live with the consequences of being married to a woman who lays eggs, on a world where dinner is eaten still wiggling and executions are a popular form of entertainment.

Since the entire planet is under an embargo that forbids the import of advanced technology, adventurers cannot clank about in powered battlesuits, menacing the natives with plasma cannon. On Krishna, the Earthmen and the green-skinned natives are on an equal footing. Characters must rely on their wits as much as on their swords. Game Masters who are tired of players who shoot their way out of every difficulty can see how well they do without their technological toys.

ABOUT THE DE CAMPS

L. Sprague de Camp is recognized as one of the grand masters of science fiction and fantasy. His first science fiction story was "The Isolinguals," published in 1937. As a writer for *Astounding* during the editorship of John W. Campbell, he was one of the makers of science fiction's Golden Age. In addition to the Viagens Interplanetarias stories, he is the author of *Lest Darkness Fall*, *The Compleat Enchanter* (with Fletcher Pratt), and *The Glory That Was*. After the death of Robert E. Howard, he continued and expanded the Conan stories. His nonfiction includes works on ancient science and engineering, a study of the Atlantis myth, and biographies of Robert E. Howard and H.P. Lovecraft. He lives with his wife and co-author Catherine Crook de Camp in Texas.

ABOUT THE AUTHOR

James L. Cambias started playing roleplaying games back in 1979, dabbled at real work briefly, and now earns his living as a freelance writer of nonfiction and roleplaying supplements. He is the author of *Arabian Nights: A Genre Book for Rolemaster*, and dozens of magazine articles. Originally from New Orleans, he lives in Ithaca, New York. This book could never have been written without the help and encouragement of Sean Barrett, Diane Kelly, Joel Furr and Rob Furr. The patience and assistance of L. Sprague de Camp and Catherine Crook de Camp were indispensable.



THE KRISHNA STORIES

BY L. SPRAGUE DE CAMP

I came to write the Krishna stories thus: Like many older science-fiction readers and writers, I was first lured into the genre in the 1920s by Edgar Rice Burroughs' tales of adventure on Mars and Venus. Burroughs, a middle-aged Chicagoan who had, with little success, tried the occupations of cowboy, soldier, gold miner, teacher, salesman, and railroad policeman, in 1911 read a story in a pulp magazine. He thought it so bad that even he could do better. So he tore off *Under the Moons of Mars*, which he sold to *All-Story Weekly*. Later he published it as a hard-covered book titled *A Princess of Mars*, the first of eleven volumes laid on Burroughs' version of Mars.

This was a Mars, not as we now know it to be, but as it ought to be – a world of boyish adventure-fantasy, full of exotic beasts, quasi-medieval civilizations, and beautiful imperilled princesses awaiting rescue. As a high-schooler I was ripe to be snared by Burroughs' magic.

Although his Martian tales were commercially overshadowed by his Tarzan stories, which he began soon after his first Martian novel, they form the main source of a sub-genre of imaginative fiction: the sword-and-planet story. In such stories, to combine the lure of an exotic setting with the glamor of a romanticized antiquity, the author transports his intrepid Earthman to another planet. There he must make his way among humanoid inhabitants with a pre-industrial civilization, without the firepower a modern expedition would command.

Burroughs cared little for consistency or scientific plausibility. His Barsoom is partly based upon the then current theories of Percival Lowell. The eminent businessman-diplomat-astronomer Lowell thought that Mars, while arid, was habitable, with a flat surface. He believed that the network of lines he thought he saw through the powerful telescopes he built with his own money were canals dug by intelligent beings. By these canals, the civilized Martians brought water from the polar regions to the desiccated tropics. Other possible sources of Burroughs were the pictures of life on Lemuria and Atlantis in the writings of Madame Blavatsky and her Theosophical followers, and perhaps a couple of nearly forgotten science-fiction novels by other writers of Burroughs' time.

Now it turns out that Mars has an extremely rugged surface, with a volcano as wide as Missouri and twice as high as Everest. More to the point as an abode of life, its atmosphere not only lacks oxygen but also is so thin that on Earth it would pass for a pretty good vacuum. Later sword-and-planet authors have taken their characters to planets of other stars.

The sword-and-planet novel pattered along after Burroughs' younger contemporary Otis Adelbert Kline published his obvious imitations of Burroughs. When in the late 1940s I was getting back to writing from my war service, I thought: Why not write some swashbuckling, light-humorous interplanetary adventure-romances, of the sort later called sword-and-planet stories? But, I decided, my stories should be more logically thought out than their predecessors, without Burroughs' inconsistencies and anachronisms.

Thus Burroughs gave his Martians "radium" rifles, shooting fifty miles by radar sights; but the Martians still did most of their fighting with the more romantic swords. On Earth, as firepower rose, hand weapons have been phased out, save for such last-ditch arms as knives. (When in the '20s I was a guest aboard a U.S. destroyer, the ship still had a rack of cutlasses.)

While Barsoomians do much fighting with swords, none uses a shield or

The Viagens Interplanetarias Series

The canonical stories of the Viagens Interplanetarias series are:

The Queen of Zamba

The Hand of Zei

The Hostage of Zir

The Prisoner of Zhamanak

The Tower of Zanid

The Virgin of Zesh

The Bones of Zora

The Swords of Zinjaban

Rogue Queen (non-Krishna)

The Continent Makers (short-story collection)



Other Books of Interest

Other useful reference works include:

The Ancient Engineers, by L. Sprague de Camp, a valuable history of technology and engineering.

Connections, by James Burke, an entertaining exploration of the surprising effects of small changes in technology.

The Edge of the Unknown, by L. Sprague de Camp, a grab-bag collection about history and ancient technology.

"*Nomenclature in Science Fiction*," by Poul Anderson.

Other "Sword and Planet" stories:

Leigh Brackett's Mars stories and Skait novels (hard to find but worth the search).

Edgar Rice Burroughs's Martian novels (the inspiration for the entire genre).

Jerry Pournelle's *King David's Spaceship* (inhabitants of a backward world must find a way to break a technology embargo).

Jack Vance's "Planet of Adventure" series (adventures on a strange world populated by many different alien races).



armor. On Earth, even Stone Age peoples have made serviceable shields, helmets and other defences of wood, leather, cane, reeds, and coconut fiber.

Burroughs' Martian animals run about on eight or ten legs apiece, for which in that feeble gravity they would have no need. Martians have flying machines, but surface travel involves eight-legged beasts of burden.

Barsoomians are interfertile with Earthmen, so that John Carter begets a son and a daughter on his Deja Thoris. As any geneticist will tell you, even if an extraterrestrial looked human and its organs were compatible, it would be easier to cross an Earthman with a geranium than with an e.t.

Hence the stories of the Viagens Interplanetarias series, beginning with *The Queen of Zamba* in 1949. I assumed that in the 22nd century Brazil would be a leading world power, and the Brazilian-dominated interstellar transport system was the Viagens Interplanetarias. (That is pronounced *vee-AH-zhaynsh eeñ-ter-pla-neh-TAH-ree-ush*. The ñ is not a sound, but a sign that the preceding vowel is nasalized, since Portuguese, like French, has nasal vowels.)

Krishna is assumed to be a satellite of Tau Ceti, 10.9 light years from our own Terra, with similar surface gravity and atmosphere. The intelligent species superficially resembles humans, save for feathery olfactory organs above their eyebrows, pointed ears, and greenish complexions resulting from blood based on haemocyanin instead of haemoglobin. Sexual intercourse between the species is possible. The resemblance is close enough for a person of one species to disguise him or herself as the other.

Relict populations exist of a less advanced species, with tails. These bear much the relationship to the dominant species that a population of *Homo habilis* or *H. erectus*, if it had survived, would bear to *H. sapiens*.

The *Queen of Zamba* has also appeared, in one of its paperbacked incarnations, as *Cosmic Manhunt* and, in the UK, as *A Planet Called Krishna*. It tells of an insurance-fraud investigator, a Canadian named Victor Hasselborg, who goes to Krishna looking for a young woman who has eloped thither with an adventurer and con man, Anthony Fallon. I had fun with some of the standard clichés. Thus when Victor is condemned to fight a local predator resembling a six-legged tiger, by bribery he arranges to have the beast kept awake all night then fed a huge meal. When the *yeki* pads out into the arena, instead of going for him it lies down and goes to sleep. Victor escapes in the confusion.

To account for the medieval weaponry, I assumed that an Interplanetary Council imposes stern rules about giving technological secrets to natives of pre-industrial planets, because of the social breakdowns that result from technological change at too

fast a pace. The Krishnans, however, suspect that this technological blockade is a plot to keep them backward so that they can be more easily conquered and exploited. Hence they try to get around the blockade.

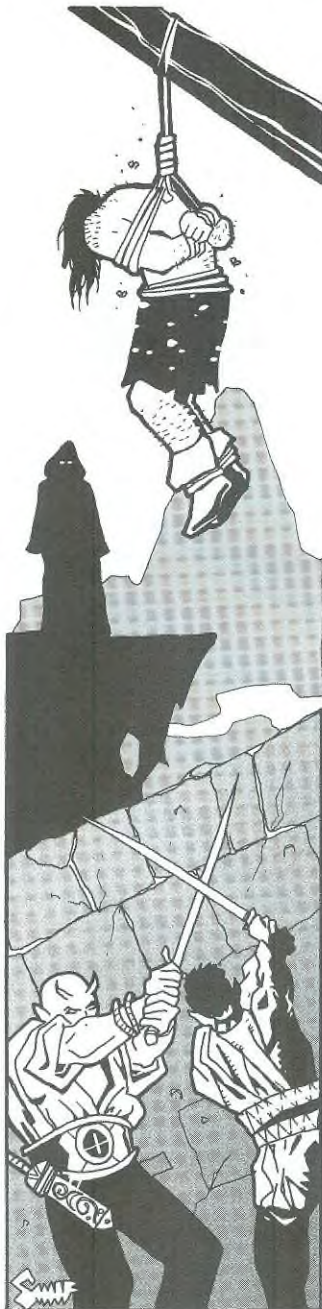
In the story "Finished" a Krishnan princeling, Ferrian of Sotaspé, secretly hires a Terran to build him a paddle-wheel steamship. Terran officials violate their own rules to destroy the ship and preserve the blockade. But Ferrian soon builds another and, moreover, ordains a patent system in his island principality to stimulate further invention.

The blockade explains why Krishnans, although they know about Terran guns, have none and fight with swords and crossbows. At the chronological end of the series, they are just beginning to make their own muskets.

The series continued through 1949-51, during which ten tales, from short stories to novels, were published in this milieu. One short, "Perpetual Motion," is printed with the 1982 Ace edition of *The Queen of Zamba*. In this tale, the con man Felix Borel goes to a knightly republic and sells the ruling group a perpetual-motion engine, in demonstrating which he causes the machine to turn by means of a concealed thread. Inevitably he gets into trouble and flees back to Novorecife, the Terran outpost and space port. There he is arrested for violating the technological blockade. But he gets off by showing that his machine could not possibly work, so he has not taught the Krishnans anything useful. Although Borel beats this rap, he appears briefly in the later novel *The Hostage of Zir* – or rather his gilded skull appears. Most of these shorter Viagens stories are included in the collection *The Continent Makers*.

The second novel of the series, *The Hand of Zei*, was longer than the rest of them. Hence some of its publishers have put it out in two volumes, *The Search for Zei* and *The Hand of Zei*. In this tale another Terran, Dirk Barnevelt, goes to Krishna looking for his employer, a professional travel lecturer, who has vanished. Barnevelt gets involved with a female-dominated Krishnan nation wherein the downtrodden males are ripe for revolt, and a nearby sea containing a vast growth of weeds, like Earth's fabled Sargasso Sea. (If you want to see the Sargasso Sea, take a ship to Bermuda, which lies in the midst of it. There is only an occasional patch of floating weed – no impenetrable mass full of old ships rotting away.)

After 1952 I phased out the Krishna stories. For one thing, John W. Campbell, whose *Astounding Science Fiction* had been my best market, lost interest in light adventure romps and began to go off on pseudo-scientific tangents, such as ESP and the Dean Drive. For another, I got into other projects, such as historical novels, the Conan stories, and my Lovecraft biography. Two Krishna stories that I had written were not published for several



years. One was a novelette, "The Virgin of Zesh," which has fun with utopian back-to-nature colonies. The other was a novel, *The Tower of Zanid*, about a sinister cult in the tower in question. The protagonist is the villain of *The Queen of Zamba*, the charming but tricky adventurer Anthony Fallon. He is working on the night watch of the city of Zanid and is given the job of guiding a learned but impractical Polish archaeologist to sites in the city.

Fallon's nemesis is Percy Mjipa, an Oxford-educated Mangwato from Botswana in southern Africa. Percy is black, tall, lean, and very strong. He is also intelligent, fearless, and high-minded; but his attitude towards Krishnans is like that of a 19th-century European colonial official toward "natives." Subsequently Fallon, after going downhill to become a drunken bum, gets converted to respectability. He joins the Terran civil service and becomes a Terran consul at Majbur. In the 1983 Ace edition, *Zanid* is printed together with *The Virgin of Zesh*.

In the 1970s I returned to Krishna with a novel called *The Hostage of Zir*, featuring Borel's gilded skull. I sent an inexperienced travel guide off to Krishna to manage the first guided tour by Terrans of the more accessible parts of that world. When the story appeared as a book, the reviewers were very kind, but some complained that my Terran tourists were stereotypes, stock characters. Actually, every one of these dozen characters was based on someone whom Catherine and I have encountered on such tours. For instance, the German camera fiend is based on one with whom we made a bus tour of the Peloponnesos in 1958. Whenever it was time to go, he was always off on some rock taking pictures.

Next came *The Prisoner of Zhamanak*, with Percy Mjipa the point-of-view character. The officials at Novorecife, the Terran settlement, learn that Alicia Dyckman, the xenologist briefly mentioned in *The Hostage of Zir*, has been imprisoned by a Krishnan ruler. Percy blows up: "Blasted cheek! . . . If you think I'll sit on my arse while these bloody barbarians mistreat a Terran woman, you can jolly well think again!"

Percy goes off to Zhamanak intending to spring Alicia. Instead, he is disarmed and thrown into the cage that already houses Alicia. King Khorosh, as a scientific experiment, wants to learn whether the Negroid and Caucasoid races of Terrans are interfertile. When Percy and Alicia, outraged, refuse to cooperate, Khorosh has them stripped, believing that they cannot resist sexual arousal under those conditions. Victoria Poyser painted a spectacular jacket picture for the hardback, showing Percy and Alicia, looking defiant, inside the cage and the ruler and his consort outside, and all naked. The publisher apologized to me for the cover, but I told him I loved it.

Percy and Alicia escape, with hairsbreadth adventures, and return to Novorecife. There Alicia meets Fergus Reith, the travel guide of *The Hostage of Zir*, just back from another tour. They fall instantly in love, and the novel ends.

The last of the series published so far is *The Bones of Zora*. At the opening, Fergus Reith is guiding a French paleontologist to a fossil-bearing site on Krishna. As we soon learn, Fergus and Alicia were married for a year or so. But Alicia, though beautiful and brilliant, has her faults. Fergus explains: "She should be the greatest xenologist in the galaxy. But a xenologist should know how to be quietly inconspicuous – to blend into his background. Lish is about as inconspicuous as a sunflower in a coal scuttle. She is also bossy, dogmatic, contentious, and hot-tempered."

They had quarreled bitterly because Fergus refused to let her come on any more of his guided tours. He barred her because she always insisted on taking over. So she got a divorce and went off on her own, for a sociological investigation of Katai-Jhogorai. As opinionated as ever, she got into trouble and had to return, broke, to Novorecife. (I have not yet written up her adventures in Katai-Jhogorai, but I may some day.)

Fergus and Marot, the scientist, set up camp on the banks of the river Zora. They find that a rival paleontologist, Foltz, is camping in the neighborhood and will do anything to make his peculiar theories of Krishnan evolution prevail. Alicia is with him as secretary-mistress; she had been forced into the job. Inevitably she and Fergus are thrown together. Alicia now miserably repents ditching Fergus, but she is her own worst enemy, given to violent fits of temper. In the end, though he still loves her, Fergus refuses to take her back, and she departs for Terra weeping.

Paleontology has been a hobby of mine since boyhood. I have written a lot about it, as in Catherine's and my book on the Age of Reptiles, *The Day of the Dinosaur*. To get some practical field experience as background for the novel, I persuaded an old friend, Dr. Nicholas Hotton III of the National Museum of Natural History, to let me take part in one of his annual Permian fossil digs in Texas. With beginner's luck, the first day out I found a fine pelycosaur, which I named Ozymandias. "Round the decay of that colossal wreck. . . ." In the story, the passage where Fergus finds an important fossil is taken from my own experience.

Twenty years after the events of *Zora*, Alicia, having undergone psychotherapy to smooth off the jagged spots in her personality, returns to Krishna. She arrives as a minor executive for a motion-picture company, which plans to shoot a movie on Krishna. She is one of a small advance party to scout the planet for locations and arrange for hiring soldiers and other extras.

Naturally she meets Fergus, now a widower with an adolescent son. For her, only about two years have elapsed because of the relativistic effects of space travel at close to the speed of light. So whereas she used to be older than Fergus, she is now younger. (Fergus, also, has aged but little, because medical science has tripled the present human life span.) At Alicia's behest, the company has chosen Fergus as the guide for the advanced party and for the shooting crew when it arrives. You can imagine the complications. This story has not yet appeared, but it probably will one of these days. [This novel was published as *The Swords of Zinjaban* in 1991.]

Victoria Poyser did a splendid jacket painting for this, also. It shows Alicia teaching a native of the planet Osiris, resembling a man-sized dinosaur, to dance the tango.

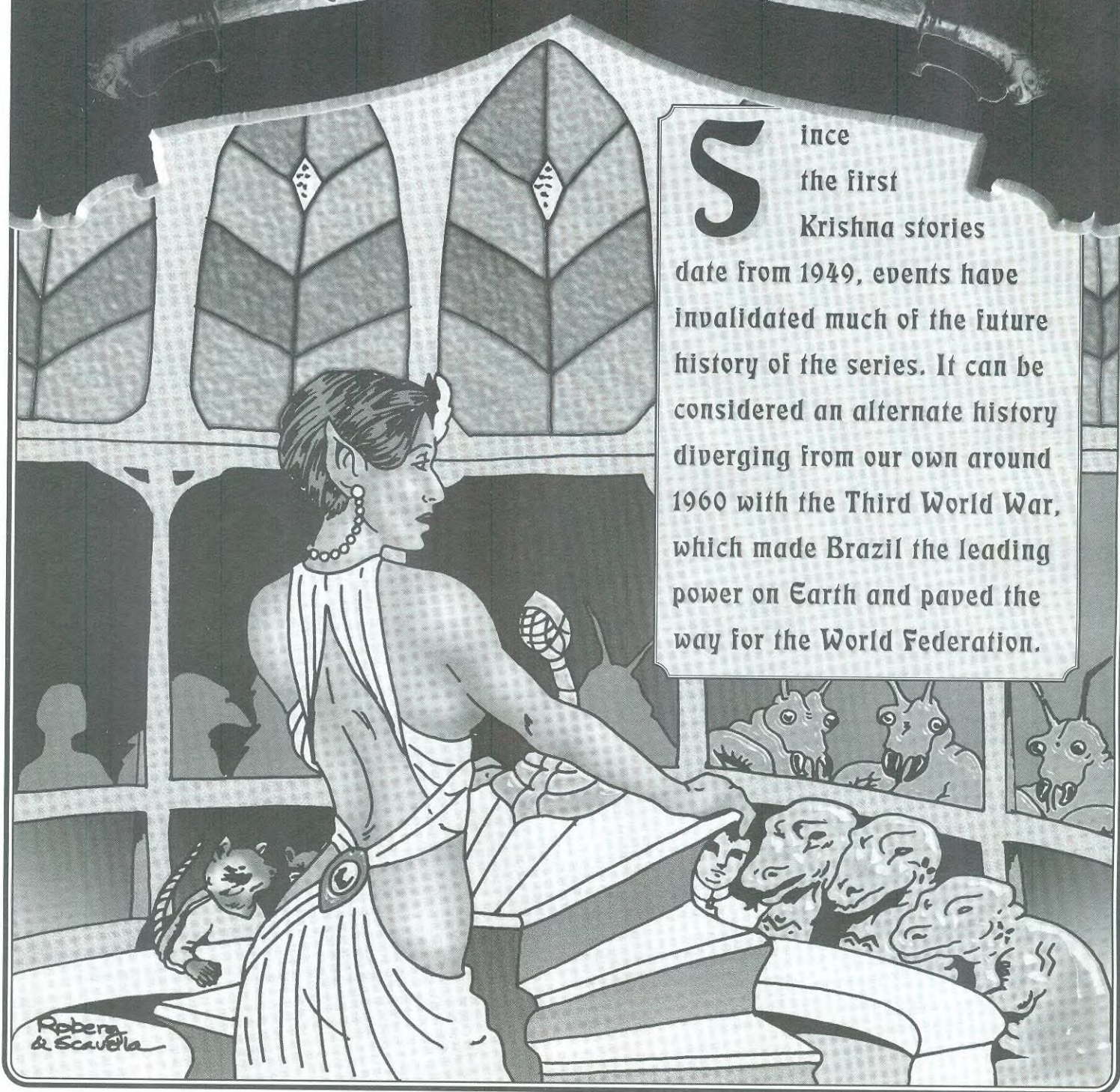
The novel *Rogue Queen* is included as a *Viagens* story, since that organization plays a part in the tale. But it is not a Krishnan story, because it takes place on the planet Ormazd. The humanoid species there consists of communities organized like ants and bees. Each has a fertile queen, who lays eggs; a caste of neuter-female workers; and a caste of fertile males or drones, who impregnate the queen but who are periodically slaughtered. An upheaval ensues when a Terran expedition lands and the Ormazdians learn of the very different human sexual pattern. I got the idea from Kipling's short story "The Mother Hive."

L. Sprague de Camp
Villanova, Pennsylvania
September 1988



1 The Viagens Interplanetarias Universe

Since the first Krishna stories date from 1949, events have invalidated much of the future history of the series. It can be considered an alternate history diverging from our own around 1960 with the Third World War, which made Brazil the leading power on Earth and paved the way for the World Federation.



Since the distant planet Krishna is the focus of this book, events on Earth and other worlds are of lesser importance. GMs can adjust the future history to suit themselves without much effect on the game. If the idea of a devastating world war has no appeal, simply assume the decline of the Northern Hemisphere powers and the rise of Brazil is due to economic and political upheavals.

THE WAR

The long-awaited showdown between the Communist powers and the West came in 1963, when the Russians attempted to build a wall across Berlin. American soldiers demolished the wall, Russians fired upon them, and within hours Europe was mobilizing.

China and North Korea seized the opportunity to attack South Korea, bringing Japan into the war. Atomic weapons were used on the battlefield by the NATO forces, followed by Russian missile strikes against military targets in Europe, but neither America nor Russia launched the much-feared all-out attack on the enemy's cities.

The war dragged on into 1966, with the armies locked in stalemate in Europe. In the East, South Korea was quickly overwhelmed, and a joint Chinese-Russian offensive against Japan was stopped only by American bombing of Vladivostok.

Finally, the Russian and Chinese governments collapsed, and new regimes sued for peace.

It was a Pyrrhic victory for the Western powers. The war did not end civilization, but the destruction did bring about drastic changes in the world political order. Russia and China were defeated, Europe and Japan were devastated, and America was bankrupt and exhausted. The stage was set for the rise of a new superpower.



Portuguese

The Brazilian form of Portuguese is the international language of business, science and diplomacy. Wherever this book refers to the Portuguese language, it means the Brazilian form (specifically the "Carioca" dialect of Rio de Janeiro and environs). All Terran characters have a default IQ-6 knowledge of Portuguese. Characters employed by the World Federation, the Viagens Interplanetarias or any major corporation should be fluent in Portuguese.

Brazilian Portuguese is slightly different from that spoken in Portugal, just as American English differs from the British variety. Brazilian Portuguese has been influenced by the Spanish of Brazil's neighbors, the languages of Brazil's Indians and African slaves, and the accents of immigrants. A native of Lisbon and a Carioca from Rio would have little difficulty understanding each other, but the difference in accents is obvious to anyone who speaks the language.

Pluto and Triton

The starships of the Viagens Interplanetarias arrive and depart from the Solar System at two bases at the outskirts of the system: Pluto and Neptune's big moon Triton. The bases are spartan affairs, consisting of steel-lined tunnels carved out of ice and rock by fusion torches. Passengers awaiting transfer have little to do but watch broadcasts from Earth in the lounge or study microfilms in the library.

BRAZIL

In the years after World War Three, Brazil became the dominant power on Earth. Though the northern nations were all depleted by the war, Brazil was free of foreign debt and wealthy from exports of food and minerals. While the combatants had devoted all their industrial capacity to war production, Brazil's factories expanded to supply goods to the other neutral countries in South America and Africa.

During the post-war period, Brazil's prosperity and agreeable lifestyle attracted many of the planet's entrepreneurs and technicians. Brazil became a technological leader, and its position on the equator made it a natural pioneer in space travel. Incredible advances in medicine came from the forests of the Amazon basin, and as a result Brazilian pharmaceutical companies came to control the market.

Brazil's armed forces grew along with her economy, and her lead in space travel gave Brazil enormous clout. Though the country's leaders refrained from engaging in aggressive wars, Brazil's new strength made other countries



Population Control

With medicine capable of tripling the human life span, Earth in the 22nd century is a crowded place, with a population of over 10 billion. The World Federation and the national governments have worked hard to discourage population growth and limit the strain on the planet's resources. Many countries, including the United States, passed laws to limit family size. The number of children allowed is related to a couple's "genetic rating" – only couples with high ratings are permitted more than two children.

While this might strike readers as oppressive, the people of the 22nd century see it as a necessary measure to keep the planet habitable. Social pressures, encouraged by government advertising, created the general trend toward smaller families and ensured that few Terrans *want* more than two children.

eager to ally themselves with her and follow Brazil's lead in international relations. But Brazil's rise to power was not simply economic or military. World leadership is as much a product of psychology and philosophy as anything else. The terrible carnage of the Third World War left the world sick of ideologies and great moral crusades. Brazilians have traditionally enjoyed life, and the rest of the world wanted to be Brazilian for a while.

During the 21st century, Brazil accounted for nearly a quarter of the world's gross economic product. Lagging behind Brazil but still growing rapidly were three second-tier powers: India, Nigeria and Australia. China and the United States managed to retain some of their prewar importance, putting them on a par with the latter group.

By the 22nd century, the increasing unification of the world under the World Federation government reduced Brazil's pre-eminence as prosperity became more evenly spread. Brazil's influence within the World Federation grew in inverse proportion, though. The nation of Brazil no longer dominates the world, but the Brazilians in the World Federation bureaucracy do.

Brazil's role as the leading superpower is not confined to politics and power. Her culture affects the rest of the world extensively, as the permissive attitudes of Rio were imitated in Oslo, Buffalo and Kyoto. Society in other countries either mirrored Brazilian culture or deliberately rejected it. Brazilian attitudes about the roles of the sexes had worldwide influence – conflicts over Women's Liberation and sexual equality continue through the 22nd century.

THE WORLD FEDERATION

The World Federation became the unified government of the planet Earth. It was created after the Third World War, when the nations of the world finally agreed that a single government was needed to prevent even more destructive conflicts. At the Gahato Conference, held in upstate New York during the summer of 1969, sixteen nations approved the Federation Charter. By the year 2000, most of the nations of Eurasia and the Americas had become members. The newly independent states of Africa resisted joining for another couple of decades, and India was the last country to enter in 2056.

The flag of the World Federation is a checkerboard pattern of twenty-four blue, green, red, black, yellow and white squares. At its introduction, the designers published a long and complicated explanation of the symbolism involved, while opponents of the Federation joked about the "crazy quilt" or the "patchwork flag." No one can remember the words to the World Federation anthem.

The World Federation's assembly is named "the Althing" in honor of Iceland's parliament, the oldest democratic body on Earth. Membership is apportioned by population. The upper house, called the Review Committee, is similar to the old United Nations Security Council, with Australia, Brazil, China, India, Nigeria, Spain and the United States as permanent members and six other member nations serving for a year at a time.

The Althing passes new laws by simple majority, but the Review Committee can send legislation back for a second vote. The Committee also appoints the heads of the Federation's executive agencies. A cabinet of ministers assists the World-Manager, but many activities of the World Federation are handled through large publicly-owned companies, such as the Viagens Interplanetarias.



The nations of Earth maintain their own laws so long as they do not violate the provisions of the Federation charter or the International Basic Code of law. The Federation charter protects the rights of individuals and minorities, limits the size of police forces, and sets worldwide trade regulations. Most of the governments of the Earth are vaguely socialist, in a non-doctrinaire European kind of way. Almost all natural resources (such as mines, forests, oil fields and fisheries) are nationalized, and governments control energy production, communications and most transportation industries.

The Federation has complete jurisdiction over all important waterways, like the Panama and Suez Canals, the Straits of Gibraltar and the Malay Strait, and controls strategic islands, the continent of Antarctica, and areas designated Global Preserves. It owns a majority interest in the companies that operate the tunnels under the English Channel and Tsushima Straits. It is the only body with the authority to negotiate with the governments of other planets, through the Ministry of External Affairs. Most of the business of interstellar diplomacy is handled through the Interstellar Council.

THE ARMED FORCE

One of the most important provisions of the original Federation Charter was the abolition of national armies. The founders of the Federation all agreed that it should have a complete monopoly on military force. The Federation Armed Force comprises ten divisions for peacekeeping duties, equipped with the best and most advanced equipment available. Firearms consist of cutting-edge TL7 designs while body armor and most other gear are TL8.

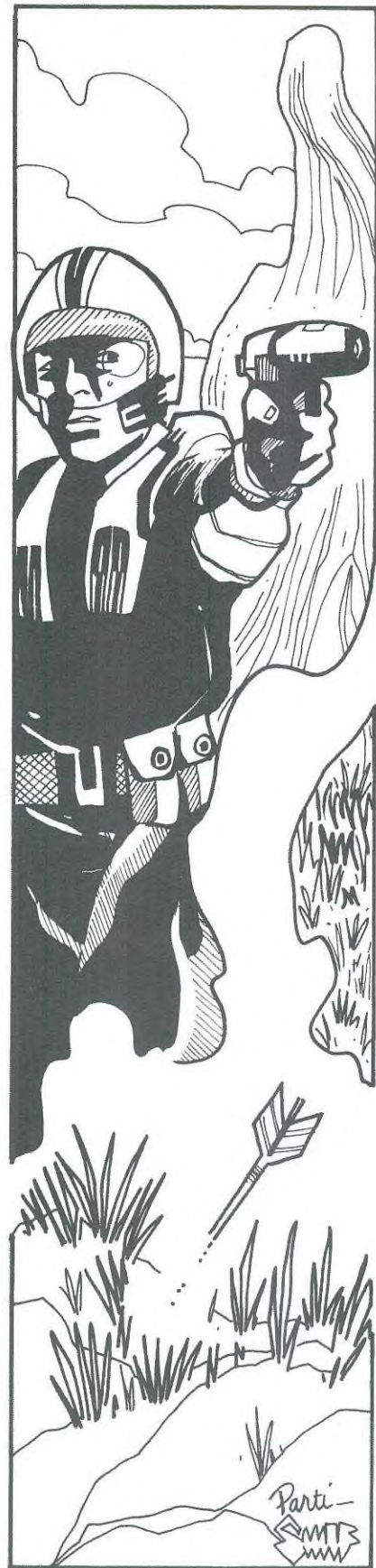
The Armed Force maintains a modest navy to preserve law and order on the oceans, with thirty big atomic submarines and a few score small patrol boats. Because warfare is nearly impossible across interstellar space, the World Federation never bothered to establish a space force.

The Federation charter specifically forbids the possession of atomic weapons by the Federation or any member state. Occasionally the Federation authorizes the use of fission explosives for large engineering projects, such as the Gamanovia continent-building operation or the Applied Tectonics earthquake prevention system. In such operations the bombs are detonated far underground, with close supervision by the Armed Force.

THE CONSTABULARY

The Constabulary, a small international police force, enforces Federation laws across national boundaries. Most of the Constabulary's work consists of coordinating and passing information between local police forces. Field officers track criminals outside normal jurisdictions. The Constabulary's main areas of concern are crime on the high seas or in Federation-run preserves and crimes that cross national boundaries.

World Federation constables have very limited authority, and are required to work with and through national police forces to pursue cases. Because of the often complex legal situations in which Constables act, they frequently use informal methods to solve cases. The Ministry of Defense has tried repeatedly to subsume the Constabulary into the Armed Force, over the objections of the Ministry of Justice, which makes the Federation's police and military highly unwilling to work together except in the most dire emergencies.



World Classifications

The Interplanetary Council's classification system for habitable planets uses the following letter codes:

Class A. Council members – no restrictions on trade or contact with the planet or with individual inhabitants.

Class B. Applicants or provisional members of the Interplanetary Council – no restrictions on trade or contact, except in areas which might affect their membership in the Council.

Class C. Advanced worlds which have not applied for Council membership (atomic power, advanced culture) – no restrictions on trade or contact, except where specifically prohibited by the Council.

Class D. Advanced, hazardous worlds (atomic power, warlike culture; i.e., Earth from 1945 to 1969) – the most carefully controlled category; all contact with the planet must be by accredited representatives of the Council.

Class E. Partially restricted worlds (industrial technology, advanced culture) – contact and trade are allowed, but atomic power and information relating to it may not be released to natives.

Class F. Restricted worlds (industrial technology, primitive culture) – contact discouraged for the safety of the visitors; atomic power and information about it are prohibited.

Class G. Pacifist worlds (low technology, advanced culture) – contact and cultural exchange unlimited; individuals may not bring advanced-technology items onto the planet but are free to reveal scientific concepts to the natives.

Class H. Primitive worlds (low technology, warlike culture; i.e., Krishna) – contact and cultural exchange encouraged, technology exchange forbidden.

Class J. "Eden" worlds (primitive technology, advanced culture) – individuals may bring advanced items for personal use only, and may release technical information to the natives.

Class K. Hostile worlds (primitive technology, primitive culture) – visitors may carry advanced artifacts for personal use, but it is forbidden to give the natives any scientific information.

Class L. Uninhabited worlds (no sentient inhabitants) – there are no restrictions on what visitors may bring to vacant worlds. Anyone may settle on a vacant planet, but they are subject to Interplanetary Council administration until the colony is large enough to apply for membership.

VIAGENS INTERPLANETARIAS

The Viagens Interplanetarias ("Interplanetary Travel Company") has a complete monopoly on space travel, owning and operating all Terran space-ships, both within and beyond the Solar System. The Viagens Interplanetarias is a public corporation, owned jointly by the World Federation and the more powerful member nations. Its mission, as stated in its charter, is to explore the worlds of the Solar System and the nearer stars, to conduct trade and cultural exchange with other intelligent species, and to encourage the settlement of habitable planets.

The Viagens Interplanetarias was founded in 2011 after the return of the first interstellar ship from Alpha Centauri. The great pioneering space explorer de Camara personally urged the Federation to set up the company, and served as its first director from 2011 until his departure aboard the first ship to Procyon in 2021.

All jobs within the company are civil-service positions, with advancement and hiring based only on merit and seniority. Nevertheless, most Viagens personnel are Brazilian, due both to Brazil's early dominance in space exploration and to Brazilian influence within the World Federation.

The Viagens is a large organization, with more than a hundred starships in service. The extremely long travel times for interstellar voyages mean that at any time most ships are in flight between worlds. Viagens ships are named after cities, states and provinces of Terran nations. All of Brazil's states have namesake starships, and the rest are named for provinces in other major powers. Smaller, intra-system vessels are given astronomical names.

THE INTERPLANETARY COUNCIL

The Interplanetary Council formed in 2088 to resolve disputes and set rules for interstellar trade and contact. The initial agreement was between the World Federation of Earth and the government of the reptilian beings inhabiting the planet Osiris, but other worlds with space travel were admitted to the Council shortly after. Soon, the Council included Earth, Ishtar, Osiris, Thor and Thoth. All uninhabited systems and worlds without native space travel were declared to be under the protection of the Council.

To qualify for membership, a world's civilization must be capable of space travel (defined as the ability to land an individual on another planet and return safely home), have a unified world government, and meet certain minimum standards of law and culture. Exceptions have been made when a race's biology or psychology make it impossible for them to meet one of the requirements. Each government sends a representative to the Council, which alternates its meetings between Earth and Osiris.

The Council has an Interplanetary Supreme Court to resolve disputes among member worlds. Though interstellar war is effectively impossible, the members of the Council wish to preserve good relations in the interests of trade (and in case somebody does find a way to fight a war across the light years). There is also an Interplanetary Circuit Court of Appeals, which has judges that travel to remote worlds without permanent courts to hear cases.

Among the Interplanetary Council's most important rules are those protecting primitive worlds from exploitation. The Council classifies all inhabited worlds, governing the extent of contact allowed (see the sidebar).



The classifications and restrictions are entirely pragmatic. The Interplanetary Council believes that contact should be generally encouraged in order to better the lot of primitive civilizations, but also that dangerous high-tech weapons and equipment should be kept from those who would take advantage of less advanced cultures.

STAR SYSTEMS TABLE

Star	Habitable Planets	Classification	Notes
Sol	Earth	A	Human home planet
	Mars	C	Humans require life support
Tau Ceti	Vishnu	K	Hot but habitable by humans
	Krishna	H	
	Ganesha	na	Small science outpost
Epsilon Eridani	Thor	A	Thorian homeworld with human colony
	Odin	E	Cold world with methane atmosphere
Procyon	Osiris	A	Hot, dry world
	Thoth	A	Overpopulated
	Isis	E	High-gravity world
Sirius	Sirius Nine	J	Hive-type civilization
Alpha Centauri	Ishtar	A	Mostly ocean
	Tammuz	H	High gravity and poisonous atmosphere
Lalande 21185	Ormazd	H	Humanoids with hive culture



The Eridanian Planets

Thor

Thor is the third planet of Epsilon Eridani. It is smaller than the Earth, with a diameter of 7,100 miles and a gravity of 0.89 standard G. The atmosphere is 40 percent thinner than Earth's. Its surface is 50 percent ocean, with eight continents.

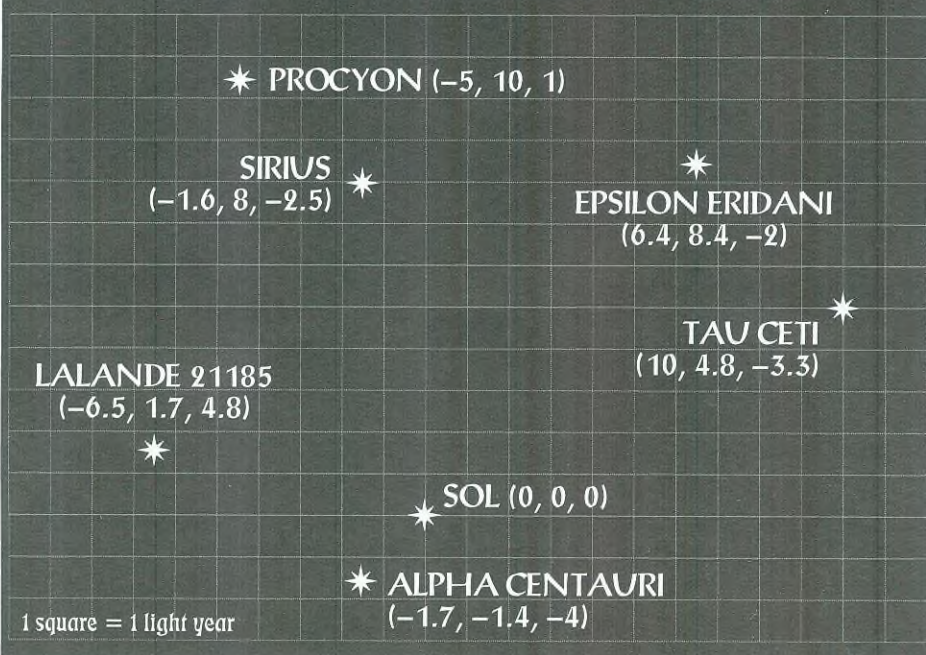
Thor is inhabited both by its native sentients (p. 76) and a colony of Terrans. The Terrans settled on a small continent in the northern hemisphere, and purchased it from the inhabitants with a case of whiskey and a phonograph. For decades the Terran settlement flourished. Meanwhile, the advanced cultures of Thor's southern hemisphere made their first ventures into space and set up a world government. That meant the humans would have to go. The humans refused. Both sides prepared for war, but agreed to submit the dispute to the Interplanetary Council for resolution. The Interplanetary Supreme Court ruled that the humans were native-born themselves, and the Thorians had no right to expel them.

The Thorians are governed by a council of experts who are drafted into government work and forced to serve for eight years (those who refuse are imprisoned for their term of office). Each one directs an agency providing for the basic necessities. Nortena, the human colony, was organized as a democratic republic, with a constitution similar to Brazil's.

Thor is a Class A planet, a member world of the Interplanetary Council. It is TL7 for most purposes. The native Thorian government has a CR of 4; the human colony's is 3.

Continued on next page . . .

MAP OF NEARBY STARS



TECHNOLOGY

The Eridanian Planets (Continued)

Odin

Odin is the fifth planet of the Eridanian system. It is as big as the Earth, with a diameter of 8,300 miles. It is much less dense, however, and has a surface gravity of only 0.52. Odin is a cold world, with an atmosphere of methane and seas of ammonia. The temperature hovers around -100 degrees. The creatures of Odin have a body chemistry based on ammonia.

Odin is home to one intelligent species, resembling giant beetles four feet tall. They have a pre-industrial civilization, with windmills, sailing ships plying the ammonia seas and bronze cannon. Odin is a Class E planet. Its civilization is TL4, and the most common CR is 2.

The Procyonic Planets

Osiris

Osiris is the fourteenth planet of Procyon, orbiting at a distance of 3.5 astronomical units. Osiris is smaller and less massive than Earth, with a diameter of 7,400 miles and a surface gravity of 0.93 G and a thinner atmosphere than Earth's. It has no oceans; the surface water exists in half a dozen salty seas and large lakes covering only 20 percent of the planet's area.

Osiris is inhabited by the advanced reptilian race known as Osirians (p. 75). The chief spaceport on Osiris is near Cefef Aqh, the biggest city and center of government. Cefef Aqh has a small enclave of several hundred Terrans, as well as other aliens.

Osiris has a much less intrusive government than the Earth. Apparently the concept of territorial states never caught on among the Osirians. They have the most unregulated capitalist economy known, and allow private citizens to conduct trials and enforce the laws without involving the government. Elected officials known as Inspectors ensure fairness.

As a founding member of the Interplanetary Council, Osiris is a Class A world. It is TL8 (TL9 in all electrical technology), and has CR 1.

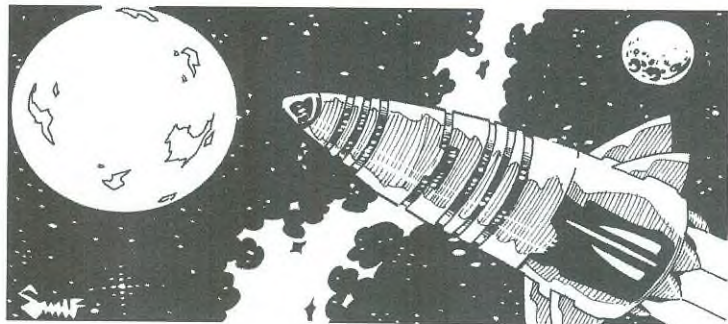
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In general the Viagens universe is TL8, though there is wide variation even on individual worlds. Even a world with space travel and sophisticated science can still have large numbers of people living in conditions essentially unchanged since the advent of agriculture.

In the Viagens Interplanetarias future, computers and robotics are TL7, and mostly exist as large centralized systems for science and industry. Personal computers never caught on, and most people would wonder what use a private citizen could possibly have for a computer. The one attempt to build a robot for general domestic use failed during trials when the machine mistook its owner for some firewood that needed chopping. This understandably put a damper on further research.

Communications technology is TL8 for the most part. Wristwatch phones are in common use on most space-faring planets, and a citizen of the 22nd century would feel naked without a phone handy. Bathygraphs (three-dimensional photographs) exist for still pictures but not for movies.

Transportation is generally TL8, with efficient autos and aircraft the primary means of getting around. Bulk goods are still moved by ship, and a substantial amount of cargo goes by submarine. Helicopters are increasingly the most common form of transport on Earth. Many autos can convert to helicopters, with removable rotors that are stowed in the trunk. A few expensive sports cars have automatic folding rotors. Personal backpack "rotochutes" allow short hops or controlled descents from high altitude.



SPACE TRAVEL

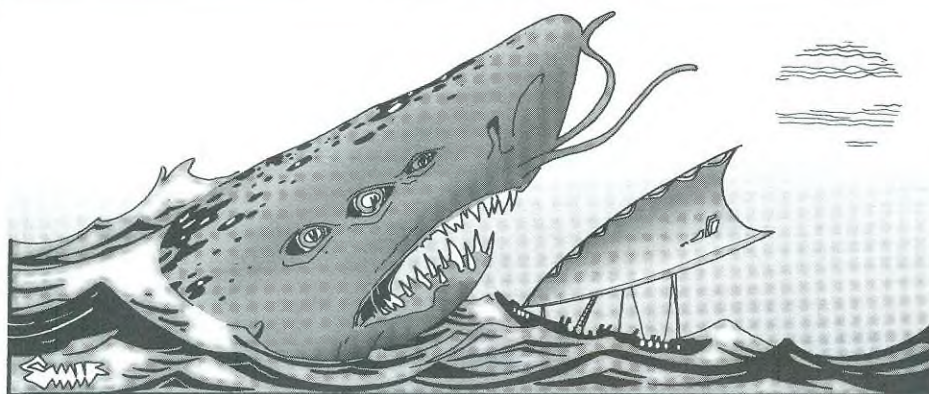
The Viagens Interplanetarias operates dozens of atomic rockets that carry people and goods from planet to planet within the Solar System – most space travelers never visit other stars. When they do, though, a Krishna campaign enjoys the following high technology.

The Mesonic Drive

Interstellar travel was made possible by the development of the mesonic drive, a very efficient rocket motor powered by the annihilation of subatomic particles. Using mesonic engines, ships can accelerate at up to one G almost indefinitely (although relativity limits velocity). Higher accelerations are possible, but may require the crew to spend time in tubs of water to cushion them.

The exhaust of a mesonic rocket is a blast of high-energy gamma rays and X-rays. For thousands of kilometers behind the ship the exhaust is hot enough to damage other vessels, and the ship leaves a radiation trail that takes weeks to disperse. In densely-populated systems like those of Sol or Procyon, there-





fore, mesonic starships arrive and depart from a planet or moon in the outer reaches of the system. In star systems without advanced civilizations (like Tau Ceti or Lalande 21185), nobody is in space to be endangered, so an outlying transfer station is not needed.

Starship designers should use the statistics for TL10 reactionless drives (p. VE38), but with the exhaust hazards of an antimatter pion drive (p. VE36).

Time Dilation

Interstellar ships travel at such high speeds that relativity seriously impacts perceived elapsed time. This shrinks the voyage time, making a trip lasting for years seem only a few months to the voyagers. Seemingly minor differences in the speed of ships vary the voyage's subjective length greatly. To simulate relativity in Krishna campaigns use these simplified formulas:

real travel time (between stars only) =

(distance in light years) in years plus six months

the time that elapses aboard the starship =

(years of real travel time $\times 0.4 + 1$) / G^2 in months, rounded down

G is the space acceleration of the ship, measured in gravities (see p. VE136). Note that starships normally don't exceed one G – any extra thrust only is used to counter the ship's relativistic increase in mass at high velocity.

As the ship's speed gets closer to the speed of light, the subjective time approaches zero. Relativity also increases the ship's mass, in an inverse manner. This makes it increasingly more costly to accelerate the closer one gets to the speed of light. At the speed of light a ship's mass would become infinite. When starships are traveling near the speed of light they are effectively out of contact with the rest of the universe, because the ship is living so much more slowly. The ship's velocity will also seriously impair communications. The Doppler effect shifts radio waves sent between the ship and its destination into gamma rays, while dropping the frequency between the ship and its origin undetectably low.

Some common travel times in a 1-G capable ship in *GURPS Krishna*:

Destination	Earth time	subjective time
Alpha Centauri (Ishtar)	5 years	3 months
Epsilon Eridani (Thor)	11 years	5 months
Lalande 21185 (Ormazd)	8 1/2 years	4 months
Procyon (Osiris)	11 years	5 months
Sirius	9 years	4 months
Tau Ceti (Krishna)	12 years	5 months

As rockets improved during the 22nd century, the subjective duration of voyages decreased, although the objective time remained about the same.

The Procyonic Planets (Continued)

Thoth

The fifteenth planet of Procyon, Thoth orbits at a distance of 3.7 astronomical units. It is a large planet, 8,500 miles in diameter. Its surface gravity is 1.06 G. Its surface is almost entirely covered by oceans, with only 5% land. The atmosphere is dense, with a surface pressure a third again as high as Earth's. The planet's thick atmosphere and heavy cloud cover keep Thoth's climate warm. The planet's small land area coupled with the fast-increasing population means that Thoth is always facing a severe land shortage.

All land animals on Thoth are small; by contrast, the sea creatures are huge, dwarfing even the largest whales. All the higher forms are hermaphrodites bearing live young.

Thothians are described on p. 76. Thothian technology is about on a par with that of Terrans, and their culture is advanced in most respects, but their legal system strikes most off-worlders as barbaric. Thothian judges use torture to extract confessions, punish even minor crimes by flogging or mutilation, and allow for trial by ordeal.

A member of the Interplanetary Council, Thoth is a Class A world. Its civilization is TL8, and its government has CR 5 for natives, 3 for visitors. The largest of Thoth's cities is the capital, Dzidzigä.

Isis

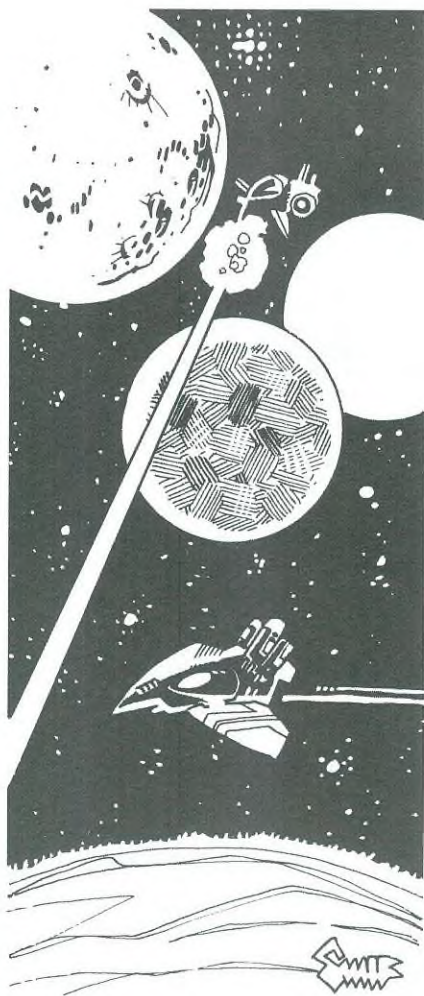
Isis is the sixteenth planet of Procyon, with an orbital radius of 4 AU, so it is cooler than the other two inhabited planets of Procyon. It is a massive planet, 10,500 miles in diameter, with a dense atmosphere. Its surface is about 75 percent ocean. Gravity is a third again that of Earth.

Isis has a severe axial tilt of 59 degrees. That tilt combined with its long year (seven and a half Earth years) means large portions of the planet are in darkness for months at a time. The hostile environment discourages off-worlders from visiting Isis, but the native inhabitants are quite friendly, civilized beings.

For a long time the Isidians lived a migratory existence, moving along ancient routes as the seasons passed. By the 22nd century, they developed an industrial civilization with steam power and sophisticated metallurgy. Contact with off-worlders spurred their scientists to begin investigating the secrets of the atom.

Isis is a Class E planet, and is expected to be reclassified as Class C in a few decades. Isidian civilization is TL5, and the government has CR 2.





The Centaurian Planets

Alpha Centauri is the closest star to the Solar System. It is a binary system, and the two stars have eight planets between them. The Centaurian planets are named after the gods of ancient Mesopotamia.

Ishtar

Ishtar is the third planet of Alpha Centauri A. It is about 7,000 miles in diameter with a gravity of 0.76 G. Most of Ishtar's surface is covered by shallow seas. Vast expanses of mangrove-like forests grow in the sea, and the surface of the water is green with a thick coat of algae.

Continued on next page . . .

Before 2100, double the listed subjective trip time; after 2200, cut it in half when using this table. The objective duration of the voyages remains unchanged, since tiny increases in speed close to the speed of light dramatically affect the time-dilation effect. For example, aboard a ship going at 0.99 c, time passes at 14% of the normal rate. Aboard a ship going 0.999 c, only 1% faster, time passes at 4.5% of the outside rate.

This "Fitzgerald Effect" means that most human space travelers have both a "calendar age" and a "subjective age." One's calendar age is one's official, legal age. A person born in 2015 has a calendar age of 32 in 2047. But if that person spent the period between 2035 and 2047 aboard a starship bound for Krishna, he aged only a few months during the 12-year trip, so his subjective age would be only 20! Many starship crewmembers have calendar ages well over a century, while subjectively only in their twenties.

MEDICINE

Medicine advanced rapidly throughout the 21st century, and by the 22nd, vaccines prevent most diseases, while doctors cure or treat the rest. The boom in medical technology began with the systematic study of the plants in Brazil's Amazon rainforest, which uncovered hundreds of important new drugs. Medicines and drugs are TL10, while other medical technology is TL8. Cloning and braintaping are not used.

Longevity Pills

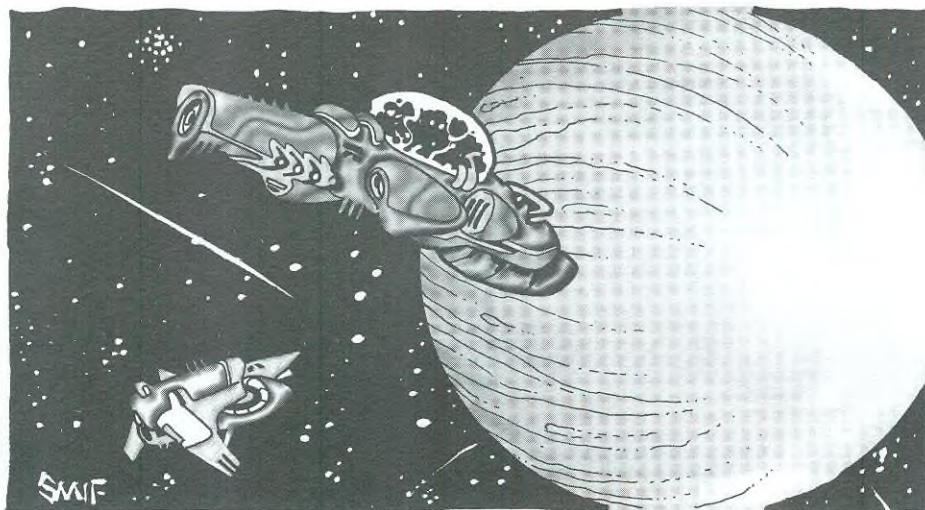
The most important new drug was the longevity pill. Longevity pills slow the aging process by two-thirds, so that three years cause only one year's worth of aging. A person taking them every day can expect to remain healthy until age 200 at least. Continuous daily doses are essential to prevent the body from aging normally. While missing doses does not cause sudden or catastrophic aging, lost youth can never be regained. Most Terrans are highly unwilling to spend long periods without longevity pills, and are careful to keep an abundant supply handy. Fortunately the pills are cheap and compact, costing \$15 for a month's supply of 30 doses, and the World Federation's socialized medical system provides them to all Terrans for free. Black-market pills can be purchased on Krishna for 2d karda per dozen.

Trance Pills

Trance pills are a combination of drugs that almost completely halts the body's metabolism, placing the subject in a state called a "cataleptic trance." Individuals in such a trance age at only 1% of the normal rate, and their life-support requirements are only 1% of normal. They can be awakened by loud noises and other stimuli, so suspendees are kept in carefully isolated and quiet surroundings. Trance pills are only available on Earth or from Viagens Interplanetarias bases, though someone with a good knowledge of biochemistry could manufacture them from ingredients available on Krishna.

Suspended animation is sometimes used by people waiting for loved ones to return from interstellar voyages. Interstellar law also permits authorities to keep suspects in cataleptic trance while awaiting trial, if the case requires the attention of an Interplanetary Circuit Court judge who might not arrive for years. Prisoners using trance pills while serving a jail sentence have their term automatically extended to compensate.





Trance pills cost \$50 per pill on Earth, while the ingredients to manufacture them on Krishna cost about 100 karda.

Moritzian Therapy

Moritzian psychotherapy is a development of the greater understanding of the brain that came with the study of Osirian pseudohypnosis. The Moritzian system is an effective, permanent technique to change a patient's personality. It is generally used to cure serious mental problems, but a few people pay the enormous fee and endure a year of treatment to rid themselves of "flaws" that are only irritating or unpleasant.

A course of Moritzian psychotherapy thus provides a means to remove nearly any mental quirk or disadvantage (or advantage!). It requires a full year of the patient's time, costs \$50,000, and is only available on Earth.

The Saint-Rémy Treatment

The Saint-Rémy treatment also developed as the result of research into Osirian pseudohypnosis. When properly done, the Saint-Rémy treatment completely conditions a human to obey instructions. Osirians can use their powers to counteract the effects of Saint-Rémy treatments, and vice versa. See p. 21.

The Pannoetic Treatment

Invented by the American psychologist J. Warren Hill in the late 21st century, the Pannoetic Treatment is a complex system of hypnotherapy based on a very unorthodox 20th-century school of psychology. Hill claimed that Pannoetics could cure all the accumulated trauma of an individual's mind, not only those of the nervous system but of the genes as well. (Orthodox 22nd-century psychology denies the possibility of affecting an individual's genes by psychotherapy.) According to Hill, these accumulated trauma cripple the mind and prevent people from becoming super-geniuses free of psychological flaws.

Unfortunately, treating civilized beings like humans (or Krishnans) is futile, because of the generations of trauma acquired from civilized life, reinforced by living in human culture. Humans treated by the Pannoetic method rapidly go insane. The Pannoetic treatment was never commercially available, and by the middle of the 22nd century it is nearly impossible to find anyone who knows how to administer it.

The Centaurian Planets (Continued)

The Ishtarians are amphibious creatures resembling a cross between a hermit crab and a cuttlefish. They dwell in flooded cities and live on sea-weeds and fish. Ishtarians communicate by wiggling their tentacles at each other. Their government is a hereditary monarchy, with an Emperor and a vast hierarchy of princes, dukes, counts, earls, barons and knights.

Ishtarian technology is quite advanced. They are especially adept at materials science, and can do wonders with glass and ceramics. Their weapons are based on poison liquids and gasses, either sprayed or lobbed as grenades.

Ishtar is a Class A planet, a member of the Interplanetary Council. Ishtarians sometimes visit Earth and Thoth, but are rarely seen elsewhere. Ishtar is TL8, and the planetary monarchy is CR 3.

Tammuz

Tammuz is the innermost planet of Alpha Centauri B. It is a harsh planet with high gravity, poisonous air and a blistering climate. Tammuz is 12,000 miles in diameter, with a surface gravity of 2.5 G. The atmospheric pressure is four times that of Earth, and the air contains enough chlorine and sulfuric acid to kill unprotected humans. Sixty percent of the surface is covered by ocean. Much of the land is rugged mountain ranges or lava fields.

The Tammuzians are squat centauroids with armored skin and sharp mandibles. They are hermaphrodites and lay eggs which incubate in niches on the parent's back. Tammuzians tend to be solitary, and their culture includes a complex system of courtesy and etiquette to avoid duels.

Tammuz's most advanced cultures are just beginning their industrial revolution, and are TL4 for most purposes; much of the planet is inhabited by primitive TL2 tribes. Tammuz is a Class H world, and visitors must observe many of the same restrictions as on Krishna. The customs post and spaceport are operated by Ishtarians. The starport is CR 4, but the planet itself is only CR 1.



2

The World of Krishna

Krishna is the second planet of the star

Tau Ceti, which lies 11.6 light-years from Earth. All the Cetic planets were named after Hindu gods by Terran explorers.

Three of them are capable of sustaining life. Tau Ceti is a smaller, cooler star than Earth's sun, and it gives a redder light.



THE PLANET

Krishna is slightly larger than Earth, with a diameter of 8,400 miles, but is less dense, giving it a surface gravity of 0.92 standard gees. The difference in gravity is not enough to give humans any great advantage in strength. Despite the lower gravity, Krishna has a thick atmosphere, with an average atmospheric pressure 1.34 times that of Earth's. The composition is nitrogen-oxygen, and Krishna's air is perfectly breathable by Terrans. The sky appears slightly greenish.

Krishna rotates a little more slowly than Earth does, with a day 28 standard Terran hours long.

Krishnans divide their day into 20 hours. The day begins at sunrise, and noon comes at the fifth hour. Sunset is at the 10th, and midnight is at the 15th hour. Since the actual time of sunrise varies from summer to winter, the hours vary in length from 67 to 100 standard minutes.

Krishna orbits Tau Ceti at a distance of 64 million miles, giving it a year of 188 Krishnan days, the equivalent of 220 Earth days. The planet's axis has less of a tilt than Earth's does (only 14 degrees) so the seasons on Krishna are less extreme.

The most notable difference between Krishna and Earth is that Krishna is much drier. Its surface is two-thirds land, giving it a total land area three times that of Earth. While the planet's surface is dotted with small seas, there are no large oceans. Large areas are covered by desert.

Krishna is also less tectonically active than Earth, so there are fewer mountain ranges.

While Krishna has been mapped from space, only the region around the Triple Seas in the northern hemisphere has been explored in any detail. The rest of the planet is known only through travelers' tales and speculation. Some countries, like Nyamadze near the south pole, have extensive contact with the nations of the Triple Seas, and so are well-known. The explored area amounts to only four percent of the planet's land surface, but it is home to some of the planet's most vibrant and progressive cultures.

The native science of navigation is fairly primitive; the latitude-longitude system of coordinates is used only by Terran cartographers. A degree of latitude on Krishna equals 73 miles. Novorecife is at 33 degrees north, and the Terran maps of Krishna place the prime meridian of longitude passing through the spaceport.

TECHNOLOGY

Krishna is Tech Level 3 for most purposes, but advanced countries like Sotaspé are nearly TL4, while the tailed Krishnans of Fossanderan are TL1 at best.

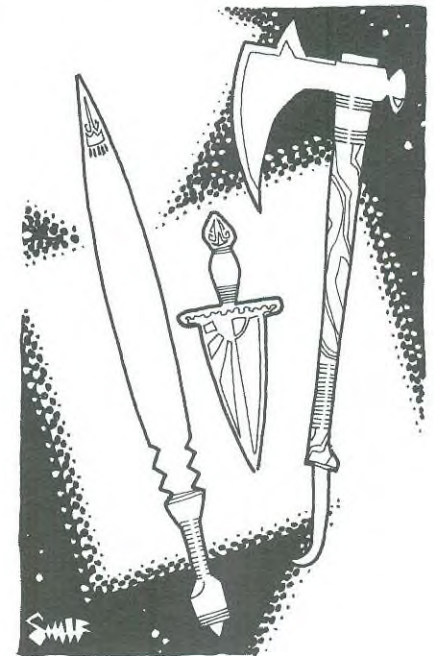
From bitter experience, Terrans learned that the effects of suddenly giving advanced technology to primitive cultures are seldom good. Arms merchants could make Krishna's constant wars into incredibly bloody conflicts, and if the Krishnans ever got space travel themselves, the bellicose Krishnans might start the first interplanetary war. Though conquests across interstellar distances are almost impossible to hold, even a failed attempt at space-borne aggression could cost millions of lives and billions of dollars.

Vishnu

Vishnu is the innermost planet of Tau Ceti, orbiting at a distance of 50 million miles. Its diameter is 7,800 miles, its surface gravity is 0.97, and its atmospheric pressure is 0.94. Vishnu is a very warm world, with extensive oceans and no ice caps. Approximately 18 percent of its surface is land, and most of that is covered by dense jungle or rugged peaks.

The Viagens Interplanetarias set up a small research station on Vishnu, located on a high plateau near the equator. Bombom has never been more than a collection of huts and an open space for ships to land, with a staff of only twenty. The commandante is Augusto Silva, who answers to the boss at Novorecife on Krishna.

Vishnu is a Class K planet. The primitive Vishnuvians are TL0 or 1. Bombom and other outposts are CR 3, but the rest of the planet is CR 0. The Vishnuvians are described on p. 77.



Ganesha

Ganesha is the third planet of Tau Ceti, circling the star at a distance of 74 million miles. It is smaller than Krishna, with a diameter of only 6,000 miles. Ganesha has a thin but breathable atmosphere and no oceans. Its native life consists of primitive algae and lichens. The Viagens Interplanetarias established a small station on Ganesha called Porto Ganesha. At any given time the base holds about a dozen people.





The Three Moons

Krishna has three moons, Karrim, Golnaz and Sheb. Karrim is the largest, with a diameter of 1,500 miles – three-quarters the size of Earth's Moon. It orbits at a distance of about 200 thousand miles, circling the planet in eighteen Krishnan days. A revolution of Karrim is the standard Krishnan month, and there are eleven months in a year. The pattern of craters on the surface of Karrim looks vaguely like a Krishnan flying creature called a bijar. According to some legends, all bijars fly up to Karrim on the night of the full moon.

Sheb is the next largest moon, with a diameter of 800 miles. It orbits Krishna in a wide, eccentric orbit, approximately half a million miles out, taking eighty Krishnan days to complete one orbit. "A whole revolution of Sheb" refers to any long period less than a year. Sheb's disk is too small for any surface features to be visible with the naked eye. Many of Krishna's religions hold that Sheb is the most pure and perfect of the moons, since it is the closest to heaven.

At 100 miles in diameter, Golnaz is the smallest and closest of Krishna's moons, circling Krishna at a distance of 100 thousand miles. A revolution of Golnaz lasts six Krishnan days. The surface of Golnaz is very dark, being composed largely of carbon compounds. From the surface of Krishna, Golnaz appears very dim, and it is sometimes referred to as the "ghost moon."

None of the three moons has more than a trace of atmosphere. Astronomers suspect that Sheb is an asteroid captured by Krishna fairly recently. Viagens Interplanetarias ships have surveyed the moons from space, and dropped unmanned probes to study their surfaces, but it was decided that the first being to set foot on any of Krishna's moons should be a Krishnan.

Therefore, the Interplanetary Council enacted the famous Regulation 368, the one rule all travelers to Krishna must obey. Regulation 368 of the Interplanetary Council rules, Section 4, subsection 26, paragraph 15 reads as follows:

"It is forbidden to communicate to any native resident of the planet Krishna any device, appliance, machine, tool, weapon, or invention representing an improvement upon the science and technics already in existence upon this planet."

Note that the regulation doesn't just prohibit bringing advanced technology to Krishna. It also makes it illegal to give Krishnans scientific or technical information. Enforcement of Regulation 368 is the primary concern of Viagens Interplanetarias security officers on Krishna.

All visitors to Krishna must know and understand the implications of Regulation 368. The penalties for violating it are severe. Offenders are locked up in Novorecife until they can be shipped back to Earth to serve their sentence. The security forces of the Viagens Interplanetarias and the diplomats of the World Federation are constantly on the lookout for violations, and will do their utmost to catch those who break the regulation.

ENFORCING THE RULES: FORBIDDEN ITEMS

Travelers arriving on Krishna must submit to a thorough and humiliating search, including X-rays of their bodies and possessions. All reading matter is ruthlessly censored, and any devices prohibited by Regulation 368 are confiscated and held until the visitor leaves the planet. Among the items forbidden are:

Weapons. Any kind of weapon more advanced than a sword or crossbow is completely illegal. The ban covers firearms, Osirian electrostatic guns, explosives, poison gas and all other advanced means of killing people. Books which describe them or contain pictures of them are censored.

Improvements on existing weapons are also forbidden – the detective Victor Hasselborg was arrested for introducing the concept of sights for crossbows. The weapon restrictions are probably the most carefully enforced provisions of Regulation 368. Even after the Krishnans developed their own guns in 2168 this rule remained in force. The Interplanetary Council doesn't want any more guns on Krishna than the natives can make for themselves.

Industrial Techniques. Industrial processes unknown on Krishna may not be revealed to the natives. While most visitors do not have the technical knowledge needed to duplicate these processes, the customs service must also worry about Krishnans being inspired by descriptions of Terran devices to invent their own versions.

Basic Science. The most controversial part of Regulation 368 is its control of basic scientific knowledge. Many Terrans who agree with the embargo on guns feel a little uncomfortable withholding knowledge of the germ theory of disease or Newtonian physics. But Earth's history indicates that scientific revolutions can create as much bloodshed as political ones.

Scientific information is also the hardest to control. Even with the Saint-Rémy treatment (p. 21), it is hard to keep Terrans from letting clues slip about evolution or electricity.

The best allies the Viagens Interplanetarias have in this struggle are the superstition and conservatism of the Krishnans themselves.



ENFORCING THE RULES: ALLOWED DEVICES

Certain items are allowed if they can be fitted with self-destruct mechanisms. The Hayashi ring camera (p. 83), for example, is constructed with a powerful spring inside it. If someone tries to disassemble a Hayashi without knowing how to deactivate the spring, the camera will fly apart into a mass of tiny parts and ruined film. Other devices can be similarly booby-trapped. Even when a gadget does self-destruct, the customs service prefers that the Terrans make sure all the parts are destroyed, just to make sure. Of course, concealable items must be harmless in themselves; customs officers won't let a visitor carry a gun just because it's disguised as something else!

Some items of Terran technology are allowed because they cannot reveal any secrets to the natives. Longevity pills do not affect Krishnans, and the science needed to even analyze them is far beyond anything known on Krishna. Visitors can keep their seasickness patches, birth-control pills or prescription drugs.



ENFORCING THE RULES: THE SAINT-RÉMY TREATMENT

Terran psychiatrists and neurologists were fascinated by Osirian telepathic pseudohypnosis (p. 75) and fear of alien mind control led to a well-financed project to study the phenomenon. In 2130, Professor Antoine Saint-Rémy and a team of scientists at the Pasteur Institute were able to mechanically duplicate the effects of the Osirian pseudohypnosis, using electrical stimulation of the brain and subliminal conditioning. The World Federation rapidly seized control of the new technology – everyone trained to use the Saint-Rémy treatment must be conditioned never to use it for harm or personal gain.

The Viagens Interplanetarias soon realized that the Saint-Rémy process was a way to solve the problem of the technology restrictions on Krishna: visitors can be pseudohypnotically prevented from revealing information. With the introduction of the Saint-Rémy treatment in 2144, Krishna was opened up to tourism and scientific exploration on a large scale.

The Saint-Rémy treatment takes time and special equipment. Subjects sit in a chair for nearly an hour while electrodes stimulate certain parts of the brain and recorded voices repeat the conditioning phrases. Individuals given the Saint-Rémy treatment suffer 1d of fatigue.

Climate

While overall Krishna is a dry world, it would be a mistake to think conditions are the same everywhere on the planet. Krishna has a very wide range of climate types, including some as wet as any on Earth. The Triple Seas region illustrates this variety.

In the north, around Dur, the climate approximates that of New England or northern Europe. The summers are pleasantly warm, the winters long and chilly. There is plenty of rain, generated when cold air moving down from the arctic meets the warm moist air over the Va'andao Sea. A few hundred miles to the south, Gozashtand has weather very much like Virginia. The land gets abundant rain and is very fertile. Both summers and winters are moderated by the nearby seas. Further inland the climate is more extreme, with harsh winters and searing summers. Rainfall is scarce inland, so rivers and springs become extremely valuable sources of water. West of Balhib and Dhaukia the land becomes entirely desert.

The countries in or around the Sadabao Sea have a warm and sunny climate most of the year, with a short wet winter. Agriculture in those lands is heavily dependent on irrigation and underground aquifers. The Banjao Sea lies in the tropics, and is surrounded by hot lands covered by jungles reminiscent of Central America. In late summer the warm waters of the Banjao can breed powerful hurricanes. It gets still hotter in Kalwm and Zhamanak, which sit almost on Krishna's equator.

The Calendar

The calendar used throughout the Triple Seas region was created by the astrologer priests of Gozashtand soon after their faith became the official religion of the kingdom. Years in the Gozashtando calendar are not numbered. Instead, each year has a name, based on which constellation the moon Karrim is in at the start of the year. Two hundred twenty years makes a "cycle" – the time it takes for the moons Sheb and Karrim to return to the same positions in the sky they held at the start of the cycle. All cycles are dated from the legendary time that the hero Qarar halted the moons in the sky. A cycle equals about 113 Earth years.

Dates in the Gozashtando calendar are given in the format, "the year of the avval, 49th cycle after Qarar." The Terran arrival on Krishna in 2020 took place in the year of the shan, 51st cycle after Qarar. Most of the Krishna stories take place during the 52nd cycle after Qarar (2039-2152) or the beginning of the 53rd (2153-2266).

What Regulation 368 Is Not

Players and GMs should be careful not to confuse the Interplanetary Council's technology embargo of Krishna with the famous "Prime Directive" of Star Trek's Federation. Terrans are perfectly free to visit Krishna openly, and can meddle as much as they want in local affairs. Missionaries and empire-builders are allowed to do their best to change Krishnan civilization, but they cannot use advanced technology to gain an unfair advantage. Most off-worlders agree that many elements of Krishna's society – war, slavery, torture and tyranny – should be changed.

Other Restrictions

The Interstellar Council worries about other problems besides technology falling into the wrong hands. The fact that Terran and Krishnan life are so compatible creates a real danger if pests were transported from one world to another. The Council prohibits the import of any live animal or viable plant material from one planet to another without strict controls and prior approval. The Viagens Interplanetarias carefully inspects everything taken aboard a spaceship, and some cargoes are fumigated or irradiated to prevent infestations.

Exceptions to the Rules

Some technologies are specifically exempted from the blockade by the Interplanetary Council. Printing with movable type was deliberately released to the Krishnans early in the 22nd century in the hope that widespread literacy might be good for their culture. Soap is similarly encouraged to encourage hygiene and prevent disease.

Some non-technical innovations were impossible to stop. Kissing was introduced in 2115. In the resulting uproar the chief of security at Novorecife, Cristovao Abreu, was sent to Ganesha as punishment. Three years later a Cuban explorer taught the Krishnans about tobacco. More uproar – Abreu came back and his replacement was shipped off to Ganesha.



Terrans subjected to the Saint-Rémy treatment simply cannot discuss any technology or science with the Krishnans that they do not already have. Visitors are given a careful briefing on what the Krishnans do know. Moreover, the Saint-Rémy treatment makes visitors *want* to help keep knowledge out of the hands of Krishnans. Characters subjected to the treatment will not deliberately try to break the conditioning or cooperate with attempts to circumvent it. Even torture cannot break the conditioning.

Nothing is perfect, of course. Individuals given the Saint-Rémy treatment cannot deliberately tell Krishnans anything about Terran science, but they can still accidentally spill a few nuggets of information.

The Saint-Rémy treatment can also be used on Krishnans, making it possible for them to visit other planets. Before the treatment, very few Krishnans are allowed to travel through space, and those few are kept under constant watch and forbidden to learn about modern technology.

The whole system began to break down at the end of the 22nd century. In the 2160s, a Krishnan savant who studied psychology at Vienna developed a method of counteracting the Saint-Rémy pseudohypnosis using drugs, acupuncture and sensory deprivation. It takes several days to work, but armed with that information the Kamoran of Qaath deconditioned some Terran engineers in 2168 and forced them to create steam-powered tanks for his army to use against Balhib.

ENFORCING THE RULES: COERCION

The Saint-Rémy treatment was not the only method the Viagens Interplanetarias used to prevent Terrans from leaking knowledge to the Krishnans. They have agents and spies all over the planet, constantly on the lookout for rule violations. Terrans on Krishna must stay on the Viagens Interplanetarias' good side, ultimately because Novorecife is the only place where longevity pills are available. An Earthman who gives prohibited technology to the Krishnans dooms himself to death from old age.

The Viagens Interplanetarias also uses polite blackmail to keep the Krishnans from actively trying to break the blockade. Krishnan states anxious for tourist money are reluctant to offend Novorecife. At a word from the commandante, a region can be listed as "dangerous for travelers." Tour groups will avoid it and the lovely Terran money will go elsewhere. Native rulers are also unwilling to risk losing what little technology and assistance is allowed by the Interplanetary Council.



ENFORCING THE RULES: DIRECT ACTION

When all the customs inspectors' tricks fail and forbidden knowledge falls into Krishnan hands, the Viagens Interplanetarias still has one last recourse: they can go out and destroy or steal back the illegal technology.

This method is used very rarely, for two reasons. The first is that it really doesn't work very well. Even after Officers Abreu and Castanhoso destroyed Prince Ferrian's steamboat, the prince rebuilt it a few years later, as he still had technicians and mechanics who knew the secret of steam power. Direct action is most effective when the contraband is physical devices rather than knowledge.

The second reason is that Krishnans really resent it. Direct action by the security officers is usually followed by general hostility towards aliens all over Krishna. Protests are filed with the Interplanetary Council, and organizations back on Earth complain about brutality and imperialism. With the delays created by interstellar travel, the repercussions can persist for decades.

BREAKING THE RULES

Native Krishnans *hate* Regulation 368. They find it infuriatingly patronizing of the Interplanetary Council to tell them they are not ready for the advanced toys of the Terrans and Osirians. Many believe the Council is deliberately trying to keep Krishna primitive in order to make it easy to control.

The most subtle method of evading the embargo is the process of "stimulus diffusion." Since the Krishnans are as intelligent as humans, the technology restrictions cannot prevent them from inventing devices and techniques on their own. Often all that is needed is the idea for something, and Krishnan engineers and savants can eventually produce it. The photographic camera may have reached Krishna this way. The Balhibo "Manhattan Project" to produce firearms was another good example. Stimulus diffusion also has the advantage that since the technology is entirely home-grown, the Krishnans have a complete understanding of it.

The Krishnans have also learned to do all they can to encourage native inventors. As usual, Ferrian of Sotaspé was the pioneer, establishing the first patent laws on Krishna in 2140. Sotaspéan inventors who came up with especially useful devices were knighted. Other nations soon followed suit – in Mikardand the ruling Knights of Qarar began admitting inventors to their order.

WEAPONS AND ARMOR

Krishna is a dangerous place, and most of its people go armed to protect themselves. (Of course, one of the things that makes Krishna so dangerous is that it is full of armed Krishnans.) The chief weapon is the sword. The rapier is common among the people of the Varasto nations, but in wartime Krishnans

Turnabout

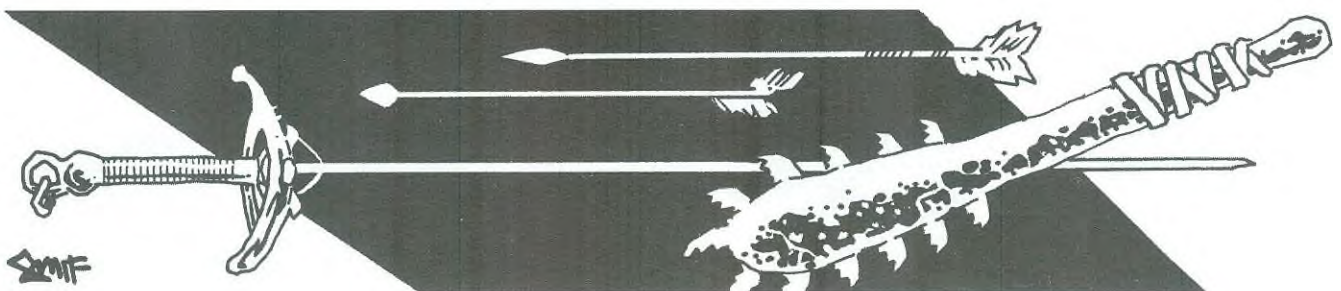
None of the Krishnans who spend so much time and effort trying to break the technology blockade are doing it for the good of their planet. They are trying either to get rich selling Terran technological secrets, or to get better weaponry to use against their enemies. The advantage of possessing off-world secrets is lost if everyone else has them as well, so successful Krishnan smugglers also work hard to keep others from stealing the contraband knowledge from them. To receive news that agents of a foreign power have stolen technical secrets from Prince Ferrian of Sotaspé brightens any Novorecife customs officer's day.

Guns!

Nothing lasts forever, not even the technological embargo. Once the Krishnans knew of the existence of guns, every prince on the planet was desperate to get them. In the 2160s, the mad King Kir of Balhib financed a project to develop firearms to repel the menacing hordes of Qaath.

The biggest problem faced by the Balhibo gun program was the propellant. Yasuvar-spore powder was widely used for rockets, but it was unsuitable for guns. After long experimentation, the Balhibuma discovered a mixture of asphalt, powdered sugar and niter which functioned adequately as gunpowder, although it produced thick smoke. The Balhibo gunsmiths constructed crude matchlocks, ignited by a fuse, in turn lit with a match or cigar.

After Balhib fell to the nomads in 2168, the secret of gunpowder spread to Qaath, and refugees carried it to Mikardand and Gozashtand. Since any number of Krishnans had seen pictures of guns in use on Earth, they had little trouble devising all sorts of applications for gunpowder. By 2200 cannon and muskets began to appear in the armies of the Triple Seas.



Distance Measurement

The common unit of distance on Krishna is the hod. One hod is equal to about three-quarters of a mile, but the precise length varies from country to country, as it originally represented a thousand paces. ("Hod" comes from the old Varasto word for a thousand.) Krishnans also tend to adjust distances up or down freely in conversation, so a stranger asking directions will be told the city is only ten hoda away when it is in fact nearly twenty – the helpful Krishnans don't want to discourage travelers. Governments sometimes place mileage markers along main roads, but these are often moved or defaced.

Other Units of Measurement

Krishnans measure short distances in paces or yards; a Krishnan yard is about the same as a Terran one. They also use palm-widths and inches to denote small measurements. A Krishnan inch is defined as the length of the tip of a man's thumb, and is a little longer than a Terran inch.

Land is measured by the Krishnan acre, equal to one twenty-fifth of a square hoda, or an area two hundred yards on a side. In some areas an older measurement called the "hide" is used: the area that can be bounded by an aya-hide cut into inch-wide strips. This area varies wildly, depending on the size of the aya-hide used and the shape of the area being bounded, but is generally about 2.5 acres.

The standard unit of weight is the kadj, or pound. There are 1.5 Terran pounds to a kadj, but it also varies somewhat from country to country.

Krishnans have no standard units of volume. They measure volume by cups, bottles, kegs and barrels, but have no official definition for any of those quantities. A Krishnan "cup" is about half a pint. A "bottle" is anywhere from a quart to a half gallon. A keg is one or two gallons. Barrels are completely arbitrary, denoting any container larger than about 10 gallons.

use heavier blades. Soldiers carry halberds or pikes, and a line of pikemen is the basic unit of battle in most armies. The primitive tailed Krishnans rely on stone axes or clubs, occasionally edged with animal teeth.

Ranged weapons are mostly variations on the bow or crossbow. In war, bowmen use heavy arbalests which can punch through armor, but even street bandits can be seen carrying light, pistol-sized crossbows. Crossbow sights, introduced in 2140, made them more accurate. The steppe nomads of Qaath rely on composite bows which can be fired from horseback. The tailed Krishnans have been known to use slings, or else just throw rocks at their enemies.

Krishnan soldiers all wear some form of armor. The Knights of Qarar in Mikardand wear full plate armor as they ride into battle on heavy war-ayas. Foot soldiers wear helmets and coats of mail with overlapping metal scales. They often carry metal bucklers. In the Khaldoni lands to the south, soldiers often wear nothing in battle save a helmet and a large wooden shield. In metal-poor countries armor is made of boiled leather, wood or bone.

TRANSPORTATION

All transportation on Krishna relies either on wind or muscle power. Feet are by far the most common means of transportation, and any visitor to Krishna should be prepared for at least a few long hikes.

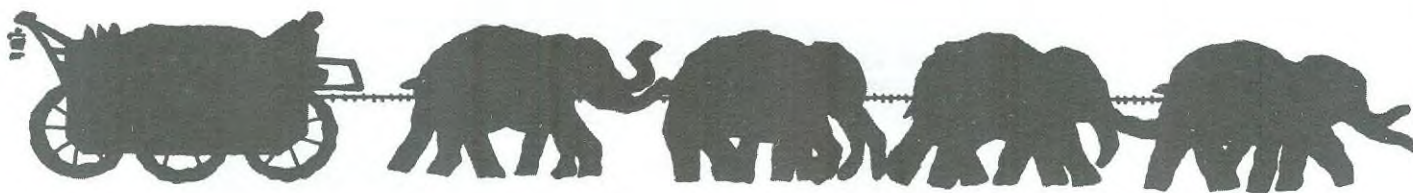
Riding Animals

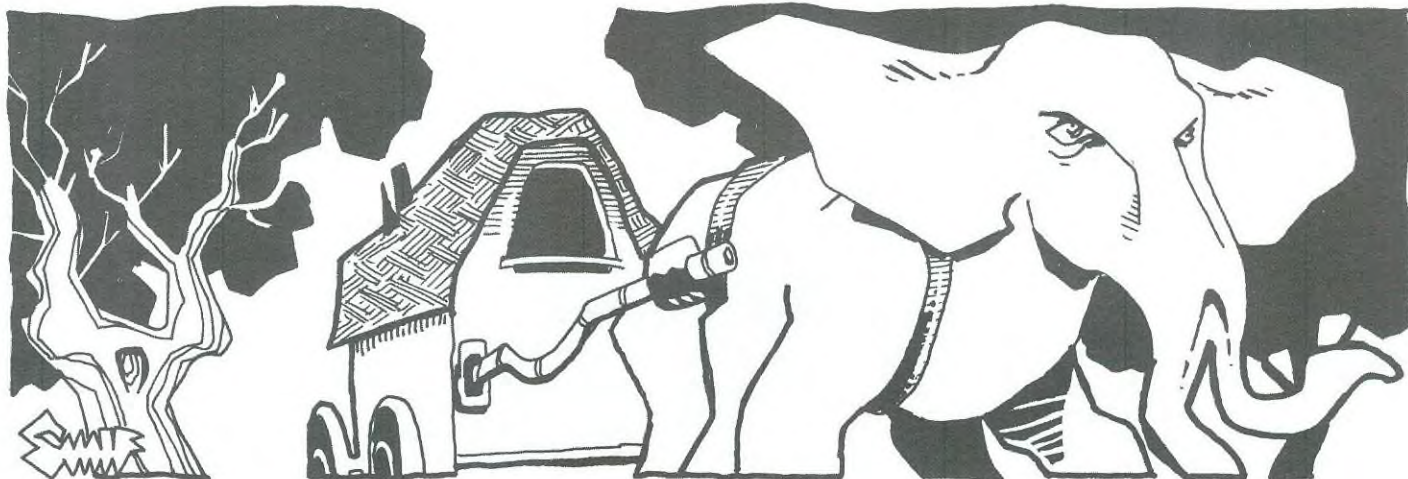
Animals serve most day-to-day transportation needs. The three most common riding animals on Krishna are the aya, the bishtar and the shomal. Ayas are six-legged beasts, employed as mounts and draft animals. Shomals have four long legs, and are most often used in steppe and desert country. Bishtars are big six-legged animals with twin trunks, used to pull heavy loads (including railroads) and as riding animals for the very rich. Shaihans, which are six-legged animals resembling buffalo, are sometimes used as draft animals, but never for riding.

Carriages and Coaches

Perhaps because ayas and shomals are so uncomfortable to ride, many Krishnans travel by buggy or carriage. Almost every sort of coach or wagon known on Earth is duplicated on Krishna, along with some unique varieties such as the strange single-wheel sulkies of Katai-Jhogorai.

Major cities have aya-drawn cabs available for hire. Upper-class Krishnans do not ride in cabs, however; it is considered a mark of status to keep a carriage of one's own. Stagecoaches following regular routes are subsidized by the various governments as a way of keeping up communications. Stagecoaches generally stick to the main roads, particularly the old Kalwmian routes with their superb paved surfaces. In Zanid and a few other major cities, aya-drawn omnibuses ply the main avenues, carrying passengers for just a few arzou.





In Dur and other northern lands, sleighs and sledges replace carriages in the wintertime. Since many items move easier over hard-packed snow than on muddy roads, the Duruma sometimes wait until winter to transport heavy loads by sledge.

Man-Powered Vehicles

Litters or sedan chairs are a favorite way of getting about, particularly in the congested streets of cities. The passenger sits in a little chair enclosed for privacy, and is toted about the city by a couple of muscular Krishnans. Deluxe two-seater litters carried by four or even eight men are not unknown.

In the city of Kalwm and other Khaldoni towns, single-seat "streetcars" run on rails set in the road, pushed by a perspiring Krishnan. The streetcars are very much like sedan chairs mounted on wheels. Small carriages like rickshaws, pulled or pushed by a bearer, are occasionally seen there and in Ziada.

A common mode of personal transport in cities with paved streets is the scooter. Exactly like a Terran child's scooter, they are made of wood with iron or brass axles. Rich Krishnans may have elaborately carved and decorated scooters.

Ships

The ships of Krishna are marvelously varied, and an experienced skipper can tell where a ship was built by studying her lines and rig. Merchant ships of Dur tend to be high-sided square riggers with two or three masts, displacing about 200 tons – about the size of the Plymouth expedition's *Mayflower*. The Sadabao island ports favor sleeker ships with lateen sails, seldom larger than 100 tons. One can recognize the tubby roundships of Jazmurian anywhere; they displace about 80 tons and have a single square sail. In the Banjao Sea nations, catamarans of up to 60 tons are common. Those of Malayer fly large crescent-shaped sails.

Sailing vessels on the Triple Seas usually cover a hundred hoda per day. The fare for passengers is one kard per ten hoda traveled, and one kard per ton for freight. Passengers must arrange for their own food, usually by paying a fee to the cook. Steerage or deck passengers travel for one kard per twenty hoda and must feed themselves. Cabins are tiny and dark, with little or no ventilation. Vermin are everywhere, especially in the food. No Krishnan ships are very stable, even in calm weather, so travelers need good sea-legs (or some Terran seasickness pills).

Krishnan Railroads

It is still not clearly known whether railroads were invented by Krishnans on their own, or whether they were given the idea by an early visitor from Earth. By the mid-22nd century several railroads were in service in Gozashtand, Mikardand and Dur, with new lines constantly being built.

Of course, there are important differences between Krishnan railroads and Terran ones, the most notable being the locomotive. Krishnan trains are pulled by bishtars (large creatures resembling elephants). A short train of up to six cars can be drawn by a single bishtar, but longer trains need extra power units. Bishtars cannot handle much of a grade, so Krishnan railroads meander miles out of the way to avoid steep inclines. With fresh bishtars, a train can manage a speed of 10 miles per hour. The tracks are made of hard qong-wood rails, and in wet weather they swell and warp, making for a very uncomfortable ride.

Accommodations on trains are spartan. The cars are small wooden carriages, essentially stagecoaches on flanged wheels. Passengers sit on hard wooden benches as the train bumps along. Since bishtars do not have headlights, they stop at night, giving the travelers a welcome chance to recover from the day's ride. Trains travel about 60 miles per day, and the fare is about eight arzou per mile.

The most extensive rail system is that in Gozashtand and Mikardand. During the period covered by the published Krishna stories one could travel from the Gozashtando capital of Hershid to Majbur, Jazmurian and clear down to Qirib by train. In 2144 the Dour of Dur tried to join his country to the network by building a line through Zir, but the natives of Zir hindered the work by raiding the construction camps and killing the workers.

Aircraft

The glider has long been known on Krishna, as the planet's dense atmosphere and low gravity make them easy to build. Glider racing and aerobatics are a popular sport, especially in regions with convenient mountains and cliffs for launching.

A breakthrough occurred in 2140 when one of Prince Ferrian's subjects attached yasovar-powder rockets to an ordinary glider. When ignited, the rockets give the glider a burst of acceleration, and a good pilot can gain hundreds of feet of altitude. Rocket-glanders stay aloft much longer than unpowered craft, and are no longer as much at the mercy of the winds. Sotaspéan rocket-glanders quickly became an important tool for military reconnaissance, and Ferrian made a handsome profit by hiring out his rocket-glanders to kingdoms at war.

Without explosives, rocket-glanders are not very effective weapons platforms – they cannot strafe armies or drop bombs. Even after the introduction of guns in the 2170s, gliders remained vehicles for spotting and reconnaissance, not for attack.

Couriers

If one has enough money, one can hire a courier. The best couriers are those employed by the famous Mejrou Qurardena ("Reliable Express Company"), who are recognizable by their winged silver helmets. Mejrou Qurardena couriers are bonded and do their best to guarantee safe and prompt delivery. The rate depends both on the size of the parcel and the distance carried; letters generally cost one arzo (about 30 cents) per hod (minimum one kard), while packages cost ten arzo per pound per hod. Delivery usually takes about one day per twenty hoda of distance, which can be reduced by paying double for special delivery.

Bijar Post

Bijars are flying creatures with leathery wings and good homing instincts. Properly trained, they can carry letters hundreds of miles. The notes must be small, but with tiny writing and abbreviations, quite a lot of information can be sent via bijar post.

A major limit to the utility of bijar post is that the creatures only fly between two fixed points – the recipients could not move from place to place. The Viagens Interplanetarias security force uses bijars to communicate with its agents all over Gozashtand and Mikardand.

In wartime, the queen of battle is the galley. All of Krishna's naval powers have long, narrow galleys armed with catapults and bronze rams. Some of them can be truly colossal, with fifty or more oars to a side. With teams of two or three men pulling each oar, war galleys can make a good seven knots. The flagship of Majbur's navy is a quinquereme, with five men per oar and seventy oars on each side.

Only the navy of Dur uses slave rowers. In other navies the rowers must fight as well as row, and so must be freemen who can be trusted with weapons. Galleys in combat use their rams to shear off the enemy's oars, or to stave in his hull. Their catapults fire big wooden spears or large rocks. Archers on deck keep up a steady arrow fire. As always, however, battles are usually decided by grappling with the enemy and fighting hand-to-hand on the decks.

One new type of ship on Krishna's seas is the aircraft carrier. After the Sotaspéans invented rocket-glanders in 2140, aerial reconnaissance became a key part of naval strategy. Prince Ferrian, after seeing an old flattop on Earth, ordered his shipwrights to construct one. The result was a large trireme of 120 oars with a flight deck covering the entire forward half of the ship. A catapult launches the gliders, and arrestor cables allow recovery.

Another great innovation of Ferrian's was the steamboat. He built his first ship, the *Kerukchi*, in 2114. The Viagens Interplanetarias security force scuttled it, but Ferrian soon constructed a replacement. While impressive, they were not especially good in battle, as their paddle wheels and machinery were vulnerable.

Navigation is still more an art than a science on Krishna. Compasses are crude and inaccurate. Few ships sail out of sight of land. Captains use landmarks on shore and samples of the sea bottom to plot their courses. Charts are jealously-guarded secrets of navies and maritime guilds. Buoys marking shoals and rocks do not last long, since coastal dwellers make good money scavenging wrecked ships.

The complex tides created by Krishna's three moons are impossible for any landsman to anticipate. Sailors keep track of the tides by means of mnemonic poems and chants.

River Craft

Heading downstream with a good wind a barge or flatboat can travel up to 75 kilometers in a day. With frequent stops to load and unload cargo, the average speed is more like fifty kilometers per day. Going upstream, barges must be hauled by teams of shaihans or even bishtars at a plodding ten kilometers per day. Rafts are simply dismantled at the end of their voyage and sold off for timber. The ride on a riverboat is generally smooth – no seasickness – but accommodations are even more primitive than aboard ocean-going ships. It costs about six arzo per mile to travel by riverboat.

COMMUNICATION

The most common method of sending a message is to find a traveler going in the right direction and entrust it to him, often with a small fee. A message going along an established trade route can be entrusted to a stagecoach driver or ship captain. Since they generally follow the same route over and over, such men are likely to deliver the letter reliably, for a kard or so.

The major governments keep official post routes between important cities, with stations at intervals where post riders can change mounts, or pass mail-



bags on to fresh riders. There are only a few “pony express” routes of this kind on Krishna, but they can deliver messages at a phenomenal speed. They are not normally available for public use.

A few governments use smoke beacons to send messages over large distances. Beacons are a very fast mode of communication, but have certain flaws. The message must be extremely simple – often beacons can only transmit a single, fixed message such as “enemy approaching,” in bad weather they are hard to spot, and a chain of beacon stations is required to send word over any long distance.

OTHER TECHNOLOGY

Optics are one area in which Krishnans excel. Krishnans with bad vision use glasses to correct their sight. Telescopes are expensive, but no ship captain would be without one. Primitive glass-plate cameras are a new development, and it remains unknown whether they were inspired by Terran photography.

To keep time the Krishnans rely on sundials, including clever bracelet-sundials. Wealthy households use water-clocks. Pocket watches and mechanical clocks began to appear by the 2170s.

Krishnan locks are great clumsy affairs made of brass. These rely on size and mass for protection, rather than complexity, and can have keys weighing up to five pounds. The artisans of Katai-Jhogorai can make intricate puzzle-locks of polished qong-wood.

Another well-developed technology on Krishna is pyrotechnics, which may seem strange on a world where gunpowder is unknown, but the spores of the yasuvur plant make excellent rocket propellant. Krishnan chemists have learned to mix chemicals with the spores to create dazzling multicolored flames and tinted smoke.

Yasuvur spores also make possible the Krishnan piston-lighter. This ingenious device consists of a hollow tube with a tightly fitting plunger. The user inserts a handful of yasuvur spores then rams the plunger home. The sudden compression raises the air temperature inside the cylinder and ignites the spores. Nearly every Krishnan owns a lighter. In the mid-2170s a Mikardandou inventor created a spring-loaded flint and steel lighter.

THE CUTTING EDGE

Technology does not stand still on Krishna. All over the Triple Seas, savants and inventors put in late hours in workshops and laboratories, trying to perfect new inventions. While many endeavor to copy Terran machinery, a few have been inspired to build new inventions of their own. Some examples of the exciting world of Krishnan high technology are:

The Steam Engine. Steam power appeared on Krishna during the published stories. The first to use it was (of course) Ferrian of Sotaspé, with his paddle-wheeled steamboat in 2140. The Kamoran of Qaath forced a group of deconditioned Terrans to build him steam-powered tanks in 2168, and by the end of the century steam power spread to most of the Triple Seas nations.

The Gatling-Arbalest. Krishnans occasionally saw Terran machine-guns in action, and several inventors tried to create their own versions. The most successful to date is a device containing four pairs of crossbows mounted on the spokes of a wheel. As the wheel turns (powered by a sweating Kolofto slave), the bows automatically cock, reload, and fire. The weapon fires two bolts every three seconds.

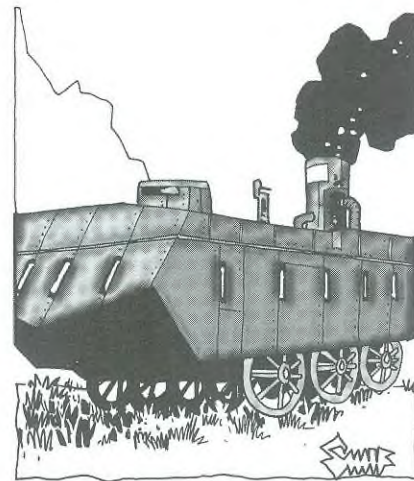
Books and Publishing

Printing with movable type was not known on Krishna prior to the arrival of Terrans. There were books, but they were all laboriously hand-copied. Only temples, kings and a few very rich commoners had books, and even a modest volume could cost thirty or forty karda. Early in the 22nd century the Interplanetary Council allowed Earthmen to give printing presses to the Krishnans, in the hope that the spread of knowledge would improve their society. Though the rulers of Krishna’s kingdoms were not universally enthusiastic, printing spread throughout the Triple Seas.

Books on Krishna are not bound. Instead, they consist of a single long strip of paper, folded accordion-style, with text printed on both sides of the paper. The reader pages through one side of the book, then flips it over and reads the other side. Often two different works are printed back-to-back in this manner.

Krishnan paper is usually pale yellow in color, made from plant fibers and rags. In a few kingdoms, economical paper makers find a great source of fibers in mummy wrappings. The best paper comes from the hot countries around the Banjao Sea.

The printing-press also brought newspapers to Krishna. The first was printed in Mishé, the capital of Mikardand, and soon papers sprang up in all the major cities. Krishnan journalism is an exciting business. Objectivity is not a major concern of most publishers – Krishnan papers print outrageous stories, and editors never hesitate to make up scurrilous lies about their enemies. On the other hand, no Krishnan kingdom has anything like the First Amendment, and monarchs are known to lop the heads off newspapermen.



Flowery Speech

Krishnan culture encourages the use of ornate and flowery speech, and everyone should play this to the hilt. Speeches are often padded out with oaths, quotations or asides. Obscure or antique English words convey much of the flavor of Krishnan dialogue, so a Krishnan guide pointing out bandits would never just say "Look at the bandits" when he could say "Hishkak! Methinks yonder wights mean mischief. 'Twill be a robustious garboil betwixt us, I'll hazard! Let us assail them, my bullies, as great Qarar did the terrible giant Damghan!"

Social status differences have a great effect on speech. A merchant who roughly orders his servants around ("Fetch my victuals at once, ye sluggish unhas!") will be fawningly polite to a nobleman ("How may this humble and unworthy insect serve Your Altitude?").

All Krishnans tend to be talkative, never hesitating to offer advice, opinions or anecdotes to complete strangers. They enjoy making and listening to long speeches, and would much prefer a four-hour harangue to a thirty-second "sound bite."

Oaths and Curses

All the languages of Krishna have a fertile array of oaths, curses and swear-words, and the Krishnans use them liberally. Many Terrans on the planet have adopted Krishnan expletives. Some favorites include:

"May Dupulán rot his guts!"

"That old baghan."

"By Qondyor's iron yard . . ."

"Fastuk!"

"You double-crossing zeft!"

"To Hishkak with that!"

"Beqani!" (said to a woman)

"By the six breasts of Varzai!"

"Ghuvoi that!"

"By the egg that hatched me!"

"I am who I am."

"Fointsaq!"

"By Dashmok's paunch!"

The Tank. As mentioned before, deconditioned Terran engineers constructed a squadron of steam-powered tanks for the Kamoran of Qaath to use against Balhib. These tanks were huge boxy affairs, with a heavy outer covering of qong-wood, lumbering along at about three miles per hour on level ground on three axles with the large pair of driving wheels in the middle. They carried only enough fuel for an hour's operation, and were hauled to the battlefield by bishtars. They were armed with a large catapult in a covered case-mate, and had numerous arrow-slits.

The Submarine. The endlessly energetic Prince Ferrian of Sotaspé was enchanted by a glimpse of one of the World Federation's atomic submarines during his visit to Earth. Upon returning to his kingdom, he immediately put Sotaspé's best minds to work creating a submarine for his navy. The most successful model was an enclosed boat with a snorkel that could descend to a depth of 10 feet beneath the waves. It had a periscope, and was armed with a huge drill.

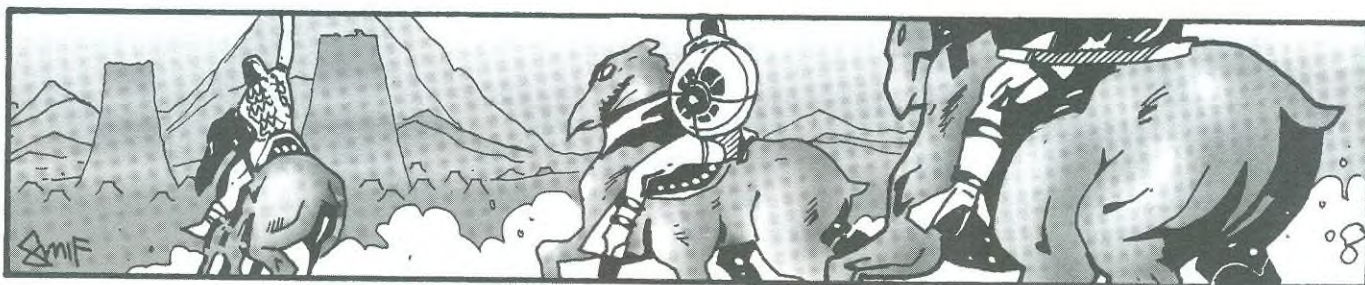
CULTURE

Krishna is home to many exotic and bizarre civilizations, and undoubtedly even stranger ones have yet to be discovered. The kingdoms of the Triple Seas fall into two main cultural groups: the Varasto nations of the north and west, and the Khaldoni nations of the south and east. The two groups have languages of common origin and share some cultural traditions. Travelers to Krishna should beware: all information presented here is only true around the Triple Seas! Other parts of the planet undoubtedly have *very* different customs and habits.

LANGUAGES

The Varasto tongues are derived from the speech of the barbarian Varastuma who smashed the Kalwmian empire a thousand years ago. Dur, Balhib, Gozashtand, Mikardand, Qirib, and the island kingdoms of the Sadabao Sea all speak Varasto languages. They default to each other at -3. Gozashtandou is the language most commonly spoken by Terrans on Krishna. The Qaath nomads speak a very distant cousin of ancient Varastou. Qaathian and other Varasto tongues default to each other at -6.

The kingdoms of the south speak Khaldoni languages, which default to each other at -3. The people of Katai-Jhogorai speak an extremely unusual Khaldoni dialect with many borrowings from the Varasto languages. Other Khaldoni languages and Katai-Jhogorai default to each other at -4, and Katai-Jhogorai defaults to the Varasto languages at -6. Otherwise the Varasto and Khaldoni languages have no default to each other at all.



RELIGIONS

GMs can use the many and varied religions of Krishna to great effect in adventure scenarios. Gruesome sacrificial rites always have comely victims needing rescue – and of course the characters themselves may wind up on the altar! Loony cults seldom hesitate to settle theological disputes with a brawl, and anyone who makes the mistake of mocking native beliefs will find dozens of burly Krishnans eager to defend their faith.

Bákh

Bákh is the ruler of the Varasto deities. He is the sky-god and all-father, responsible for rain and storms. He is widely worshipped, and in a few places he is considered to be the only god.

In Balhib the worship of Bákh is the official state religion, and his priests are slowly working to absorb all other cults. They have a powerful rivalry with the cult of Yesht, and the two religions do not hesitate to use violence and underhanded tricks against each other. Similarly, in Chilihagh, Bákh is the One True God and creator of the Universe. The High Priestess Lazdai was given the Book of Bákh by an angel sometime in 2119, and her new faith quickly became the dominant religion in Chilihagh. The Book of Bákh maintains that the universe was created in three days, when Bákh compressed all the matter that would eventually form the universe into a tiny lump smaller than a pinhead, then let it explode outward to its present form. A nasty feature of the Church of Bákh in Chilihagh is the punishment for heretics and dissenters – boiling to death in the Cauldron of Repentance. Priests of Bákh wear black and while clerical garb, but upper-level clerics wear red.



Dashmok

Dashmok is the god of merriment and fun in the Varasto lands. He is depicted as a grinning, jolly-looking figure with a huge belly. Dashmok is the tutelary deity of the city of Majbur, and his great temple there is a wonder of Krishnan architecture. It holds a famous treasure – an image of Dashmok carved from a single emerald 10 centimeters tall. The annual festival of Dashmok in Majbur is a great extravaganza of drinking, dancing, games and music (see p. 50). For one day a beggar is proclaimed Chief Syndic of Majbur, and presides over the festivities. At the end of the day he is chased out of town by the priests of Dashmok, flailing at him with inflated bladders.

Priests of Dashmok wear red and yellow garb. They seldom stint on food and drink themselves, and often resemble the god they serve. In many places the temple of Dashmok has the right to extract a tax on wine and kvad, a surviving aspect of the days when only the priests of Dashmok were allowed to make intoxicating beverages at all.

Varasto Alphabet

The Varasto nations all use an alphabet made of elaborate swirls and curlicues, while the Khaldoni lands in the south write with angular letters.

i = ʔ	n = ʋ
u = ʃ	k = ɿ
e = 6	kh = ʔ
o = ɔ	g = ɥ
a = ʔ	q = +
á = ʃ	h = ɿ
p = □	y = 2
b = ✧	gh = ɿ
f = ɿ	th = ɿ
v = ɿ	dh = ɿ
m = ɿ	' = ɿ
t = ɔ	? = ɿ
ch = 8	- = ɿ
s = ɿ	# = ɔ
sh = ɿ	! = ɿ
d = ɿ	1 = /
j = ɿ	2 = ɿ
z = ɿ	3 = ɿ
r = ɿ	4 = ɿ
l = ɿ	5 = ɿ

Nehavend's Proverbs

The sage Nehavend lived centuries ago in Qirib, where he wrote a famous collection of proverbs and wise sayings. The Proverbs of Nehavend are a favorite among all classes, and nearly every Krishnan can (and does) recite dozens of Nehavend's sayings. Some of his choice words of wisdom include:

"Don't name your children until they are hatched."

"Like drops of water in a water-clock – these are the days of our lives."

"Rising and retiring early will give one good health, riches and wisdom."

"Sooner recall a shaft that has left the bow than a word that has passed the lips."

"The early bijar catches the safq."

"A secret known to many is no secret at all."

Continued on next page . . .



Da'vi

Da'vi is the old Varasto goddess of luck, invoked often by gamblers and others in risky lines of work. Dice are sacred to her, and many superstitious Krishnans hang dice on their saddles or boats when traveling. Da'vi is frequently associated with Dashmok, though in some places she is called his mother and elsewhere she is his daughter. She is usually depicted as blindfolded, though sometimes the blindfold is tucked up on one side so the goddess can peer out.

Dupulán

Dupulán is the Varasto god of the underworld, ruling the infernal realm of Hishkak and presiding over the dead. The black-skinned demons of Hishkak are under his command.

In most cultures Dupulán is an evil god, responsible for misfortunes and sorrow, and his worshippers strive to placate and appease him to prevent misfortunes in this life and ensure good treatment after death.

Nehavend's Proverbs (Continued)

"His the riches whose is the risk."

"The last laugh is oft the lustiest."

"Desperate conditions dictate desperate remedies."

"Charity begins at home."

"Prestige follows power, she does not precede."

"The gods who made men wise also made them foolish, lest they use their wisdom to seize Heaven and cast down the gods from their golden thrones."

"Once a fruit goes rotten, neither piety nor prayer nor weeping nor wit shall restore its former ripeness."

Astrology

The official religion of Gozashtand is a form of astrology. The astrologers maintain that the planets and celestial bodies are literally the gods, and their movements indicate the will of the gods. The planet Vishnu is the war-god Qondyor, Ganesha is Bákh, and so on. Priests cast horoscopes and study the skies for portents. Astrology is also widely followed in Mikardand.

The astrological religion suffered grievously from the arrival of the Terrans. At the Council of Mishé in 2092, the leaders of the cult announced that while the planets were not the actual gods, they were sacred symbols of divinity and their movements were ordained by the will of the gods. Despite the Council's proclamations, the religion of astrology continued its decline.

Yesht

Yesht is an ancient god, predating the rise of the Varasto pantheon. He was the ancient Kalwmian god of the Earth and the underworld. With the arrival of the Varasto peoples, he was merged with Dupulán, and was honored as the judge of the dead. His temples often are entered through the basement, symbolic of passage into the underworld. Unlike Dupulán, Yesht is a stern but fair judge rather than a god of evil. He is depicted as an inhuman deity with a mountain-topped head, four legs shaped like tree-trunks, and six arms holding a city, a forest, a sword and other items. The spiral safq-shell is one of his symbols.

Modern worshippers of Yesht believe that several thousand years ago the god incarnated himself in the body of a boy named Kharaj, who lived in the kingdom of Ruakh (which occupied much of modern Balhib). Yesht-Kharaj had many natural and supernatural adventures, overcoming various monsters and performing miracles. He was captured and seduced by a she-demon, who bore his son, the evil King Myandé the Execrable of Ruakh. Myandé eventually arrested Yesht-Kharaj and killed him after prolonged tortures. Subsequently a volcano erupted from Yesht-Kharaj's tomb and overwhelmed Myandé and his capital city.

The Yeshtites in Balhib have a particularly nasty ritual in which they reenact the death of Yesht-Kharaj, torturing a helpless victim to death. Outsiders who are caught snooping around a temple of Yesht make excellent sacrifices.

In Balhib the cult of Yesht is engaged in a power struggle with that of Bákh. Both religions have tried to break away from the traditional pantheistic faith of the Varasto nations, and both claim that their god is the only true deity. The Bákhites have been more successful, perhaps because of Yesht's grim reputation and grisly worship.

Adherents of Yesht traditionally wear gray, but during cult ceremonies they dress in colored robes reflecting their position in the hierarchy. The center of the cult was the mysterious Safq tower in Zanid until the Qaathian invasion of 2168.



Qondyor and Hoi of the Green Eyes

Qondyor is the war god of the Varasto pantheon. He is a mighty and fierce god, with a great sword, identified with the planet Vishnu, who protects herds and herdsmen. Priests of Qondyor study warfare and the fighting arts, and occasionally serve as generals. Some of his followers fight as mercenaries, in the belief that battle is the only way to honor their god. In Qirib and Suruskand, Qondyor is known as Qunjár, and long ago Mount Sabushi in Qirib was carved into a colossal seated statue of him, holding the city of Ghulindé in his lap.

Hoi is the mate of Qondyor, and is traditionally the most beautiful of the goddesses. She is the goddess of love among the Varasto nations. In a few places the old custom of temple prostitution is still practiced by followers of Hoi, though organized guilds of professionals have replaced them in most cities. The use of her name was forbidden in Qirib under the matriarchate.



Maibud

Maibud is the god of thieves in the old Varasto pantheon. In myths, Maibud often plays the role of the Trickster, stealing from the other gods and playing pranks upon them. Many of his thefts are beneficial to mortals – he steals fire from the Sun and filches the clouds from Bákh's treasury. He is always caught but talks his way out of punishment. Thieves worship Maibud, but he is also invoked by those hoping to ward off thieves.

Qarar

Qarar is a favorite folk hero, whose exploits are retold in all the lands around the Triple Seas. He is incredibly strong and brave, accomplished six (or possibly nine) labors and sired an unlikely number of children by an improbable assortment of women. Among his adventures were the slaying of the cruel giant Damghan and mating with a she-yeki to produce the tailed Krishnans of Fossanderan. In legends, Qarar is bested as often as he triumphs – one tells of how the Dour of 'Ishk tricked him, and another describes how he and his men fled the Witch of the Va'andao Sea.

The Temple of Ultimate Verity

The Temple of Ultimate Verity is a small cult combining doctrines from different Krishnan and Terran faiths. Most of its adherents dwell in the mountainous province of Zir. The religion is headquartered at the fortress of Senarzé, which the followers of the cult believe to be the spiritual center of the universe, located directly below the abode of the gods. The head of the cult struggles with the secular ruler for control of Zir.

One important feature of Ultimate Verity belief is the collected prophecies of Gamand the Unshorn. Sadly, Gamand's writings are all jumbled up, so the followers of Ultimate Verity can tell when a prophecy was fulfilled only after the fact.

Gamand's prophecies include mention that a living god will take the form of an alien and beget a messiah upon the high priestess of the Temple. The cultists believe that red hair was the symbol of divine nature, and during the 22nd century two red-haired Terrans (Felix Borel and Fergus Reith) were identified as the divine being. Failure to beget the messiah cost Borel his life (though not for lack of trying), but Reith was able to escape Senarzé before his lack of divinity was discovered.

Krishnan Science

Krishnan Science was a new cult formed in the 22nd century. It holds that evil is nonexistent, and that therefore all rival religions (being evil) do not exist either. Members of other faiths get very annoyed at Krishnan Scientists. The center of Krishnan Science is in Mishé, but its followers can be found throughout the region. Krishnan Scientists do not actively seek converts, but they defend their religion's odd doctrines fiercely.



Neophilosophical Society

The doctrines of the Mejrif Janjira ("Neophilosophical Society"), a quasi-religious group centered in Balhib, are a mixture of Krishnan philosophy and Terran pseudo-science. They believe that each planet has a great building which holds all the secrets of the universe hidden in its dimensions and proportions. On Earth it is the Great Pyramid, on Ormazd it is the Tower of the Gods, and on Krishna it is the Safq in Zanid. According to the Mejrifuma, all these structures were built at the beginning of time by time travelers from the distant future.

Neo-Puritanism

An important trend in North America during the late 21st century was the Neo-Puritan movement. This extremely repressive form of Protestant Christianity developed in reaction to America's political decline and the ascendancy of Brazil's libertine culture. Neo-Puritanism frowned on drinking, dancing, singing, immodest clothing, smoking, cosmetics, loose living, gambling and the reading of novels. Its very strictness eventually destroyed it, for almost nobody could live up to the Neo-Puritan standard. While the movement pretty much died out by the mid-22nd century, many Americans and Canadians remained influenced by it. A few Neo-Puritan missionaries on Krishna tried to abolish mixed bathing and topless clothes for women.



Tyazan

Tyazan, the god of wealth and commerce, is always at odds with Maibud in myths. He is usually depicted as having a very long nose and antennae, with which he can smell wealth. For centuries the temples of Tyazan had a monopoly on money-lending, minting and banking, but their wealth made them too tempting a target, and the various rulers took steps to confiscate their holdings. Today priests of Tyazan are careful to appear poor and generous.

Varzai

Varzai, the fertility goddess worshipped in Qirib, patron of mothers and crops, is a very old goddess, dating back to the days before the Kalwmians conquered the Triple Seas. She is depicted as a woman with six breasts, and in the Khaldoni languages is called Varzeni.

The worship of Varzai culminates each year with the midwinter Kashyó festival, celebrating the return of the Sun. At the end of the festival the reigning king is executed and ritually eaten by the worshippers. A new king is then chosen by lot, and acts as consort to the ruling queen for a year. On the all-female island of Varzeni-Ganderan, a similar festival makes use of an edible figure of a king, made of pastry.

'Anerik the Enlightener

'Anerik is a minor demigod honored in Balhib. Thousands of years ago he rode into Zanid on the back of a shan to spread enlightenment. For a time his religion was a major force in the region. Eventually it was absorbed by the orthodox Varasto religion, and 'Anerik was said to be the son of Bákhh.

The annual celebration in Balhib to honor 'Anerik is a joyful festival, with sporting events, games and performances. The festival of 'Anerik in Zanid rivals the annual festival of Dashmok in Majbur for popularity. With the coming of the Qaathians in 2168, the festival of 'Anerik was suspended for a time.

IMPORTED RELIGIONS

Many Terrestrial religions seek to save souls on other planets, and Krishna is a favorite target. Most missionaries are decent, devout people who sincerely want to bring the truth to another world, but some are bigoted fanatics who denounce everything strange to them as evil and unholy. The Terrans on Krishna are not fond of the missionaries in their midst, and it is only pressure from organizations on Earth that forces the Viagens Interplanetarias to allow them on Krishna at all.

Christianity

Christianity has changed little since the mid-20th century. The power and prestige of Brazil made Catholicism slightly more influential on Earth, but throughout the 22nd century, the Church concentrated its activities on Earth, so Catholic missionaries are seldom encountered on other planets. A few select Jesuits are probably building influence within the various extraterrestrial governments, but if so, they are maintaining their subtle profile. Most visible Christian missionaries in space are from Protestant sects.



Hinduism

India's status as a major power on Earth has attracted converts to the Hindu faith. The fact that Krishna is named for one of the Hindu gods has perhaps inspired many Indian missionaries to seek converts there. Hindu theologians have tried to identify native Krishnan deities as aspects of their own gods . . . Dashmok with Krishna, Bákh with Vishnu. Since Hindu evangelists are not as critical of native clothing styles and morals as Neo-Puritans, they get a much more friendly reception.

Islam

Muslims have sought converts on Krishna with mixed success. Mainstream Shi'ite and Sunni Muslim preachers have brought the Koran to Krishna, but have great trouble teaching the Krishnans Arabic to read it. Probably the biggest single obstacle to the spread of Islam on Krishna is the prohibition on alcohol.

Cosmotheism

Cosmotheism is a bizarre Terran cult founded in the mid-21st century by a Madame von Zschaetzsch, who claimed to be the reincarnation of Franklin Roosevelt and received her mystical inspiration telepathically from an immortal Imam who dwelt in a cave under the Antarctic ice. Cosmotheism's doctrines are exceedingly complicated, almost impossible for non-Cosmotheists to understand. There is talk of human actions being inspired by "rays" from the Cosmos, and mention of auras, karma, astral planes and universal vibrations. Since Madame von Zschaetzsch was still alive and receiving new inspirations into the 2140s, the cult's doctrines constantly changed.

All Cosmotheists aspire to tread the seven-fold path to Union with the Infinite. Their religion is extremely pacifistic – no Cosmotheist may harm another sentient being. Missionaries can be found on many worlds. On Krishna they have gained a few converts, as their complicated and long-winded theology has some appeal for Krishnans.

Ecumenical Monotheism

Ecumenical Monotheism is a syncretic faith, which developed in Brazil after World War III. It was founded by a man named Getulio Cao, who became the first prophet of the new faith. Ecumenical Monotheism combines Judaism, Christianity and Islam in an austere faith with a powerful hierarchy of presbyters and bishops. While it is not especially popular on Earth, Ecumenical Monotheism has been relentlessly preached on other worlds by a dedicated corps of missionaries. It is an extremely puritanical religion, sharing many of the same grim tenets as the Neo-Puritan movement. Members often adopt new names upon entering the church.

The Lords of Light

The Church of the Lords of Light is a Terran cult founded by Tallal Homsí, a Syrian who was inspired by God to dig up a set of electrum tablets and miraculous spectacles which enabled him to read them. He was martyred by his fellow Muslims after translating the book, but not before he attracted a small but dedicated group of followers. The church has several levels of initiation, so that little of its actual doctrines are known to outsiders. The basic



Duels

Many "legal" cases on Krishna are settled by dueling. It has the advantage of being quick and saves on legal fees. Women are not permitted to fight duels themselves, but they can challenge men and hire a champion to fight on their behalf. Peasants cannot challenge gentlemen, and no gentleman would lower himself to duel with a peasant. The customs of dueling are unclear regarding Terrans – some Krishnan gentlemen consider the Ertsuma their equals, but others dismiss them as low-born foreign trash.

Anyone can refuse a challenge, but doing so means he is a coward, and must be marked as such by the Five Mutilations. (The nature of the Five Mutilations vary from country to country, but they are always nasty.) The weapons used in duels vary with locale: in Gozashtand, duelists are armed equally, but when Knights of Qarar in Mikardand fight each other, the combatants use whatever weapons they can get. Duelists in Katai-Jhogorai use only a specific type of sword.



Bath-Houses

Bathing is a custom all around the Triple Seas. In hot climates, people bathe nearly every day, but as one moves northward, the frequency of bathing drops off. Most towns have public baths for Krishnans of both sexes, the universal sign for which is a seashell mounted over the door. Bathers splash around naked together in big communal tubs. Terrans traveling in disguise find this a challenge, as a naked Terran looks very different from a naked Krishnan (though this is more of a problem for men than for women).

In dry countries like Balhib, where water is too precious to waste, people go long periods between baths. The city of Zanid provides monthly public showers. The people gather in a plaza to be hosed down with water pumped from a tank.

Krishnan men do not shave; instead, they pluck their sparse whiskers with brass tweezers. The coming of Terrans sparked a fad for beards, and many Krishnans tried to cultivate their own whiskers. Others took to wearing false beards.

premise appears to be that all humans (including Krishnans) are in actuality supernatural beings imprisoned in mortal form. Only those who live virtuous lives can escape their material prison and return to existence as Lords of Light.

LAW

Law on Krishna is quite primitive, and it is one of the chief reasons for the planet being excluded from the Interplanetary Council. A good summary of Krishnan legal systems is "brutality tempered by inefficiency."

Krishnan justice does allow a fair trial for those accused of crimes. However, the Krishnans don't see the point in allowing the defendant to be present at his trial. They sensibly point out that a guilty person will only tell lies, and an innocent one will undoubtedly be acquitted anyway. Conducting trials without the defendant also makes it possible to secure a conviction before the criminal has actually been captured. That way, the police can carry out the sentence as soon as they catch the villain.

Torture is an accepted part of Krishnan jurisprudence. Some cultures allow the use of torture to extract confessions, but more advanced states only torture criminals after they are convicted, in order to learn the names of accomplices. Torture is a fine art on Krishna, and its practitioners spend years as apprentices before they are allowed to work on live subjects.

Prisons are not crowded, since so many crimes carry the death penalty. How one is treated in jail depends entirely on one's ability to pay; jailers are always willing to provide amenities for a fee. A poor man may rot in a smelly dungeon, but a prisoner with money can get a private room, good food, wine, a comfortable bed and guests.

Civil law on Krishna is not much better than criminal jurisprudence. In lawsuits, the judges operate on the assumption that both sides are lying. When the facts are in dispute, judges can resort to omens, astrology or casting of lots.

FESTIVALS AND ENTERTAINMENT

Krishnans like a good time as much as anyone. Most of their amusements strike Earthmen as bloodthirsty and barbaric, but the Krishnans enjoy them all the same.

Fighting sports are common and popular on Krishna. Boxing and wrestling are very similar to their Terran versions. Gladiatorial combats are also big – Krishnans enjoy watching armed men fighting, or unarmed men pitted against wild yeki. Rulers often dispose of criminals in this way. The team sport of *minasht* is fast-paced and bloody, pitting large squads of Krishnans against each other in a game like rugby but with fewer rules.

Glider races are a sport peculiar to Krishna. In Mikardand and Gozashtand big crowds turn out to watch famous pilots compete in aerobatic shows, distance contests, or speed races. Glider pilots are well-known celebrities, but their careers tend to be brief.

Animal shows draw big crowds. Aya and shomal races attract race fans and gamblers. Krishnans race mounted and in carriages, sometimes with teams of up to eight ayas. A form of equestrian show called a *shanenesb* is a favorite in Zamba and nearby lands; it combines features of a rodeo and an English horse-show.

Tavern and parlor games on Krishna have many players. Gambling with dice makes thousands of karda change hands every night. The Krishnan dice are cubes, with sides numbered 0 through 5. *Piza* is a popular board game





resembling checkers but with more pieces. A piece can move one square in any direction, including diagonally, jumping and capturing in accordance with complicated rules. Terran games have caught on widely on Krishna. Visiting Earthmen may recognize the Krishnan game of *chanijekr* as merely Chinese checkers transplanted.

Plays are an important art form on Krishna. The Krishnans like their dramas long and bloody, with plenty of long speeches and exciting sword fights. Like Terran theater in past centuries, Krishnan plays must appeal to a wide audience. There must be sophisticated wordplay and classical allusions for the upper classes in box seats, and low physical comedy for the crowd standing in the pit below.

Daily life is frequently enlivened by festivals. Most cities have at least one major holiday each year, when everyone devotes themselves to having fun. The festival of Dashmok, in the fall, is celebrated widely in the Varasto lands. Nearly as grand is the festival of 'Anerik in Zanid, commemorating the arrival of 'Anerik the Enlightener. The Zaniduma honor 'Anerik with races, combats, team sports and feasts.

In Qirib and many Khaldoni lands the annual Kashyó festival is a grand occasion. While the climax of the celebration in Qirib features the execution and devouring of the king, in other places it is a harmless holiday, with cakes and pastries standing in for the unfortunate monarch.

Krishnan Titles

All Krishnans of rank are titled, and woe to the alien who fails to address a Krishnan in the proper form. Some of the more common titles encountered in the Triple Seas region are:

Garm: a knight or gentleman. Addressed as "sir."

Dasht: a subordinate ruler owing allegiance to a higher lord; approximately equivalent to a baron or earl. Usually addressed as "your altitude."

Pandr: a more important ruler than a dasht, sometimes independent of any higher allegiance; a prince or grand duke. Usually addressed as "your sublimity" or "your serenity."

Heshvavu: a Khaldoni title for the ruler of an independent state. In the days of the Kalwmian Empire, the heshvavu was the supreme ruler, but soon any independent lordling in Khaldoni lands was using the title. Addressed as "your awesomeness."

Dour: the ruler of a large state, often with many subordinate rulers; a king or emperor. Addressed as "your supreme awesomeness," "your supremacy" or just "your awesomeness."

Kamoran: the war-leader of the western nomad tribes. Previously considered the equal of a pandr or dasht, in the wake of their recent conquests it became roughly equivalent to dour or emperor. The proper form of address is "your potency."

The Society for the Preservation of Krishnan Culture

This organization was founded in reaction to the increasing Terran influence on Krishna, to preserve native Krishnan ways. Though its goals were laudable, the society often stooped to simple xenophobia and terrorism. The society was most influential in Suruskand and neighboring lands. Ironically, the founder of the movement was himself a Terran, Heinrich von Schlegel. After trying to halt production of a film on Krishna by kidnapping the xenologist Alicia Dyckman, Schlegel was killed by her husband Fergus Reith, and the organization dissolved.



DAILY LIFE

While wars and revolutions make for exciting stories, most people prefer to live in periods that don't make it into the history books. Despite all the enormous changes sweeping Krishna in the 22nd century, most of the planet's people live quiet, orderly lives in much the same way their ancestors did before the Terrans arrived.

Marriage and Family Life

There is a surprising degree of equality between the sexes on Krishna. While women and men have different roles to play in society, they are usually equal before the law. Women in most countries on Krishna can own property and dispose of it without the approval of their husbands.

Monogamy is the standard in all the Varasto nations, except in Balhib and among the Qararuma. The southern Khaldoni lands and the Sadabao island nations allow polygamy, at least for the rulers. (Prince Ferrian makes monogamy compulsory in Sotaspé in 2140, but his people work out methods of evading the law.) Katai-Jhogorai culture is officially monogamous, but spouses are free to seek whatever partners attract them.

Among the Balhibuma and the Knights of Qarar, couples do not marry. A man and woman take up a temporary relationship, breaking it off whenever one or the other gets bored. Such partners are known as *jagains* or *jagainis*. In other countries the word refers to an extramarital lover or streetwalker.

Surnames among the Varasto normally use the prefix *bad-* or *bag-* as the patronymic. Ferrian bad-Arjanaq is the son of Prince Arjanaq, and so takes his name. The Balhibuma use the prefix *er-* instead, referring to one's maternal uncle. So Sir Gavao er-Gargan takes the name of Gargan, his mother's brother. Knights of Qarar have no surname at all, since they are raised communally and don't know who their parents are.

A great worry among all Krishnans is that someone will steal their eggs, or switch them. Families often decorate their eggs as soon as the shells harden, to prevent anyone from taking them or substituting another. Supernatural creatures and wandering tribes like the Gavehona are often accused of egg-stealing. When children do not resemble their fathers it is obvious that their egg has been switched with another's.

Among Krishnans, respect or affection is shown by grasping a person's thumb. Courting couples hold thumbs or rub them together (which perhaps explains why kissing became so popular). Audiences applaud a good performance by cracking their thumb joints.



Architecture

Private dwellings on Krishna are simple and comfortable. The exterior walls have few if any windows. Instead, the house opens onto an inner courtyard. Krishnans don't bother with a lot of wasteful display on the outside of their homes; even the palaces of noblemen have fairly drab exteriors. Decoration and luxury are hidden inside, for the enjoyment of the family.

The urban poor live in similar buildings (often old homes of middle-class or noble owners) but are jammed into them in appalling squalor. Entire families can share a single windowless room, and may have to pass through others' living quarters to get outside.

Plumbing is only for the rich. A few old cities like Kalwm or Monyisotri have sewer systems, but in most places the streets are the sewers, and look it. Where rain is frequent, the streets are only slightly foul, but in dry climates the stench can get severe. Those not fortunate enough to have their own well or cistern must fetch water from a public pump or fountain. Epidemics sometimes result from contaminated water supplies.



Food and Drink

Krishna has a tremendously varied and interesting cuisine. In the Triple Seas region, food is normally eaten with a pair of little wood or metal spears, used like chopsticks to pick up morsels of food and to spear items too large or slippery to grab.

Among poorer folk, the only utensil is a piece of bread, used to scoop up food and eaten along with it.

Krishnan cuisine includes such delicacies as roast *unha*, and *ambar* grilled or boiled with a spicy sauce. Fungus cakes are eaten as a snack, or with meals; often they are stuffed with arthropod paste. A common Krishnan food which few Terran visitors ever get used to is *ásh* stew, often referred to as “live spaghetti” – a mass of worm-like animals boiled and served still wriggling. Other Krishnan sea-foods also move after cooking, and a certain kind of shrimp-like centipede can walk off an unwary diner’s plate! Cautious Terrans should stick with *nanasha*, the tiny Krishnan pancakes served with sweet-sour sauce, or crisped *unha* skin. Sodpa soup is a favorite, although some Terrans dislike the bitter flavor.

The most common drink is *kvad*, which tastes like dilute vodka. Most Terrans prefer plain kvad, but Krishnans love to drink it heavily spiced. Delicate *falat* wine from Suruskand is popular among those who can afford it. Krishnans often have a hot cup of *buhren* at midday. *Shurab* is another favorite drink, as it is both nourishing and stimulating.

In Krishnan restaurants it is customary for patrons to give their orders directly to the cook, through a window between the dining room and kitchen. Many restaurants don’t bother with a menu – the customer asks the cook what he’s got and orders accordingly. Only extremely honored patrons get the privilege of a waiter.

Music and Musical Instruments

Krishnan musicians use a variety of instruments, including drums, harps, xylophones, *charis* (a kind of flute), horns and other woodwinds. Their music uses an alien scale, which some humans find hauntingly beautiful while others think it dissonant and harsh. Krishnan singing is an important art form – there are great operas and long epic poems sung to music.

Sadly for Terran tourists and anthropologists, the Krishnans have become quite enamored of music from Earth. In smoky little taverns throughout Mikardand and Gozashtand one can hear green-skinned singers performing their own versions of “Take Me Out To The Ball Game,” “*Die Wacht Am Rein*” and the latest pop hits.

Krishnans like to dance. In waterfront dives one can see sailors and aristocrats alike dancing the simple *ragsudar*, while at court balls the nobles tread the steps of the *kormez*. Professional dancing girls perform a variety of alluring dances, including the peculiar (at least to some Terran ways of thinking) “reverse striptease” in which a woman gradually winds herself up in a long sheet of wispy fabric.

The Krishnans are never shy about expressing their opinion of a performance. A good act gets a rousing response of cheers and loud cracking of the audience’s thumb joints.

Bad performances receive hoots, hisses and thrown objects, and a particularly awful singer or actor may be dragged bodily from the stage and thrown into the nearest river by an outraged audience.

Other Habits

Salaf root is chewed for its mildly stimulating effect. Many a coachman or boatman keeps a wad of salaf in one cheek to chew on during the heat of the day. *Rramandu* smoke is inhaled from a brazier, and produces a soothing, tranquilizing effect accompanied by pleasant visions. A few unfortunates become addicted to *rramandu*, consuming its seeds directly or in a powder. Tobacco, introduced to Krishna in 2118, is very popular. Krishnans smoke big hand-rolled cigars, often with strong spices mixed into the leaves. The nomads of Qaath consume dried fungi from the Madhaq mountains, which cause vivid and bizarre hallucinations.



The Underground Railroad

The widespread acceptance of slavery on Krishna is one of the chief reasons the planet is considered primitive and barbaric. Many Terrans wish to end slavery on Krishna. Some abolitionists try to persuade native rulers to outlaw the practice, while others pass out pamphlets and make speeches trying to persuade the public. A few try more direct methods, talking slaves into escaping and helping them get away. Tailed Krishnan slaves often find refuge in the Koloft swamp, and some of the more ambitious abolitionists are trying to set up a chain of safe houses and way-stations to help runaways reach the swamps and safety.





Clothing and Fashion

Around the Triple Seas, most women wear gowns similar to those of ancient Crete, with long, flounced skirts and bare breasts supported by a bodice. The active women of the knightly caste in Mikardand favor shorter skirts and a higher bodice. In chilly climates women add a warm vest or jacket. Fabrics are often semitransparent and ornamented with sequins or jewels.

Men of the Varasto nations wear either kilts or short pants. To the north they add warm hose or tight breeches. In Dur the men wear true trousers, often trimmed with fur, and the inhabitants of Nyamadze, near the south pole, wear similar garb in bright colors, making them look like Santa Claus.

The standard headgear is a long stocking-cap with the end wound around the head like a turban. For riding, a split kilt is preferred, which resembles extremely baggy short pants, or else tight riding-breeches. Professional men and merchants wear a robe, and often bear garments symbolic of their work. Doctors, for instance, wear a nose-mask.

Around the Sadabao Sea, clothing is looser and cooler. The style of Suruskand runs to togas, often in bright colors. In Qirib the people wear simple kilts and drapes, or even less when doing hard physical work. The island countries favor similarly scanty garb, and on Darya the national costume is simply a coat of grease.

In the Khaldoni nations of the far south, the sultry climate makes all clothing uncomfortable, so the people there wear nothing at all. They paint their skins in patterns almost as elaborate as those of the Osirians. Perhaps to compensate for the lack of clothes, the Khaldoni all go in for ostentatious displays of jewelry and baubles.

ECONOMICS

Banking and finance are surprisingly well advanced in the Varasto nations, with private banks in all major cities and ports. Banks will issue cash drafts, so that travelers need not carry large amounts of gold around on the road, as well as provide capital for investment.

Paper money has not been a success on Krishna. The Republic of Mikardand tried it, but the government could not resist the temptation to print too much money, with the result that Mikardand's economy suffered terribly from inflation. The noted Terran economist Hans Rancke-Madsen has repeatedly clashed with the Interplanetary Council, which continues to deny him permission to introduce modern economic theory to Krishna.

The standard currency of the Varasto countries is the kard, a silver coin worth about 20 World Federation dollars. There is also a gold kard, worth \$400, but unless otherwise noted, all prices are in silver karda. (Karda is the plural form of the word – one kard, six karda.) The actual exchange rate fluctuates between 10 and 40 dollars to the kard, depending on the political situation. Karda bear the image of the god Tyazan on one side, and usually the face of the local ruler on the other (in Qirib, Tyazan is replaced by the goddess Varzai). A small brass coin called the arzo is traditionally worth one sixty-fourth of a kard. In the Khaldoni countries of the south and east, the common currency is the khich (plural khichit), worth about two-thirds of a kard.

Slavery

Slavery is nearly universal on Krishna; only a few advanced thinkers and fanatical admirers of Terran civilization oppose it. Slaves are mostly personal servants or skilled craftsmen. "Plantation"-style slavery is rare, as it requires



both a valuable cash crop and a shortage of labor. Large-scale slavery is only used when a job is sufficiently unpleasant that nobody can be paid to do it, and sufficiently lucrative for the owners that slaves are cost-effective. Mining, for example, is often left to slaves – the mines of the Zogha range in Qirib are worked by slaves owned by the government.

Krishnans prefer to keep the tailed folk of the Koloft Swamp or the island of Zá for heavy work, and the pale, short-tailed natives of the eastern forests for personal service. While stories of Terrans being forced into slavery on Krishna are a favorite of lurid videos on Earth, no actual cases are known to the authorities at Novorecife.

HISTORY OF KRISHNA

Civilization on Krishna is old, with ruins and relics dating back thirty or forty thousand years. Most of the planet's past is a mystery, even to the Krishnans themselves. Wars, invasions and the rise and fall of civilizations have blotted out great chunks of Krishna's history.

The Triple Seas region was dominated in the recent past by the Kalwmian Empire, which reached its peak around 800 A.D. Nomads calling themselves the Varastuma began invading the area from the west in the early 900s. At the Battle of Zur, in 1000, the Kalwmian army was shattered and the emperor killed. During the resulting period of confusion, Varastuma swarmed into the former territories of the empire. The Khaldoni states in the old Kalwmian heartland were able to resist the barbarians, as did the Republic of Katai-Jhogorai.

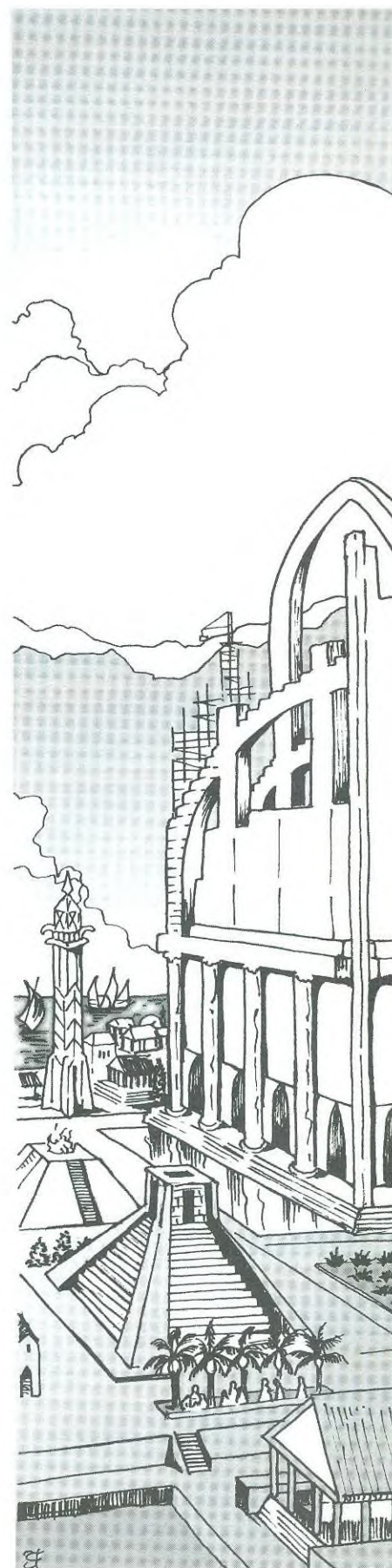
The Varastuma conquered and intermarried with the Kalwmians. The period of the city-states (1200-1400) showed great intellectual and artistic fertility arising from the fusion of the two cultures. Around 1500 the first great nation-states appeared, gradually snapping up the weaker cities. The great empires of Balhib, Gozashtand and Dur all date from this period.

In 2020 a most unusual thing happened: aliens from Earth came to Krishna. The Terrans established friendly relations with the nearby Krishnans, and eventually bought land for a colony.

Terrans quickly learned the prudence of going disguised on Krishna. While an obvious alien might be safe enough in Gozashtand or Mikardand, further afield wild stories circulated. It was not until the 2140s that travel for undisguised Terrans became relatively safe throughout the Triple Seas region. Twenty years later most large cities had a few hundred aliens in residence. Though Terrans could go disguised as Krishnans, other species could not. Osirians, Thothians, Thorians, and all the others had to wait until humans had become common enough on Krishna for the natives to be accustomed to aliens.

Beginning around 2140, the Qaath nomads were fused into a single mighty army by their great leader Ghuur. They overran Jo'ol, but were driven off by the army of Balhib. Turning their attentions to the south, the Qaathians conquered Dhaukia, Ghobbedj, Madhiq, Suria and Yeramis. After a period of consolidation, the enlarged Qaathian empire again struck at Balhib in 2168. Though the Balhibo army was equipped with crude firearms, the Qaathians prevailed by the use of steam-powered tanks.

In 2176, the Qaathian army moved against Mikardand, but were defeated through the efforts of a Terran film crew, who slew Ghuur himself. In the wake of his death, wars of succession occupied the Qaathians for some time.



	National Border
	National Capital
	Major (or Noteworthy) City or Town
	Major River
	Major (or Noteworthy) Island
	Mountain Range
	Expansive Terrain Type
	Jungle



3

Places to Go

Krishna is a big planet – it has nearly twice as much land as Earth, and only a fraction of that area has been explored by Terrans. Most visitors restrict themselves to the lands around the Triple Seas.



The Nova Iorque Bar

The only place on all Krishna where one can get Terran liquor is the Nova Iorque Bar in Novorecife. It is a popular place for farewell parties, weddings and other social events of the Terran enclave. As the chief social center of Novorecife, Krishnans and Terrans alike can be met in the Nova Iorque. New arrivals to Krishna can often find experienced guides there, or get good advice from the old Krishna hands. Unfortunately, the bar is also a favored haunt of con men and opportunists hoping to prey on gullible greenhorns.

* ~~DRINKS~~ *

ZOMBI * MAITAU LET
BEACH * THREE MOON'

* BÜHREN (WITH A KICK) *

DUPULAN'S FAVORITE *



NOVORECIFE SPACEPORT

The enclave of Novorecife is the toehold of the Viagens Interplanetarias on Krishna. The little settlement sits alongside the Pichidé river in the Dashtate of Rúz. All visitors arriving on Krishna pass through Novorecife.

Terran explorers landed on Krishna in 2020, aboard the starship *Minas Gerais*, under the command of Jaime Iglesias. The expedition established friendly contact with the Dasht of Rúz and his overlord the Dour of Gozashtand.

A second expedition followed in 2044, carrying representatives of the World Federation. After some haggling, they arranged to buy 10 square miles of land for use as a spaceport.

For the first couple of decades Novorecife was nothing more than a collection of crude huts and a big muddy field. It was only in 2070 that the *Acre* arrived from Earth carrying a team of engineers and technicians. They transformed Novorecife, building a power plant, water-purification system, and control tower. A high concrete wall topped with electrified wire provided security. Regular service between the Solar System and the Cetic planets began in 2079.

By the middle of the 22nd century, Novorecife was the center of all Viagens Interplanetarias activity in the Tau Ceti system, with the commandante outranking the base commanders on Vishnu and Ganesha. Nearly a thousand Terrans live and work in Novorecife. In addition to the Viagens Interplanetarias spaceship technicians, there are scientists, administrators, support personnel and a growing number of families. William Kennedy was the commandante at Novorecife from 2112 to 2146. He was followed by Boris Glumelin, who lasted until 2174. Georges Planquette was sent out from Earth to replace Glumelin, and remained as commandante through the end of the century.

The settlement is still walled off, but now the wall serves more to keep contraband in rather than to keep Krishnans out. Most of the space inside the wall is the landing field.

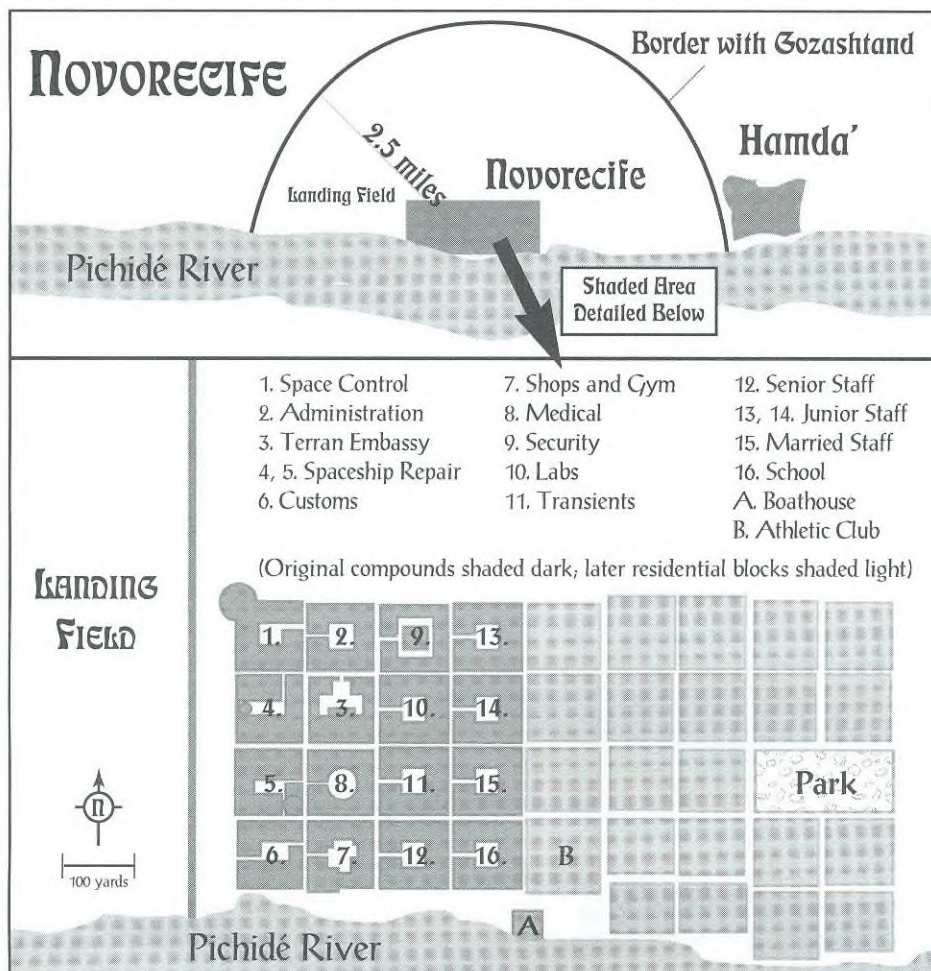
In the early days, the buildings at Novorecife were constructed in a series of compounds for defense. That tradition has been continued, so that buildings are grouped in large blocks around a central courtyard, with no windows on the outside. Each compound has a single gate opening onto the street.

Each of the compounds is devoted to a single purpose, and is equipped with its own small power plant and cistern. Compound One holds Space Control and the communications center. Compound Two is the administration block. Compound Three is the Terran Embassy. Four and Five hold spaceship repair facilities. The customs office occupies Compound Six.

Probably the most popular location in Novorecife is Compound Seven, home of the gymnasium, the Outfitting Shop, the Nova Iorque bar and the Costume Shop (see the sidebar). Compound Eight is the medical center. Compound Nine is the security block, and holds Novorecife's jail and arsenal. Compound Ten is laboratory space.

The rest of the buildings are residential. Compound Eleven houses transient visitors in dormitory-style rooms. Compound Twelve is the most luxurious, as it is the home of Novorecife's senior officers. Lower-level





Disguise as a Krishnan

An important decision for any Terran visiting Krishna is whether or not to go disguised as a native. Some travelers are careful to look and act as much like a Krishnan as possible to avoid attracting attention; others don't care.

Those who do adopt the guise of a Krishnan gain certain advantages. Natives are not constantly pestering the traveler with questions or things to sell, xenophobic mobs or eccentric rulers are not hostile, and prices are only slightly inflated. On the other hand, a traveler in disguise must be careful not to be exposed – he must keep dyeing his hair or shaving his head, must keep his navel hidden and his false antennae straight, and must frequently make Acting rolls to convincingly impersonate a native. A Terran whose disguise is revealed will almost certainly provoke a hostile reaction from the Krishnans.

Terrans who do not go disguised have different challenges to face. While they don't have to worry about blending in, they automatically attract attention wherever they go. Reactions can range from hostility to fright.

Some travelers cannot go disguised, whether they want to or not. Humans with naturally dark skin cannot look like a Krishnan even with the aid of advanced cosmetics. Aliens like Osirians or Thorians are equally impossible to disguise. Ormazdians are even easier than humans to disguise as a Krishnan, but by the time any Ormazdian visits the planet, aliens are a common sight.

The Costume Shop

The costume shop at Novorecife can furnish appropriate clothing for any social class from noblemen to ragged peasants, and for any land from the countries around the Triple Seas to lands as far away as Nyamadze. All the clothing in stock is either authentic Krishnan garments or replicas made of native cloth by native tailors, but sized to fit Terrans. Characters with the Obesity or Gigantism disadvantages must have custom-tailored clothes made, at a cost of four times the usual price. In later years, when off-worlders can travel more openly, the Costume Shop became a boutique featuring Krishnan fashions.

Clothing in the Costume Shop costs about twice as much as comparable clothes made outside Novorecife's walls, but the Costume Shop's merchandise fits Terrans, is made of the best quality material, and is guaranteed to be free of vermin.

Continued on next page . . .

personnel are housed in Thirteen and Fourteen. Compound Fifteen has larger apartments for married staff members.

Compound Sixteen holds the school; after 2178 it serves as the home of Novorecife University as well.

As the settlement grew, more compounds were constructed, mostly for housing. Later buildings are not as severe and fortified as the older compounds, and are designed in a very attractive hybrid Krishnan-Terran style.

A large number of Krishnans work in Novorecife, as the settlement's population of Terrans is too small to fill all the available jobs. The Krishnans must all submit to Saint-Rémy treatment to prevent them from sneaking technical secrets out of the base. Jobs at Novorecife are divided into the "dollar list" and the "kard list" – jobs paid in World Federation dollars require advanced technical knowledge and are usually filled by Viagens Interplanetarias employees, while unskilled jobs are paid in Gozashtando karda and can be filled by anyone. Terrans down on their luck can sometimes get a kard job at Novorecife to tide them over until the next ship arrives.

THE GYMNASIUM

Travelers on Krishna must be fit and able to defend themselves. Often many arrive in terrible condition after weeks cooped up aboard ship. For many years, Ivar Heggstad was in charge of getting new arrivals into proper trim. A master swordsman, he trained visitors in the rudiments of self-defense.



Disguise as a Krishnan (Continued)

The Outfitting Shop

The high cost of shipping gear from Earth to Krishna forces most expeditions to buy all their equipment at Novorecife. The outfitting shop has a great selection of durable, Krishnan-made camping gear and weapons. Everything in the shop is approved by customs under Regulation 368. Sivird, the Krishnan who runs the shop, is a canny businessman with excellent taste. Wise visitors take his advice about proper clothing and style.

Gear from the Outfitting Shop is all Very Fine quality, and can be bought with World Federation dollars at the appropriate markup. Items from the Outfitting Shop can be returned by visitors leaving Krishna, for 75 percent of the purchase price if the gear is in good condition, or for 50 percent if it has seen heavy use.

The Novo News

The daily weather bulletins published by Space Control beginning in 2085 evolved into a newsletter for the Novorecife community by 2100. In 2114 the first daily newspaper on Krishna began publication. The *Novo News* was originally printed only in Portuguese by an all-volunteer staff, with stories about events and goings-on in Novorecife, scheduled arrival and departure dates for starships, and news from the nearby Krishnan kingdoms. In the early years anyone who can write semi-coherent Portuguese could get published.

In 2174, however, Meilung Guan took over as editor and chief reporter for the paper. Under her management the *Novo News* became a very professional operation. Ms. Guan hired stringers in Gozashtand, Majbur and Mishé, and set high standards of writing. Beginning in 2180 there is a weekly edition published in Gozashtandou.

The regimen was grueling; Heggstad was as much a drill sergeant as a trainer. Characters with some spare points to spend can use a few sessions at the Gymnasium to learn fencing, buy off a Fat or Obesity disadvantage, or improve their physical Attributes. Heggstad's services were free, but Viagens Interplanetarias staff got priority over civilian visitors for use of the Gymnasium.

In later years, when tourists could travel more safely outside of Novorecife, the Gymnasium was replaced by a splendid new Athletic Club. Heggstad became the chief trainer at the club, and continued whipping flabby Novorecife staff members into shape.

THE TERRAN EMBASSY

The Terran Embassy in Novorecife is the center of the World Federation's diplomatic presence on Krishna. The ambassador from Earth is in charge of all the Federation's consuls scattered about the planet. Only the ambassador can negotiate with Krishnan governments, and he has full authority to do so. But since the World Federation's policy is one of nonintervention, most of the ambassador's work is done by informal discussions and notes.

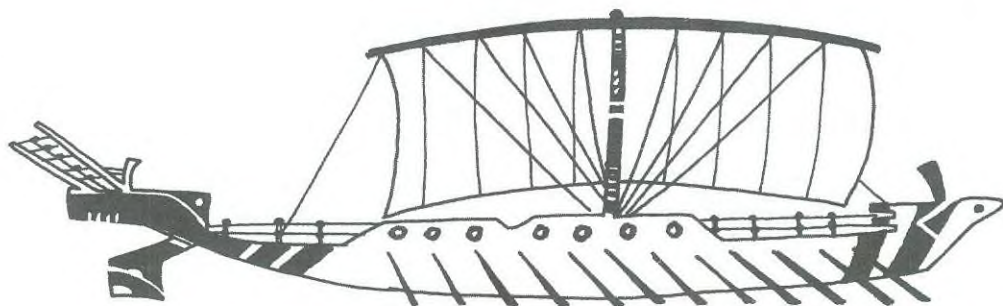
The embassy's most bothersome task is that of helping out Terrans who have gotten themselves into trouble. Often the ambassador is caught between his instructions to keep the Krishnans happy and the knowledge that atrocities committed against Terrans do not get a good reaction on Earth.

The first ambassador to Krishna was Faisel Bourguiba, a clever but quiet diplomat. He was stationed at Novorecife from 2079 to 2130. Bourguiba's successor was Antonio Vitellozzo, who ran the embassy from 2130 to 2157, when he stepped down suddenly for medical reasons. Oswaldo Guerra was acting ambassador until 2169, when word got back from Earth confirming his appointment. Guerra remained ambassador through the end of the century.

GOZASHTAND

The Empire of Gozashtand, on the western shore of the Sadabao and Va'andao seas, is one of the richest and most powerful states on Krishna. The Pichidé river separates it from Mikardand to the south, on the west it borders Balhib, and to the north, the disputed province of Zir separates Gozashtand from its rival Dur. The language of Gozashtand is Gozashtandou, a Varasto language and the Krishnan language most commonly spoken by aliens.

Most of the country is the fertile Gozashtando Plain. The province of Lower Ghera in the west holds the extensive Jerab forest. The Kodum mountains in the center of the country straddle the dividing line between the province of Rúz and Hershíd. On the coast, the rugged Harqain peninsula



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stretches into the Sadabao Sea towards the island of Zamba. The climate of Gozashtand is mild, roughly like that of the mid-Atlantic states of America. Its total population is about 7 million. The provinces of Rúz, Lusht and Hershíd are the most prosperous and heavily populated.

The empire is organized along feudal lines. The Dour of Gozashtand rules the country through a hierarchy of lesser lords. All hold their lands by hereditary right. The dour is himself Dasht of the Hershíd province, the rich area around the capital city. During most of the 22nd century, Gozashtand was ruled by Dour Eqrar bad-Qavitar, a penurious and cautious monarch.

In peacetime, Gozashtand's military forces are tiny, each dasht maintaining only a few hundred men under arms. King Eqrar kept a small standing army of only 2,000 to garrison Hershíd and a few key fortresses until the fall of Balhib to the Qaathians in 2168 frightened Eqrar into spending a little money on improving the country's defenses.

The navy is better maintained, as even a tightwad like Eqrar realized that one can't draft war galleys. His sizable fleet – as big as all the navies of the Sadabao islands put together – almost never leaves port. The bulk of Gozashtand's navy is based at Chesht, with a small squadron at Balaban on the Va'andao Sea.

Because Novorecife adjoins Gozashtand, the empire is the most "Terranized" of all Krishna's kingdoms. Humans can travel about without disguises. Musicians adapt hit songs from Rio to Krishnan instruments. Anthropologists bemoan the destruction of native culture, but without removing the Terrans altogether, nobody knows how to prevent it.

Gozashtand's economy is based largely on agriculture. The fertile plains of the Pichidé river valley are tilled by hardworking peasants and produce vast quantities of food. Industry scarcely exists by Terran standards – most manufactured goods are produced by small craftsmen for their local market.

RÚZ

Rúz is a Dashtate within Gozashtand. It is the province nearest Novorecife, so Rúz gets more Terran visitors than anyplace else. Rúz was once a powerful kingdom in its own right. Centuries ago the armies of Rúz sacked Zanid in Balhib. Even during the period of the Krishna stories the Dasht of Rúz was a reluctant vassal of the Dour of Gozashtand.

Rúz is a hilly region, which reminds many visitors of the Appalachian foothills. The river valleys are fertile and well-watered, and intensively farmed. The hills are used for grazing or left forested. Large areas remain as wilderness, and the countryside is sometimes terrorized by fierce yekis or packs of wild eshuna.

One-hundred miles to the north of Novorecife, Rosíd, capital of Rúz, is a grand city with many architectural reminders of its imperial past. Rosíd is the site of a splendid annual fair, which combines features of a trade show and agricultural exposition with drunkenness and debauchery.

From 2090 to 2138 the Dasht of Rúz was Jám bad-Koné – a hot-tempered and slightly sadistic ruler who loved yeki hunting and watching prisoners torn apart in the arena. After Jám was killed in a duel with a Terran, he was succeeded by his son Gilan III, a much more crafty and ambitious dasht. His interest in Terran religions caused missionaries to flock to his court, and their influence brought about the end of executions in the arena – during Gilan's reign prisoners were beheaded in private.

The Hamdá

The Hamda' lies downriver from Novorecife, just beyond the wall. This collection of tumbledown shanties and crude huts is inhabited by a mix of Terrans and Krishnans, none of whom is allowed inside the spaceport.

The Terrans are a bunch of broken-down adventurers, defrocked missionaries and dissipated pleasure-seekers. The Krishnans practice the ancient art of separating foreigners from their money. The Hamda' abounds in thieves, sellers of trinkets, pimps, pickpockets and beggars.

Since the Hamda' is outside the borders of Novorecife, the spaceport's security service has no jurisdiction there. The town is technically subject to the Dasht of Ruz, but he ignores it completely. All kinds of vice and crime thrive within it. There are unspoken limits, however, which the dwellers in the Hamda' are careful to respect. If a Viagens employee is victimized or if any Terran is killed, the security officers will come down hard on those responsible.

Hershíd

Hershíd, the capital of Gozashtand, is an opulent and magnificent city, with many tall towers topped with gilded onion domes, so that from a distance it seems a city of gold. Gozashtand's capital is naturally its best-defended city. The dour's guard regiments are quartered in Hershíd, and its walls are strong and well-garrisoned.

A railroad connects Hershíd to the independent port city of Majbur at the mouth of the Pichidé river. By mid-century plans were also afoot to build a line west from Hershíd to the Kodum mountains, in order to develop the mines there. The chief impediment to this scheme was the dour's tightfistedness.

The Gavehona

The Gavehona are a nation without a country. They are a very clannish, secretive people who live among the Varasto but maintain their own language and culture. According to Gavehon legends, they come from the lost island of Hashk, which sank into the Sadabao Sea centuries ago. Terran xenologists who have studied the Gavehona suspect that they may have originated somewhere far to the southwest, possibly in Verarkun.

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The Gavehona (Continued)

Small bands of Gavehona can be found in every city around the Triple Seas, living as traders, entertainers and aya-breeders. In wartime there are always Gavehon caravans following the armies. Their Varasto neighbors firmly believe that all Gavehona are wizards and thieves, and they are frequently accused of egg-snatching. The legend of Dour Sabzavar tells of a king whose daughter was kidnapped by a Gavehon thief, and the story's detailed account of the dour's painful revenge is often used as a guide by lynch mobs.

Their reputation gives all Gavehona a Social Stigma among other Krishnans. Terrans encountering Gavehona bands report that they are extremely suspicious of outsiders, and constantly seek to take advantage of others. A saying among them is that "a Gavehon who does not steal is not a man!" but they are absolutely fanatical about paying off a debt of honor to anyone who does them a good turn.

Mishé

The capital of Mikardand is Mishé, located due south of Novorecife. Unfortunately, the direct route between Novo and Mishé goes through the dangerous Koloft Swamp, so most travelers go down the Pichidé river to Qou, and then overland to Mishé.

Mishé is a sizable city, with 70,000 inhabitants. The buildings in Mishé are not beautiful; the architecture runs to rough stone and thick walls, so that every building resembles a fortress. Mishé is dominated by the citadel of the Qararuma. The citadel is a tall, steep-sided hill fortified with massive walls. Within the walls are dozens of large buildings housing the government offices and the Qararuma. Only members of the Order are allowed to enter the citadel itself. Government offices that must deal with the public are at the foot of the hill.

In the 2170s, Anthony Fallon (the Terran adventurer and one-time King of Zamba) became the World Federation consul in Mishé. By then the city had close to 5,000 Terran inhabitants, and a few hundred other aliens. Mishé also boasts a newspaper, the *Mishé Defender*, which prints a daily advice column written by the formidable ex-Queen Alvandi of Qirib.

Gilan was also interested in technology, but where most Krishnan rulers desired modern weapons, Gilan was enchanted by mechanical toys. He kept the Terran engineer Kenneth Strachan on retainer to construct clever clock-work automata. Visitors to his court at Rosíd were always treated to a grand display of ingenious toys.

LUSHT

Lusht is a northern province of Gozashtand. Lusht lies immediately south of Zir, on the shores of the Va'andao Sea. The province has no ports, but many coves along the coast are used as temporary harbors by smugglers and pirates. Because of its proximity to Katai-Jhogorai, Lusht has a strong Khaldoni flavor in its culture and architecture. The Lushtuma think of themselves as the most civilized and sophisticated people in Gozashtand, and look down on their other countrymen as bumpkins. The Pandr of Lusht is His Altitude Karish bad-Hoj, who resides in the capital city of Chesht.

THE REPUBLIC OF MIKARDAND

Mikardand is a great republic on the south bank of the Pichidé river, bordered by Gozashtand on the north, Balhib on the west, Qirib on the east, and Chilihagh to the south. On the east it is wet and swampy, becoming progressively drier toward the west. The republic is ruled by the Order of the Knights of Qarar, under the direction of their grand master.

Mikardand's population of some 9 million people is divided into two classes: Knights of Qarar and commoners. Only knights are allowed to vote or hold positions in government. The grand master of the order is the supreme executive of Mikardand, but is subject to the approval of his fellow knights.

The current arrangement dates back several centuries, to the period when Mikardand was first unified. In those days, the Knights of Qarar were an international organization of warriors, with members in Gozashtand, Mikardand and Balhib. The Dour of Mikardand got into a financial jam and could not pay his creditors. As a member of the order, he asked the grand master for a huge





loan. To his surprise, the grand master was able to draw the amount directly from the order's treasury. The dour realized just how wealthy the Knights of Qarar were, and began laying plans to seize their assets.

But he neglected to keep his plans secret, and the Knights of Qarar learned of the plot. A force of knights slipped into the capital and pulled off a quick coup d'état, beheading the dour and declaring a republic. All nobles who were not already members quickly joined the Knights, or were driven into exile.

Mikardand occupies some of the best farmland in the region, and is well-watered by the Pichidé and Zigros rivers. Mikardand exports grain and shaihans and the forest of Durchab, west of Mishé, produces timber. The country has no good mineral deposits, so must import metals from Qirib and Balhib.

Slavery is uncommon in Mikardand, but the Qararuma tend to treat all commoners like slaves. Slavers do operate in Mikardand, mounting raids into the Koloft Swamp to capture tailed Krishnans for sale. Anti-slavery efforts by Terrans have had little effect.

Because Novorecife is close by, the people of Mikardand are fairly tolerant of Terrans. As early as the 2130s it was possible for Earthmen to go about undisguised in Mishé. By the 2170s a movie crew could operate openly even in the plains of the west.

Mikardand has an extensive system of roads and railways. Mishé lies astride the main road running east-west through Mikardand. On the east coast, a railroad line runs south from Majbur, at the mouth of the Pichidé, through the small port town of Qa'la, and finally to Jazmurian in Qirib. A branch runs from Qa'la inland to Meozid, and the Qararuma are planning to link Meozid to Mishé. The Majbur-Jazmurian railroad is an important line, and carries much of the raw materials for Majbur's industries.

THE QARARUMA

Mikardand is ruled by the Order of the Knights of Qarar. The knights live lives of spartan simplicity and discipline. Qararuma take oaths of obedience and poverty, and all their belongings are the property of the order. There are about 20,000 members in all, roughly half dwelling in the great Citadel at Mishé while others are dispersed throughout the country.

Children of the Qararuma are raised collectively, and parents are not supposed to know which are their own offspring, but family feeling is impossible to suppress completely and some bribe the incubator attendants to learn which

Zinjaban

Zinjaban is an arid province in the western part of Mikardand, separated from Balhib by the Khoruz River. The region is thinly populated, and its chief value to Mikardand is as a buffer against Balhib. The approaches from Balhib are guarded by the mighty fortress Castle Kandakh, a huge stone pile on a granite knob with a garrison of several hundred Knights of Qarar. After the conquest of Balhib by the barbarians of Qaath in 2168, Zinjaban suffered cross-border raids and banditry by the Qaathians, and the province was severely ravaged during their invasion of 2176.

The Great Train Robbery

Robbing trains has become something of an art form among the bandits of eastern Mikardand. The lines along the coast near Majbur and Jazmurian are favorite targets because the criminals can make their getaway by boat. Krishnan train robbers set up an ambush along the rail line with a heavy arbalest aimed at the tracks. When a train comes along, the robbers use the arbalest to kill the bishtar drawing the train, then rob the cars at their leisure.



Bákh

Chilihagh is home to a sect of monotheists, who hold that the Varasto sky-god Bákh is the only true god and all others are merely angels or devils falsely worshipped. The sect was founded by the High Priestess Lazdai, who was given the text of the Book of Bákh by an angel in 2119 and began suppressing all rival religions in Chilihagh. Convicted heretics and dissenters are boiled to death in the Cauldron of Repentance (known vulgarly as Lazdai's Kettle).

During the first half of the century, politics at the capital city were mostly concerned with the struggle between the priests of Bákh and the Dasht. While the High Priestess Lazdai was alive, the country was almost a theocracy. When Kharob tried to break the grip of the Bákhites on his government in 2151, a small civil war ensued in which Lazdai was killed and the Bákhites routed. The dasht declared universal religious freedom in Chilihagh, but the cult of Bákh remained a potent force in local affairs.

Dhaukia

Dhaukia is a large but sparsely-settled land in the southwest. It borders Balhib and Chilihagh on the north, and Suria on the east. To the west are vast expanses of desert, beyond which is the land of Verarkun, of which little is known. Dhaukia was a moderately prosperous kingdom until the armies of Qaath swept into Dhaukia from the northwest. The Dour of Dhaukia led his armored knights against the nomads, but they were outnumbered and outmaneuvered.

The conquest of Dhaukia was particularly thorough, as the kamoran wanted the country as a secure base for campaigns against Suria and Verarkun. Dhaukia's capital city was completely leveled – the inhabitants were forced to destroy their city before being slaughtered by the barbarians. A pyramid of skulls marks the spot. Much of Dhaukia's population fled into Balhib or Suria, and it has nearly ceased to exist as a country.

Dhaukia is hot, dry and flat. In the northeast there is just enough water to raise shaihans, but beyond the range of hills in the center the country becomes extremely arid, suitable only for shomals. Viagens Interplanetarias surveys from orbit have detected what might be the remains of an extensive system of irrigation canals and reservoirs. Travelers tell of colossal ruins half-buried by the desert sands. If any explorers dare to enter the realm of the Kamoran, they may discover the remains of an ancient civilization.

eggs are theirs. Children of the order are tested constantly during childhood for fitness, courage and intelligence. Those who fail are put out for adoption. If the order's numbers start to dip, the knights adopt promising-looking children of commoners.

Only Knights of Qarar are allowed any military training in Mikardand. They devote all their time to preparing for war, fighting tournaments and dueling. Consequently when war breaks out, the Qararuma can field a very highly-trained army. Other states may have more soldiers, but man for man Mikardand has the best. The lack of an effective militia system does have its drawbacks; in the event of a raid or invasion, the local inhabitants cannot defend themselves, and often the knights are scattered around the country, requiring time to concentrate and take the field.

The females of the order, the Garmiya Qararuma, do not fight – physically. Rather, they are experts at palace intrigue and social warfare, and occasionally remove rivals with poison. The women are nearly equal to the men among the Qararuma, and make up a large part of the government bureaucracy.

The Qararuma do admit new members. Distinguished foreign nobles who move to Mikardand are sometimes initiated into the order, and commoners who perform some great service to the nation may be rewarded with membership. In 2150 the knights set up a patent system, under which inventors may join the order and their inventions become the property of the Qararuma.

The order has a tiny navy – only a dozen middle-sized galleys – based at the port town of Qa'la. The ships are commanded by knights, but the crews are mostly from Darya or Majbur. Service in the navy is considered a dead-end job, and most of the knights in the fleet are either aged or incompetent.

Knights of Qarar wear brightly-colored coats with a badge depicting a rampant shan on the breast. The order's colors are blue and orange, and the Qararuma always wear something with those colors.

CHILIHAGH

Chilihagh is a small Dashtate adjoining Mikardand on the south, wedged between Balhib and Qirib. The capital is Jeshang, a dull and shabby-looking city at the junction of the Zora and Zigros rivers.

For quite some time, Chilihagh was claimed by both Mikardand and Balhib, but neither state could cement its claim because the dasht played them off against each other. The conquest of Balhib by the Qaathian nomads ended this period of autonomy, and in the 2170s Chilihagh became a protectorate of Mikardand. The Dasht of Chilihagh during the era of the Krishna stories was Kharob bad-Kavir.

The climate in Chilihagh is dry and hot, with enormous temperature variations between day and night. Sandstorms occasionally sweep in from the west. The land resembles western Texas, and is too dry for farming. Most of the inhabitants raise shaihans and aya on ranches, or scratch out a living farming in irrigated plots along the rivers. Others mine iron ore from the hills.

The shaihan herders of Chilihagh live a rough life, spending much of their time on aya-back riding the range. The traditional garb is a breechcloth of checkered cloth, worn under lace-trimmed pantalets tucked into high boots with big silver spurs. Leather vests and wide-brimmed straw hats complete the costume. A shaihan-herder is seldom without his crossbow. In rainy weather they don long yellow waterproof cloaks.



Terran scientists are very interested in Chilihagh because of the extensive fossil beds of the upper Zora river, near the tiny riverside town of Kubyab. The red sandstone rocks of the Zorian beds hold species from the period when Krishnan life was leaving the seas.

The inhabitants of Chilihagh tend to be less polished than the people of Mikardand or Gozashtand. They like strong drink and good food, and have a reputation as rough practical jokers. The ranchers of Chilihaghuma do not fight formal duels very often, but instead settle disputes by endless vendettas and sneak attacks. In the countryside, where inns are nonexistent, the ranchers are known for their hospitality.

FREE CITY OF MAJBUR

The Free City of Majbur is a very wealthy city-state at the mouth of the Pichidé river, the last remnant of the days when all the cities of the region were independent. It is an important port, controlling all the sea-borne trade of Balhib, Gozashtand, Dhaukia and much of Mikardand. The customs duties fill the Majburo treasury very efficiently.

The suburb of Qadr lies across the Pichidé River to the north of Majbur, and is under Gozashtando rule. A rail line runs from Qadr to the Gozashtando capital of Hershíd, and the ferry across the Pichidé is always full of passengers and freight. To the south another railroad runs through Mikardando territory to Qa'la, then to Jazmurian and Mishdakh in Qirib.

The delta of the Pichidé is flat and swampy. The air is thick and humid, and the nearby swamps are breeding-grounds for all kinds of insect pests. Epidemics strike Majbur with dismal frequency, and the Interplanetary Council is considering a request by the Red Cross to teach the Majburo about insect control. The land is quite fertile, though. The rich silty soil produces two crops a year, making Majbur almost self-sufficient in food. The marshes have also preserved Majbur's independence, acting as an almost-impassable natural moat. Only a sea-borne assault could take Majbur, and the city's navy is far too powerful for any neighbor to attempt such an attack.

Majbur has a republican government, with participation limited to those who can pay the exorbitant poll tax. The city is ruled by a Council of Syndics, presided over by the chief syndic. Trade and commerce are the city's lifeblood, and the Council is not above sending out the navy to promote trade at sword's point. Foreign policy is largely concerned with keeping Mikardand and Gozashtand at bay. Fortunately the city is much too rich a prize for either empire to allow the other to gain control of Majbur.

Majbur is a crowded, busy city. The streets are thronged with Krishnans from all parts of the Triple Seas. Since Majbur is the nearest seaport to Novorecife, all off-worlders traveling by ship must pass through the city. It is not uncommon to see humans or Osirians in Majbur, particularly after the 2150s. The city is adorned with many graceful stone arches covered with intricate carvings.

The crowded streets of Majbur are often impassable for carriages, and the most convenient way to get around is by litter. Locals also travel by scooter. Majbur's dense population and poor drainage make for very dirty streets, so it is customary to remove one's shoes before entering private homes or temples.

Majbur has a university, specializing in teaching the Krishnan sciences,

Street Addresses

Street addresses in Majbur are almost impossible for strangers to decipher. Streets are not named; blocks are. Each block is individually named, and the buildings in a given block are numbered in order of construction. So to find Haftid's Inn at 46 Shodsir, the traveler must find his way to Shodsir block and then hunt for the proper building. For anyone who has not grown up in Majbur, the simplest method is to hire a guide. The Majburo are very protective of their local cabbies and guides, and will often give wrong directions to travelers unwilling to put money into the city's economy.





law and theology. Students come from as far away as Dur. Relations between the students and the citizens are sometimes strained. Students often supplement their allowance from home by robbing townspeople, and use passers-by as the targets of rough practical jokes. From time to time pitched battles are fought in the streets between students and angry mobs of citizens.

The Majburuma consider themselves among the most cultured people of Krishna. Even the commoners pride themselves on having sophisticated tastes in food, wine and music. Elsewhere on Krishna the adjective "Majburo" is a synonym for sophistication and decadence. Curiously, the Majburuma are remarkably sedate in their dress, wearing plain brown Varasto suits or togas and frowning on ostentation.

While the Majburo worship all the gods of the Varasto pantheon, the patron of the city is Dashmok, the god of dancing and merriment. Dashmok's images depict a fat, jolly god – very much like the typical Majburo merchant. Each year the city goes wild for a week during the great festival of Dashmok. Groups of citizens put on parades, and vie with rival groups to create the most elaborate floats and costumes. During the festival, the city is packed with visitors. Rooms rent for double or triple the usual price, and people pay high rates for a pallet in a courtyard. Even with a reservation it can be hard to find a place to stay. The Brazilians at Novorecife celebrate Carnival at the same time as the festival of Dashmok, and by the end of the century a samba group of Viagens Interplanetarias staffers was participating in the festival at Majbur.

The great temple of Dashmok is an enormous building in the center of Majbur. The exterior is impressive for sheer size and bulk, but is plain. The interior is an incredible riot of decoration, with murals, inlaid patterns of semi-precious stones, and fantastic patterns of gold leaf. The temple's most valuable treasure is a statue of Dashmok 10 centimeters tall, said to have been carved from a single emerald by the demigod Khorbizé in the days of the Kalwmian Empire. Shoes are forbidden within the temple, and careless tourists have been severely beaten by the priests for violating the ban.

Majbur's economy is based on trade and manufacturing. Rafts come down the Pichidé bearing goods from Balhib and Dhaukia, and trains laden with freight arrive from Gozashtand and Mikardand. The merchant fleet of Majbur is enormous – nearly a fifth of the vessels on the Triple Seas fly the city's flag. Majbur is also an industrial powerhouse where metalworkers transform the raw ore shipped down-river from Balhib and Gozashtand into tools, weapons and household goods. The city's glass and pottery are of good quality, and can be found throughout the Triple Seas. Visitors to Majbur will find the prices for local goods and imported luxury items are astoundingly low, but the cost of food and daily living is steep.

Perhaps the most important person for Terrans to know in Majbur is Gorbovast. Gorbovast is a successful merchant, who is the consular agent for the Dour of Gozashtand in Majbur. He is also the unofficial Terran consul, and acts as the eyes and ears of the Viagens Interplanetarias in Majbur.

KATAI-JHOGORAI

Katai-Jhogorai is an ancient republic occupying a large peninsula between the Va'andao and Sadabao Seas, on the eastern shore. The peninsula itself is the province of Katai, while the large but sparsely-populated section of mainland to the east is Jhogorai. The climate is cool, with plenty of rainfall in



Katai, though the southern plateau of Jhogorai is extremely dry. The republic has 3 million inhabitants, who speak a heavily-accented Khaldoni dialect. The people of Katai-Jhogorai pride themselves on being the most civilized people on Krishna, and view all outsiders as barbarians.

The rulers of the Republic of Katai-Jhogorai are an aristocratic class of landowners and magnates, who trace their ancestry back thousands of years to the days of the Kalwmian Empire. Members of the nobility sit in a parliament called the Governance Committee, which governs the republic through a large corps of professional bureaucrats, all of whom are slaves.

Katai-Jhogorai is not a militarily powerful state. It has survived for thousands of years by adept diplomacy and generous application of bribes. The republic is one of the few states on Krishna to favor a world government, as the ruling nobility believe they would inevitably come to dominate any planetary government by virtue of their superior culture.

Slavery is an important part of the economy in Katai-Jhogorai. The mines in the mountains are worked by slaves, and they make up much of the government bureaucracy. The crack Guardians of the Republic regiment is composed entirely of slave soldiers. Slaves in Katai-Jhogorai are either poor citizens who have been sold to settle debts, or else imported. The tailed folk of the Jaega forests and Koloftuma from Mikardand are used for heavy work, while the government and personal slaves are all debt slaves. Recently several abolitionist organizations have been formed in Katai-Jhogorai. The majority of the population (except the slaves, of course) are hostile toward the abolitionists, and Terrans have been blamed for inspiring the whole thing.

The mountains of Katai are rich in jewels, particularly rubies, and copper and tin. Katai's craftsmen produce some of Krishna's finest metalwork and sculpture. The farmland of northern Jhogorai grows most of the republic's food. Uporé and Kinto are important trading ports. The capital city Monyisotri is probably the greatest banking center on the Triple Seas. The republic's financiers lend money to companies and kings as far away as Kalwm.

Dur

Dur is a large and powerful state on the northern shore of the Va'andao Sea. To the west it borders Zir and Waradhb, on the east it touches Katai-Jhogorai and Jaega. Dur has no clearly-defined northern border. Most of Dur's population is concentrated along the sea. North of the inhabited strip is a belt of dense forest, which gives way to tundra. The climate of Dur is similar to that of Canada or Scandinavia – long, wet winters and short dry summers.

Dur is ruled by Tashian, the regent, on behalf of the young Douri Vazni. Tashian is an ambitious, progressive ruler who is determined to drag his nation into the 22nd century. His customary tightfistedness has not prevented him from investing heavily in railroads in order to unify and control Dur. The regent's chief problem is that he will be out of a job as soon as Vazni marries and lays an egg, at which point she can assume the throne herself.

Tashian first tried to solve this problem in 2145 by marrying her off to a Terran, the tour guide Fergus Reith. Unfortunately for the regent, Reith escaped this forced marriage. Vazni subsequently eloped with one Aslehan bad-Khar, a Garm of Dur. The two of them lived for years at the court of Gozashtand, before seeking refuge in Rúz. But in 2176 the Dasht of Rúz, Gilan bad-Jám, arranged Aslehan's death and tried to marry Vazni, hoping to thereby establish a claim to the throne of Dur.

Savoir-Faire

Marriage customs in Katai-Jhogorai are unusual. Love is not a factor – couples marry for the practical and economic benefits of the union. Pairings are arranged by the families of the couple for political and business purposes. Often a couple is married by proxy and does not meet for several years after their wedding. In such a climate, infidelity is the norm. Spouses take lovers freely, and only a barbarian would insist on absolute fidelity. Husbands and wives never appear together socially.

Etiquette in Katai-Jhogorai is formal to the point of obsessiveness. Even the slightest violation marks the offender forever as a boor. Gentlemen of Katai-Jhogorai often use etiquette mistakes as cause for a duel. Terrans may be incredulous that anyone would cross swords over the appropriate way to use a napkin, but the aristocrats of Katai-Jhogorai are deadly serious.

Dueling is common, and a complex code governs what weapons may be used. Gentlemen use a rapier and dagger when they fight each other, but wield sabers when fighting social inferiors. Sometimes the choice of weapons for a duel is insulting in itself, and so the duelists must first fight a duel about the proper weapons to use in settling the original dispute.

Baianch

Baianch, the capital city of Dur, is built on high bluffs overlooking the Bay of Baianch. Many Terrans find it reminiscent of Montreal. Baianch is a populous city, with 100,000 inhabitants. Regent Tashian's efforts to monopolize trade on the Va'andao Sea have made Baianch an important commercial center. The city is much more cosmopolitan than the rest of Dur, and its people are a lot more friendly to aliens.

The architecture of the city is not as elaborate as that of the southern capitals. Many of the buildings are made of wood. The poorer parts of town are plagued by fires, and from time to time a big blaze burns down a large part of the city. The ordinary volunteer fire brigade is obviously unsuitable, and in the later part of the century the regent tried to create a fire department along Terran lines. The Baianch Fire Department collected an annual fee from citizens; buildings belonging to people who don't pay the fee are left to burn.



Zá and Zesh

For thousands of years, the islands of the eastern Sadabao were inhabited by primitive tailed Krishnans. They lived by gathering fruit and edible roots, and occasionally catching small animals. Slavers frequently raided the island, and the tailed Krishnans fought them with stone axes and clubs.

Then the tailless Krishnans came to stay, with ships and swords, and gradually drove the tailed Krishnans off of all the islands. Only Zá and Zesh, guarded by high cliffs, remain populated by the tailed men. At some point Zesh was settled by the Kalwmian Empire, but later abandoned to the tailed Krishnans.

Zá

The island of Zá is the larger of the two, and is covered by dense jungle. It is home to perhaps 10,000 of the tailed Krishnans. For centuries they lived a primitive existence, the victims of constant raids by slavers from Ulvanagh and Darya.

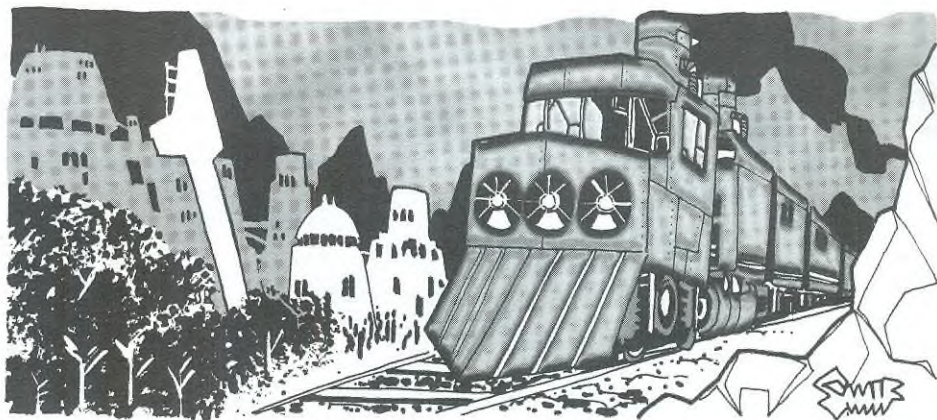
Sometime around the mid-2120s, the tailed inhabitants of the island of Zá underwent an amazing transformation. Slave raiders landing on the island found themselves opposed by organized troops armed with good steel and bronze weapons. Modern galleys sank their ships at sea, and the tailed Krishnans used ingenious new devices worthy of Sotaspé.

The Závuma are increasing their intelligence by means of the Pannoetic Treatment, brought back from Earth by the hybrid Krishnan Yuruzh. Yuruzh himself becomes a super-genius as a result of the treatment, while the other Závuma gain only average intellects. The Závuma may actually be the most advanced culture on Krishna, though they lack the resources of kingdoms like Sotaspé. The fertile genius of Yuruzh has given his people such innovations as diving gear and gliders.

Yuruzh is the absolute ruler of Zá, governing as an enlightened philosopher-king. The "uplifted" Závuma who have undergone the Pannoetic Treatment realize that their island must have a strong leader to prevent the tailless Krishnans from destroying what they have accomplished. They and the dasht collaborate to mislead the remaining primitive population.

By the 2170s, all Závuma were uplifted, and word of the amazing new nation reached other kingdoms. Yuruzh (with the advice and help of his Terran wife Althea) cultivated good ties with his neighbors and became a strong advocate of progress. He gradually introduced a more democratic government to Zá, so that his death would not plunge the island into chaos.

Continued on next page . . .



Throughout his reign the regent has worked hard to extend Dur's influence. While his army campaigned in Zir, the navy gained control of the Va'andao Sea. Foreign ships passing the straits between Katai-Jhogorai and Gozashtand were likely to be attacked by Duro warships. Tashian tried to extend Duro trade to the south, by subsidizing the pirates of the Sunqar. This aggressive foreign policy only encouraged the small states of the Sadabao Sea to unite against the Duro threat.

Physically, the inhabitants of Dur are paler than Krishnans from southern lands. They tend to be stocky, with short antennae and small ears. The Duruma have a reputation for being laconic (for Krishnans, that is – Terrans still find them quite talkative) and somewhat grim. Taverns in Dur are not as jolly as elsewhere, as the Duruma drink alone or gather in small groups to trade sad stories.

Dur is not a rich or productive land, but its great size gives it enormous resources. Farming produces a modest surplus, most of which is traded to Katai-Jhogorai for metals. The northern forests produce timber and support a thriving fur trade. Heavy investment by the government has encouraged a little industrial development, chiefly in Baianch.

ZIR

Zir is a remote and mountainous province at the northwest corner of the Va'andao Sea, between Dur and Gozashtand. The land is rough along the coast, gradually becoming flatter to the west. Much of Zir is covered by dense forest, with only a few small valleys and hollows cleared for cultivation. Zir has a population of about 100,000, scattered about the country in small villages and isolated farms. The province is very poor, with most of its inhabitants living as subsistence farmers or herders. Only in the border regions is there anything worth calling an economy. Woodsmen trade lumber for goods from Dur and Gozashtand, and some herders sell their animals.

Zir has no government – or rather, it has too many governments. The neighboring empires of Dur and Gozashtand both claim Zir. Regent Tashian of Dur is determined to keep control of Zir. He is opposed in this by the warlord Barré vas-Sarf, a minor nobleman who proclaims himself the independent Dasht of Zir. Both Barré and Tashian must also contend with the Temple of Ultimate Verity, a small cult headquartered in Zir, led by the Witch of Zir, a woman named Shosti.

In the ongoing three-way conflict, none of the factions can muster enough strength to gain control of Zir. While Dur has an enormous army, getting



troops and supplies into Zir requires a great deal of effort. In 2144 Tashian ordered construction of a railroad line into Zir, to make it easier to garrison the province.

Barré, on the other hand, has only a few hundred men. They are expert mountaineers, and carry on a vicious guerrilla campaign against the Duruma, but cannot face the enemy in open battle. The Temple of Ultimate Verity has minuscule forces, but has a great deal of influence over the people of Zir. The Temple's headquarters on Mount Senarzé is nearly impregnable.

QAATH

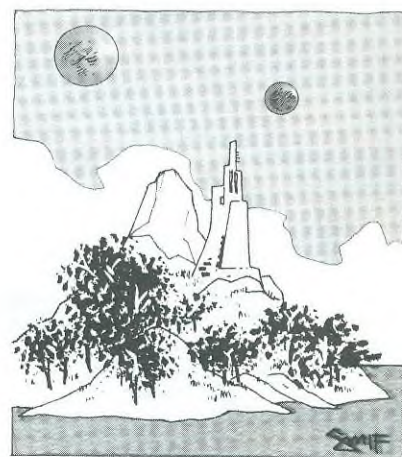
The nomads of Qaath are called the Jungava by the Varasto nations. Their country is a wide expanse of steppe, bordered on the west by the Madhiq mountains and stretching north to the shores of Lake Karasor. The Jungava live by herding shaihans and shomals on the wide plains, by hunting and fishing, and by extorting money from traders passing through their domain. Qaathians are excellent riders, and can spend days in the saddle. They are good bowmen and spearmen, and in battle they are utterly fearless.

Normally the Qaathians live in small tribal bands. Occasionally the chieftains elect a supreme warlord, or kamoran, to defend Qaath against invasion or lead a raiding expedition. In 2130, a young warrior named Ghuur was selected as kamoran for a war against the Madhiq mountain tribes. Ghuur won the war easily, and persuaded the chieftains to let him launch a campaign against Jo'ol. Under Ghuur's direction, the Jungava became an irresistible military machine, conquering every kingdom within reach. At its peak, Ghuur's empire extended over Balhib, Dhaukia, Ghobbedj, Jo'ol, Madhiq, Qaath, Suria and Yeramis. The advance of the Qaathian hordes ended only in 2176, when their invasion of Mikardand was repulsed.

The capital city of Qaath is Uriq. Before the rise of Ghuur, it was a sleepy trading post, but his wide conquests brought a vast stream of loot into Uriq. The city is dominated by the Kamoran's palace, which sprawls over several acres of gardens and pavilions and is furnished with a fantastic jumble of treasures and loot from half a dozen kingdoms.

BALHIB

Balhib is a powerful kingdom to the west of Gozashtand and Mikardand. The land is mountainous in the east, where the Qe'ba range runs. To the west the country flattens out, eventually reaching the steppes of Jo'ol. The climate



Zá and Zesh (Continued)

Zesh

The Závuma also claim neighboring Zesh. The only tailed Krishnan on it is the oracle of the Závuma, an aged woman known as the Virgin of Zesh, who resides in an ancient sacred tower.

About 100 Terrans dwell on the opposite end of the island. The colony of Elysion was founded by a group called the Roussellians in 2123. They sought to create a Utopia, free of modern civilization's technology and stress. All the inhabitants adopt classical Greek names; their first leader, Diogo Koruki, was known as Zeus. The colony is vegetarian, with no distilled liquor, tobacco or modern technology. The only high tech permitted is longevity pills. All contact with Novorecife is controlled to avoid ideological contamination.

Life in this ideal colony requires back-breaking work from dawn to dusk. Without modern technology, growing Terran food requires continual stoop labor. Work and play alike are regimented, with participation mandatory. Lack of birth control gives a very high birthrate, but disease and malnutrition prevent a population explosion.

Koruki was deposed and executed in 2150. The new ruler, Aaron Halevi, relaxed the vegetarianism mandate and made the government slightly more democratic.





The Affair of the King's Beard

The Affair of King Kir's Beard began in 2137, when a young Knight of Qarar named Shurgez killed his former mistress in a fit of jealous rage. As punishment, the grand master commanded Shurgez to steal the beard of King Kir of Balhib, figuring that such a task would certainly rid him of the troublesome Shurgez.

But Shurgez used a clever ruse – he disguised himself with the silver helmet of a Mejrou Qarardena courier, and gained entrance to the king's throne room. There, he slashed off Kir's beard and escaped before anyone could stop him. Shurgez returned to Mikardand in triumph and subsequently rose high in the ranks of the Knights of Qarar.

Kir had spent years growing his beard, and the theft affected him deeply. For a time war with Mikardand seemed likely, with a general mobilization and troops massed on the border. But trouble with the nomads to the west intervened, and Kir was deprived of his revenge. Relations between Balhib and Mikardand remained hostile for the rest of Kir's reign.

The shorn monarch brooded on his loss, and developed a mania about beards. Every beard seemed an insult to his own bare chin. All the Balhibuma quickly went clean-shaven, and bearded foreigners stayed away for fear of incurring Kir's hatred.

is typical of prairie regions far from the sea – cold winters and hot summers, with a wide variation in temperature during the day.

The kingdom's population is about 6 million people, mostly in the eastern portions. They speak a Varasto tongue, related to Gozashtandou and Mikardandou, but differing in that it has no dental sounds, so that all the hard consonants are softened.

Balhib's economy is very diverse. The western expanses of the empire are mostly devoted to herding and ranching. In the east and south there is enough water for farming, particularly in the valleys of the Eshqa and Khoruz rivers. The north has forests, and the Qe'ba mountains are rich in metal ore.

His Sublime Altitude Kir bad-Baladé, Dour of Balhib and Kubyab, hereditary Dasht of Jeshang, titular Pandr of Chilihagh, Protector of Jo'ol and Kamoran of Ruakh ruled Balhib from 2095 until his death in 2168. Kir was a strong ruler who kept a firm grip on the government of Balhib, even as he gradually went insane. During Kir's reign he ended feudalism in Balhib, turning the empire's class of hereditary nobles into just another group of landowners, liable for taxes like everyone else. This reform did not please the nobility, and they plotted endlessly to remove Kir and restore their ancient privileges. Kir also approved the plan of his minister of war, Chabarian, to start a crash program of research into manufacturing guns.

In 2168, Ghuur, the Kamoran of Qaath, led his army into Balhib, hoping to break the strongest of the Varasto empires and terrorize the others into submission. The Qaathians and the Balhibo army met at the tiny town of Chos in the western part of Balhib. Though the Balhibo army included units equipped with crude muskets, they faced the Qaathian secret weapon: steam-powered tanks. In the aftermath of the battle, King Kir was killed and Balhib fell to the Kamoran of Qaath. Today Balhib is a tributary state of the Qaathian empire, under a local pandr, Chindor er-Quinan.

The Balhibuma do not practice marriage as other Krishnans do, considering it a handicap to the warrior virtues. Instead, women in Balhib live in the homes of their brothers, and take temporary lovers called *jagains* (a man is a *jagain*, a woman is a *jagaini*). The relationship lasts until one partner tires of the other. Women with no brothers to support them are second-class citizens, and often take up with foreigners from cultures that practice marriage.

Balhibo family names are derived from the name of one's uncle. So Kordaq er-Gilan is the nephew of Gilan, his mother's oldest brother. His children by his *jagaini* will not bear his name, but his sister's son Chillan will be called Chillan er-Kordaq. Only the dour traces descent through the male line, with each ruler taking his predecessor's name as his surname. Kir succeeded Baladé, so he was known as Kir bad-Baladé. The rulers follow this pattern even when they are not the son of the previous dour.

ZANID

Zanid, the capital of Balhib, is an old city at the upper limit of navigation on the Eshqa river. It has long been an important trading center and was a garrison town for the great Kalwmian Empire a thousand years ago. When that empire collapsed during the invasions of the Varasto peoples, Zanid survived as an independent city-state. With the rise of Balhib as a powerful empire, Zanid was the natural choice as capital. Zanid is a typical large Krishnan city, and GMs may use the detailed description that follows as a guide to creating other cities.



Zanid is an important industrial center, home to iron and bronze foundries. The ore for Zanid's industries comes from the Qe'ba mountains to the east. A railroad links Zanid with the mountains, and there are plans to extend the line into Gozashtand. The threat of war with the Qaathians sparks a great expansion of the arms factories of Zanid.

Zanid does not have a good supply of water. The Eshqa river is usually low and muddy, and wells must be dug deep. The city has a water main from the river to the Royal Palace and the Gabanj district, but the rest of the citizens must draw their water from public fountains or the river. Because water is so scarce, Zanid lacks the numerous public baths common in other Krishnan cities. Instead the citizens must wash in the spray from a water-wagon in the main square.

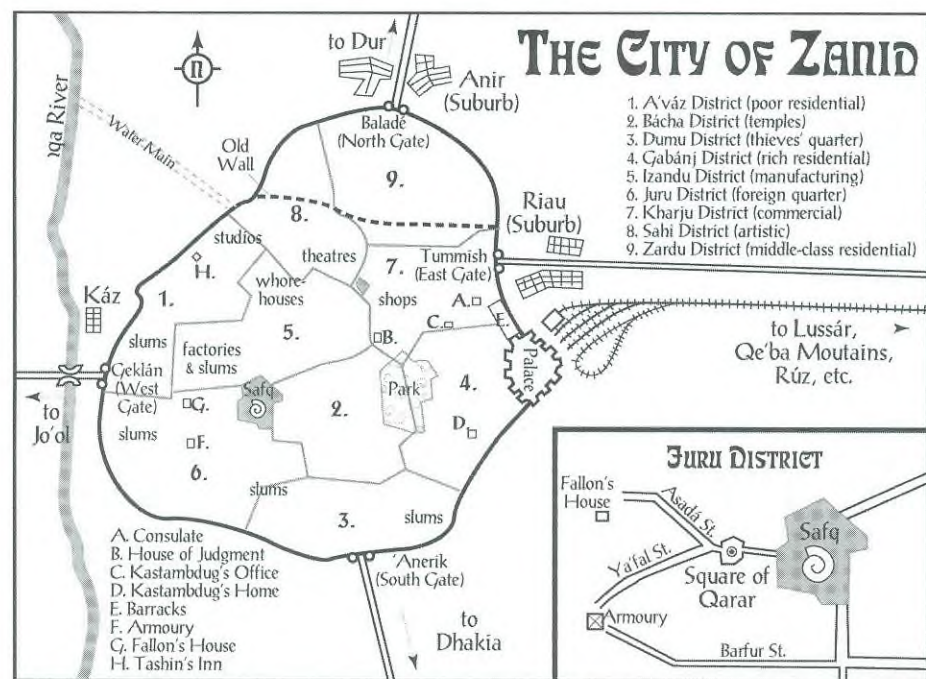
Major streets of Zanid benefit from a rudimentary system of street lighting. Cast-iron baskets hold small heaps of burning firewood at intersections, casting a feeble light, which fail to make the streets safe at night. The watch force is made up of the city's militia companies, each of which patrols its own neighborhood, and the quality of the men varies greatly. In the Dumu quarter it is difficult to tell the watch from the criminals.

The park at Zanid holds a well-known zoo, with animals from all over Krishna. King Kir was especially eager to obtain a Terran animal for his collection, and eventually was able to acquire a black bear from the United States. The "Blakber" is now the star of the zoo.

One newspaper operates in Zanid. The *Rashm* is a daily, printed on a single sheet of paper. It publishes political news, crime reports, gossip and advertisements, but wisely avoids printing stories that might offend the dour. Alert individuals who bring in news items often can earn a few karda from the *Rashm*'s editors.

A'váz District

On the west side of Zanid is a poor residential area called the A'váz. It is filled with grimy tenements, sleazy taverns and fleabag inns. Many of the residents work in the factories of the nearby Izandu district, or are entertainers



Jóol

Jo'ol has always had the misfortune to have more powerful neighbors. For generations it was a dependency of Balhib. After the Qaathians defeated the Balhibo army at Tajrosh in 2144, the Pandr of Jo'ol hastened to transfer his allegiance to the Kamoran.

Jo'ol is a flat, dry region of steppe country. Water is too scarce for farming. Western Jo'ol is home to nomadic tribes related to the Jungava of Qaath. Eastern Jo'ol is populated by Varasto ranchers. There are a few towns along the trading route westward. Even the capital city has only a few thousand people.

The ruler of Jo'ol is Tavash er-Kothan, who has adopted the new surname er-Ghuur in honor of the Kamoran of Qaath. Tavash is an utterly unscrupulous ruler who is always careful to side with the strongest party in any conflict. Despite his slavish adherence to the Kamoran, he maintains lines of communication with the Dour of Balhib and the Regent of Dur.

The Safq

In the center of Zanid stands the Safq, a vast and ancient tower of jadeite blocks, spiraling up to a height of 150 meters. It is obviously named for the small snail-like animals that the tower's spiral shape imitates, but its origin is lost in the mists of history and myth. During the period of chaos after the end of Kalwmian rule the Safq was the impregnable center of Zanid – never taken and its walls never breached. It has belonged to the temple of Yesht for all of recorded history.

Its great age and mysterious origin have made the Safq a focus for all kinds of weird legends and bizarre theories. The Neophilosophical Society maintains that the secrets of the universe are encoded in the physical dimensions of the Safq. Conveniently, the cult of Yesht refuses to let anyone make detailed measurements of the Safq, so it is impossible to prove or disprove any of these speculations.



who perform in the Sahi section to the north. Others live by begging and crime. Tashin's Inn, in the center of the area, is a typical establishment for the area: a haunt of thieves and cutthroats, but also home to cheap carnival performers and faded courtesans.

Bácha District

The Bácha section of Zanid is an island of tranquility and beauty amid the squalor of the neighboring areas. It holds the great temples of Zanid's religions: Bákh, Qondyor, Varzai, Hoi and 'Anerik the Enlightener. The chapel of Yesht stands at one edge of the area, just across from the cult's stronghold in the Safq. The Bácha district is also home to Zanid's small intellectual community, and on some quiet side-streets one can find taverns that cater to scholars and scientists.

Dumu District

Clustered around the gate of 'Anerik at the south end of Zanid are the shabby buildings of the Dumu quarter. This is easily the worst part of town, a horrible hive of poverty and crime. The town watch can do nothing to control the gangs of the Dumu, and in fact the gangs are rumored to control the watch company for this section. Within the crumbling tenements of the Dumu, criminals live as they please. The other inhabitants of Zanid come here when they want to buy illegal goods, arrange a murder or a fire, or practice vices few Terrans even know exist. The biggest gangster in the Dumu is Chillan er-Krai, who controls the section adjoining the foreign quarter.

Gabánj District

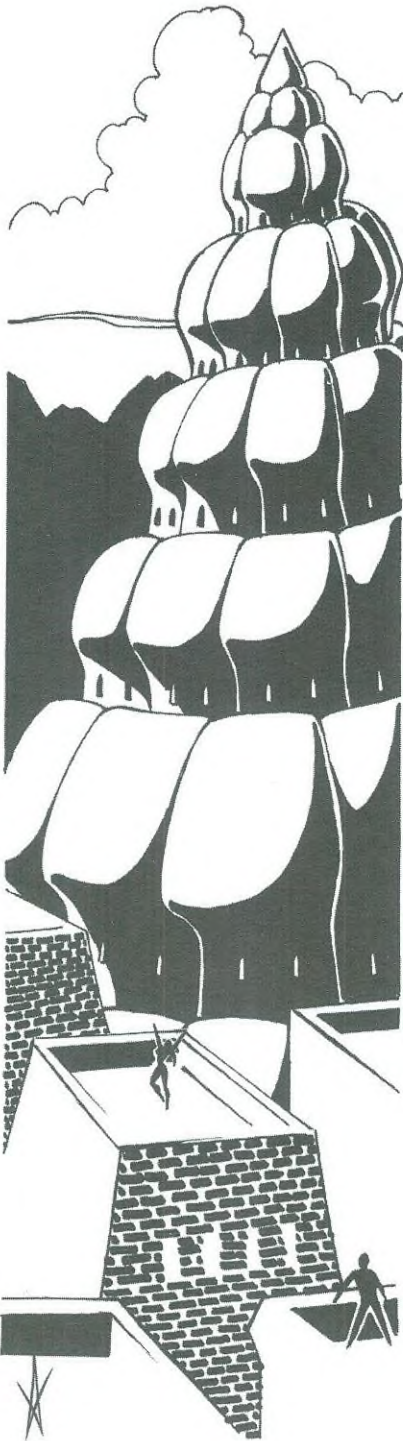
Between the park and the Palace of the Dour is the prosperous Gabánj district of Zanid. This part of town is mostly residential, and is home to the wealthiest citizens. At its southern end it abuts the Dumu district, and the residents are struggling middle-class artisans and shopkeepers. As one goes north the wealth of the inhabitants steadily increases. The palaces of great nobles and wealthy merchants cluster at the northern end. The streets of the Gabánj are well-lit and tidy, patrolled not only by the district's watch but also by private guards and the dour's soldiers.

Izandu District

The center of Zanid is the Izandu area, a dirty, crowded industrial district. Foundries, smithies and potteries fill the air with noise and smoke. The streets are jammed with wagons hauling ore and finished goods. Workers live in crumbling old houses or shoddily-built tenements squeezed in among the factories. The Izandu district is Krishna's first taste of the squalid conditions accompanying early industrialization. The only thing that can be said for it is that life in the Izandu district is still better than life as a peasant.

Juru District

The Juru section of Zanid is the foreign quarter. It fills the southwestern corner of the city, and adjoins the park holding the giant Safq tower. Most of its inhabitants are refugees from the western lands conquered by Qaath – Jo'ol, Dhaukia and Suria – but there are also merchants and exiles from Mikardand, Gozashtand and elsewhere. A surprising number of aliens live in the Juru district as well. Terrans make up the majority, but one can also see



Osirians, Thothians, Thorians, Isidians, Ormazdians and even Vishnuvians in Zanid. The Juru district is a poor part of town, including some sections that are abject slums. Most decent Zaniduma avoid the Juru.

Kharju District

Zanid's commercial quarter is the Kharju, at the east side of town. Few people actually live in the Kharju; most of its buildings are shops, offices, banks and government bureaus. Just beyond the East Gate and the city walls is Zanid's railway station. The Kharju is home to two buildings of special interest to Terrans: the World Federation Consulate and the House of Judgment. The Consulate is in the southeast corner of the district, near the dour's palace. Percy Mjipa was consul at Zanid from 2151 to 2176, and was very energetic about protecting Terrans in Zanid. The House of Judgment is the center for Zanid's criminal-justice system. Prisoners are brought here for trial, and public executions are held in the square out front.

Sahi District

The entertainment and artistic section of Zanid is the Sahi district, wedged into the northwestern corner of the city. The Sahi contains theaters, taverns, bordellos, gambling dens and amusement parlors where one can gratify nearly any appetite. Its attractions range from cheap, loud music halls and saloons for the poor, to elegant and expensive salons and clubs for the nobility. Its few residents are mostly entertainers, though a few artists and Bohemian sorts have houses in the Sahi. A substantial number of Gavehona live in the Sahi.

Zardu District

The newest portion of Zanid is the Zardu quarter, which extends to the north along the road to Dur. This section was enclosed within the city walls during the reign of King Baladé, and portions of the old wall run along the southern edge. The Zardu is home to the middle class in Zanid, particularly self-employed shopkeepers and tradesmen. It is a quiet area, full of respectable people. The area's watch is particularly vigilant.

SURIA

Suria is a large kingdom on the Banjao Sea. It is the southernmost of the Varasto lands bordering Kalwm on the south, Suruskand and the sea on the east, Chilihagh on the north, and Dhaukia to the west. Northern Suria is dry and rugged, with hills sculpted by water into badlands. The southern half of the country is wetter, becoming jungle at the far southern end.

Suria's chief city is Malayer, a wealthy port on the Banjao Sea. Much of the trade to Suria and Dhaukia moves through Malayer, and the city's merchant catamarans carry goods all over the Banjao Sea.

The armies of Qaath invaded Suria from Dhaukia in 2138, led by Kugird, a renegade Knight of Qarar. The tiny Surian army withdrew to Malayer, and a long siege resulted. The city held out for five years, getting food and supplies by sea. Kugird finally broke through the walls by means of a newly-invented giant catapult. Malayer was sacked and burned, and most of the people fled to Suruskand or Kalwm.



Ghulindé

The Qiribo capital of Ghulindé sits on Mount Sabushi, which is carved into a colossal statue of the war-god Qunjar. The city is in the lap of the statue, and looks out to the northeast towards the port of Damovang on the coast. Its site makes Ghulindé nearly impregnable, as it is impossible for an army to scale the cliffs of Qunjar's seat to reach the city. During the annual Kashyó festival, it is the site of religious rituals and great feasts in honor of Varzai.

Ghulindé is the center of Qirib's government, and holds the enormous royal palace, which, during the republic, was used as the president's home. After the death of Dour Vizman, the legislature took over the palace, and now the presidents of Qirib must find their own housing.



QIRIB

Qirib occupies a mountainous peninsula on the western shore of the Sadabao Sea. The mainland portion of Qirib is mostly rolling hills, but the peninsula itself is made up of the towering peaks of the Zogha mountains. The mountains are rich in minerals, and the Zogha mines make Qirib a rich and powerful state.

Qirib is best known for its extremely unusual system of government. The kingdom is entirely controlled by women. The army is all-female, and the country is ruled by a dynasty of queens. Alvandi, the last Douri of Qirib, was a salty-tongued, hot-tempered old woman. The system was founded by the semi-legendary Queen Dejanai in the 14th century, and is tied to the official worship of the mother-goddess Varzai. Each year the ruling Douri marries a new consort, who serves as king until the Kashyó festival, celebrating the rebirth of the Sun in early spring. At the climax of the festival the king is killed and ceremoniously eaten by the Douri and her court. A new consort is then chosen by lottery from among the male inhabitants. The matriarchy uses the janrú drug to keep the men docile.

The matriarchy was overthrown in 2143 by the Terran Dirk Barnevelt, aided by the pirates of the Sunqar. Barnevelt set up a republic modeled on the United States, with a bicameral legislature and an elected president. The first president was Gizil bad-Bashti, whose term of office ran out in 2147. His successor, Vizman er-Qorf, declared a state of emergency and suspended elections to avoid leaving office in 2151, and finally proclaimed himself dour. After his death in 2176, the country held elections and a woman named Mushái became president.

The language of Qirib is a dialect of Gozashtandou, with notable differences in pronunciation. Speakers of Gozashtandou suffer a skill penalty of -3 when attempting to speak or understand Qiribou.

The matriarchal government constantly feared an uprising by the male half of the population, so men were forbidden to carry weapons in Qirib. However, because in many Krishnan cultures a man would rather be naked than unarmed, the Qiribuma did not require that foreigners go without weapons. Instead, at the border all weapons were bound in their scabbards with wire, sealed with the official seal. Anyone whose seal was broken needed to provide a good explanation for the authorities. After the matriarchy was overthrown, men were allowed to own weapons, but the system of seals continued as a method of keeping order.

During the matriarchy, the Qiribuma followed a matronymic system of naming, using the prefix "bab-" to denote descent in the female line, so the princess Zei was Zei bab-Alvandi. After the revolution, many of the men of Qirib switched to patronymic names, while others adopted the Balhibo system of using the name of a maternal uncle.

Women in Qirib traditionally dressed plainly and severely, leaving the men to adorn themselves with jewelry and cosmetics. The revolution led to an explosion of sexy fashions and elaborate decoration among the women. Make-up remains habitual for both sexes. Qirib's hot climate makes most clothing uncomfortable, and the people content themselves with simple drapes of fabric or loincloths. They are casual about nudity. The period after the revolution was one of great licentiousness, and for a time the Kashyó celebration was as bawdy as the festival of Dashmok in Majbur.



Even after the revolution, Qirib is unique among Krishnan kingdoms in the equality it gives to women. Both sexes may vote, own property, run for office and carry weapons. The tradition of progressive politics continued even during Vizman's reign as dour, for the Qiribuma continue to cultivate a reputation for being more enlightened than their fellow Krishnans.

Slavery was legal in Qirib until 2176. The mines of the Zogha range were worked by a large slave force of mixed convicts, debtors and tailed Koloftuma. Dour Vizman abolished slavery before his death, and the restored republic put a ban on slavery into the Qiribo constitution. The mines are now worked by private contractors. Privately-owned slaves were purchased from their masters by the government, which then freed all its slaves.

SURUSKAND

Suruskand is a maritime republic, consisting of the coastal strip south of Qirib on the Sadabao Sea, and the peninsula of Rákh. It borders Qirib on the north, and Suria to the south and west. East lie the Sadabao and Banjao seas. The land is dry and hilly and supports a total population of some 1.2 million.

Suruskand is a republic, with an extremely democratic system (for Krishna, that is). The government is a bicameral legislature with an upper house called the Hall of Elders, and a lower house called the Hall of Freeman. The Hall of Elders consists of the great nobles of Suruskand, while the Hall of Freeman is open to all property owners. Provincial citizens can send proxies to the Hall of Freeman, and often hundreds of like-minded absentee voters may give their proxy to the same man, giving him enormous clout. The President of Suruskand is chosen by the members of the upper house from among the members of the lower house, and serves until he dies or is replaced. Kangavir bad-Rú was president from 2131 to 2163. Da'mir bad-Hostang succeeded him and served until 2182.

The Suruskanduma are peace-loving folk, who prefer to settle disputes by argument and debate rather than violence. They are great talkers, and appreciate good oratory. Even non-members attend sessions of the Hall of Freeman when a notable orator is planning to give a speech.

After the fall of Suria to the hordes of Qaath, Suruskand's population was swelled by thousands of refugees. While many homesteaded the thickly forested Rákh peninsula in the south, a large contingent wound up in the slums of Alvíd, living on the dole or by odd jobs. The presence of such a large number of unemployed foreigners strained Suruskand's economy, and the city suffered from a terrible crime wave.

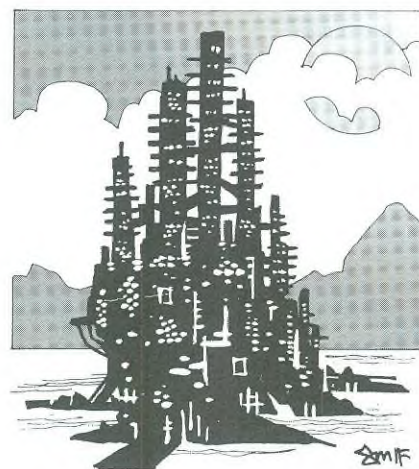
The Suruskanduma are fishermen and farmers, producing wine on their dry, hilly land. Suruskand has some good farmland, but since most of the land is devoted to wine production, the country must import food from Mikardand. There are mines in the northern part of the country, and extensive forests on the peninsula of Rákh in the south.

DARYA

Darya is a small, mountainous island in the Sadabao Sea, just west of Sotasépé. It is easily recognizable from far out to sea by its two large mountain peaks, resembling a woman's breasts. The mountains are clad in jungle, and farming is very difficult. Darya has a warm, humid climate and gets plenty of rain. The kingdom has about 40,000 inhabitants.

Marinjid

The ruins of Marinjid stand in western Qirib, near the border with Chilihagh. Centuries ago, it was a great and prosperous city, an important stop on the overland route from Alvíd to Jeshang, but the armies of Balhib besieged Marinjid during a war with Qirib in the 19th century. When the Dour of Balhib's son was killed by a stray arrow, the dour personally led the assault that breached the gates. He ordered the city completely leveled, and all within it slain. The terrible carnage lasted for days. Since its destruction, Marinjid has gained a reputation as a haunted city. Travelers tell of seeing it filled with the ghosts of the slain trying to rebuild the city. Archaeologists have tried to conduct digs in Marinjid, but it is impossible to hire any workers willing to stay in the haunted ruins.



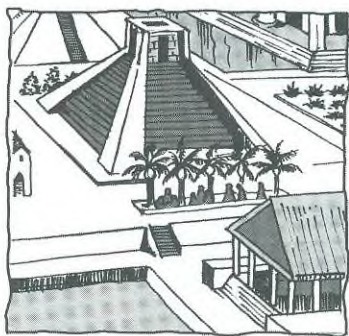
Alvíd

Suruskand's capital city is the port of Alvíd, home to some 60,000 people, built on a rocky island in a deep bay. The shortage of land means that Alvíd's buildings are very tall, some rising as high as 10 stories, making the city's streets into dark, fetid canyons. Over the years, many of the buildings have been linked by bridges and walkways on the upper floors, so that Alvíd has streets on several levels. Alvíd is an important port, and is the home of a large fishing fleet. The city is usually the first port of call for merchant ships entering the Sadabao Sea from the south.



Jaega and Aurus

On the eastern shores of the Sadabao and Va'andao seas are the densely-forested lands of Aurus and Jaega. Jaega lies just east of Katai-Jhogorai, and Aurus is to the south. The people of the forests are a small, pale-skinned race with short tails. In their native forests they live a stone-age existence as hunters and gatherers. They are peaceful and timid, but are frequently victimized by slavers who carry them off for sale in the western lands. Orbiting spaceships have photographed large stone structures in the jungle, which may be ruins of some ancient civilization.



The City

Sotaspé's capital city is simply called Sotaspé, or "the city" to the islanders who live elsewhere. A promontory shelters a large and deep bay, and the city is built on the slope between. It has about 30,000 inhabitants. The city was devastated by an earthquake during the reign of Ferrian's grandfather. Ferrian's predecessor (his uncle Kerukchi) spent most of his reign directing rebuilding efforts. He was influenced by a Kangandite geometry-worshiper from the far south, who persuaded him to lay out Sotaspé City in a complex pattern. The blocks in the poorer sections of town are arranged in a hexagonal grid, while the commercial district has square blocks and the government sector is a pattern of triangles.

Coronation Hall is the center of Sotaspé's government, an impressive building fronting on the main square, at the boundary of the commercial and government zones. Official proclamations and speeches are given from the steps of Coronation Hall. The prince's palace lies behind Coronation Hall, on the highest part of the promontory, overlooking the sea.

The island is ruled by a hereditary dasht. Until 2150 the dasht was Sofkar bad-Herg, an aggressive and ambitious ruler who attempted to conquer Zá and Zesh. When Sofkar was defeated by the Záva in 2150, his cousin Táf bad-Mishan became dasht and concentrated on improving Darya's relations with her neighbors.

Most Daryava do not bother with clothing. They cover themselves with grease and occasionally add paint for decoration. Soldiers wear armor, and the nobility go in for elaborate wide-brimmed hats, but clothing is rare. Darya's people live by fishing and trading; the island itself is hardly more than a base for their ships. Daryao merchants can be found all over the Triple Seas, and ships of other nations often hire sailors from the island. With the men gone for long periods on sea voyages, the women of Darya play an important role in society.

There is one city on Darya, also called Darya, built around a good harbor between the two mountains. About half of the island's people live there. The Daryava seem to take the same view of architecture that they do of fashion, so their city is rather unattractive, with mud streets and skeletal buildings with open walls and thatched roofs. Woven matting provides privacy when needed. The rich surround their homes with thorny fences for security.

SOTASPÉ

Sotaspé is an island kingdom near the eastern shore of the Sadabao Sea. The island is mountainous on the west, but flattens out on the east. It is densely populated, with just over 100,000 people. Sotaspé would have remained a minor power were it not for its brilliant and energetic pandr, Prince Ferrian.

The government of Sotaspé was rather unusual. While Ferrian ruled as a complete autocrat, he was not really the pandr; rather, his title was regent. Sotaspé has had only one real pandr, Manzariyé. He has been dead for years, but for complicated reasons his mummy remained officially the reigning monarch. All subsequent rulers have been regents, managing the government on behalf of the mummy. After the real mummy went to the bottom of the Sadabao Sea aboard Ferrian's first steamboat, the prince had a replica of Manzariyé constructed, and continued to rule as regent for a wooden dummy.

Prince Ferrian has long sought to boost the technology of his kingdom. In 2114 he attempted to smuggle technical works past the Viagens Interplanetarias customs inspectors, but the development of the Saint-Rémy treatment and tighter customs inspections made that impossible. In 2140 Ferrian conceived the brilliant idea of establishing a patent office, and Krishnan inventors now flock to Sotaspé.

The inhabitants of Sotaspé are almost pure Varasto in language and heritage, speaking a dialect very similar to Gozashtandou. The poorer people of the island go about clad in grease, like the Daryava, but most Sotaspéans wear at least a loincloth. The upper classes wear somber black clothing, sometimes enlivened by gold embroidery or colorful trim.

Most Sotaspéans earn their living by fishing in the waters of the Sadabao Sea, or by farming. Sotaspé exports kvad and ash, and is a center for gvám hunting. The island's merchant shipping handles most of the trade for the eastern Sadabao Sea. As Prince Ferrian improved Sotaspé's navy, it became able to wrest more business away from Darya.



ZAMBA

Zamba is the largest island in the Sadabao Sea, and lies just off the Harqain peninsula on the east coast of Gozashtand. Its position at the mouth of the Strait of Uporé makes Zamba a natural stop for shipping traveling into or out of the Va'andao Sea. The island itself is large and green, with rolling hills clad in dense forest and a climate somewhat cooler than that of the other Sadabao islands. Zamba has a population of 150,000 people who speak a dialect of Gozashtandou.

Zamba's politics are always messy. There are half a dozen important factions – two sets of great noble families, the priests, the city people, the bureaucrats and the merchants. None of the groups trust the others. The dour is theoretically an absolute monarch, but he can raise almost no money without the approval of his parliament. Thus, Zamba's government is a series of fragile coalitions, punctuated by street riots and coups.

As one might guess, the people of Zamba are a stubborn and argumentative lot. They nurse grudges more dearly than they nurse their children, and are quick to take offense and slow to forgive. It has been said of the Zambava that they never forget anything, and never learn anything either.

Zamba's chief industries are fishing and agriculture. The farms produce only enough to feed the island's people, but Zamba's fat shaihans are in demand everywhere. Zambans also raise excellent ayas, and export them to Gozashtand and Katai-Jhogorai. The island's position on the main trading route to the Va'andao Sea makes its merchants prosperous.

Reshr, the capital city of Zamba and its chief port, is one of the prettiest cities on the Sadabao Sea, with gleaming marble walls. The city has about 30,000 inhabitants. It has an extensive and functional sewer system, left over from the days when Reshr was a Kalwmian outpost, which makes Reshr one of the cleanest cities on Krishna.

ULVANAGH

Ulvagh is an island kingdom in the Sadabao Sea, between Zá and Varzeni-Ganderan, and north of 'Ishk. It is a mountainous island, with few fresh-water springs and very little land suitable for farming. Ulvanagh's population is 50,000.

The ruler of Ulvanagh during most of the 22nd century is Dour Rostamb. He is a famously bad-tempered and grouchy ruler, forever causing trouble with his neighboring kings by his tactless remarks. As a monarch, Rostamb is fairly good, keeping Ulvanagh prosperous. The city's low crime rate is a result of his temper and harsh ways of dealing with wrongdoers. He distrusts foreigners and dislikes innovation, only grudgingly allowing Terran tourists to visit Ulvanagh. He has no patience with reformers or advisors who want to tell him what to do. It is very difficult for off-worlders to even get an audience with Rostamb.

Ulvagh's inhabitants are a mixture of Varasto and Khaldoni strains, and so is their culture. While the court and the educated classes speak a Varasto tongue similar to Gozashtandou, the common folk speak a creole that is nearly incomprehensible to outsiders. The warm climate of Ulvanagh makes clothing optional, and most of the inhabitants make do with a loincloth or kilt. Ulvanagh has a high male-to-female ratio in the population, because it gets

Fallon Slept Here

Zamba is most famous for being briefly ruled by the Terran adventurer Anthony Fallon. Taking advantage of constant factional strife and civil unrest in Zamba, Fallon hired a mercenary army and seized the government in 2138. He subsequently failed in an attempt to take over all Gozashtand, and lost Zamba as well. Dour Penjird the Second was restored to the throne after Fallon was deposed.



To Be a Pirate King

Ulvagh is famous for once being the home of the pirate king Dezful, who ruled the Sadabao Sea 700 years ago. The great buccaneer was renowned for wearing gold-plated armor, and his court at Ulvanagh was one long drunken orgy. Dezful's fleet of pirates defeated the navies of Dur and Katai-Jhogorai in pitched battles, and his men raided all the ports on the Sadabao Sea. His depredations eventually pushed the rulers of the Varasto lands to form an alliance and take action. A newly-built fleet under the command of the great Knight of Qarar Sir Volhaj assembled in Qirib and sailed for Ulvanagh. After a great battle at sea, the allies landed and captured the pirates. Dezful's death was singular and prolonged, and his remains were thrown into the sea in his golden armor.



most of the extra male children from Varzeni-Ganderan. Custom allows women to have two husbands – many seafarers follow this practice, with one husband away at sea while the other is at home.

VARZENI-GANDERAN

The island of Varzeni-Ganderan lies in the Sadabao Sea, near Ulvanagh and 'Ishk. It is a middle-sized island, surrounded by high cliffs. Varzeni-Ganderan has no harbors to speak of, so all visitors to the island must brave the tricky surf to reach the beach in small boats. Beyond the cliffs the island is lush and well-watered.

Varzeni-Ganderan is the home of a highly unusual culture. All of the island's adult inhabitants are women. No men are allowed to live on Varzeni-Ganderan, and male visitors may stay only a day and a night. It is a favorite port of call for passing ships. Male children born on the island are sent to Darya or Ulvanagh. Varzeni-Ganderan has a population of about 8,000 women.

The island was named simply Ganderan in the past, until a religious conflict divided the inhabitants. The priests of Yesht tried to forbid the worship of other deities. The priestesses of Varzeni refused to go along with the plan, and the conflict escalated to full-scale war between the island's male and female population. In the end it was the women who prevailed (the goddess gets full credit, of course). The men were killed or forced to leave, and the current all-female state was created. In honor of six-breasted Varzeni, the island was renamed, and remains so named to this day.

The island is ruled by a Council of Queens, who are elected for life by the clans and villages. There are a dozen members of the Council, and its presiding member is the Queen of Varzeni-Ganderan.

The women of Varzeni-Ganderan do not generally interest themselves in things happening beyond their island. They have no navy to speak of, although their militia is quite capable of defending the island against invasion. During the period of matriarchal rule in Qirib the two states were allied.

KHALDONI NATIONS

South of the Banjao Sea and on its eastern shores are the Khaldoni nations. These lands are the remains of the great Kalwmian Empire, which controlled the entire region thousands of years ago. The Khaldoni countries have not been explored as thoroughly as have the Varasto lands near Novorecife. Terran influence is weak in the Khaldoni countries.

While the vast majority of people in the Khaldoni lands are ignorant of their heritage, the upper classes and rulers recall that once their people controlled the greatest empire on Krishna. Many Terrans find the Khaldoni people much more cultured and civilized than the Varasto natives of the lands around Novorecife. The Varasto are generally more advanced in technology.

Religion in the Khaldoni lands is based on a sacred text called the Vesareph, dictated to the prophet Shaliev by the supreme god Phaighost. According to the Vesareph, Phaighost begot the first Krishnans by mating with a phwchuv. The book describes the world as being a flat disk covered by the dome of the heavens.



The currency common to all the Khaldoni nations is the khich (plural khi-chit), worth about two-thirds of a kard. Money can be changed only in the port cities.

KALWM

Kalwm is a proud ancient kingdom fallen on hard times. A thousand years ago the power of Kalwm extended over all the Khaldoni nations, and reached as far north as Gozashtand and Katai-Jhogorai. The rulers of Kalwm held the title Emperors of the Triple Seas, and it was accurate. Today, Kalwm has shrunk down to being a middle-sized kingdom on the southern shore of the Banjao Sea. Much of its cultivated land has been taken over by jungle, and the bulk of the population lives in river valleys in the western half of the country. Kalwm has a total population of about 3 million.

Kalwm is ruled by a hereditary monarch, or heshvavu. The current heshvavu is Vuzhov the Visionary, who still claims the ancient title Emperor of the Triple Seas. Vuzhov's prime minister (or phathvum) is Lord Chanapar. Unfortunately for the people of Kalwm, the heshvavu is more than a little crazy. He is fanatically religious, and is spending vast sums of money constructing an enormous tower in the middle of Kalwm City. The tower is intended to reach Heaven, and thereby allow the heshvavu to ascend directly to the presence of the gods. The high taxes levied to pay for this gigantic construction project have generated a great deal of unrest among the people of Kalwm.

The heshvavu's second major obsession is his pedigree. He has a complicated genealogical chart, showing his family tree reaching back through all the Kalwmian emperors to the first human couple, sired by the supreme god Phaighost himself. As one might expect, Vuzhov's various interests leave him little time for the business of government. His phathvum must handle most of the day-to-day affairs of Kalwm. Lately Lord Chanapar has been wondering if keeping Vuzhov around is really such a good idea.

The people of Kalwm dress in as little as possible, making do with light kilts or loincloths, but they love finery, and ornament themselves with body paint and loads of jewelry. Vuzhov's high taxes have left many of them penniless, so that visitors to Kalwm must beware robbery.

The city of Kalwm, capital of the kingdom that bears its name, is a large city, with nearly a quarter of a million inhabitants. It is a busy port, handling much of the trade for the Khaldoni nations. The grand old buildings, remnants of past glory dating back to the days when Kalwm was the capital of a great empire, are now dwarfed by the bulk of Vuzhov's enormous tower. The tower's base is a quarter of a mile across, and the building rises up with a gentle taper. When Percy Mjipa visited Kalwm in 2146, the tower was about 30 stories high. The heshvavu keeps construction moving with threats of dire punishment for slackers, and the tower grows at the rate of a story every two weeks. If it is ever completed, Vuzhov's tower will be nearly 1,800 feet tall.

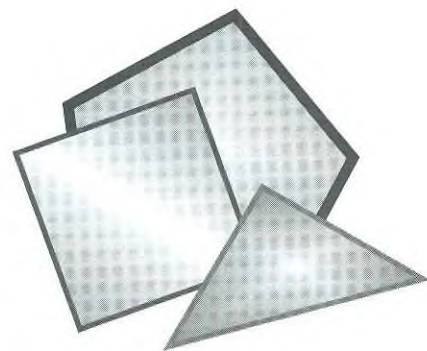
MUTABWK

Mutabwk lies south of Kalwm, northeast of Zhamanak. Northern Mutabwk consists of limestone hills covered by dense jungle, giving way to savannah in the south. In the east is a range of rugged young mountains. The climate is hot and rainy. Mutabwk can boast the novelty of an underground river, which flows through caverns beneath the hills.

Nich-Nyamadze

Far to the south of the Triple Seas, in the chilly regions near the south pole, lies the land of Nyamadze. It is a sizable country, connected to the Triple Seas by well-used caravan routes. Nyamadze is controlled by a theocratic cult, the Kangandites, who worship geometric shapes. Under their doctrines, shapes become more perfect the fewer sides they have – so squares are better than pentagons, and triangles are better than squares. The Kangandites believe that God has the form of a one-sided shape, an infinite line surrounding the universe. Though their religion is as bigoted and xenophobic as any on Krishna, the Kandangites are superb mathematicians. Adherents of the old monarchy have been killed or driven into exile, among them the great adventurer Snyol of Plesch.

The people of Nyamadze wear colorful fur-trimmed clothing, making them look like Santa Claus. The men shave their heads. Nyamen can move around easily during the winter by using skis; winter battles have been waged by armies on skis.



Streetcars

Getting around in Kalwm is made easier by the streetcar system. There are tracks cut in all the major streets, and passengers can hire individual streetcars pushed by men. The cars are single-seaters, resembling enclosed sedan chairs mounted on wheels. Problems develop when two cars moving in opposite directions try to use the same track. Custom dictates that the lower-ranking passenger must give way and move back to a siding to allow the higher-ranking person to pass. Unfortunately the passengers sometimes disagree who has the right of way, and traffic comes to a halt while they settle it with a duel in the street.





Ainkhist, the Heshvavu of Mutabwk, is as eccentric as his neighboring potentates. He is tremendously interested in scholarship and literature, and hopes to establish a printing press in Mutabwk. He collects rare books and manuscripts, and has been known to send out agents to steal books he cannot buy.

The heshvavu's other interest is less cerebral – sex. He is familiar with every book about sex ever written on Krishna, constantly boasts of his prowess and maintains a large harem. For years he has been trying to add an Earthwoman to his collection.

As a ruler, Ainkhist is adequate, maintaining the loyalty of powerful families by marriage. His foreign policy consists of baiting his neighbors. Fortunately, his country is rich enough to support his eccentricities.

The inhabitants of Mutabwk are cheerful, hardworking folk like most of the Khaldoni peoples. They tend to be rather fatalistic in their outlook on life – everyone's fate is predestined by Phaighost, and so there is no point in trying to change one's destiny.

Mutabwk is the richest of the Khaldoni nations, with an economy based on flourishing mines of copper, silver and gold.

The abundance of precious metals means that prices tend to be higher than elsewhere, which has a depressing effect on local industries, since imported goods are always cheaper.

ZHAMANAK

Zhamanak is a kingdom in the far south, nearly on the equator. It is bordered on the north by Mutabwk and Kalwm; the other lands around Zhamanak are unknown to Terrans.

The land is mostly low hills, covered by dense jungle in areas not under cultivation. In the southern and eastern portions of Zhamanak the jungle gives way to savannah.

Zhamanak is ruled by Heshvavu Khorosh. He is perhaps the least friendly of all the Khaldoni kings, and was responsible for shipping the severed head of a missionary back to Novorecife in a keg of salt. Khorosh is very suspicious of Terrans, and does not like them coming to his kingdom and poking around. His suspicion is tempered by curiosity, however, and he once kept a pair of Terrans imprisoned for months, hoping to learn something about how humans reproduce. After their daring escape, Khorosh is likely to be even less friendly to off-worlders.

The people of Zhamanak tend to be easy-going sorts, not as cruel as their ruler. The hot, humid climate of Zhamanak makes clothing unnecessary, so nobody bothers to wear any. Instead, the natives decorate themselves with elaborate patterns of body paint and lots of jewelry and the wealthy sometimes add an ornamental kilt of some light fabric. Soldiers wear armor despite the heat.

Zhamanak's economy is based on farming and shaihan-raising. Since the soil of the jungles is quite poor, most agriculture takes place in river valleys, where the annual floods add new silt to the land. Though the area under cultivation is small, the country's warm climate and long growing season makes for enormous crop yields. Surplus food is Zhamanak's main export. The capital city of Zhamanak is Mejvorosh.



ZIADA

Ziada is a dry, rugged peninsula between the Sadabao and Banjao seas. The center of the country is occupied by the Tavrosh mountains. North of the mountains the land slopes down gradually to the shores of the Sadabao Sea. To the south is an arid plateau which ends abruptly in high cliffs facing the waters of the Banjao. At the eastern end of the peninsula the mountains give way to a low isthmus covered by swamps and dense jungle. The climate is warm and dry, with some rainfall in the north but almost none south of the mountains. Ziada has a population of about 1 million.

The ruler of Ziada is Heshvavu Phaizun, a paranoid and despotic monarch. He is terribly afraid of being poisoned, so for many years he has been taking steadily larger and larger doses of various poisons to build up an immunity. He has eliminated one powerful noble by inviting the man to dine with him and serving a banquet of dishes laced with poison.



Ziada's inhabitants speak a Khaldoni dialect, but with many borrowings from the curious dialects of the interior. The people tend to be deeply religious, and priests are very influential in society and politics. Even tiny villages in the mountains have imposing temples, often with incredible gold and silver decorations covering the interior. In the small farming towns of the interior, the Ziadans are reserved and very suspicious of strangers. Even in the coastal cities, aliens are a rare sight.

The once-famous silver mines of Ziada were exhausted around the time of the fall of the Kalwmian Empire, and some historians have posited that the financial crisis caused by the failure of the mines was a leading cause of the empire's decline. Today the poor soil supports a few farms growing rramandu and spices. The labor-intensive work of harvesting the rramandu seeds is done by slaves, captured or bought from the tribes of Aurus. A few mountain mines yield lead and tin.

Most Ziadans live in the north, along the Sadabao coast. The capital, Tyung-Tyung, is an important port. Its harbor is constantly in danger of silting up, and the heshvavu keeps large gangs of prisoners at work dredging the channel.

Ziada's only sizable city on the Banjao Sea is Zaburdast, which has a spectacular harbor entered through a narrow gap in the cliffs. Zaburdast is home to the famous Library of Zaburdast, established during the last days of the Kalwmian Empire to preserve knowledge against the ravages of the barbarians. At its height, the library contained more than 50,000 books by the greatest scholars of Kalwm, Ziada and Katai-Jhogorai. Time has done what the barbarians could not, and at least half of the collection has been destroyed by mold, vermin or fire. Only serious scholars are admitted to the library; visitors must have a letter of introduction from a sovereign or a university.

The road between Tyung-Tyung and Zaburdast is Ziada's chief internal trade route. There are small villages spaced a day's march apart along the road. Some merchants of Zaburdast are trying to promote a railroad along it.

The Sunqar

The Sunqar is a gigantic mass of floating terpahla weed in the northern Banjao Sea. The warm tropical waters cause the weed to grow in fantastic luxuriance, and the Sunqar rests in the center of a clockwise current that keeps the mat together. Over time, other seaweeds and even some land plants have taken root in the Sunqar, knitting it together into an almost solid mat. The mass of weed is too thick for Krishnan ships to sail through, and any vessel which gets caught in the Sunqar is likely to remain trapped forever.

The Sunqar would be nothing but a curiosity of nature were it not for the janrú drug, a potent extract of the terpahla weed. Any male Krishnan or Terran who smells it becomes extremely pliable to commands given by women. The Sunqar is the only place where the weed grows thickly enough to allow extraction of useful quantities of janrú. Sometime in the late 20th century, the matriarchal government of Qirib set up a floating refinery in the Sunqar to extract janrú, which the women of Qirib used to keep their men in line, but they made the mistake of manning the factory with convicts, most of whom were male.

The convicts rebelled, seized the factory, and went into business for themselves. They established a flourishing sideline in piracy and jacked up the price of janrú to extortionate levels. After a century or so the pirates of the Sunqar were a Krishnan institution. The Krishnan name for them is the Morya Sunqaruma. They live aboard the hulks of ships trapped in the weed, and venture out to capture others in the Banjao and Sadabao seas. The pirates are subsidized by Tashian, the Regent of Dur, to drive other shipping from the seas.

The Sunqaruma were only an annoyance to sailors on the Banjao Sea until the early 22nd century, when a gang of enterprising off-worlders led by the Osirian Sheafasè took over the Sunqar. The gang began exporting janrú to Earth with the help of some agents within the Viagens Interplanetarias.

In 2143 the Terran ghost-writer Dirk Barnevelt led the combined navies of the Sadabao Sea against the Sunqar. Under his administration, the pirates stopped manufacturing janrú and went into the soap business. By the 2160s the Sunqar was the biggest soap factory on Krishna, and the Morya Sunqaruma were employee-shareholders in a profitable company.

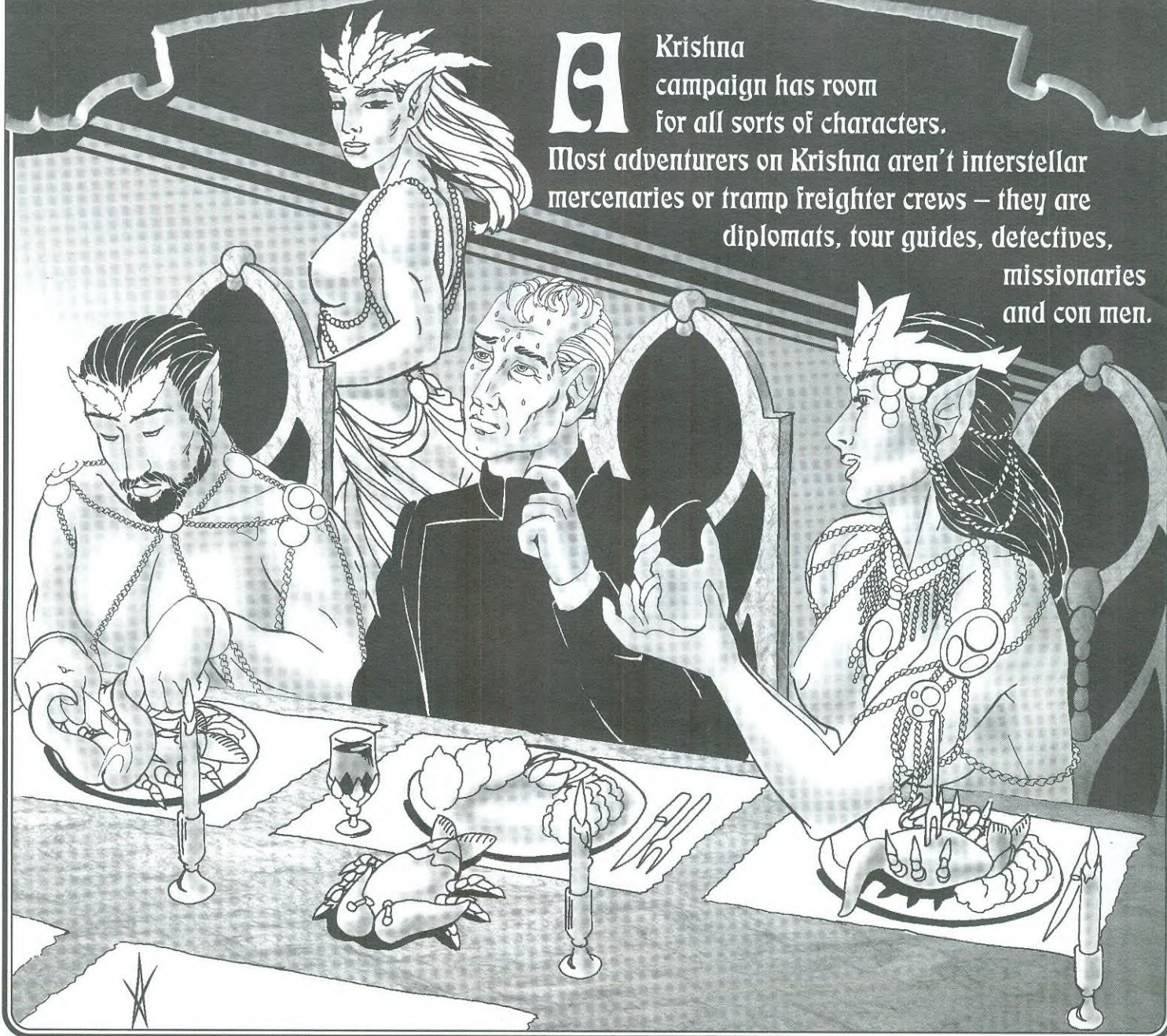


4

Characters

A Krishna campaign has room for all sorts of characters.

Most adventurers on Krishna aren't interstellar mercenaries or tramp freighter crews – they are diplomats, tour guides, detectives, missionaries and con men.



CHARACTER POINTS

Many different people come to Krishna, and campaigns can involve characters of any background – and of any power level. A party of PCs might include a Terran historian, an Osirian tourist, a tailed Koloftuma guide and a fugitive Krishnan noblewoman.

A party of low-powered characters with point values in the 0- to 50-point “normal” range makes for a fun, lighthearted adventure or a challenging campaign. No single individual in the group could get by on Krishna alone, but the skills and abilities of the whole team might be enough.

“Talented” characters of 75 to 100 points are assumed to be the standard for Krishna campaigns. Most of de Camp’s books focus on ordinary people who become swashbuckling heroes willy-nilly. GMs may allow characters to arrive with unspent

character points to let them learn the ropes quickly. Victor Hasselborg (from *The Queen of Zamba*) or Dirk Barnevelt (from *The Hand of Zei*) are 75-point characters.

Individuals in the 100- to 150-point range are seasoned adventurers. Characters from the books who fall in this category include Fergus Reith (in his later adventures), Anthony Fallon, and senior Viagens Interplanetarias personnel like Cristovao Abreu. These are the people who get sent to deal with major crises.

As a practical matter, 200-point characters should be considered the upper limit. At this level, player-characters are likely to have a dramatic effect on the game world. The indestructible Percy Mjipa is a 200-point character, entirely capable of single-handedly rescuing Alicia Dyckman from Zhamanak.

HUMAN CHARACTER TYPES

Terrans on Krishna should all take the following racial package: a 10-point Involuntary Duty (must not reveal scientific or technological knowledge to the Krishnans) and Immunity to Disease (Krishnan diseases only). The two balance each other out for a net cost of 0 points. These do not count against the 40-point limit on disadvantages.

CRIMINAL

Crime pays if you do it right. Many shady characters have realized that primitive worlds like Krishna are a good place to earn a dishonest living. Of course, the penalties are rather drastic if you get caught.

Some particular kinds of criminal include:

Con-Man

Some are outright frauds, others call themselves “entrepreneurs” and hover at the edges of legality. All are in the business of getting other people’s money by guile and persuasion. Con-men can be interesting player-characters, and work well as villains, too.

Advantages: Above all, a con-man must be charming and persuasive. Voice, Charisma, and Looks are powerful assets. Having an Ally is nice, but a Reputation is usually more of a handicap than a help.

Disadvantages: Con-men are often Poor (rich ones retire and live in luxury), but most other Social Disadvantages are a professional liability. Greed is nearly universal, as are Cowardice and Laziness.

Skills: A con-man must above all be able to influence other people. Skills like Acting, Bard, Diplomacy, Fast-Talk and Politics are necessities. Sex Appeal or Intimidation might be appropriate, depending on the con-man’s abilities. Savoir-Faire or Streetwise are very useful.

Smuggler

The technology blockade is an irresistible challenge for some people, and the Krishnan rulers’ demand for advanced weapons



and devices makes the potential profits enormous. Player-characters may find themselves trying to stop a smuggling plot; Krishnan PCs may want to encourage it!

Advantages: A smuggler often must misdirect the authorities and stand up under questioning. Charisma, Voice and Strong Will are all very good abilities to have.

Disadvantages: Greed is an occupational hazard, as is developing an Addiction to the smuggled goods. Enemies can be police officers who have sworn to personally bring in the smuggler, or rivals. With all that to worry about, smugglers often become Cowards and develop Paranoia or Phobias.



Skills: Holdout is very useful for smugglers, as are Disguise, Forgery and Sleight of Hand. Acting and Camouflage are also common skills. Smugglers whose operations involve technological trickery must have the right sort of Mechanical or Electronics skills.

Thief

There's plenty to steal on Krishna, if you can get it. Thieves are most commonly encountered as NPCs, but the Viagens Interplanetarias might hire a "reformed" burglar PC to recover some stolen technology.

Advantages: Most of the physical advantages are helpful to thieves. Danger Sense, Ambidexterity, Night Vision and Acute Senses are all very good to have.

Disadvantages: Often a thief will have some Social Stigma driving him to crime. A few may have Kleptomania; many are Greedy or Overconfident. A "Robin Hood"-style thief might have a Code of Honor, but remember the old saying about honor among thieves.

Skills: Obviously the Thief/Spy skills are good for thieves to have. Combat skills are handy to know, especially for robbers and strong-arm bandits. Technical skills like Electronics are good for thieves operating in a high-technology world.

EXPLORER

Straddling the line between adventurers and scientists, explorers are those who boldly go where no Terran has gone before, and try to survive long enough to come home and describe it. Explorers make excellent player-characters, and can show up as Allies or Patrons as well.

Advantages: Any advantage which improves one's chance of survival in unknown territory is good for an explorer to have. Absolute Direction is extremely valuable, as are Danger Sense and Language Talent. Those working for the Viagens Interplanetarias or a scientific foundation may have a Patron.

Disadvantages: History has recorded many Gullible and Fanatical explorers. A faithful native aide

or guide could qualify as a Dependent, and there are plenty of opportunities for an explorer to make Enemies.

Skills: All the Outdoor skills are practically required. Traveling among the Krishnans requires Disguise skill to impersonate a native. Languages are good to know, as are other social skills when one must deal with native cultures. The dangers from men and beasts make combat abilities valuable.

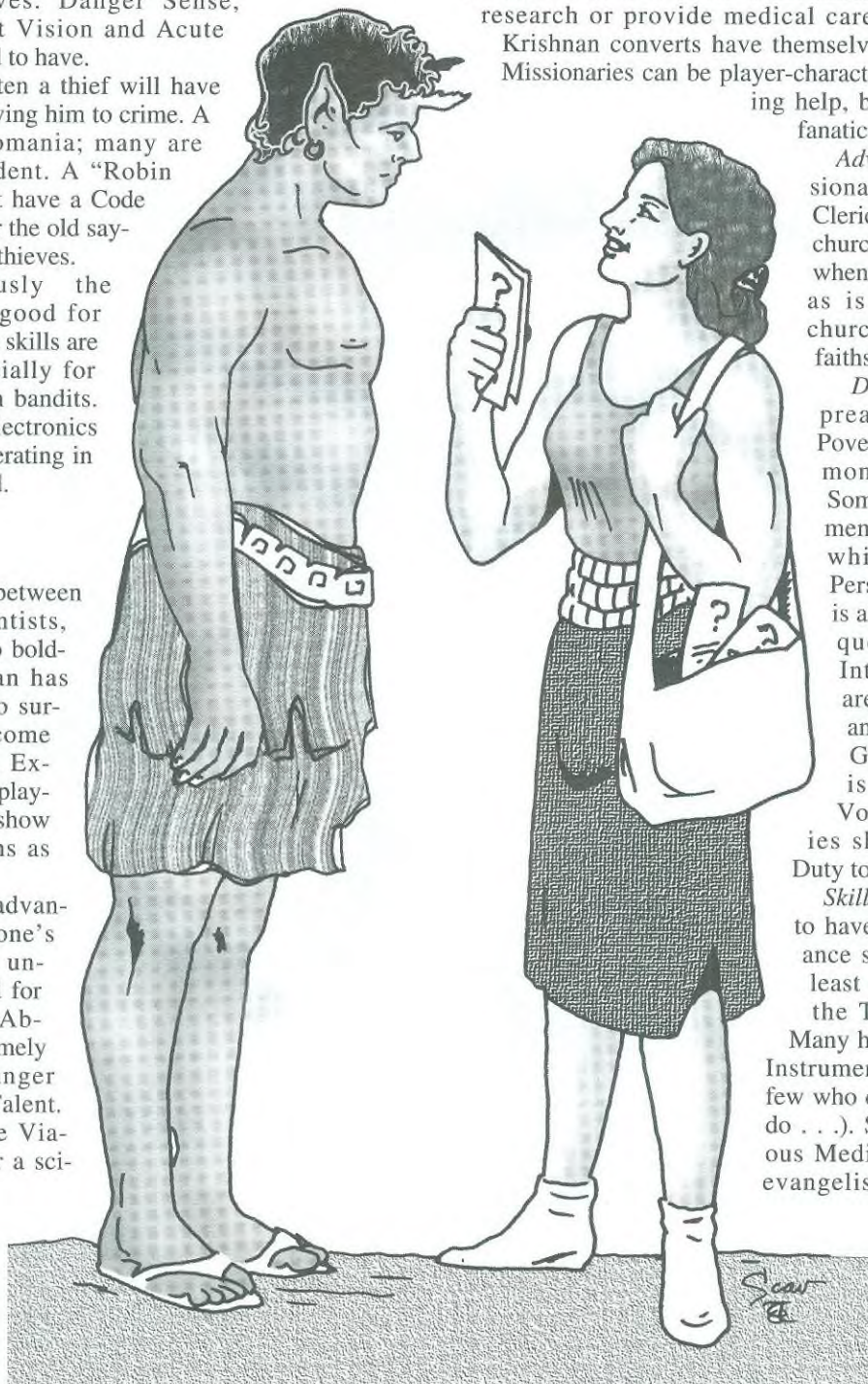
MISSIONARY

Missionaries from just about every religion on Earth have sought converts on Krishna. More than a few have been martyrs for their faith as a result. Some missionaries also do scientific research or provide medical care to the natives. A few Krishnan converts have themselves become missionaries. Missionaries can be player-characters, innocent NPCs needing help, bumbling comic relief or fanatical villains!

Advantages: Nearly all missionaries have some form of Clerical Investment from their church. Charisma is important when trying to make converts, as is Empathy. High-level churchmen from established faiths often have raised Status.

Disadvantages: Many preachers take a vow of Poverty, or else spend all their money getting to Krishna. Some sects may require their members to follow practices which qualify as Odious Personal Habits. Fanaticism is all too common, and it frequently gives rise to Intolerance. Missionaries are expected to be Honest and Truthful, and many are Gullible as well. Pacifism is very common, as are Vows. All good missionaries should have a Sense of Duty to their fellow sentients.

Skills: A missionary is likely to have good Bard or Performance skill, and should have at least a basic familiarity with the Theology of their sect. Many have training in a Musical Instrument or Singing (though a few who don't may think that they do . . .). Some are trained in various Medical skills and combine evangelism with practical good works among the Krishnans. All should have a basic training in the languages of their prospective converts.



PRIVATE DETECTIVE

Most work for private detectives consists of locating missing persons, shadowing unfaithful spouses, verifying backgrounds of employees and providing security. In the 22nd century some of these jobs may take the detective off Earth.

Advantages: Private detectives usually don't have Legal Enforcement Powers, although they generally have weapon permits and are well-versed in the laws governing citizen's arrests. Common advantages for detectives include Alertness, Combat Reflexes, Danger Sense and Toughness. They frequently have Allies, Contacts, Patrons and a Reputation in their home city, but unless a gumshoe opens up an office on Krishna most of those will have no value.

Disadvantages: Private detectives can have many disadvantages which a uniformed lawman cannot. In fiction, they seem prone to Addictions, Berserk, Lechery and Poverty. Many follow a personal Code of Honor or are motivated by a Sense of Duty. The vast majority of detectives are Honest, if not always possessing Truthfulness.

Skills: Fictional models notwithstanding, most detective work is very peaceful and even slightly dull. Streetwise is practically mandatory; so are Shadowing and Photography. Criminology and Forensics are important skills, although private detectives lack the laboratories available to police. Most detectives have Thief/Spy skills.

SCIENTIST

Any planet is a scientific gold mine. Scientific research is the primary reason the Interplanetary Council allows contact with Krishna at all. Scientists can be player-characters themselves; they also make good Patrons or Dependents.

Advantages: Having an Eidetic Memory is a great boon to any scientist, and Mathematical Ability is common. Important scientists may have a Reputation among other Terrans.

Disadvantages: Scientists often have Odious Personal Habits because of their absorption with their work. Many get by on a tiny stipend and qualify as Poor. Absent-Mindedness is the canonical disadvantage for a scientist character. They frequently have Dependents, either graduate students, beautiful daughters or spunky young nephews. Feuds and quarrels in academic circles are surprisingly vicious, and one scientist might well have a rival as an Enemy (see *The Bones of Zora* for an example).

Skills: Scientific skills are important. To get funding for a trip to Krishna a researcher needs at least a 16 in his or her pri-

mary specialty, plus high levels in related areas. All scientists should be good at Research and Writing, and probably ought to know Computer Operation. The Science! skill from *GURPS Compendium I* is not seen in the Krishna stories.

SETTLER

Though the Interplanetary Council prohibits large-scale colonization of planets with intelligent life, individuals are perfectly free to seek a new life on a distant planet. Krishna attracts a curious assortment of immigrants from other worlds. They are known among themselves as "Krishnanders." Settlers come to Krishna for many reasons. Some are unhappy with the pace of 22nd century life. Others want to live in decadent luxury. All must be able to cope with the daily hazards of life on Krishna.

Advantages: Settlers come from diverse backgrounds, and can have almost any advantages. Rich Terrans who transfer their assets to Krishna are wealthy indeed by local standards. Those who were

once notable adventurers may have formidable Reputations, and extensive networks of Allies and Contacts.

Disadvantages: Off-worlders frequently have a Social Stigma in the eyes of Krishnans, and the more raffish sorts are looked down on by other Terrans as well. It is unlikely that someone Intolerant of Krishnans would choose to stay on the planet, but nearly any other disadvantage is possible. Immigrants with families can have many Dependents.

Skills: Krishnanders must know how to speak the local language, and probably ought to learn how to fence and ride an aya. Longtime residents may have good Area Knowledge. Knowing some essential skills at TL3 can be extremely useful.

TOUR GUIDE

A good tour guide must be a combination of Henry Stanley and Mary Poppins. Guides keep their clients alive, help them avoid being overcharged and keep them entertained. Some guides live up to this ideal, and can charge thousands of dollars for their services. Others are little better than the tourists they are escorting, and often are lucky to get home in one piece. Tour guides are a great choice for player-characters.

Advantages: If the tour company has a large establishment on Krishna, then the guides may have a Patron to call upon for help. A good-sized expense account can amount to substantial wealth, but most of it will go for the tourists. Luck is almost essential. A well-known tour guide can build up a splendid reputation and a long list of contacts across the planet.

Disadvantages: Tour Guides may have their clients as



Dependents (this can often be worth many points; see p. 79). Tour companies don't screen their people as thoroughly as the Viagens Interplanetarias does, so almost any Mental or Physical Disadvantage that is not glaringly obvious is allowed.

Skills: Area Knowledge of the region covered by the tour is good to have, as is fluency in the native languages. Diplomacy is essential, with Fast-Talk or Intimidation as a backup. The best guides have Naturalist skill and a good knowledge of History specializing in Krishna.

TOURIST

No matter how hard a place is to reach, eventually somebody will want to go there for a vacation. By the 22nd century, Earth is so tame that tourists must go off-world to see anything exotic. Most travel with a tour group, under the watchful eye of a tour guide, but some independent-minded souls prefer to travel by themselves. Player-characters with any background can be tourists.

Advantages: A tourist can come from almost any background, so any advantages are possible. Certainly a traveler must be wealthy to afford the price of a starship ticket, but that money may be safely back on Earth and unavailable.

Disadvantages: Just about any Disadvantage is possible for a Tourist. Compulsive Behaviors like "incessant photography" or "souvenir hound" are particularly appropriate.

Skills: Since anyone can be a tourist, they can have nearly any skills appropriate to their character background. Sometimes the least likely people can have vital knowledge: "Mind if I lend a hand? Before I took up accountancy I fenced for Venezuela at the 2116 Olympics."

VIAGENS PERSONNEL

The employees of the Viagens Interplanetarias are carefully selected by rigorous testing, but long periods spent in space or at remote outposts gives people plenty of time to develop flaws and disadvantages. A large proportion of Viagens personnel are Brazilians, but there is no penalty for playing a character of another nationality.

All Viagens personnel must speak Portuguese at a level equal to their IQ. They must have a Duty to the company, though the value may vary. Viagens employees may not have any obvious

physical disadvantages which cannot be corrected by 22nd-century medicine.

Security

The security officers of the Viagens Interplanetarias are responsible for enforcing the rules of the Interstellar Council on worlds like Krishna. While the Viagens Interplanetarias makes it quite clear to travelers that they can expect no help outside of bases like Novorecife, security officers still have to go on rescue missions from time to time. Viagens Security officers make great player-characters. With their resources they can also be used to portray terrifying villains (see "The Virgin of Zesh" for an example).

Advantages: Security officers have very broad Legal Enforcement Powers. Being a Viagens Interplanetarias security officer is a 10-point advantage. Often the Viagens security people will gain a Reputation on their planet, based on how well they do their job.

Disadvantages: Security officers have a 5-point Duty to the Viagens Interplanetarias. A few slip through the screenings with Cowardice, Combat Paralysis or Intolerance. Honesty goes with the job, and Truthfulness is encouraged.

Skills: Basic training for security personnel includes Criminology, Law, Forensics, unarmed and armed combat, Interrogation and Shadowing. Most other Thief/Spy, Combat and Social skills are of use to a security officer. They should also learn at least some of the languages of the planet they are assigned to. Riding, Tracking and Survival are good to know on primitive planets.

Space

The spacers of the Viagens Interplanetarias are the backbone of interstellar civilization. The Fitzgerald Effect means spacers live for incredibly long spans, as measured by calendars on Earth. Spacers are most often encountered as NPCs, since they seldom stay on one planet very long.

Advantages: Good salaries left to accumulate in Terran banks for decades at a time mean that most Viagens spacers are wealthy. Advantages from *GURPS Space* like Acceleration Tolerance, G-Experience or Improved G-Tolerance are all very good for spacers to have.

Disadvantages: Viagens spacers have a 10-point Duty to the



company – they are almost always on the job, but the work is not usually life-threatening. The long voyages mean no Dependents except those who travel with the character. Spacers who spend a lot of time near the speed of light find their Area Knowledge and some social skills suffering from the Long-Distance Modifiers (p. B151), substituting the number of years they've been gone for miles.

Skills: Everyone on space duty must learn Free Fall and Vacc Suit skill, regardless of their job. Space travelers must know a variety of skills useful for running a starship. These include (but are not limited to): Astronomy, Astrogration, Computer Operation, Computer Programming, Electronics, Electronics Operation, Engineering, Mechanic, Physics, Nuclear Physics and Pilot.



WORLD FEDERATION PERSONNEL

The World Federation government is a vast entity, with dozens of agencies (including the Viagens Interplanetarias itself). There are two branches which occasionally have business on other planets: the diplomats of the Ministry of External Affairs and the constables of the Ministry of Justice.

Constable

The World Federation's Constabulary service has jurisdiction over all crimes involving extraterrestrials. They also are in charge of enforcing the laws of the Interplanetary Council within Earth's sphere of influence. As a result, World Federation Constables can sometimes be found very far from Earth – even as far as the wilds of Krishna.

Advantages: Active constables have Legal Enforcement Powers (10-point level). They often have combat abilities like Combat Reflexes or Toughness. The World Federation can be a powerful Patron on Earth, but on other planets its influence is weak. Constables do have a good Reputation among other Terrans.

Disadvantages: All World Federation constables must have a Duty to their organization (-15 level). They are expected to be Honest. Constables sometimes have their own Code of Honor in addition to the duties imposed by their agency. They occasionally make Enemies during their investigations.

Skills: All Constables must know Portuguese and World Federation Law at a level equal to their IQ. They must also learn Interplanetary Council Law at 11 or better. Agents have training in combat skills (though usually not in swordplay), Criminology and Forensics. All the Social and Thief/Spy skills are appropriate for Constables.

Diplomat

The World Federation maintains diplomatic ties with several of the kingdoms of Krishna. Consuls and ambassadors must be very resourceful people, as they cannot call home to ask for advice in a crisis. Diplomats make good player-characters, and are frequently encountered as NPCs.

Advantages: Terran diplomats have legal enforcement powers over other Terrans, especially in interplanetary law. When resident in a Krishnan kingdom, diplomats have a 5-point Legal Immunity to Krishnan laws. Their official position gives them some Status among the natives, and they often have Allies in the form of other Terrans in the region. Other useful advantages include Language Talent, Charisma, Empathy and Common Sense.

Disadvantages: Diplomats have a Duty to the Federation and to the Interplanetary Council. This is a 0-point Duty, as it requires their attention fairly often but they are not expected to

risk their lives. Diplomats are expected to be Honest. A few are Intolerant of Krishnans, considering them primitive barbarians.

Skills: All World Federation personnel must know Portuguese at a level equal to their IQ. Diplomats should be very good at the Social skills and languages. Interstellar and Terran Law are important skills for a diplomat, and most study Psychology and Xenanthropology. Area Knowledge of their assigned country is valuable.

WRITER OR JOURNALIST

Since its discovery, Krishna has been a favorite of the Terran media. Journalists of all types show up at Novorecife, ranging from well-groomed video reporters with an entourage of cameramen and technicians to lone writers carrying nothing but a notepad and a bottle of Scotch.

Advantages: Video personalities are often selected for looks and Charisma rather than for brains or talent. They can have high Status (or think they do). A good journalist may have Intuition or Empathy. Well-known writers and journalists may have a Reputation among other Terrans.

Disadvantages: Video reporters cannot afford any Odious Personal Habits that might show up on camera – but when the tape stops running, they may reappear. Writers may have various Physical Disadvantages from a sedentary life. Almost any Mental Disadvantage is appropriate for a journalist. An aggressive "muckraker" may make Enemies easily.

Skills: Writers and print reporters must have high Writing skill; video journalists should have Bard or Performance ability. Cameramen and photographers must know how to operate and repair their equipment. Research is important, and good writers are familiar with Literature and Poetry. Language skills are handy when one is interviewing the Pandr of Jo'ol or the Heshvavu of Zhamanak.



KRISHNANS

The scientific name for the inhabitants of Krishna is *Krishnanthropus sapiens*. They look almost exactly like humans, with high cheekbones, flat features and almond-shaped eyes. The chief differences are their green skin and hair, large pointed ears and antennae. Some Terrans have likened Krishnans to giant leprechauns. A Krishnan's antennae sprout from the forehead between the eyebrows. They are feathery, and function as organs of smell.

As among humans, there are racial variations among Krishnans. In the dry country west of the Sadabao Sea, the hair of the inhabitants tends to a bluer color. In the northern empire of Dur, the people have very pale skin with scarcely any green color visible at all. Southerners from the Khaldoni nations tend to have large and sensitive olfactory antennae. Racial differences among Krishnans are not as visible as those among Terrans, and several Krishnans have expressed surprise that African and European humans are the same species.

Roughly 80% of Krishnans are left-handed. Righties are usually thought to be clumsy and a bit eccentric. Like humans, Krishnans turn brown from continued exposure to sunlight, but because Tau Ceti emits less ultraviolet radiation than Sol, this effect is less pronounced.

METABOLISM AND ANATOMY

Despite their superficial similarity, Krishnans and Terrans differ in several important ways. The Krishnans have no navels, because they hatch from eggs. However, they are mammals, as the presence of nipples indicates. There are subtle differences in the shape and arrangement of the teeth and fingernails.

The internal differences are much greater. Krishnans have two stomachs, a six-chambered heart and only one kidney. Their blood uses the bright green oxygen-transport molecule hemocyanin, which is copper-based, instead of iron-based hemoglobin. Krishnan and Terran skeletons are similar, but the Krishnans have fewer ribs and more vertebrae than Terrans, and the shapes of individual bones are quite different.

Krishnans do live longer than Terrans do naturally – if they can avoid violence. Even without longevity pills, Krishnans often live more than a standard century. In game terms, they have one level of the Extended Lifespan advantage (p. CI54).

REPRODUCTION

Krishnans lay eggs, but are mammals. Females lay an egg after three months of pregnancy. The eggshell is flexible and leathery at first, but hardens on contact with air. Incubating eggs must be kept at a relatively constant temperature of 75 degrees for the remaining six months while the fetus develops. In some cultures this is done by burying the egg. Civilized Krishnans

carry their eggs about in a portable incubator on wheels; once the baby hatches the incubator converts into a stroller. Krishnan women nurse their children once they hatch.

The Krishnan and human reproductive organs are compatible in size and shape, although the two species are not inter-fertile. The genitals of Krishnan men are longer and slimmer than those of Terrans. It has been suggested that Krishnan-Terran relations would be much less complicated if the two species were not so similar in mating habits. Many Krishnans find Terrans desirable, and vice versa. Churches on both planets frown on this sort of thing.

SENSES

Krishnans use their antennae for smelling, though they also have smell receptors in their noses like Terrans. The Krishnan sense of smell is much broader than the human – many substances which humans do not smell at all have a powerful odor to Krishnans. Water, for example, has a very particular scent for them. The natives of the lands south of the Triple Seas are known for their long and luxuriant antennae and acute sense of smell. Conversely, Krishnans do not have palates as sensitive as Terrans do (as anyone who has dined in a Krishnan restaurant will surely attest). In game terms, Krishnans get a +1 to all Sense rolls when trying to smell something, but a -1 penalty on taste rolls (a racial-trait tradeoff worth no points). A Krishnan who loses his antennae suffers the No Sense of Smell disadvantage.

It costs five points to play a Krishnan character on Krishna. Krishnans on other worlds must take a 10-point Involuntary Duty (may not repeat any technical knowledge back home), and varying levels of the Primitive disadvantage.

TAILED KRISHNANS

The planet Krishna has the distinction of being the home of two intelligent species. Besides the well-known humanoid Krishnans, there are the ape-like tailed Krishnans. They are known variously as “tailed men,” “hairy men” or Koloftuma among Krishnans. Terrans refer to them as “caudates” (from the Latin word for tail). They are known scientifically as *Krishnanthropus kolofti*.

They are the last survivors of an early form of intelligent life on Krishna. The tailless Krishnan species diverged from the tailed ones about 2 million years ago. Tailed Krishnans mostly survive on the islands of Fossanderan and Zá, and in remote areas like the Koloft swamp. A related group with short tails lives in the forests of Jaega and Aurus.

The Koloftuma are short, with curved spines. They have powerful arms but short legs and their bodies are covered with sparse dark hair. Their tails are two to three feet long, and end in



a tuft, like that of a lion's tail. The tail is not prehensile, and functions as a Reach 1 Striker at -5 DX, worth 5 points.

Caudates are frequently cannibals, as much for religious reasons as for sustenance. It is not known whether or not they eat each other, or only tailless Krishnans and humans. Otherwise they live as hunters and gatherers. They do not seem to understand agriculture.

The tailed Krishnans have lower intelligence than their tailless cousins – they suffer a -2 penalty on IQ, and cannot normally buy an IQ over 9. They are excellent swimmers, with Swimming skill equal to their DX score. They have a very good sense of smell, significantly better than tailless Krishnans. Tailed Krishnans get a +2 to all Smelling sense rolls, and do not get any penalty on their Taste rolls.

Tailed Krishnans from Zá who have been given the Pannoetic Treatment can have their intelligence raised to above-human levels. They must pay an Unusual Background cost of 10 points, and can buy any level of IQ at the normal cost.

Tailed and tailless Krishnans can mate, but the hybrids are usually sterile. The hybrids have tails, but stand more upright and are closer to the tailless Krishnan level of intelligence.

The forest people of Jaega and Aurus are related to the Koloftuma. They have short tails and pale skin. Though slightly more intelligent than the Koloftuma, they are smaller and less physically powerful. The forest folk are timid and shy, living as hunter-gatherers. Frequent slave raids have made them fearful of outsiders. It is not known if the forest people are a hybrid race, a subspecies of the Koloftuma, or an entirely separate species of their own.

Tailed Krishnans get the following racial package: ST +2 (20 points), IQ -2 (-15 points), HT +2 (20 points), Acute Smell +2 with the No Taste Bonus limitation (-50%) (2 points), Extended Lifespan +1 (5 points), Tail (5 points), Swimming skill equal to DX (1 point), Primitive -3 (-15 points) and Social Stigma (Barbarian, -15 points).

It costs 8 points to play a tailed Krishnan.

BANDITS & ROGUES

Krishna abounds in thieves and robbers of all types. Criminals will usually be NPCs, although a cunning Krishnan crook teamed up with like-minded Terrans could be an interesting player-character.

Bandit

Bandits are armed robbers who prey on travelers in the wilderness. Occasionally large bandit gangs may raid isolated settlements. Some bandits are just local farmers moonlighting as highwaymen; others are organized into paramilitary bands.

Advantages: Any combat-related advantage is good for a bandit to have. Some bandits may have a local lord as their Patron, or possibly a powerful crime boss. Small, close-knit groups of criminals can take each other as Allies.



Disadvantages: Poverty, low Status and the Stigma of being a bandit are common disadvantages. They sometimes follow a rough Code of Honor.

Skills: Bandits rely on combat skills and Stealth. A few may use Intimidation to get what they want without fighting.

Pirate

Pirates on the Triple Seas come in all types. There are coastal wreckers who lure vessels to their destruction on the rocks and scavenge the remains. There are privateers who only attack ships authorized by their government. There are outright pirates who serve under no flag but their own.

Advantages: Pirates often have Combat Reflexes or Danger Sense. Toughness and Rapid Healing are very useful. A few captains are Patrons to their men; some have Contacts on shore.

Disadvantages: More than a few pirates are missing body parts from long years of sea-fights, giving them Physical Disadvantages and ugly Appearance. A few have a rough Code of Honor, and most suffer from low Status or a Social Stigma. Nearly all pirates are Poor; rich ones retire or get respectable.

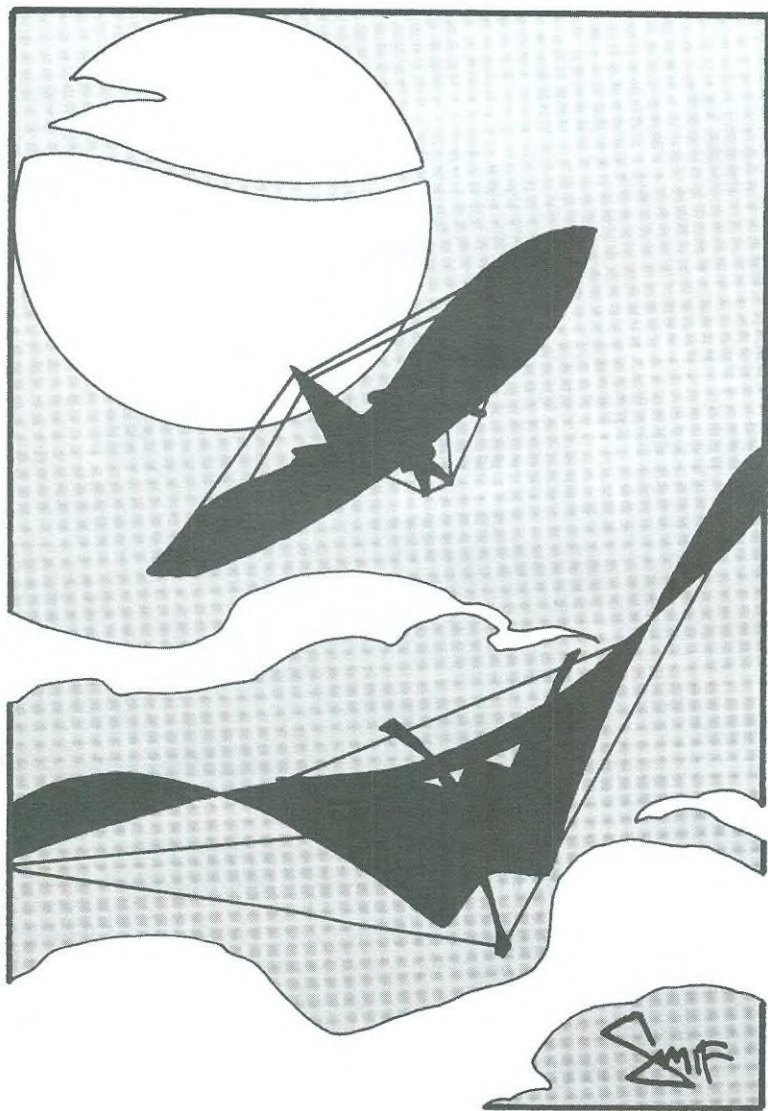
Skills: Pirates must know how to sail their ships and fight. Curiously, pirates (like many sailors) are often unable to swim.

COURIERS

Long-distance communication on Krishna is handled entirely by couriers. They are either official messengers in the service of a ruler or nobleman, or else employees of one of Krishna's many private express companies, such as the famous Mejrou Qurardena. Couriers tend to be adventurous sorts, with a great deal of professional pride.

Advantages: Literacy is required, since a courier must be able to get a receipt for packages delivered. Couriers can take





their company as a Patron – most courier companies are 10-point Patrons who appear Fairly Often. Some companies have Reputations – the Mejrou Qurardena are widely respected, and the silver helmet worn by their men ensures a good reception.

Disadvantages: Couriers cannot have any physical disadvantages which would prevent them from doing their jobs. Couriers have a 10-point Duty to their company. Honesty is sought after by employers. Since courier companies try to hire reputable people, anyone with a Social Stigma will probably not get work as a courier.

Skills: The most important skills for a courier are those which involve getting from place to place: Boating, Navigation, Packing, Riding, Seamanship and Survival. Combat skills are good for dealing with pirates or bandits. Social skills can be very useful when facing border guards and customs officials. Area Knowledge and foreign languages are vital.

DOCTORS

Krishnan medicine is quite primitive by off-world standards, but practitioners do what they can with herbal remedies and

occasionally the knife. In Varasto lands, doctors wear a ceremonial nose-mask and robe. Physicians will most often be NPCs, but could make interesting player-characters, constantly trying out their horrible Krishnan remedies on their comrades.

Advantages: Doctors often have high Status, and cultivate good Reputations. They may be wealthy or struggling to get by. Literacy is essential. A physician to a nobleman will certainly have his patient for a Patron, and may have quite a few Contacts as well.

Disadvantages: Almost any disadvantage is appropriate to a Krishnan doctor. Pacifism is common; Sadism or Bloodlust are thankfully rare.

Skills: Doctors must obviously have a high Physician skill, and most have high levels in Surgery and Diagnosis. Other important skills for Krishnan doctors are Alchemy, Botany, Genetics, Naturalist, Occultism, Physiology and Poisons. Note that all of these skills will be at TL3 or lower.

GLIDER PILOTS

Gliders have been used on Krishna for hundreds of years. Most are simple hang-gliders made of qong-wood and shaihan-hide. Launched off a cliff or high tower, they can soar for considerable distances. Glider races and aerobatic competitions are a popular sport, and reckless young noblemen often take up glider-piloting as a hobby. With the development of rocket-gliders in 2140, they become an important tool for aerial reconnaissance, and glider pilots find themselves on the cutting edge of warfare.

Advantages: Above all, a glider pilot must have fast reactions and keen senses. Alertness and Combat Reflexes can make the difference between a successful flight and a crash, and all glider pilots need a generous helping of Luck. Pilots in military service are all officers with Rank 3 or better. Glider champions often have a Reputation akin to sports heroes on Earth.

Disadvantages: Glider pilots can have all kinds of interesting disadvantages. Overconfidence is practically required, perhaps accompanied by the Delusion "I won't crash." A few bad landings may leave pilots with missing eyes or limbs. Pilots tend to be small, wiry fellows, often with the Skinny disadvantage. On the ground they are heavy drinkers and incorrigible lechers.

Skills: Obviously the primary skill for a pilot is Piloting. Most glider pilots have the Glider specialty, but pilots from Sotaspé can learn to fly Rocket Gliders. Meteorology and Navigation are useful skills for flyers to know. Leatherworking, Woodworking and Mechanic are the skills needed to keep a glider in good order.

HERDERS

The shaihan-herders of Chilihagh live a rough existence that is often romanticized by Terrans. Riding the range, your cross-bow ready by your side . . . is not as much fun as one might imagine. Loneliness, boredom and hard work are the lot of a herder – which is why they are notorious hell-raisers when in town.



Advantages: Herders have to be fit and tough to survive. Toughness, Alertness and Animal Empathy are all good qualities to have. Big ranchers are often Patrons to their men, bailing them out of jail and standing by them in feuds.

Disadvantages: Shaihan-herders seldom have much money. They follow a rough-and-tumble Code of Honor. Often herders on rival ranches are Enemies. Herders are generally Illiterate.

Skills: Shaihan herders are experts at Survival in the dry plains. They need a good weather eye, and are familiar with wildlife and plants. Herders usually have a basic understanding of Veterinary medicine, as well as First Aid. With long hours to practice they are good shots with a crossbow, and are probably the best aya-riders on Krishna.

KRISHNAN VIAGENS AGENTS

To help maintain the technological blockade, the Viagens Interplanetarias pays a few select Krishnans to report possible violations. These agents are also on hand to assist Terrans in trouble. Agents of the Viagens Interplanetarias make good Krishnan player-characters, and can often be encountered as NPCs.

Advantages: An agent of the Viagens Interplanetarias can take the organization as a Patron. Literacy is required. Allies and Contacts are very helpful. Since most agents are in it for the money, a couple of levels of Wealth (created by alien gold) are appropriate.

Disadvantages: Working for the aliens may count as a Secret, and in some places a possibly fatal one if revealed. The Viagens Interplanetarias may require a Duty of its agents, sometimes a hazardous one.

Skills: Agents of the Viagens Interplanetarias should speak Portuguese, and should have good Area Knowledge for the region about which they report. Other skills depend on what the agent's "day job" is.

MERCHANTS AND TRADERS

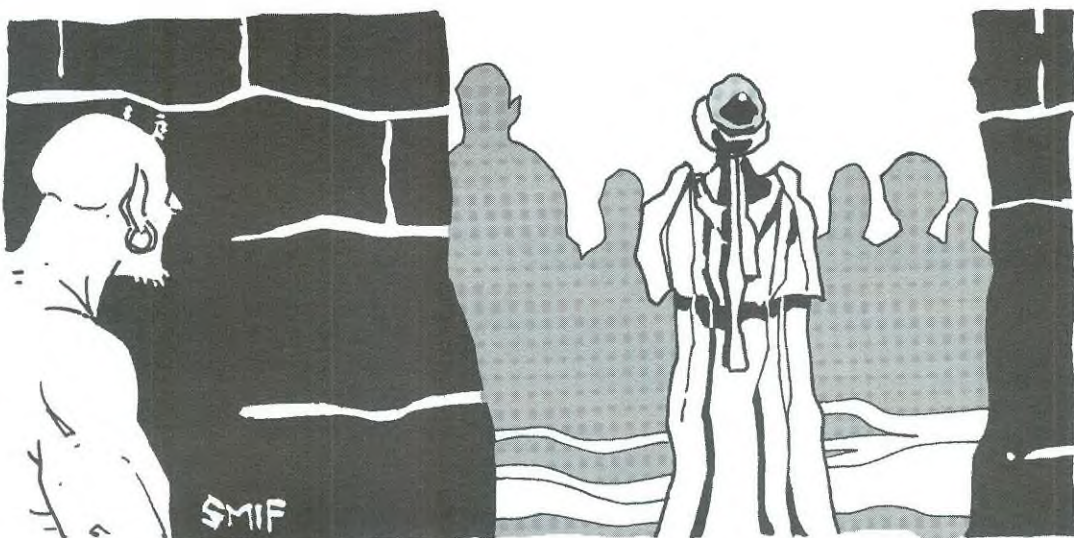
Most people on Krishna make their living by farming or herding. In the cities, however, there is a small but thriving class of merchants. Most merchants are fairly small-time operators, selling only to a local market. The more adventurous sorts travel far away to buy goods that are rare and expensive at home.

Advantages: While Wealth is an advantage all merchants aspire to, few are better than Comfortable. Literacy is a common advantage among merchants (they are the primary market for Krishna's nascent publishing industry). Prosperous merchants may well have a Reputation, and high Status at home. They frequently have many Contacts.

Disadvantages: Greed is perhaps the most common disad-

vantage among merchants, with Miserliness a close second. Those who are just starting out, or who have had a run of bad luck, may be Poor.

Skills: Obviously Merchant skill is vital for merchants. Other useful ones include Accounting, Administration (for big-time operators), Area Knowledge, Diplomacy and possibly Psychology. Traders who venture onto the seas must have Navigation and Seamanship. Those who do business with foreigners ought to know lots of languages. Caravaneers who range far by land must know Packing, Animal Handling, Riding and possibly Survival.



NOBLES AND COURTIER

All societies on Krishna have a strong system of social classes. The lower classes do all the work, and the upper classes run things. Terrans often run afoul of Krishnan noblemen, or else must deal with the courtiers who infest all the planet's centers of power.

Krishnan Nobles

The nobles of Krishna are a varied lot, ranging from rich merchants of Majbur to semi-civilized barbarian overlords of Qaath to ancient inbred aristocrats of Katai-Jhogorai. All have one thing in common: they are the elite, they know it and they'll make sure you know it.

Advantages: The primary advantage for a noble is Status. A noble should be at least Status 2 or higher depending on his actual position. Wealth usually goes with Status, but not always. In some countries, the nobility are automatically part of the military with an appropriate Rank (as in Mikardand), or have Legal Enforcement Powers.

Disadvantages: Even the ruling class has its disadvantages. Duty is a common one. In feudal states every noble except the sovereign has a Duty to his overlord. Almost all nobles are expected to adhere to a Code of Honor, though some do so only in public. The best noblemen have a Sense of Duty and are Truthful or Honest. ("They will not lie and they cannot be bought," as Frederick the Great said of his Prussian nobility.)



Overconfidence is a very common disadvantage among nobles, as is Stubbornness.

Skills: Noblemen are usually given good instruction in riding and the use of arms. In some countries, the nobility are the best-educated members of society; in others they are the worst. In creating noble characters, pay close attention to the bonus to Savoir-Faire which comes with high Status.

Knights of Qarar

The Knights of Qarar (Garma Qararuma) rule the Republic of Mikardand. They are an elite hereditary caste of warriors. Knights are expected to be brave and adventurous. Only members of the Order can serve in government or vote in elections. Normally only the children of Qararuma are eligible for membership.

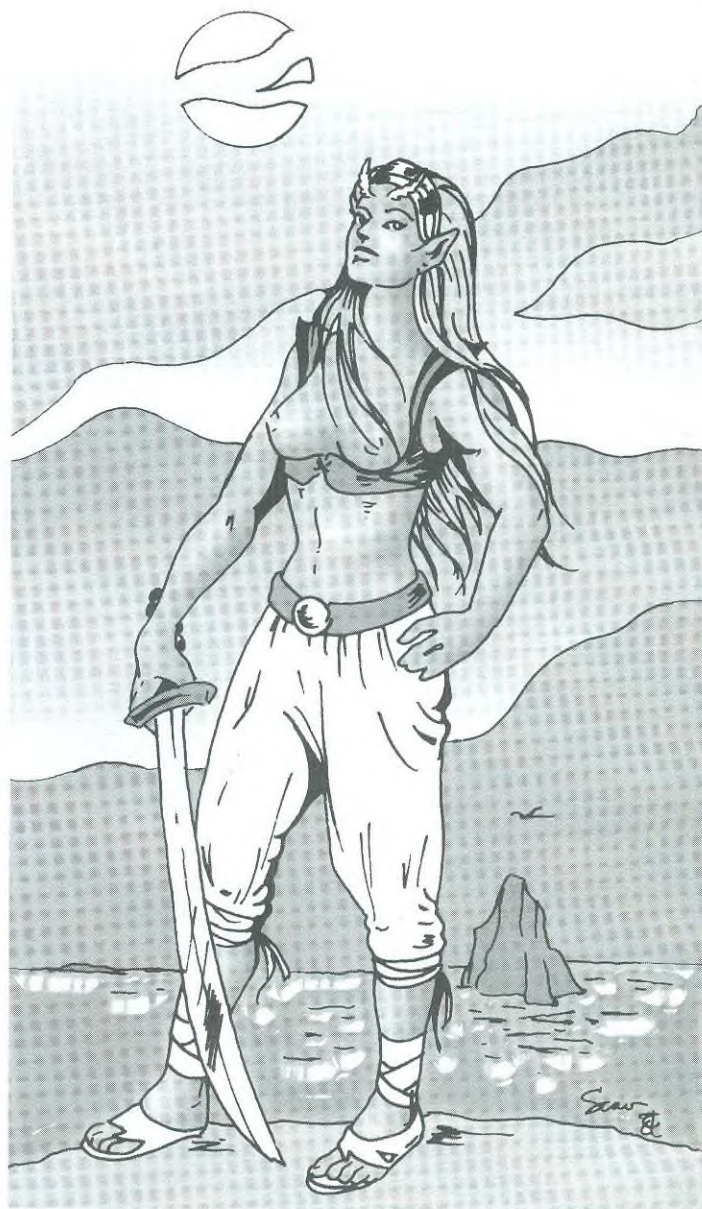
Advantages: Knights of Qarar have 10-point Legal Enforcement Powers, Military Rank and Status within Mikardand. A knight's military rank is tied to his level within the order; newly-made knights are the equivalent of Rank 3, and the grandmaster is Rank 8. All Qararuma begin at Status 1, and this goes up as they rise within the order. Full Knights gain 10-point law-enforcement powers throughout Mikardand.

Disadvantages: Qararuma with the rank of Squire or above must follow a -15-point Chivalric Code of Honor. Those inducted as Knights acquire a constant, -15-point Duty to the Order. A garm who fails to behave honorably will be thrown out of the order, and one who shirks his duty will be killed. All knights take a vow of poverty, recorded as Wealth level rather than a Vow, because as they rise in the order they get discretionary funds that make high-ranking members quite well-off. The following table shows the point cost of being a Knight of Qarar, combining all the advantages and disadvantages associated with each level and including Military Rank's bonus to Status.

Level in the Order	Rank	Status	Wealth	Cost
Qararum	0	1	Poor	-10
Squire*	2	2	Poor	-10
Garm (Knight)**	3	3	Struggling	-5
Elder Garm**	4	4	Struggling	5
Garm-Commander**	5	5	Average	25
Master**	6	6	Comfortable	40

* includes Chivalric Code of Honor, see above

** includes Code, Duty and Legal Enforcement Powers



SOLDIERS

One of the big reasons Krishna has a Class H rating from the Interplanetary Council is the constant warfare among the inhabitants. At any given time there is *at least* one war being fought somewhere on Krishna. Most kingdoms have a small standing army, with good equipment and a high level of training. During peacetime these are often the only troops in the country. In war, feudal levies or a national draft swells the army with large numbers of untrained men. Mercenaries make a good living, providing veteran soldiers for ambitious rulers.

Advantages: Soldiers should have the appropriate Military Rank. In many lands, the higher ranks are reserved for those of noble birth, and so officers must have high Status. Combat-oriented advantages are good, such as Toughness, Combat Reflexes or Danger Sense. Mercenaries can take Military Rank

to reflect their position in a mercenary unit, but regular troops often do not recognize mercenary ranks.

Disadvantages: Soldiers always gripe about their pay, and many are Poor. Often they are recruited from the dregs of society, and have low Status or a Social Stigma to overcome. All soldiers have a Duty to their commanders. Professional warriors often follow a Code of Honor. Hardened veterans may be Bloodthirsty, and can lose limbs, eyes or antennae in battle.

Skills: The most important skills for a soldier are combat skills. Soldiers must be able to handle their weapons, and in most armies that means high skill levels with swords, spears and bows. In the 2180s, black powder weapons became available in some armies. Cavalrymen must know how to ride. Marines serving aboard galleys often learn a little about Seamanship. Mercenaries should learn multiple languages.



OSIRIANS

Next to Terrans, the Osirians are the most important species in the Interplanetary Council. They are saurian creatures, similar in build to some of the smaller dinosaurs. They have small heads perched at the end of a foot-long neck. Osirians walk on two clawed feet, with a long tail for balance, and are covered with tough scales. They speak a sibilant language of hisses and rasps. Their name for themselves is Sha'akhfi, and their planet is called Akhfiq'thaf.

Osirians reproduce by laying eggs, have two sexes and live in complex multiple-marriage arrangements, in which several males and females share the responsibilities of raising young. A marriage of this sort can last longer than the life-span of any of its members, as new spouses join and others die or divorce the group.

They tend to be impulsive, highly-strung beings, driven to hysterics by any upset. Their strong emotions often drive them to act without thinking. On their homeworld they use small committees in place of individual decision-makers to ensure that no one individual's whims should unduly affect society. Osirians enjoy travel, and many of them visit Earth or Krishna. Aside from humans, they are the most commonly-encountered alien species on Krishna.

Osirians do not normally wear clothing, but decorate their skins with elaborate patterns of stripes and dots. In chilly or damp climates they may don whatever garments the locals use, modified to fit their alien frames.

Their civilization is quite advanced; their scientists were able to duplicate the mesonic drive after the first Viagens spaceship visited the Procyonic system. Osirian technology is particularly advanced in electrostatics, using electric fields for cleaning and electrical repulsion in place of lubricants. They developed the deadly electrostatic shock guns, and routinely transmit power without wires over great distances.

Osirians have ST +1 (10 points), Enhanced Move +1 (10 points), Striker (a tail, with a -5 DX penalty and a reach of one hex) (5 points), Nictating Membrane +1 (10 points), and Scales giving DR 1 (3 points). Their hands and feet have small, sharp Claws (+2 damage, 15 points).

All Osirians have telepathic Pseudohypnosis at a base power level of 3 (9 points). Without training, their skill defaults to IQ-4.

They cannot swim, and they have Inconvenient Size (-10 points) among Terrans or Krishnans. All Osirians are Impulsive (-10 points), and suffer from two levels of Weak Will (-16 points).

Off their homeworld, they are obviously aliens and appear Hideous (-20 points) to those unfamiliar with them. On Krishna

they must take an Involuntary Duty (-10 points) not to reveal technological secrets.

It costs -4 point to play an Osirian on Krishna. They can be encountered as NPCs – their power of mind control makes them excellent villains – and make good player-characters.

TELEPATHIC PSEUDOHYPNOSIS

The Osirians evolved a psionic ability to control minds before they attained sentience (it has been hypothesized that they evolved intelligence because of the large brain needed for their pseudohypnotic powers). Pseudohypnosis is very much like using a verbal Telecontrol with no need (or ability) to Telereceive, as described in the *GURPS Basic Set*. Someone under pseudohypnotic control will obey any commands given by the controller.

Osirians have a basic power level of 3 with this ability, limiting them to a range of only a yard. Their power (which GMs may rule has no link to traditional Telepathy power) costs 3 points per level and can be bought up to a maximum level of 6. Like all Psionic skills, Pseudohypnosis is a Mental/Hard skill with no bonuses for Eidetic Memory.

Limitations

The power has a few limitations. The Osirian must give his subject verbal commands, so the subject must be able to hear and understand what the Osirian is saying. The process takes about a minute, and the subject must either be cooperating or restrained.

Pseudohypnosis does affect animals, but can only be used to make them docile and calm (its original purpose was to make prey hold still). Creatures trained to obey verbal commands can be made to follow any command they understand.

Osirians on Earth or traveling aboard Viagens Interplanetarias starships must agree not to use their powers on other sentient beings. Individuals who break that rule can be deported, imprisoned or – worst of all – fined.

A silver cap worn next to the scalp can block the effects of pseudohypnosis. Other metals are less effective – lining your hat with aluminum foil gives a -2 skill penalty to mind-control attempts. Great trauma can break conditioning (the shock must be severe – nearly drowning, being shot or rolling a Fright Check result of 21 or greater). For some reason, Krishnans are slightly more resistant to telepathic pseudohypnosis than Terrans – all attempts made against a Krishnan are at -1 to skill. The limitations cut the power cost, compared to regular Telepathy, to three points per level.



OTHER RACES

There are a number of other sentient races in the Viagens Interplanetarias universe. Nearly all may be found on Krishna, particularly during the second half of the 22nd century. The reclusive Martians, regimented Sirians and methane-breathing Odinians are never encountered out of their home environments, and so are not described here.

THOTHIAN

Thothians are natives of the fifteenth planet of Procyon. They are small, furry creatures resembling lemurs or raccoons which bear live young but are not mammals. Thothians stand about four feet tall and weigh about 80 pounds, with hairless, rat-like tails and nimble seven-fingered hands. Like most higher animals on Thoth, they are hermaphrodites – each Thothian can both sire and bear young. Parents feed their offspring partially-digested food until the young develop teeth. They are good swimmers, and their fur is oily and water-repellent. They have green blood similar to that of Krishnans.

Thothian science is advanced enough for them to be members of the Interplanetary Council, though their engineering relies more on empirical knowledge rather than theoretical models. They are very good at duplicating and improving on the technology of other species.

Psychologically, the Thothians are inclined to be selfish and inconsiderate. They do not live in family groups – single Thothians raise their offspring alone and kick them out of the house in early adolescence. Thothians are very practical beings, and have little use for sentimentality or abstract notions.

Thothians have a base ST of only 5 (-40 points). Their seven-fingered hands give three levels of Manual Dexterity (9 points). They automatically know Swimming skill at DX (1 point).

They have an Inconvenient Size (-15 points) when dealing with other species. Thothians are Greedy (-15 points) and suffer from a -1 racial Reputation as sharp dealers (-5 points). On other planets they are obviously aliens, but they are cute and furry enough to get no penalty for looks. Like other advanced species, Thothians on Krishna must take a -10-point Involuntary Duty not to reveal scientific knowledge.

It costs -75 points to play a Thothian character. They make good villains and entertaining player-characters.

ISIDIANS

Isidians come from the sixteenth planet of Procyon. They are powerful creatures resembling small, low-slung elephants. They stand on eight stumpy legs and use their prehensile trunks to manipulate objects. Because they only have one trunk, Isidians cannot use many artifacts designed for humans or Krishnans. They evolved as browsing herbivores and so must spend much of their time eating.

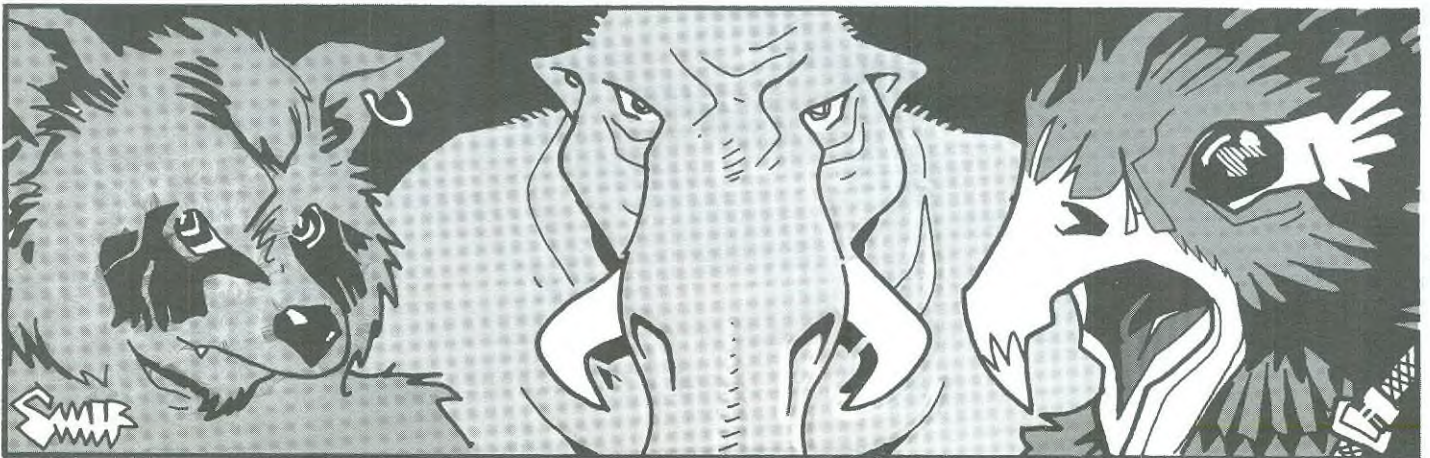
Their technology is not sufficiently advanced for them to be members of the Interplanetary Council, but they are advancing rapidly and they are always in demand as agronomists for their highly advanced knowledge of ecology and plant biology.

Isidians have a racial ST of 20 (110 points) and Extra Legs (15 points) for eight in all. They have tough skin, giving DR 1 (3 points). Their placid temperament makes them Collected (5 points). Their trunk has Extra Flexibility (5 points), but is their only manipulating limb (One Fine Manipulator, -15 points). They have Inconvenient Size (-10 points) among humanoids and a Horizontal posture (-10 points). They are Slow Eaters (-10 points), needing about six hours per day to eat. Their short legs give Reduced Move -2 (-10 points), though the number of legs means that an Isidian's Move is reduced by only one for each leg disabled. They appear Hideous (-20 points) to most other species. On advanced planets like Earth or Osiris they are Primitive, but not on Krishna. They do take the -10-point Involuntary Duty not to reveal technical information on Krishna, however.

It costs 53 points to play an Isidian. They are very rare outside of the Procyon system. Isidians make good player-characters, but probably should have some humanoid companions.

THORIANS

Thorians come from the third planet of Epsilon Eridani. Descended from flightless bird-like creatures, they are primarily carnivores, but also feed on fruit and seeds. They have effective hands and deep voices that sound like a foghorn in disrepair. Thorians have two sexes, and bear their young live. They cannot swim, and dislike the sea. Until the development of aircraft, most travel on their planet was on land.



Thorians are great keepers of grudges. They are very sensitive to slights and insults, and often look for offense where none is intended. They are not especially aggressive, however – one who feels himself wronged will sulk and whine rather than fight.

Thorians have a fantastic mixture of technologies. The most advanced cultures on their planet when the first Terrans arrived had steam power and the beginnings of industrialization. Knowledge gained from the Terrans, combined with massive research programs, gave them atomic power and spaceships, thereby allowing Thor to join the Interplanetary Council. But much of their technology remains at a Victorian level, leading to such bizarre combinations as spaceships with mesonic engines and mechanical clockwork computers.

Thorians have sharp beaks treated as Sharp Teeth, which can inflict cutting damage per p. B140 (5 points). Their feet are completely prehensile and work as well as their hands, counting as Extra Arms with the limitation Legless while in Use (-35%) (13 points); their feet cannot be used as hands in combat. They are noticeably alien and cannot be disguised as Krishnans. As a result of historical events, all Thorians are Intolerant of Terrans (-5 points). Thorians on Krishna must take the standard Involuntary Duty (-10 points) imposed by Regulation 368.

It costs 3 points to play a Thorian on Krishna.

VISHNUVIANS

Vishnuvians are centauroid creatures, with four legs and two arms, from Krishna's sister world, Vishnu. Their hands and semi-prehensile feet have four digits. They have faces like those of gorillas, but with a third eye in the center of their foreheads. Their keen hearing extends into the ultrasonic frequencies. Vishnuvians are omnivores; most of their diet consists of leaves and fruit, occasionally supplemented with insects, eggs or small animals.

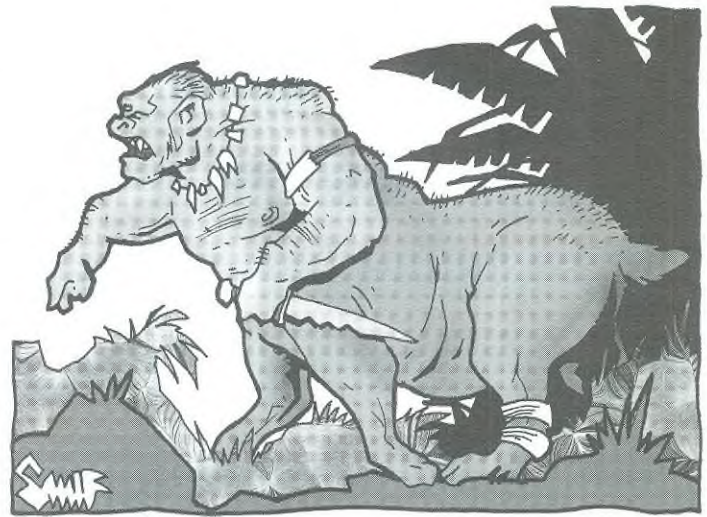
Reproduction among the Vishnuvians is governed by the calendar. During the rutting season the males become highly aggressive, battling each other over mating rights. Mating challenges are the basis of their political system, so a tribe's chief is also its bull male. When a chief loses a mating fight, he is replaced by the successful challenger. Vishnuvians are true mammals – they bear their young alive and nurse them for up to a year.

The Vishnuvians have a very primitive culture. Their tools are made of soft copper or stone and their political systems are equally primitive. Vishnuvians live in small bands which constantly war with each other. The species has two major races. The Dzlieri are covered with sparse reddish fur, while the Romeli have bare, slate-gray skin. Biologists are divided over whether or not the two groups are the same species. It is not known whether there are other races inhabiting Vishnu.

Male Vishnuvians stand just over six feet tall, with bodies about six feet long. They weigh about 350 pounds. Females are shorter but a little plumper. All have short, tufted tails.

Vishnuvians have two Extra Legs (5 points) and Enhanced Move +1 (10 points). They have Acute Hearing +1 (2 points) that extends into the ultrasonic range (Ultrahearing, 5 points). They get a +1 on all Tracking rolls (1 point). Vishnuvians are Centauroid (0 points) and on Krishna suffer from two levels of the Primitive disadvantage (-10 points). On more advanced worlds, it would be even worse. Among beings not accustomed to aliens, Vishnuvians appear Hideous (-20 points). On Krishna, Vishnuvians have Inconvenient Size (-10 points).

Playing a Vishnuvian on Krishna costs -17 points. Because they are primitives they are not bound by Regulation 368 on Krishna, although they will be when they get home to Vishnu. Vishnuvian player-characters are good for players who enjoy running barbarian berserkers.



ORMAZDIANS

Ormazdians come from the innermost planet of Lalande 21185. They are very human-looking – other species have some trouble telling Ormazdians from Terrans. They are tall and slender, with reddish-pink skin, and are completely hairless except for a Mohawk strip on the top of the head. Ormazdians have only four fingers on each hand and four toes on each foot. Their eyes have slit pupils, like a cat's, and they can see in the dark. Their ears are small and flat. Ormazdians can easily pass for Krishnans with the same disguises used by Terrans. The few who actually visit Krishna arrive in the later period when disguises are not necessary.

Ormazdians have two sexes, and are egg-laying mammals, much like the Krishnans. Sexual maturity is closely tied to diet, such that an Ormazdian raised on a low-protein diet remains sterile, while a mixed diet produces normally fertile adults and a diet extremely rich in protein makes them hyper-fertile – a female on an all-meat diet can lay an egg every day.

Ormazdian social structure is based on this quirk of biology. They are organized into "communities," similar to an ant colony or beehive. Each community has a single fertile queen, and all the inhabitants are her offspring. Sterile workers perform all labor, and a small caste of male drones do their part by fertilizing the queen. Workers are taught that meat is poisonous. Contact with a Terran expedition creates enormous changes in Ormazdian society, as the workers learn that they can have children of their own.

Ormazdians have Night Vision (10 points), but are otherwise nearly identical to Terrans or Krishnans in abilities. Those who leave their native world suffer from the Primitive disadvantage. Ormazd is roughly Tech Level 1, so Ormazdians on Krishna have a -10-point disadvantage. Their appearance is only slightly odd to other humanoids, and by the time any Ormazdians reach Krishna, the natives are sufficiently used to Terrans that Ormazdians are hardly noticed.

Playing an Ormazdian costs 0 points.



ADVANTAGES, DISADVANTAGES AND SKILLS

Most of the existing *GURPS* advantages or skills function normally in the Krishna universe. There are a few exceptions noted below.

ADVANTAGES

Contacts

see p. B234, C122

Useful types of contacts on Krishna include:

Noble Contacts. Members of the nobility, or servants in noble households, can provide information about intrigues of the mighty. Noble contacts know about social events, feuds, plots against the ruler and diplomatic affairs. Base cost is 1 point for a servant with an effective skill of 12. Minor nobles or the personal servants of the great are worth 2 points, and have an effective skill of 15. Powerful nobles themselves are worth 3 points (effective skill of 18), and great rulers cost 4 points (effective skill of 21).

Alien Contacts. Krishnans are always very curious about goings-on in Novorecife. Krishnan characters can pay 1 point for a Terran who occasionally visits Novorecife (effective skill 12). A low-level employee of the Viagens Interplanetarias is worth 2 points (effective skill 15). Well-connected people like security officers or the bartender at the Nova Iorque bar are worth 3 points (effective skill 18). Contacts like the commandante or the chief of security are worth 4 points, and know pretty much everything (effective skill 21).

Immunity to Disease

see p. B20

Terrans on Krishna are effectively immune to most native diseases anyway, due to their alien metabolism and advanced medicine. The same is true for Krishnans on Terra. But both species must still worry about contracting their native diseases. Terrans on Krishna get Immunity to Disease as part of their racial package.

Legal Enforcement Powers

see p. B21

In campaigns confined to the planet Krishna, most off-world law enforcement agencies have no authority. Even the Viagens

Interplanetarias security service's jurisdiction ends at the gates of Novorecife. Note that most Krishnan nobility have some authority to enforce the law, at least on their own lands.

Literacy

see p. B21

During the period described in the stories, books become increasingly common, so Krishna is a semi-literate society. Literacy is a 5-point advantage; illiteracy a 5-point disadvantage, and the default state is Semi-Literacy. Terrans are literate in their own languages.

Patrons

see p. B24

Only entities on Krishna, such as local rulers or the Viagens Interplanetarias, can be Patrons. The Viagens Interplanetarias is a 20-point Patron, with limited resources but advanced technology. Rulers of small kingdoms like Qirib or the islands of the Sadabao Sea are worth 15-20 points. Prince Ferrian of Sotaspé qualifies as a 20-point Patron because he can furnish newly-invented equipment unknown anywhere else. Emperors like the Dour of Balhib are 25- to 30-point Patrons, depending on whether the campaign is mostly confined to their realm or not.

Reputation, Wealth and Status

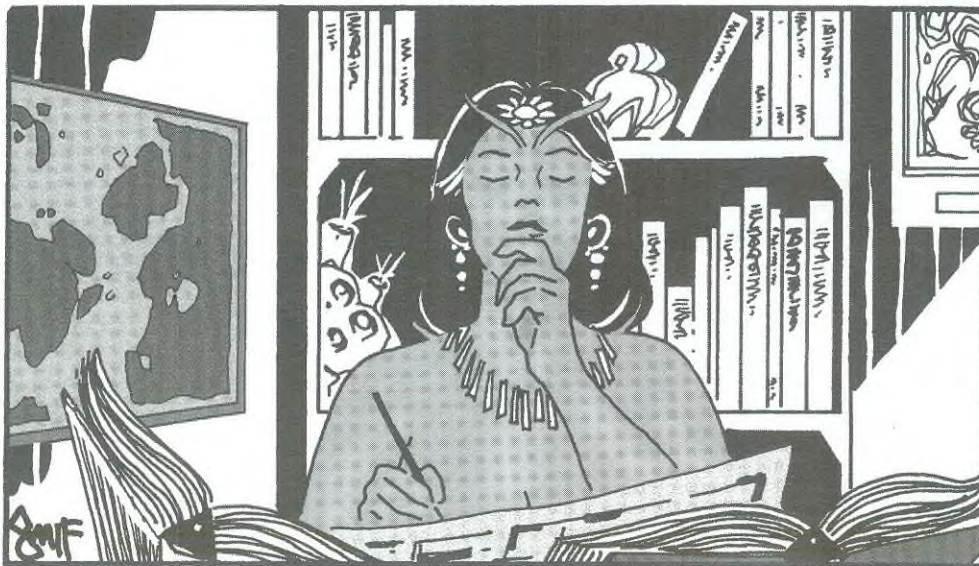
see pp. B16-18

In campaigns that take place exclusively on the planet Krishna, social advantages from Earth are of limited importance. To Krishnans, all Terrans are pretty much equal – funny-looking aliens. A character's Status may have some slight effect on other Terrans.

Wealth matters only if you can get at it. Wealth in a Krishna campaign refers only to wealth actually available on the planet Krishna. Characters who buy the Wealthy advantage have access to large sums, either in karda or letters of credit redeemable at Novorecife. Others can be millionaires back in Rio, but have only modest funds actually with them.

A Terran character can have a widespread Reputation on Earth, but on Krishna that translates to being known only among a small, select group – Terrans on Krishna. Characters who perform deeds of note may well develop reputations of their own on Krishna, which function normally.

A few Terrans traveling on Krishna in disguise have tried to adopt the identity of real Krishnans as a cover story. The GM may wish to assign a secret Reputation value to that Krishnan's identity. Anyone attempting to impersonate him should make a Reputation roll to see if they know of any reputation that Krishnan might already have. An unwary Terran pretending to be the Krishnan adventurer Zangir of Dur may discover that lots of people have heard of Zangir – and don't like what they've heard!



DISADVANTAGES

Age

see p. B27

Terrans with access to Longevity pills cannot take the Age disadvantage until they are at least 150 years old. (in subjective years, not their calendar age). Krishnans are naturally long-lived, see p. 72.

Bad Sight

see p. B27

The Krishnans have very good optical technology, and had invented spectacles before the arrival of Terrans. As a result, Bad Sight is correctable even for native Krishnans.

Code of Honor

see p. B31

Brazil's influence on Earth inspired a resurgence of the Latin code of honor – avenge any insult, protect women related to you – worth -10 points. The spread of Neo-Puritanism in English-speaking lands also encouraged a revival of the Victorian gentleman's code, worth -10 points. Krishnan nobles follow either a gentleman's code, or the more exacting chivalric code, which is worth -15 points.



Dependents

see p. B38

Characters on Krishna should not get points for Dependents who are not on the planet. Dependents who are on Krishna naturally count at full value.

Clients as Dependents

In some campaigns, only skilled agents and adventurers will go wandering about on a dangerous planet like Krishna. But others will involve guides escorting teams of scientists or tourists. Such people do count as Dependents, even though the individuals vary from adventure to adventure. Point costs may vary, based on what the guides normally expect.

Competence. If the clients are reasonably competent people, they count as -6 point dependents. If they are a bunch of nitwits they are worth -12 points.

Protection. Tour guides may be required to put their clients' lives above their own, which doubles the point value of the dependent. Viagens Interplanetarias agents take the position that travelers on Krishna do so at their own risk. For them, the point value is half of normal. Other guides take some risks to protect their charges but not at the expense of their own lives. Such ordinary guides get the listed value for their clients.

How often they appear: Use the normal rules on p. B38 to govern the point value multiplier for frequency of appearance. Note that even professional tour guides must spend long periods idle when there are no ships in port at Novorecife. The best multiplier one can reasonably expect is double base value.

Numbers: If the guide has to take care of only one person, halve the point value. For small groups, up to twice the number of trained adventurers protecting them, use normal value. If the number of tourists is more than double the number of guides, double the value.

Examples: Percy Mjipa is in charge of escorting Dr. Alicia

Dyckman from Zhamanak back to Novorecife. Alicia is a competent character (-6 points), Percy is not expected to sacrifice himself for her (no multiplier), this is not a common occurrence for Percy (half value), and she is an individual (half value again). So Percy gets only one point while rescuing a Terran traveler like Alicia.

By contrast, Fergus Reith is a professional tour guide. His clients are almost always incompetent boobs (-12 points), he is expected to get them home safely no matter what (double point value), he does this quite often (double value), and he is usually far outnumbered by his charges (double value again). Fergus gets -96 points – and boy, will he need them!

Honesty

see p. B33

An Honest off-worlder on Krishna will try to respect local laws and customs. He may evade local laws only when a Krishnan law requires him to do something forbidden at home. So if the Tailed Men of Fossanderan make all visitors to their island eat human flesh, an Honest Terran can quite properly refuse, but if an Honest Osirian thinks Mikardand puts too many restrictions on business, he must still observe their regulations. Thothians cannot take the Honesty disadvantage.

Incompetence (Disguise)

see p. C191

Some things are just impossible to disguise, while others are merely very difficult. Members of an alien race with too many limbs can't easily masquerade as humans. Black-skinned humans have a hard time coloring themselves light green. During the period in which aliens are not permitted on Krishna, these can be serious problems.

Some characters' looks are too strange to be concealed. They may seem attractive or horrible to "normal" people, but they will automatically be noticed. This level is usually found only among aliens with drastically different body plans. If disguise is *absolutely necessary for survival* in the campaign, this level of Incompetence is worth -5 points, because the GM may rule it leads to situation-specific Incompetence in many other skills (such as Diplomacy). Isidians, Osirians, Thorians and Thothians have -5-point Incompetence on Krishna during the period when aliens were forbidden.

Some characters or species have a feature that can be hidden with a little effort. The disguise will hide the feature, but may itself be conspicuous (a hood, a long robe or a bulky overcoat). Observers who make an IQ roll will notice something odd about the disguised person. If disguise is *absolutely necessary for survival* in the campaign, this level of difficulty is the equivalent of



"incompetence in Krishnan disguise," a -1-point quirk. Dark-skinned Terrans have this difficulty on Krishna. After aliens are permitted to reveal themselves on Krishna, this disadvantage disappears. They look like they look. (See "Taboo Traits" on p. C1176 for reasons why races can't universally take Incompetence.)

Involuntary Duty see p. C177

Off-worlders from advanced planets (in other words, all Terrans, Osirians, Thothians and Thorians) suffer from an Involuntary Duty not to reveal scientific or technical information to the Krishnans. The Duty is first imposed by Viagens Interplanetarias coercion, and later by the Saint-Rémy Treatment. It is not dangerous, and is worth -10 points.

Since all off-world characters get the treatment, this disadvantage does not count against the -40-point limit.

No Sense of Smell (Anosmia) see p. B29

Krishnans whose antennae are cut off lose their sense of smell, but not their sense of taste. They also suffer a -1 reaction roll with other Krishnans.

The point value for having no antennae is -5.

Social Stigma see p. B27

Tailed Krishnans are treated as semi-human barbarians by their tailless cousins. In mainstream Krishnan society, all tailed Krishnans get a -15-point Social Stigma. The Gavehona suffer from a -5-point Stigma among most other Krishnans.

SKILLS

A great many skills apply only to a given planet's environment or life forms. Players should list on their character sheets whether a given skill applies to Earth, Krishna or some other planet. When using a skill on an unfamiliar world, there is the usual Familiarity penalty of -2, as described on p. B43. This penalty applies to all skills involving the local life-forms, climate and culture.

Note that all Krishnan skills are assumed to be TL3, whereas skills learned on Earth or other space-faring planets are TL8. This means that Krishnans cannot apply their knowledge to advanced devices, and Terrans are at a -9 skill penalty when trying to use Krishnan equipment. These penalties are in addition to the penalties for alien environments.

Anthropology see p. B59

Anthropology is the study of Terran cultures; Terrans studying Krishnans learn Xenology. However, Krishnans are so similar to humans that anthropologists have gained useful insights into the evolution of Terran societies by studying Krishnans, and vice-versa. Characters with Anthropology skill can apply it to Krishnans at a penalty of -2. Otherwise Anthropology and Xenology default to each other at -4.

Archaeology

see p. B59

Characters should specify which planet their Archaeology skill applies to. On other worlds, that skill is at -6 for questions of knowledge and lore, but there is no penalty for matters involving the actual work of archaeology.

Area Knowledge see pp. B62, C118

The time-dilating effect of space travel near the speed of light can make a star voyager's Area Knowledge and other social skills out of date. Apply the Long-Distance Modifiers described on p. B151, substituting the number of years a character has been gone for miles. In addition to Area Knowledge, this modifier may affect Acting, Politics, Savoir-Faire, Streetwise and any other skill that depends on fitting into society.

Biology Skills

Applying knowledge of biology learned on one planet to alien life forms is very difficult. In general, all biology skills are at a -6 penalty in alien environments. The one exception is Ecology, which suffers no penalties at all.

Disguise see p. B65

Characters trying to impersonate Krishnans must use Disguise skill. The Viagens Interplanetarias makeup kit for Terrans on Krishna gives a +4 to Disguise, but only for purposes of masquerading as a Krishnan. The kit does not give any bonus to prevent Krishnans from recognizing an individual's features, so a character can use his disguise kit to make himself look as if he were a Krishnan, but he is still recognizable as himself. The kit is no help in making him look like a different person.

Light-skinned Terrans or Ormazdians are at no penalty to make themselves look like Krishnans, but a naturally dark-skinned Terran has a hard time concealing its hue and takes the one-point quirk "incompetent in Krishnan disguise." Other species such as Thothians or Osirians cannot be disguised as Krishnans at all.

Engineer see p. B60

Terrans with technical knowledge are forbidden to share their skills with Krishnans. Characters with Engineer skill who have had the Saint-Rémy treatment must use their default knowledge of TL3 engineering at the standard penalty of -9. Many engineers traveling to Krishna study TL3 techniques in advance.

Languages see p. B55

Krishnan languages are all Hard skills for Terrans, and vice versa. Speakers of one Varasto language can learn others as Easy skills (they default to each other at -3) and the same is true among the Khaldoni language family. Krishnans learn unrelated languages as Average skills. The language of the tailed Krishnans is Very Hard for anyone to learn. The languages of aliens like Thorians, Osirians, Isidians and Sirians are Very Hard for humanoids.



Linguistics

see p. B61

Characters who have learned Linguistics on Earth have no penalty when studying the languages of the humanoid Krishnans, but get a -3 to work with the speech of more alien creatures. Linguists do get to apply 1/10 of their Linguistics skill to their knowledge of alien languages, but only after they have spent at least one point learning the language.

Medical Skills

Doctors trying to treat alien patients have a tremendous handicap. Even when creatures look similar on the outside, their bodies may be totally unfamiliar on the inside. Most medical skills (Diagnosis, Physician and Surgery) get the following modifiers:

Similar morphology (human treating Krishnan or Ormazdian): -3

Dissimilar morphology (human treating Osirian or Isidian): -7

Unusual biochemistry (human treating Odinian or Martian): -9

First Aid skill depends less on knowledge of anatomy and physiology, so the listed penalties are halved, and can be ignored completely for certain simple procedures. If the doctor has the time and opportunity to check medical references, the penalty can be reduced by two levels. Note that the species must have enough knowledge to write medical references! Krishnans have almost no understanding of their own biology, so a Terran physician consulting their texts would find mystical rubbish.

Occultism

see p. B61

Mystic beliefs differ from planet to planet. A character with Occultism skill gets a -5 penalty when dealing with the superstitions of alien beings. Characters can study the occult traditions of another world as a separate skill, for the normal cost.

Photography

see p. B47

Krishnan characters may learn to use the primitive glass-plate cameras of their own planet. The usual tech level penalties apply for Terrans trying to use Krishnan cameras or vice versa.

Piloting

see p. B69

Gliders and rocket gliders are the two types of aircraft known on Krishna. Only Krishnans from Sotaspé may learn to fly rocket gliders. Terrans may know any piloting skill, but the usual Tech Level penalties apply for Terran pilots trying to fly Krishnan gliders.

Social Skills

see pp. B62, C118

As noted above under Area Knowledge, some social skills may become out of date as a result of star travel.

Sex Appeal

see p. B64

Ordinarily, this skill cannot be used on aliens, but the curious external similarity among Terrans, Krishnans and Ormazdians is an exception. Sex Appeal skill can be used among those three species with a penalty of only -2. Some members of these races find one or both of the others exotically attractive. Using Sex Appeal on an individual with that quirk suffers no penalty.

Veterinary

see p. B47

As with medicine, this is a difficult skill to apply to alien creatures. Characters learning this skill should specify which world's animals they specialize in. Veterinarians trying to treat alien animals are at a -5 penalty.

Attempts to treat creatures with a completely different biochemistry are at -9.

Xenology and Xenobiology

see pp. B246, C159

The *GURPS* skill of Xenology is generally called "xenanthropology" in the Viagens Interplanetarias universe. Xenologists or xenobiologists who specialize in the study of a single planet may want to simply buy Anthropology or biology skills, noting that they are for a particular world, i.e., Biochemistry (Krishnan).

ECONOMIES, JOBS AND WEALTH

Earth in the 22nd century is a relatively rich and prosperous place. Extensive socialization means nobody is in danger of going hungry, and government-run industries have oversized work forces to increase employment. On the other hand, taxes are high, particularly on the upper income levels.

Krishna, meanwhile, has a completely unregulated economy. The poor are very poor indeed, and the rich are fabulously wealthy. Most Krishnans qualify as poor; even the middle class makes up less than 10 percent of the population.

STARTING WEALTH

Terrans and members of other space-faring species start off with \$20,000. All but 20% is likely to be tied up in property and personal belongings back on Earth. Viagens Interplanetarias staff at Novorecife have most of their salary deposited to banks on Earth, so get only about 20% to spend on Krishna.

Terrans who have settled on Krishna are assumed to have converted their World Federation dollars to karda, and have most of their wealth tied up in property on Krishna.

Starting wealth for Krishnans is 500 karda. Again, about 80 percent of that represents land, a home, belongings or the tools

of the character's trade, so that only 100 karda are free to spend. Multiply appropriately for wealth or poverty.

STATUS AND COST OF LIVING

The table below lists sample Status levels and monthly cost of living for both Terrans and Krishnans. Terran examples and prices are listed first, separated from the Krishnans by a slash.

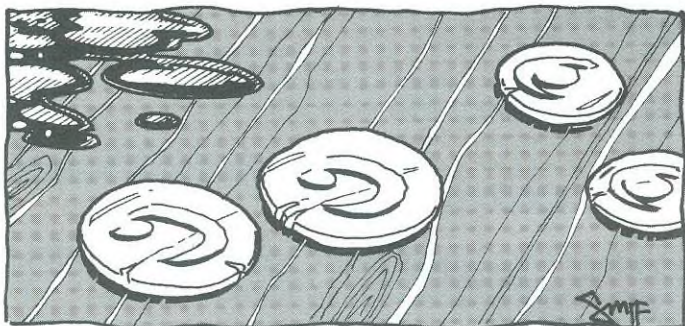
Level		Monthly Cost of Living
-4	None/Slave	0 arzou
-3	None/Beggar	30 arzou
-2	None/Bandit	3 karda
-1	Hoodlum/Peasant	\$300/7 karda
0	Citizen/Freeman	\$600/15 karda
1	Doctor/Merchant	\$1,200/36 karda
2	Politician/Garm	\$2,400/72 karda
3	Businessman/Lord	\$4,000/150 karda
4	Media Star/High Priest	\$6,000/250 karda
5	Agency Head/Dasht	\$8,000/350 karda
6	Althing Member/Pandir	\$10,000/500 karda
7	World Manager/Dour	\$20,000/1000 karda



CURRENCY

The basic unit of currency on Earth is the World Federation dollar, which has the buying power of a U.S. dollar of the 1990s. Both use the symbol \$. Krishna has many currencies. The most common in the Triple Seas region is the kard, a silver coin worth about \$20. A gold kard is worth \$400, but all prices are in silver unless noted. For small transactions the Krishnans use a brass coin called the arzo. A kard is worth 64 arzo.

Karda and World Federation dollars fluctuate against each other in value. GMs who wish to simulate this should roll each month to see what the prevailing rate is on the table below. The World Federation dollar can never increase in value more than \$1 per kard per week, so if the dollar takes a large jump in value it will require several months to do it. The dollar can collapse overnight, however. (Note to GMs: if your players attempt to get rich by playing the currency market, then exchange rates should be governed by what creates interesting adventure possibilities, rather than a die roll.)



Die Roll	Exchange Rate
3	1d \$WF per kard. Krishnans are eager to get Terran currency.
4	2d \$WF per kard. Krishnans will freely accept payment in Terran currency.
5	3d \$WF per kard. A few Krishnans will accept Terran money instead of silver.
6-7	4d \$WF per kard. All transactions must be in karda outside of Novorecife.
8-13	Standard exchange rate: \$20 per kard.
14-15	1d×10 \$WF per kard.
16	2d×10 \$WF per kard.
17	1d×100 \$WF per kard.
18	Krishnans no longer exchange dollars at any rate. All transactions must be by barter.

In the Khaldoni kingdoms to the south the standard currency is the khich. One khich is worth two-thirds of a kard. Fluctuations in the dollar's value against the kard will also apply to its value against the khich.

Price Variations

Prices are not constant everywhere on Krishna. Local conditions have an enormous effect on the price of goods, since transportation is still relatively expensive. As a general rule, anything but agricultural products will be more expensive in the countryside, with a price increase of anywhere from 100 to 1,000 percent. In cities, luxuries and manufactured goods can be had for the listed price, but food is likely to be more expensive.

PRICES FOR COMMON ITEMS

Lodging, per night

Flophouse floor	8 arzo
Shared bed at inn	30 arzo
Private bed at inn	1 kard
Private room at inn	2 karda
Novorecife guest quarters	\$50
Room at good inn	4 karda

Food and Drink

Ambar, live	6 arzo
Badr flour, 1 kadj	4 arzo
Day's groceries for single person	12 arzo
Bowl of gruel at flophouse	4 arzo
Meal at cheap restaurant	16 arzo
Meal at expensive restaurant	2 karda
Catered banquet, per diner	4 karda
Kvad, mug	4 arzo
Cocktail at Nova Iorque bar	\$2
Falat wine, bottle	1 kard
Terran Scotch, bottle	10 karda
Krishnan cigar	1 arzo
Salaf, pouch	1 arzo
Terran cigarettes, pack	\$10/1 kard
Ramandu stick	16 arzo

Communication

Letter by courier, per page	1 arzo
Package by courier, per kadj	1 kard
Letter to Earth	\$5
Package to Earth, per pound	\$50

Transportation

Cab, per mile	12 arzo
Sedan chair, per mile	10 arzo
Omnibus	4 arzo
Aya, hire per day	5 arzo
Stagecoach, per mile	6 arzo
Railroad, per mile	8 arzo
River barge, per mile	6 arzo
Shared cabin on ship, per day	10 karda
Rowboat	20 karda
Single-masted sailboat	400 karda
Roundship	3-4000 karda
Galley	10,000 karda
Starship cabin to Earth	\$8000

Miscellaneous Items

Telescope, Krishnan-made	75 karda
Wrist sundial	5 karda
Book	1 kard
Camera, Krishnan	80 karda
Glass photograph plates	2 karda
Photograph	3 karda
Longevity pills (pack of 30), at Novorecife	\$15



EQUIPMENT

Because of the provisions of Regulation 368, most visitors to Krishna will not be carrying a lot of gear. Adventurers who travel to the other worlds of the Viagens Interplanetarias universe may wish to outfit themselves with modern technology.

In general, Terran equipment is TL8, though many consumer goods and weapons are still TL7 and medicine is TL10. Other star-faring species have similar technology, although the Osirian weaponry is TL8 while most Thorian equipment is from TL5 or 6.

BATHYGRAPHIC CAMERA

Bathygraphic photography is the term used in the Viagens Interplanetarias universe to describe what our world calls holography. In the 22nd century the technology was still developing. Still photos were available, but nobody had been able to create a bathygraphic movie or video image. Bathygraphs were chiefly used for portrait photography and by scientists making detailed images of objects. Using a bathygraphic camera requires the Photography skill with a specialization in Bathygraphy. Other Photography skills can be used at the normal default levels.

Bathygraphic cameras are TL8 devices. They are fairly large and clumsy devices, which hold a single film slide. A bathygraphic camera weighs five pounds and costs \$2,000. Film is \$10 per slide.

BATHYGRAPHIC IMAGING COMPUTER

This device is a godsend for paleontologists and archaeologists working on Krishna. Using sophisticated bathygraphic technology, an imaging computer can store an exact model of any object. Hooked up to an assembly device, it can construct an exact replica, faithful down to the micron. It is most useful for "transporting" fossils and native stonework, which would be too heavy to move by spaceship.

A computer of this type is too bulky and delicate for field work, but one is available at Novorecife for a fee of \$2 per hour of use.

Operating a Bathygraphic Imaging Computer requires a successful Electronics Operation skill roll; they are designed to be easy to use. An imager is a TL8 device. It weighs 100 lbs. and costs \$100,000. The only one on Krishna is not for sale.

GLIDER

The Krishnans invented gliders centuries ago, but for most of their history they were little more than toys. Hang-gliders made of shaihan-hide stretched over a qong-wood frame are still used for sporting events. Glider pilots compete in distance flying, aerobatics, and speed. Hang-gliders must be launched from a cliff or a tall tower.

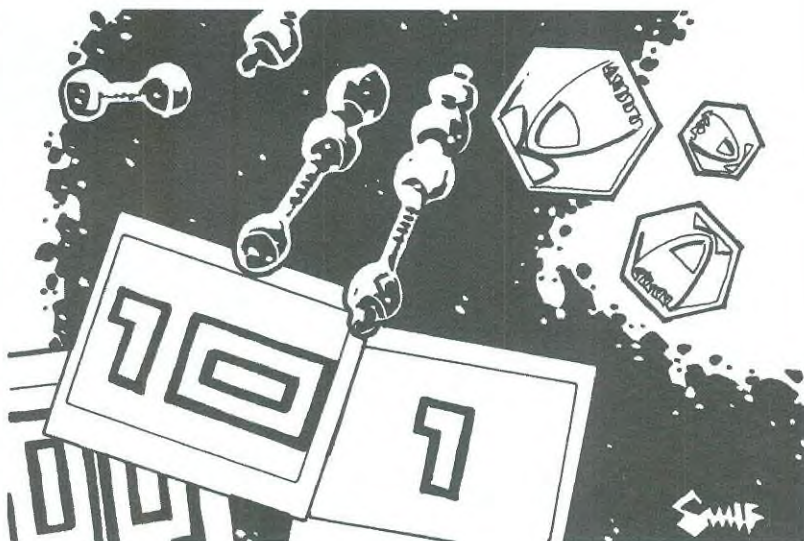
Rocket gliders are a more recent development, invented by the Sotaspéo engineer Laiján bad-Zagh in 2140. They are more substantial affairs, with a boat-like cockpit and long straight

wings. A dozen yasuvvar-powder rocket tubes are fitted to the underside, enabling the pilot to give his craft a burst of speed. A rocket-glider can take off from the ground by expending all of its rocket tubes, but they are more commonly launched from a catapult or by towing behind a team of galloping ayas.

Chapter 12 of *GURPS Vehicles* provides detailed rules that can be used to simulate glider flight; yasuvvar-powder rocket tubes can be designed as TL5 solid fuel rockets.

Glider pilots can fire one or more rocket tubes whenever they wish, making a skill roll each time. Firing more than one tube at the same time gives the pilot a penalty of -1 for each tube fired.

Unpowered gliders are TL3 devices, and can be purchased for 25 karda. The only commercial firms producing gliders are located in the city of Mishé. Rocket gliders are TL4, and cost 150 karda. They can only be bought from Laiján's workshop in Sotaspé. Rocket tubes cost two karda each.



HAYASHI CAMERA

The Hayashi camera is a triumph of miniaturized optics. It is built in the shape of a large ring, with a showy but obviously false gemstone set on top. In fact, the gem is a lens, and the ring holds a tiny strip of one-millimeter film. A concealed shutter operates the camera, and with a little practice the owner can take pictures inconspicuously. The Hayashi only holds enough film for 30 shots, and changing the film is a maddening chore involving jeweler's tools. Hayashi cameras are favorites of detectives, spies and explorers of planets with technology restrictions. The Hayashi is a TL8 device, although one could conceivably be built at TL7 for several times the listed price.

Cameras for use on low-technology worlds are only permitted if they have spring self-destruct mechanisms. Any unskilled attempt to open a camera with a destructor will result in its flying into bits. Individuals attempting to reload or repair a camera with a spring destructor trigger the device on any failed roll.



Users of a Hayashi camera must take that specialization of the Photography skill, or work at a default of -4. A skill roll is required for each picture taken with the Hayashi. Changing the film requires a successful Photography (Hayashi) skill roll, or else a Mechanic skill roll in the Clockwork and Small Gadgets specialization.

Hayashi cameras have negligible weight and cost \$5,000. They can be fitted with spring destruction mechanisms for an extra \$500. Film costs \$100 per roll.

KÖNIG & DAS NOTEBOOKS

The ultimate in compact record-keeping, the König & Das notebook measures six centimeters by ten, and is one centimeter thick. Its pages are not paper, but incredibly thin sheets of

titaniridite. A single notebook one centimeter thick has a thousand pages.

The notebooks come with a folding pantograph device to reduce the user's handwriting to microscopic size, so that a single page can hold 2,000 words. One König & Das notebook can hold as much information as 16 books the size of *GURPS Planet Krishna*!

König & Das notebooks are permitted under Regulation 368 because there are no principles involved in their operation which the Krishnans do not already understand. They are a common accessory for travelers and explorers who want to travel light. The metal pages are completely waterproof. A König & Das notebook is a TL8 device, and weighs half a pound. They cost \$100 each, plus \$25 for the folding pantograph.

RIDING ANIMALS

Most transportation on Krishna depends on animal power. Draft and riding animals common in the Triple Seas:

Type	ST	DX	IQ	HT	Move	Cost (karda)	Wt. (lbs.)	Notes
Draft aya	65	9	4	16	12	120	2,000	
Riding aya	40	9	4	15	12	100	1,200	
War aya	50	9	4	16	16	250	2,000	Used by armored knights
Bishtar	250	13	5	16/40	8	400	10,000	DR 1; DX is only for trunks; 10-hex creature
Shaihan	80	8	3	18	8	80	3,000	Draft animal, not for riding
Shomal	35	9	5	16	13	200	1,500	Can go days without drinking

WEAPONS

Most of the weapons described in the Krishna stories are already listed in the *GURPS Basic Set*. Krishnans in the Varasto lands fight with swords very much like a Terran fencer's saber – use the description in the *Basic Set*. The primitive firearms developed by the Balhibuma are the equivalent of the matchlock musket described on p. B209.

Crossbows

Before the 2140s, Krishnan crossbows were not equipped with sights for aiming. In 2138 the Terran detective Victor Hasselborg improvised some for his own use, and the Krishnans began to adopt the idea. Sights were first used in Gozashtand, then spread to Mikardand, and by 2170 were standard throughout the Varasto lands. Pre-Hasselborg crossbows were identical to those described in the *Basic Set*. Crossbows with sights have an Accuracy bonus of +5 instead of the usual +4. Sights also make it easier to train a novice in the use of a crossbow.

Arbalest-Pistols

Krishnans occasionally use a small, hand-held crossbow for fighting at close quarters. The limited range and poor hitting power of an arbalest-pistol makes it unsuitable for battlefield use, but it is a favorite of bandits and thieves. Assassins occa-

sionally use poisoned arrows on their victims. Hand crossbows function exactly like their larger counterparts (see p. B114). They have a maximum ST of 9.

Osirian Shock Gun

The Osirians are masters of electrostatic technology, and have developed an electric hand weapon of great power. Electrostatic shock guns are most effective in a dry climate like that of Osiris. In damp environments they suffer a -2 penalty to skill, and in rain or heavy fog there is a -6 penalty on their use. Electrostatic guns are useless in vacuum.

Non-metallic armor protects the wearer normally, but metal armor attracts and conducts the charge directly to the wearer. An electrostatic gun is +2 to hit metal-armored targets, and the armor does not protect the wearer at all.

Shock guns have two settings. On low power, someone hit must make a HT roll minus half the damage. On a failed roll he falls unconscious for 20-HT minutes. Even after waking he suffers a -2 DX penalty for another 20-HT minutes. On full power, a shock gun inflicts normal damage. A victim must make a HT roll minus half the damage. On a failed roll his heart stops, and he will die in HT/3 minutes without CPR.

Shock guns get ten shots from a single 1/2-pound power cell. They are TL9, and are only manufactured by the Osirians. They cost \$1,200 on Osiris, but that price is at least doubled on other worlds. They are identical to the Electrolasers in *GURPS Space*.

KRISHNAN WEAPONS TABLE

Weapon	Type	Damage	SS	Acc	1/2D	Max	Wt.	RoF	Shots	ST	Rcl	Cost	TL
Crossbow Pistol	imp	thr+4	10	1	STx20	STx25	4 lbs.	Special	1	8	0	3 karda	3
Electrostatic Pistol	special	2d+1	8	4	60	120	1.5 lbs.	1	10	0	0	\$1,200	9



JOB TABLE

This table lists both Krishnan and Terran jobs. Krishnan occupations have a salary listed in karda or arzou; Terran income is given in dollars. An asterisk indicates a free-lance job. The occupation is followed by a listing of the required skills and the average monthly income. The Success Roll is the roll required to perform one's job properly for a month – "PR" refers to the required skills. "RB" under income means that room and board are provided for the worker

On a critical failure, the character suffers the result listed before the slash; on a natural roll of 18 he suffers the result after the slash. Critical failure results include: -Xi (lose X month's income due to costly mistakes, fines or damaged equipment), Xd (suffer X dice of damage in a work-related accident or combat), LJ (lose job), A (arrested and imprisoned for a period determined by the GM), plus a few special results.

Job (Required Skills), Monthly Income

Success Roll

Critical Failure

Poor Jobs

*Bandit (any combat skill 10+), 1d-2 karda	Worst PR	-1i, 1d/-1i, 2d, A
*Beggar (none), 30 arzou	10	-1i/A
Boatman (Boating 10+), 1 kard+RB	PR	LJ/LJ, -1i, 2d
Herder (any animal skill 10+), 1 kard+RB	Worst PR	LJ/3d
*Killer (any combat skill 12+), \$400	Worst PR	-1i, 2d/A
Laborer (ST 9+), 7 karda	12	LJ
Peasant (Agronomy 10+), 1 kard+RB	PR	-1i/LJ
Pirate (any combat skill 10+), 2d-7 karda	Worst PR	-1i, 2D/-4i, 4d, A
Sailor (Sailing 10+ or ST 9+), 1 kard+RB	Worst PR	LJ/LJ, -1i, 1d
Slave (ST 9+), RB	12	1d
Tailed Krishnan (none), 30 arzou	12	-1i/-2i, 2d
Teamster (any animal skill 10+), 8 karda	Worst PR	-1i/LJ, 1d
*Thief (Streetwise 10+, any thief/spy skill 10+), 1d×\$100	Worst PR	-1i/A

Struggling Jobs

*Con-man (any social skill 11+), \$800	Worst PR	-1i/-2i, 1d, A
Courier (any animal skill 11+), 20 karda	Worst PR	-2i/1d, LJ
Craftsman (any craft skill 11+), 25 karda	Worst PR	-1i/LJ
Farmer (Agronomy 11+), 10 karda+RB	12	-1i/L
Knight of Qarar (knighthood), 10 karda+RB	12	-1i/expelled
*Mercenary (any combat skill 11+), 1d×5 karda	Worst PR	-1i/LJ, 2d
Missionary (none), \$400+RB	12	-1i/LJ, 1d
Native scientist (any scientific skill 11+), 20 karda	PR	-1i/LJ
Philosopher (Philosophy skill 12+), 25 karda	PR	-1i/LJ
Priest (none), 10 karda+RB	12	-1i/LJ
Servant (Savoir-Faire 11+), 2 karda×PR	PR	-1i/-1i, LJ
*Smuggler (holdout 11+), 2d×\$100	PR	-1i/A
Soldier (any combat skill 10+, Military Rank 1), 5 karda+RB	Worst PR	LJ/LJ, 2d
*Spy (any thief/spy skill 11+), 30 karda	PR	LJ, -1i/3d, A
*Trader (Merchant 11+), 1d×5 karda	PR	-1i/LJ
*Viagens agent (IQ 10+), 20 karda+other job	12	LJ/exposed
World Federation military enlisted (any combat skill 10+, Military Rank 1), \$500+RB	Worst PR	-2i/LJ, 2d
*Struggling writer (writing 11+), \$50×Writing skill	PR	-1i/-3i



Average Jobs

Armed Force officer (Administration 12+, Military Rank 3), \$1,000+RB	PR	-2i/2d
Boat captain (boating 12+), 40 karda	PR	-1i/LJ
Caravan leader (any animal skill 12+), 35 karda	Worst PR	-1i/LJ, 2d
*Explorer (any outdoor skill 12+), \$1,400	Worst PR	-1i/3d
Journalist (Writing 12+), \$100×Writing skill	PR	-1i/LJ
*Private detective (Criminology or Streetwise 12+), \$1,500	PR	-1i/2d
Scientist (any scientific skill 12+), \$1,800	PR	-1i/LJ
Ship captain (sailing 11+, navigation 11+), 50 karda	Worst PR	-1i/LJ
*Shopkeeper (Merchant 14-, 20 Karda of goods), 4 karda×skill	PR-1	-1i/bankrupt
Tour guide (Area Knowledge 12+), \$1,400	PR	-1i/LJ
Viagens clerk (Administration 12+), \$1,500+RB	PR	-1i/LJ
Viagens security officer (Criminology 12+), \$1,500+RB	PR	2d/sent to Ganesha
Viagens space crew (any technical skill 12+), \$1,500+RB	PR	-1i/LJ, 4d
World Federation Constable (Criminology 12+), \$1,600	PR	2d/LJ, 4d

Comfortable Jobs

Businessman (Administration 13+), 100 karda	PR	-2i/-4i
Doctor (any medical skill 13+), 90 karda	PR	-1i/-4i, LJ
*Media star (none), \$4,000	12	-1i/LJ
*Merchant (Merchant 16+, 500 karda capital), 10 karda×>skill	PR	-2i/bankrupt
Minor nobility (Status 1), 100 karda+RB	12	-2i/exiled
Rancher (Merchant 12+, any animal skill 12+), 75 karda	Worst PR	-2i/-4i, 2d
Senior Armed Force officer (Administration 12+, Leadership 12+, Military Rank 4), \$3,000+RB	Worst PR	-2i/LJ
Senior Viagens security (Administration 12+, Criminology 12+), \$3,000+RB	Worst PR	-2i/Sent to Ganesha
Viagens administrator (Administration 13+), \$3,500	PR	-2i/LJ
Viagens doctor (Physician 13+), \$3,000+RB	PR	-1i/LJ
World Federation diplomat (Diplomacy 12+, appropriate language 12+), \$2,500+RB	Worst PR	-2i/LJ

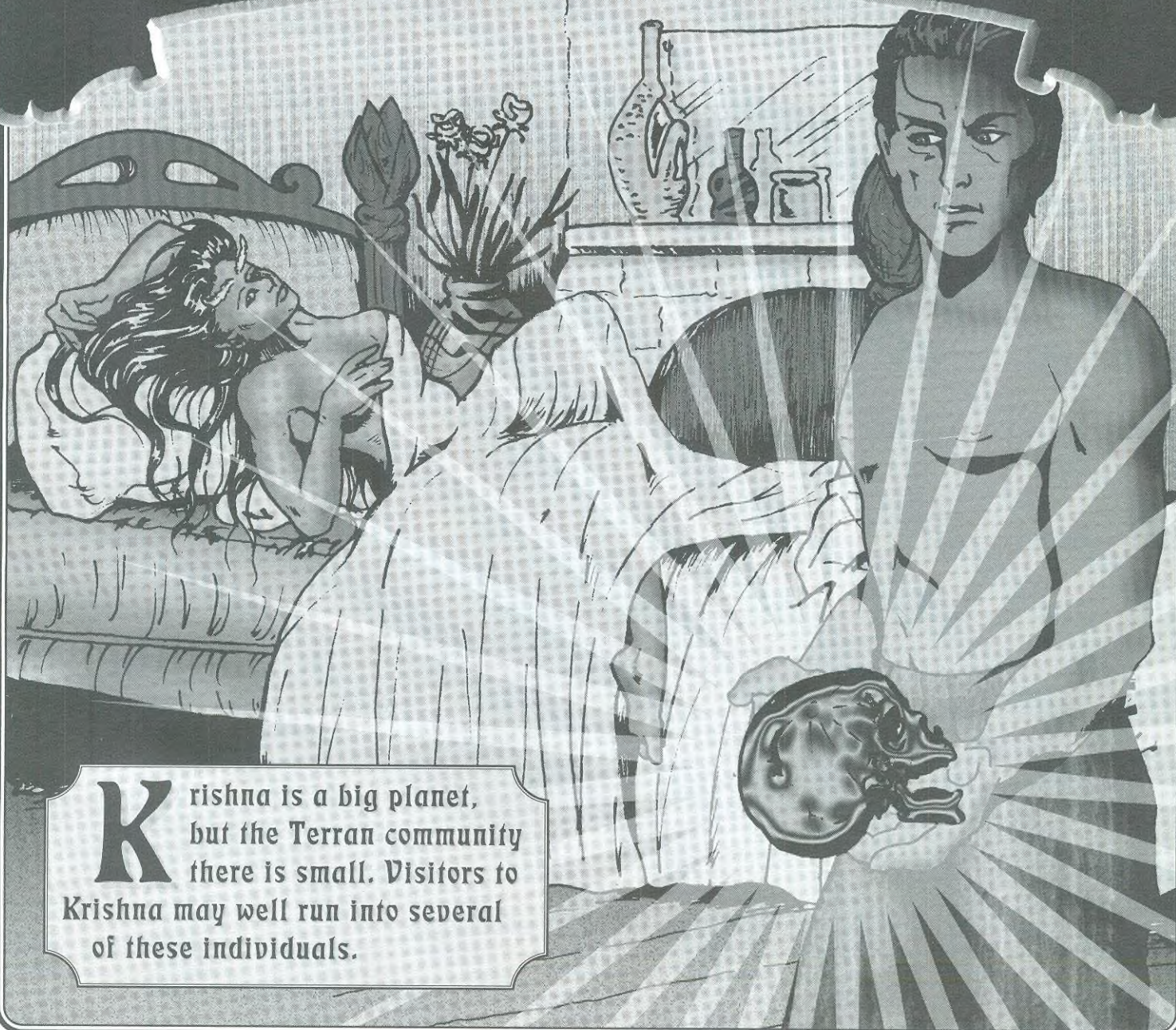
Wealthy Jobs

Banker (Administration 13+, Merchant 13+), 500 karda	Worst PR	-3i/-10i
Commandante (Administration 13+, Leadership 13+), \$7,500+RB	Worst PR	-2i/LJ
Company president (Administration 14+), \$8,000	PR	-2i/LJ
Film producer (Administration 13+, Fast-Talk 13+), 2d×\$1,000	Worst PR	-2i/-7i
Noble (Status 3), 400 karda+RB	12	-2i/exiled
Ruler (Status 5), 1,000 karda + RB	12	-2i/deposed



5

People to Meet



Krishna is a big planet, but the Terran community there is small. Visitors to Krishna may well run into several of these individuals.



References to age mention calendar, subjective and apparent age. An individual's "calendar age" is the number of years since that person was born. "Subjective age" is how many years that person has *experienced*, and takes into account the time-dilation effect of travel near the speed of light. Finally, "apparent age" is how old that individual appears to be thanks to Longevity Pills. For some characters, separate sets of statistics are given, to allow GMs to use them at different points in their careers.

NOVORECIFE

The staff at Novorecife has seen very few changes. Cristovao Abreu's brief exile on Ganesha, the retirement of Abreu and Commandante Kennedy in 2146 and their replacement by Glumelin as commandant and Gorchakov as head of security were the major events. In 2150 Gorchakov was killed and Castanhoso became security chief. Commandante Planquette replaced Glumelin in 2174. All members of the Novorecife staff came to know each other very well, and can be considered mutual allies.



CRISTOVAO ABREU

Male Terran; 5'6", 200 lbs.; black hair, brown eyes.
ST: 11 **IQ:** 13 **Speed:** 5.75
DX: 12 **HT:** 11 **Move:** 5
Point Total: 140

Cristovao Abreu was the chief of security at Novorecife until 2146. He spent 2116-19 on Ganesha as punishment after kissing was introduced to Krishna. As chief of security, Abreu was in charge of making sure the Interplanetary Council's rules were enforced. Maintaining the technology embargo was always his greatest headache, and Abreu's red tape and security searches became notorious. When forbidden devices got through, he had no compunctions about going out and destroying them by force.

Physically, Abreu is short and plump, though he can swing a mean sword if necessary. He is short-tempered and has little patience for visitors who insist on taking foolish risks. Long years on the job have made him very suspicious of just about everyone.

Advantages

Common Sense; Immunity to Disease; Legal Enforcement Powers (WF and IC laws, broad discretion); Reputation (hard-nosed security officer, +1 among Terrans); Status 1 (important Viagens official)

"Who you know" is an important component of success in just about any project on Krishna, and many of these characters know each other or have contacts in Krishnan or Viagens Interplanetarias society.

As NPCs, however, the frequency with which their enemies appear or the reliability of their contacts is left to the GM's discretion – the story line should determine whether Barré shows up looking for Tashian bag-Garin, not the dice.

Disadvantages

Bad Temper; Duty (to Viagens, nearly all the time); Involuntary Duty (to obey Regulation 368); Overweight

Quirks

Dislikes Prince Ferrian intensely; Distrusts tall men; Knows embargo is bound to fail; Uses bureaucracy well

Skills

Administration-13; Area Knowledge (Novorecife)-15 (Triple Seas region)-13; Brawling-13; Broadsword-12; Buckler-12; Criminology/TL8-13; Detect Lies-11; Disguise-13; Electronics Operation/TL8 (Saint-Rémy device)-13; First Aid/TL8-13; Forensics/TL7-12; Guns/TL7-14; Holdout-13; Interrogation-13; Law (Gozashtandou)-12 (Interplanetary)-14; Riding (Aya)-11; Streetwise-12; Survival (Jungle)-13; Tactics-13

Languages

English-13; Gozashtando-13; Hindi-12; Portuguese (native).

WILLIAM KENNEDY

Male Terran; 6'2", 185 lbs.; silver hair, blue eyes.
ST: 10 **IQ:** 13 **Speed:** 5.25
DX: 11 **HT:** 10 **Move:** 5
Point Total: 190

Tall, handsome and silver-haired, William Kennedy was the commandante at Novorecife from 2112 to 2146. He was an able diplomat, and really shone when he could use his formidable charm on native rulers. Kennedy was also something of a ladies' man, though his affairs were always discreet.

Commandante Kennedy was 42 subjective years old when he assumed command at Novorecife in 2112; his calendar age was 54. At retirement he was 88 calendar years of age, though he was subjectively only 76, and had an apparent age in his mid-forties.

Advantages

Appearance (Handsome); Charisma +1; Common Sense; Immunity to Disease; Military Rank 6 (Commandante); Patron (Viagens Interplanetarias); Status 4 (Commandante); Strong Will +2; Voice; Wealth (Comfortable)

Disadvantages

Duty (to Viagens Interplanetarias, not life-threatening, all the time); Honesty; Involuntary Duty (to obey Regulation 368); Lecherousness; Sense of Duty (to subordinates)



Quirks

Enjoys dancing; Loves to talk; Mild rivalry with Terran ambassador; Never discusses affairs; Sentimental

Skills

Administration-14; Area Knowledge (Gozashtand)-13 (Mikardand)-13 (Novorecife)-18; Carousing-9; Dancing-11; Diplomacy-15

Languages

English (native); Gozashtandou-13; Portuguese-15.

JUDGE RAM KESHAVACHANDRA

Male Terran; 5'8" tall, 125 lbs.; brown skin, brown eyes, white hair.

ST: 9

IQ: 15

Speed: 5.25

DX: 11

HT: 10

Move: 5

Point Total: 90

His Honor Ram Keshavachandra is the magistrate at Novorecife, and as such is the highest Terran legal authority on Krishna. He has final say on all cases involving aliens on Krishna. Anyone who wishes to appeal his decisions must travel to Earth or Procyon to find a higher court, or await the arrival of the Interstellar Circuit Court of Appeals judge.

Judge Keshavachandra arrived on Krishna in 2124. His calendar age was then 96, though his subjective age was only 84 and he was apparently about 50. In 2178 he reached the Viagens Interplanetarias mandatory retirement age of 150 calendar years, though he was subjectively only 138 and apparently about 70. He settled on Krishna after retiring, and remained a valued advisor to the commandante at Novorecife. Judge Keshavachandra is a small, slender man with brown skin and a fringe of white hair around his bald head. He has a dry, subtle sense of humor.



Advantages

Common Sense; Immunity to Disease; Legal Enforcement Powers (Terrans only); Status 3 (magistrate)

Disadvantages

Bad Sight (corrected); Honesty; Involuntary Duty (to obey Regulation 368); Pacifism (self-defense); Skinny

Quirks

Amateur botanist; Enjoys Krishnan food; Hates space travel; Makes jokes in Hindi; Secretly amused by clever crooks

Skills

Botany (Krishnan); Detect Lies-15; Law (Interstellar)-17 (Krishnan)-14 (Terran)-16

Languages

English-18; Gozashtandou-16; Hindi (native); Latin-16; Mandarin Chinese-15; Portuguese-17.

HERCULEO CASTANHOSO SOUZA

Male Terran; 5'6" tall, 170 lbs.; black hair, brown eyes.

ST: 10

IQ: 14

Speed: 5.5

DX: 12

HT: 10

Move: 6

Point Total: as assistant security officer, 90; as chief of security, 120

Castanhoso was assistant security officer at Novorecife under Abreu and Gorchakov. He arrived on Krishna in 2110, but accompanied Prince Ferrian back to Earth in 2114 and returned to Krishna with him in 2140. After Gorchakov died in 2150, Castanhoso became chief of security, and remained in that post until 2224. Unlike Abreu, he was reluctant to take direct action, but was good at manipulating others into doing it for him.

Castanhoso was 25 subjective years old when he arrived on Krishna for the first time. He was only 43 subjective years old when he became chief of security, with an apparent age of barely thirty. Upon retirement at the calendar age of 150 he was 117 subjective years old, and apparently about fifty.

Despite his heroic name, Castanhoso is small and unimpressive. His energetic movements remind Terrans of a squirrel.

Advantages

Alertness +2; Immunity to Disease; Involuntary Duty (to obey Regulation 368); Legal Enforcement Powers; Reputation (effective security officer, +2 among Terrans); Status 1 (important Viagens official)

Disadvantages

Duty (to Viagens Interplanetarias); Honesty; Pacifist (Self-Defense)

Quirks

Dislikes Gorchakov; Gossips; Manipulative; Modest; Romantic

Skills

Administration-13, Area Knowledge (Novorecife)-14 (Triple Seas)-14; Boating-11; Brawling-12; Broadsword-11; Criminology/TL7-13; Diplomacy-14; Disguise-14; First Aid/TL8-14; Guns/TL7-14; Holdout-14; Intelligence Analysis-13; Law (Gozashtando)-13 (Interplanetary)-14 (Mikardando)-13; Psychology-14; Riding (Aya)-12; Running-8; Savoir-Faire-14; Shield-12; Streetwise-13

Languages

English-13; Gozashtandou-13; Hindi-13; Portuguese (native).



BORIS GLUMELIN

Male Terran; 5'11" tall, 175 lbs.; black hair, blue eyes.

ST: 10 **IQ:** 12 **Speed:** 5.25

DX: 12 **HT:** 9 **Move:** 5

Point Total: Overcoming his Alcoholism raises Glumelin's point value from 90 to 113 points.

Boris Sergeivitch Glumelin succeeded William Kennedy as commandante of Novorecife in 2146. Unfortunately, the pressures of command drove Glumelin to heavy drinking, and his subordinate Gorchakov was effectively in charge during this period. After the events of "The Virgin of Zesh," Glumelin received psychotherapy to cure his alcoholism. He was replaced in 2174 by Georges Planquette. Glumelin was 56 calendar years old (44 subjective) when he became commandante; at the time he appeared to be in his mid-30s. By 2174 he seemingly aged only a decade.

Commandante Glumelin is a gaunt man with a beaky nose and deep-set, sad eyes. When cheerful, he manages to look slightly morose; when depressed, he looks suicidal.

Advantages

Immunity to Disease; Military Rank 6 (Commandante); Patron (Viagens Interplanetarias); Status 4 (Commandante)

Disadvantages

Alcoholism [later cured by treatment]; Duty (to Viagens Interplanetarias, not life-threatening); Involuntary Duty (to obey Regulation 368); Weak Will -2 [-1 after treatment]

Quirks

Always looks sad; Homesick; Never leaves Novorecife; Trusts Gorchakov; Unambitious

Skills

Administration-13; Area Knowledge (Novorecife)-16 (Triple Seas region)-13; Astronomy/TL8-10; Engineering (Spaceships)/TL8-12; Mathematics-12; Mechanic/TL8 (Spaceships)-12; Nuclear Physics/TL8-12; Physics/TL8-12.

Languages

English-12; Gozashtandou-10; Mandarin Chinese-12; Portuguese-17; Russian (native).

AFANASI GORCHAKOV

Male Terran; 6'1" tall, 230 lbs.; black hair, brown eyes.

ST: 13 **IQ:** 13 **Speed:** 5.5

DX: 10 **HT:** 12 **Move:** 5

Point Total: 80

Afanasi Vasilyitch Gorchakov was the chief customs officer at Novorecife from 2113 until 2146. As chief customs officer,

Gorchakov was a good and effective official. It was only when he had nobody to restrain him that Gorchakov lost all self-control and started acting like a monster. When Glumelin appointed him head of security, Gorchakov took advantage of Glumelin's weak will and drinking problem to make himself the *de facto* commander. He ignored inconvenient regulations and eventually tried to marry a Terran missionary against her will. When she fled Novorecife, he followed, bringing along a gun in direct violation of Regulation 368. He was killed by the ruler of ZÁ.

When he arrived on Krishna in 2092 he was 33 calendar years old, or 21 subjective. By 2146 he was 87 calendar years old but apparently only 40.

Afanasi Gorchakov is a big, bear-like man with dark hair and heavy eyebrows.

Advantages

Immunity to Disease; Legal Enforcement Powers; Patron (Glumelin)

Disadvantages

Bad Temper; Involuntary Duty (to obey Regulation 368); Lecherousness; Sadism

Quirks

Abuses authority; Heavy drinker; Likes plump women; Resents Brazilians

Skills

Area Knowledge (Triple Seas region)-13; Brawling-12; Criminology/TL8-13; Forensics/TL8-13; Guns/TL7-13; Holdout-16; Interrogation-14; Law (Interplanetary)-13; Whip-10

Languages

English-12; Gozashtandou-12; Portuguese-14; Russian (native).

GEORGES PLANQUETTE

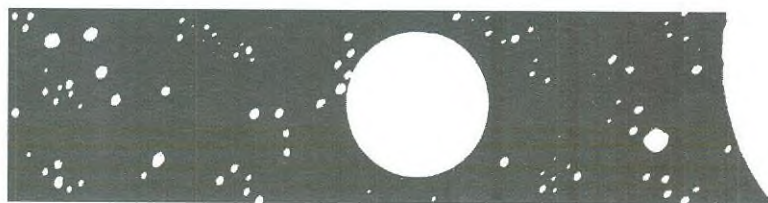
Male Terran; 5'9" tall, 160 lbs.; brown hair, gray eyes.

ST: 10 **IQ:** 13 **Speed:** 5.5

DX: 12 **HT:** 10 **Move:** 5

Point Total: 135

Georges Planquette was sent out from Earth to replace Boris Glumelin in the wake of the Gorchakov fiasco, and became commandante in 2174. As commandante, Planquette tried to cope with the increasing pace of technological progress on Krishna. He did much of his official business from a table at the Nova Iorque bar. When he arrived on Krishna he was 60 subjective years old, and looked about forty. His calendar age was 125, as he has made several interstellar voyages.





Commandante Planquette is a short, dapper man with a little mustache and a humorous expression. His uniform is always perfectly laundered and pressed, his hat tipped at a jaunty angle.

Advantages

Immunity to Disease; Military Rank 6 (Commandante); Patron (Viagens Interplanetarias); Status 4 (Commandante)

Disadvantages

Duty (to Viagens Interplanetarias); Intolerance (of missionaries and reformers); Involuntary Duty (to obey Regulation 368); Lecherousness

Quirks

Avid pizza player; Cynical; Gourmet; Witty

Skills

Administration-14; Area Knowledge (Novorecife)-15 (Triple Seas region)-14; Diplomacy-13; Law (Interplanetary)-12; Leadership-13; Riding (Horse)-11; Savoir-Faire (Krishnan)-13 (Terran)-14

Languages

French (native); Gozashtandou-12; Portuguese-18.

MARINA VELSKAYA

Female Terran; 5'4" tall, 140 lbs.; blonde hair, green eyes.

ST: 7 IQ: 14 Speed: 6

DX: 12 HT: 12 Move: 6

Point Total: 40

Dr. Velskaya was the only doctor at Novorecife from the early 22nd century until 2162, at which point she became chief surgeon with a staff of assistants. She was a brisk, no-nonsense woman who refused to coddle her patients. She was undoubtedly the leading expert on Krishnan medicine and physiology.

She is just out of medical school when she arrives on Krishna in 2106, with a subjective age of only 28. When Commandante Planquette took over in 2174, Dr. Velskaya was 96 subjective years old, with an apparent age in her late forties.

Marina Velskaya is a small, dark-haired woman with an intense look and an impatient air.

Advantages

Ambidexterity; Immunity to Disease; Status 2 (Chief Surgeon); Strong Will +2

Disadvantages

Involuntary Duty (to obey Regulation 368); Pacifism (Total); Stubbornness; Truthfulness

Quirks

Doesn't coddle patients; Impatient; Respects Krishnan doctors

Skills

Diagnosis (Terran/TL10)-16; Naturalist (Krishnan)-14; Physician (Krishnan/TL3)-13 (Terran/TL10)-18; Physiology (Krishnan/TL10)-14; Surgery (Terran/TL10)-14; Xenobiology (Terrestrial-type planets)-14; Zoology (Krishnan)-13

Languages

Gozashtandou-16; Latin-14; Mandarin Chinese-14; Portuguese-16; Russian (native).

OTHER TERRANS

The other Terrans on Krishna are not as close-knit as the Novorecife community. They range from respectable diplomats and guides like Percy Mjipa or Fergus Reith to raffish adventurers like Anthony Fallon or Felix Borel.

DIRK BARNEVELT

Male Terran; 6'4" tall, 190 lbs.; brown hair, blue eyes.

ST: 12 IQ: 13 Speed: 5.75

DX: 13 HT: 10 Move: 7

Point Total: the abilities listed are for Barnevelt as a 60-point newcomer; as chief of the Sunqaruma he is at least a 100-point character.

Dirk Barnevelt began his career as a ghostwriter for the explorer Igor Shtain. When Shtain was kidnapped to Krishna by a gang

of Janrú smugglers, Barnevelt set out to find him – conquering the pirates of the Sunqar and overthrowing the government of Qirib in the process. Dirk is a rangy, moose-like man, who cannot be called handsome. He was 31 subjective years old when he arrived on Krishna.

Advantages

Animal Empathy; Immunity to Disease; Luck

Disadvantages

Compulsive Behavior (obedient to bossy women); Duty (to employers); Involuntary Duty (to obey Regulation 368); Poverty (Struggling); Sense of Duty (to friends); Shyness (Severe)

Quirks

Allergic to feathers; Loves animals



Skills

Boating-13; Brawling-14; Fencing-12; Photography (Hayashi Camera)-12; Riding (Horse)-12; Running-10; Seamanship/TL7-13; Survival (Forest)-13; Swimming-13; Tactics (Naval)-11; Teaching-12; Writing-14

Languages

Dutch-12; English (native); Portuguese-12; Qiribo-11.

FELIX BOREL

Male Terran; 5'10" tall, 150 lbs.; red hair, blue eyes.

ST: 10 **IQ:** 13 **Speed:** 5.5

DX: 12 **HT:** 10 **Move:** 7

Point Total: 90

Felix Etienne Borel was a French con man and adventurer. His first operation on Krishna was an attempt to sell the Republic of Mikardand a bogus perpetual-motion machine. Borel later disappeared into the hills of Zir, where he met his death after spending an enjoyable month as a living god at the Temple of Ultimate Verity. When he arrived on Krishna in 2137, Felix was 29 subjective years old, or 41 by the calendar. At the time of his death in 2144, he was 36 subjective years old, but apparently in his mid-20s.

Felix Borel is a good-looking young man with a slender build and a shock of bright red hair. He dresses in gaudy uniforms to impress the Krishnans.

Advantages

Alertness +1; Charisma +2; Handsome; Immunity to Disease; Luck

Disadvantages

Greed; Involuntary Duty (to obey Regulation 368); Laziness; Overconfidence; Wealth (Struggling)

Quirks

Cocky; Enjoys teasing authorities; Selfish; Vain about clothing

Skills

Acting-14; Administration-12; Area Knowledge (Triple Seas region)-13; Bard-14; Brawling-12; Carousing-11; Cooking-13; Crossbow-12; Fast-Talk-14; Fencing-12; Gambling-14; Law (Interplanetary)-11; Riding (Horse)-13; Running-12; Savoir-Faire (Terran)-13; Sex Appeal-12; Sleight of Hand-10; Streetwise-13

Languages

French (native); Gozashtandou-11; Portuguese-12.

ALICIA DYCKMAN-REITH

Female Terran; 5'9" tall, 120 lbs.; blonde hair, blue eyes.

ST: 10 **IQ:** 15 **Speed:** 5.5

DX: 12 **HT:** 10 **Move:** 6

Point Total: 85 before getting the Moritzian therapy, 105 afterward

Alicia Dyckman is a field xenologist, a devoted student of Krishnan cultures and behavior whose prickly personality often got her into trouble. She married Fergus Reith in 2146 and divorced him shortly afterward. After several failed reconciliations, Alicia returned to Earth in 2151 and underwent a program of Moritzian therapy. Upon her return to Krishna after the treatment, all of her listed disadvantages except Stubbornness were eliminated – replaced by Curious and Bloodlust.

She was just out of graduate school when she arrived on Krishna in 2144 at the subjective age of 27 and the calendar age of 39. When she left Krishna in 2151, Alicia was 34 subjective years old, apparently in her mid-20s. Alicia returned to Krishna in 2176 at 71 years old by the calendar, but subjectively only a year older than when she left.

She is a tall, fair-skinned, ravishingly beautiful woman who enjoys flaunting her looks by dressing in Krishnan fashions.

Advantages

Appearance (Very Beautiful); Immunity to Disease



Disadvantages

Bad Temper; Bully; Compulsive Behavior (arguing); Involuntary Duty (to obey Regulation 368); Stubbornness; Wealth (Struggling)

Quirks

Always takes notes; Has casual affairs; Likes to shop; Loves Fergus Reith; Tries to improve Krishnans

Skills

Acting-13; Anthropology-14; Area Knowledge (Khaldoni lands)-14 (Mikardand)-14; Axe/Mace-12; Crossbow-12; Dancing-10; First Aid/TL10 (Terran)-15; History (Krishnan)-12; Holdout-13; Linguistics-12; Literature (Krishnan)-12; Naturalist (Krishna)-13; Research-13; Riding (Aya)-12; Running-9; Sewing-14; Sex Appeal-10; Stealth-12; Survival (Desert)-14; Swimming-12; Writing-14; Xenology-15; Zoology-13

Languages

English (native); Gozashtandou-12; Katai-Jhogorai-12; Zhamanakian-14; Portuguese-13.



ANTHONY FALLON

Male Terran; 6'2" tall, 220 lbs.; gray-brown hair, blue eyes.

ST: 11 **IQ:** 12 **Speed:** 6
DX: 13 **HT:** 11 **Move:** 6
Point Total: 90

Before coming to Krishna, Anthony Fallon was a radio announcer, World Police trooper, cameraman on an expedition to Greenland, hippo farmer, actor and professional cricket player. With his young mistress, he left Earth in 2127 (abandoning his wife in the process). He arrived on Krishna in 2138 and quickly seized control of the island of Zamba. His attempt to take over the Gozashtando Empire was foiled by some Terran detectives, and he was imprisoned by the Dour of Gozashtand until 2161, but passed most of that sentence in a cataleptic trance. Eventually he became the World Federation consul at Mishé. The skills and abilities listed are for Fallon's adventurous period as an empire-builder.

Fallon is 35 subjective years old when he arrives on Krishna, and did not age appreciably while in his cataleptic trance. When he became Consul at Mishé in 2172, Fallon was 84 years old by the calendar, but only 50 subjective years old. Hard living and some missed longevity doses made him appear to be in his forties.

Advantages

Alertness +1; Appearance (Attractive); Charisma +1; Combat Reflexes; Immunity to Disease; Voice

Disadvantages

Greed; Involuntary Duty (to obey Regulation 368); Overconfidence; Reputation (failed empire-builder, -1 among Terrans); Social Stigma (Alien among Krishnans); Wealth (Struggling)

Quirks

Believes he can reclaim throne of Zamba; Drinks too much; Self-centered

Skills

Animal Handling-11; Area Knowledge (Current Location)-11 (Triple Seas region)-12 (Zamba)-11; Bard-14; Black Powder Weapons-15; Brawling-13; Broadsword-13; Climbing-12; Cricket-12; Criminology-11; Disguise-11; First Aid/TL10 (Terran)-12; Guns/TL7-15; Holdout-11; Law (World Federation)-10; Leadership-11; Performance-12; Photography/TL7 (Motion Picture)-11; Riding (Aya)-13; Shield-13; Stealth-12; Streetwise-11; Survival (Arctic)-11; Tactics-11; Throwing-12

Languages

Balhibou-11; English (native); Gozashtandou-11; Portuguese-12.

PERCY MJIPA

Male Terran; 6'6" tall, 220 lbs.; black skin, black hair, black eyes.

ST: 14 **IQ:** 13 **Speed:** 6.5
DX: 13 **HT:** 13 **Move:** 8
Point Total: 155

Percy Mjipa, a tall, lean African from Botswana, was the World Federation's most able consul on Krishna. A graduate of Oxford, he seemed in many ways to be a reincarnation of a Victorian Englishman, both in his strict personal code of honor and in his attitude toward the natives. His wife Victoria was a large, jolly woman who also lived on the planet. Their son remained on Earth.

Percy arrived on Krishna in 2144 at the subjective age of 31, though apparently in his twenties. At the fall of Zanid to the Qaathians he was 67 years old by the calendar, 55 years old subjectively, and apparently in his middle thirties.

Advantages

Contact (Balhibo official); Contact (Jungava warrior); Contact (Member of Zanid's underworld); Immunity to Disease; Legal Enforcement Powers (WF and IC laws only); Strong Will +2

Disadvantages

Addiction: Tobacco; Appearance (shocking to Krishnans); Code of Honor (Gentleman's); Dependent (Victoria Mjipa); Duty (World Federation, almost all the time); Involuntary Duty (to obey Regulation 368); Overconfidence

Quirks

Devoutly monogamous; Thinks Terrans are superior to Krishnans

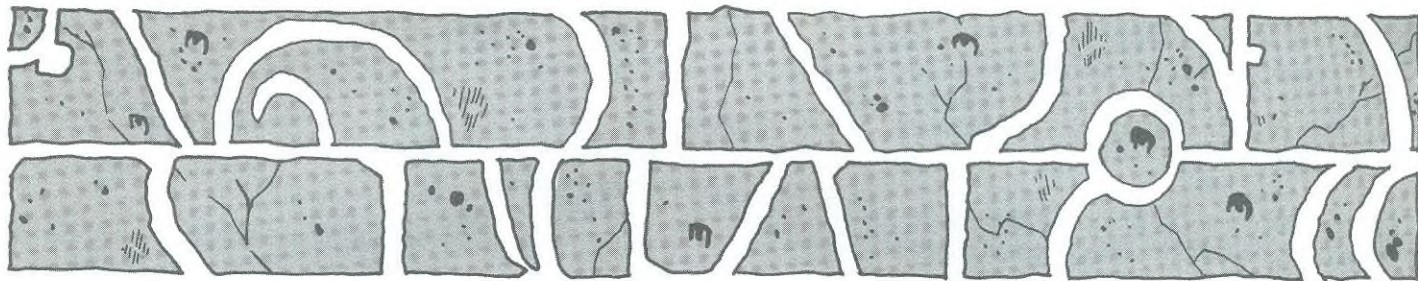
Skills

Acting-13; Area Knowledge (Balhib)-13 (Triple Seas Region)-13; Brawling-13; Cricket-11; Detect Lies-11; Diplomacy-13; Fencing-13; First Aid/TL8-13; Forgery-10; Gesture-13; History (Earth)-12 (Krishna)-10; Holdout-12; Intimidation-12; Law (Interplanetary)-12 (Krishnan)-11 (World Federation)-13; Leadership-12; Literature (English)-12; Riding (Aya)-11; Running-12; Savoir-Faire (Krishna)-13 (Terra)-12; Stealth-12; Survival (Veldt)-13; Writing-13

Languages

Balhibo-12; English (native); Gozashtando-11; Latin-11; Mangwato (native); Portuguese-13; Qaathian-11.





FERGUS REITH

Male Terran; 6'2" tall, 170 lbs.; red hair, blue eyes.

ST: 12 **IQ:** 12 **Speed:** 6

DX: 13 **HT:** 11 **Move:** 6

Point Total: initially 90, achieving 140 after years of adventuring.

Fergus Reith arrived on Krishna as a novice tour guide, and eventually became one of the most experienced and well-respected Terrans on Krishna. He married Alicia Dyckman, divorced her, and remarried her again after she returned from Earth. During her 20-year absence he went through another marriage to a woman named Elizabeth, with whom he had a son, Alister. The skills and languages in the first paragraph for each are for Fergus during his first adventures on Krishna; values listed in the second paragraph represent his later career.

At his arrival in 2145 he was only 23 years old subjectively. When he remarried Alicia Dyckman in 2176 Fergus was 66 years old by the calendar, 54 subjective years old, and apparently in his middle thirties.

Fergus is a tall, quiet man with bright red hair. His clients often call him by the nickname "Fearless," which he hates.

Advantages

Danger Sense; Immunity to Disease

Disadvantages

Dependents (bumbling tourists); Involuntary Duty (to obey Regulation 368)

Quirks

Basically shy; Loves Alicia; Tries not to show feelings

Skills

Area Knowledge (Novorecife)-12 (Triple Seas)-12; Boating-13; Brawling-13; Climbing-13; Crossbow-13; Diplomacy-12; Fencing-12; First Aid/TL10-16; Leadership-11; Merchant-12; Riding (Aya)-12; Stealth-12; Survival (Forest)-11.

In later years add or increase to: Area Knowledge (Gozashtand)-17 (Mikardand)-17 (Triple Seas)-17; Fencing-14; Leadership-14; Seamanship/TL3-12; Streetwise-12.

Languages

Durou-10; English (native); French-11; German-11; Mandarin Chinese-10; Portuguese-13.

In later years add or increase to: Durou-12; Gozashtandou-16

HEINRICH VON SCHLEGEL

Male Terran; 6'3" tall, 250 lbs.; blonde hair, blue eyes.

ST: 13 **IQ:** 11 **Speed:** 6

DX: 12 **HT:** 12 **Move:** 6

Point Total: 90

Heinrich von Schlegel (he added the "von" himself) was a self-proclaimed expert on Krishnan culture ("Kultursachverständiger"), and head of the Society for the Preservation of Krishnan Culture. Like many Terrans, he was concerned about the way Krishnan civilization was becoming nothing more than an imitation of Earth culture. Members of his society attacked Krishnans wearing Terran fashions, and committed acts of terrorism against anyone they believed to be a threat to the purity of Krishnan culture.

Schlegel tried to live and behave like a Krishnan gentleman, and was quick to challenge anyone who offended him to a duel. For a time he advocated the worship of the ancient Roman gods, and went about dressed as Mars. In 2176 he and some followers tried to halt a film production on Krishna by kidnapping Alicia Dyckman. Fergus Reith killed Schlegel in the process of rescuing her.

Schlegel arrived on Krishna in 2162 at the subjective age of 29. At the time of his death he was 43 years old but looked to be in his late 20s.

Schlegel is a big, powerfully-built man with crew-cut blond hair. He speaks with a noticeable accent, and often German sentence construction uses.

Advantages

Charisma +2; Immunity to Disease

Disadvantages

Bully; Code of Honor (Gentleman's); Fanaticism; Intolerance (of Terran influence); Involuntary Duty (to obey Regulation 368)

Quirks

Exhibitionist; Holds grudges; Neo-pagan; Social-climber

Skills

Area Knowledge (Mikardand)-12 (Suruskand)-12; Buckler-14; Crossbow-13; Fencing-14; Leadership-11; Politics-11; Riding (Aya)-13; Savoir-Faire (Krishnan)-12; Streetwise-11; Survival (Forest)-11

Languages

German (native); Mikardandou-14; Portuguese-12; Suruskandou-13.



KENNETH STRACHAN

Male Terran; 6'1" tall, 230 lbs.; brown hair, blue eyes.

ST: 12

IQ: 12

Speed: 5.75

DX: 11

HT: 12

Move: 6

Point Total: 115

Ken Strachan was a burly Scots engineer, who could be found all over the Triple Seas working on projects. Strachan was proud of his Scottish heritage, and did his best to promote it by wearing a tartan kilt and playing the bagpipes at odd hours. He was a notorious lecher, but in 2169 he married Juanita Rincon ("ma wee Jennie," as he called her).

Strachan arrived on Krishna in 2141. At the time of his wedding was 64 subjective years old and apparently in his mid-30s.

Advantages

Common Sense; Immunity to Disease

Disadvantages

Involuntary Duty (to obey Regulation 368); Lecherousness; Odious Personal Habit (Bagpipe-playing); Stubbornness

Quirks

Dresses in Scottish style; Drinks heavily

Skills

Brawling-11; Carousing-11; Engineer (Vehicles/TL3)-16 (Vehicles/TL8)-14; Mechanic (Electric Motors/TL7)-13 (Clockwork/TL3)-14; Mechanic (Wagons/TL3)-12; Musical Instrument (Bagpipe)-10; Running-9

Languages

Durou-14; English (native); Gaelic-11; Gozashtandou-14; Portuguese-14; Spanish-13

KRISHNANS

Obviously, the vast majority of Krishnans aren't kings or princes, but it is the leaders and persons of influence who are most likely to have an effect on visiting Terrans. The rulers here may be encountered as friends or as enemies, depending on circumstances.

QUEEN ALVANDI

Female Krishnan; 5'11" tall, 150 lbs.; gray hair, brown eyes.

ST: 9

IQ: 13

Speed: 5.25

DX: 11

HT: 10

Move: 5

Point Total: 105

Alvandi bab-Sí was the last Douri of Qirib. She was a sharp-tongued woman with a strong will and a hot temper. Terrans often compared Alvandi to the Queen of Hearts in *Alice in Wonderland*, but Alvandi was no mere blusterer – she was intelligent and devious, ruling Qirib from the late 21st century until the matriarchy was overthrown in 2143. When her claim to the throne was jeopardized by her failure to lay a fertile egg, Alvandi purchased a daughter in secret, then did away with all who knew of the plot. Her daughter, the Princess Zei, was actually a Terran, but Alvandi managed to keep her true nature secret.

After the revolution in Qirib, Alvandi fled to exile in Mikardand, where she wrote Krishna's first advice column for the *Mishé Defender*. Queen Alvandi is a tall, rawboned Krishnan woman with a prominent nose and sharp eyes. She seldom speaks in anything less than a shout.

Advantages

Extended Lifespan; Literate; Status 6 (Douri); Strong Will +3; Wealth (Filthy Rich)

Disadvantages

Appearance (Unattractive); Bad Temper; Bully; Secret (her daughter is not her own); Stubborn

Quirks

Devious; Female chauvinist; Never admits she is wrong; Salty vocabulary; Shouts a lot

Skills

Administration-13; Area Knowledge (Qirib)-14; Carousing-9; Detect Lies-12; Fencing-11; Gambling-12; Leadership-13; Politics-13; Riding (Aya)-11; Savoir-Faire-15; Strategy-12; Theology (Cult of Varzai)-12; Writing-12

Languages

Mikardandou-15; Portuguese-11; Qiribou (native).

KING EQRAR

Male Krishnan; 5'5" tall, 150 lbs.; gray-green hair, green eyes.

ST: 9

IQ: 14

Speed: 5

DX: 11

HT: 9

Move: 5

Point Total: 155

His Supreme Awesomeness Eqrar bad-Qavitar is a small, mousy monarch who rules the mighty Empire of Gozashtand. He is despised by his fellow sovereigns for his tightfistedness and his cowardice, but what the other monarchs never seem to notice is that Eqrar's policies keep Gozashtand rich and peaceful for a century.

Eqrar is a fussy little man who repeats everything he says three times. He dithers constantly and seems to take forever to come to a decision. Much of his attention is focused on petty economies at the court or complaining about his fractious and demanding underlings.

Advantages

Extended Lifespan; Military Rank 8 (Commander in Chief); Status 7 (King); Wealth (Filthy Rich)

Disadvantages

Cowardice; Miserliness; Odious Personal Habit (Repeats Himself); Shyness (Mild)

Quirks

Complains endlessly; Fidgets; Hates dealing with vassal lords; Vain





Skills

Administration-15; Area Knowledge (Gozashtand)-15; Diplomacy-16; Fencing-10; History (Krishnan)-12; Law (Gozashtando)-13; Merchant-14; Politics-14; Riding (Aya)-12; Savoir-Faire-16; Strategy-13

Languages

Gozashtandou (native); Katai-Jhogorai-13; Portuguese-12.

PRINCE FERRIAN OF SOTASPE

Male Krishnan; 6'2" tall, 160 lbs.; green hair, black eyes.

ST: 10 IQ: 14 Speed: 5.75

DX: 13 HT: 10 Move: 6

Point Total: 160

His Sublimity Ferrian bad-Arjanaq is one of Krishna's most well-known figures. He is Prince-Regent of the small island kingdom of Sotaspé (the sovereign, Manzariyé, has been dead for years). Ferrian is best known for his unending efforts to break the Interplanetary Council's technological blockade.

In person, Ferrian is a youngish-looking Krishnan, slim, swarthy and intense-looking. He dresses in jeweled and ornamented clothing appropriate to his station, and in battle wears black armor with gold details.

Advantages

Alertness +1; Charisma +1; Extended Lifespan; Literacy; Status 6 (Prince-Regent); Strong Will +1; Wealth (Filthy Rich)

Disadvantages

Bad Temper; Code of Honor (Gentleman's); Impulsiveness; Overconfidence

Quirks

Endlessly ambitious; Good ruler; Grudge against Viagens customs service; Loves new gadgets; Suspicious of Terrans

Skills

Administration-14; Area Knowledge (Sotaspé)-13 (Triple Seas)-13; Bard-14; Buckler-12; Diplomacy-12; Fencing-13; Law (Interplanetary)-11 (Sotaspéan)-14; Mechanic/TL5 (Steam Engines)-12; Navigation/TL3-13; Riding (Aya)-13; Running-7;



Savoir-Faire (Krishnan)-16; Seamanship/TL3-14; Strategy-13; Tactics (Naval)-13.

Languages

English-11; Gozashtando (native); Katai-Jhogorai-13; Portuguese-11; Ziadon-13.

GILAN BAD-JAM, DASHT OF RUZ

Male Krishnan; 6'2" tall, 250 lbs.; green hair, gold eyes.

ST: 12 IQ: 11 Speed: 5.25

DX: 11 HT: 10 Move: 5

Point Total: 105

Gilan III, ruler of the province of Ruz after 2138, is an ambitious monarch who hopes that the Qaathian invasions will give him the opportunity to expand his power. He does not plot against his overlord the Dour of Gozashtand, preferring to wait until the elderly monarch dies. He does have eyes on the Lady Vazni, heir to the throne of Dur – if he could marry her, Gilan would be poised to gain control of an entire empire. Gilan welcomes tourists to his dominions, and tolerates missionaries.

In person, Dasht Gilan is an athletic Krishnan starting to turn fat. He wears green false whiskers in the style of the time. He has a weakness for long speeches and boasting. The Dasht is still a good fighter, but keeps his temper and avoids fighting unless it can do his plans some good.

Advantages

Extended Lifespan; Literacy; Military Rank 7 (Commander in Chief); Status 5 (Dasht); Wealth (Very Wealthy)

Disadvantages

Compulsive Behavior (Bragging); Greed; Overconfidence

Quirks

Ambitious; Bad lover; Plots endlessly; Welcomes Terran tourists

Skills

Administration-11; Crossbow-11; Fencing-12; Politics-11; Riding (Aya)-11; Savoir-Faire (Krishnan)-13; Strategy-10

Languages

Gozashtandou (native); Portuguese-9.



GORBOVAST

Male Krishnan; 5'7" tall, 130 lbs.; greenish-white hair, gray eyes.

ST: 5

IQ: 14

Speed: 4

DX: 8

HT: 8

Move: 4

Point Total: 55

"If you get in trouble in Majbur, see Gorbvast; he can fix anything."

Those words have saved many a Terran from a nasty fate. Gorbvast bad-Sár is a prosperous merchant of Majbur. He is officially the Gozashtando commissioner in the city, and acts as the agent for the Viagens Interplanetarias as well. Gorbvast is a kind and generous man, but never misses an opportunity to make money.

Gorbvast is an elderly Krishnan with silvery-jade hair and a face etched with tiny wrinkles. He dresses modestly in the sober clothing of a Majburo merchant.

Advantages

Contact (Duro ambassador); Contact (Knight of Qarar); Contact (Majburo Syndic); Contact (Merchant skipper); Contact (Smuggler); Extended Lifespan; Literacy; Patron (King Eqrar); Patron (Viagens Interplanetarias); Reputation (helpful Krishnan, +2 among Terrans); Status 1 (Prosperous merchant); Strong Will +1; Unfazeable; Wealth (Wealthy)

Disadvantages

Age (+10 years); Code of Honor (Keeps his word); Dependents (Family)

Quirks

Affectionate family man; Amused by Terrans; Secretive; Sharp businessman; Tries to be on winning side in conflicts

Skills

Animal Handling-14; Area Knowledge (Majbur)-14 (Triple Seas region)-14; Detect Lies-12; Diplomacy-13; Knife-8; Law (Majburo)-14; Merchant-16; Savoir-Faire (Krishnan)-14; Scooter-8; Streetwise-13; Writing-13

Languages

English-11; French-11; Gozashtandou (native); Hindi-11; Kalwmian-13; Katai-Jhogorai-13; Mandarin Chinese-11; Portuguese-12; Qiribo-14; Ziadian-13.

KING KIR

Male Krishnan; 6'2" tall, 200 lbs.; gray-blue hair, blue eyes.

ST: 10

IQ: 12

Speed: 5

DX: 11

HT: 9

Move: 5

Point Total: 130

His Sublime Altitude Kir bad-Baladé, Dour of Balhib and Kubyab, hereditary Dasht of Jeshang, titular Pandr of Chilihagh, Protector of Jo'ol and Kamoran of Ruakh was ruler of Balhib from 2095 until his death in 2168. Kir was among the few Krishnans who could grow a full beard and proudly displayed his facial hair until the terrible incident in 2137 when a Knight of Qarar cut off the dour's beard. After that, Kir became increasingly eccentric developing a fixation about beards, believing that anyone wearing whiskers is actually the knight who stole his beard.

Despite his growing madness, Kir remained a strong ruler. He ended feudalism in Balhib and approved the project to develop guns. Kir died just after the Balhibo army was defeated by the Qaathians. His death was officially a suicide, but the only witness was the man who eventually succeeded to the throne.

Kir was a tall Krishnan with an unusually prominent nose and a beard. After his whiskers were stolen, Kir adopted false ones. He always dressed in lavish garments.

Advantages

Contact (Courtier in Dur); Contact (Pandr of Lusht); Contact (Spy in Qaath); Extended Lifespan; Literacy; Status 7 (King); Wealth (Filthy Rich)

Disadvantages

Bad Temper; Delusion (All bearded men are Shurgez); Delusion (He is a potted plant); Intolerance (of Knights of Qarar); Paranoia

Quirks

Always insists on winning at piza; Likes feeding animals at the zoo; Thinks people are laughing behind his back

Skills

Administration-14; Area Knowledge (Balhib)-16; Crossbow-11; Diplomacy-12; Fencing-13; History-11; Leadership-13; Riding (Aya)-12; Savoir-Faire-14; Strategy-12

Languages

Balhibou (native); Gozashtandou-14; Portuguese-12; Qaathian-12.



TASHIAN BAG-GARIN, REGENT OF DUR

Male Krishnan; 6'3" tall, 220 lbs.; yellow-green hair, green eyes.

ST: 11 **IQ:** 13 **Speed:** 5
DX: 10 **HT:** 10 **Move:** 5
Point Total: 160

Lord Tashian ruled the northern empire of Dur, but he was not its sovereign. That honor belonged to the lady Vazni, Douri of Dur. However, until Vazni hatched a child, she could not take the throne herself. As one might imagine, Tashian spent a lot of time making sure that Vazni remained childless. Tashian was Regent of Dur from the death of Vazni's father in 2122 through the 2170s. During his tenure as regent, Tashian worked hard to modernize Dur and extend its power. Late in the century, as Tashian entered old age, his miserliness became an obsession. The Regent installed coin boxes throughout his Palace and charged visitors for sitting in chairs or using the bathroom.

In person he is a large, solidly-built Krishnan whose clothing is noticeably old and mended. Tashian seems very friendly, even when he is plotting something dreadful.

Advantages

Contact (Merchant in Katai-Jhogorai); Contact (Pand'r of Lusht); Extended Lifespan; Literate; Military Rank 8 (Commander in Chief); Status 6 (Regent); Wealth (Filthy Rich)

Disadvantages

Dependent (Lady Vazni); Enemy (Barré of Zir); Fanatic (about Dur); Megalomania; Miserliness

Quirks

Always wears black; Always acts friendly; Interested in Earth

Skills

Administration-14; Bard-13; Detect Lies-12; Diplomacy-12; Economics-12; Fencing-12; Knife-11; Law (Duro)-12; Physician /TL3 (Krishnan)-12; Politics-13; Riding (Aya)-10; Savoir-Faire-15; Strategy-11

Languages

Douou (native); Katai-Jhogorai-13; Portuguese-12.

YURUZH, DASHT OF ZA

Male hybrid Krishnan; 5'11" tall, 250 lbs.; greenish-black hair, brown eyes.

ST: 14 **IQ:** 18 **Speed:** 6.75
DX: 14 **HT:** 13 **Move:** 8
Point Total: 300

Yuruzh is unique. Born of mixed tailed Krishnan and tailless parents, he was taken to Earth in 2093. The experimental Pannoetic Treatment raised Yuruzh's intelligence to super-genius levels. Faking stupidity to keep it a secret, Yuruzh returned to Krishna in 2120 and made himself ruler of the island of Zá.

Yuruzh married the Terran missionary Althea Merrick in 2150. At the time of their marriage, Yuruzh was 49 subjective years old, having spent time near light-speed on his trip to Earth. Althea took over as Dashti of Zá after his death in 2178 and established a democracy among the uplifted Závuma.

Like full-blooded tailed Krishnans, Yuruzh has a tail.

Advantages

Charisma +3; Literacy; Status 4 (Dasht); Toughness; Unusual Background (hybrid subjected to Pannoetic Treatment)

Disadvantages

Hybrid Krishnan; Appearance (Ugly); Sense of Duty (to the Závuma); Sterile

Quirks

Ambitious; Energetic; Loves Althea Merrick; Uses Terran phrases; Witty

Skills

Axe/Mace-14; Brawling-14; Broadsword-14; Climbing-13; Crossbow-14; Engineer/TL3 (Primitive Machines)-15; Leadership-16; Metallurgy/TL3-15; Navigation/TL3-15; Psychology-15; Riding (Aya)-13; Running-10; Shield-14; Shipbuilding/TL3-15; Swimming-14; Tactics (Naval)-15; Throwing-14

Languages

English-15; French-15; Gozashtandou-16; Katai-Jhogorai-16; Portuguese-15; Závau (native).

ALIENS

GICHAK

Thothian; 4'4" tall, 135 lbs.; black and white fur, red eyes.

ST: 5 **IQ:** 13 **Speed:** 6
DX: 10 **HT:** 11 **Move:** 5
Point Total: 10

Gichak is a Thothian "entrepreneur." Its standard con game was to approach Terrans and get them involved in a plan to get fabulously rich by swindling the local Krishnan ruler. The plan was usually quite complex and required a few hundred karda as "seed money." Once the Terrans gave Gichak the cash, it fled. The victims could hardly complain to the authorities, since they were planning to defraud the Krishnans.

Gichak is a plump Thothian with black and white fur. On Krishna it seldom wears any clothing other than sunglasses.

Advantages

Ambidexterity; Alertness +2; Charisma +2; Immunity to Disease; Strong Will +2

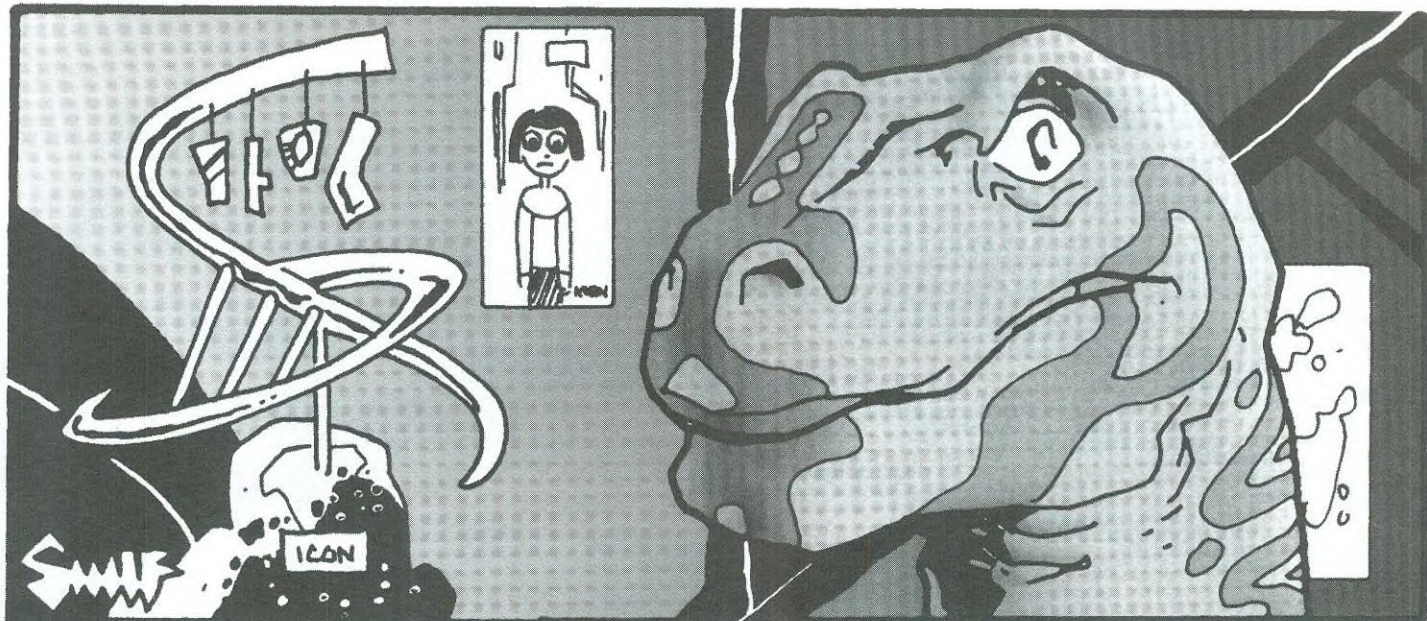
Disadvantages

Thothian; Extremely Curious; Involuntary Duty (to obey Regulation 368); Wealth (Struggling)

Quirks

Always friendly to Terrans; Likes Krishnan food; Terrified of large animals; Wears sunglasses almost all the time





Skills

Area Knowledge (Varasto lands)-13; Bard-15; Carousing-11; Crossbow-13; Fast-Talk-15; Fencing-12; Forgery-12; Gambling-13; Law (Gozashtando)-12 (Interplanetary)-12; Merchant-13; Savoir-Faire (Krishnan)-13; Stealth-13; Swimming-10

Languages

English-12; Gozashtandou-12; Osirian-13; Portuguese-13; Thothian (native).

SHEAFASE

Male Osirian; 6'9" tall, 180 lbs.; green scales and yellow eyes.

ST: 11	IQ: 13	Speed: 6
DX: 13	HT: 11	Move: 7
Point Total: 166		

Sheafase was the secret leader of the pirates of the Sunqar. He used his pseudohypnotic powers to control a criminal empire that extended all the way to Earth. As boss of the Janrú racket, he made enormous profits. Sheafase abandoned civilization, and no longer even bothered to paint his scales. He seldom appears in public and when he does it is under heavy draperies that conceal his alien form.

Advantages

Osirian; Ally Group (Pirates of the Sunqar); Contact (Queen Alvandi); Immunity to Disease; Wealth (Wealthy)

Disadvantages

Enemy (Most Krishnan governments); Greed; Involuntary Duty (to obey Regulation 368); Megalomania

Quirks

Doesn't paint scales; No sympathy for other races; Prefers to convert enemies rather than kill them; Seldom appears in public

Skills

Brawling-13; Fencing-12; Law (Interstellar)-10; Leadership-13; Pseudohypnosis-13; Streetwise-13

Languages

Osirian (native); Portuguese-10; Qiribou-13.

SISHEN

Male Osirian; 6'11" tall, 190 lbs.; gray-green scales and gold eyes.

ST: 12	IQ: 10	Speed: 5
DX: 9	HT: 11	Move: 6
Point Total: 26		

Sishen was an Osirian tourist especially interested in the arts and architecture of primitive cultures. Back home Sishen was a very successful body-paint artist (the Osirian equivalent of a fashion designer). On Krishna, he depended on guides for everything. Fortunately, he brought a good supply of cash with him, so could buy his way out of trouble.

Advantages

Osirian; Immunity to Disease; Wealth (Comfortable)

Disadvantages

Cowardice; Gullibility; Involuntary Duty (to obey Regulation 368); Vow (not to use pseudohypnosis)

Quirks

Likes to dance; Loves alien art; Vain about body paint

Skills

Administration-10; Architecture-12; Artist (Body Paint)-15; Beam Weapon (Electrostatic Gun)-8; Brawling-9; Dancing-8; Pseudohypnosis-8.

Languages

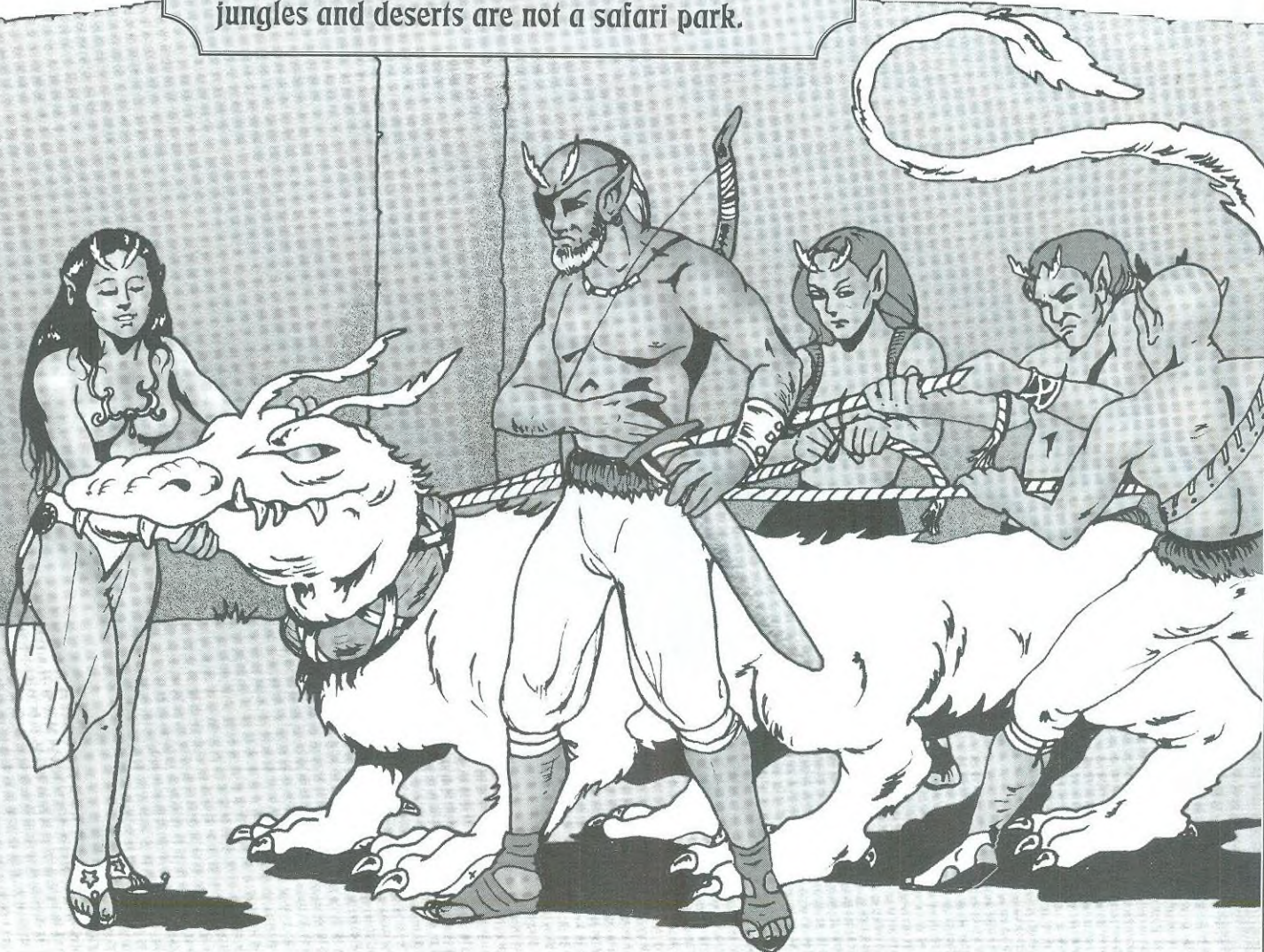
Gozashtandou-9; Osirian (native); Portuguese-8.



6

Krishnan Bestiary

Visitors from heavily populated worlds like Earth are amazed by Krishna's diverse wildlife, but they must beware: jungles and deserts are not a safari park.



Much of Krishna is untamed wilderness, and fierce animals are found even in settled regions. Animals on Krishna can be quite dangerous – visitors maintain everything on Krishna is twice as big and twice as mean as its Terrestrial equivalent. While that may exaggerate, nobody who has faced a hungry shan or wild yeki is likely to argue.

Krishnan and Terran life are very similar biologically. Humans can eat most of the same foods that Krishnans can, and vice versa. This is very convenient for visitors, as it means they don't need to bother bringing provisions all the way from Earth. (Terrans do need to take vitamin supplements, or else must pay very careful attention to their diet while on Krishna.) Unfortunately, it also means that Terrans smell like food to hungry Krishnan animals.

At the cellular level there are more obvious differences

between the life forms of the two planets. Terran and Krishnan organisms use different proteins, and their genetic codes are completely alien. This means that Krishnans and Terrans are immune to each others' viruses. Since viruses work by replacing a cell's genetic material with their own, they cannot infect cells that have an alien genetic "language." Thus, there is no danger of Krishna being depopulated by measles or smallpox, while Terrans don't have to worry about bringing back *paku* or the Yellow Death to Earth.

Bacterial diseases are mutually contagious, but are much less virulent in alien hosts. A Terran infected with Koloft Swamp Fever can usually get over it in a few days, while half of all Krishnans who get it die.

Travelers returning to Earth are dosed with powerful antibiotics at Novorecife.



Land Animals

About 400 million years ago, two separate species of fish-like creatures made the transition from life in Krishna's oceans to existence on land.

Their descendants make up two separate classes of land vertebrates found everywhere on the planet. The two classes are the Tetrapoda and the Hexapoda. The Tetrapoda have four legs and lay eggs; Krishnans are derived from this group. The Hexapoda bear live young, but have six limbs. A small minority of scientists still maintain that the Tetrapoda evolved from the Hexapoda after the transition to land, but the fossil evidence is against them.

Both the Tetrapoda and Hexapoda classes include families resembling mammals and reptiles. Creatures are often found which combine features of both types, having bodies covered with both scales and hair. Tetrapoda and Hexapoda can be either warm or cold blooded.

One class of animal completely absent from Krishna are analogs of birds. Feathers never evolved on the planet, and so all flying creatures resemble pterosaurs or bats, with wings of leathery skin. Krishna is home to several very large fliers, as the thick atmosphere and low gravity make it easier for big creatures to get off the ground.

All vertebrates on Krishna have a circulatory system based on copper instead of iron pigments. This makes all Krishnan animals green where Terran ones would be pink. The only animals on Krishna with hemoglobin-based blood are small aquatic worms, sometimes jokingly referred to by Krishnans as "Ertsuna" in honor of the red-blooded aliens from Earth. While the green hemocyanin molecule is not quite as efficient for oxygen transport as hemoglobin, the greater concentration of oxygen in the planet's atmosphere makes up for it.

Some of the more commonly encountered animals of Krishna are described below. They represent only a small sample of the planet's biological diversity, and GMs should not hesitate to create new beasts for travelers to encounter.

AQEBAT

ST: 2

DX: 13

IQ: 5

HT: 12/4

Move/Dodge: 16/8

PD/DR: 0/0

Damage: 1d-5 cut

Reach: C

Size: <1

Weight: 3-7 lbs.

Habitat: All

Aqebats are small flying creatures, resembling a cross between a monkey and a bat. They are among the most common flyers on Krishna, and eat insects, fruit and fish. Aqebats have six limbs, two of which are wings. The others are agile climbing and handling paws. On the ground, aqebats amble along with a Move of 3. Wings and bodies are covered with short soft fur in shades of green and brown. Aqebats bear live young in litters of four to six, feeding them regurgitated mush until their teeth grow in. Hollow tree trunks or rock crevices are favorite locations for aqebat nests, and they are often found living in attics and chimneys. Aqebats begin croaking when dawn approaches – greatly annoying late sleepers. They dwell in mated pairs until the young can fly. In towns, aqebats are clever scavengers, often snatching food from kitchens with open windows. They are sometimes kept as pets or as hunting animals. A trained hunting aqebat may cost up to 50 karda, but untrained ones can be had for nearly nothing.

AYA

ST: 40-65

DX: 9

IQ: 4

HT: 15-16

Move/Dodge: 12/6

PD/DR: 0/0

Damage: 1d+2 cr#

Reach: C, 1

Size: 3

Weight: 1,200-2,000 lbs.

Habitat: All

Ayas are six-legged herbivores. They are the most common riding and pack animals in the Triple Seas region. They have long curving horns for defense like those of the Terran wildebeest, and long, mustache-like whiskers. Reins are braided into the mustaches for riding. (A favorite trick of mischievous boys



is to clip an aya's whiskers so that it cannot be ridden until they grow back.) Ayas are variously colored, in a range of browns and tans and greens. Like many herbivores, ayas have Peripheral Vision. Riders accustomed to horses may find ayas terribly uncomfortable, because the saddle is placed directly over the aya's middle pair of legs, thus subjecting the unfortunate passenger to a lot of bouncing and jostling.

An aya can kick into any front or rear hex for the listed damage, or bite in close combat for 1d-1 crushing damage.

BIJAR

ST: 3	Move/Dodge: 18/9	Size: <1
DX: 10	PD/DR: 0/0	Weight: 5-10 lbs.
IQ: 4	Damage: 1d-3 cut	Habitat: All
HT: 13/5	Reach: C	

Bijars are flying creatures with leathery wings and crested heads. Their hairless bodies are dark green on the back but pale jade on the underside. Unlike most of Krishna's flyers, they are tetrapods, with two clawed feet and two wings. They lay eggs which are a staple food among Krishnans. Bijars are predators, catching small creatures on the ground and aloft, and hijacking the prey of other flyers. They make a clattering noise in their throats. Bijars can fly long distances, and are reasonably clever; this makes them useful as courier animals, carrying small messages between cities. On the ground they are clumsy, hobbling along at Move 2. Courier bijars cost 40 karda; bijar eggs are two for an arzo in the market.

BISHTAR

ST: 250	Move/Dodge: 8/0	Size: 10+
DX: 13	PD/DR: 3/4	Weight: 5-8 tons
IQ: 5	Damage: 3d cr	Habitat: Plains (All)
HT: 16/40	Reach: C, 1	

Bishtars are large draft animals, similar in some respects to Terran elephants. They have six legs, flaring trumpet-like ears, and a pair of meter-long trunks. They have elongated heads, like a tapir's, and their fur is purplish-brown, sometimes spotted with white. Bishtars bear their young live, after a two-year gestation period. Wild bishtars can be found in large herds on the plains of Suria and Ziada, but domesticated ones are used all over the Triple Seas. A related species with a heavy coat of fur can be seen in the northern tundra country. Bishtars are used to carry heavy burdens and pull large loads. Their most colorful use is as living locomotives on the Krishnan railroads. Bishtars live a long time, often going through several owners.

Bishtar attack by trampling, and cannot Dodge.

BOZMAJ

ST: 4-6	Move/Dodge: 4/6	Size: 1
DX: 12	PD/DR: 1/1	Weight: 20 lbs.
IQ: 4	Damage: 1d-3 cut	Habitat: Forest
HT: 12/4	Reach: C	

A bozmaj is a small hexapod resembling a miniature dinosaur. Though it is nearly two meters long, most of that is neck and tail; the bozmaj's six-legged body is only football-sized. It is covered with scales, and has sharp teeth and claws. Bozmajs are carnivores, feeding on small creatures on the ground and in trees. They are good climbers, and their long necks enable them to reach into hollow trees and down holes after prey. They make good pets, and are excellent at controlling vermin. Wild bozmajs are quite shy, and are unlikely to come near humans. Tame ones are very loyal to their masters, and can be vicious when threatened by a stranger.

BURHA

ST: 12-14	Move/Dodge: 10/6	Size: 2
DX: 12	PD/DR: 1/1	Weight: 200 lbs.
IQ: 3	Damage: 1d-2 cr#	Habitat: Forest
HT: 13	Reach: C	

Burhas can be found in the forests of Mikardand and Gozashtand, and on the islands of the Sadabao Sea. They are four-legged herbivores that browse on low branches and under brush. Burhas are very timid, and only come out at night. Normally Burhas have a Stealth skill of 16. Fall is mating season for burhas, and the males become highly aggressive then. Burha bucks will challenge just about anything they encounter, and their sharp horns can inflict 1d impaling damage.

BURIND

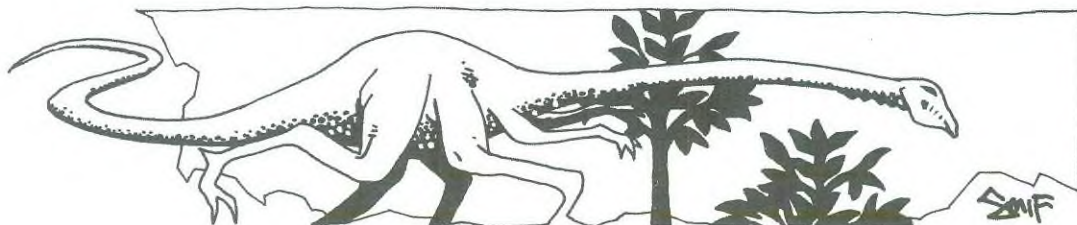
ST: 1-2	Move/Dodge: 12/7	Size: <1
DX: 14	PD/DR: 0/0	Weight: 1-2 lbs.
IQ: 5	Damage: 1d-5 cut	Habitat: All
HT: 12/3	Reach: C	

Burinds are related to aqebats. They are flying hexapods which resemble winged monkeys. Unlike aqebats, burinds are nocturnal, with silky black fur on their wings and bodies. Their large eyes are very sensitive, and their forepaws have long webbed fingers to snatch small insects from the air. They have Night Vision. Burinds nest in caves and often take up residence in ruins. They do not attack people, but coming upon one at night can be a terrible shock. On the ground they creep along with a Move of 3.

DEYÉ

ST: 6	Move/Dodge: 6/6	Size: 1
DX: 12	PD/DR: 1/2	Weight: 25-40 lbs.
IQ: 4	Damage: 1d-2 cut	Habitat: Desert
HT: 13/5	Reach: C	

The deyé is a reclusive predator and scavenger of the western desert. It has four legs and is covered in short velvety tan fur. Deyés remain buried in the sand during the heat of the day, but emerge at night to forage. They are solitary and bad-tempered.



creatures, and have been known to attack much larger animals with their powerful claws and sharp teeth. A deyé's vision is poor, but its sense of smell is extremely acute. Deyés can sniff out water or carrion miles away. They can tunnel through sand at a Move of 2. While deyés can be quite dangerous, Krishnans often venture into the deserts to seek out their nests. Deyés lay large clutches of eggs, which are a great delicacy in Balhib and among the nomads of Qaath. Finding a deyé nest in the desert requires a successful Survival (Desert) or Naturalist roll. Deyé eggs can be sold for 25 arzou apiece.

ESHUNA

ST: 8-12 **Move/Dodge:** 10/5-7 **Size:** 1
DX: 10-14 **PD/DR:** 1/1 **Weight:** 50-100 lbs.
IQ: 4 **Damage:** 1d-2 cut **Habitat:** Steppe
HT: 13-16 **Reach:** C

Eshunas are carnivores that run in packs. They have long been domesticated and used as hunting animals by the Krishnans. They have keen hearing and smell, and trained hunting eshuna can have a Tracking skill of 16 or more. Originally native to the steppes of Dhaukia and Jo'ol, domestication has spread eshunas across the planet. Wild ones can be encountered in small family groups or in large packs with dozens of members. Eshunas can be quite dangerous – a pack of them can bring down an aya, and their sharp teeth can seriously injure a man. They are four-legged egg-laying mammals, and have bristly greenish hair. Trained hunting or guard eshunas cost 40 karda, while newly-weaned whelps can be had for a pittance.

GERKA

ST: 3 **Move/Dodge:** 8/8 **Size:** 1
DX: 16 **PD/DR:** 0/0 **Weight:** 5-10 lbs.
IQ: 6 **Damage:** 1d-4 cut **Habitat:** Forest
HT: 9/3 **Reach:** C

A gerka is a six-legged creature resembling a lizard. Gerkas dwell in the forests of Jaega and Aurus, spending most of their time in the leafy canopy. They can make great leaps with their muscular hind legs, and can grasp branches and small items in their clever front paws. Gerkas have Acrobatics and Climbing skill at 21. Gerkas have sharp beaks, which they use to crack open nuts. They are clever animals, and can be taught a variety of tricks. Performers with trained gerkas are a staple of Krishnan theater. Thieves occasionally use gerkas to help break into houses, as they can be taught how to open latches. A tame gerka costs 20 karda.

KARGAN

ST: 20 **Move/Dodge:** 7/7 **Size:** 3
DX: 15 **PD/DR:** 0/0 **Weight:** 300-600 lbs.
IQ: 3 **Damage:** 1d cut **Habitat:** Mountain
HT: 13/18 **Reach:** C

Kargans are dangerous predators found in mountainous regions around the Triple Seas. Closely related to the yeki, the kargan is smaller and solitary in its habits. Kargans have six limbs and a sinuous body covered with tan or striped fur. They prefer to attack by leaping on their prey from above, and often hunt at night. Kargans have Night Vision, and Climbing skill of

16. They sometimes drag their prey into a tree, to store for later consumption. They bear live young, in litters of two or three.

MAKHAF

ST: 6 **Move/Dodge:** 20/10 **Size:** 4
DX: 13 **PD/DR:** 0/0 **Weight:** 100 lbs.
IQ: 4 **Damage:** 1d imp# **Habitat:** All
HT: 10/6 **Reach:** C

The makhaf is the largest known flying animal of Krishna. The makhaf lives by hunting other flyers, hijacking their catches, or snatching small animals from the ground. A makhaf has a wingspan of 20 to 30 feet, with leathery wings covered by velvety fur. Makhafa have four clawed legs; the rear pair are used to catch prey while the front pair are used to hold food or young. These claws do 1d of damage when the beast dives at its prey; the



makhaf can also bite for 1d-2 cutting damage. A makhaf's head has a large toothy mouth and a trailing flap of skin like a pennant.

Makhafa spend their lives in the air. They are masters of gliding and soaring, and have eyes sensitive to infrared light, which help them find rising air columns. They can sleep, mate and give birth while flying. Makhafa almost never touch ground themselves, and then only in mountainous regions where they can easily get airborne again. A makhaf has enormous difficulty taking off from flat ground, especially when the winds are light. Their young are born live, and the mother makhaf holds them in her front claws until they are able to fly.

Makhafa range all over the surface of Krishna. They can be found circling in the warm air over the deserts, or skimming the waters of the Triple Seas. They are more common in warm climates than at the poles. Krishnans armed with bows have driven them from the densely populated regions, but outlying farms still lose a few newborn ayas to hunting makhafa.

PHWCHUV

ST: 3 **Move/Dodge:** 8/8 **Size:** <1
DX: 16 **PD/DR:** 0/0 **Weight:** 10-20 lbs.
IQ: 6 **Damage:** 1d-4 cut **Habitat:** Jungle
HT: 10/5 **Reach:** C

A phwchuv is a small tetrapod, very closely related to Krishnans and Koloftuma. They have prehensile tails, binocular vision and dexterous paws on all four limbs. Phwchuvit live in



large troops, often with a dozen or more members. They are arboreal creatures, spending most of their time in the forest canopy of the equatorial jungles. Phwchuvit are omnivores, subsisting on a diet of fruit, nuts, seeds and insects. Occasionally they scavenge the remains of dead animals. In the Khaldoni lands, it is believed that the supreme god Phaighost begot the first Krishnans by mating with a female phwchuv. As a result the creatures are tolerated in those countries. In other lands they are eaten – chilled phwchuv brains are considered quite a delicacy among the nobility of Ziada. Phwchuvit lay single eggs and tend their young carefully.

PUDAMEF

ST: 30-35 **Move/Dodge:** 7/5-6 **Size:** 3
DX: 10-12 **PD/DR:** 1/2 **Weight:** 800-1,000 lbs.
IQ: 4 **Damage:** 2d-1 cut **Habitat:** Polar
HT: 16/25 **Reach:** C

The pudamef is a dangerous carnivore of the northern tundra. A relative of the shan, it has six legs, a long neck and a crocodile-like head with nasty teeth. Pudamefs are larger and stockier than their southern cousins, and are covered in thick white fur, which turns green in the spring and summer. Pudamef furs are much sought-after, and the pelt of an adult can bring 20 karda. Pudamefs generally live in mated pairs, controlling a large hunting range. They catch young bishtars, unhas and wild shaihans. In winter they sometimes move south into inhabited country. They bear live young, which are fed regurgitated food by both parents. Pudamefs have Night Vision, and have Camouflage-14 skill.

QASB

ST: 3-4 **Move/Dodge:** 4/5-6 **Size:** 1 hex
DX: 10-12 **PD/DR:** 0/0 **Weight:** 5-15 lbs.
IQ: 4 **Damage:** 1d-4 cut# **Habitat:** Steppe
HT: 16/4 **Reach:** C

Qasbs are small, venomous hexapods which feed on small animals, bugs and eggs. They can grow up to a yard in length. Qasbs shed their skins each year as they grow, and are often irritable and vicious during the shedding season. Krishnans use the term, "like a qasb in its skin" to describe something that fits snugly. The bite of a qasb is usually not fatal to humans or Krishnans, but can kill smaller animals. Qasbs can be tamed and used to control vermin in houses and barns; domestic qasbs usually have their venom sacs removed. Anyone bitten by a Qasb must make a HT roll to avoid suffering 1d of damage from poison.

RAJIN

ST: 5 **Move/Dodge:** 6/6 **Size:** 1
DX: 12 **PD/DR:** 2/1 **Weight:** 20 lbs.
IQ: 4 **Damage:** 1d-5 imp# **Habitat:** Jungle
HT: 12/6 **Reach:** R, C

The rajin is a small hexapod of the southern jungles, covered with short spines. Long spines grow on their tails. Rajinit are normally placid creatures, digging in the moist soil of the forest floor for grubs, safqa and edible roots.

When threatened, a rajin holds up its spiny tail to protect itself. If attacked, the rajin can use a sudden whip-like motion of its tail to throw spines with great accuracy at the foe, like a

shower of tiny daggers. This is treated like Burst fire, as described on page B120. The rajin has an effective skill of 12 with this attack. The darts do half damage at a range of 5 yards, and have a maximum range of 10 yards. A rajin can only launch its darts once per day; it can also fight in close combat, using its claws to inflict 1d-4 cutting damage.

Most predators leave rajinit alone, and a barrage of darts is enough to convince slow learners. The jungle tribes of southern Suria use rajin spines in their blowguns.

RAYEF

ST: 4 **Move/Dodge:** 8/6 **Size:** <1
DX: 12 **PD/DR:** 0/0 **Weight:** 10 lbs.
IQ: 4 **Damage:** 1d-4 cut **Habitat:** Forest
HT: 10/4 **Reach:** C

Rayefs are small tetrapods with elongated bodies. They live in trees and feed on fruit and leaves. Rayefs appear to have two heads, for their tails widen out at the end to a head-shaped bulb with markings resembling eyes and a mouth. The markings are a defense against bijars and other predators which try to seize their prey by the throat. Rayefs make a quacking noise, and lay eggs in clutches of up to a dozen. They have an effective Camouflage skill of 12.

SHAIHAN

ST: 80 **Move/Dodge:** 8/4 **Size:** 4
DX: 8 **PD/DR:** 1/2 **Weight:** 3,000 lbs.
IQ: 3 **Damage:** 1d+1 imp# **Habitat:** Plains (All)
HT: 18 **Reach:** C

Shaihans are the most common meat animal of the northern regions, and can also be used as strong but slow beasts of burden. They are six-legged live-bearing mammals, and usually have hides of dull brown and green. Wild shaihans live in large herds on the plains, and tend to be stronger and cleverer than domestic ones. They have Peripheral Vision and their long, twisted horns are often sawn off or blunted when in captivity.

Shaihans attack with a charge or a 1d+1 crushing trample.

SHAN

ST: 30-40 **Move/Dodge:** 8#/7 **Size:** 4
DX: 15 **PD/DR:** 1/2 **Weight:** 800-900 lbs.
IQ: 3 **Damage:** 2d-2 cut# **Habitat:** Jungle
HT: 17/22 **Reach:** C, 1

Shans were initially thought to be mythical beasts by Terrans on Krishna, because of their strong resemblance to the dragons of Chinese art on Earth. Later explorers learned to their sorrow that shans do indeed exist. They are very rare in the northern lands, but can be found in the Khaldoni kingdoms near the equator. A shan has a long slender body with a striped green and tan hide for camouflage. Its head is as big as a horse's, with jaws like an alligator's, studded with rows of sharp teeth. Shans have six legs and bring forth live young.

When attacking prey, shans can sprint with a Move of 8 for short distances, but after a minute their movement rate drops to 5. They track prey by scent, often trailing a wounded beast for days before loss of blood brings it down. They attack smaller prey by biting or by constricting, doing 1 die of crushing damage per turn.

Shans are repelled by the smell of aliyab juice, though this is not widely known.



SHOMAL

ST: 35 **Move/Dodge:** 13/6 **Size:** 3
DX: 9 **PD/DR:** 1/1 **Weight:** 1,500 lbs.
IQ: 5 **Damage:** 1d+1 cr# **Habitat:** Desert
HT: 16 **Reach:** C

Shomals are another common riding animal, particularly useful in deserts and steppe country. Shomals resemble camels without humps; they have extremely long legs, and long supple necks. Unlike ayas, shomals have no horns, and instead protect themselves with their heavy hooves. Shomals have four limbs and lay eggs. A riding shomal can cost anywhere from 50 karda for an untrained calf or old swayback, to 100 karda for a racing or spirited cavalry animal. The similarity between shomals and camels has persuaded one group of Terrans that Krishnans must be descended from the Ten Lost Tribes of Israel, since the Hebrew word for camel is similar to the Krishnan word shomal. This theory has not gained widespread acceptance.

Shomals trample for 1d+1 or bite for 1d crushing damage.

UNHA

ST: 10-14 **Move/Dodge:** 4/5 **Size:** 1
DX: 10 **PD/DR:** 1/1 **Weight:** 50-200 lbs.
IQ: 4 **Damage:** 1d-1 cut **Habitat:** All
HT: 13 **Reach:** C

An unha is a small, six-legged herbivore that lives in the forests and grasslands of the Triple Seas region. They have long

been domesticated and kept as food animals. Unhas dig for roots and insects, and are not above catching small animals. In hot weather they like to soak in ponds, or wallow in a mud hole if no pond is handy. Unhas are stocky, short-legged beasts with a pair of sharp tusks and sparse green fur. Wild unhas can be fierce fighters when cornered. In the market, young unhas go for up to half a kard alive.

YEKI

ST: 30 **Move/Dodge:** 9#/7 **Size:** 3
DX: 15 **PD/DR:** 0/1 **Weight:** 500-700 lbs.
IQ: 3 **Damage:** 2d-2 cut **Habitat:** Forest, Steppe
HT: 14/20 **Reach:** C

The most common large predator in the explored parts of Krishna is the yeki. Resembling a six-legged weasel the size of a tiger, yekis are fierce carnivores that hunt alone or in pairs. They bear live young and often mate for life.

Yekis have Night Vision. A hunting yeki makes a loud squealing noise to flush out its prey from cover. When fighting over mates or territory, they give a deep roar. A yeki can sprint with a Move of 9 for about a minute, then tires and slows to Move 7. Noblemen in Gozashtand and elsewhere hunt the yeki for sport, often trying to capture the beasts alive for use in the arena.

An adult yeki can fetch more than 100 karda from a Krishnan arena, or \$10,000 from a Terrestrial zoo. Their pelts are worth 10 karda.



WATER CREATURES

Krishna's seas are much smaller than Earth's, but are home to an incredibly diverse array of life. Since Krishna's seas are isolated from each other, they have very different life forms. Scientists have only begun to catalog the animals of Krishna's waters. The creatures described below are those found in the basin of the Triple Seas and the adjoining Maraghé Sea. Other bodies of water can have entirely different fauna, sometimes completely alien.

Though no Krishnan sea creature is as big as the whales of Earth's oceans, that does not mean they are not dangerous. Quite the reverse – the beasts of Krishna's rivers and seas are aggressive and deadly. Many have no fear of man, and will attack ships and boats.

AMBAR

ST: 1 **Move/Dodge:** 6#/4 **Size:** <1
DX: 8 **PD/DR:** 2/1 **Weight:** 1-4 lbs.
IQ: 1 **Damage:** 1d-4# **Habitat:** Shore
HT: 15/2 **Reach:** C

Ambars have been described as looking like a cockroach the size of a lobster. They are quite a delicacy among Krishnans, who serve them in a variety of ways – boiled, grilled, or with elaborate sauces. They are amphibious, inhabiting beaches and the shallow waters of the seacoast, feeding on water plants and dead things. Ambars are generally shy, but occasionally one can give an unwary wader a bad nip on the toe. Unless the bite is carefully washed, the victim must make a HT roll to avoid infection. In the market, ambar meat costs 3 to 4 arzou a pound.

'AVVAL

ST: 20-30 **Move/Dodge:** 8/5 **Size:** 10-20
DX: 10 **PD/DR:** 3/4 **Weight:** 500-1,000 lbs.
IQ: 2 **Damage:** 2d cut# **Habitat:** Rivers
HT: 16/25 **Reach:** C#

'Avvals are the terror of Krishna's rivers. They are large, aggressive predators, and like most of Krishna's water creatures they are not afraid to attack boats. 'Avvals are long and snaky, with leathery gray skin and a big mouth full of jagged teeth.



They bear live young. 'Avvals are territorial creatures, and often will stake out several miles of river as a hunting territory. In combat 'Avvals attack by biting for 2d-2 cutting damage, and constricting for 1 die of crushing damage with their powerful tails. Constricting attacks have a reach of 4 hexes and do 1d of crushing damage per turn.

FONDAQ

ST: 8	Move/Dodge: 10/6	Size: 2
DX: 12	PD/DR: 0/1	Weight: 30 lbs.
IQ: 1	Damage: 1 cut#	Habitat: Shallows
HT: 10	Reach: C	

Fondaqs are middle-sized eel-like creatures inhabiting Krishna's oceans. They are particularly fond of shallow water full of weeds, and are very common in the Sunqar. Fondaqs are bright yellow in color, and their bite is deadly poison. Victims bitten by a fondaq must roll HT-5 to resist their venom, which does 3d on a failed roll. Many sailors believe that even to look upon a fondaq is death.

GVAM

ST: 30/14	Move/Dodge: 8/7	Size: 10
DX: 14	PD/DR: 1/3	Weight: 1 ton
IQ: 2	Damage: 1d imp#	Habitat: Sea
HT: 14/30	Reach: C, 2#	

The gvám has been described as a combination of swordfish and giant squid. They are ocean predators, and use their twelve barbed tentacles to spear prey. Gvám can also use their tentacles to grapple (ST 14), or can slam enemies with their flukes for 6d crushing damage. A gvám's stomach often contains hard calcified nodules of indigestible bone; many Krishnans believe that no woman can resist a man who carries one of these gvám-stones. A gvám-stone is worth 1,000 to 10,000 karda, depending on its size. The effectiveness of gvám-stones has not been scientifically tested.

HARPOONER

ST: 50	Move/Dodge: 10/6	Size: 20
DX: 12	PD/DR: 1/2	Weight: 2-5 tons
IQ: 2	Damage: 2d imp#	Habitat: Sea
HT: 15/30	Reach: C, 3#	

The harpooner is a larger relative of the gvám. It has two long hunting tentacles ending in huge harpoons. A harpooner uses these to bring down big prey. Harpooners have been known to attack small ships, and their barbs can punch through thin planking. They can also slam with their bodies for 10d crushing damage. It is not known what the harpooner eats, but it must be quite large.

MARU

ST: 5	Move/Dodge: 8/7	Size: 2
DX: 14	PD/DR: 0/1	Weight: 50 lbs.
IQ: 1	Damage: 1d-3 cut	Habitat: Rivers
HT: 12	Reach: C	

The maru is an eel-like creature similar to the 'avval, which can be found in rivers and inland waterways of Gozashtand and Mikardand. They grow to be about two yards long. The maru's small size does not make the maru any less ferocious than its larger cousin; maru bites can be quite painful. Maru is considered a delicacy in Ruz.

SAFERIR

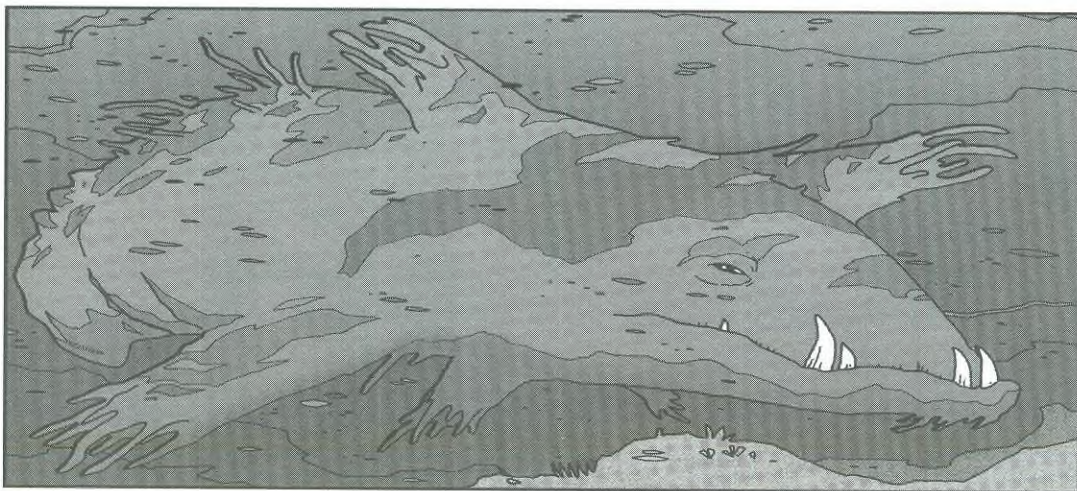
ST: 40-60	Move/Dodge: 10/6	Size: 30
DX: 12	PD/DR: 2/2	Weight: 3 tons
IQ: 5	Damage: 1d+2 cut#	Habitat: Sea
HT: 11/20	Reach: C, 2#	

The saferir is a giant ocean-dwelling cousin of the 'avval. Terrans often call them sea serpents. Saferirs are especially dangerous to mariners because they are clever enough to attack the people on a ship, rather than the ship itself. A favorite tactic is for a saferir to sneak up on a ship in a fog-bank, and snatch a man off the deck before anyone can react. Saferirs can also smash with their tails for 8d crushing damage (4 hex reach). They breathe air, and bear their young alive. Often a mother saferir will be accompanied by a calf (use the numbers for an 'avval).

SEA TURTLES

ST: 20	Move/Dodge: 8/5#	Size: 7
DX: 10	PD/DR: 3/4	Weight: 1,000 lbs-1 ton
IQ: 3	Damage: 2d cr#	Habitat: Sea
HT: 10/20	Reach: C	

Large creatures resembling turtles are found in Krishna's oceans. They swim using their large front flippers, steering with the back pair. Krishnan sea turtles eat the floating terpahla weed, and supplement their diet with fish. They are docile, harmless creatures and can be easily trained. The pirates of the Sunqar use turtles to control the dense terpahla weed. In combat, turtles can bite with their powerful beaks, or else ram boats doing 4d crushing damage.



VERMIN

Krishna does not have true insects, according to scientists. The small crawling vermin with exoskeletons and multiple legs may look like insects, but they have too many legs and not enough body segments. They buzz and bite just like Terran insects, though.

LEECHES

The Koloft swamps and other wetlands are home to an analog of the leech with all the unpleasant habits of its Terran counterpart. Krishnan leeches have formidable mouth-parts, and can chew through boot leather to get at a victim's skin. When engorged with blood they can swell to the size of a baseball. Because Terran blood is very different from Krishnan circulatory fluid, the leeches will eventually starve, but they don't know that and it is small consolation to their victims. Leeches attack automatically, doing no damage, but a victim's HT is reduced by 1 for each leech that is feeding on him. There is also a risk of infection.

SAFQA

Safqa are small, multi-legged creatures with a spiral shell. There are dozens of species of safq, ranging from nearly microscopic in size to monsters as big as a man's head. Some are edible; others have poison glands or bitter-tasting flesh.

ZI'DAMS

These tiny winged hexapods live on fruit and nectar, and are common on the western shores of the Triple Seas. Usually they are solitary, flitting from plant to plant on their gently buzzing wings. But when food gets scarce, zi'dams can form into huge swarms that sweep across a large area, devouring crops. Zi'dams have a mild venomous bite, normally used for defense. A single bite is painful but not especially harmful. But a swarm of zi'dams can bite a victim dozens of times, often delivering a fatal dose. Swarms have a Move of 7, and do 1d of stinging damage per turn unless the victim is completely covered. An average swarm is dispersed by 20 hits, and covers 3 hexes.



PLANT LIFE

Krishna's plants are much more colorful and flamboyant than Earth's relatively dull foliage. Trees on Krishna have trunks of green, brown or even purple wood. They resemble giant asparagus ferns. The leaves span the spectrum from green to purple, with plenty of bright reds and yellows. Plants on Krishna lack true flowers. Instead, the brightly-colored trunks and stems attract flying arthropods which pollinate them. In effect, the entire plant is a flower. Many bear fruit in clusters along the trunks and branches.

There are no true grasses on Krishna. The steppes and plains are covered by a plant resembling moss, which grows to a height of two or three feet and is olive-green in color. The grain badr is a related kind of moss which produces fruiting bodies that can be ground into flour.

SHA'PIR (ZEBRA WEED)

Zebra weed is one of Krishna's less appealing plants. Its leaves have a striking pattern of black and white stripes, as a warning device.

The plants are impregnated with a vicious toxin that affects both native Krishnan and Terrestrial life. Anyone touching a sha'pir plant must make a HT roll to avoid the affects of the poison. On a failed roll, the afflicted person suffers 1d+2 damage in the form of horrible blisters. The blisters itch and hurt terribly,

and persist until all the damage is healed. Normally the sha'pir plant is poisonous and inedible. But Krishnan cooks have learned to detoxify the roots by shredding them and boiling them in vinegar to produce a delicious relish. Just enough of the plant's venom remains to produce a sharp tingling sensation on the tongue.

TERPAHLA AND JANRÚ

Terpahla weed grows in the waters of the Banjao Sea, forming a huge, dense mat of weed known as the Sunqar. Smaller clumps of weed can be found all along the coasts of the Banjao and Sadabao seas. The weed is the source of the potent extract called janrú.

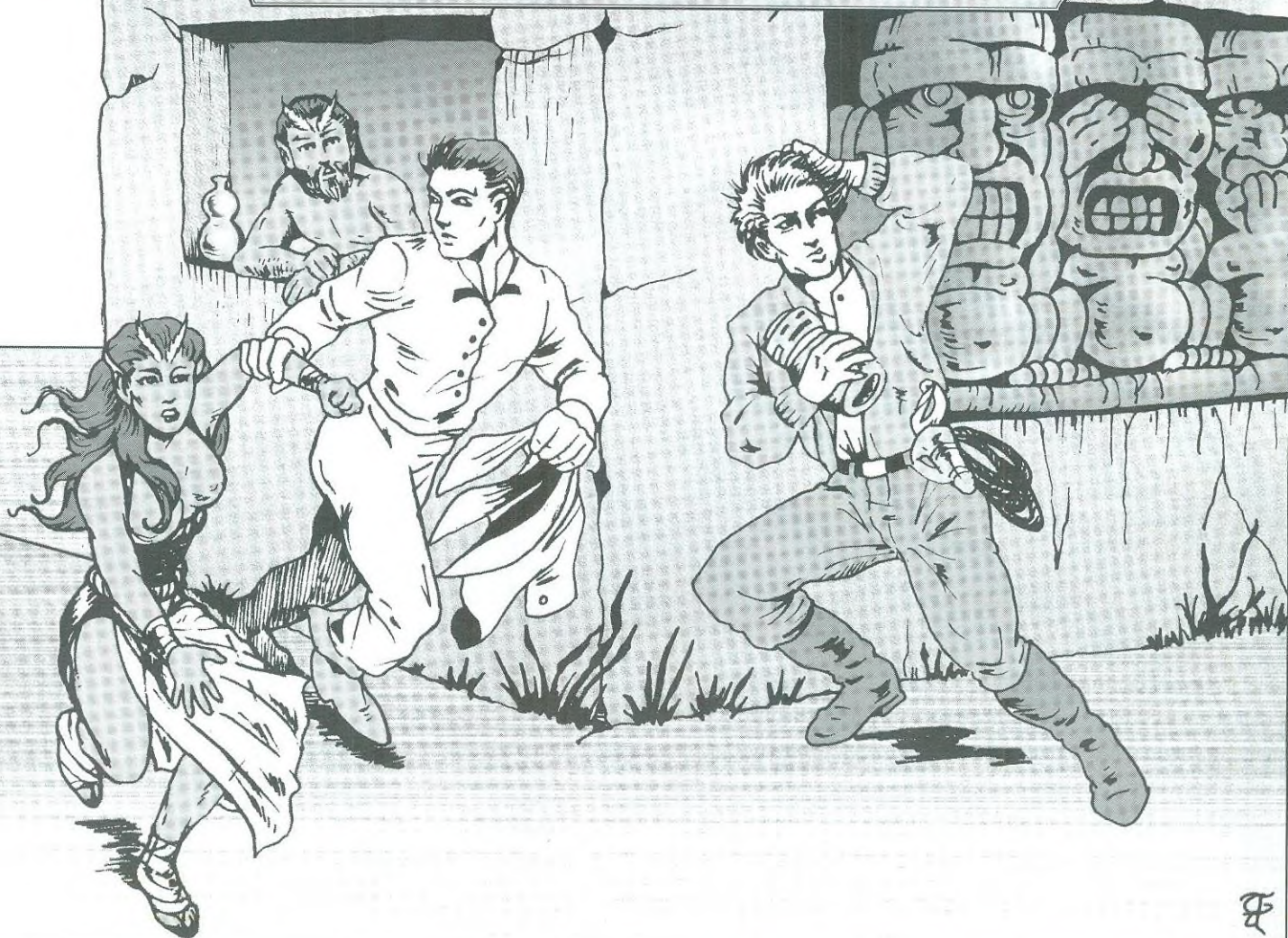
Janrú is a powerful pheromone which makes men completely subservient to women. It affects Terrans as well as Krishnans, and for a time janrú smuggling is a serious problem. Males exposed to janrú must make a Will roll, with a penalty equal to 18 minus the victim's HT score. On a failed roll the victim must obey any commands he is given while exposed to the janrú scent; on a critical failure the effect lasts even without the janrú. Individuals with the No Sense of Smell or Eunuch disadvantages are immune to the effects of janrú. Note that protective masks, nose plugs or even a bad cold can block the scent of janrú.



7

Campaigning

So now you're familiar with Krishna – you know what a yeki looks like and where to get the best kvad in Majbur. But what does one do there? Have adventures, of course. Here's how.



TONE AND STYLE

The Krishna books were not written as serious examinations of the human psyche in an alien environment. They are escapist adventure stories. Krishna is a place where a neurotic ghostwriter can become a pirate king and marry a princess, or where a tour guide and a film crew can battle a horde of invading nomads. It is a *fun* planet, with danger, excitement and romance aplenty. Roleplaying adventures on Krishna should reflect this, with lots of action and opportunities for daring feats.

Krishna is an exotic place, with alien beasts, weird customs and fantastic cities. Game Masters should emphasize the color and strangeness. If the players seem to be getting too blasé about the world, throw something completely unexpected at them, just as a reminder that their characters are not on Earth. Use plenty of Krishnan vocabulary, and be sure to have all the NPCs speak in the florid and verbose Krishnan style.

The perils awaiting adventurers are not all physical ones. Characters may get ensnared in romantic affairs, embroiled in plots to circumvent the technology blockade, and entangled in complicated con games. Both the native rulers and the Viagens officials are not above a little discreet blackmail. Arranging business deals or negotiating treaties can be as difficult (and as dangerous) as any feats of physical daring.

An important fact for Game Masters to remember is that Krishna is an entire world, as large and diverse as the Earth (if not more so). There are vast expanses that have only been mapped from orbit. Even after centuries of contact most Krishnans have never seen a Terran. Completely new and unfamiliar cultures may lie just beyond the next range of mountains. The nations of the Triple Seas have great variety in their local customs and morals (consider how different the nations of Europe are on Earth). Climate, topography and animal life differ from place to place. There are dangerous predators almost everywhere, but the players will believe the world is more real if they encounter white-furred pudamefs in the arctic, yekis in temperate forests and shans in the tropical jungles.

TIME PERIODS

The conditions on Krishna and the sorts of adventures one is likely to have there depend greatly on the period in which the campaign is set. Game Masters should choose a time period that is suitable for the kinds of adventures that their players prefer.

PIONEER DAYS

The period from the first expedition in 2020 to the start of regular starship service in the 2070s is the most wide-open and dangerous. The Terrans are operating in a completely unfamiliar environment, with only sporadic reinforcements from Earth. All the natives react with curiosity or fear to the alien monsters in their midst.

Regulation 368 is very loosely enforced during this period, and Terrans can go armed with modern weapons. Nearly all visitors to Krishna in the early days are Viagens Interplanetarias personnel or World Federation diplomats. Adventures in the early days are chiefly exploration and first-contact scenarios.

The Z Factor

Above all, every Krishna adventure should involve something beginning with the letter Z, so that all titles can follow the pattern that de Camp established. The lands of Zora, Zesh, Zinjaban, Zanid, Zir and Zhamanak have been used. But a study of the map shows plenty of Z-names left: Zá, Ziada, Zogha, Zaburdast, Zigros. . . .

Alternatively, Game Masters who want to distinguish their own campaigns may want follow the same pattern using a different letter of the alphabet. In an S-campaign the players could perform exploits in Shaf, Suria, Suruskand, Sotaspé and the Sadabao Sea.



Romance

Depending on the age and attitudes of the players, Game Masters should decide how much to emphasize the risqué elements of the Krishna stories. Certainly the planet has no shortage of lusty Krishnans and lecherous Terrans. Many stories revolve around efforts by Krishnan nobles to lure or coerce a Terran into the sack. Some players may find a certain level of bawdiness entertaining, but others may be offended. Younger players, especially, may be embarrassed or bored by "mushy stuff." Game Masters should be very careful to respect their players and avoid making anyone uncomfortable.

Silly Campaigns

The Krishna stories are light in tone, but this is sometimes difficult to maintain. A light-romantic campaign is always treading on the brink of outright silliness. When the players start swearing by Qondyor's brazen earwax, when all the dialogue is lifted straight out of Monty Python or *Pulp Fiction*, and when adventures revolve around keeping the secret of egg salad from the Krishnans, a dose of the Saint-Rémy treatment is in order.



Other Smuggling

Agencies like the World Federation Constabulary and its equivalents on Osiris and Thor must constantly be on the lookout for smuggling rackets dealing in Krishnan Janrú extract, Terran coca leaf, Thothian Rikkema glands or the incredibly potent Osirian Asthashfi powder. While fortunately most drugs do not affect aliens, the converse is sometimes true: harmless substances from Earth may turn out to be potent narcotics to Osirians.



Beyond Known Space

The Viagens Interplanetarias has only explored out to a radius of about 20 light-years from Earth. The Osirians and Thothians have visited a smaller volume of space around Procyon. No other spacefaring species have been encountered.

But the galaxy is a big place, and it is more than likely that other creatures have unlocked the secrets of the atom and set out to explore the Universe. Osirian radio astronomers have detected powerful signals emanating from several stars – a sure sign of advanced civilizations.

So far the Interplanetary Council has only had to cope with newly-discovered races less advanced than its member worlds. But eventually contact will be made with a *more* advanced civilization. How will the Council feel when they learn that its members are subject to an alien version of Regulation 368?

Characters may have to defend Novorecife against xenophobic natives, and must always be on their guard outside the colony.

THE ABREU YEARS

Cristovao Abreu's tenure as chief of security at Novorecife almost exactly matches the period between the start of regular space flights to Krishna and the introduction of the Saint-Rémy Treatment in 2144. During this era, Terrans on Krishna generally go disguised as natives. The technology blockade is strictly enforced, and a wider variety of people come to Krishna. This period sees the beginning of Prince Ferrian's efforts to beat Regulation 368, and the exploits of Felix Borel, Anthony Fallon and Dirk Barnevelt.

Adventures during this period can center around technology smuggling, empire-building, con games, missing-person hunts and intrigues with the Krishnans. Viagens Interplanetarias personnel are kept very busy enforcing the technology restrictions.

THE SAINT-RÉMY ERA

The invention of the Saint-Rémy treatment opens up a whole new era of history on Krishna. Suddenly, large-scale contact between Terrans and Krishnans is possible. Tourism becomes a big business, and many Terrans settle on Krishna permanently. Visitors no longer must go about in disguise, and nonhuman aliens begin arriving on Krishna. The Saint-Rémy era lasts about thirty years, from the 2140s to the 2170s.

Nearly any adventures are possible in the Saint-Rémy period. Tourists, entrepreneurs, scientists, journalists and settlers are common all over the Triple Seas.

THE LATER YEARS

By the end of the 22nd century, conditions on Krishna have changed greatly. The Saint-Rémy treatment is no longer a sure protection against technology smuggling, so the Viagens Interplanetarias must adopt tighter controls on visitors. The Krishnans are beginning their own Industrial Revolution, and the Interplanetary Council must consider reclassifying Krishna.

Adventures in the later years can involve encounters with newly-perfected Krishnan technology, strife between immigrants and the native Krishnans, succession wars in the Qaathian empire or efforts to create a world government for Krishna.

TECHNOLOGY SMUGGLING

The technology embargo is an ever-present phenomenon for Terrans on Krishna. A great deal of Krishnan-Terran interaction consists of attempts to break or evade the blockade.

The most profitable thing one can smuggle onto Krishna is advanced technology. Of course it is precisely that kind of smuggling that the Viagens agents work hardest to prevent. On one side is arrayed all the ingenuity of the smugglers and their Krishnan clients, on the other are the Viagens security men equipped with X-rays, the Saint-Rémy treatment and a deep distrust of human nature.



What the Krishnan rulers all want are weapons, of course. Every petty prince imagines himself as Emperor of the Triple Seas, with an invincible army equipped with the rifles of the Ertsuma. But a student of Earth's history may notice that often it was the less showy inventions that led to great changes in the balance of power.

For example, improvements to agriculture make it possible for a country to support a larger population, and allow a bigger proportion of the people to work at something other than farming. A number of very old Terran inventions could dramatically improve farm output on Krishna. The northern lands of Dur or Waradhb might benefit greatly from the moldboard plow. Techniques such as crop rotation can dramatically increase the yield of farmland. New methods of farming made northern Europe more powerful than the Mediterranean countries during the Renaissance.

There is a bonus to smuggling agricultural technology – the penalties are lighter if you get caught. The Interplanetary Council might be lenient toward a Terran who helped the Krishnans feed themselves better, especially if the smuggler pretended to be doing it for altruistic reasons.

Another area of technology ripe for smuggling is information science. Methods of storing and manipulating information are very useful for any government. Better techniques of bookkeeping and accounting had a dramatic effect on European civilization. (Some historians claim that double-entry bookkeeping made the rise of capitalism and the consequent explosion of European power possible.) Punch-cards are not beyond the ability of Krishnan craftsmen to duplicate, and make storing and collating large amounts of data relatively easy. A Krishnan kingdom with an efficient and honest tax-collecting system would be an order of magnitude richer than its neighbors.

Long-range communications could be a priceless innovation. With telescopes already in existence, it would be quite feasible to set up a network of semaphore or heliograph stations. Messages could suddenly travel many times faster than even the hardest-riding courier. Clever people could make use of a fast communication system to make huge profits in financial speculation.

Once the Krishnans have primitive steam engines, Terrans can sell ideas and applications for them without violating Regulation 368. The existing railroads of Gozashtand and Mikardand could be easily converted to steam locomotives, and they have great utility in draining mines and running mills. Shrewd Earthmen may recall that steam engines need fuel. The first person to start mining coal or drilling for oil on Krishna will be the father of a whole new industry, and could get very rich.

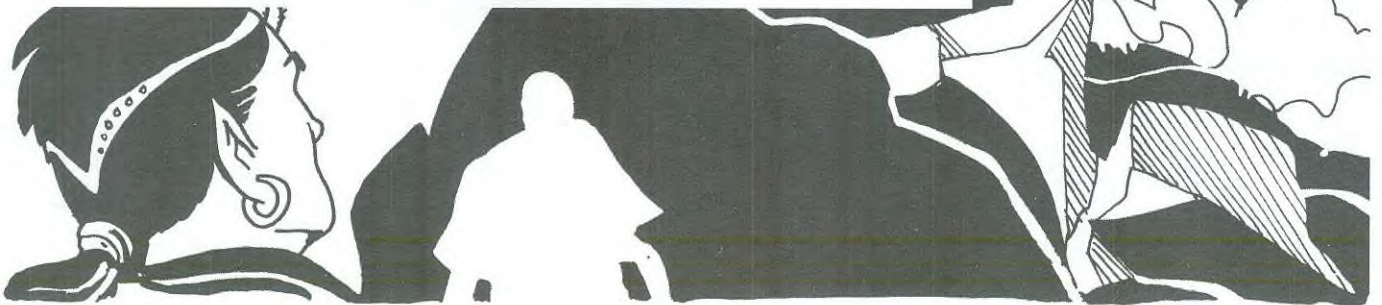
Almost as important as new weapons are tactics and strategies to employ them effectively. As the Krishnans acquire guns, they will need Terrans with a good knowledge of military history to show them the best way to use them. The Qaath nomads might pay well for some Patton wannabe to teach them blitzkrieg tactics for their steam-powered tanks.

Bureau of Missing Persons

More than a few Terrans decide that Krishna is a good place to hide out when things have gone wrong at home. Embezzlers, errant husbands and others come to Krishna seeking only anonymity. But sometimes the people they left behind want them found. Private detectives, World Federation Constables or even jilted brides may arrive on the next ship from Earth. Player characters can be the investigators themselves, or may be hired as guides to help a manhunter.

Other missing persons may not have disappeared on purpose. Krishna is a dangerous planet, and when a Terran goes out into the wilds and is not heard from again, it falls to the World Federation consuls or the Viagens Interplanetarias security officers to find out what has happened. Many old Krishna hands earn a good living as freelance rescuers of lost travellers.

Just finding someone is difficult enough. Missionaries and explorers are maddeningly vague about their travel plans. And once the missing person is found, the hard part is only beginning. Extracting a captive from the hands of a bandit chief or a mad king is not easy. Fugitive Earthmen may not want to be found, and sometimes have native allies to help protect them from attempts at forcible extradition.



The United Nations of Krishna

One of the chief obstacles preventing Krishna from joining the Interplanetary Council is its lack of a unified world government. No Krishnan ruler would ever give up any of his authority to some planetary federation. Even those who see the value of it, like Prince Ferrian of Sotaspé, are too protective of their own power. The only world government any Krishnan potentate would support is a planet-wide Empire with himself at the head.

But that doesn't stop the Interplanetary Council and a few idealists from trying. World Federation have occasionally tried to get representatives together to discuss the idea. Such a conference would naturally be a hive of intrigue and double-dealing. Terran player-characters might get involved as advisors or World Federation diplomats. Krishnans could be delegates, or agents sent to disrupt the proceedings!



On a more cerebral level, instead of smuggling technology, characters might try to sneak basic scientific concepts onto Krishna. It may be impossible to slip an electric generator past customs, but what about the basic theory of electricity? That kind of smuggling will have more lasting benefit to the Krishnans, since they will learn the new science from the bottom up, and will fully understand any devices based on it.

How to Do It?

Once the would-be smuggler has decided what he's going to give the Krishnans, he must come up with a way to actually accomplish it. Remember that there are no private starships in the 22nd century – all travel to Krishna must be aboard Viagens Interplanetarias ships.

Upon landing at Novorecife, there's the customs inspectors to worry about. They can find almost any tangible item, no matter how small it is. Prototypes and blueprints for advanced devices are sure to be discovered. Even microfilm is likely to be found (and even if it isn't, there are no microfilm readers on Krishna). And the inspectors have the Saint-Rémy treatment to ensure cooperation. All visitors to the planet are conditioned not to reveal any forbidden knowledge, and the conditioning even prevents them from trying to break the conditioning!

So how can our prospective smuggler break the blockade? The simplest way is to somehow resist the Saint-Rémy treatment. Perhaps he could arrange with a friendly Osirian to "precondition" himself. A whole raft of bizarre brainwashing methods might be applied to create a technology smuggler who isn't even aware of the information he's carrying – Krishna meets *Johnny Mnemonic*.

Animals cannot be conditioned by the Saint-Rémy treatment. If a technology smuggler could get a trained parrot or mynah through the health inspection and quarantine, it could repeat a memorized phrase containing useful information. Of course, keeping the bird from spilling the beans during quarantine would be quite a feat.

Prince Ferrian manages to get a mummy stuffed with scientific books through the blockade because the customs inspectors naturally assume any Krishnan artifacts being brought home are safe. Smugglers might create forgeries of Krishnan artworks with technical clues carved on them in ancient Varastou. Or a smuggler with contacts on the planet might encode valuable information in a seemingly innocuous document.

Corruption within the Viagens Interplanetarias is another good way to evade the customs rules. Spaceship crewmen might be bribed to conceal forbidden items in the technical supplies unloaded at Novorecife. At a later date, someone could remove the contraband and toss it over the wall one moonless night. This works best in the early years, when the staff at Novorecife is small.

INTERSTELLAR TRADING

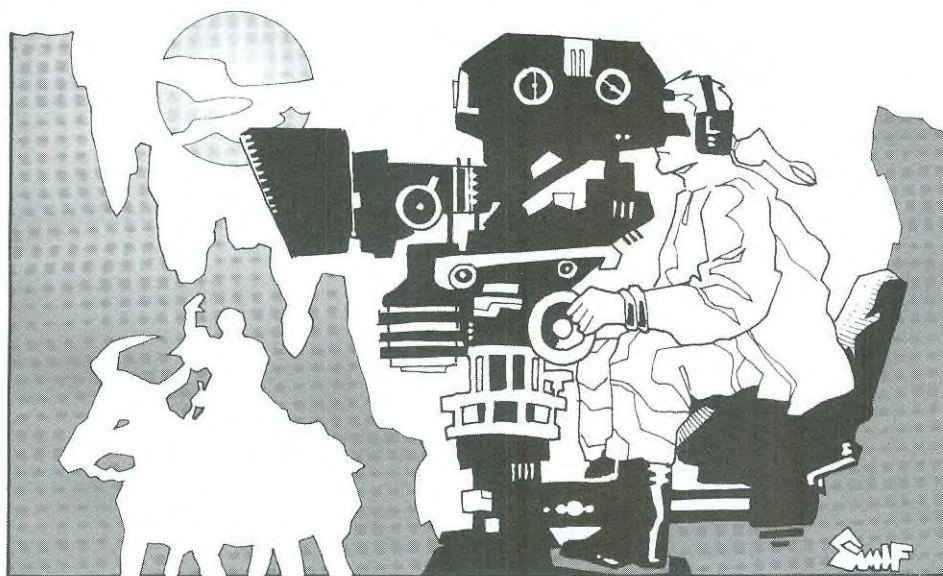
While smuggling may be more glamorous and risky, there are plenty of honest traders doing business with other planets. Characters may turn a good profit and still stay within the bounds of Regulation 368. Trade among the stars is limited by the enormous cost of transportation. It is almost always cheaper to make something or live without it than to import it from another planet. The exception is information. Ideas, new techniques and fads are the chief merchandise of interstellar trade. Patents are limited only to their world of origin, so a shrewd



operator can make a fortune by being the first to reach another planet with a useful notion.

Most trade with Krishna comes in the form of Terrans importing fads and novelties, the intellectual equivalent of glass beads and blankets. But some things of value are allowed through the blockade. Terran literary works are allowed if they do not reveal any scientific information. An enterprising Earthman with a bagful of books and a Krishnan translator could bring out Gozashtandou editions of Shakespeare's plays, the *Lusiad* or *The Three Musketeers*. That particular traffic works just as well in reverse, and several big Brazilian and Indian publishers have agents on Krishna.

The interplanetary information trade is not limited to Krishna, of course. It is much more profitable to trade between Earth and Osiris than with a backwater like Krishna. But the advanced planets have plenty of scientists and engineers, so most of the useful industrial and scientific ideas have already been devised. Where the would-be interplanetary entrepreneur can really shine is in the area of fads. In the story "Summer Wear," Terran fashion designers make a killing on Osiris selling clothing, which is an interesting novelty to the Osirians. Similarly, Earth goes through a period when Osirian body-paint is *de rigueur* for all but the most devout Neo-Puritans.



TOURISM

The first tour group arrives on Krishna in 2146. The Viagens Interplanetarias security service grumbles about the increase in work, but with parties of travellers poking into every hamlet around the Triple Seas it gets much harder for Krishnan rulers to conceal projects like Ferrian's steamboat.

The opportunities for role-playing tourists are broad, because just about any character type with enough money can turn up on a tour group. The poor guides must cope with troublesome tourists on top of all the usual hazards of Krishna.

Gamers can either play tour guides shepherding the usual mob of Idiots Abroad through the perils of Krishna, or else they can play the tourists themselves, sightseeing under the protection of a guide who turns out to be drunk or incompetent or both. This is a good way to throw together a group of characters who otherwise would have nothing to do with each other.

Quest for the Trumpet of Qarar

The great hero Qarar had adventures all around the Triple Seas, and left behind many relics. One possession of his which figures in many of the stories is Qarar's famous trumpet. In legend after legend the bad guys are just about to win when Qarar's trumpet is heard in the distance, heralding their certain doom. Qarar is said to have lost his trumpet while dallying with Queen Dejanai of Qirib.

Characters who come across what appears to be a genuine account of the Trumpet's hiding place might decide to recover it. If they are xenoarchaeologists or xenosociologists, they presumably want the trumpet to study and put in a museum. There is an ancient legend that Qarar could shatter rocks and level buildings by blowing his trumpet. Could it perhaps be a lost super-weapon of a vanished civilization? Game Masters should feel free to put their Raiders of the Lost Trumpet through a course of cliffhangers that would make even Qarar himself think twice.

Hooray for Hollywood!

They haven't made movies in California since the great earthquake of 2006, but the motion-picture industry is still known as Hollywood. Moviemakers and video producers have been dying to shoot on Krishna since the planet was first discovered. The colorful scenery and exotic cultures are the kinds of things audiences love. And the extras work for almost nothing!

The Viagens Interplanetarias allows film crews to use modern cameras and lights, as long as the devices are equipped with self-destruct mechanisms. Since the Krishnans have cameras of their own, there is no risk that seeing them used will violate Regulation 368.

There are plenty of opportunities for characters to get involved in a movie production on Krishna. Film producers need experienced guides to handle negotiations with the Krishnans. Scientists are sometimes hired as technical advisors (though their advice is often ignored). A moviemaking expedition needs animal wranglers, drivers, guards and interpreters. Krishnan characters can find work as extras.

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Hooray for Hollywood! (Continued)

Besides all the normal dangers, moviemaking brings its own set of special problems. The colossal egos common to the entertainment industry often have a hard time adjusting to conditions on Krishna. With documentary film crews, the chief problem is their insatiable nosiness.

The Krishnans don't quite know what to make of movie productions. Bystanders have trouble telling fact from fiction. When the villain of the picture carries off the heroine, the actor playing the hero may discover he has a posse of volunteers riding with him, ready and willing to lop off the bad guy's head!

The Great Race

To celebrate the hatching of a son, the eccentric Dasht of Lusht has announced a very unusual contest. He is offering the largest jewel in his treasury (a fist-sized ruby worth millions of karda) to the first person who can travel to far-off Kalwm and return with one of six signet-rings the dasht has sent to the heshvavu for safe-keeping.

Adventurers from all over Krishna and half a dozen other worlds are competing, and for such a prize they are all willing to cheat, steal – and kill. Contestants must survive various hazards as they rush south, then survive ambushes and hijacking attempts on their return to Chesht.



CARVING YOURSELF AN EMPIRE

Everyone has daydreamed at one time or another about being a king, answerable to nobody. On Krishna, a few Earthmen try to do just that. Anthony Fallon is the first, in 2138. Hiring a force of mercenaries, Fallon gets control of the island of Zamba, then attempts to use smuggled machine guns to seize control of the entire Gozashtandou Empire. A few years later, Dirk Barnevelt makes himself leader of the pirates of the Sunqar and deposes the Douri of Qirib. Word of Fallon and Barnevelt's exploits inspires dozens of other adventurers.

Those are the success stories. The failures are less well known but much more numerous. More than a few royal palaces on Krishna have a Terran head or two stuck on pikes over the gate. Empire-building is not easy. But some ambitious player-characters are sure to try it.

Adventurers who set out to conquer an empire must plan carefully and try to learn as much as possible about the territory in question. It would be wise to choose a state some distance from Novorecife, as the Viagens security forces might aid a friendly ruler against a Terran upstart. The best choice would be a country with a very barbaric and uncivilized ruler, so that the Terran authorities would be unwilling to help keep him on the throne.

Terran adventurers should never rely on any "innate Terran superiority" to the Krishnans. Those who do furnish most of the heads on pikes already mentioned. A sensible empire-builder has a good plan, some secret weapons, and chooses a target ripe for takeover. He also has a getaway planned in case it all goes wrong.

Suppose an adventurer's plan is airtight, his allies are competent, and the coup goes off without a hitch. There he is, the proud new ruler of a whole country. What now? Now the easy part is over and the real work begins. Governing any country is difficult. Ruling a Krishnan kingdom is next to impossible.

GOING NATIVE LESS SPECTACULARLY

A few Terrans adopt Krishnan costume and customs, and settle down on the planet. This is particularly common by the second half of the 22nd century, when offworlders are no longer subject to fear and distrust. Most settlers are people who come to Krishna for some other reason and fall in love with the place. Tour guides and explorers can save up enough to buy land or a business and retire. A few wealthy eccentrics find it appealing to live in barbaric luxury with a harem of green-skinned concubines and a retinue of servants.

Even for those seeking the quiet life, the possibilities for adventure on Krishna are great. For one thing, most Krishnan rulers refuse to believe anyone would settle in their realm just to live quietly. Terran expatriates are assumed to be spies of the Viagens Interplanetarias, and may find themselves unwillingly embroiled in some sinister plot. World Federation diplomats have been known to call on other Terrans to help out in a crisis.

Krishnanders who have led an adventurous past must cope with old enemies showing up in search of revenge, or old friends asking for help in time of need. Add to that all the ordinary problems faced by settlers in a country where disputes are usually settled with cold steel.





DIPLOMATIC PROBLEMS

The World Federation's diplomats on Krishna find themselves in a very perplexing position. Since Krishna has no unified government, the World Federation must maintain relations with a score of kingdoms. None of the Krishnan states has even a fraction of the Earth government's wealth and power, and it can be maddening to have to deal as an equal with some half-crazed barbarian. On the other hand, since Earth is 12 light years away, the Federation's resources on Krishna consist of a few score Viagens Interplanetarias employees, and a handful of diplomats. And the Krishnans know that. Diplomat characters must face lots of different situations, sometimes all at once. There aren't enough Federation personnel on Krishna to allow anyone to specialize, so diplomats must be ready for anything.

Two tasks that constantly keep Federation envoys busy are extradition and repatriation cases. Terrans are always getting into trouble on Krishna. Some are actual criminals, but others are simply innocent travelers who fell foul of some ruler and got thrown in the dungeon.

But sometimes it's the Earth government that wants to throw someone into a dungeon. Krishnans may demand ransom or bribes to extradite a prisoner, and often make outrageous requests for guns or other contraband. When negotiations fail, sometimes the direct approach is called for. Terran diplomats may find themselves organizing armed rescue parties to storm a native fortress, or bands of stealthy infiltrators to conduct an extraction. Whether the target of the mission is willing or unwilling, there are bound to be plenty of obstacles and complications.

WAR!

Krishna has wars – lots of wars. It is a simple fact that at any time, some country on the planet is fighting some other country. Characters can get involved in wars in a number of ways, either as soldiers, as diplomats trying to prevent the conflict, as opportunists trying to make a profit or as noncombatants caught up in the fighting.

KRISHNANS AT WAR

When one Krishnan kingdom goes to war with another, things can get sticky for Earthmen in the war zone. For one thing, in wartime all foreigners are suspect, and it would be all too easy for a ruler to believe that the mysterious

Rail Dashts

The current mania for railroad-building among the Krishnans has created a demand for Terran construction experts. While Regulation 368 forbids engineers trained on Earth from revealing any of their knowledge to the Krishnans, they are still free to use their advanced skills themselves. Kenneth Strachan and Sigvard Lund are two engineers hired by the Regent of Dur to manage the construction of the Zir railroad. Other Terrans could find similar employment elsewhere.

Building a railroad involves much more than just deciding where to put the tracks. In remote areas the construction crews must fend off attacks by bandits and hostile tribes. Often the local inhabitants are suspicious of the whole project. (And when the natives aren't suspicious, then rivalry over which town gets the railroad can escalate into full-scale war!) Work crews steal equipment and go on strike. Rival firms may resort to sabotage. Railroad builders must by turns be doctors, explorers, diplomats, businessmen, tacticians – oh, yes, and engineers.

Aya Express

Mail service on Krishna is surprisingly good. Messages sent between cities are quite likely to reach their destination within a few weeks. One reason for this is the existence of private express companies, like the famous Mejrou Qardenia. Couriers have a very high *esprit de corps*. Many would rather die than fail to deliver a package. They are well-respected in all the Varasto nations, and can often get into places other foreigners cannot.

Adventures involving Krishnan courier services are likely to involve getting a message or package to someone in the face of heavy opposition. Alternatively, a messenger whose parcel is stolen is honor-bound to get it back.





Science Fiction

Krishna can be put in just about any science-fiction universe without very much work. It can fit into a space-opera campaign easily; just replace the Viagens Interplanetarias security officers with the Space Patrol. Adventures which take place on Krishna without much influence from the rest of the Galaxy won't be altered. Regulation 368 is still in effect, so that player-characters can't tote around lasers or plasma guns. Game Masters may use Krishna as a change of pace setting in a star-spanning campaign.

More strictly "hard" science-fiction universes may require the Game Master to use some "handwaving" to explain how the Krishnans managed to evolve so similar to Terrans. But otherwise the world nearly fits the bounds of current science theory, if not technology. Game Masters who don't allow psionics can quietly drop the Osirian pseudohypnosis ability without changing matters on Krishna much.

The technology assumptions of a different background universe will have some effect on how the technology blockade works. The existence of faster-than-light travel does make it easier for characters to bounce around from world to world, so the characters may not wish to spend a lot of time getting to know one planet. In many science-fiction backgrounds privately-owned starships are common. With large numbers of private spacecraft available the Krishnan technology blockade would have to include warships in orbit to stop unauthorized landings.

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Ertsuma are somehow in league with the enemy. Even the common people in a country at war become more xenophobic. And war can be hell for tourists – prices rise, guides get drafted, scenic attractions are off-limits and festivals get cancelled.

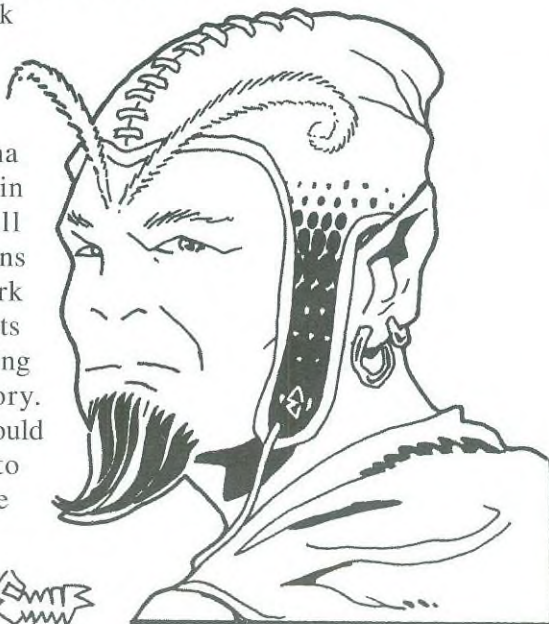
Humans may wind up drafted into the army. When Balhib goes to war with the Qaathian nomads in 2168, the city of Zanid furnishes a whole company of alien soldiers, including humans, Osirians, Thothians and even an Isidian. The Balhibo army is a good example of another likely practice: giving new weapons to the alien soldiers. A Krishnan country which has somehow built or acquired firearms is going to issue them to the soldiers best able to use them in combat. Who better than humans, who have centuries of experience with guns to draw upon?

Probably the worst thing that can happen to characters in a Krishnan war is to be on the losing side. The kingdoms of Krishna have never heard of the Geneva convention, and one of the chief attractions of a career as a soldier is the opportunity to loot, rape and pillage. Civilians who get in the way are fair game, no matter what planet they come from.

EARTH VS. THE KRISHNANS

The nightmare of all World Federation diplomats and Viagens Interplanetarias officials is that a Krishnan kingdom might declare war on Earth. Unless the belligerent power was Gozashtand or Mikardand, the colony at Novorecife would be in no danger (and even if one of those empires did attack Novo, the weapons stored at the spaceport could probably hold them off).

But Terrans all over Krishna would be in danger, especially in the belligerent countries. All Earthmen (and probably all aliens on Krishna) would have to work together to reach safety. Scientists and tourists might wind up fighting their way out of hostile territory. Security officers at Novorecife would use the colony's small arsenal to lead rescue operations. Meanwhile the World Federation diplomats would strive desperately to make peace.



EXPEDITIONS

While tourists and entrepreneurs spend most of their time in Krishna's cities and towns, travelling by commercial transport, other Terrans venture into the wilderness. With no helicopters, jeeps or wrist phones, even a short trip requires a major expedition. Travellers in the wilds need pack animals, weapons and supplies. A simple camping trip can easily become as complicated as the Normandy Invasion.



SCIENCE EXPEDITIONS

Science on Krishna provides its practitioners with perils unknown on Earth. Expeditions invariably face local suspicion and meddling. Krishnans find it very hard to believe that anyone – even crazy Ertsuna – would go to so much trouble and effort just to dig up some old bones or look at rocks or gather weeds. The scientists must be *up to something*.

Archaeologists and paleontologists must inevitably cope with Krishnans who think they are digging for gold. Not only are they at risk from greedy natives willing to kill for the “treasure,” but they must preserve the site from the ravages of other treasure-hunters. Hirelings may turn out to be thieves or religious fanatics. Biologists studying Krishna's flora and fauna are at less of a risk from the Krishnans, but must take care to avoid being eaten by the animals they have come to study!

Xenologists interested in studying the Krishnans themselves have a completely different set of problems. Physical survival is not a major issue, since one must travel among Krishnans and can buy food and shelter. The difficulty is that a xenologist must learn about the culture without offending the natives – but until someone has done a study of the culture there is no way of knowing what will offend them!

Science Fiction (Continued)

Since the stories were written mostly during the 1950s, Krishna fits very well with a **GURPS Atomic Horror** campaign. Characters who set out to explore the universe in a newly-perfected atomic spaceship might well reach Tau Ceti and become embroiled with the natives. Space voyagers in 1950s B-movies were always finding beautiful native princesses, and Krishna has an abundant supply. The other alien races of the Viagens Interplanetarias universe would fit well in an **Atomic Horror** world – the scaly Osirians with their powers of mind control would make wonderful invaders from the stars.

The starkly incredible power level of a **GURPS Lensman** campaign may be too high for most adventures on Krishna, but crossovers between the two worlds are not inconceivable. Non-Lensed officers of the Galactic Patrol are quite appropriate for missions on Krishna. In addition, the penalty under which Osirian pseudohypnosis operates when applied to the Krishnan intellect is a direct result of the unusually high thought-band on which Krishnan mental processes operate. First-Stage Lensmen of most races are unable to tune their minds that high, thus limiting their usefulness on Krishna. The ability to reach that thought-band is limited to a very few races such as the Chickladorians . . . all of which, unfortunately, are undisguisable.

Because the Arisians have decided that this world must be insulated from advanced technology, the Galactic Patrol enforces compliance. Patrolmen in disguise must play a game of cat and mouse with Boskonian agents and zwilniks attempting to smuggle janrú off of Krishna.

First Contact

The published Krishna stories all take place in the late 21st and 22nd centuries. Game Masters who don't want their PCs rubbing elbows with characters from the books might consider running a campaign set during the early days of interstellar travel. The player-characters could be part of the first expeditions to Krishna. Touching down on a completely unknown world, they would have to deal with natives fearful of the strange aliens. The explorers would have to learn the local language, discover what foods are safe to eat, and work to establish friendly relations with the Krishnans. This kind of campaign is particularly good for groups of players unfamiliar with the Krishna stories.



Horror

Although the tone of the Krishna stories is generally light and satirical, it would not be impossible to create a horror adventure set on Krishna, perhaps as a change of pace in an ongoing campaign. The incredibly long history of the planet means there are lots of ruins dotting the landscape. A particularly ancient site may conceal some long-imprisoned horror from the stars. The appalling practices of some of Krishna's cults are fertile material for a horror adventure. The prospect of being tortured to death by the followers of Yesht is horrible enough, but what if their rituals actually work?

A completely non-supernatural horror adventure could pit a group of isolated travelers against a mad nobleman with a palace full of deathtraps. Any isolated patch of woods might house a crazed cannibal killer, though sadly chainsaws are not allowed under Regulation 368.

Green-Skinned Illuminati?

Following the principle that everything on Krishna is more exotic and colorful than on Earth, it stands to reason that much of the planet's history must be caused by a vast hidden conspiracy. Visiting Terrans may gradually become aware of the Conspiracy and its plans to gain advanced technology for Krishna. Or perhaps the Conspiracy's leaders are afraid of what industrialization would do to their grip on society, and are secretly helping the Viagens security forces maintain the embargo!

Corruption within the Viagens Interplanetarias is a part of several of the Krishna stories. A cabal within the organization might be plotting to smuggle advanced weapons onto Krishna and rule the entire planet as a new aristocracy. Or a network of female supremacists could be working to take over the Earth by means of Janrú extract. Osirian pseudohypnosis and the Saint-Rémy treatment could be powerful tools in the hands of an Earthbound conspiracy – as in the story "The Continent Makers."

And who really controls the Interplanetary Council, anyway?

BIG GAME HUNTING

One area where science and tourism overlap on Krishna is big-game hunting. Biologists want specimens of Krishnan life. Hunters want to be able to hunt on a world without pesky World Federation rules protecting everything bigger than a cockroach. Guides do good business leading groups of Terrans into the wilderness to hunt Krishnan animals.

Of course, many hunters are deterred by the technology restrictions. It's one thing to shoot a big creature like a yeki or a bishtar with a .500 Nitro Express rifle, and another thing entirely to face them with only a spear and a crossbow. Guides on hunting expeditions must be ready to rescue the Great White (or Black) Hunter from the jaws of an angry shan. They must also cope with the local Krishnans, who might take offense at aliens poaching on their territory.

A few sport fishermen have tried their luck on Krishna's seas, going after gvám or harpooner from the decks of a fast catamaran. This is not as popular as one might expect – probably because both gváms and harpooners are horrible-looking animals, and few fishermen want a tentacled Lovecraftian monster stuffed and mounted on their living-room wall. More mercenary sorts don't care what a gvám looks like, so long as they can get the valuable gvám-stones from its corpse to sell on shore.



BRING 'EM BACK ALIVE!

Terran zoos and scientists love to get live Krishnan animals, and pay well enough to make the job profitable even with the horrendous costs of shipping the beasts back to Earth. The job isn't an easy one. Anybody who seeks to make a living catching wild animals on Krishna must be brave and resourceful. Some Terran environmentalists have taken it upon themselves to protect Krishna's wilderness, whether or not the Krishnans want it protected. Such self-appointed Guardians of the Planet might try to interfere with animal collectors.

The actual hunt itself is fraught with danger. Remember, no dart guns allowed under Regulation 368! Catching a wild shan alive means it must be trapped or snared with ropes and then subdued. The hunter will need a large crew of men to help with the capture.



After the animal is captured, the intrepid collector must then keep it alive and somehow get it back to Novorecife. Getting a live shan intact from Kalwm to Novorecife offers plenty of opportunity for adventure. An unscrupulous animal-catcher might decide to let someone else do the hard work of tracking and capturing the beast, and then hijack it on the way home.

Characters could make an entire career out of capturing animals on Krishna. Tour guides and scientists might find themselves moonlighting as hunters in order to earn extra cash.

SURVEYING

Spaceships can orbit Krishna and map the surface with cameras and radar. But eventually someone has to walk over the ground to see what plants and animals live there, what the people are like, and what they call various features. The Viagens Interplanetarias has a small budget to pay explorers, but most are free-lancers who earn their money through the sale of pictures and articles back on Earth. Some explorers double as merchants, venturing into the unknown in search of new markets. Often surveyors are the advance guard of a railroad project, mapping out the best route for the tracks to follow.

CONNING THE NATIVES

Con men have been coming to Krishna since the founding of Novorecife. They hear the stories about princes with treasuries full of jewels, and immediately decide to get rich by fooling the childlike natives. Most of them wind up either penniless or dead. Krishnans don't like to be conned, and tend to react vigorously when they discover they have been fooled.

One common form of con game is to get the Krishnans to pay for a fake item of "advanced technology." Felix Borel sold a perpetual motion generator to the Republic of Mikardand, which was of course bogus. The advantage to this method is that fake technology is not covered by Regulation 368 – it's entirely legal to sell the Krishnans devices which don't work. (The penalties for fraud are still enforced, but they are much less severe.)

Player-character con men can try to devise their own con games to run on the Krishnans. These adventures will involve the constant risk of discovery, and the need for a quick getaway when the operation is over. Game Masters must be careful to prevent characters from getting rich too fast, by enforcing the cost of living rules rigorously, and by limiting the rewards of a con game. The Krishnans are not above a little fraud themselves, and it's quite likely that a tightwad ruler might pay for "stolen technology" with counterfeit coin.

PRINCE FERRIAN'S ARBALESTERS

Game Masters may wish to try running a campaign with nothing but Krishnan player-characters. A particularly interesting campaign could be set on the island of Sotaspé, with the PCs playing some of Prince Ferrian's swashbuckling subjects. Armed with the latest in Krishnan technology (some of which does not work as advertised) they must serve the Prince and seek to outwit the oppressive Terran rules about technology.

The arbalesters are an elite unit of Sotaspé's small army, assigned to protect the Prince and his household. Members of the arbalesters must be native

Fantasy

Anyone reading the Krishna stories will quickly realize that L. Sprague de Camp is a hard-boiled rationalist. Mysticism and pseudoscience get a thorough drubbing in his science fiction, and a Krishna campaign should reflect that. Game Masters can present their players with events that seem supernatural, but there should always be a logical explanation behind everything. ("And it would have worked, too, if it hadn't been for you meddling Ertsuma!")

That being said, Krishna can be used as a resource for fantasy campaigns. The cultures and kingdoms could easily be used as locations in a fantasy setting. Remove the antennae and adjust the skin color to make the Krishnans human, or else use them as they are. With their green skin and pointed ears, the Krishnans might replace elves in a fantasy setting. Many of the planet's animals would make splendid monsters in a fantasy campaign, particularly the tentacled gvám and the ferocious yeki.

Game Masters can run what amounts to a straightforward low-magic fantasy campaign set on Krishna before the arrival of Earthmen in 2020. Limited psionic abilities might substitute for magic powers – of course the characters would call them magic. The various ruins and ancient temples of Krishna probably have a plentiful supply of 10-foot-wide corridors to satisfy any adventurer's lust for dungeon-crawling.

Alternatively, magical space travel might enable characters from an existing *GURPS Fantasy* world to visit Krishna. A weird fantasy version of *GURPS Planet Krishna* could involve the Krishnans constantly trying to evade the Interplanetary Council's restrictions on importing magic!

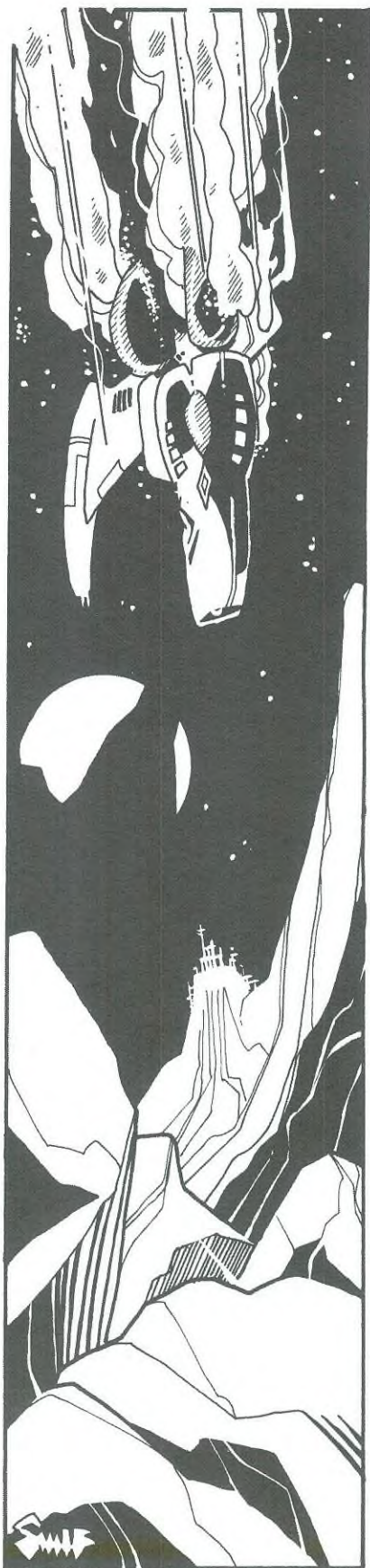
The Mean Streets of Zaburdast

Detectives have visited Krishna in pursuit of fugitives, but nobody has yet tried running a detective agency on Krishna. An expatriate Terran private eye might go into business, or an aspiring Krishnan gumshoe who has read too many old novels.

Krishnan detectives have none of the high-tech resources available on Earth. They must crack cases using their eyes, brains and swords alone. But a private investigator on Krishna shouldn't lack for business – municipal watch forces have no detectives of their own, and are terrible at solving crimes.

Player-character detectives might be fun to play, mixing mystery plots and hard-boiled private eye action with Krishna's exotic setting and society. Trust no one and keep your hand-arbalest cocked . . .





Sotaspéuma of good family (i.e., at least Status 1). They follow a very strict Code of Honor. Arbalesteers are all top-notch swordsmen, and stay in practice by duelling among themselves. Prince Ferrian uses the arbalesteers to perform confidential missions both within Sotaspé and abroad.

The prince often uses the arbalesteers to try out newly-patented devices. Game Masters can use this to good effect, with the PCs constantly being handed new and preposterous inventions to field-test. On secret missions overseas the arbalesteers may be equipped with all kinds of gadgets by the Sotaspéo equivalent of "Q division."

Typical missions for the prince's arbalesteers include rescuing Sotaspéo citizens who have been imprisoned abroad, trying to sneak items past the technology embargo, gathering military intelligence about neighboring states, escorting the prince or his envoys on diplomatic missions, and unmasking agents of the Viagens Interplanetarias. Game Masters can have fun adapting the other adventure ideas in this chapter to a band of heroic arbalesteers. From time to time they may even find themselves fighting alongside the hated Viagens security agents, when a band of innocent Terrans need help or when a rival kingdom has acquired advanced technology.

A variant on this campaign is "The Arbalesteers Go To Rio." A small number of Krishnans have voyaged to other planets on Viagens Interplanetarias ships, in order to study the institutions and cultures of the advanced worlds. A band of Prince Ferrian's arbalesteers on Earth or Osiris can make for all kinds of adventures as the chivalric and impulsive aliens cope with such weird Terran phenomena as taxi drivers, muggers, news reporters and science-fiction fans. See the novella "The Continent Makers" for more ideas for Krishnans adventuring on Earth.

SEARCH AND RESCUE

The officials at Novorecife constantly rehearse their plans and procedures for coping with a spaceship crash somewhere on the surface of Krishna. A spaceship crash would be a major catastrophe, especially if the ship comes down relatively intact. (If a vessel plows into the planet at full speed, there's not much the folks at Novorecife can do except hope it doesn't hit them.) Not only are there survivors to rescue, but a whole wrecked ship is a colossal violation of Regulation 368!

In the event of a crash, all the Terrans at Novorecife are likely to be drafted to help with the rescue mission. Depending on where the ship goes down, this scenario can focus on battling hostile tribes, negotiating with canny local rulers, or just finding the ship in the wilderness in time to save the survivors.

Unless the Terrans are first on the scene, it is quite likely that the Krishnan inhabitants of the area around the crash site will have a chance to capture the survivors and plunder the wreck. While the bulk of the rescuers concentrate on evacuating the injured and keeping the ship's atomic motors from contaminating the area, customs and security people must recover the captives and track down any stolen items of high technology.

Alternatively, the player characters themselves might be the survivors of the wreck, coping with the aftermath of the disaster and fending off hostile Krishnans until help arrives. If the ship crashes a long way from Novorecife, the survivors may have to walk out to civilization. Such a trek would be a harrowing beginning for a Krishna campaign.

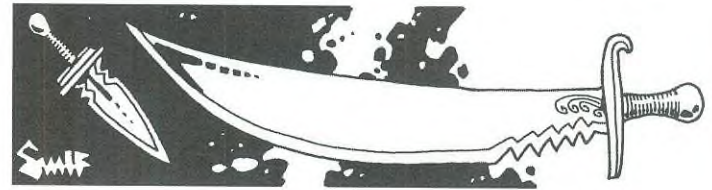


TIMELINE OF KRISHNA

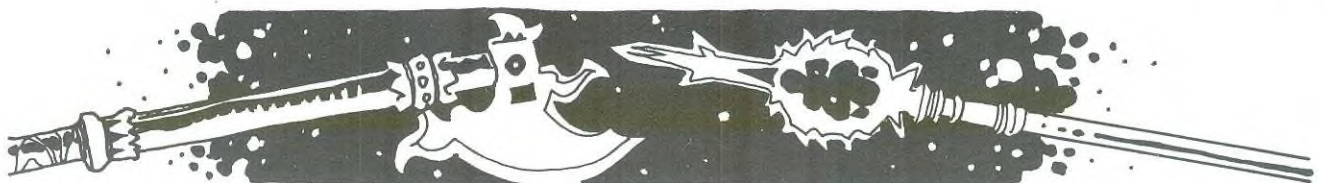
The following timeline lists major events on Earth and Krishna, and places the stories in their historical order.

- 1963 Third World War begins.
- 1967 Third World War ends with the complete exhaustion of all the belligerents.
- 1969 World Federation formed.
- 1979 First landing on Earth's Moon.
- 1985 First landing on the planet Mars.
- 1996 Mesonic drive developed.
- 2005 First starship arrives at Alpha Centauri.
- 2011 Viagens Interplanetarias formed.
- 2020 Terran explorers reach Krishna.
- 2033 Contact made with Osirians.
- 2044 Novorecife established on Krishna.
- 2059 Terrans occupy northern continent on Thor.
- 2079 Regular service between Earth and Krishna established; Faisel Bourguiba first Terran ambassador at Novorecife.
- 2088 Interplanetary Council founded.
- 2092 Council of Mishé reforms astrological religion on Krishna.
- 2093 Yuruzh of Zá taken to Earth.
- 2106 Yuruzh gets Pannoetic Treatment on Earth.
- 2114 (*Finished*, Part 1) Prince Ferrian leaves Krishna in pursuit of a stolen mummy; *Novo News* begins publication.
- 2115 Kissing introduced on Krishna; clothing becomes a fad on Osiris.
- 2116 Abreu sent to Ganesha as punishment after kissing scandal.
- 2118 Tobacco introduced to Krishna; Osirian Sheafasè becomes chief of the Sunqar pirates.
- 2119 Abreu returns to Krishna; High Priestess Lazdai receives the Book of Bákh from an angel in Chilihagh.
- 2122 Tashian becomes Regent of Dur; Yuruzh becomes Dasht of Zá and begins uplifting the other Závuma.
- 2123 Elysion colony established on the island of Zesh.
- 2127 (*Summer Wear*) Osirian body-paint fad on Earth.
- 2128 Prince Ferrian reaches Earth.
- 2130 Antonio Vitellozzo becomes Terran ambassador on Krishna; Ghuur becomes Kamoran of Qaath.
- 2131 Body-paint fad on Earth fades; Kangavir becomes President of Suruskand.
- 2132 Janrú racket becomes a problem on Earth.
- 2136 Fall of Dhaukia to nomads of Qaath.
- 2137 (*Perpetual Motion*) Theft of King Kir's beard.
- 2138 (*The Queen of Zamba*) Anthony Fallon's brief reign in Zamba; Dasht Jám of Rúz dies; Qaathians invade Suria.
- 2140 (*Finished* Part 2) Prince Ferrian returns to Krishna and introduces patent system; rocket-glider invented.
- 2141 King Penjird restored to throne of Zamba.

- 2143 (*The Hand of Zei*) Female rule overthrown in Qirib; end of Janrú smuggling; pirates of the Sunqar reform; fall of Malayer to the Qaathian army.
- 2144 Saint-Rémy treatment introduced; death of Felix Borel; Regent of Dur hires Terran engineers to construct rail line into Zir; Jo'ol becomes a Qaathian protectorate.



- 2145 (*The Hostage of Zir*) Fergus Reith leads first guided tour of Krishna.
- 2146 (*The Prisoner of Zhamanak*) Commandante Kennedy and Security Chief Abreu retire and are replaced by Glumelin and Gorchakov; Percy Mjipa arrives on Krishna.
- 2147 (*Git Along*) Vizman becomes President of Qirib.
- 2150 (*The Virgin of Zesh*) Gorchakov killed and Castanhoso becomes security chief; Yuruzh of Zá defeats an invasion by Dasht Sofkar of Darya; Knights of Qarar establish a patent system in Mikardand.
- 2151 (*The Bones of Zora*) Religious freedom proclaimed in Chilihagh; Vizman suspends elections in Qirib and proclaims himself Dour; Táf becomes Dasht of Darya.
- 2153 (*The Continent Makers*) New continent Gamanovia constructed in South Atlantic; rogue Thothians attempt to seize it.
- 2157 Oswaldo Guerra becomes Terran ambassador.
- 2161 Anthony Fallon wakes from cataleptic trance and makes a second attempt to take over Zamba.
- 2162 Fallon fails to take over Zamba.
- 2163 Da'mir becomes President of Suruskand.
- 2168 (*The Tower of Zanid*) Fall of Balhib to the Qaathians; first guns developed on Krishna; Qaathians introduce tanks; death of King Kir.
- 2172 Fallon becomes consul at Mishé.
- 2173 Heinrich von Schlegel founds Krishnan Culture Society.
- 2174 Planquette replaces Glumelin as commandante; Meilung Guan becomes editor of *Novo News*.
- 2176 (*Swords of Zinjaban*) First motion picture filmed on Krishna; Qaathians invade Mikardand; Kamoran Ghuur slain; Heinrich von Schlegel killed; Dour Vizman of Qirib dies and republic restored.
- 2177 College established at Novorecife.
- 2178 Yuruzh of Zá dies and is succeeded by Althea Merrick.



GLOSSARY AND ENCYCLOPEDIA OF KRISHNA

Abbeq: hero of a long poem about his love for Dángi and their adventures in a haunted tower.

Abhar: virtuous farm lad mentioned in a fable.

Aliyab: a horrible-smelling liquid which repels shans.

Alvandi: queen of Qirib in 2140s, later advice columnist.

Ambar: lobster-sized cockroach, served boiled.

Amorex: Terran slang term for a person romantically involved with one's former spouse.

'Anerik: demigod known for his wisdom, who rode into Zanid on the back of a shan to spread enlightenment.

Ao: hey!

Aqebat: common flying creature.

Arzo: small coin brass coin worth 1/64th of a kard (plural arzou).

ásh: a worm-like creature frequently eaten by Krishnans; it continues to wiggle after being cooked.

'Ast: stop.

Aurus: land on the eastern shore of the Sadabao Sea, covered in dense forest and home to pale, short-tailed primitives.

'Avrud: hotel.

'Avval: large and dangerous freshwater predator, resembling a giant armored eel.

Avord: town between Novorecife and Rosid.

Aya: six-legged riding animal.

Badr: food plant.

Baghan: insulting term for a person.

Baianch: capital city of Dur.

Bákh: Sky-god of the Varasto pantheon; his image may not be worn in Upper Gherra, where it's a capital offense. In Chilihagh Bákh is the Supreme Being.

Baladé: great king of Balhib, father of King Kir.

Balzhik: Majburou word for emerald.

Bambir: a bacterial plague spread by poor sanitation.

Banjao Sea: southernmost of the Triple Seas, home of the Sunqar.

Beqani: term of abuse used only to refer to women.

Bijar: flying creature with leathery wings; makes a clanging sound.

Bishtar: elephant-like beast of burden with two trunks.

Bourujird: legendary Pandr who rode in a flying chariot drawn by tame aqebats.

Bozmaj: a small six-legged animal often kept as a household pet.

Buhren: herbal drink consumed hot or cold.

Burha: a lithe herbivore which dwells in forests.

Burind: a relative of the aqebat, resembling a winged monkey; often eaten boiled.

Byant-hao!: Mikardandou cry to clear the way (vyant-hao in Balhibou).

Chesht: capital of the Dashtate of Lusht in Gozashtand.

Chilihagh: Dashtate south of Mikardand, claimed by Mikardand and Balhib.

Dákhaq: legendary miser of proverbial wealth.

Dakht: term for a great temple or cathedral.

Damghan: legendary cannibal giant slain by Qarar.

Dángi: heroine of a poem (see Abbeq).

Da'vi: goddess of luck; dice are her symbol.

Darya: island nation in the Sadabao Sea, where the usual costume is a coat of grease.

Dashmok: Varasto god of merriment, tutelary deity of Majbur.

Dasht: Varasto term for a baron or lord.

Dazg: Insulting slang term for Terrans or other aliens.

Dejanai: founding queen of the matriarchy in Qirib.

Deyé: small burrowing creature of the western deserts. Its eggs are considered a delicacy.

Dezful: pirate king of Ulvanagh, known as "the Golden." He ruled in riotous ribaldry and died in a manner unique and prolonged.

Dour: Varasto term for a king or emperor.

Dupulán: god of death and ruler of Hishkak.

Dur: large and powerful country on the Va'andao Sea.

Ertsu: a Terran (plural Ertsumak).

Eshuna: a six-legged dog-like creature often used for hunting.

Fastuk: an exclamation or swear-word.

Fondaq: a bright yellow venomous sea-snake common in the Sunqar.

Fossanderan: island in the Palindos Strait, said to be inhabited by beast-men offspring of Qarar and a she-yeki; actually inhabited by tailed Krishnans who wear beast masks.

Fric: Portuguese slang for money.

Garam: land on the shores of the Maraghé Sea, far to the south-east.

Garm: Varasto term for a knight; the female form is Garmi (plural forms are Garma and Garmiya).

Gamand the Unshorn: prophet during the last years of the Kalwm Empire who preached in Zir.

Gavehona: gypsy-like tribe.

Gedik: legendary Dour proverbial for his follies, which included trying to lasso the moons or catch the rain-god in a net.

Gerka: a small arboreal hexapod which can be trained to do tricks.

Gha'id: small town end of the rail line from Dur into Zir

Ghalaju: miner in a fairy tale who spends a night in fairyland and comes back to find all his friends are old men; sometimes used by Krishnans in reference to the Fitzgerald Effect.

Ghulindé: capital city of Qirib, built on Mount Sabushi.

Ghuur: military genius and Kamoran of the Qaath nomads

Ghuvoi: obscene verb.

Gozashtand: large country north of Novorecife, ruled by Dour Eqrar.

Gvám: an ocean predator resembling a cross between a swordfish and a giant squid. The stones in its stomach are said to make men irresistible to women.

Hamda': suburb of Novorecife, a mess of peddlers and Terran down-and-outs.

Hao na: cheer ("Hao na Ertsumak" means "Hail the Earthlings!").



Harian: famous playwright, author of "The Conspirators."
Harpooner: large ocean predator related to the gvám, which spears prey on two large barbed tentacles.
Harqain: easternmost peninsula of Gozashtand.
Hashk: legendary island in the Sadabao Sea, said to be the home of the Gavehona. Hashk supposedly sank beneath the waters of the sea centuries ago.
Hershíd: capital city of Gozashtand.
Heshvavu: title for a king or emperor in the Khaldoni nations.
Hide: a unit of area equal to the amount of land that can be surrounded by an aya-hide made into inch-wide strips; about a hectare.
Hishkak: the hell of the old Varasto religion, home of black-skinned demons ruled by Dupulán.
Hod: unit of distance equal to about 3/5 of a mile (plural Hoda).
Hoi: beautiful green-eyed goddess of love, the consort of Qondyor. Her worship is forbidden in Qirib during the matriarchate.
Hwrar: character pursued through a maze by a demon-kargan.
Hyusis: plant with wind-borne seeds.
Ila: a plum-like fruit with purple juice.
Irra: yes.
'Ishk: island kingdom in the Sadabao Sea, whose Dour once tricked Qarar.
Jaega: land east of Katai-Jhogorai, covered in dense forest and home to timid short-tailed natives.
Jagain: in Balhib and Mikardand, a lover or temporary spouse; elsewhere the term is used sometimes to refer to a prostitute or gigolo.
Janrú: drug produced from the ter-pahla vine that makes men subservient to women.
Jazmurian: city down the coast from Majbur, connected by railroad; owned by Qirib, on the Zigros river. Second largest port on the Sadabao Sea.
Jeshang: capital city of Chilihagh.
Jizorg: small town in Dur, railhead for the line into Zir.
Junga: Balhibo term for the steppe nomads of Qaath (plural Jungava).
Kadj: unit of weight equal to 1.5 pounds.
Kamoran: title of the supreme leader of the Qaath nomads.
Kangand: founder of an austere geometrical religion, the chief faith in Nyamadze.
Kard: Common currency in Varasto lands, a gold coin worth about 20 dollars (plural Karda).
Kargan: predator common to mountainous regions, related to the yeki.
Karrim: largest moon, orbits with a period of 22 local days.
Katai-Jhogorai: ancient and civilized republic between the Sadabao and Va'andao seas.
Kharaj: mortal who was the incarnation of the god Yesht in ancient Ruakh, now worshipped as a god in Balhib.
Khich: (Khaldoni) gold coin, plural Khichit, worth about 2/3 of a kard.
Khizun: a carriage or cab drawn by a single aya.



Koloft swamp: home of the tailed men, not far down-river from Novorecife, on the south bank of the Pichidé.
Koloftuma: Varasto term for the tailed inhabitants of the Koloft swamp, and by extension for all tailed Krishnans.
Krishnander: Terran term for a human colonist on Krishna.
Kugh the Bold: a cowardly braggart whose exploits are recounted in a sea-chantey.
Kul: a mild herb.
Kurdé: Qiribo philosopher and author of tedious moral works.
Lusht: Dashtate in Gozashtand.
Maibud: god of thieves.
Majbur: free port city at the mouth of the Pichidé River.
Makhaf: giant flying creature which often lives its entire life aloft.
Malayer: port city on the Banjao sea, near the Sunqar, which endured a long siege by the Qaathians.
Maraghé Sea: landlocked body of water southeast of the Banjao Sea, said to be curdled by salt-demons.
Marinjid: ruined city in western Qirib, destroyed by the army of Balhib. Saqqiz of Rúz wrote an epic poem about it.
Maru: a small relative of the 'avval, considered a delicacy in Ruz.
Mejrour Qurardena: "reliable express company" whose motto is "Neither storm, nor night, nor beast of prey, nor men of evil intent stay our carriers in the swift performance of their duties."
Mejraf Janjira: "Neophilosophical society."
Meshaq: mountain where the gods dwell.
Mikardand: large and powerful republic south of Novorecife, ruled by the Knights of Qarar.
Minasht: a rough Krishnan sport played by teams.
Mishé: capital city of Mikardand.
Monyisotri: capital city of Katai-Jhogorai.
Moritzian Psychotherapy: elaborate and complex method of permanently altering personalities.
Myandé the execrable: king of Ruakh in ancient times, said to be the son of Yesht-Kharaj and a she-demon.
Nanásh: a small pancake, often served with sweet-sour sauce for dipping.
Nehavend: ancient writer said to be the author of a widely-quoted book of proverbs.
Niziri: legendary Douri who inflicted a proverbial revenge on a jeweler who tricked her.
Nyamadze: south polar country ruled by geometry-worshipping Kangandites.
Nyomnige: drug consumed or burned in a brazier.
Ohé: cry of astonishment or alarm.
Paku: a common Krishnan viral disease, causing symptoms resembling the flu. Annual epidemics of paku cause thousands of deaths.
Pannoetic Treatment: controversial method of increasing intelligence, used successfully on Yuruzh of Zá.
Phaighost: (Khaldoni) supreme god in Kalwm.



Phathvum: (Khaldoni) vizier or prime minister.
Phwchuv: (Khaldoni) monkey-like creature, plural Phwchuvit.
Pudamef: a polar creature related to the shan.
Qaath: federation of nomads in the far west, ruled by Ghuur.
Qabuz: legendary character who tried to climb an unclimbable tree after fruit.
Qadr: suburb of Majbur on Gozashtando territory, connected by rail to Hershíð.
Qallé: great poet of Qirib and Mikardand.
Qarar: mythical hero who performed fantastic labors.
Qasb: a small predatory creature which periodically sheds its skin as it grows. "To fit like a qasb in its skin" means to fit snugly.
Qe'ba: Mountainous Dashtate in Balhib.
Qirib: coastal kingdom ruled by women until 2143.
Qondyor: Varasto war-god, also the name given by Krishnans to the planet Vishnu.
Qong: a tree with extremely tough and durable wood, used for railroad tracks.
Qou: small and squalid city on the south bank of the Pichide east of Novorecife.
Ragsudar: simple dance of Qirib.
Rajin: (Khaldoni) a small omnivore of the southern jungles, which protects itself by throwing barbed darts at enemies (plural rajinit).
Rákh: forest-covered peninsula between Sadabao and Banjao seas, on the west.
Rashm: Legendary character with a loud voice; also the name of a newspaper in Zanid.
Rayef: a tree-dwelling creature with markings on its tail that make it appear to have two heads.
Reshr: capital of Zamba.
Rimbid: town upriver from Novorecife.
Roqir: Tau Ceti, also the Varasto sun-god, whose shining buckler is the sun itself.
Rosíd: capital city of Rúz.
Rramandu: plant with tiny seeds that produce a narcotic smoke when burned.
Ruakh: ancient kingdom on the upper Zigros river, in what is now Balhib.
Rúz: province of Gozashtand.
Saba-o-Astirema': ruins near Qou ("place of stones").
Sabzavar: legendary Dour whose daughter was kidnapped by a thief of the Gavehona.
Saferir: the large "sea serpent" of the Triple Seas.
Safq: small multilegged creature with spiral shell, also a giant safq-shaped tower in Zanid.
Saint-Rémy Treatment: technique used to condition humans against releasing technological secrets to the Krishnans.
Salaf: plant whose root is chewed for mild intoxicating and stimulating properties.
Saqqiz: Qiribo playwright, author of *Queen Dejanai*.
Shadliev: (Khaldoni) prophet and author of sacred book *The Vetsareph*.

Shanenesb: equestrian show.

Sha'pir: "zebra weed" a very strong irritant plant. Its roots, when shredded and detoxified in vinegar, are often eaten as a relish.

Shurab: beverage.

Sivandi: heroine of the legend of Sivandi and Zerré. She helped him escape from a labyrinth but they were slain when they tarried in their flight to make love.

Sotaspé: island kingdom in the Sadabao sea.

Sufkir: large towel-like garment, worn toga-style to baths.

Sunqar: mass of weed in the Banjao Sea.

Suria: kingdom on the Banjao Sea, conquered by Qaathians.

Suruskand: republic south of Qirib.

Tamates: Portuguese exclamation.

Terpahla: sea vine that makes up the Sunqar.

Terrao: Portuguese for "Terran."

Tyazan: god of wealth with a long nose to smell money.

Ujero: koloftuma name for tailless Krishnans.

Ulemda: ornamental halter-like garment for women.

Ulvagh: island kingdom in the Sadabao Sea.

Upore: strait between Sadabao and Va'andao seas.

Uram: "whoa."

Uriq: capital city of Qaath.

Varzai: six-breasted mother goddess worshipped in Qirib.

Varzeni-Ganderan: island of women near Sotaspé.

Vetsareph: (Khaldoni) sacred book written by Shaliev.

Yasuvar plant: weedy plants whose pollen is used for fire-works.

Yeki: the most dangerous carnivore of Krishna.

Yellow Death: a disease common among Krishnans, causing the victim's eyes to take on a yellowish cast. It is spread by insect bites and is highly fatal to Krishnans.

Yesht: Varasto god, judge of the dead; in Balhib his worshippers perform human sacrifices.

Zá: island inhabited by semi-civilized tailed Krishnans.

Zamba: island in the Sadabao sea, just off the Harqain peninsula that forms the eastern part of Gozashtand.

Zanid: capital of Balhib.

Zeft: insult ("you double-crossing zeft!").

Zerré: Dasht hero of the legend of Sivandi and Zerré (see Sivandi).

Zesh: small island near Zá in the Sadabao Sea, inhabited by a colony of Terrans.

Zi'dam: small flying hexapod which sometimes gathers in swarms, laying waste to the countryside.

Ziddav: "giddyap."

Zidzuresh: legendary knight killed by his own comrades, who mistook him for an enemy.

Zir: remote and mountainous province between Dur and Gozashtand, contested by those two kingdoms and native warlords. Home of the Temple of Ultimate Verity.

Zung, Bridge of: perilous bridge between this world and Heaven.



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GURPS Basic Set, Third Edition is required to use this supplement in a *GURPS* campaign. *GURPS Compendium I*, while not necessary, will also prove useful. As always, the adventures and settings in this book can be used with any game system.



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