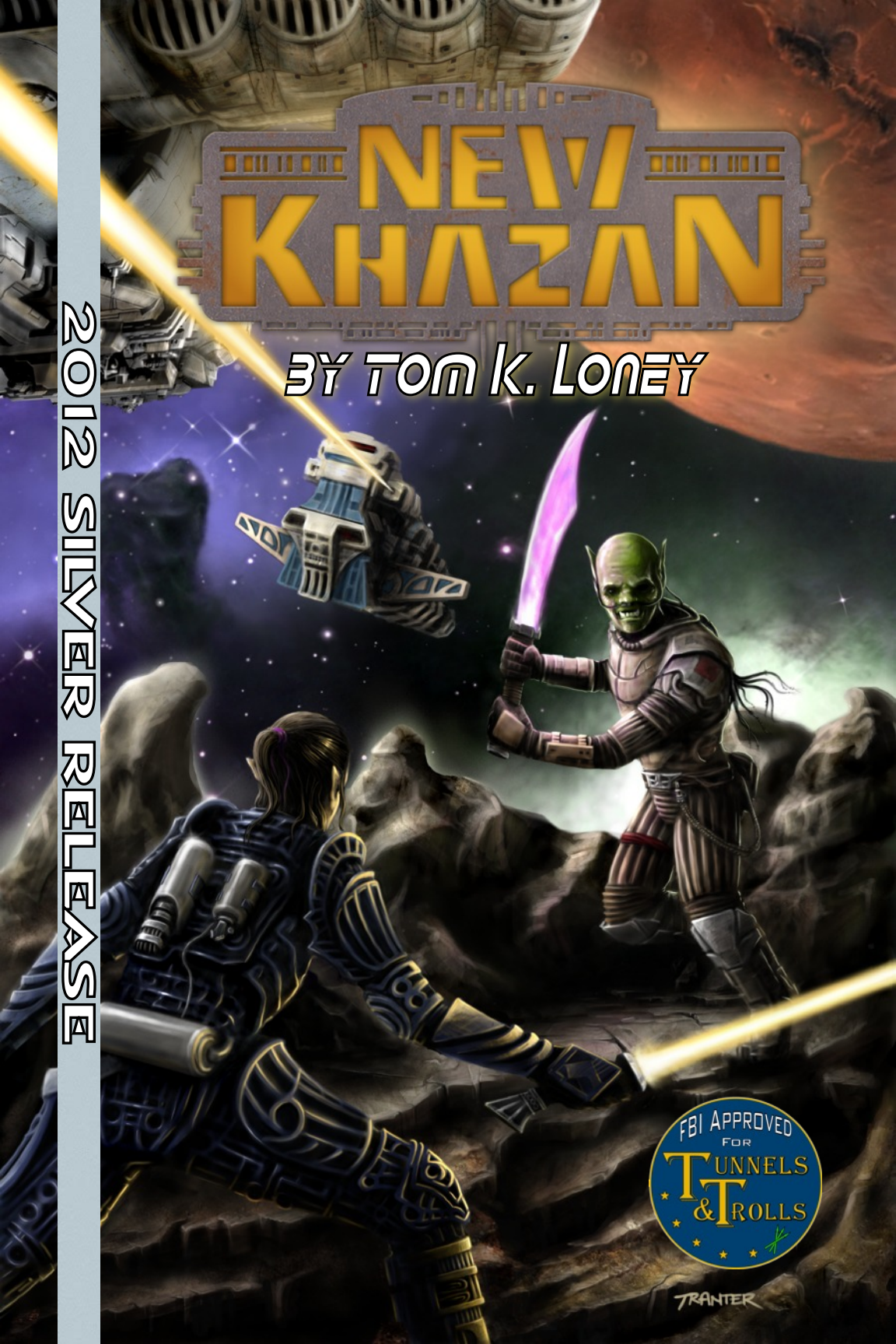


2012 SILVER RELEASE

NEW KHAZAN

BY TOM K. LONEY



TRANER

Adventure in the 9000 Worlds

More than elves and trolls in outer space, more than star warriors casting spells, New Khazan has its own unique flavor of space fantasy.

This supplement begins with the assumed background of Tunnels & Trolls, then extends all those fantastic creatures and spells into a distant future where reptilian astro-gators guide ships through tunnelspace and police subdue criminals with Hold-That-Pose nets and TTYF guns powered by smaller versions of the same Kremm crystals that drive starfaring battleships.

New Khazan gives you descriptions of the worlds, prominent kindreds, civilizations, technology, and common character types of the fantastic future.

Requires the Tunnels & Trolls™ rules published by Flying Buffalo or Fiery Dragon for use.



PYN1008
\$19.99



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INTRODUCTION

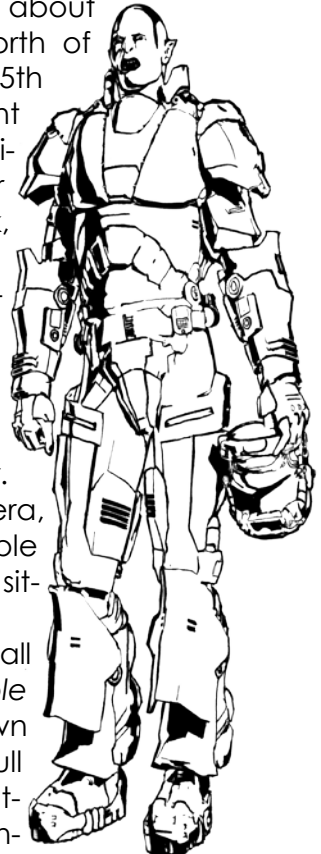
A long time ago, on a world far from the 9,000 Worlds...

I remember back in 1982 when I first saw Ken St. Andre's Spacefarers game. It was an expansion of his T&T campaign into the realms of science fiction that retained the fantasy creatures and milieu of his Trollworld. I was amazed at what an efficient "space game" it was. In a matter of mere paragraphs, St. Andre set up quick guidelines on how to explore entire sections of unknown space, whereas other space opera settings (for both role-playing games and war-games) were spending dozens of pages doing so. The whole thing took about two hours to read, and I was bitten by the space RPG bug, but there was a problem. It was not an RPG. So I started writing notes.

In 1998–99, St. Andre himself stated in some board online somewhere that Spacefarers wasn't really an RPG, and that he would like to see some "T&T in space." Having about a decade and half's worth of scribbles on hand, it took me only about two weeks to type up a dozen pages worth of details on a setting designed for use with the 5th edition of the Flying Buffalo, Inc., game. I sent my setting to one of the T&T fanzines prominent at the time, *Hobbit Hole*, which, after sending me a letter of praise for my work, promptly closed down its presses. "T&T in space" was left for Play-by-Post sessions compiled at various websites of the narratives scattered throughout the internet.

While the people running the PbP game kept up on the two to six poster/players of the saga, I am more of a table-top sort of gamer. I went on to work on my own space-opera, "rules-lite" mechanics and developed a couple of campaigns through multiple convention sittings with repeat audiences to get my fix.

Fast forward to the naughts, as I like to call our first 21st century decade. The *Hobbit Hole* started up again and became a full-blown magazine, complete with glossy paper and full color covers, thanks to breakthroughs in print-on-demand shops. After a few issues, the own-



er and publisher of the magazine decided to throw my article into an offshoot product, the *Dungeonier Digest*. (Whatever a “dungeonier” actually is, I am sure the description was intended to be flattering.) After receiving some very favorable feedback, the owner encouraged me to complete my T&T space fantasy. The book you are holding in your hands, *New Khazan: The 9,000 Worlds*, is the resulting sphere fantasy setting for editions 5, 5.5, and 7+ of the T&T rules.

Special thanks to Ken for his feedback and encouragement over the last decade and to Rick Loomis for providing T&T to multiple countries and at least two generations of gamers since the 1970s. Many thanks also to the talented artists and contributing writers who have helped me put together everything assembled here.

Tom K. Loney

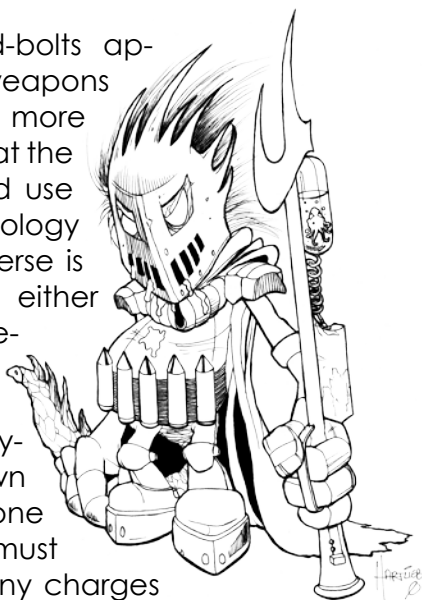
January 2010

As Much Assembly Required As You Want

New Khazan: The 9,000 Worlds is made for Tunnels and Trolls™, which is owned by Flying Buffalo, Inc. T&T editions 5, 5.5, and 7+ are recommended. However, unlike many other games, T&T is built for ease of use and adaptation by the end users. The format here should not take too much adjusting for use by players of any edition of the game.

It's not just about trolls and elves in outer space, folks. To make a fantasy with the trappings of science fiction, one has to remember the axes upon which sphere fantasy strikes. These axes are the look of technology and the functioning of that technology that makes its capabilities pretty much sorcery. In this work, the typical fantasy RPG venue has not just leapt from planet to planet throughout a series of star clusters, but the magic that has filled the world—Trollworld in this case—has been made readily available in the gadgets and trinkets of everyday life.

9KW tends to take a nuts-and-bolts approach to these trappings. Blazing weapons and suits of futuristic armor are seen more often than robes. Slews of gadgets that the characters will come to possess and use proliferate known space. The technology that makes up the spacefaring universe is reliant on mystical power sources, either kremm-providing crystals or the element krestle, or on the energy of the mystically-endowed people who use the technology. While Wizards and Psychic-Warriors may expend their own WIZ points to turn on gadgets, everyone else (namely Rogues and Warriors) must use krestle batteries with only so many charges within them.



THE UNIVERSE

FACTIONS AND FRICTION

The New Khazan saga unravels in a cluster of stars known as the 9,000 Worlds, or 9KW. The 9KW's planets are marked by three major power blocs and numerous petty kingdoms:

THE IMPERIUM, OR, RATHER, THE IMPERI TERRITORIES

The Imperium was formed from an alliance of snake men and elves who developed a common economy based on slavery and magical reproduction. Both of these kin were on the verge of extinction due to their crippling low birth rates until they were able to pool their resources and develop clone-magic. Imperi tend to have many common features, and the distinctions, even between snake men and elves, are fading.

Imperi overlords look upon the Trade Alliance, with its equal standing for all individuals, as immature and naive, and they look upon the Horde with utter contempt.

HORDE SPACE

Horde Space is a hegemony of worlds ruled by Clan Klazin (a predominant ork/ogre dynasty.) It is called the "Ogrish Horde" by

outsiders. The Ogrish see the 9KW very clearly: it is comprised of worlds dominated by the Clan and those that will be dominated by the Clan. The leaders of the Horde are relatively short-lived and consider it an honor to die in combat. As a result, they produce the most powerful armies. Only their pitiful levels of technology and magic stand between them and victory.



THE TRADE ALLIANCE

The Trade Alliance is a group of worlds and other sorts of population centers established for mutual defense. Their priorities are first to repel the Imperi factions and then to rout the various Horde attacks.

The Alliance will happily grant member status to almost any applicant—with a view toward strengthening its position against the other empires of known space—but does require considerable levies of taxation and troops from all member states.

THE VAST EDGES

As mentioned earlier, various small kingdoms and such are scattered throughout known space. Some of these are even located within the territories claimed by the empires listed above. The GM is encouraged to come up with any that he or she likes and to expand the 9KW as wished. To mention a few of these kingdoms: There are the Feral Worlds, where rogue Psychic-Warriors have established fiefdoms. Then there are the Astro Goblins, who are trying to resurrect the Astro-Assyrian empire. There is also the mysterious planet known as the Dark World, where the Dark Lord and his witchling offspring dwell. Definitely not the last, nor the least, are the Space Trolls.

CREATING CHARACTERS

In order to play in this Science-Fantasy T&T setting, you will need one or more (probably more) player characters.

You create these characters yourself in a semi-random fashion; that is, their beginning attributes are randomly determined by rolling dice, but you determine such things as character type, kindred, gender, name, talents, choice of weapons and spells, equipment, and all other small details that will individualize your character.

There is a general form to character creation which, once mastered, will enable you to create dozens of New Khazan characters very quickly. You will need at least three ordinary six-sided dice, a pen or pencil, and some paper to write on. (3" x 5" cards work quite well for this.)

If you're in a hurry and have no computer access, you can just use a sheet of paper and make something that looks like the illustration on the facing page.

The exact form of the character card isn't particularly important. It's just a way of organizing your character(s) for easy play.

ATTRIBUTES

The attributes common to characters in New Khazan are listed below. Where details differ from the Tunnels and Trolls™ rules, those differences are noted.

STRENGTH (ST or STR): If his Strength is ever reduced to 0, your character will be totally exhausted, unable to do anything until his Strength returns to at least a value of 1.

CONSTITUTION (CON): No changes to existing rules.

DEXTERITY (DEX): No changes to existing rules.

SPEED (SP or SPD) is the speed and agility with which a character moves.

INTELLIGENCE (IQ or INT): No changes to existing rules.

LUCK (LK): No changes to existing rules.

CHARISMA (CHR): No changes to existing rules.

WIZARDRY or **POWER** (WIZ): This attribute is used for spells and other special abilities.

COMBAT ADDS

Determine your character's combat adds (and missile adds) in the usual fashion. Take into account the Warrior's bonus when doing so.

NEW KHAZAN: THE 9,000 WORLDS - CHARACTER CARD									
NAME						LEVEL			
TYPE				ADVENTURE POINTS					
KINDRED				HEIGHT			WEIGHT		
ST		IQ		LK		SP		AGE	
CN		DX		CH		WZ		ADDS	
WEIGHT POSSIBLE					WEIGHT CARRIED				
TALENTS/ABILITIES									
LANGUAGES									
MONEY									
WEAPONS					ARMOR				
MAGIC, SPELL-GIZMOS									
SHIPS, ALLIES, NOTES									

CHARACTER TYPES IN THE 9KW

WARRIOR

The need for protection throughout the 9KW has merited the establishment of various martial schools where soldiers, bodyguards, and mercenaries may train. These scrappers learn the mechanisms of violence, allowing them to double the value of any armor protection they may have.

ROGUE

Most people with a knack for adventuring have no formal training. Known as Rogues, those with such a knack can learn some psychic spells and use all armor and most weapons they find. After a "Teacher" spell has been cast on a Rogue, he or she can build a gadget that will perform the spell taught, although actually learning to perform the spell personally is much tougher (see "Sphere Fantasy Mumbo Jumbo," below.)

WIZARD

Casting spells isn't as easy as it was back in ancient times. While Wizards still learn and practice spellcraft, the metal and plastic that they wear affects their ability to perform magic. These psychics may cast spells using their STR when they run out of WIZ, and may subtract their level from the cost of any spell that they cast. Wizards can also use their WIZ and even STR to power spell-gadgets when the items' batteries are dead.



PSYCHIC-WARRIOR (WARRIOR-WIZARD)

All initial attributes (before kindred modifiers are figured in) must be over 15. The "Psychic-Warrior Sub-Plot" section details this type of PC later on.

CHARACTER KINDRED

See the Tunnels and Trolls™ rule book for the full list of kindred alternatives and their attribute multipliers.

On New Khazan (and other worlds), intelligent races of beings are called kindred, and there are lots of them: dwarves, hobbits, fairies, skeleton men, leprechauns, centaurs, minotaurs, snake folk, gargoyles, dragons, orks, ogres, giants, kobolds, gnomes, and goblins; with humans in mind as the norm. You may, if you wish, play other types of creatures as well. Specialized kin are detailed later in this work.

INDIGENOUS KINDRED OF THE 9KW

A wide variety of kin can be found throughout the Cluster. The following are the generalized listings based on specific area predominance:

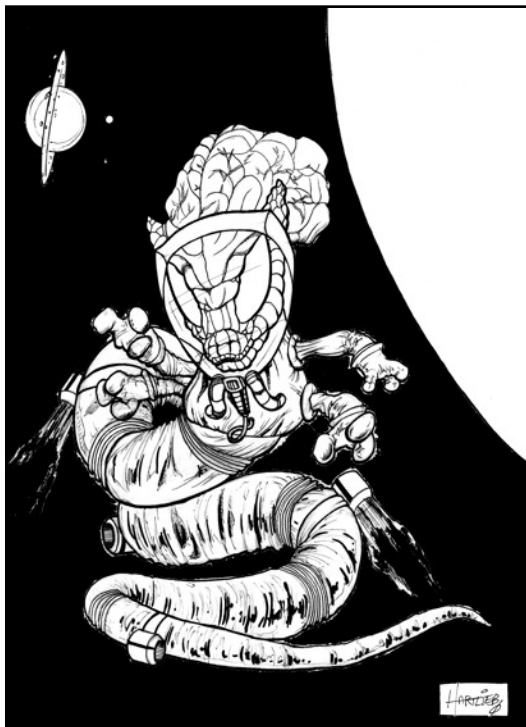
The Trading Alliance

- *Humans, generic:* Common across Alliance worlds, humans can shake off half the damage from an energy-based attack once per game session. Most non-humans refer to humans as "Joes."
- *Hobbs (STR x 1/2, CON x 2, DEX x 3/2):* Tending to colonize warm and temperate worlds, hobbs can hear outside normal range. They are often unkindly referred to as "Stumps."
- *Elves (CON x 2/3, INT and DEX x 3/2, CHR x 2):* As common as humans, elves are found on a wide variety of worlds and can communicate in ultrasound frequencies. They have infra-vision. A derogatory term for elves is "Ears."
- *Dwarves (STR and CON x 2, CHR x 2/3):* Known as great asteroid miners, or as "Breads" if one wishes to be unkind. Because of their strength, they can tolerate heavier gravities than most kin.
- *Orks, generic (CON x 3/2, CHR x 1/2):* Usually frequenting colder climes, orks focus on the mining of gas giants. They have only slight infra-vision but a very enhanced sense of smell.



Imperi

- *The Naga (STR and SPD x 3, CON x 2, INT x 3/2, DEX x 1/2):* The player must roll over 20 on all initial rolls during character generation to choose this kin. Often having the body of a snake, without arms or legs, these creatures are born as 3rd level Psychics. They have a psychic link with 2d3 (remember DARO) Kodoan or Kadar lackeys.
- *Astrogators (INT x 10, DEX x 5, all other stats x 1/2):* NPCs only. These are naga who have been specially chosen to take the place of Astro-Compasses. They live only in space and are often the holders of key secrets of known and unknown space.
- *Kodoan, or "Snake Men" (STR, CON, DEX x 3/2 and CHR x -1):* Male snake men have cobra-like folds of skin that stretch from their foreheads to their shoulders, but otherwise they appear human-ish. They are completely devoid of hair, being covered in barely visible scales. A snake man player character may choose to multiply either his INT or STR by four.
- *Kadar, or "Lizard Men" (STR, CON, and DEX x 3/2 and CHR x 1/2):* The "commoner reptilian kin." Much more versatile in environments other than those on colder worlds, lizard men have infra-vision, but cannot possess psychic abilities.
- *Graylings (same stats as elves):* These gray-skinned elves favor colder climes. Often called winter elves, the "grayfaces" are considered equals of the snake folk of the Imperi and are rarely seen without a contingent of slaves and bodyguards.
- *Wanni humans (same attributes as humans):* Wanni humans usually colonize temperate worlds and high-technology biospheres. They do not possess the "shake off" ability.



- *Changelings* (all stats x 1): These blue-skinned, white-haired humanoids can move around three of their attribute scores as needed. They may be changed, after 10th level, into similar-sized humanoid forms without unnatural special abilities.
- *Berserkers* (STR, CON, and DEX x 4/3; may put 3/4 INT into CON for 12 hours): Blue-skinned, white-haired humanoids, berserkers generally grow to be seven to nine feet tall.
- *Stygian leprechauns* (same stats as leprechauns, except CH x -2): Red-and-black skinned, with studded horns on bald skulls, stygian leprechauns prefer darkness to sunlight. They act as Imperi spies and scouts throughout the 9KW.
- *Vicious pixies* (same stats as fairies): These blue-skinned, red-striped fairies act as spies and saboteurs throughout the 9KW.

Horde Space

- *Horde Lord, also called a "Balrog"* (STR x 10, CON x 7, INT x 2, DEX x 5, CHR x -5): Not a player character choice. Primal powers of rage incarnated into a mortal form, there are generally fewer than five Horde Lords in any given universe at any given time—and they rather like it that way.
- *Ogre* (STR and CON x 2; LK x 1/2, CHR: x -3): Usually in charge of battleships filled with other kin for them to boss around, ogres tend to avoid other ogres as much as possible. They have infra-vision, and they are referred to as "Big-Bads."
- *Klazin, half-ogre/ork* (STR and CON x 3/2; CHR x 3/4): Klazin work cohesively enough with other Klazin to effectively suppress most attempts by other kin to run things aboard a ship or planet. They hold most skilled positions in Horde territories.
- *Hobgoblin* (STR x 2, CON x 3/2, INT x 2/3, CHR x 2/3): Hobgoblins often serve as sergeants and special troops in the Horde armed forces, and sometimes are leaders of small colonies or settlements. They have infra-vision and hearing beyond the normal range.
- *Ork* (stats same as orks, *Trading Alliance* section): Orks hold most of the combat/guard/engineering positions in Horde territories.
- *Goblin* (STR x 1/2, CON x 2, CHR x 1/2): Goblins make up most of the Horde's population base, besides the conquered worlds' kin.
- *Brown hobbit* (same stats as hobbit): These brown-robed humanoids make up many of the slow-moving merchant

caravans of Horde worlds and border territories. They are the 9KW's most engineering-inclined kin. Brown hobbits can see in the ultra-violet range.

Everywhere and Nowhere

- *Green trolls* (ST x 3, CON x 3, SP x 2, CHR x 1/2): Four-armed, green-skinned beings who like to dwell on desert planets, green trolls are known for their savagery, if not primitiveness.
- *Yyenas* (same as T&T rules for *Hyenakin*): These gnoll kin have spread throughout the cosmos, including areas frequented by the other denizens of Trollworld.
- *Leprechauns* (STR x 1/2; INT, LK, and DEX x 3/2): Leprechauns often favor isolated, high-technology biospheres in remote space. They can communicate in ultrasound and see into the infra-red range. Some refer to these shy folk as "Pops," or "Poppers," but rarely in a caring way.
- *Fairies* (STR x 1/2; LK, SPD, and DEX x 2; CHR x 3/2): Fairies live in the wildernesses of all habitable worlds. They can communicate outside normal hearing range and have infra-vision. Most adventuring fairies refer to themselves as "moths."

SPHERE FANTASY MUMBO-JUMBO

Learning magic in the 9KW is not as easy as it was on Trollworld. For all their power, Wizards cannot wear metal or plastic without penalizing their ability to cast a spell. For each weight unit, or point of armor protection, the caster must add that many points of WIZ or STR to the costs of casting. In addition, the armor worn by the target of a spell will reduce the spell's effects, meaning that if the armor worn by a spell's target is greater than the Wizard's spell-casting attribute, then the spell is ineffective. Certain armor absorbs magical energy as well as blaster bolts and rays from ray-guns. As for the Kremm vs. Kremm rule of the 7th-plus edition of T&T, the GM who likes very little magic in his, or her, swords and rocketship saga may keep the rule.

As a Wizard gains a level, he inherently knows all of that level's spells as listed in the T&T rule book and any supplement that the campaign GM wants to add. Of course, the Wizard's ability to cast the spell is still dependent on the DEX and INT requirements listed with the spell description.

Rouges have an even harder time learning spells. Sure, they can be taught a spell, but the mechanism of tapping into these cosmic energies is often beyond their grasp. Each time they cast a spell, these characters must make an SR at the level of 10+(10-PC's experience level) to retain the knowledge of how to cast the spell again. Owning a spell in written form does not circumvent this. The words in the magic language burn off the scroll or computer display as soon as they are spoken aloud.

THE PSYCHIC-WARRIOR SUB-PLOT

Unlike the Warrior-Wizards/Paragons of earlier times, Psychic-Warriors, often called "Vorpel Knights," or just "Vorpers," by the unenlightened, are on a long and slow road towards reaching their full potential. Yet another term for them is "mind monks." Usually the older Psychic-Warriors will teach the younger Psychic-Warriors, who are considered apprentices to them. The



mentor-student relationship is a common one among duos of adventuring Psychic-Warriors, who are often on directives from their particular order.

What this means in play is that the Psychic-Warrior is granted only one magical ability per experience level until he or she reaches 10th level. The beginning spell for all is the ability to call upon a vorpal weapon. The type of vorpal weapon depends on the particular school's preference, and there is no cost to POW/WIZ or STR. Other special powers will come later, with each succeeding level.

Note that the abilities do not follow the level progression listed in T&T rule books, but the rule books' minimum requirements for each spell must still be met by the wielding character. This may mean that the student may know how a certain spell is performed but has not mastered the requirements necessary to do so. He must then work around this "disability," as the rest of the universe must, until he is ready.

Psychic-Warrior Spells

- | | |
|--------------|----------------------|
| 1st | The Vorpal Sword |
| 2nd | Hold that Pose |
| 3rd | Uppsy-Daisy |
| 4th | Befuddle |
| 5th | Little Feets |
| 6th | Unerring Blade |
| 7th | Take-That-You-Fiend |
| 8th | Fly-Me |
| 9th | Whammy |
| 10th | All 1st level spells |
| 11th | All 2nd level spells |
| and so on... | |



PSYCHIC-WARRIOR ORDERS

Star Striders

Trained in the Trade Alliance, Star Striders utilize saber-shaped vorpal weapons. These Psychic-Warriors call themselves "Rangers" and are bound to a strict code of honor that forbids unnecessary killing and accumulating personal wealth. Any who break the code are branded outlaws, and word of their misdeeds spreads quickly throughout all Trade Alliance member worlds and their closer neighbors.

The Shamans

Horde Space prefers the term "Vorper" over "Psychic-Warrior," as the Shamans of this sect like to insist that their special powers come from their own genes and super-being prowess rather than from professional training. Shamans use scimitar-shaped vorpals weapons. The association of these "Mojo-Men," also a term used for Wizards in these parts, is much looser than that of almost any other group of Psychic-Warriors, and it takes some pretty flagrant abuses of power and authority before they will censure one of their own. Many Shamans run little kingdoms of their very own, which they run much like, say, Tombstone back in the Old West of Earth.

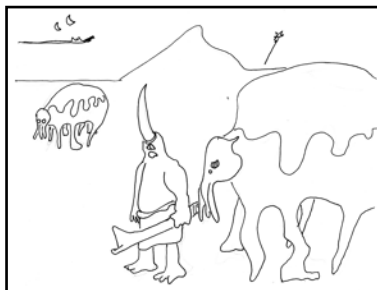
The Torque

Each Psychic-Warrior of this order is referred to as a "Torque" and is answerable to his clan leader. If one happens to be one's own clan leader, so much the better. A Torque may be recognized by his or her vorpals samurai sword, most of which have a booby-trapped hilt that allows only the owner to hold it. Torques who become "Ronins" may not be openly contacted by legitimate authorities of the Imperi Territories, but there are plenty of "unofficial" ways to get in touch for jobs and such.

AND WHAT DOES THE REST OF THE UNIVERSE DO?

THE SEARCH FOR NEW LIFE AND NEW KREMM

Along with the usual search for as many riches as possible in as short a period of time, if not effort, through doing dangerous and unseemly tasks, there is the search for Krestle. Like we have cars and appliances on Earth, the staple of civilized living throughout the known universe uses Spell-Gizmos. These are specific bits of hardware that characters of the 9KW can carry with them and use to enact spells listed in the T&T rules book. Each of these are powered by Kremm (magical batteries, essentially) of varying duration. Kremm-Crystals are made of the element known as krestle. A rather rare and very expensive to manufacture through sorcery material found only in small amounts usually in very harsh environments. So the continual exploration of the great void for new planets with deposits of krestle is a staple



livelihood for many a delver. The primitive indigenous kin of many an inhabited world suddenly entered the age of space travel when one of the empires neighboring them found that their planet contained the substance, most often as slaves.

Krestle itself comes in crystal-like material and different colors which have varying degrees of durability. It actually evaporates as its magic is used up. The known types of krestle are detailed below.

- **Pink Krestle** "God Drop"- One inch is good for 3d charges (3 six-sided dice worth of WIZ points).
- **Blue Krestle** "Star Food" - One inch is good for 3d x 10 charges.
- **Purple Krestle** "True Stone"- Nearly indestructible, though one pound is good for 3d x 1000 charges.
- **Jet Krestle** "Black Gold"- Indestructible, one pound good for at least one million charges.

THE FABRIC OF A UNIVERSE

CURRENCY

Money makes the worlds go around. Before we can even think to begin describing the exotic sorcery, energies and technologies that keep things running in this setting perhaps we should establish some standards. Money is what I am talking about. Listed from smallest to the bigger (never biggest, because there is always more).

- **Copper**- The decimal points to any currency.
- **Circuits**- Based in silver, one of these can buy a cup of coffee.
- **Clusters**- These are gold pieces. The "planetary standard" is usual one piece equals a gallon of water.
- **Nebulas**- Based in mithril, one of these credits can usually buy a ton of water.
- **Galaxies**- A single Galaxy is the same as one million Clusters.

SPACE IS BIG

EXPLORATION

You might've heard, space is big. Because of the mechanics of Blow-Me-To-Drive, it may take as long to get from a planet in a solar system to the moon of a gas giant on the edges of that system as it might take to get from one star system to another half a galaxy away. Also because of this most creatures that characters will encounter in the 9,000 Worlds speak a common language called Galactic. Players should think of it as being an artificial language similar to Spanglish with say some Elvish, Dwarvish, and a bit of Dragon thrown in.

The GM running some space opera in areas not detailed here can make entire sectors randomly and fill in particular details as he, or she, desires. This can be easily achieved by taking a blank piece of paper and drawing a circle in the center. This is the location of your local capital system. A capital is considered a level 5 system—a location with a good-sized population where most things can be acquired for a price.

A level 5 system has at least 5 recognized trade routes leading to other interesting destinations. Map each of them one at a time. For the first such destination, draw a line of 2 to 3 inches stretching from the capital to the great unknown and roll 1 die, if the result is a 6, roll again and add the result to the initial 6 (but don't keep rolling, only the first '6' calls for a re-roll). This is the number of days it will require

to traverse this space lane. Draw a circle at the end of the line to represent the 'point of interest'. The destination could be a system, a space station, asteroid field, space-wreckers' yard – whatever; but it has somewhere to refuel and is actually worth visiting (otherwise the lane wouldn't have been mapped). Repeat the process for the other 4 space lanes.

The newly mapped space locations will have 1 die -3 (minimum of 0) other space lanes leading to other locations. Note that if the die result rolled is a '6', roll again—this location could end up as a higher level system than the nominal capital.

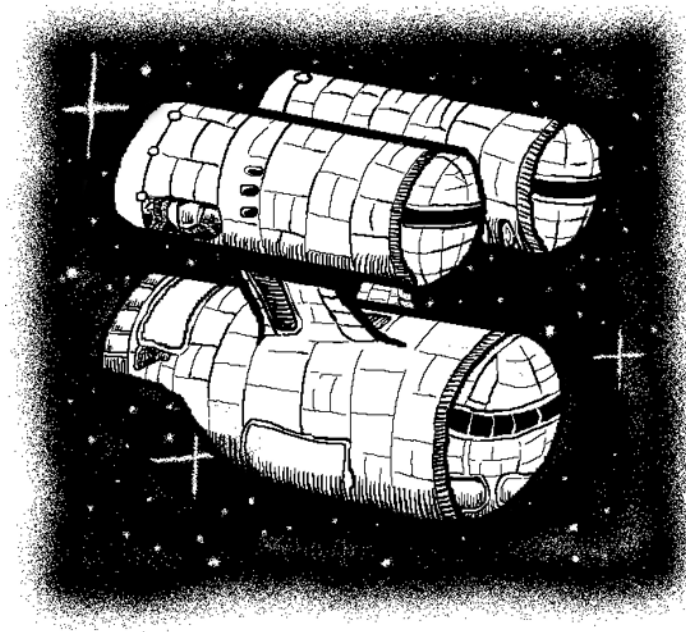
Keep rolling and drawing until you're happy with your little corner of the galaxy. You can use the system level as a Saving Roll modifier to find employment, equipment, transport out of the system etc.



BUILDING A SHIP

While there are types and models of spell-ships zooming all over space, it might be better to build a ship from scratch. This will show details and explain mechanics which might not necessarily affect game play, but help out in further detailing the 9KW. Minimum ratings for certain Attributes are listed for various equipment to indicate how much crew is needed to ensure optimal functioning of the equipment listed. Given a universe full of varied creatures and different strengths and weaknesses "manpower" can be a bit of a misnomer. Because of the varied kindred that are employed through the expanses of space, crew size can vary from vessel to vessel. Listed with the equipment notes are the minimum attributes needed to work the piece. Depending on how much detail the ships captain and crew want to get into, numerical ratings for the crew

besides the PC's and main NPC's can be listed.



Spell-ships are catapulted between the stars by a series of cryptic and very complex variations of the Blow-Me-To... Ghostly Going and Fly-Me spells encoded into a magical tablet, usually at the center of the engine. This tablet

absorbs magical energy and casts multiple versions of the spell as required, allowing the ship to travel phenomenal distances in a matter of days. The tablet is encased in a large cylindrical structure which shields the surrounding ship from harmful ether flows, which it uses as pathways in the curves of space. These components are collectively referred to as "the Tunneler" or "Tunnel Drive."

The Tunneler

Cost/Weight: 10,000 Galaxies/ 19 tonnes.

Usage: 1 Wiz cost per light year.

Min. Attribute: Int. 100, Dex. 45

Description: The "hyper-space" drive for every ship. A ship using its Tunneler can travel 1 light year per hour, and may increase its speed by doubling, tripling, and so on the WIZ usage of the ship.

Most all ships use the "TnT-engine" as a means of power . Fueled by stores of krestle, usually purple or black, for all internal systems, their weapons, and Tunnelers.

The TnT Engine

Cost/Weight: 6,000 Galaxies/ 4 tonnes.

Usage: 100 WIZ per 2d6 WHIZZ points.

Min. Attribute: Int. 100, Dex. 145

Description: The power generator for all parts of the ship.

Sometimes the energy used is distilled directly from an energy generated by the planets themselves – the outer reaches of a planet's atmosphere. Ships with kremm scoops can skim raw kremm to power the TnT-engine, saving the krestle for later. Of course this means that as long as a planetary body is nearby, fuel for space travel is free!

Grav-Trav

Cost/Weight: 7,000 Galaxies/ ½ tonne.

Usage: 1 Whizz.

Min. Attribute: Int. 20, Dex. 15

Description: This equipment consul does two different things both are very important. A Grav-Trav unit controls the gravitational pull around four Hull points of a ship. For smaller ships this means that the ship can come from orbit and into a gravity well, making planet-fall. For all ships this is the easiest way to control the vessel as it steers a portion of the overall structure. In short, a Grav-trav station is the piloting controls for any spell ship.

Huffer-Puffer

Cost/Weight: 10,000 Galaxies/1 tonne.

Usage: 1 Whizz.

Min. Attribute: STR. 10, IN. 46

Description: These mushroom-shaped machines clean the air within a spell-ship. For each Huffer-Puffer five points of Guts maintains an atmosphere.

Kremm-Scoop

Cost/Weight: 6,000 Galaxies/ 1 tonne each.

Usage: nil.

Min. Attribute: STR. 100, SP. 75

Description: Power-generating sails that feed into the TnT Engine when the ship is near a planet's upper atmosphere. Generally these scoops loose effectively when a vessel leaves the magnetic field of planet, planetoid, or larger asteroid.

Blasting Power Tubes

Cost/Weight: 5,000 Galaxies for two/ 4 tonnes each.

Usage: 1 WHIZZ point per 100 miles per hour.

Min. Attribute: Int. 40, Dex. 45

Description: The sub-hyperspace propulsion units of each ship. Maneuvering when not hyper-space is accomplished by tubular engines. Most ships use one at a time, but will have a second as a back up. Larger vessels require more engines to

Shield-Me Spinner

Cost/Weight: 14,000 Galaxies/ 9 tonnes.

Usage: 1 WHIZZ per Hull plate.

Min. Attribute: Int. 10, Dex. 15

Description: This apparatus looks amazingly like a spider and must be mounted on the external portions of the hull plating to be fully effective. It increases the energy absorption of the hull plates by two times.

Astrocompass

Cost/Weight: 14,000 Galaxies/ 2 tonnes.

Usage: 1 WHIZZ per Level of "Orientation Saving Roll

Min. Attribute: Int. 10, Dex. 15

Description: A lot of space doesn't have landmarks for starfarers to navigate by. This device allows ships crews to identify know star systems and identify where in location they are to them. The GM will determine how hard this task is.

Absolutonium

Cost/Weight: 1,000 Galaxies/ 1 tonnes.

Usage: 10 tonnes equals 1 HULL point.

Min. Attribute: n/a.

Description: The framework and hull plating for each ship is made from Absolutonium, which has the property of being able to poured over and around mithril webbing with a simple Slush-Yuck Spell and retaining the form once a Hard Stuff spell has reversed the process. These re-shaped pieces are amazing hard, able to absorb most forms of ether flow, and protect against most weapon damage.

The hull provides protection from the vacuum of space and damage for weapons and weapons' fire (1 point HULL absorbs 1 Mega damage). 4 Hulls are required for every 100 yards of living/ cargo/ operations space in any craft.

NEW KHAZAN: THE 9,000 WORLDS - SPELL SHIP CARD			
NAME			TYPE
HULL	WHIZZ	GUTS	DAMAGE
SPEED	HOLD CAPACITY		HOLD OCCUPIED
PARTS			
WEAPONS			
CARGO			
CREW			
NOTABLE EVENTS, SHIP HISTORY			

COMMON SPELL-SHIPS

The following ships are generally available for purchase in the 9KW and each is described with the following features and characteristics:

Type: The standard hull design of the ship.

Hull: Basically the "armor" of a ship, it can be supplemented by a Shield-Me spinner.

Whizz: This is the total of power that a ship can expend, gathered from its TnT engine or Grav-Trav, and/or Kremm-Scoops. This can be applied towards parts, certain weapons, and propulsion.

Guts: This is basically the Hit Points of each space ship.

Hold: While these areas increase the overall size of a vessel, they generally only reflect the cargo-carrying capacity of a spell-ship.

Cost: This is the cost in gold to purchase the vessel and registration to those that are concerned about such things.

Parts: This includes ship components. Like the Tunneler, the TnT Engine, Kremm-Scoop, Blasting Power Tubes, Shield-Me Spinner; as well as **Weapons:**

- **Bombast Cannon-** 1 Whizz point to fire, variable SR based on Cannon's handler's DEX to hit the target. Each shell does d6 worth of damage against the Hull and Guts of target ship or structure. Range is 4.
- **TTYF Phaser Cannon-** Variable SR based on Cannon's handler's DEX to hit the target. The TTYF ray draws its destructiveness from the amount of Whizz that is being used to power it. Generally speaking 5 Whizz does one d6 against the Hull and Guts of target ship or structure. Range is 10.
- **Hellbomb Burst Harpoon-** Variable SR based on Cannon's handler's DEX to hit the target. Each shell does 9d6 worth of damage against the Hull and Guts of target ship or another type of structure. Like torpedos made of photonics-based energy of other space-faring milieu these missiles are major component of Ship-To-Ship combat. Range is 5 plus 2d3.
- **Upsidaisy Grapple-Gun-** 3 Whizz points to fire, variable SR based on Cannon's handler's DEX to hit the target. The grappling craft must have more Whizz than its target to be able to control it. Range is 2 plus 2d3.

It is important to note that the damage mentioned here is not normal damage that PC's will be dealing with in personal combat.

Indeed, the GM can assume that one point of these spell-ship based weapons' damage is about 100,000 regular points of damage. Range points are generally assumed to be about 10,000 meters, though this may be expressed as inches if using miniature ships for combat presentation.

Note that the cost of any ship is listed in Galaxies. The following ships are some types generally available for purchase in the 9KW:

Kegger (one-man lander or escape pod; shaped like a barrel)

Hull: 2

Whizz: 1

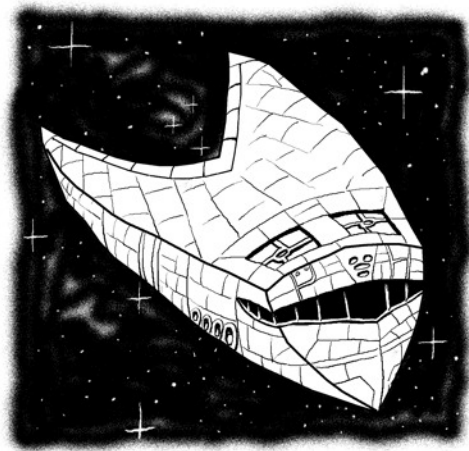
Guts: 1

Parts: Baby Ysgril root, provides enough air for five to one day. One-Way Grav-Trav unit.

Hold: Up to 1,250 weight units.

Cost:5

Notes: Used for planetary landing of small groups of people, or as an escape pod in case of emergencies.



Skiff (1 to 5 man surface-to-ship cargo vessel)

Hull: 4

Whizz:14

Guts: 6

Parts: Ysgril Root throughout all the Guts, Grav-Trav

Weapons:

Upsidaisy Grapple-Gun

Hold: Up to 7,500 weight units.

Cost:30

Notes: Skiffs are the vessels which most spell-ship crews use to get personnel from port to spell-ships still in orbit. They can be used from travel between close interplanetary bodies, but only rarely. Often Skiffs are equipped with extra weapons or parts.

Junk

Hull: 4

Whizz:20

Guts: 30

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, Grav-Trav, Tunneler, TnT Engine

Weapons:

Upsidaisy Grapple-Gun

Hold: Up to 37,500 weight units.

Cost: 50

Notes: Usually used to carry cargo from spell-ships to ports, but can do interstellar travel as well. Small family bands will spend most of their lives traveling as space gypsies traveling between worlds, even living on planets for a time.

Sloop (typical "ship-rocket" design)

Hull: 25

Whizz: 60

Guts: 30

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, Grav-Trav, Tunneler, TnT Engine, two Blasting Power Tubes, three Kremm-Scoop rigs.

Weapons:

Upsidaisy Grapple-Gun

Bombast Cannon

Hold: Up to 37,500 weight units normally. Can be increased by six times more with storage canisters stored on the outside, increasing the Hull by three times when doing so.

Cost: 128,500

Notes: Often found in the possession of small groups of explorers, more often the common ships of commerce found in any area of Known Space.

Void-Sloop

Hull: 40

Whizz: 140

Guts: 30

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, Grav-Trav, Tunneler, TnT Engine, two Blasting Power Tubes, three Kremm-Scoop rigs.

Weapons:

Upsidaisy Grapple-Gun

Bombast Cannon

2d Hellbomb Burst Harpoon

NEW KHAZAN - ADVENTURES IN THE 2,000 WORLDS

Hold: Up to 37,500 weight units normally. Can be increased by six times more with storage canisters stored on the outside, increasing the Hull by three times when doing so.

Cost: 90,000

Notes: typical interstellar freighter.

Sky-Cutter

Hull: 60

Whizz: 140

Guts: 45

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, six centrally-controlled Grav-Trav units, Tunneler, three TnT Engines, two Blasting Power Tubes, three Shield-Me Spinners.

Weapons:

Upsidaisy Grapple-Gun

TTYF Phaser Cannon

4d Hellbomb Burst Harpoon

Hold: Up to 90,500 weight units normally. Can be increased by six times more with storage canisters stored on the outside, increasing the Hull by three times when doing so.

Cost: 350,000

Notes: Of Trade Alliance design this ship resembles the "starship" of the media that we as readers would be used to. Designed to compete with Kremm-Scoop ships of Imperium build and maybe one day as popular. Becoming more and more often used as customs vessels and system defense ships.

IMPERI SHIP NORMS

Any vessel in outer space that uses Kremm-sails was probably built inside the territories of the Imperium. There do tend to be some builds of spell-ships that are more popular among various clans of the Imperium.

War Skiff, the "Thorn."

Hull: 10

Whizz: 25

Guts: 6

Parts: Huffer-Puffer, Ysgril Root in cockpit, Grav-Trav, Tunneler, TnT Engine, Shield-Me Spinner, a Kremm-Scoop rig.

Weapons:

Upsidaisy Grapple-Gun

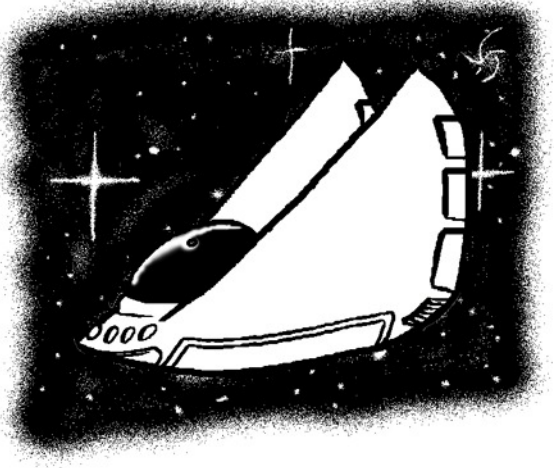
Up to seven Hellbomb Burst Harpoon

Two Spit-Thorn Rapid-Fire Guns

Hold: Up to 7,500 weight units..

Cost: 50,000

Notes: These "fighters" are the fearsome guardians of most Imperium territories. Capable of planet-to-orbit travel as well piggy-backing on bigger spell-ships, they usually are configured into squadrons.



Trireme

Hull: 60

Whizz: 200

Guts: 50

Parts: Two Huffer-Puffers, Ysgril Root throughout all the Guts, two centrally-controlled Grav-Trav units, Tunneler, three TnT Engines, two Blasting Power Tubes, three Shield-Me Spinners, three Kremm Scoops.

Weapons:

Upsidaisy Grapple-Gun, or TTYF Phaser Cannon

Four Spit-Thorn Rapid-Fire Guns (two on each side of the front and back of each vessel).

Hold: Up to 9,500 weight units normally. Can be increased by thee times more with storage canisters stored on the outside, increasing the HULL by two times when doing so.

Cost: 350,000

Notes: This is the standard cruiser of fleets in the Imperi territoies.

Galleon, the "Horse."

Hull: 60

Whizz: 75

Guts: 25

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, Grav-Trav, Tunneler, TnT Engine, a single Blasting Power Tube, three Kremm-Scoop rigs.

Weapons:

Upsidaisy Grapple-Gun

Two Bombast Cannons, or a fore-mounted TTYF Phaser Cannon

Hold: Up to 37,500 weight units normally. Can be increased by six times more with storage canisters stored on the outside, increasing the Hull by three times when doing so.

Cost: 100,000

Notes: Used for both defense and cargo transportation.

Barque

Hull: 60

Whizz: 200

Guts: 45

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, Grav-Trav, Tunneler, TnT Engine, two Blasting Power Tubes, three Kremm-Scoop rigs.

Weapons:

Multiple Upsidaisy Grapple-Guns

Multiple Bombast Cannons

Multiple TTYF Phaser Cannons

2d Hellbomb Burst Harpoon

Hold: Up to 9,500 weight units normally. Can be increased by three times more with storage canisters stored on the outside, increasing the HULL by two times when doing so..

Cost: 150,000

Notes: Interstellar patrol spell-ship.

Galaxy

Hull: 1900

Whizz: 12000

Guts: 800

Parts: 24 Huffer-Puffers, Ysgril Root throughout all the Guts, 20 Grav-Travs, Tunneler, 15 TnT Engine, 22 Blasting Power Tubes, 34 Kremm-Scoop rigs.

Weapons:

GM or controlling PC must designate.

Hold: You probably can fit it into here.

TRADE ALLIANCE SHIP TYPES

Unlike the variety of ships developed by the Imperi or Horde Space, the Alliance spell-ships are much more standardized and fit into categories. Here is a listing of their official types of ships.

Nephele Freighter

Hull:Hull:40

Whizz: 140

Guts: 30

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, Grav-Trav, Tunneler, TnT Engine, two Blasting Power Tubes, three Kremm-Scoop rigs.

Weapons:

Upsidaisy Grapple-Gun

Bombast Cannon or a TTYF Phaser Cannon

Hold: Up to 37,500 weight units normally. Can be increased by six times more with storage canisters stored on the outside, increasing the Hull by three times when doing so.

Cost: 90,000

Notes: typical interstellar freighter..

Alligator (1 to 2 man fighter/interceptor vessel)

Hull:Hull: 15

Whizz: 25

Guts: 6

Parts: Huffer-Puffer, Ysgril Root in cockpit, Grav-Trav, Tunneler, TnT Engine, Shield-Me Spinner,.

Weapons:

Upsidaisy Grapple-Gun

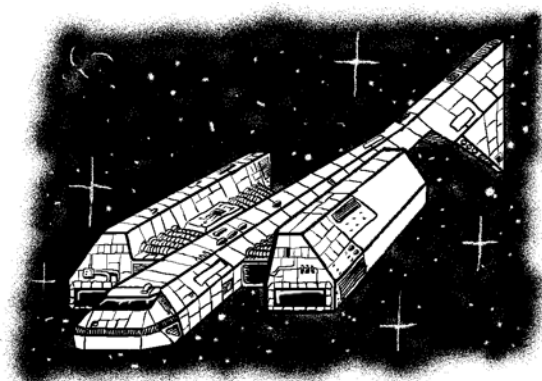
Up to ten Hellbomb Burst Harpoon

Two Spit-Thorn Rapid-Fire Guns

Hold: Up to 15,000 weight units..

Cost:. 70,000

Notes: These "fighters" are the resolute protectors of most Trade Alliance. Capable of planet-to-orbit travel as well piggy-backing on bigger spell-ships, they usually are configured into squadrons..



Amphion Warboat

Hull:70

Whizz: 200

Guts: 45

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, 3 Grav-Trav units, Tunnelers, 2 TnT Engine, four Blasting Power Tubes, a Absolutonium Generator machine.

Weapons:

Multiple Upsidaisy Grapple-Guns

Multiple Bombast Cannons

Multiple TTYF Phaser Cannons

2d+4 Hellbomb Burst Harpoon

Hold: Up to 7,500 weight units normally. Can be increased by three times more with storage canisters stored on the outside, increasing the HULL by two times when doing so..

Cost: 2,000,000

Notes: Interstellar patrol spell-ship..

Juggernaut (Usually a ship with two saucer levels connected, complete with big guns.)

Hull:Hull:1900

Whizz: 12500

Guts: 1800

Parts:44 Huffer-Puffers, Ysgril Root throughout all the Guts, 32 Grav-Travs, 3 Tunnelers, 25 TnT Engine, 42 Blasting Power Tubes.

Weapons:

GM or controlling PC must designate.

Hold: You probably can fit it into here.

Cost:. 2,250,000

Notes: A cross between a battleship and an air-craft carrier. It carries 40 Alligators.

THE VESSELS OF HORDE SPACE

What is to be said about Ogrish ships? Well, Horde Space likes things big. The hobgoblins and orks of the hegemony have taken to shaping some of there ships into either spear or hammer like configurations, often around pirated bits of Imperi or Alliance captured ships. For their size and threatening appearances, it is said that Horde ships are "buckets among swans." Their ships' crews though are some of the most outstanding in space. Ironically, for an empire ran by conquers overseeing enslaved worlds, only volunteers are allowed to become "Warriors," even in time of great crisis. Closing in on, even ramming, other ships and boarding is a favored tactic by most Horde commanders.



Freighter, "Buckets."

Hull:60.

Whizz: 75.

Guts: 45.

Parts: Huffer-Puffer, Ysgril Root throughout all the Guts, Grav-Trav, Tunneler, TnT Engine, two Blasting Power Tubes, three Kremm-Scoop rigs.

Weapons:

Multiple Upsidaisy Grapple-Guns

Multiple Bombast Cannons

Multiple TTYF Phaser Cannons, or 2d Hellbomb Burst Harpoon

Hold: Up to 9,500 weight units normally. Can be increased by thee times more with storage canisters stored on the outside, increasing the HULL by two times when doing so..

Cost: 150,000

Notes: Interstellar patrol spell-ship as well as trading vessel.

Battleship, "Warthogs."

Hull:Hull:1900.

Whizz: 12500 .

Guts: 1800.

Parts: 10d Huffer-Puffers, Ysgril Root throughout all the Guts, 3d Grav-Travs, d3 Tunnelers, 3d TnT Engine, 10d Blasting Power Tubes.

Weapons:

GM or controlling PC must designate.

Hold: You probably can fit it into here.

Cost: 2,250,000 plus 2d x 1,000 Galaxies

Notes: A cross between a battleship and an air-craft carrier. It carries 50 Scorpions.

Scorpion (1 to 2 man fighter/interceptor vessel)

Hull: 11.

Whizz: 25.

Guts: 6 .

Parts: Huffer-Puffer, Ysgril Root in cockpit, Grav-Trav, Tunneler, TnT Engine, Shield-Me Spinner.

Weapons:

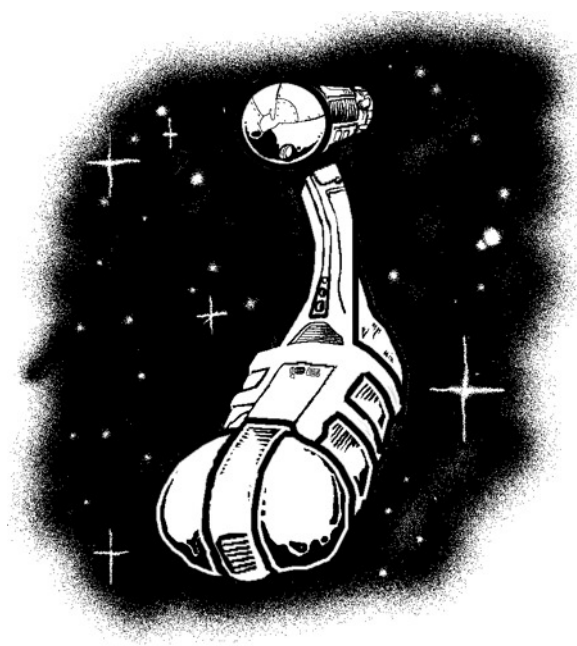
Up to ten Hellbomb Burst Harpoons

Two Spit-Thorn Rapid-Fire Guns

Hold: Up to 15,000 weight units.

Cost: 50,000

Notes: These "fighters" are the hardened guardians of Horde Space. They take no prisoners. Capable of planet-to-orbit travel as well piggy-backing on bigger spell-ships, they usually are configured into war-wings.



SPACE COMBAT

When it comes to vessel on vessel combat, I am not just trying for simplicity. But a convention that can use pieces on a table, miniatures, OR done totally without any sort of map representation. Vessel-On-Vessel combat has to be a bit more detailed than the combat systems provided by the T&T rules books. So I'll break it down as best I can, hopefully providing a simple Ship-To-Ship combat convention worthy of T&T fandom and its author.

The first part can be done totally without a map it is each combatant's Statement of Intention. With this statment, the captain, or whoever is making the calls, decides whether his spell-ship is going to "Attack," "Flee," or "Ram" the other ship. This is done at the same time as the opposing ship declares its intention. Here's how the decisions play out. The Statement of Intention occurs at the start of each combat turn.

The GM and players should note the "Speed" of each vessel, which is the number of active Blasting Power Tubes each ship has plus d6.

SHIP-TO-SHIP RULES OF THUMB

Attack meets Attack

Attack beats Flee

Flee meets Flee

Flee beats Charge

Charge meets Charge (Ramming and Not Ramming)

Charge beats Attack

A SOMEWHAT MORE IN-DEPTH DISCUSSION

Attack and Attack

This means both vessels are maneuvering to shoot at each other.

Both ships' Captains roll 2d added to the spell-ship's Speed. The higher of the two goes first. The first ship firing, upon hitting the target does damage, possibly interrupting the others attack its round.

The ship that goes second determines its damage, and then may fire itself.

Upon a tie, both ships fire at the same time. Neither ship is at a disadvantage.



Attack beats Flee

The attacking ship will be able to get free shots at the fleeing ship, until that ship has moved out of range of the pursuer's weapons.

Flee versus Flee

Both ships break off engagement.

Flee versus Charge

Fleeing ship suckers the ramming ship into charging, then it dodges successfully.

Charge beats Attack/Charging meets Charging

The Charging ship has flown in too fast for the attacking ship to get off a shot before it was too close. A ship firing on the other will do damage to both vessels, armor and shielding applicable.

RAMMING

Some ships are flat out designed to ram into other ships, quite often to allow boarding parties, raiders, to get into their target. These ships are modified to have whatever portion of the ramming part of the ship to have a spear or hook-like area, and a Shield-Me Spinner attached to reduce damage to this ramming head, a "ramhead." The Spinner also acts to partially seal the puncture while the raiders are aboard the rammed vessel. Of course once detached the seal is gone leaving the fractured vessel to fend on its own.

Vessels without ramheads do ram into each other as well, quite often as a last ditch effort to defeat destroy a less damaged or vastly more powerful vehicle. The damage to both of the spell-ships is reduced by their Shielding, but it is usually a catastrophic event for the vessels involved. Once again, boarding can take place, for whatever reason— maybe to the other ships escape pods.

AND NOT-RAMMING

Ships can avoid slamming into each when charging head-long at each other. A simple SR on DX by both vessel's pilots, the level determined by the GM. If one fails, his ship swipes the other, all damage incurred by his own vessel, mitigated by Shields and other measures. If both fail, then it is considered a ramming incident.

GIZMOS GALORE

SHOPPING LISTS FOR SPACE DELVERS

There is at least a whole galaxy's worth spiffy gadgets and items for the interstellar explorer available to utilize in their endeavors. From the day-to-day spell-driven appliances and tools, to the exotic, including Veggie-Tek. The items listed here do not represent at all what else is available, only small, pitiful, even, compiling of some bits and pieces that the PC's in the 9KW can find. The inventive sort of GM can feel free to develop his own items, and adjust other details presented here.

SPELL-GIZMOS

(Item)

Cost: A generalized listing, prices may vary.

Usage: Wiz cost

Min. Attribute needed to use item

Description: What it is, baby.

Blabber-Torch

Cost: 6 Clusters

Usage: 1 Wiz per Minute.

Description: A holographic image and audio message can be imprinted into this torch. When lit, the message will replay until is put out or the flame putters out.

Eye-Corder

Cost: 176 Clusters.

Usage: 2 per use.

Min. INT 17

Description: This box will allow the holder to essentially cast Detect Magic, Oh There It Is, Who's There?, and Find Object.

Fly-Me Rafts

Cost: 1,300 Clusters

Usage: 1 Wiz per mile.

Min. Dx. And Sp. 14

Description: Platforms that will hover about an arm-length above the ground, holding between two to four humanoids, depending on their size.

Ear Shells

Cost: 25 Clusters

Usage: 1 Wiz per new language.

Min. Int. 12

Description: When worn over a beings ear, it will translate any language into Galactic.

Will-O-Wisp Balloon

Cost: 1 Cluster piece each.

Usage: 2 Wiz per month.

Description: These balloons provide illumination for most of the civilized universe. Often attached to a person's clothing or gear to provide constant illumination.

There is also something known as **Veggie-Tek**, pioneered by the early elves and woodland sorts from Trollworld during its dawn of space exploration. The thing to remember with Veggie-Tek is that that the "Usage" costs listed is only counted when there is not any soil, daylight, and moisture around for it to power itself.

Ysgril Root

Usage: 2 Wiz per month.

Description: This twig-like material using the organic materials and atmosphere around itself can grow into vines, then shrubs, then even trees providing recycled air and warmth/cooling for the things around it. The plant is believed to be native to a gas giant world where massive, planetoid-sized, trees float creating there own biosphere.

Most spell-ships cultivate Ysgril root to get the equivalent of one wall covered in it, as it will provide a habitable environment without a Huffer-Puffer, as long as the area remains sealed from the vacuum of space. Older ships actually power-down their Huffer-Puffers because of their self-sustained environments.

This root is so common that it only costs coppers for a piece of it to get things started.

Onion Breath Sheathes

Cost: 10 Planets for a bud.

Usage: 1 Wiz per month

Description: Placed into a Stay or Void Suit this build's special compartment, this plant will recycle air indefinitely. When not in service it does best to sit in a mixture of planet soil and water to recharge.

WEAPONS

Blasting Power Grenade

Cost: 170 Clusters.

Usage: nil.

Min. 10 DX.

Damage: 6d plus 15

Description: These are the energy-based grenades of the space-faring cultures of Known Space.

Blastum

Cost: 775 Clusters.

Usage: 1 per shot: Wiz cost

Min. 10 DX.

Damage: 3d plus 15

Description: These fire-arms require the shooters DX vs the target's Experience Level to hit their target.

Hand Blade

Cost: 95.

Usage: 1 WIZ

Min. 9 DEX min.

Damage: 3d+4 (multiplied by two)

Description: These daggers have a special limited Vorpal Blade spell instilled in them.

Hold That Pose Net

Cost: 225 Clusters.

Usage: 5 WIZ

Min. 14 DEX min.

Damage: Acts as a HtP spell as per rules book.

Description: One of the essential tools of police men, bounty hunters, and kidnappers throughout Known Space.

Take That You Friend (TTYF) Phaser

Cost: 675 Clusters.

Usage: 5 WIZ per shot.

Min. 12 DEX.

Damage: "Stun" does 2d plus the holder's INT to the target's INT.

"Kill" does 2d plus the holder's INT to the target's CON.

Description: Note that if a person's INT is reduced to "0" or below, that PC or NPC must make a SR not to lose 2d INT points.

TTYF Long-Barrel

Cost: 1, 975.

Usage: 5 WIZ

Min. 15 DEX.

Damage: "Stun" does 2d plus the holder's INT to the target's INT.

"Kill" does 2d plus the holder's INT to the target's CON.

Description: With a range of at least 10 miles, this weapon is very rare. Note that if a person's INT is reduced to "0" or below, that PC or NPC must make a SR not to lose 2d INT points..

Spit-Thorn Rapid-Fire Gun

Cost: Around 100 Clusters fully grown.

Usage: When all seed-bullets are expended, this weapon requires 2d days in moist soil to refill.

Min. 8 DEX.

Damage: 4d per seed-bullet

Description: This weapon has (3d x 100) bullet seeds which it can fire. It fire up to six seeds per burst. The plant is somewhat psychic and will develop a bond with its carrier, often refusing to shoot in another's hands. This attachment can be overcome with a new holder growing and watering it.

This piece of veggie-tek, is a rather low budget weapon, a person can grow it with the proper seeds, and has become the organic, pun unintended, projectile weapon throughout Known Space.

Vorpal Sword

Cost: Priceless.

Usage: 6 WIZ per combat turn

Min. See below.

Damage: 100,000 points to specific surface, this blade a is contained piece of a Hellbomb Burst explosion. One blade can puncture one HULL point on a ship, but the user will have to spend 20 WIZ or STR points to do so. It can amputate arms and legs non-lethally as it instantly cauterizes the inflicted wound, but the PC or NPC must make a SR on CON

Description: This weapon can only be used by a Psychic-Warrior.

CLOTHING AND ARMOR

Leather

Cost: 40 Clusters.

Min. 3 STR.

Damage Absorbed: As per "studded leather" in the rules book.

Description: Head gear adds 50 Circuits to the cost and 2 more points protection.

Leather is a pretty common clothing fixture throughout the 9,000 Worlds. It is suggested that space delvers don't leave home without at least some of this.

Metal

Cost:100 Clusters .

Min. 5 STR.

Damage Absorbed: As per "curriboile armor" in the rules book.

Description: Head gear adds 10 Clusters to the cost and 2 more points protection.

This can be a suit of armor or chainmail, or the metal can be fashioned into leather or regular fabrics.

Ork Wear

Cost: 200 Clusters.

Usage: nil

Min. STR 7.

Damage Absorbed: 14 plus 2d3.

Description: Head gear adds 50 Circuits to the cost and 2 more points protection. This mesh of wool, cloth, leather, metal bits, and rubber components is very common in the poorer side of the cosmos. It's highly individualized to the wearer, and therefor the protection variation. With a protective helmet and breathing

apparatus it can be useful in adverse atmospheres, but will not protect against vacuum or inhospitable temperature.

Neo-Plastic

Cost: 250 Clusters .

Usage: 1 WIZ per damage point absorbed.

Min. 3 STR.

Damage Absorbed: 3d plus 1 every combat round. Suit retains 1 point protection per survived combat.

Description: The armor material worn by most uniformed militaries and militias throughout the Trade Alliance. Neo-plastic is semi-psychic and very light to wear. If napping it can be very flimsy protection, but it gets tougher with repeated attacks. Complete with head gear, these suits can provide minimal protection from the void of space and extreme temperatures.

Psychic Silk

Cost: 1,450 Clusters.

Usage:

Min. n/a .

Damage Absorbed: As many damage points as the wearer has in WIZ.

Description: Most often worn by Wizards and Psychic-Warriors. Acts as regular clothing unless the wearer is stricken by electrical or magical energy attacks. Once damage is absorbed, the protection is gone though, so it's best not to let the wardrobe get too threadbare. All of these suits come with hoods.

Blast Armor

Cost: 1500 Clusters.

Usage: 1 WIZ per damage point to be deflected/ Radiation or magical point absorbed.

Min. 3 STR.

Damage Absorbed: 25

Description: Already with a protective helmet and breathing apparatus it can be useful in adverse atmospheres, as well as vacuum and inhospitable temperatures. Its material is kremm-infused to increase the wearer's spell resistance.

Stay Suit

Cost: 1500 Clusters .

Usage: 3 WIZ per 24 hours

Min. INT 12.

Damage Absorbed: 3-8 points (d6 plus 2)

Description: Seen worn mostly by members of the Imperi Territories. This piece of veggie-tek is often grown especially for the purchaser. It resembles a set of coveralls with a piece of clear plastic that can cover the face. The wearer may hermetically seal the suit and survive in space as long as they have enough WIZ points to keep it functioning. The wearer does not have to worry about food or water, though the menu and freshness is not very appetizing.

Void Suit

Cost: 2 Galaxies.

Usage: 14 WIZ per 10 days.

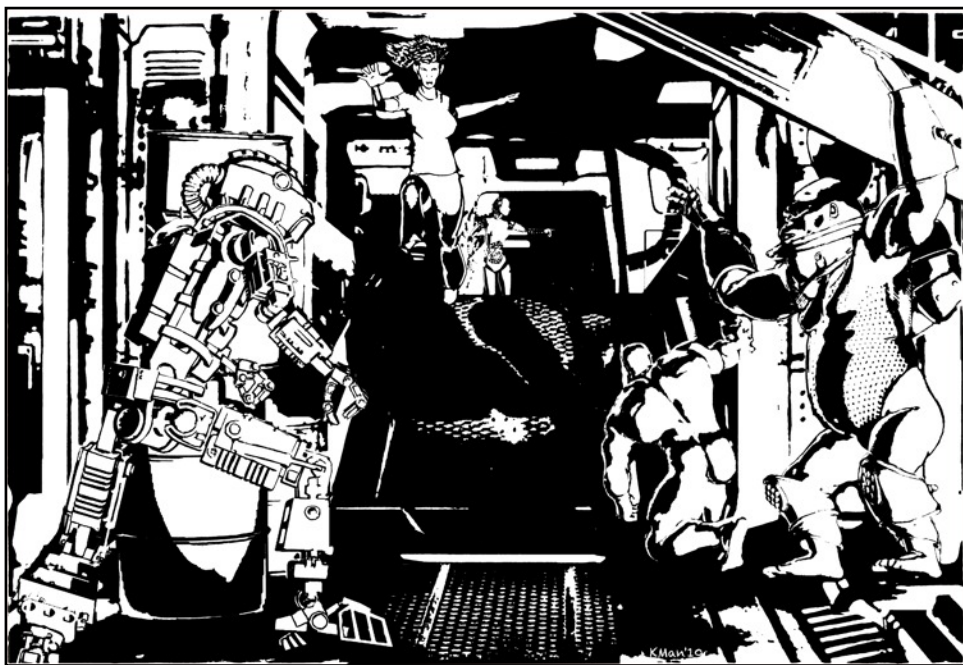
Min. 5 STR.

Damage Absorbed: 70 plus 2d3

Description: Complete with air, water and nutrient recycling, people have been known to sit on-top of platforms with only a TNT Engine and a Blasting Power Tube and fly from one asteroid to many others. Radiation and magical energy resistant as well.

ADVENTURE SEEDS FOR ADVENTURERS

When you're watching the great sci-fi movies on TV or on the big screen, the milieu tends to remain in the background. Generally what fans are watching, besides the kick-ass special effects are the personal sagas of the main characters. But a good backdrop cannot hurt, especially for a role-playing game. So sure we've got the Imperi Territories, the Trade Alliance, and Horde Space for the players of New Khazan to explore. And we have a slew of kindred, robots, and interesting locales to see and visit. But as of yet, I haven't gone too much into the ships that the player-characters can travel aboard, nor mentioned other star-faring to travel with.



SHIPS FULL OF STARS

SOME VESSELS TRAVELING THE 9,000 WORLDS

So we start our sampling with Non-Aligned spaceships. You might have already heard, space is big. Though on the maps of the New Khazan setting, the reader sees areas claimed by the three powers of the 9K Worlds, and hears about the navies of these interstellar nations, almost 90% of the star-traveling vessels out there are privately owned, or at least claimed to be so. These can range from the honest space sailors and diligent merchants, to the restless explorers and irascible pirates.

The Kaddath

2 Bombast Cannons, Structure 900.

A cargo ship that has 55 crew running it and can carry 1.5 million tons of cargo. It runs between the Trade Alliance and the to ports in the Imperi territories. Then it returns to the Trade Alliance and re-gears to begin travels in the worlds claimed by the Ogrish Horde. It's crew is a mixture of creatures from all the known universe. Its captain, or captains rather, reflect this diversity one is an elf and the other an ork. The ship's First-Mate is a human.

Cpt. Keal ef-Vale Vin

3rd Lvl Rogue, Elf

MR 60, Environ Suit 24 pts.

The fourth son of a wealthy Imperi noble house, who left the comfort, but lack of opportunity, within his family, for the rigors of space. Through a series of adventures, he and Xanthos became brothers-in-arms, so to speak, and co-owners of the Kaddath.

Cpt. Xanthos of Grut Fall

3rd Lvl Warrior, Ork

MR 65, Klazin Armor 14 pts.

A former engineer in the Ogrish Horde, he bought his freedom and was granted Free-Man status by his former clan, the Grut-Gharr. He tends to stick to the Grut-Gharr realms of Horde Space when the Kaddath is there, as that is where he is known.

First Mate Flynn Kosmos

3rd Lvl Wizard, Human

MR 55, Plasti-Pack 10 pts.

Though one of the original crew of the Kaddath, Kosmos is actually a member of the Trade Alliance Foreign Intelligence Service. He does like and is loyal to both Xanthos and Keal, and will not betray their trusts beyond reporting on the activities of those around the space-ports the cargo ship lands. He served on the pirate vessel the Sweet Water a decade before and knew her captain as a midshipman aboard it.

The Sweet Water

3 Phaser Turrets, 6 Bombast Cannons, Structure 400

Out in the wilder spaces of the Imperi territories, this civilian small cruiser acts as both a transport ship and a reconnaissance/assault vessel for privateer outposts. Considered by all except Imperi officials as a "pirate vessel." Manned mostly by Gray Elves, Kadar, and Stygian Leprechauns. Both Trade Alliance and Ogrish Horde military vessels have orders to destroy this ship. It requires 35 crew members, but holds up to 200 humanoids easily.

Captain Ulsymmna

3rd Lvl Psychic-Warrior, Kodoan

MR 95, Dry Suit 10 pts.

Knows up to 3rd level Spells

Wanted for various crimes even within the Imperi realms, this snake man stays to the out-worlds. He has been the captain of the Sweet Water for over a decade, and faced over twenty challenges to his position. He is as ruthless as he is crafty. He has been known to exhibit a gentleman's honor towards those that he respects.

The Sekund Fiddle

1 Phaser Turret, Structure 140

The Fiddle, is a private craft hired by adventurers and/or mercenaries. Its captain served on the Sweet Water years before, but has since moved on. It travels mostly in the outlying areas of the Trade Alliance, but will sometimes venture into Horde Space. Manned by 7 to 10 personnel, it can easily hold up to twenty. A "sloop" vessel, which means that the ship is primarily used for patrolling or exploring. It has some capability for combat and cargo hauling, but that is neither is its primary function. It has been hired by various non-aligned settlements to act as temporary deterrence against pirates, as well as the ship for searching for rumored treasure on the fringes of the universe.

Cpt. Johann 'Berg' Bergen

3rd Lvl Scrapper, Human

MR 75, Plasti-Pack 10 pts.

Worlds-renown explorer and adventurer. He navigated the No-where Run in an even four FLAT-Specks. His Sekund Fiddle can outrun the Alliance War-Boats, not the local ones, but the "Asteroid Bumpers."

First Mate Chewer Hackles

3rd Lvl Rogue, Gnoll

MR 65, Plasti-Pack 10 pts.

From the Horde-occupied planet once called G'narri, now called Bark Island by the ogres' hegemony. He was aboard the Sweet Water as a crew man even before Berg made his way to the ship. The two became fast friends through many adventures, and when the human became the ship's owner in a poker game, the hyena-kin was Berg's first choice as Second-In-Charge.

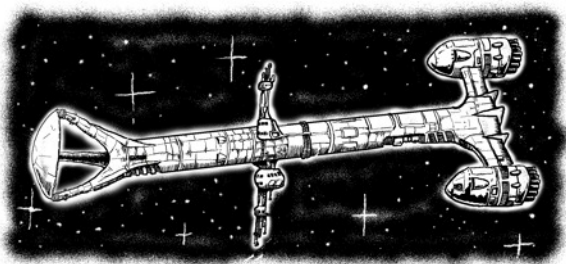
THE IMPERI

It should not surprise the reader to discover that ships of the Imperi are the best known. The oldest interstellar nation has had as many star-faring vessels as some smaller nations has had light years that are claimed as their own. Usually captained by a Kodoan snake man, sometimes a Gray Elf, but will be in frequent mental contact with a Naga warlord or a powerful elf psychic from that ship's "home" planet. One should not take Imperi rank structure too seriously, the term "second-in-command" in these raks means that the individuals listed have not been able to defeat in mortal combat the commander of the vehicle listed.

The Cutting Edge

4 Phaser Turrets, 8 Bombast Cannons, Structure 375

This void-schooner tends to be one of the farther-reaching patrol ships of the Imperi. Her "Void-Sails" used for propulsion when out of FLAT-drive and



near solar systems, mark her most definitely as an Imperi vessel, as only these territories know the secret of how to make the sails work as well as they do. The Cutting Edge is manned by 40 souls, but can comfortably hold up to 150; indeed the crew is often supplemented with up to 60 "marines" most of the time.

Captain Annok Sliss

3rd Lvl Rogue, Kodoan

MR 95, Dry Suit 10 pts.

Knows 1st and 2nd level Spells

ef-Annok, his proper title, Sliss being his first name, is a daring young snake man, with what looks to be a bright career among the Imperi Fleets ahead of him. A strong believer of traditional values, namely the Imperi's inherent right to rule the universe, he has displayed the right mix of daring and caution that has propelled him as a shuttle pilot, to a cruiser commander. Females of

various species from far-fetched worlds find his cobra-mane enchanting.

Science Officer Spovek

3rd Lvl Psychic, Half Elf

MR 75, Dry Suit 10 pts.

Knows up to 3rd level Spells

This half-human and half-elf has lived with the prejudice that most Imperi have towards half-breeds. The man was able to channel his frustrations into becoming a brilliant officer in the Imperi Fleets. When ef-Annok took over the command of the Cutting Edge, Spovek gave up a position on the Thorn, a flagship, of a very large and prestigious "battle group" to accept the Second-In-Command position aboard the ship.

Doctor Edliviv

2nd Lvl. Psychic, Gray Elf

MR 45, Dry Suit 10 pts.

Knows up to 2nd level Spells.

This crusty but loveable physician keeps ef-Annok real and li-quoted up. Not found of being in a military unit as he reminds everyone how is "a doctor, not a (noun here)..." .

The Thorn

8 Phaser Turrets, 42 Bombast Cannons, 1000 Structure

A battleship among battleships, the Thorn's crew members claim the vessel to be older then the Ogrish Horde itself. For as regal as this veritable mountain of spaceship is, the scars of centuries of battle have left a mark or two. 130 crew members maintain and run the craft, while it houses over a thousand others. Over one hundred and fifty other Imperi vessels are answerable to this ship's commander. It is the Flagship for a deep space sector between Horde Space and the Trade Alliance, the "Keystone Sector."

Admiral ef-Amafral Graff Tutol

5th Lvl Psychic, Gray Elf

MR 100, Dry Suit 10 pts.

Knows 5th level spells.

Known for his brilliant military strategies as well as his long-winded speeches, but his abilities have made the chief honcho in the

"Keystone Sector" of the Imperi Frontier. He is the equivalent in rank to that of a planetary warlord, Naga or elf. Starting his 120 year career as a ship's engineer aboard a freight-liner, the man is the veteran of over a hundred military campaigns. He secretly wishes he was reptilian and hates hobbs and leprechauns of all sorts.

Captain Spork

3rd Lvl Psychic, Gray Elf

MR 75, Dry Suit 10 pts.

Knows up to 3rd level Spells

One of the Second-In-Commands of the Thorn. He is a spy for the Naga warlord Ovvre Jal Mesh of the Kobrah Clan within the Imperi.

Captain Skotti

4th Lvl Rogue, Human

MR 75, Dry Suit 10 pts.

Knows up to 4th level Spells

One of the Second-In-Commands of the Thorn. He is the chief-engineer of the vessel. Really dislikes Spork.

General Path Sslosh

3rd Lvl Scrapper, Kadar

MR 125, Dry Suit 10 pts.

One of the Second-In-Commands of the Thorn. Commander of the Thorn's marine troopers. He dislikes all non-reptilian humanoids.

Lord Repulsa

4th Lvl Psychic-Warrior, Beserker

MR 175, Environ Suit 26 pts.

Knows up to 4th level Spells

A Torque supported by the Imperi's ultra-warlike factions, like the Rattler and Viper clans, as well as the Jet Order. He has no official place in the Keystone Sector, but Admiral ef-Amafra keeps him close. Otherwise he goes around killing his ships' captains and talking about "the dark side," while breathing all loud through his mask.

THE TRADE ALLIANCE

For all of its youth the Trade Alliance has committed massive amounts of resources to maintaining space fleets capable of protecting its territories adequately. According to its own intelligence, the Alliance fleets outnumber the Ogrish Horde, but it is still outnumbered almost two-to-one by the Imperium. Because of the ultra-enhanced technologies, not the magical-laden "tek" of most other space-faring cultures, these ships have maintained an edge over their would-be opponents, in rule terms this means any Alliance ship's personnel can negate one "failed SR" per day using a gadget or technobabble.

The Brass Monkey

4 Bombast Cannons, Structure 900.

A cargo ship that has 55 crew running it and can carry 1.5 million tons of cargo. It runs between material and personnel between the Middle worlds and the outlying member worlds. Its crew is a mixture of creatures from all of Known Space. Its captain and most of the executive staff is human despite this.

Captain Bob Jarajar

3rd Lvl Scrapper, Human

MR 55, Plasti-Pack 10 pts.

A capable officer booted off of the Red Star for being a bigot.

The Red Star

4 Phaser Turrets, 8 Bombast Cannons, Structure 395

This cruiser is one of the premier patrol ships of the Alliance in the sector of ship between the Imperi territories and Horde Space. The most talented of the Alliance's Void Corps members beg to serve aboard the vessel.

Captain Kirk Adrian

3rd Lvl Scrapper, Human

MR 85, Plasti-Pack 10 pts.

A strong believer of traditional values, namely the Alliance's righteousness in the face of a universe filled with evil foreigners, he has displayed the right mix of caution and daring that has propelled him as a fighter pilot, to a cruiser commander. Females of various species from far-fetched worlds find his green eyes and brown hair enchanting.

Executive Officer Elizabeth Channel

3rd Lvl Psychic, Human

MR 55, Dry Suit 10 pts.

Knows up to 3rd level Spells

Born on an exotic desert world, Channel still retain's her home-world's cultural garb despite her decade of service in the Alliance Void Corps. She argues a lot with Cpt. Adrian, but never in front of anyone else.

Lieutenant Vance Magellan

2nd Lvl. Rogue, Hobb

MR 35, Plasti-Pack 10 pts.

Knows 1st level Spells.

This short, but colorful officer is essentially the Third-In-Command of the Red Star. He also is known to keep a pack of gum on his person, which he has claimed "will fix anything."



The Silver Back

16 Phaser Turrets, 36 Bombast Cannons, 1500 Structure

The size of a large asteroid, almost completely spherical in shape, this battleship is said to have been built around and on top of an asteroid made up of heavy metals. Still she is more maneuverable in Ship-to-Ship combat than any large vessel known, and only slightly slower than the Imperi's heavy ships with their Void-Sails. She requires only 45 crew members to man, while an internal factory

produces robots to maintain itself. The ship itself can house up to 2,000 personnel and often does. Her ship computer, Uma, is said to have been designed by the great dwarf scientist Archimedes and considered smarter than any other computer in Known Space, and probably beyond.

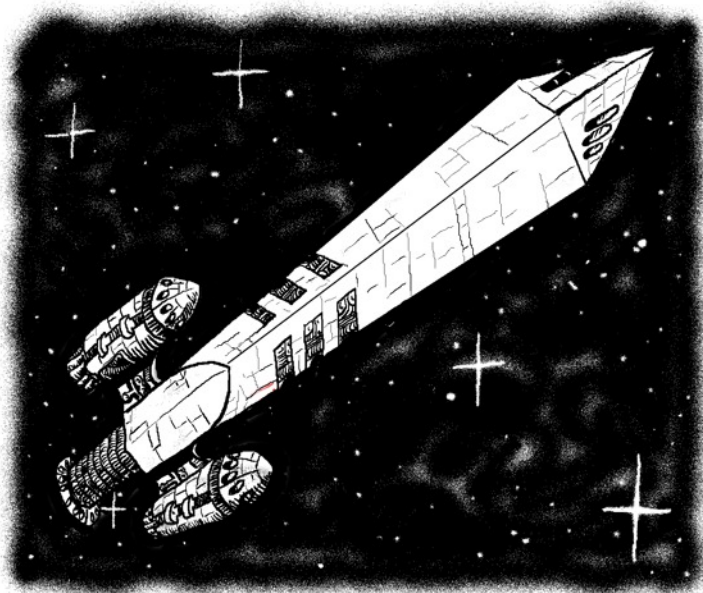
THE HORDE

Of course this section would not be complete without Ogrish ships.

The Elf-Ear

4 Phaser Turrets, 15 Bombast Cannons, Structure 595

Resembling a void-sloop of the Imperi, if spear-shaped now, this vessel even has the void-sail masts adorning its exterior. This



cruiser is one of the luckiest patrol ships of the Horde. And since no good deed goes unpunished, the Ear is assigned to "the Anvil" also known as the area between the Imperi territories and the Trade Alliance.

Captain Rex Kasik

4th lvl Rogue, Half-Ork

MR 75, Klazin Armor 14 pts.

Knows up to 3rd level Spells

A sailor who defeated the pure breed hobgoblin captain of the ship before him in a duel. He started a major battle with a nearby Imperi patrol, some five ships, to cover his indiscretion to the lords of the clan overseeing his vessel from afar. He has survived his command post for six years now. This is a mixture of skill, charm, and the lucky fact that he is the half-brother of Siren Kasik aboard the Alliance juggernaut the Silver Back. He peddles in information of the Horde's classified communications to the highest bidder, but is wary enough to cover his tracks very, very carefully.

Though he is disloyal, he will defend his assigned sector skillfully and ruthlessly. His bosses would have his head otherwise.

First Mate Achin Elan

2nd Lvl. Rogue, Brown Hobb

MR 35, Plasti-Pack 10 pts.

Knows 1st level Spells.

The chief engineer of the Elf Ear. Figures Rex Kasik is his best chance of survival around so many orks and goblins.

Lord Krugar

1st Lvl Psychic-Warrior, Hobgoblin

MR 40, Psychic Silk 10 pts.

Knows 1st level Spells

A Shaman who has been assigned aboard the Elf Ear to make his name among his superiors.

The Axe of Ajax

6 Phaser Turrets, 36 Bombast Cannons, 700 Structure

A recently acquired gun-boat of the Ogrish Horde, sent into the anvil to make her and her crew's name. Resembles a cargo liner with too many Bombast cannons affixed to its outer hull. The blast marks of its apprehension have not even been scrubbed off yet.

Count Vasis

1st Lvl Psychic-Warrior, Goblin

MR 40, Psychic Silk 10 pts.

Knows 1st level Spells

A Shaman who has been assigned as co-captain of the Axe to make his name among his superiors.

Gristle Hackar

3rd Lvl Scrapper, Hobgoblin

MR 45, Klazin 14 armor 10 pts.

A Scrapper who has been assigned as co-captain of the Axe to make his name among his superiors. If he survives the maiden voyage, he gets the title of "captain."

The Rolling Pin

16 Phaser Turrets, 46 Bombast Cannons, 1500 Structure

It looks just like it is named. Made up of about ten different ships, this battle cruiser is one of the most renown vessels of the Ogrish

Horde. It requires over 300 crew members to keep its varied parts working together, and can uncomfortably fit about 1500 others aboard, which it does quite often. This ship rolls from one problem to the other throughout the frontiers of Horde Space, sometimes handling incursions from foreign ships to handling planet-side revolts on enslaved worlds.

Boss Ogar

4th Lvl Psychic-Warrior, Ogre

MR 240, Psychic Silk 10 pts.

Knows 4th level Spells

A Shaman who has been around almost as long as the famous Imperi battleship, the Thorn. She was born on the planet Dneiper and wants to be the overlord of it one day. Has various hyena-kin agents throughout Imperium space as she killed their families and raised them from early ages back on Bark Island.

Raff Hambone

1st Lvl Psychic-Warrior, Goblin

MR 35, Psychic Silk 10 pts.

Knows 1st level Spells

A Shaman who has been assigned aboard the Rolling Pin at Boss Ogar's command. The Boss believes he is a promising student of the Ways of the Shaman.

Lady Slave

5th Lvl Rogue, Gray Elf

MR 40, Plasti-Pack 10 pts.

Knows 1st, 2nd, and 3rd level Spells

At one time this elf from the Imperi territories was Ogar's slave. She was able to free herself and become one of her trusted captains. She is constantly running espionage missions into Imperi and Alliance territories.

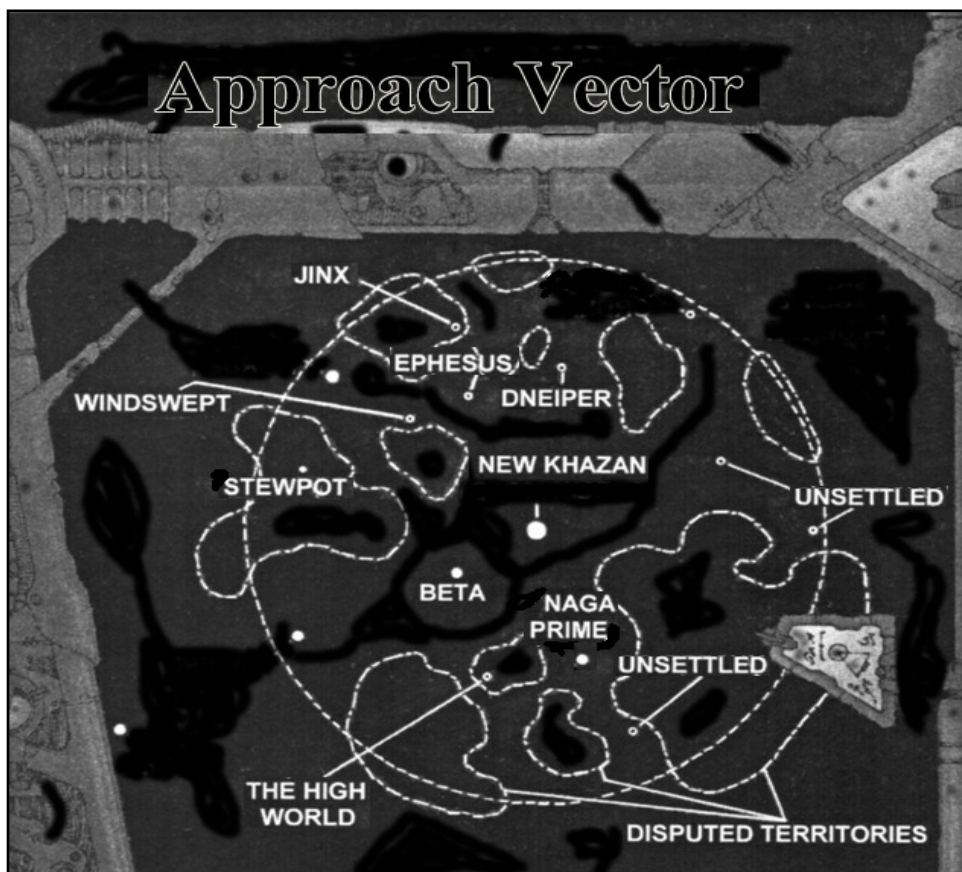
The GM running in the 9,000 Worlds can use these ships and NPC's as he or she sees fit. The GM may even totally discard them and come up with a whole milieu of his own. The key is keep a feel of high drama and exploration when delving into his sphere fantasy. Ships with colorful names, and a cast of thousands of larger-than-life characters to keep the role-playing as crackling and vibrant as a Psychic-Warrior's Vorpai Saber.

THINGS TO SEE AND DO IN THE 9,000 WORLDS

In the space fantasy setting of New Khazan, more than nine thousand worlds are recorded on the charts of known space. I think that gives ample room for the GM who wants to make up his own worlds in addition to having access to plenty of pre-defined ones. Following is information on 14 planets—err, actually a couple are larger moons—to include in the mix. I tried to keep the format pretty straightforward and interesting, avoiding the over-scientific mumbo-jumbo that proliferates the creation of most science fiction-based game worlds. Here is a sample entry using Earth for a planet:

EARTH (SAMPLE WORLD)

Earth is a world more of water than land. Its surface-dwelling humans are divided into territorial nations. Some rely on pre-industrial technologies, while others are experimenting with spacecraft and atomic energies.



At the Equator: Tropical

At the Top and the Bottom: Cold as the North Pole

Places of Interest: Egypt, London, the Great Wall of China, the Great Barrier Reef, and California

Space Ports: Florida; outside of Houston, Texas; and the grasslands of the former U.S.S.R.

Now back to the Cluster and the universe of New Khazan.

In many of the descriptions below, I intentionally avoid going into detail about the "Places of Interest." This is mostly in hopes that the GM will be able to use them as adventure seeds. These lists, as one can tell by the example above, are far from complete. Hey, it's not only a big world out there, but there are more than nine thousand of them to explore.

THE IMPERI WORLDS

Controlled by the Imperi, the Imperi worlds, known by the Trade Alliance as the Imperi Empire, tend to be rather closed to outsiders, even among themselves. Though more cooperative than, say, the Ogrish Horde, they are much more secretive, with various factions working against each other. One of the larger secret groups is the Clan Cobra, which specializes in illegal activity in the Imperi territories as well as elsewhere. It also happens to be one of the less warlike factions of the Imperi, as there are many more imperialistic-minded houses to this interstellar nation.

NAGGA-PRIME

One of the oldest worlds of choice for the nagga residents of Imperi territories, this is where the nagga accepted the submission of the elven lords in the ages before Empire. Though considered a bit cold for most of the Empire's reptilian kindred, it is one of the traditional cultural centers of snake kind in the space-faring ages. Nagga-Prime is highly advanced technologically, though to most eyes its cities look like clumps of rocks.

At the Equator: Tropical

At the Top and the Bottom: Like the freezing North Pole

Places of Interest: High City, First Landing, the Messer Deserts of the West

Space Ports: Lower City is the only authorized port of entry to the planet. As for the unauthorized place to land, its name is Shrisssgriss,

and it is the spot from which the Clan Cobra runs its illegal operations on this world.

BETA

Said to be the first planet colonized by the nagga, Beta is now known primarily as the home of the more advanced scientific-sorcery "colleges" of the Imperi.

At the Equator: Melts lead

At the Top and the Bottom: Like a steam room on high during the winter

Places of Interest: Torker Citadel, the Kodua Vats, the Infinite Whirlpool, the Wild South

Space Ports: Crash City, the Torker Holdings, and two smaller ones on the South Pole.

JUNGLE

Jungle would be the naggas' world of choice, except that elves got there first and remain its dominant kin. Most of the planet is covered in vast jungles that make the jungles of the Amazon Rainforest look small. The harshness of the planet is embodied in the stringent, unforgiving culture of its elves.

At the Equator: Like the Sahara and worse

At the Top and the Bottom: Tundra and ice floes

Places of Interest: Ayul, the Voice of the Cosmos; Valley of Monster-Lady-Walking-Jungle; Allynea, the Silver City; the Green; The Deserts of Sunder

Space Ports: Allynea and the coastal plains of the Green.

THE HIGH WORLD

This planet has been terraformed into the perfect world, at least by the naggas' and desert-loving elves' standards. All "true Imperi" want to make a pilgrimage here. What for, the rest of the galaxy is still wondering.

At the Equator: Like the Sahara

At the Top and the Bottom: Like the Gobi Desert

Places of Interest: The Imperi Halls, the Star Temples of Shanashuh, the Dunes of Worm, the Duskin Ranges

Space Ports: Snake-Eye Space Station. Only smaller craft are allowed to land on the surface of the planet.

WINDSWEPT

This sea-covered world features hundreds of thousands islands no larger than Britain. It seems that it was a Silkie world until the Imperi moved vast populations of humans and kador (lizard men) there, with the sole intention of seizing the world and removing the Silkie. The area around the city of Sp'Pool is very advanced both technologically and sorcery-wise, but most of the rest of the planet is pre-industrial. Windswept has also become the home of the hyena-kin clans fleeing the Ogrish Horde and swearing allegiance to the Imperi. Mysterious undersea beings, believed to be native, still are encountered, and they are not very welcoming.

At the Equator: Tropical

At the Top and the Bottom: Very big ice caps

Places of Interest: The cities of Windswept (the first colony spot), Sp'Pool, and Growl-Town

Space Ports: Sp'Pool is the only official space port, but there are many, many, many more.

NEW KHAZAN

New Khazan is one of the oldest colonized planets from the "star pushes" of prehistory. It has spent almost three millennia in obscurity, virtually unknown to the more populated and larger planets (it is only the size of Triton); however, it has recently returned to the 9,000 Worlds' attention. New Khazan is roughly the same distance from the core worlds of the Ogrish Horde, the Imperi, and the Trade Alliance, making it . Most of the planet's regions are dry and torrid, but at the poles are two seas. While its largest city, Hub, is very advanced in certain neighborhoods, most of it and the rest of the planet feature a mixture of technologies and sorceries that make the place look almost like a fantasy version of the *Road Warrior* movie.

At the Equator: Like the Sahara, say around Morocco

At the Top and the Bottom: Like Denmark at the top; like South Africa at the bottom

Places of Interest: The city of Hub, and elsewhere

Space Ports: Lesser-Hub, a suburb of Hub. And no one is around to stop landings in other parts.

TRADE ALLIANCE WORLDS

The Trade Alliance is a very diverse collection of kin and worlds that have come together to form a united interstellar power compris-

ing the habitats of humans, dwarves, hobbs, leprechauns, fairies, orks, and elves. If "...the Imperi Empire resembles Dune... the Trade Alliance is somewhere between Star Trek and Star Wars..." to quote Lad, a friend of mine. The Alliance relies more on technology than on sorcery (though it never rules the latter out) when solving problems.

DNEIPER

Dneiper serves as the "port world" of the Trade Alliance for both the Imperi Empire and the worlds of the Ogrish Horde. It was on this planet that the military forces of the Alliance and the Anuxan Order repelled the last colonial powers of the Ogrish Horde and the nagga masterminds of the Imperi.

At the Equator: Like the Ukraine in the summer

At the Top and the Bottom: As cold as the North Pole

Places of Interest: Nakraine-Kapital, the Troika Valley

Space Ports: Nakraine, Soong Song City, Troika, Down River.

EPHESUS

Ephesus is a world more of water than of land; its largest land-mass is smaller than Australia. Settled by humans and hobbs, of course, it is rich in everything that the rest of the galaxy could ever want.

At the Equator: Tropical

At the Top and the Bottom: Like the Mediterranean

Places of Interest: The City-State of Ephesus, the Mountains of Atlantis, the Temple of Oceanus

Space Ports: Ephesus, Delphi, Rhodes, Tro-Jhadeed.

JINX

Jinx is a world of volcanic vents and alpine mountain ranges. It is always raining here. The planet's very warm lakes stretch for weeks of travel, and the whole planet is one of climbing uphill and downhill, the landscape broken up by the occasional earthquake. Both leprechauns and dwarves find this world particularly appealing.

At the Equator: The Sierra Nevadans

At the Top and the Bottom: The Ellsworth Mountains in the Antarctic

Places of Interest: The Dwarven Forge, New Dublin, the Biggest-Mountain-Here

Space Ports: New Dublin, Cross-Width, Bandersnatch.

HOLE

A large moon of a gas giant, Hole has an oxygen-rich atmosphere thanks to vast forests of underground molds, lichens, and fungi. The surface itself is bathed in gamma radiation emitted by the gas giant, and it traps most of the world's heat. For some reason, not a lot of people like to visit here. Dwarf and ork settlements have made contact with the planet's indigenous intelligent beings, called the Spoor, for lack of a better name.

At the Equator: Underground

At the Top and the Bottom: Underground

Places of Interest: New Timbuktu and the Big Cavern

Space Ports: New Timbuktu.

HORDE WORLDS

The worlds of the Ogrish Horde are best visited when the Horde battleships aren't around, needless to say. This is not so much for the lack of war ships, which is a definite plus, but because the planets visited aren't under the close scrutiny of the Klazin and their overlords. Considering the state of repair of most of the Horde worlds, there is a lot of money to be made for the daring merchant willing to enter this space.



STEW POT

This is one planet that the warlords of the Horde leave mostly to itself, though plenty of Shamans dwell here, just in case. The goblin masses that populate its environs tend to be very happy to have leprechaun and elf merchants enhance their lives with technology from the Middle Worlds, and those invited love the riches received in payment. Even in times of war between the Horde and the Alliance, Stewpot thrives on the black market.

At the Equator: Like the Snake River Basin in North America

At the Top and the Bottom: Cold enough for ogres to shiver

Places of Interest: Silver Spoon, the Gremlin Grottos, the Big Bog

Space Ports: Silver Spoon, New Market Harbor, Drop Spot Bay.

BARK ISLAND

Renamed from the politically incorrect "Gnoll Hole," as it was unflatteringly referred to by its ogrish conquerors, Bark Island was once the world of G'narrll, or, translated into Standard Trade Language, "Home of Hyena-Kin." When the Trade Alliance and the Horde signed the peace treaty, G'narrll was too far from the Middle Worlds to apply for membership. The hyena-kin there have kept up resistance, becoming the supplicants of various Torkers from the Imperi territories.

At the Equator: Somewhere just outside of Seattle

At the Top and the Bottom: Somewhere just outside of Krachow, Poland

Places of Interest: The Claws mountain range, the fortress Grassy Knoll

Space Ports: Grassy Knoll and the Garm's Jaws.

KLAZA

Klaza has been claimed by the Klazin ork/ogre clans as their homeworld, but this claim is disputed by goblins, who lived there before anybody else.

At the Equator: Tropical

At the Top and the Bottom: As cold as the North Pole

Places of Interest: The Forbidden Ruins, Klaz-Prime, Klaza-Prime, New Klaza, Klazandria, the Ork and Pork Hall of Fame and BBQ House (Klaz-Prime), the Big Geological Event Photo-Taking Site and Souvenir Shopping Mall.

Space Ports: Anywhere you can park without angering someone more powerful than you.

WORLDS OF THE EDGE

THE FREE-PORT OF CLOVER

A planet ruled over by families of leprechauns and fairies, that have remained sovereign despite attempts by the Imperi, the Horde, and even the Trade Alliance to "become their protectors." This world's government, if one can call its rather amorphous and ever-changing power structure that, likes to keep tabs on the rest of the 9,000 Worlds and have agents everywhere, officially and covertly.

At the Equator: Tropical

At the Top and the Bottom: As cold as the North Pole.

Places of Interest: Pop-In Space Station. Glitter City. The Living Forest. Big Sandy. The Walking Mountains. The Sky City.

Space Ports: Pop-In Space Station is the only authorized access to this world for outsiders. Spell-Ships must park here and cargos transferred to Clover's own Void-Junks.

GLOW WORLD

At one of the very edges of Known Space, some believe that this is Old Khazan, or what is left of Trollworld. An atomic wasteland and mutations, this planet had just started its space age when its civilization(s) blew themselves back into the stone age. A radioactive stone age at that, and they, the survivors' descendants, are contagious.

At the Equator: Tropical Road Warrior movie with manimals.

At the Top and the Bottom: The Road Warrior movie with manimals around Baffin Bay.

Places of Interest: The Despotic Tea-Pot (the Bot Empire). Junk City. The Blue Jungle.

Space Ports: Cup and Saucer (controlled by the Bot Empire)

WHATEVER

As with anything in T&T, the bits that you like, or that you like the sound of, you should feel free to work with. As for the parts that you don't like, don't bother with them. Hopefully, the locations provided here are enough to stir the imagination of the players as well as the GM when exploring the Middle Worlds and beyond.

A UNIVERSE FULL OF CRITTERS

While T&T often expresses monsters, NPCs, and other sorts of creature encounters with monster ratings (MRs), New Khazan's creature list instead notes attributes that are modified. All other attributes are multiplied by one. The GM should adjust the MR to fit the adventure as needed.

Just as importantly, a player may want to develop a character from what would otherwise be just a "monster." What would a sphere fantasy saga like *John Carter, Warlord of Mars*, or *Star Wars*, or *Flash Gordon* be like without strange and alien creatures as beloved heroes in addition to villains decorating the tapestry? The GM should be wary, though, regarding which species he allows. Like



regular T&T, the 9,000 Worlds is not a zero-sum wargame where balance is assured.

Arachnids of Ares

(DEX & SP x 4, LK x 4/3): These spider-like kin call themselves the offspring of the War God. Generally confined to the edges of the known worlds, they are nevertheless behind many of the more nefarious plots everywhere.

Special Ability: Drumming Up War Business (CHR). With a rousing speech or song, a being with this ability can inspire 3d listeners to become its followers.

Asteroid Gremlins

(STR & CON x 1/4, SP x 2, LK x 4): These creatures are considered a scourge by most asteroid miners, especially those of the dwarf clans. Some speculate that the gremlins actually live on the asteroids being mined and are only protecting their homes.

Special Ability: Foils-Again. With a successful SR of the target's level on LK, an asteroid gremlin can disrupt any SR made by that target.

Bugbears

(STR, CON & SP x 3; INT x 1/2; CH x 1/3): Hearty warriors and often expert mine staff, bugbears are not uncommon in the Trade Alliance nor in Horde Space.

Special Ability: Tin Nose. Can smell precious metals with a successful SR on WIZ. The more precious the metal, the higher the SR.

Centauri

(STR x 4/3, CON x 2, SP x 3): Centaurs tend toward the wilder, less settled corners of known space. They are known to dislike the cramped environments of spacecraft and built-up cities. The Imperi and the Horde are often at odds with indigenous centaurs on the planets that they rule.

Comet Riders

These bands of vampires become active only when their particular comet moves toward an inhabited world. They descend on the night side of the planet and feed in various spots while the comet is in range of their *Shadow Travel* ability, and then they return to nest again. They are often of the same species as the dominant natives

of the planet. Note that direct sunlight from a star less than a light-year's distance away will kill them within seconds.

Special Ability: Shadow Travel. Comet riders may move from one shadow to another, regardless of distance, with an SR on SP. The SR is dependent on the phase of the largest moon of the planet they are on or closest to:

New moon	level d3 SR
Gibbous moon	level d6 SR
Full moon	level 2d6 SR
Waning moon	level 2d6 SR

Dark Lord, the

A vastly powerful entity believed by some to be a balrog and others a walking god, the Dark Lord runs a world that he can move from dimensional realm to dimensional realm. He has trapped various smaller planetoids and moons into orbit around his mystery planet. He is said to be the creator of both the comet riders and the witchlings.

Special Ability: If it's listed, he's got it and then some.

Djinni

(WIZ x 4): These beings like to live on the surfaces of colder stars. They can only stay in warmer parts for 2d3 days before having to return. They often possess devices that allow select or lucky individuals to summon them, but usually only in emergencies or under very specific terms.

Dragon

(see rule book): Dragons tend to prefer gas giants and worlds very close to a solar system's stars. Like dragons in other settings, they are the keepers of great secrets and vast wealth. And they make formidable opponents as well.

Special Abilities: *Armored Skin*, 20 points; *Summon Fire Breath*, 10 meters' spray per 100 MR; *Major Space Face*, allows the user to remain in the vacuum of space for as many days as he has CON with no ill effects.

Dragon Kin

(STR x 2, INT x 1/2): Not terribly bright, but rather tough, true dragon kin are usually rather cliquish and disliked by the other creatures around them. They often enslave humans, orks, elves, and

kadar, while wanting to eat smaller humanoids. Oddly enough, they can repair Vorpall Swords.

Special Ability: x3 Armor.

Gaseous Anomalies

(WIZ x 3, LK x 4, CON x 1, INT x 1, no other stats allowed): These beings often don "stay suits" that allow them to dwell among those of the more tangible universe around them. They are as strong or dexterous as their suits, and can be hurt in such ways as hydrogen gas can be altered.

Lunar Lycans

(STR x 5/4, SP x 2): These elf-like beings metamorphose into wolf forms when not exposed to the light of red to yellow stars. Though they do have canine habits, they are less vicious than traditional werewolves. Many of their colonies are known for making some of the best void suits in known space.

Special Ability: *Mold Moon Dust*. Creatures with this ability can create kremm-rich metals, though these are magic resistant, not sources of magical energies.



Minotaurs

(see rule book): Though they generally do not like space travel, minotaurs happen to be great computer security programmers; they are some of the most sought after hacks and security specialists in known space. Their price, often not in moneys, tends to discourage all but the most vile clients.

Special Ability: *Blaze-a-Maze*. SR on INT vs. MR of program to crack a computer's security.

Nebula Gnomes

(same as Hobb): These gnomes with extremely large ears prefer to remain aboard ramshackle ships of their clans' making for their entire lives rather than ever set foot on any planet. Tending toward mercantile careers, they have an incredible drive for gaining profits.

Special Ability: *Know-Your-Foe* (as in the 7th edition rules).

Octupi Star Dwellers (INT x 5): These extremely rare, horrible, vicious beings are bent on enslaving the universe. They can domi-

nate the combined intelligence of entire groups of other creatures. They prefer to remain in water or extremely low gravities, but can spend INT points to increase other stats in order to exist anywhere.

Special Ability: Tentacle Dreams. Every creature within one hundred miles must make an SR against its not-used INT to remain self-aware and in control of its own actions.

Pulsar Pixies

(same as Fairy): Specially-bred fairies of the Imperi territories, pulsar pixies have the leprechaun's *Wink-Wing* ability. They are highly sought after as explorers, spies, and whatnot.

Quasari

(same as Elf): These elfin descendants can dwell in the vacuum of space for as many turns as they have CON points. Most do not like the Imperi or Horde, and they tend to dwell in Trade Alliance territories.

Special Ability: Space Face. Beings with this ability can remain in the vacuum of space for as many minutes as they have CON with no ill effects.

Quarks

(all stats x 1, but can be moved around once every 24 hours): These specially created clones resemble humans but are orange-skinned and have no body hair.

Robomonsters

(d3 attributes are x 2; rest are normal): These furry humanoid have metal heads with antennae. They are generally very antisocial and aggressive. Though their technology looks like items from the Earth circa 1957, their stuff can do some amazing things.

Saturinians

(STR & SP x 3): These feline humanoids pop up quite a bit around the Middle Worlds. It is said that these cats came from some place called Saturn, not Trollworld.

Space Apes

(stats depend on type of ape): Space apes are ape-like sentients that have come from "ape space," which has just recently discovered known space. They



of course claim to come from the Planet of the Apes. The elite of these have the *Space Face* ability, which allows them to remain in the vacuum of space for as many minutes as they have CON with no ill effects .

Space Harpies

(STR x 3/2, SP x 4, CHR x 1/4): Space harpies can dwell in the vacuum of space for as many days as they have CON. They often act as pirates in asteroid belts and on the moon systems of gas giants.

Special Ability: Major Space Face. This ability allows the user to remain in the vacuum of space for as many days as he has CON with no ill effects.

Spoor, the

(CON x 5): Sentient vegetables.

Tuskers

(STR x 3/2, SP x 2, CHR x 1/2): Tuskers are pig-faced humanoids who like to wrap themselves in scarves. They are known to inhabit the wastes of many a world, and they love to raid civilized areas.

Unicorns

Also known as shape-shifters.

Vacuum Lightyears

These big beasts act as roach motels for spell-ships. Ships fly into them, thinking them just empty space, and then have to figure out a way to escape before the creature's digestive juices dissolve the ship itself.

Vikings, Space

(same as Human): Renegade bands of clones, with red and blonde hair, who can remain in the vacuum of space for as many turns as they have CON. Some of the most infamous space pirates are from their ranks.

Special Ability: Heavy-Duty Space Face. Those with this ability can remain in the vacuum of space for as many hours as they have CON with no ill effects.

Void Sirens

(CHR x 3, WIZ x 2): These female humanoids are also called the Daughters of Venus. They are known to be green or blue-skinned but tend to be whatever color matches their hair.

Special Ability: Natural Wizard Speech.

Witchlings

(CHR x -1): Witchlings are always of the Wizard Type, regardless of their attributes. They are humans descended from a powerful being known as the Dark Lord who is trapped on a mysterious planet of unknown location. His descendants are viewed with distrust by all but the most villainous of characters.

Yglings

(CHR x 2): A sub-species of humans, Yglings inhabited the Middle Worlds before any kin from Trollworld ever appeared.

Special Ability: Naturally know all 1st level spells, regardless of Type.

Zeroids

(STR 1/3, INT x 6, WIZ x 3): Blue-skinned goblins, Zeroids are often said to be the male offspring of void sirens and males of other kindred.

Special Ability: Space Face. Those with this ability can remain in the vacuum of space for as many minutes as they have CON with no ill effects.

AFTERWARD

The two moons of New Khazan are rising in the east, and the purple mist of the underground swamps has begun seeping upwards into the cooling air of the darkening sky. An infrequent rumble-then-flash announces the departure of yet another vessel into the void of space, where spell-ships zoom across the vast expanses between the worlds, known and uncharted, out into the vast frontiers where the star empires diverge and are all but infinite in their measurements, and still there is an infinite universe beyond them.

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Hopefully, the GM and players have enough now to start with. Maybe for more than just a couple of sessions—maybe even for more than a campaign. Remember, the 9KW and environs can be as big or as little as the author crafting the tales wants. The rule of thumb, as with all of T&T, is that the game should be fun, so the creative GM can modify and adapt the material here to suit his own needs.

As the suns move across the skies over the spheres of the 9,000 worlds, towards the horizon and beyond, the characters of this star-spanning saga are hopefully doing the same.

