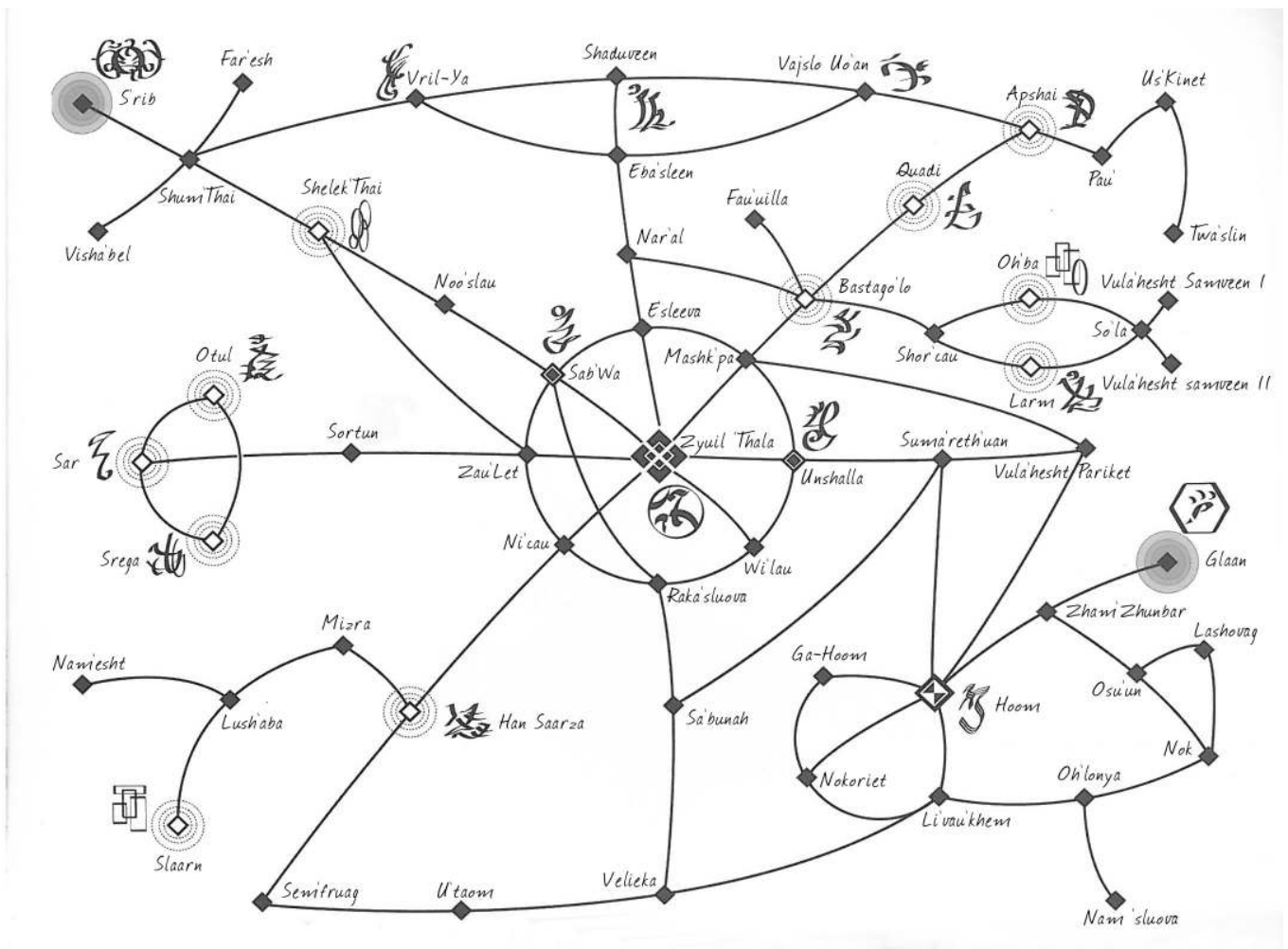




Worlds of the Hegemony

A list and short description of the worlds of the Vau Hegemony. Cross-reference with Hegemony map for their exact location in the el'zweldar (web of stars).



The Vau Hegemony

Coreworlds

Traditionally the worlds closest to Zyuil'Thala, the centre of the Hegemony. Heavily populated by Vau and all one jump away – except for Raka'sluova. Often depicted as a circle or a wheel with spokes and nave. Auspice holds no hindrance to the growth and development of these worlds.

Zyuil'Thala

The political capital of the Hegemony. Heavily populated and known for the majestic, towering buildings of Zamin'shree, the Hegemony capitol city and its spires that reach up into the upper atmosphere. Here resides the First Council and the greatest institutes of study. The Valukesh Ha'eni rests within the huge temple pyramid left behind by the Architects and is the key to the Hegemony's creation. It is still the pulsating heart of all oriel activity and auspice interpretation.

The temperate world has changed much from its original appearance. Great artificial rivers crisscross the landscape and many of the great forests have been turned into swamps and marshes favoured by the Vau.

Star system: The rocky world of Zamet and the gas planet moon of Ya-Veen support large populations living in dome cities. The large fleet of the First Council rests in the Zyuil'Thala system, ready to be manned and deployed if the need arises. Garrisons on both Zyuil'Thala, Zamet, Ya-Veen and on the system gate itself, ensures the safety of the Hegemony capitol system. Three very large space stations – one dating back to the time of the founding of the Hegemony can be found in the system.

Unshalla

A quiet world moderately populated by Vau alone. The temperate world holds most biomes, the most notable are the countless deserts that encircle the equatorial regions like a golden girdle.

Many ancient secrets of the Progenitors are studied or safeguarded here by the Oma'tlama, the Readers. For this reason residency here or even visits are restricted by the mandarins. No other species are allowed to live on Unshalla. Rumours say that many artefacts of great power are gathered here from across the Hegemony. A large Vau garrison exists on the world.

Star system: The outermost world holds Progenitor ruins and is populated by a Vau outpost of scientists. A small fleet protect the strangely modified gate.

The moons of a gas giant shows traces of ancient mines that were in operation during the Servitude.

Wi'lau

Corrosive, poisonous clouds cover the lower plains of this world of numerous and high mountains. Strange, resilient and hard-shelled creatures inhabit the lower plains and only occasionally emerge to higher grounds to hunt or graze. Vau inhabit the mountain tops of this world in beautiful, clinging cities that seem to defy gravity. An amazing network of cable cars connect the mountain-peak cities despite other probably more suitable and reliable transportation means. Many Progenitor ruins dot the lower, poisonous plains and rumours persistently speak of shy sentients who cannot survive outside of the lower atmosphere.

Star system: Ancient Vau, who were sundered after the Leavetaking, left cryptic messages and codes upon a great rock face of the third planet in the system. Why they did this, or what they signify is a mystery, as the old Vau of Wi'lau departed and abandoned the system. Where they went, if they were lost or if they just joined another colony is unknown.

Three giant stars in triangle formation referred to as Sa'glona can be seen close by and dominate the night skies of the system worlds.

Raka'sluova

Temperate world the Vau share with the Vinlii, small and shy, pixie-like sentients whose strange fluid bodies cannot survive the slightest change in gravity. Even repulsor fields are uncomfortable for Vinlii who in any case seem uninterested in leaving their homeworld or progressing technologically. Although numerous, the Vinlii are found only in a vast equatorial archipelago, leaving the rest of Raka'sluova for the Vau and their great cities in the forests, rivers and marshes.

Star system: The system is dominated by a large shower or group of comets that orbit the system sun in the elliptical orbit usual for comets. They are seen every twelve years on Raka'sluova and hold great mythological importance to the Vinlii. Out in space, they offer an even more spectacular view.

A large space station orbits a gas giant, serving as a garrison and support station for several mining facilities on the gas planets moons and in its dense atmosphere.

Ni'cau

Fierce desert world known for its unusual Ni'ca ore and hot blistering Vo'mahm winds (baking people alive) that arise during the hot summer seasons. The very large settlements cluster around the great Ni'ca pit mines and are protected by beautiful mother-of-pearl coloured and ornate domes.

Normally too hot and dry for the Vau's liking, all movement outside of the domes require sheaths. Popular with immigrant Fah Selani of the desert kind.

Star system: An extremely barren system with no gas giants and only two other rocky worlds. One super large with extreme gravity, the other small and frozen. The jumpgate of this system show obvious signs of damage from some unknown and terrible weapon. From time to time it will refuse to reset, isolating the population of Ni'cau for up to three years.

Zau'Let

A green world once famed for its beautiful old cities and thousands of hanging, floating, hovering and sailing gardens. After an unheralded comet irradiated the upper atmosphere of the world and countless rock debris bombarded the surface, much of the fantastic flora was destroyed. The world has only slowly recovered, with radiation traces and blasted plains still visible as scars in the northern hemisphere. Only two of the five continents hold populated cities today, safe from contamination. Here the marvellous gardens have been rebuilt, but the world is burdened with sorrow and dark omens.

Star system: The world of Zau'Let has three hastily built orbital cities that serve as refuge for the populace that have been evacuated from the northern continent but still wish to remain. They also serve as radiation treatment facilities and garrisons.

A super large space station orbits close to the jumpgate. It was once the staging point, arms and refuelling depot of Vau war ships in the Vau – Manshogo war. Although the huge station still holds a garrison today, the majority of its halls and corridors are abandoned and home to ghosts and strange stowaway lifeforms.

Sab'Wa

World of deep, dark ravines – referred to as Ush'vela - that cut through the unending landmass of the world like countless cracks of a porcelain cup. The bottomless ravines hold either water or a murky, decomposing material known as Mu'sha, which is filled with complex and unique ecological systems of insects, spores and gruesome animals that are

extremely hostile to Hegemony lifeforms. The upper regions host a large inland sea, some lakes and rivers that mostly empty into the dark ravines. The vegetation in the upper regions is lush and inviting to Vau who have built several fortified cities there. The reasons for the fortifications are two-fold, firstly to protect from hostile creatures that sometimes venture up from the Ush'vela, secondly as defence measures during the terrible inter Vau conflicts that wracked Sab'Wa after the Leavetaking. This later fact is unfortunately what the world is best known for. Soldiers who had replaced the mandarins are rulers and bent the entire populace on warfare against each other. This disturbed strain of warriors was removed from the Vau when the expanding Hegemony re-discovered Sab'Wa.

Star system: A great number of ancient void ship wrecks lie strewn across a great area of space close to the eighth planet. It is believed to be the remains of a rare physical battle of the war in Heaven. Rumours of ghosts and replicating nanites or Yurim'zho-like material haunt the region, which is why the mandarins have banned all salvage or exploration of these ancient hulks.

E'sleeva

World of great plains and lumbering giant craggy-shelled snail-like saurians (Who'sah) who move around in large herds, re-arranging the landscape in their wake. Heavily populated by Vau who mainly live in the few rocky or mountainous areas in cliff-side cities overlooking the great plains. Some roving Vau villages follow in the wake of the great Who'sah to till the fertile lands created by the huge creature's faeces and secretion.

Star system: The system background and the night skies of the system worlds is dominated by a huge cloud of orange-red interstellar dust. Three other planets have atmospheres. Two are Mars-like, while the third holds hot, sulphurous, corrosive clouds filled with aggressive fungal lifeforms that feed the myriad of primitive lifeforms that fight for survival there. A Vau research facility was erected there more than five hundred years ago and is fighting an endless battle against the corrosive lifeforms that seem to be adapting to new materials all the time, making dome seals harder to make impervious. Survival without sheaths is impossible.

Mashk'pa

Heavily populated and heavily industrialised world which has undergone a beautiful transformation after terrible auspices of pollution disaster. Forests, shrubberies and water have naturally been allowed to invade everywhere. In other places greenery has been carefully planted to give a natural impression. Also known for its abundance and variety of colourful avian species. A chaotic and beautiful mix of abandoned, overgrown cities and factories, sparkling with the flurry of coloured birds.

Star system: The system hosts more than fifty planets and countless planetoids in an often dangerous dance of heavenly bodies. Twenty or so of the planets are inhabited by Hegemony citizens, whereas ten planets or so had their own native eco-systems, spawning a theory of advanced life seeding cycles within the star system. Six large and eight smaller space stations serve as void shipyards, trading points and garrisons. The system is crawling with smaller mining operations and a rare thing such as Human and Manshogo pirates hide in the system to prey on the countless habitats there.

Outworlds

Worlds outside of the Coreworlds, but whose growth still is unhindered by auspice. Heavily populated important worlds of the Hegemony.

Nar-al

Heavily populated world known for its crystalline lifeforms. Huge crystalline trees and cluster formations are home to more normal plants and wildlife, but also to curious crystal flowers and alien crystal creatures. Between the regions of life are crystal desert, devoid of life.

Diseases resulting in crystalline-bacteria formations building up on skin or in body long plagued the Vau, who still often bear sheaths despite modern Fah Selani medicine. The skies glisten in many beautiful and oily colours during the day due to large amounts of crystal dust in the atmosphere.

Star system: The rocky neighbouring world show signs of similar fossilized crystalline growth. Even the jumpgate seems to have been infested at one point, with several large and dead crystalline patches on it.

Eba'sleen

Industrial planet famed for its huge bazaars, mix of species and millions of canals. The canal work began in ancient times to bring water as well as transportation and sanitation to the abandoned Vau settlements after the Leavetaking. Great shipyards and hover technology factories are the trademark of Eba'sleen.

Star system: The gate of the Eba'sleen system is unusually large with eight great spikes instead of four. But despite its difference in size, the gate has revealed no other secrets or purpose to its odd appearance. A colony of asteroids and moonlets filled with the rare and dangerous Kagla ore rests directly above the system's sun. This ore seems to have been important to the Progenitors, as traces of it often have been detected in jumpgates. No other finding of Kagla ore has ever been found in the Hegemony. A space station lies halfway between the system ecliptic and the Kagla asteroids. Postings here are lonely and dark.

Noo'slau

Heavily populated ambiguous world known for its climatological surprises due to a – for unknown reasons – wobbling axial tilt. Seasons come with irregularity, sometimes prolonged or shortened drastically or even missed entirely. Strange weather phenomena such as pulsating floods, icicle rain and linked tornado systems plague the lands. The natural life cycles of the native flora and fauna is chaotic and adaptive. The oceans are curiously whitish in colour due to mineral and algae symbiosis.

Vau settlements are dominated by long, interconnected tubular buildings hugging the ground with beautiful parks of native wildlife. The world is also known for its shipyards and yurim'zho factories.

Star system: The system sun has displayed an alarming increase in sunspots since the first dimming of the stars was noticed. System inhabitants fear the imminent dimming or death of their star. A great society of Vau miners inhabit the system's very large and ore rich asteroid belt. Their city of cabled together hollow asteroids is well known to all space farers as an amazing feat of technology.

Sortun

Lush world with many rumours of Progenitor ghosts living in the many Progenitor ruins. The extremely varied forests generate an annoyingly thick mist which force all locals to rely entirely on sensors when navigating. Most plant life is semi mobile, roving the continents in great forest migrations that follow the both the seasons and other, longer life cycles.

Vau and Manshogo have heavily settled this world of abundant resources. Every year, several Hegemony citizens disappear into the mist forests never to be seen again.

Star system: System lies in a nebula cloud that generates all kinds of sensor problems enabling the world to stay hidden while the Vau and Manshogo battled over a more barren mars-like world in the system.

Sa'bunah

Beautifully ringed planet and a tropical paradise with warm seas and over thirty smaller continents, hundreds of thousands of larger islands and countless archipelagos. Huge whale-like creatures and roving living island of colony creatures dominate the seas along with the abundance of fish and delicate kelp varieties favoured by the Vau. Despite being heavily populated, the Vau live prefer modest Vau towns or beach retreats dotting the worlds many islands, instead of larger cities.

Star system: Somewhat mirroring the main habitable world, the system hosts 32 planets in sometimes interchanging orbits. 3 have thick atmospheres that are either too hot or too cold for unsheathed existence. All three have smaller mining or scientific outposts. A great dusty world of oppressive gravity hold precious gems and minerals which miners in great protection drone suits toil. Two worlds have curious Progenitor ruins and one world is rumoured to hold ancient ghost of some long dead star faring species that crashed there in wreck filled crater.

Shor'cau

Wet world known for its unending rain, great river systems, huge lakes and towering water falls. Because of the extreme heat of the equatorial regions, water from the large oceans vaporises to the great cloud systems that spread across the world. According to historians meteorologists it has rained for more than 40 000 years on Shor'cau. Locals identify more than fifty types of rain from mists and light drizzles to torrent downpours. Despite the rain, the sun is occasionally seen through drizzling openings of the towering cumulus nimbus clouds and are occasions for both spontaneous celebration and intense sun and heat protection.

Star system: The world lies very close to its sun, allowing much solar radiation to heat its atmosphere and oceans. The heat and humidity make it very uncomfortable to all Hegemony citizens but Vau and Velek. Smaller mining operations exist throughout the system and a small scientific outpost has been built on a desolate, frozen world close to the gate.

Rootworlds

Worlds traditionally closest to Hoom jumpwise and clearly mentioned in ancient texts as worlds stewarded by Vau for the Architects. Auspice holds little hindrance to the growth of these worlds.

Hoom

Homeworld of the Vau and birthplace of that species and cultural centre of the Hegemony. Sacred and preserved with its extremely humid and steamy atmosphere, countless rivers and endless mud plains and marshes. Except for the cultural treasure which is Hoom, the world is also famed for its sweetly perfumed plants, perfume industry, varied animal life and the sho'in moonlight invisible to all species except Vau. Although the Vau population is high on Hoom, it is not as high as on Zyuil'Thala and some of the other Coreworlds. No other species of the Hegemony are allowed to live on Hoom, except as invited visitors or students of Vau culture.

A few ruins from the days before the Progenitors are preserved, but all modern structures are of yurim'zho, leaving the land relatively pristine and unmarked.

Star system: Due to the strategic and important cultural importance of Hoom, a large garrison is stationed on the far side of one of Hoom's moons and a large fleet patrols the system.

Ga-Hoom

A temperate world with vast ice fields stretching down from the poles and big river systems around the rain forested equator. According to legend, this was the first world settled by the Vau under careful guidance of the Architects. Heavily populated but very traditionalistic and ritualistic in all aspects of life. Strict followers of prophecy with large temple-like complexes dedicated to sciences, lores, medicines etc. Ga-Hoom holds the largest and most well known university of the Hegemony.

Star system: For unknown reasons, the Vau of the Servitude have erected gargantuan monuments depicting themselves around the star system. On moons, rocky planets and even on asteroids. The clearest evidence of these magnificent structures can be found on the three moons of Ga-Hoom.

Nokoriet

World of nearly perpetual darkness, situated far away from its sun. In many regions the temperature however borders the habitable due to the numerous thermal vents and heated ground. Strange lifeforms lurk in the darkness around the chemical soup oases of life. Some of the lifeforms adapted to the dark are chemical wonders much sought after by Hegemony industry. Spider-like creatures producing webs that can be used for structures are tethered in cliff valleys. Many progenitor ruins and artefacts can be found seemingly strewn across this world, attracting Vau archaeologist settlements.

Star system: The system is well-known for its traditional "secret" naval battle simulations and drills performed there by the Hegemony navy. Especially the asteroid field with its planetoids show the signs of reckless naval drills and target practice. Less well known is the eleventh world of the system that orbits outside the jumpgate. It holds some sort of strange dormant lifeforms that Vau explorers on occasion have awakened with catastrophic consequences. The world is deemed inauspicious and is off limits.

Li'Vau'khem

World heavily affected by the Dimming of the Stars. After a severe dimming of its star during the last ten millennia, Li'Vau'khem has entered a severe ice age. Ice and long seasons of snow cover all but the equatorial regions of this world. Most of the non-tropical flora and

fauna has succumbed to the catastrophic environmental changes, having had too little time to adapt. Instead of abandoning all settlements north of the equator, the Hegemony citizens of the heavily populated world have adapted and made alterations so that they can maintain their iced over cities.

Star system: The outermost planet holds strange ruins covered by eternal, dark ice. It is referred to as Besh'ra, after the mythological Siren creature of Hoom legend. Distress calls in various languages are sometimes sent from this haunted world, but all landing parties who search for people in need mysteriously disappear.

Oh'lonya

Heavily populated lush world, where the Vau have merged their architecture with that of a lost civilisation of sentients whom the Vau knew in legends. Both species served the Architects and according to legend the beings known as For'al were promising disciples of the ancient Vau but were destroyed by some slowly decimating super virus released by the Ungoverned. They are now sorely missed by the Vau, who were said to have wept for one standard year upon returning to the long Sundered world. Many beautiful depictions of the Vau exist in the countless ruins of the extinct For'al race.

Star system: One of the barren inner worlds of the system holds a large and complex monument to the lost For'al race and several copies of their ancient records that were left behind by that dying race. Preserved forever for all to see.

Nok

Barren, harsh world with unbreathable atmosphere, where only lichen and bacteria survive. The only exception is a massive lowland super crater where life thrives in abundance. A breathable atmosphere is contained in this deep super crater and a single Vau city was built on the ruins of the original Vau city erected when serving the Architects.

Many odd and very functional lifeforms point to Pattern manipulation of the biosphere in ancient times.

A multitude of rebellious rumours originate with Nok and history has been the witness of at least three worrying caste-breaching uprisings. It is unknown if the peculiar biosphere of the super crater somehow might be Pattern altering. So far no evidence has been found.

Star system: The system sun is very small and houses only a few smaller planets. The jumpgate is therefore very close to Nok, enabling Vau ships to travel from gate to planet in only one day.

Osu'un

World of lush growth but increasing and harmful solar radiation. Settled originally by the Vau during their servitude to the Architects, it holds many ancient temples and monasteries where Architect lore was preserved for millennia before it was removed to Unshalla. Because of the increasing solar radiation, the Vau of Osu'un are adapting with protective sheaths and digging down to protect their settlements. As a result many ancient and now deserted Vau settlements dot the landscape. Most of them sealed carefully as museums of their past.

The Vau are also engaged in a desperate struggle to save and adapt the native flora and fauna to the destructive changes.

Star system: The many solar storms of the system are an effect of the Dimming of the Star Orbs and it wreaks havoc on even the sturdiest ship systems. The sun is predicted to expand and die relatively soon in astronomical terms measured (400 000 years or so).

Zham'zhunbar

Lush forest world with countless ruins from after the Leavetaking and badly war-torn Progenitor ruins. Vau were driven to extinction here by the Lun'grar after the Leavetaking. Now cleansed, the world has been carefully repopulated. A garrison is on constant vigilance for returning Lun'grar. Many rumours of ghosts of the long dead Vau circulate the populated areas. The world is also known for its unseen flower spores that drift through the air and explode into colourful wind blown flowers and other plant life when subjected to moist air. ***Star system:*** the gate is suspected to have night road or closed road to a hidden Lun'grar world. Here and there, ancient Vau ship wrecks can be found drifting silently in the cold nothingness. A large space station serving as arms and refuelling depot orbits between the gate and Zham'zhunbar.

Vula'hesht Pariket (Star Orb Cluster of Pariket)

Small worlds (moons) orbiting a super gas giant. A total of 26 world sized moons, more than 100 moonlets and countless rocks of ring debris orbit the super gas giant named Pariket. Only one of the worlds has a natural breathable atmosphere with forests and swamps. Three other worlds have enigmatic artificial bases created by the Architects in huge crater complexes for the Vau during their time of servitude. Another world holds nothing but a lone gargoyle. The entire system was abandoned and somewhat damaged during the Arkh'intor'Uo, but Vau re-populated it during the Hegemony expansion. After suspected Lun'grar sabotage, the system gate was shutdown for more than six hundred years. When the gate finally opened again only a small society of Vau lived in squalor on the only world with breathable atmosphere, their ships long since dead or mothballed in space.

Star system: The super gas giant has long ago swept up and destroyed all other planets as it migrated towards inwards towards the star before settling in its orbit.

Suma'reth'uan

Temperate world known for its fierce storms and large wind power industry. The strong and complex wind patterns are known to create hurricanes, tornadoes and other terrible forces that generate tsunamis, whip entire seas into lowlands and tears down most structures. Vegetation and native fauna is extremely rugged and sometimes adapted to a wind spread existence. A large population of Vau live in sheltered valleys in low, ground hugging city complexes. ***Star system:*** The system holds a pair of jovian twins orbiting each other at great speed and whipping each other's atmospheres into a fury. Prophets and ancient Vau legends and traditions claim that the furious and rapidly changing clouds can be read to predict the future.

Protectorates

Semi-autonomous worlds of other sentients, but part of the Hegemony. They have earned the right to govern themselves freely as long as they adhere to auspice in general and in off-world affairs.

Bastago'lo

Homeworld of the crustacean Velek Zzum. An oceanic world of two continents and many islands, known as paradise to Vau who come to these soothing waters to relax and partake in the excellent sea food prepared by the Velek. The waters themselves are said to make Vau more fertile and many of the seaweed fruits are said to cure horrible diseases. The marine life is extremely diversified, with a dominance of monstrous crustaceans, with nearly no land based life forms except for insect analogs.

Star system: A gas giant far away from the sun hosts an impressive collection of jovian fauna in the middle layers of the atmosphere. Due to the extreme pressures only minor surveys have been conducted throughout the year. Ool have verified that the world is open for exploration and that none of their ancient kind reside there.

Sar

Homeworld of the Manshogo and a place of rocky cliffs, barren plains spotted by lush oases and small jungles. The air is thick and gravity denser than comfortable for other citizens of the Hegemony, making sheaths useful when making only shorter visits where the body does not have time to adapt. The air is thick and smells strange.

Much of the local flora and fauna is poisonous to Vau and Gwindor if eaten in greater quantities. Study has revealed a host of strange toxins that seem to have artificially introduced into the eco system by the Progenitors. The few Progenitor ruins that exist on Sar have long since been decorated and altered by pre- space faring Manshogo cultures.

The Manshogo rule their protectorate from Sar, where the Great Dancer sits in the capitol city of Ozna. As with all protectorates, the Manshogo are autonomous and are free to adhere to auspice within their protectorate, as long as they respect other visiting Hegemony citizens and auspice in general when travelling beyond their gates.

Star system: The system is still patrolled by the Manshogo fleet of more primitive craft and the shipyards of the mars-like world of Rauka still manufactures the proud Manshogo starcraft. Several garrisons and void strongholds exist around the system and in close proximity of the gate.

Otul

A planet of bizarre coloration. The air is green and plants are red, while the dirt is blacker than black. It is otherwise a fair world with many different biomes and wide oceans. The air smells of a spice called vima by the Manshogo, meaning "rest".

It is heavily populated by Manshogo who have built several great cities that sprawl across the changing landscape. The Vau reluctantly gave up claim to this world after the violent encounter with the Manshogo and have settled for smaller colonies on the two moons Goba and Fimzo.

Star system: The system has several smaller mining outposts and gas planet orbital stations skimming the atmospheres for precious gases and minerals. A large society of rootless Manshogo known as "Driftwood" inhabit these smaller outposts and travel in jumbled up system ships to ply their trade with the other Manshogo whom they refer to as the "Slaves" of the Vau. Some peculiar technology, mainly concerning void living, originate with these Manshogo. Their main base is known only to Vau scouts and consists of a vast space hulk of

unknown origin, upon/in which the Driftwood have built their habitats and small factories and shipyards. They are often accused of piracy.

Srega

A place of harsh ice to the north and south but with a fine equatorial zone. Jungles surround a vast river that nearly encircles the globe, providing the major travel lane for citizens in their multiform and coloured boats. Although a great number of Manshogo live here, Srega is also the home of many Vau and other citizens of the Hegemony. A group of rebellious Manshogo still live in the deep jungles and icy wastes resisting all contact with the Vau. Rumours say that the ice hides Progenitor ruins and that the cold mantle is not natural, but a cloak to protect these works for some future time.

Star system: A system of only three smaller planets orbiting close to its sun. The innermost is a scorched rock that often passes inside the sun's corona.

Han Saarza

Homeworld of the Fah Selani and their only protectorate. The varying biomes have given rise to various forms of Fah Selani. The jungles are however extremely humid, with small fish even swimming in the air and the deserts scorching warm at day and freezing at night. Sheaths are nearly always used by visitors to ease their stay there. Vast underground tunnels in the porous bedrock have since primordial times provided shelter and a habitat for the desert kin. This ancient network of tunnels is extremely vast and holds some holy Progenitor ruins. The countless decorated well-like holes from this underground realm dot the desert landscape. Many native species are equipped with deadly venom, much like the venom of the Fah Selani, illegally used by Manshogo for hunting.

Star system: The Fah Selani have no fleet of their own, but the Vau patrol their system out of courtesy to their allies. Two other worlds in the system would be of interest to colonise, one a barren airless rock with suitable minerals for a shipyard, the other a marshy moon with atmosphere. However, strange and ancient religious edicts of the Fah Selani forbid these worlds to be settled.

Shelek'Thai

A world of high craggy mountains and deep oceans hiding vast Progenitor ruins. It was upon this world that the timeless and ancient Ool Shrr'mu were first discovered. Older even than the Progenitors, this mysterious race has only sporadic and enigmatic contact with the Vau. The pristine world is off limits to all but a few mandarins who are allowed to live like hermits among the wild birds of the craggy mountains jutting out of the great seas.

Star system: A single Vau warship patrols the gate and makes occasional forays into the system.

Oh'ba (U'lukh)

The system is named after the small moon orbiting a dense jungle world colonized by Vau and known as U'lukh. The moon is covered by a sea of noxious liquid that is unbreathable even by the Velek. As a few Ool Shrr'mu inhabit the moon of Oh'ba, the wise ancient aliens have been granted total autonomy of the system. Despite this, Hegemony citizens are allowed to settle U'lukh unhindered by the Ool. It is extremely rare that the Ool choose to communicate with the Vau and at times seem oblivious to their close presence.

Star system: Vau keep only a minor contingent patrolling the system.

Slaarn (Flu'el)

A vast gas giant hosting an unknown amount of Ool Shrr'mu amongst its dense and dangerous atmosphere. Despite this, the Ool occasionally welcomes visitors who must venture down into the terrible crushing depths in only sheaths from the surfacemost ambassadorial platform station.

Star system: Another thinly atmosphered world called Flu'el exists in the system and maintains a small Vau colony, whom the Ool seem to have nothing against existing.

Larm

Homeworld of the obnoxious and space fearing Sobolzitzi plant creatures. Heavily forested and scarred by a great war, in which the original inhabitants, an insect-like race, seem to have wiped themselves out through a form of toxic and nuclear overload. The Sobolzitzi have either evolved during the nuclear and toxic winter or were engineered by the former masters of the world. The world swarms with other bizarre genetic experiments and it is debated whether other sentient creatures exist on Larm as well.

Eight continents are divided by a myriad of rivers that divide the Sobolzitzi tribes from each other and prevent them from warring endlessly. Three continents are uninhabited except for Vau scientists and a host of mutated creatures. Remnants of the planets ecological holocaust still haunt these regions.

Star system: Only Vau ships ply the system as the Sobolzitzi have never achieved space flight and greatly fear the void. The twin planets of Sib-ahr and Sib-el hold ruins of bases that presumably belonged to the dead system lords. Both seem to have been deliberately destroyed. Abandoned mining colonies on moons and larger asteroids have shared the same fate.

Apshai

Homeworld of the insect-like G'nesh and recently colonized by Humans of the Known Worlds on all continents except the one inhabited by G'nesh. Although no trade is allowed between the species, the mandarins are aware of much trade taking place in secret. The world is famous for its beautiful forests and shrubberies, sculpted by the G'nesh in their habitats, and the myriad of exotic fruit trees that are appreciated all over the Hegemony.

Star system: The fourth world of the system has an extremely thick, soupy atmosphere that borders somewhere between gas and liquid form. Curious jovian lifeforms swim, walk this atmosphere and a large colony of Vau miners extract the valuable minerals and gasses there. Sheaths are necessary for breathing and for comfortable movement through the near liquid atmosphere.

Quadi

Homeworld of the Gwindor, Humans, of the Hegemony. It was chosen by the original Gwindor settlers for its Urth-like appearance and conditions, the original homeworld of the sundered Humans. The Quadi system is controlled autonomously by the Gwindor council, free to adhere to auspice at whatever level they see fit, as long as they respect auspice when interacting with other species or travelling beyond their gate.

Star system: The small Quadi merchant fleet has its base at the seven orbitals of Quadi.

Watchworlds

Dangerous worlds of hostile sentients or worlds holding other dangers. Deemed unworthy (yet) to be a part of the Hegemony or even to be a threat to the Hegemony. Carefully watched and even regulated.

Glaan

The heavily forested world is believed to be the homeworld of the terrible Lun'grar and restricted to all but chosen Vau mandarins and warriors. As it orbits far away from its sun, it is a cold place of long winters and short summers. The world hosts an array of fierce and interesting creatures which all seem to have some degree of greater hibernation abilities. Some can lay dormant in wait for an unusually warm summer for up to a hundred years. Some of the huge, lumbering mountains of fur known as Boo'rah are even said to have prophetic abilities.

Ruins of ancient Lun'grar civilisation can be found everywhere, as the Lun'grar were reduced to a more rudimentary civilisation after the War in Heaven. When the new Hegemony arose, it back-traced the Vau hunting ancient enemy through terrible conquests of worlds until they reached Glaan. The Lun'grar there were much more numerous than on the other conquered worlds and were close to re-discovering space flight which could have united their sundered worlds. The Vau could not let that happen and aided in the destruction of the new civilisation when they saw the inauspicious and remorseless nature of the dangerous Lun'grar. Because of the numerous Lun'grar presence on Glaan, the Vau suspect that this is the homeworld, but are not certain.

Star system: A large garrison is stationed on one of Glaan's moons and a small fleet patrols the system, fearing a re-opening to an unknown Lun'grar world capable of space flight.

S'rib

An unsettled world of pristine wilderness and great stormy seas. Known for its mega fauna of cat-like animals and deep uncharted forests. The world is used as a training base for the Hegemony Border Council who is on constant vigilance against the return of the Ungoverned Glo'massa. Two large garrisons exist on the world and a large fleet patrols the system. Members of all Hegemony species are encouraged to participate in this perplexing vigil that the mandarins refuse to talk about. Several members of the Border Council warriors have however disappeared or gone into hiding in the wilderness of S'rib.

Star system: An extremely large asteroid field dominates the system and has engulfed two of the planets who are pockmarked close to destruction from impacts. Several smaller planetoids exist as well within this field. The mandarins fear that this asteroid field would be the natural hiding place for any intrusions and seem to have found something of interest there already. One man fighter scouting missions into the field is routine.

Visha'bel

Strange world with many moons and extreme tides of its red seas. The flora and fauna of this world is very bountiful but yet mostly uncharted and unknown. Discovered very late by the Hegemony – no more than 100 years ago – and officially not cleared for colonisation. Although no signs of earlier civilisations or Progenitor ruins have been found, evidence suggest that the world has been visited regularly by other star travellers on a semi-regular basis. Simple but alien satellites and rudimentary landing sites and camps have been found. But despite extreme caution and surveillance, no encounter has been made.

Star system: The jumpgate often takes a very long time to reset and is known to misplace ships (to where is unknown). Evidence of other star farers have been found on two other

worlds. One moon where mining surveys have been made, another ice planet where a temporary fresh water pumping station has been erected.

Borders

Worlds bordering other star-empires of sentients. Carefully governed and colonized due to the potential threat. Strictly governed by auspice and subject to much risk of disharmonious taint.

Vril-Ya

Human ambassadorial world of a thousand island landmasses. Famous for its beautiful purple sea flower colonies and colourful sea insects that rise out of the seas in great dancing swarms during the cooler seasons. Verden City is situated on the only island permitted for Human habitations, while Vau inhabit the larger islands of the southern hemisphere. A large garrison is located on the island closest to Verden City Gwindor are not allowed passage into the Vril-Ya system, but Manshogo soldiers volunteering for border patrols inhabit the settlements from time to time. Velek shun the oceans for unknown reasons and claim they are poisonous to them. Not even donned in sheaths are they willing to explore the depths for the Vau.

Star system: A Vau fleet patrols the system and its gate which has peculiar Vau added spires and buildings to enhance its troublesome operations.

Shaduveen

Despite its ancient history as a world Sundered after the Leavetaking, Shaduveen is still a frontier world of careful beauty and preserved wilderness, famous for its beautiful timber, and yurim'zho raw materials. Vau settlements can be found along the four large river systems and swamps with inland mines and logging camps. Velek, Fah Selani and the occasional Gwindor are encouraged to settle this frontier world. The atmosphere is poisonous to Humans and Manshogo and sheaths are required. The Velek and Fah Selani are not troubled by the atmosphere, while the Vau treasure its revitalising aroma.

Star system: A large Vau fleet patrols the system.

Vajslo Uo'an

A world of the Hegemony known as Manitou by the Humans of the Known Worlds. It is open for Human settlement, free from the confining and ruling systems of church, nobility and guild. Used as a planetwide viewing glass into Human society and governed by the Jaykata U'moti who oversee Humans effects on auspice.

The smaller of the two continents is off limits to Humans and a few Vau outposts necessary for Human study are situated there. The larger, Human inhabited, continent seems to have been split by a large cataclysmic impact eons ago, the large rift dominating the continent with its great depths and is in some parts invaded by the sea. Great ocean plant colonies dot the seas and provide Humans with much needed food. Strange, delicate organisms of water, crystal and bacteria form larger transparent colonies in the shape of mobile, insect-like creatures after the re-occurring life giving Su'la storms. These fragile but scary creatures wander the coastlands and islands for a couple of hours before they dissolve again in the sunlight. Their life cycle and ecological purpose is still unknown.

Star system: Human smuggler and pirate bases exist throughout the system, but they are not foolish enough to attack Vau ships. Despite Vau restrictions in doing so, surveyor teams of serious entrepreneurs can be found amongst the systems planets, moons and asteroid fields. A Prospector Guild family has been dodging Vau patrols for centuries in the vast Sim'let asteroid field.

Us'kinet

Frontier world known for its extremely beautiful and high mountains of red and yellow hue. Rich in marine life and land settling crabs carrying their own water supply, travelling by land or by organic wind sails or gas sacks. Carefully settled by Vau and off limits to Gwindor.

Star system:

Twa'slin

World of volcanic chaos and precious ores and minerals, situated close to the system's sun. Sheaths necessary for survival. Calmer areas around the poles allow Vau settlements, but they are scarce. Most roving mining stations hover over the lava fields to extract the ore and minerals. Reports of strange fire or lava creatures have never been solved, but seem to pose no danger to the mining operations.

Star system: Because of the proximity to the Human Empire, the Hegemony keeps a large fleet garrison in the system. Ancient wrecks with mummified remains of Lun'grar have been found in the system, causing the mandarins much worry and concern regarding the spread of the old Lun'grar star-kingdom.

Shum'Thai

Temperate frontier world with a large Vau garrison famed for its huge, towering trees and blood red deserts. Reasonably populated, but done late in the process of Hegemony exploration and very hastily due to auspice that hurried the process. The reason supposedly to create a strong buffer against the threat of the Glo'massa and something else the mandarins refuse to speak about.

Colony shack towns dot the northern continent and amazing self-generating automated colony machines work the other colonies, preparing for more colonists. Popular with Manshogo, Velek and Fah Selani for its pristine, virgin lands and seas, but even Gwindor colonists have settled here.

Much trade flows through Shum'Thai on its way to or from the Core Worlds and the Human Borders. But also other, alien goods surface now and then in the markets of Shum'Thai. Rumours speak of secret contact with unknown gate travellers that has been hidden from the eyes of the mandarins. The mandarins are also concerned about the lack of auspice adherence of the chaotic and hasty colony society and are worried that the hurried colonization of Shum'Thai might be a mistake.

Star system: The gate has peculiar Vau added spires and buildings to enhance its troublesome operations. A secret base of Gwindor and Manshogo smugglers is said to exist in the system.

Far'esh

Desert frontier world that the Vau find far too dry for any greater settlements. One inland sea exists at the southern pole which provides the planet with its atmosphere. It is around this sea that the few Hegemony towns can be found. Flora and fauna is rugged, shelled and used to long periods of dormancy when the little water that exists retreats. The world has recently been labelled as inauspicious as the glyphs "Returning/Awakening", "Shadow Servant" and "Forcing Hand" were gleamed by a mandarin there.

Star system: Peculiar creatures that roam the void of the system have been reported on several occasions. Akin to small kraken-like creatures, they seem rather intelligent and avoid all contact. What they live off in the void is a mystery. Reports have been made of them sometimes gathering at the jumpgate, as if waiting for something. Their speed is remarkable and most ships have problems keeping up or changing course so swiftly.

Frontiers

New worlds or worlds whose growth is carefully governed by auspice. Many are at the outskirts of the el'zweldar.

Nam'sluova

Swamps, jungles and broad rivers dominate this harsh world of extraordinary complexity. Dangerous mega-fauna and bad auspice prevent larger Vau settlements. Rumours of Lun'grar hiding in the jungles add to the dangers of this world. Popular with Manshogo hunters and thrill seekers.

Because of its proximity to Hoom, the Vau have a large planetary garrison, which the Manshogo of course are excited to join.

Star system: Two large gas planets in the system circle each other in a complicated fashion, sometimes drawing energy and mass from each other. The energy disturbances of this battle of Titans, causes havoc on many ship systems.

Lashovag

Former Lun'grar world, once inhabited by tall, stilt-like sentient who were driven to extinction during the Arkh'intor Uo. They left behind many beautiful, slender structures and mountain-carved artwork. Some crude Lun'grar monuments and ruins still dot the landscape after the Lun'grar mysteriously abandoned the world.

Modestly settled during the Hegemony expansion throughout a large river delta at the mouth of the planet's greatest river system. Rumours persist of Lun'grar still living in hiding or in hibernation on the world. Because of the Lun'grar history Lashovag has a large land based garrison.

Star system: Remains of Lun'grar bases have been found on a barren rock planet and on one of the moons of a gas giant. Signs of great devastation can be found there. Because of the possible Lun'grar threat, Vau ships patrol the system and its gate regularly.

Velieka

World of mud flats, boiling mud pits, grimy rivers and volcanoes amidst fungus forests, famous for its rare minerals boiling up to the surface. It has a barely breathable atmosphere and is filled with a mix of primordial lifeforms and higher reptilian or slug-like lifeforms. Toiling at an unending task, semi-sentient reptilian simians continuously build and add to magnificent secreted constructions that sink into the mud plains. Impressively large older sections exist deep under the mud, the central chambers still habitable.

The native constructs seem to be crude mimics of the many curious Progenitor ruins that fill one of the great plains. At the centre of the progenitor ruins stands a gruesome assembly of gargoyles, as if in council.

Hegemony citizens live in three interlinked and domed cities in the cooler, southern hemisphere. Sheaths are a necessity to survive longer than an hour or two.

Star system: Among the outer asteroid fields of the Velieka system reside the strange energy lifeforms known as Zzur'ukh. Only on a few occasions have the Vau managed to communicate with them, and in those occasions the Zzur'ukh have been required to sacrifice one of their own as a medium (something they are peculiarly willing to do). The Zzur'ukh are so fundamentally different from Hegemony citizens that there seems to be nothing these two species can do for each other.

U'taom

A mysterious system, whose gate four times out of five bypasses incoming ships to either the Sem'fruag system or the Velieka system (depending on point of departure), regardless if correct coordinates are entered in the Sem'fruag or Velieka systems. Additionally, ships passing between the Sem'fruag system and the Velieka system seem to be bale to enter coordinates for some sort of multi jumps directly, making the Vau believe for a long time that no system existed in between these two worlds. Only the odd disappearance now and then of ships that were stranded in the U'taom system later proved the existence of this system and its enigmatic gate. Strange, half organic – half stone additions have been made to the gate but seem to have no clear discernable function. The same has been done to several Progenitor ruins on the systems only habitable world.

The otherwise lush world is eerily quiet and has not been cleared for any type of settlement by the High Council.

Star system: The Procurement Council hold guard at the gate and does not allow travel in-system from the gate, only sending any unfortunate ships back through the gate. Lifeless Vau ships lie in orbit around the gate as evidence of the ships that were lost or “taken” by the gate and never able to return. For unknown reasons, the dead crew have never been extricated and returned to the Hegemony for burial.

Sem'fruag

Very hot world with chemical soup seas, poisonous atmosphere and peculiar macro organisms the size of landmasses and islands - much like Rukh in the Kurgan Caliphate. The humidity suits the Vau and food grows in abundance and to enormous size due to the strange chemicals. Sheaths are a must for the inhabitants of the few farming communities on Sem'fruag.

Rumours persist of fluid-chemical sentients (or just one) oozing about.

Star system: A second world of the system once hosted life, but is now a barren, lifeless husk, due to its evaporated protective atmosphere. The disaster seems to have been a natural one, leaving plains of brittle fossils of the great lifeforms that once roamed there.

So'la

World of terrible mining scars and destroyed cities. Entire mountains have been levelled and artificial bomb canals seem to have drowned many inland plains. Most probably a world ravished by the original insectoid inhabitants of Larm, which seems to have suffered greatly during both the Arkh'intor Uo and generations of internal wars following this. The atmosphere of the world still carries faint traces of radiation and many places of the northern polar region are still Pattern disrupting. Despite the visible scars, the world is now quite lush and inhabitable, having been settled modestly by hegemony citizens in scattered smaller towns and villages.

Star system: Blasted craters show the remains of two moon bases on So'la's two moons. Nothing more than scrap metal and remains of chitineus organic matter remain.

Vula'hesht Samveen I & II (Star Orb cluster of Samveen)

In reality a binary system with a total of four habitable worlds. Two with atmosphere and their own biospheres, two with barely breathable atmosphere and primordial soup lifeforms. After a long wait for proper auspice, three of the worlds were cleared for settlement only 400 years ago. Access to the fourth world is restricted due to omens of Pattern diseases and disturbances from subjection to its biosphere.

Star system: The two suns of the binary system have their own set of planets orbiting them. Two jumpgates exist in the system, which are linked to the two suns.

Pau'

World of endless grass plains with no seas or mountains. No surface lakes or rivers break the endless grass plains, instead extensive underground lakes and river systems nurture the landscape. Rumours of a great planetary collective intelligence that shuns and fears Hegemony citizens has led to a non-settlement policy until the phenomena has been studied more closely. Only a few temporary planetary observatories exist, the Vau choosing instead to closely examine the curious Progenitor orbitals of stone and alien alloys.

Star system: The large asteroid belt of the system holds many rare and valuable minerals, as well as evidence of ancient mining and some repeatedly haunted Progenitor void cities.

Fau'uilla

Tripple star system with other two suns very far away. Vau have carefully settled one world of the primary system, which is a world of ice and deep thermo-geologically heated/melted cave systems linked to the bottommost deep dark ocean with an abundance of blind lesser lifeforms. The Velek are extremely fond of the delicacies to be found in the deep melt water caves and the black ocean and seem to have no qualms investigating its freezing depths. Only a few Vau explorers have ventured with the Velek into the terrifying dark depths to explore the Progenitor ruins there. Rumours state that Ool might live in the dark depths.

Star system: The other two suns are locked in a death dance where a large white star is slowly draining a swollen red star of its matter. The Vau suspect that also this chaotic system might hold a jumpgate and worlds where the progenitor have left their marks. Only a few expeditions have dared the vast gulf of space between the system and none have so far returned.

Mizra

Small, barren world with no signs of Progenitor interference, except for the jumpgate in the system. Curious growing rocks are the only things of interest on this world which lacks a breathable atmosphere. Vau have set up a colony to investigate and harvest the growing rocks.

Star system: A large, rock and mud planet without breathable atmosphere, holds ruins of seemingly primitive insectoid hives of enormous proportions. Countless petrified insect bodies and their strange machine beings dot the landscape and the eerie wind blown hive halls. The insect's cellular composition and natural weapons would have made them the deadliest species ever encountered by the Vau, if they still had been alive. Whatever happened to this world is unknown, but hints to a super weapon. Some Vau scientists claim the world never held an eco-system - that it actually only served as a base for the long dead insect race who might have been able to survive in near vacuum. Rumour persists of reports about insect sightings, providing substance to the myth that the insects are only hibernating.

Lush'aba

An old world of shallow seas and old, worn mountains home to vast sprawling land corals built by stinging winged insects. Countless other species of insects and animals live off, in or amongst the great land corals.

The air is filled with red, fine dust that easily coalesces to a grimy blood-red liquid when combined with moisture, clogging most Hegemony machines operating on the world. Some types of nearly microscopic insects are attracted to the many soft alien matters imported to the world, making conditions even worse. Clothes, air seals, rubber hosing and other materials can be eaten away in hours if a colony descends upon them. Wind born coral and insect spores infiltrate everything, spouting sudden explosive growths of both coral and insects in places of sweet water moisture.

Vau explorers have settled parts of the coastal regions along the great rivers there, where the salt water shunning land coral is not so dominant.

Star system: The system sun is old and bloated, having expanded early in its death throes, but then seemingly stabilised. The inner planets might once have housed life, but have since the sun's expansion, been scorched to lifeless husks. The other planets of the system are equally old with worn features, little or none geological activity and long sidereal cycles. A gas giant of the system rotates at such low speed that the gas layer has expanded into flimsy gas strands, like a loose ball of yarn.

Nam'esht

Odd world with super dense, many layered, rotting forests covering its surface. This process creates an unending variety and complexity of microbes and bacteria, as well as many dangerous scavengers. The extremely thick planetary atmosphere contains massive amounts of oxygen, making sheaths a necessity for all but Han Saarza. It is also the home of many curious forms of avians and super fauna in the form jellyfish-like creatures and huge whale-creatures with gas pockets to keep them afloat. Fires burn out of control if ignited in this atmosphere and lightning protection is the main protective measure that has to be considered. Vau live in floating cities, famed for their amazing wind traps, sails and winged glider craft.

Star system: A cluster of asteroids in one of the systems asteroid belts have been riddled with entrances and tunnels, forming great asteroid cities. They have of course been abandoned eons ago and no clues have been found to the identity of their builders. The haunted corridors of these cities with their promise of new scientific discoveries constantly attract scientific explorers and watchful members of the Procurement Council.