

TRAVELLER

THE SPINWARD EXTENTS

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INTRODUCTION

Spinward of the Third Imperium, rimward of the Zhodani Consulate and coreward of the Aslan Hierate are sectors at the edge of Charted Space, home to alien races, lost colonies and people seeking new homes. The Beyond and the Vanguard Reaches are turbulent sectors, full of small interstellar states and isolated worlds.

A scattering of Humaniti from various races first arrived in the region more than 3,000 years ago and Aslan began to encroach 1,000 years after, creating conflict that continued for more than a millennium, but only in the past five centuries has the Spinward Extends been fully settled. Old empires persist, new empires have formed and interstellar technology has spread to native races, allowing them to form their own empires. The Sred*Ni, Murians and Eslyat share the stage with Major Races. The Kemlae, Freni, Zhadianshe and others have left their homeworlds to travel among the stars.

The Spinward Extents are not immune to the power struggles of great states but local interests and rivalries matter more than wars between Consulate and Imperium. Exiles and renegades, entrepreneurs and prophets have space to bring unique cultures to life. Others just want to be left alone. The tapestry of cultures and the gaps between them allow for adventure and intrigue, wonder and terror, for those who dwell in the Spinward Extents.

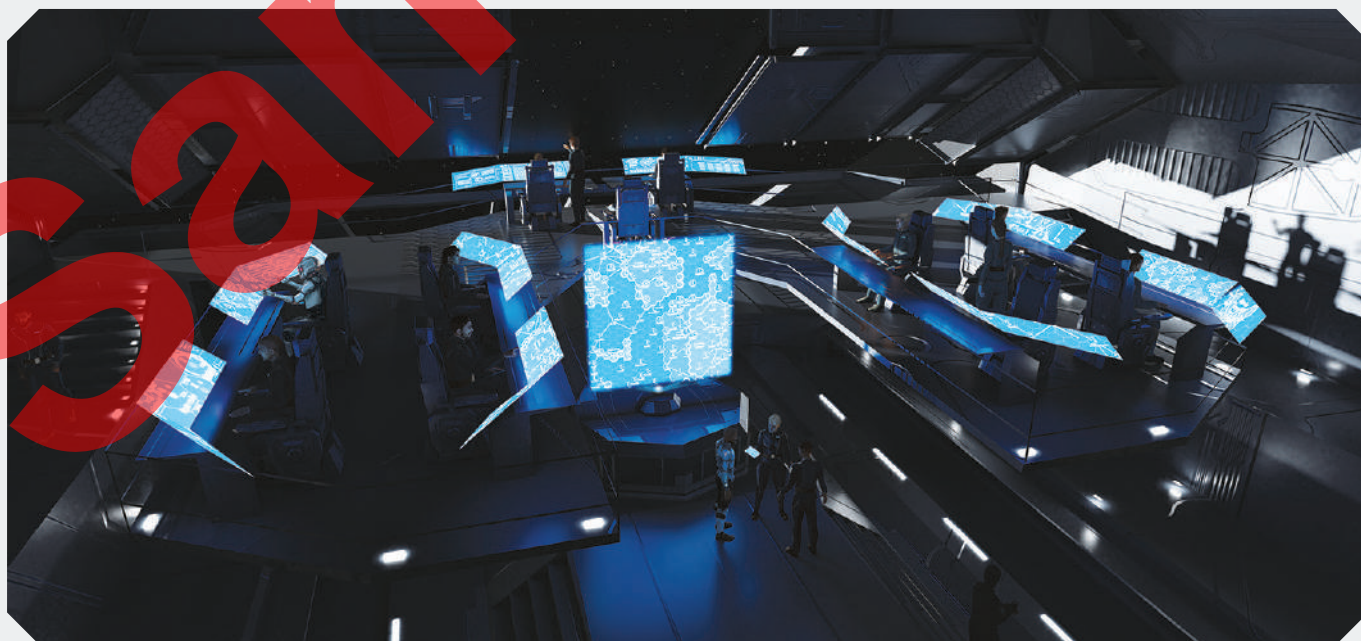
BASES IN THE SPINWARD EXTENTS

The most common bases in the Imperium are detailed on page 259 of the *Traveller Core Rulebook* but several others can be found in The Beyond and Vanguard Reaches, and are marked in the subsector descriptions later in this book.

Aslan Clan Stronghold (ACS): A large Aslan clan facility – the world is likely the home of an important pride or is strategically important.

Corsair Base (C): Popularised by Vargr, corsair bases do not have the full range of facilities as naval bases but provide enough to refuel and maintain corsair ships. A corsair base is often the main staging point from which raids are conducted.

Military Base (M): These are planetary facilities for the support, maintenance, repair and refit of ground vehicles and troops.



THE BEYOND

The Beyond lies entirely outside of the Third Imperium and Zhodani Consulate and at the edge of Aslan expansion behind the Claw. Large empires have never claimed its space but adventurous, determined or desperate settlers among Humaniti, Aslan and Vargr have encroached upon the once uncharted star systems of The Beyond for nearly 3,000 years. Although Major Races from distant worlds have carved out slices of the sector, the native Sred*Ni and neighbouring Floriani hold territory and resist encroachment.

A few native races and a scattering of sophonts transplanted by the Ancients have occupied a small number of systems in The Beyond for hundreds of thousands of years. The first starfaring humans to settle in the sector were dissidents from the Sindalian Empire in the neighbouring Trojan Reach. This Sindalian Diaspora continued until -1400, bringing civilisation to a few dozen worlds with many joining the Corellan League, a confederation of occasionally fractious systems.

A thousand years prior to the formation of the Third Imperium, Aslan explorers and settlers from across the Great Rift began to encroach into the sector's rimward and trailing corner. The eventual contact and conflict between the League and expanding Aslan marked a second era in the history of The Beyond. For 1,000 years, Humaniti and Aslan fought a dozen conflicts. The arrival of scouts from the Third Imperium during the early 200s brought news of resurgent human civilisation. However, aid came not in ships or troops but in diplomacy, which ended the Aslan Expeditions with the Peace of Kaiear in 422, more than 40 years after the Peace of Ftahar had brought amity between the Third Imperium and the Aslan Hierate.

Only then did new human settlers from the Third Imperium begin to arrive, sporadically at first, then in a Great Pulse of immigration in the 600s following the turbulent period of the first two Frontier Wars and the Civil War. The sporadic waves of settlers from Imperial space marked the beginning of the present era of The Beyond's history, with the region becoming more reliably linked to the wider civilisations of Charted Space. The Beyond remains a volatile frontier region, with various races and states trading, competing and occasionally fighting to carve out their piece of the sector.

PRE-ASLAN ERA

The first non-native settlers to enter The Beyond after the fall of the Ancients were dissidents and refugees from the Sindalian Empire. For centuries, a few sparsely populated worlds represented one of the furthest outposts of Solomani-descended Humaniti. Although pre-Maghiz Darrian scouts and Vargr settlers began to arrive from trailing and coreward in the latter part of this period, the arrival of the first wave of Aslan settlers was what ended this early era of The Beyond's history.

ASLAN EXPEDITIONARY ERA

The arrival of Aslan scouts and *ihatei* settlers changed the nature of The Beyond. No longer was it an isolated and sparsely settled region subject to few outside influences. The stress of Aslan expansion, and to a lesser degree the arrival on the interstellar scene of the Floriani and Sred*Ni, brought external pressures on the squabbling post-Sindalian settlements, at times uniting and at others fragmenting the Humaniti of The Beyond. For 1,000 years, conflict dominated the region with a dozen Aslan Expeditions – wars – fought between -603 and 422.

SETTLEMENT ERA

The Imperial consul of Waypoint (Tartakover), Alberto Rannvik, later Baron Rannvik, negotiated an end to 1,000 years of conflict between the Corellan League and the Aslan Hierate – or technically began an armistice with the 11 clans who signed the Peace of Kaiear. The Storm Knights, long a fixture of Corellan culture and myth, removed themselves from active participation in League matters and became rulers of the Stormhaven Republic buffer state. This landmark treaty also began the period of influence of the Third Imperium upon The Beyond. Prior to this era, the only permanent Imperial presence was the research station at Delta Cephei. In the century following the Peace of Kaiear, Imperial scouts, traders and even settlers began to affect the politics and demographics of The Beyond. By the 600s, a Great Pulse of Imperial settlers entered The Beyond, with some continuing spinward into the Vanguard Reaches. Some of these new settlers were absorbed by existing systems and states, others founded new settlements and governments, which persist into present times.

TIMELINE

~-300000	Age of the Ancients. Mal'Gnar bioengineered and transported to Mal'Gnar EI.
~-290000	Ancients civilisation destroyed in cataclysmic war.
~-20000	Native Dacadadan civilisation shattered by a nuclear war.
~-18000	Dacadadans become extinct after a long decline.
~-2000	First Solomani scouts from the Empire of Sindal reach Delta Cephei.
-1733	First settlement of Oberon (Htoleakh) by Sindalian dissidents, beginning the Sindalian Diaspora.
-1598	The Sindalian Empire destroys the first Oberon colony.
-1597	Corella founded by refugees from Oberon. Original Corellan Constitution signed.
-1531	The Kemlae of Kemlos first contacted by Corellan scouts.
-1520	Pritchard settled by Pritchard I from Salif.
-1482	Miranda (Centrum) settled by Corellan colonists as a mining outpost.
~-1450	Oberon (Htoleakh) and Halifax (Eteasteah) resettled by Sindalian refugees and defectors.
-1409	Corellan League Reformed Constitution is signed.
-1409	Miranda is renamed Centrum and becomes the Corellan League capital.
~-1400	Keshto, Valhalla, Yangikent and Garrone (Stormhaven) settled at the end of the Sindalian Diaspora.
-1237	First Corellan League Crisis occurs as Centrum and Valhalla secede.
-1132	Treaty of Centrum returns Centrum and Valhalla to the Corellan League.
-985	Tentative contact between Corellan and Darrian scouts at Kazar.
~-900	Vargr colonisation of Thoznaen.
-873	Second Corellan Crisis begins as Valhalla and Garrone secede.
~-800	First Aslan scouts and <i>ihatei</i> reach The Beyond.
-793	Treaty of Garrone strengthens the League and establishes the Corellan League Star Fleet.
-628	Oberon is overrun by Aslan <i>ihatei</i> . Refugees flee to Halifax and settle Charanta.
-604	Halifax is overrun by <i>ihatei</i> . The Storm Knights are established on Garrone.
-603	The First Expedition begins as the Storm Knights attempt to liberate Halifax from the Aslan.
-225	The Floriani acquire jump drive technology from a wrecked Aslan ship.
-123	Countess Fatima, exiled from Albe, settles Bruhkarr with her household and followers.
-113	The Sred*Ni acquire jump drive technology from a seized Corellan transport.
-104	Waypoint (Tartakover) settled as a Corellan trading outpost to Bruhkarr.
40	Peopus settled by the Florian League as a mining colony.
80	The Aslan deviant Aioaoa clan settles on the world Aioaoa.
98	The Tlasayoae clan unleashes a bioweapon to destroy the Ktiauo of Ka'aheakh.
203	Third Imperium scouts make first contact with Bruhkarr and the Corellan League.
234	The Corellan League and I'Sred Protectorate sign the Treaty of Waypoint, establishing relations.
304	The Imperial Interstellar Scout Service establishes a research station at Delta Cephei.
347	An I'Sred Protectorate embassy opens on Shalukin, starting trade with the Corellan League.
420	Corellan League civilians begin to revolt against the influence of the Storm Knights.
421	The Storm Knights seize control of Garrone and rename the world Stormhaven.
422	The Peace of Kaiear ends the Twelfth Expedition and recognises the independence of Stormhaven.
433	Nakris colonised by Corellan and Imperial settlers. Nakris Confederation proclaimed.
530	Migration of primarily religious settlers from the Imperium begins.

589	The First Frontier War between the Zhodani and Imperium starts a wider settlement movement.
603	The Principality of Bruhkarr becomes a client state of the Third Imperium.
605	The 'Great Pulse' Imperial colonists begin to settle on habitable worlds throughout the sector.
615	The Bruhkarri Succession Crisis results in establishment of the Katanga Free State.
624	First Corellan contact with Eslyat scouts after they reverse-engineer a Zhodani jump drive.
629	Lod settled by exiled nobles on the losing side of the Imperium's Civil War.
637	Zhodani traders from the Colonnade Province arrive at Corella.
638	Pirate lord Mapepire Balyzan establishes the gas giant ring outpost which will bear his name.
640	The Great Pulse of settlement subsides after the disruption of the Imperium's Civil War ends.
648	An I'Sred Protectorate embassy on Web Edge establishes further diplomatic and trade links.
694	The I'Sred Protectorate destroys an unauthorised Human settlement and sterilises Retribution.
705	The Kajaani Triumvirate secedes from the Corellan League.
732	The Corellan Federal Constitution is ratified, sparking protests of interference from religious worlds.
735	The Third Imperium ends the pirate-sponsoring Thoznaen Empire by destroying its capital Kozrizgi.
742	The Corellan Federal Constitution is revoked, leaving the League a weak confederate government.
745	Former Corellan Federalists establish the Hefrin Colony worlds.
820	A decade-long surge in migration from the Imperium follows the PsionicSuppressions.
930	Zydar gains control of Tirost and names the world for himself, founding the Zydarian Codominium.
984	Bruhkarri ends its relationship with the Third Imperium and legalises psionics.
1032	The Zydar-Nakris War begins as a conflict over the Zydarian Star Legion's aggressive 'tithing'.
1034	The Zydar-Nakris War ends with the Siege of Zydar and restrictions on Star Legion activities.
1082	Katanga allies with the Zhodani Consulate during the Fourth Frontier War.
1084	An Imperial commerce raiding force destroys the Highport at Tontrir.
1105	Current Year.



GOVERNMENTS OF THE BEYOND

The Beyond is a fragmented sector of frontiers and small states. The trailing subsectors of The Beyond mark the spinward frontiers of the Aslan Hierate and Florian League. On the spinward edge of the sector, the Corellan League is the oldest and largest Humaniti-dominated state and a progenitor of many of the smaller states surrounding it, such as the Stormhaven Republic, Nakris Confederation, Hefrin Colony and even the Zydarian Codominium. More recent arrivals from the Trojan Reach founded Bruhkarr and Katanga, and finally settlers from the Third Imperium established the Duchy of Mapepire and the Monarchy of Lod. The only native race to establish an interstellar state in The Beyond is the Sred*Ni, whose I'Sred Protectorate is off-limits to all except two authorised trading combines.

PRINCIPALITY OF BRUHKARR

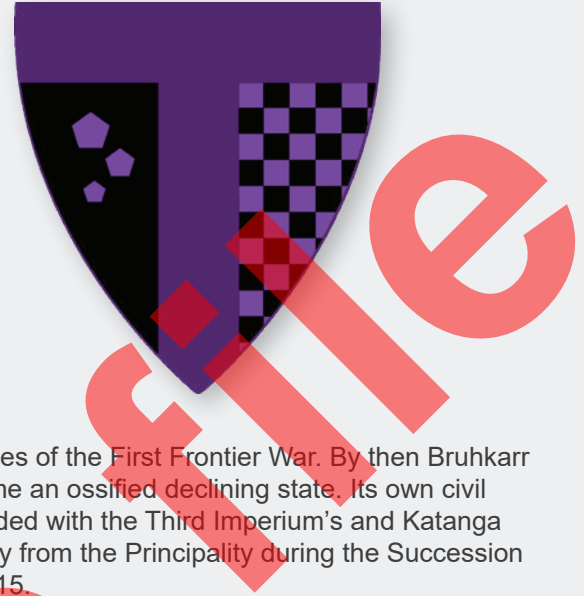
The Principality of Bruhkarr is a principality without a prince – at least not a conscious prince. The 1,200-year-old polity has officially been ruled by Prince Rashid II for more than 200 years. Rashid, last of his line, has remained in suspended animation at the edge of death since he suffered a brain aneurism on his 42nd birthday in 894. In his name, a series of regents has ruled the Principality at the head of the Council of Notables.

	B		

Bruhkarr was settled in -123 by Rashid's ancestor Countess Fatima, the head of House Bruhkarr, a faction that lost a power struggle on Albe in the Trojan Reach. A remnant of the fallen Sindalian Empire, Albe ironically has its own frozen ruler who – unlike Rashid – can be periodically revived.

Fatima and her daughter Alia retained the title of countess but in the course of a century, they systematically expanded their domain until Bruhkarr became the capital of a dozen fledgling colonies across the subsectors now known as Liberty Bell and Katanga. Alia's son, Malik I, unsatisfied with the title of count, proclaimed himself Prince of Bruhkarr in the year 34.

For the next two centuries the Principality concentrated on developing its economy rather than expanding. Bruhkarr was one of the first states encountered by scouts from the Third Imperium when they reached The Beyond. Prince Malik II established friendly relations with the distant Imperium but the Principality's requests for client state status were rebuffed until 603, during the



latter phases of the First Frontier War. By then Bruhkarr had become an ossified declining state. Its own civil war coincided with the Third Imperium's and Katanga broke away from the Principality during the Succession Crisis of 615.

Unable to maintain control of wayward colonies, by the time Rashid I secured his throne in 633 the Principality was reduced to just Bruhkarr and outposts on Khimi and Koewing. Rashid's grandson, Malik III, restored Bruhkarr to its present size after conquering Yaple in 701. For nearly two centuries, the Principality was a stable state with good connections among its neighbours and a solid relationship with the Third Imperium.

Rashid II's aneurism marked a new era for the Principality. Not only did the first regent, Nyalla Osiri, seize the reins of government, she also ended Bruhkarr's client state relationship with the Third Imperium, proclaiming the neutrality of the Principality and legalising the practice of psionic disciplines. While Bruhkarr never became a Zhodani client state, the Consulate increased its diplomatic presence and helped to establish Psionic Institutes on Bruhkarr, Yaple and Braga.

The ongoing Regency Period has led to structural reforms across the Principality. Successive regents divested Rashid II's direct ownership of key industries, accepting a non-controlling interest in monopolies in return for a steady stream of income from better run businesses. Although the business climate within the Principality favours these monopolies, the regulatory and legal systems of the Principality are considered fair and uncorrupted. The welfare of the average citizen is considered to a certain degree, although the 'Big Thirty' conglomerates of Bruhkarr are considered 'too big to fail' and have become protected from poor economic decisions to the detriment of challengers.

House Bruhkarr was always the only noble house in the Principality and Rashid II is its only 'surviving' member but powerful dynasties of business owners have remained entrenched for centuries, limiting social mobility. Fortunately, Bruhkarr is a wealthy industrial world known for exporting quality high-tech goods such as power plants and robots throughout the region and it can afford a generous social safety net. The current regent, Aden Dahlgren, is concerned with stability above all else and is careful to avoid foreign entanglements. While psionics are legal, they are not woven into the fabric of society. Psionic practices are part of standard therapies for the mentally ill and criminals but, unlike the Zhodani Consulate, no Thought Police exists – at least not officially – and the average citizen can purchase and use a psionic shield, another popular Bruhkarri export item.

The Principality of Bruhkarr does not maintain a strong military. Its major concerns are piracy in surrounding regions and its Royal Navy is mostly focused on commerce and system protection, favouring frigate and corvette class ships for patrol duties and large monitors for system defence. The Royal Navy maintains no capital class starships, although several 100,000-ton monitors defend home systems and custom jump shuttles can transport them as makeshift battle riders if needed.

The Principality maintains strong trading relations with the Corellan League and Avarar Consulate. Purported Mapepire support of piracy has led to a tense relationship with the Duchy and relations with the Third Imperium have never fully recovered from the policy changes following Rashid II's incapacitation. The largest unknown in the Principality's future is the nature of the state if the last member of House Bruhkarr dies, but a body in suspended animation can remain preserved for millennia. Unless Rashid II is revived to be declared brain-dead, the current fiction – which serves the Principality and its people well – can continue indefinitely.

The Principality has always had a hostile or at best cold relationship with the Katanga Empire. The ongoing civil war on Balleau pits pro-Bruhkarri city states against isolationist and pro-Katangan elements and risks accidental escalation as both Bruhkarri and Katangan governments fight in effect a proxy war to prevent the other from gaining control of the system. As yet, rumours of war have remained just that.

CORELLAN LEAGUE

The Corellan League claims to be the second oldest existing continuously governing interstellar state of Humaniti after the Zhodani Consulate. As Article Seven of the Corellan constitution lays out the framework for an interstellar Corellan League, this claim may be technically accurate but no other systems were settled until -1535 and the League itself has undergone many changes in membership, organisation and cohesion over its theoretical 2,700 year existence. At one point it encompassed worlds across half the sector and into the Vanguard Reaches and at times it was reduced to a few squabbling worlds and dependent systems. In its current state, it remains the largest government of Humaniti in The Beyond, stretching across 79 systems, including four systems in the Vanguard Reaches, and counting 12.8 billion sentient beings – 7.8 billion human – as its citizens.

The League began with the settlement of the world of Corella by Sindalian dissidents in -1597. The founders were allied families of Sindalian elites opposed to the concentration of power and autocratic tendencies, which had transformed Sindal from a cooperative defence league into a despotic empire. These dissidents were the first members of what historians call the Sindalian Diaspora, first settling worlds now controlled by the Aslan, notably Oberon – now Htoleakh – but raids by three successive Sindalian emperors forced the dissidents to abandon these colonies and retreat 50 parsecs beyond Old Sindal to Corella. Some dissidents did not think this was far enough and pushed the Diaspora onward, reaching Andwella, Fulani, and perhaps further spinward, but contact with these distant outposts was eventually lost.

For centuries, the entire sector was only sparsely settled. The dozen systems colonised by the Sindalian Diaspora comprised The Beyond's entire population of Humaniti outside Mal'Gnar EI. The League became the only interstellar state in The Beyond with the settlement of Tatiana – now Garr – in -1535. The Kemlae joined the League almost immediately upon contact in -1531, becoming the second race and system to join the nascent organisation.

The League's bond with member states varied over time, with all the Sindalian Diaspora colonies except Keshto and Pritchard being at least occasional members. Some of these worlds had been directly settled from those fleeing Sindal, others, like Miranda

