



Glossary

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This glossary is a ‘work-in-progress’ and will be periodically up-dated and corrected as the books progress. Pink indicates ‘people’, blue ‘places’ and lilac ‘things’

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

A <u>Top of the Document</u>	Literal translation	
Aagau	A canton	Location of the Sa'ic company's 'floating villages' in Xramarsis; this world was also one of the first to be settled by humans from Wicopy in the Second Sphere. The original floating villages were designed and built as fortresses after the planet's cities were devastated in an attack by the Lycosa, the Zarktek quasi-alien spiders under the command of General Arioach. The orbital plane around the planet was used later for retirement villages for ex-miners used to the lower levels of gravity in the Nicol Field. It has few exports but because of its age, the planet attracts archaeologists from the University of Whekau and elsewhere who come to study the origins of human society in the Third Sphere.
Aarhus (Captain)	City	A captain in the Beni Fleet
Abaddon	Place of death	Location of the last land battles of the Hundred Year War
Abdiel	Vengeful angel	Zarktek general that commanded the grim forces of Latrodectus, destroying everything in their path and taking no prisoners. At the Battle of Ichors they were defeated by a combined force of Penti and the miners of Oxaditan along with human divisions raised from the colonies along the Nicol Road

Abel		An <i>epsilon</i> on board the Panadawn hub-ship <i>Oliver Twist</i>
Abigor	A demon in the guise of a pleasant man	A Xenoterop-Zarktek known as the Master torturer of Ogpu, he commanded sixty legions of terror police used to infiltrate the enemy and destroy them from within. Ultimately, his legions were defeated by the Kilia-Ulupan at the Battle of Penumbra because they failed to infiltrate Ulupan's closed society
Abof	Above	The daughter of the steward Bonduc on Smorzando
Abraxas	A demon with a dragon's tail and serpents for legs	The Zarktek general in command of Enoth forces on Dolabra. His reputation alone was enough to inspire fear in all that fought him but, in the end, he had neither the legions nor the support to win against the combined forces of Saron, Tun and Zamut
Acadia	Terra Nova	One of the first worlds of the Zamut Empire in the north and home to the first colonists from Wicopy for hundreds of years. Eventually they had to give up the colony as the wars grew worse and many travelled south to the expanding southern Empire. Now part of the Empire of Xramarsis it provides food for the mines, mostly fruit
Acer	Maple	One of the new worlds of the Penti in the Third Sphere built for and with the assistance of the Forons
Acquisitors		In the galaxy the Lords came from, the Acquisitors were the rising power. Their objective was to absorb all knowledge into their empire to dominate it completely and for that reason the Lords chose to leave and come to the Milky Way, bringing with them a number of other threatened species that now form the ultra-alien communities of the Second Sphere
Acrolith	A statue	A Zamut world where many domestic articles are produced including fashionable stone-work for use in civic buildings around the Zamut Empire. The landscaped gardens of General Morax are also still in evidence there
Acromion	Shoulder	Head of Security on the <i>Cissoïd Corindon</i> , a former policeman on Kajawah
Acroterion	Pedestal	Principally a naval base for the IZN but also home to a new academy of architecture which seeks to supplant the reputation of the Zarktek for designing spectacular buildings
Acteon	Turned to a deer and then hunted down	A former Zamut colony and nominally ruled over by Baron Orlon from the Royal Court of Tatterdemalion III. A group of writers and academics calling itself the Free Peoples of the Third Arc have rebelled against him for what they see as the corruption and decadence of the Tatterdemalion dynasty. They became another flash point for the start of the Tun Civil War, led by their enigmatic spokesman Hallux. Thei largest export, however, is jars of preserves, particularly oranges and other hot-weather fruits
Adramelech	Chancellor of hell	Zarktek chancellor sent to govern Barras for the Rickobites. He was cleared of war crimes (probably because of the large bribes he was able to give to gain his freedom) and disappeared after Variola

Adramelech, Cult of		The human followers of Sagapenum, one of the Councillors of Rickoby – they function as his tax collectors, ambassadors and messengers. Internally, they are governed by regional <i>komturs</i> and <i>procurators</i> . Though they are answerable to the Council of Seven and to any Regional Tax Officer, they take their orders from Sagapenum. Their brief is very wide but their single most important objective is to discover the location of the Zarktek and to return them to power
Aedile	Magistrate	Zamut trading world on the Via Vettura. Originally a Zarktek world populated by gene-spliced human-animals that rebelled against their masters and founded their own colony on Chuprassy or emigrated to the Firelands. Today, it uses much of the technology left by the Zarktek to manufacture domestic goods for export.
Aegina (Old and New)	Shield of Zeus	Old Aegina was settled by the first humans to cross into the Third Sphere from Wicopy, and stood their ground against the Zarktek that pressed them in from all sides. However they were eventually driven out after the Battle of Variola when they could no longer keep supply lines open following the shutting of the gates. Today, Old Aegina is part of the growing financial empire of Rickoby. New Aegina is one of the core worlds of the Tun Empire and is famous for its glassware
Aesir	Gods	A world allied to the Tun cause, the Aesir supplied an army to fight the Enoth and still live by a warrior code, the planet is the centre of their culture and remains independent of the Tun Empire in spite of its nominal control. It is ruled over by its war lords with King Scyld ruling Aesir and King Sweord ruling Valhalla. The former kingdom of Mjöhir was ruled by Penti through a council.
Aesir people	Gods	The Aesir people came from Oba'Hiad's World in the First Sphere and via a land gate, discovered Droot in the Second. The Penti brought them to the Third Sphere and allowed them to settle on Mjöhir and from there they spread to the other worlds of the Aesir Kingdom
Äf	Demon	Part of a triumvirate of Genetic Zarktek generals to fight at the Battle of Naumach, Äf commanded the forces out of Couteau
Agaliarept	Moustached demon	Commander of the Xenoterop forces from Keratella at the Battle Of Variola
Agares	Wise man/demon	The Quelchemon-Zarktek general in charge of Ghole – he commanded thirty-one legions including a division of Zlativa that betrayed him and were punished by being imprisoned on the planet
Agnatha	Lamprey	The popular holiday planet in Xramaria. Originally a Tun world, and the first to be colonised by them in the Third Sphere, the many ruins and archaeological remains are just one of the many sights to see on the planet
Agora	Forum	The trading centre of the Zamut Empire with a large export trade in luxury goods sold to visiting merchants.
Agora Independent Trade Co-operative		A shipping union operating within the Zamut Empire supplying all manner of products large and small.

Agrafes		A Thulian woman
Ahriman	Plague bringer	General in charge of the Zarktek defence of Azoic that led to him destroying the planet rather than letting it fall into Penti hands following their defeat at Ichors
Ainos	A lower race	A Penti world in the Third Sphere where the Ainos people, ultra-aliens who came to Evigone with the Penti, are sent as a reward for their service to the Empire. Said to be slow-witted and ignorant compared to their masters, they are in fact no different and may have once been equal to them.
Aiseldur	Vinegar	Zamut customs world on the Ouroboros Road between Tun and Quill that also acts as a centre for trade with Saron
Aksar	Place	A Taira frigate
Albert		One of the named <i>epsilons</i> in Panadawn
<i>Alca Torda</i>	Razorbill	Sa'ic yacht (for private charters)
<i>Alcedo Atthis</i>	Kingfisher	Sa'ic yacht (for private charters) captained by Mooi Mirbane
Alembic (Baron)	Used in distilling	The current Baron of Rhagon, uncle to Major Flankard who joined the Green Hussars and never returned, responsible for Rhagon's profitable vineyards and wine making industry.
Allodium	Proprietor	Family name of the Sa'ic company's owners and also the clan name of the Diamond hub in Xramarsis and one of the richest families in the Third Sphere
Allodium, Jan	Proprietor	Head of the Allodium family, retired from running the Sa'ic Company and now runs the Diamond hub
Allodium, Kalmia	Proprietor/ shrub	Principal of the Sa'ic University ship <i>Cissoïd Corindon</i> , heir to the Sa'ic Company, married to Qintar, an accountant/manager for the Sa'ic Company
Alocer	Demon warrior	General in charge of thirty-six legions on Droger
Aotus, Cutter	Night monkey	An expert in cutting nicol crystals on Douracouri
Alpeen	Cudgel	Saron's main port where the Great Trains were built and are regularly over-hauled. It is also famous for its circus.
Alpeen	Cudgel	Major Flankard's bodyguard on Cromorna
Alpha Port		Main port of Panadawn, one of twenty-four but the only one that is fully operational and populated by merchants, traders and refugees from Evigone
Amah	Nurse	Narikin Karasor's old nurse and head of the household staff

Amaymyon	Demon king	Zarktek general in charge of the Xenoterop armies from Palinurus, he kept a constant pressure on the Kilia-Ulupan armies along their border until events behind him at Variola finally led to his defeat
Ami	Fire demon	Zarktek general of Prometha with thirty-six legions; he torched the planet when it became obvious that the Zarktek would lose the Hundred Year War
Ammit	Female demon	Mythical mother of the Heptad, 'wife' of Apollyon but simply half the genetic code and birth apparatus used by the Quelchemon in their creation of the Zarktek. She had no physical presence other than as the eggs that were fertilised by Apollyon and the womb that contained the growing Heptad. There is second myth that claims Ammit was re-created in human form and hidden away to wait for the second coming of the Zarktek following their defeat at the Battle of Variola
Amon	God	Enoth-Zarktek general of Holmius with forty legions under his command
Anacreon	Poet	Even though beneath the cultured appearance Anacreon is a base for Zamut's Secret Police, it is still more famous for its export of intellectual ideas in the form of writings and essays (even if they tend to be politically motivated and 'approved' by the Senate). However, outside of its role as a base for the ZSP and the law, the rest of the world is largely pastoral and rears livestock, with lamb and mutton being their main export.
Anaphora, Vates	Of clauses/poet	President of Paragon and a famous poet.
Anatase	Octahedrite	The creators of the Tower of Panadawn, the ultra-alien race that were going to invade our galaxy and strip it of all our resources until the Tower rebelled and fled their home world at the moment of its genesis
Anatase Engine		Like the Exarch Disks of Evigone, Panadawn engines rely on background energy collected by crystals. Instead of using Nicol, they use another crystal named Anatase after them.
Andha	Blind	A Saron teacher and advisor to the viziers

Andras	Demon with an owl's head	Zarktek tsar of Kaimakam commanded thirty legions. He was present at the First Kalon Campaign but was abandoned later in the Hundred Year War by the treacherous Zlativa and forced into defeat along with Androalphus
Androalphus	Demon peacock	Tsar of Nabob and one of the vainest of the Zarktek. The siege by the Zamut and Saron fleet led to the First Kalon Campaign and the subsequent Hundred Year War. He commanded thirty legions of slaves and soldiers created by the Genetic but was ultimately betrayed by the Zlativa and forced to retreat to Kaimakam.
Anelia		Member of the Sagan Council and wife of Ryessius
Anion	Negatively charged ion	Leader of the human village of Sorrow on Simia IV
Anlet Family	Ring	Owners of property around Fools Hold, Momus City
Anryllius, Captain		Captain of the guard on Sardonyx Island, Rhyton, charged with keeping Moloch prisoner
<i>Anser Hyperboreus</i>	Snow goose	A liner from the planet Trident in the Tun Empire
Anstalt	Institution	One of the older crew members on board the <i>Felspar</i>
Antynius, War Master		A former SIU trainer now working for Panadawn
Aphyllous	No leaves	A world devastated by war between Quill and Zamut, currently in Quill hands following Zamut's wars against the Zarktek. It stands as a base for the Quill military in case Zamut should want it back. Under Zamut, the planet was known as Nimbus.
Aiol	Lavender oil	A village twenty miles from Calefact on Cromorna
Apodes	Eel	The quasi-human fish living in its rivers have always had a peaceful relationship with the humans living on the banks and have shared resources with the human colonists providing fruit and the quasi-humans various fish-based products. Their biggest joint export is fish-oil.
Apollyon	Devil	Emperor of the Zarktek, the inhuman product of the Quelchemon warlocks
Apomel	Honey and Vinegar	A Saron student at the University of Rhyton, studying music at Cartref College
Aramble	Second Sphere	The largest planet in Evigone, this gas giant was close to the Lords' home world of Wuminger and contained primitive life-forms they thought were worth saving from the Anatase. Over the last 20,000 years it is not known how far they have evolved but strange radio-signals have been detected coming from the interior – sounds like those of whale-song and as equally enigmatic.

Arapaima	Fresh water fish	Part of the empire of Xramaria, suffered under the Zarktek general Dagon, now prospering by being on the Nicol Road and making use of former Zarktek factories to export domestic appliances to other water-worlds.
Arca (General)	Prison cell	General of the Seventh Legion on Anacreon, head of Zamut's Secret Police and one of the most feared men in the Empire.
Archelons	Turtle	Flying turtles with glowing tails from the ultra-alien world of Aramble
Areopagitica	A hill	The first meeting place of the newly formed Tun Empire where the old empire and the Tun Home Worlds met to discuss the future of the Tundra People. The site of that meeting is now a cathedral where the emperor was crowned.
Areo Hall	A hill	The house of the Bishop of the Church of the Martyrs in Modest Hills, Momus.
Ariel	Prince of water	Zarktek prince of the armies of the Quelchemon-Zarktek, what he lacked in legions was made up for by his use of powerful weapons
Arioch	'Revenge'	General of the Zarktek forces on Lycosa and responsible for many of the atrocities at Ichors and Azoic. Was also responsible for the sacking of Aagau and the Battle of Lithobius
Arroba	A weight or measure	A planet in the Rickoby Empire – a trading world originally settled by the ancestors of the Zamut Empire from Wicopy – its city has become the largest in the Northern hemisphere, famed for its skyscrapers and business dealings
Arroba Company		Associated with the Empire of Rickoby, this shipping company specialises in bulk carrying between the North-West and South-West of the Third Sphere, mostly to the Tun Empire
Arrouse Family	Flow around	Owners of a number of haulage firms on Momus and Droger including Abel Taxis in the former
Asa Fetida (His Fiscal Majesty)	Stinking	One of the seven Rickobites, Lords of the Finances of the Zarktek Empire
Asmodeus	Arch demon	Tsar of Phlegethon and commander of 72 legions, he fought several battles against the Kilia-Ulupan until finally pushed back and defeated on his home world.
Astaroth	Goddess of lust	Zarktek general of Mazurka, daughter of Moloch, used her forty legions to protect Quathlamba against the combined forces of Tun and Zamut led by the famous Vedette Squadrons that eventually claimed Mazurka as their home world
Asyllius		A young Sagan, friend of Mysellius and later a commander in the Vespillon comitatus
Attilius		Sagan commander of the Tenth Legion of the Sagan Army responsible for the taking of Calefact in the Cromornan War of Independence
Auryllius		One of the councillors of Sagan, brother of Faryllia, uncle to Faam, father to Petryllius

Avania, Captain	Tax	Captain of the police force on Arroba
Avernus	Hades	Another disputed world in the war between Zamut and Quill, Avernus is also a centre for sugarcane production in the hotter regions of the planet – hence the comparison with hell.
Awa	Millet	The location of the Penti gate to Clundleby in the Third Sphere and one of the few to remain open after the Battle of Variola. This was crucial since Awa supplied vast quantities of rice to the Home World. It is also famous for its watch and clock makers who learnt their skills directly from Clundleby.
Axunge	Goose grease	A leading Zamut family in the Senate and Zamut politics generally
Axunge, Anser	Goose grease/goose	A Zamut student from Clerestory based on the <i>Cisoid Corindon</i> . She is a second cousin of the leader of the Senate, Fuligo Axunge and daughter of President Eusol Axunge of Clerestory
Axunge, Culmy	Goose grease/soot	Senator in the Curia and also responsible of tax collection on Thyrsus. Cousin of the leader of the Senate, Fuligo Axunge, and supportive of his policies.
Axunge, Eusol	Goose grease/antiseptic	President of Clerestory and cousin of Fuligo Axunge, leader of the Senate of the Zamut government on Curia. Eusol Axunge has advocated a more liberal attitude towards Sagan and opposed the blockade.
Axunge, Fuligo	Goose grease/black ink	Leader of the Senate of Zamut, a former officer in the IZN but now a supporter of the Republican Guard despite his allegiance to the Loyalist Party. His policies have included the blockade of the Sagan home world, support for the Free Peoples of the Third Arc in the Tun Civil War and greater hostility towards the Quill Empire.
<i>Aykhal</i>	A cold place	A Taira frigate defending Larret and the western end of the Penti Empire
Azaroath (Great lion of)	A demon	Land of demonic lions, a genetic experiment located in the Firelands, also the guardians of the gate to Aramble, they were created using Genetic technology but fought for the independence of the Firelands. An exporter of livestock for the local markets, its business has expanded exponentially since the arrival a Panadawn hub-ship in their system and they now supply most of its pork.
Azazel	A demon with seven snake heads	General of the Enoth forces on Stridor
Azederac	A lofty tree	Mythological hero to the human peoples of the First Sphere and also the family name of the Northern Zamut Empire in the Fourth Millennium
Azoic	No life	World in the far North of the Third Sphere stripped of all its resources by the Xenoterop and then destroyed by the Zarktek general Ahriman to prevent it falling into Penti hands
Azorus	A traveller	A Rickobite world on the Uhlan Road, formerly part of Zamut, became little more than backwater with a little trade cloth, it was taken over by the Rickobites who have gradually transformed it into cotton plantations and cloth mills where the conditions are akin to slavery. Many people fled south to begin with but as Rickoby has increased in power, those remaining have been unable to leave.

B <u>Top of the Document</u>		
Baal	Demon	Zarktek tsar sent to rule the Enoth world of Bistort with sixty-six legions drawn from the slaves of the Quelchemon and the Genetric experiments
Bailiwick (Lord)	Sheriffdom	Admiral of the 2 nd Fleet, Droger
Balam	Demon	Tsar of Abaddon, High Priest of the Cult of Apollyon
<i>Balun</i>	A cold place	A Taira frigate defending Larret and the western end of the Penti Empire
Balzarine	Cloth	The director of the House of Sword chairing the international committee
Banausic	Mean	The director of the House of Sword in charge of the financial division
Baner Pholque	Destroyer/spider	A former White Hussar executed on Dombox
Bania	Trading caste	The name of the current Guild Master of the House of Sword
Baphomet	Goat demon	Zarktek general of Smorzando defeated by a combined human and Sagan legion near the end of the war
Baphomet City		The only city on Smorzando, built for the Zarktek but abandoned after the Hundred Year War
Barasul		Father of Faam, Brother of Sarasar and uncle to Bulsar and Sarabul
Barbatos	A satyr demon	Genetric-Zarktek General of Acroterion who led thirty legions of creatures produced on Quagga. He went to Eurnome's aid at the First Kalon Campaign
Barbette, General	Fortification	The general in charge of the Ulupan army on planet Mandrill
Barege	Silky fabric	Tun world famed for its cloth which it produces in vast amounts using home-grown cotton, wool and silk and the latest weaving-machines designed and built for them by the mechanical skill of the engineers and craftsmen of Sword.
Barghest	Dog goblin	Zlativan assassin for the Zarktek
Barnooli		Circus impresario
Barquentines	3 master boat	Traditional ships from Xramaria in the days when it was ruled by humans
Barras	Gum	Capital world of the Rickobite Empire in the Third Sphere
Barrat	To quarrel	Bounty-hunter on Arroba
Barrat (Grand Knight)	To quarrel	Grand Knight of the Order of Laws and one of three judges who rule on Dombox
Barrette (Captain)	Hilt of a rapier	TIN marine captain of the ground-support squadron on the <i>King of Momus</i>
Baryllius	Sagan	Leader of an SIU on Arroba, father of Junillius and Jesyllius
Baselards	Dagger	One of the criminal families living in Chain Borough, Momus City
Bastion	Bulwark	Originally a Penti colony though taken over by Zamut after the war. It is the world that guards the gate to Foronesta and became important to both sides as a way of either allowing reinforcements from Penti into the Third Sphere or keeping them out. It is now the main training centre for the IZN and trains most of the officers for the Zamut militia.

Bearus or Ursa		World of genetically engineered bears in the Firelands
Belial	Dragon riding demon king	Tsar that ruled the assassins of Zlativa from the Kalon. Initially he was charged with controlling Zlativan activities in the Third Sphere, especially before the Siege of Nabob but later joined forces with Eurynome and led the Second Kalon Campaign in an assault on Echinus
Belim	Cut off a limb	A tribesman on Arroba, nephew of Zakat
Belleek	Fragile porcelain	The manager of the factory division of the House of Sword
Belphegor	Phallus	The Zarktek general in command of the ill-disciplined forces of Polydesmus. As a last resort he ignited the moon's core in an attempt to take out forces on their way to Variola and the final battle
Beni	A river	Independent trading world founded by the Beni Family. The government of Xramarsis took them over after the Hundred Year War to help restore and integrate the worlds that came under their control following the collapse of the Zarktek Empire. Twenty years later the business was sold back to the Beni Family to pay for the increasing debts accruing from the venture. Their largest export, however, is coffee – mostly for its own ships.
<i>Beni Barcarole</i>	River/song	A Beni Fleet container and passenger liner
Beni Fleet		Based in the Empire of Xramarsis they range widely across the whole of the Third Sphere
Beni, Imago	River/image	The latest family member to run the Beni Fleet following its purchase back from the government of Xramarsis
Berezin	A river	A friend of Bulsar's on Redren, originally from Cromorna, sent as a bodyguard to protect the king, eventually returned and ran the resistance to the Tun Imperial Army from Calefact
Berith	A soldier	Zarktek general in command of twenty-six six legions on Veleta but lost them when an army from Heimat persuaded them to change sides.
Berith's Bore		The clearway from the Meros into the Larret system
Beryllia		A member of the Sagan Council and mother of Taylia
Bey, Bishop	Governor	Head of the Ecclesiasts on Curia
Bifrons	Two-headed demon	Zarktek general of Paragon
Bissau	Port	Once a thriving port on the Uhlan Road but now no more than a brief stop for ships looking for crews. Under the Rickobites, new factories have begun to appear making ceramics for industry and new ships for their merchant fleet.
Bistort	Snakeweed	The gate to Enoth and the Second Sphere, it was the capital of the Enoth-Zarktek Empire. Many of its warships were made there and when defeat became undeniable, the Enoth used their last thunderhead to destroy the planet, including all their human slaves.
Bistoury, Ballad	Surgical knife/song	An assassin working for both the Prince of Momus and Sagapenum, He was a colonel in the White Hussars before being posted to Rickoby. He was originally charged with keeping Bulsar of Cormorna from returning home but Sagapenum intervened to ensure Bulsar escaped. Bistoury is responsible for the death of King Sarasar, Bulsar's father.

Bistoury, Bdella	Knife/leeches	Mother of Ballard, responsible for murdering Shuka Walkyn
Bistoury, Tomin	Knife/weight	Father of Ballard, an apothecary in Momus City
Bithecache Farm	Cover over	A Zarktek farm south of the old capital on Momus but now part of the Momus City conurbation
Blario		'Blue' Blario – a mythical world that appears to travellers like a mirage in space in the wastes of the Clouds of Kalon. More probably, it is a creation of the Zlativans.
Blatella	Cockroach	A world in Xramaria blasted by the Xenoterop-Zarktek, wiping out the human colonists and now only habitable by the quasi-human insects that re-named the world. They grow large quantities of fruit and vegetables for export by the Zircon Company among others.
Blaw	Blister	A world currently under the control of the Ulupan but not until after the terrible battle there between some of the worst legions of the Xenoterop army and Ulupan Suicide Squads
Blench	To stumble back	A trading world under Penti for products from Clundleby. When the gates closed it was assumed Clundleby no longer used this world but when Rickoby attempted to take it over they were met by a large war party from Clundleby. This was one of the first clues that not all the gates were closed and that Penti still retained access between the Second and Third Spheres. Under nominal Rickobite authority, the system is closed to outsiders now.
Blick, Colonel	To shine	Leader of the White Hussars on Rhyton
Blinn	To desist	A student from Samara at the University of Rhyton
Boina Boten	Flat cap/to get better	The owner of the <i>Inn of the Green Glade</i> in North Town, on Rhyton, played for the <i>Terzetta Tyrants</i> in the Whirlpool major league
<i>Bokel Drifter</i>	Buckle	A ship belonging to the smuggler Quaich out of Morglay
Bokel Family	Buckle	A gypsy family based on Morglay dealing in live-stock rustled from other worlds and similar stolen goods
Bonduc	Hazelnut	Steward of the farms on the Strake estates on Smorzando
Borealis	Northern	A water world in Xramaria and one of the original Uous colonies. Their well-developed society still develops the technologies left to them by their ultra-alien creators. They supply the majority of weapons for the other Water Worlds, including selling to both sides in the conflicts between the Holostei and the Selachii
Boronia	Evergreen	A character in the play <i>Azederac</i> – his mythological wife
Boronia	Evergreen	Wife of Frundel, owners of the Silver Fox bar in Downtown on Arroba
Boterel	Toad	Second wife of Quaich the smuggler on the <i>Bokel</i>
Botis	Snake demon	Venor-Zarktek tsar who served the Quelchemon-Zarktek as a general on Clachan
Bouges	Leather sack	A Thulian
Branta	Goose	Zizania's bodyguard
Brayll		A Sagan guard on Sardonyx Island, Rhyton

Brizzic	Second Sphere	The smallest planet in Evigone, Brizzic is so close to its star the surface is too hot for ordinary life to exist. The gravitational forces continually remodel the landscape through earthquakes and volcanic eruptions. Theoretically, life should not exist on Brizzic but there is a thriving community of primitive people living in small tribes harvesting crystals to make tools and build homes. They farm an algae that grows in the toxic pools and while they have no forms of higher technology, they do have complex social lives and a rich artistic tradition. Some scientists have suggested the orbit of the planet may have been much wider in its ancient history but over millions of years it migrated towards the star and its people evolved gradually to cope with the changing conditions. Before the Travira Dansaii closed, Brizzic supplied rare metals to the other Second Sphere races and contributed their ability to withstand extreme temperatures in the form of heat shields and use of crystals.
Browet Ramillie	Soup/wig	Actor-manager of the Royal Players from Gibus
Brukt	Second Hand	A companion of Bulsar's from Redren
Bryell		A member of the Vespilon shadow-elite on Panadawn, son of Dray and Bry
Bryllius (Bry)		A trainer of SIU based on Smorzando
Buer	Lion-headed demon	Zarktek general in charge of the forces at Samara supported by a full fifty legions of creatures created on Quagga
Bulsar		The rightful king of Cromorna, deposed in his absence by the Tun Empire
Burgoo	Gruel	Bank manager for the RBCC on Rhyton
Bursew, Lord	Soup	An aristocrat from Unguis
Byleth	Warlock on a white horse	The Quelchemon-Zarktek ruler of Eldritch and general of a force of eighty legions
Bysen	A spectacle	The radar operator on board the <i>Kyzyl Kum</i>
Bywoner	Poor farmer	A family living in Calefact, Cromorna

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Cabill (Lord)	Horse	Lieutenant-colonel of the Curassier squadrons during the Siege of Sagan
Caburn, Captain	Cable	Elderly captain of the Karasor frigate <i>Karatoba</i>
Caddow	Jackdaw	A White Hussar
Calathea	Plant	A Penti garden world now one of the few still producing silk for the home world
Calefact	Warm	A town on Cromorna where the 55 th Green Hussars were based during the Tun Empire's occupation
Calidris, 'Clocks'	Sandpiper	The time-keeper and horologist on the QMM <i>Apus</i>
Callithrix	A monkey	An Ulupan world where the marmoset tribes are the largest and where they research and develop new propulsion systems along with missile guidance systems
Camio	Thrush demon	Zarktek General of Tholos who went to Eurynome's aid at the First Kalon Campaign
Canard	A lie	There is much mythology surrounding Canard because it was never taken over by Quelchemon or the burgeoning human worlds of Tun that surrounded it. Even though today it is part of the Tun Empire it still maintains much of its mystery. Founded by slaves escaping from Clachan, somehow the Quelchemon never did anything to get them back even though it would have been simple enough to do so. This has given rise to all kinds of speculation; were they protected by the Lords of Wuminger for instance? Did they have some kind of disease? Their only export trade is in poultry, mostly to Clachan.
Canis	Dogs	A world of genetically altered dogs, sub-divisions of whom appear all over the Third Sphere, such as on Sagathy. Noted for either their loyalty in battle or their protective natures, they made good servants for either the Quelchemon or their enemies to use. Today, they raise and export mutton and lamb for sale across the Firelands and beyond.
Canthic (Lord)	Corner of eye	Admiral of the TIN 5th Fleet on Trident
Canzonet (lieutenant)	A small song	A communications officer on board the <i>King of Momus</i>
Capella, 'Cargo'	Snipe (bird)	The quarter-mistress on the QMM <i>Apus</i>
Capreolus	Roe deer	Former Anatase commander of the destroyer renamed <i>Romulus</i>
Carchar	Sharks	A water world in Xramaria colonised by the Uous but is no longer of much importance. Their principal trade is in fish related products to very local markets

Carcharodon	Great white shark	The god of the cartilaginous quasi-alien fish of the Empire of Xramaria and one of the original Uous
Cardinal	A hinge	A young academic guide at the University of Rhyton whose function is to aid the postgraduate students in their studies
Cardinals Sinister/Dexter	Left/right	The ecclesiastical court of the Zamut religious caste is divided into two, left and right, to represent the two pillars of their religion. One set of cardinals is based on Flamen and the other on Lares. They review all matters of law separately before coming together in convocation to give a final ruling. Their aim is for balance and impartiality though in practice the politics of the court and the associations of the cardinals in the political world of Zamut's ruling elite can never rule out bias.
Carpinus	Hornbeam	A Penti colony world built with the aid of the Forons
Carritch Family	Catechise	Owners of property in Penny Fields and around the Gardens of Sorrow. Also involved in politics but had originally been involved in the church
Carritch, Kevel	Catechise/antelope	Constable-Commander of the Momus City Constabulary
Carritch, Lekane	Catechise/shallow bowl	Mayor of Momus City
Carritch, Leman	Catechise/beloved	Wife of Kevel Carritch
Carritch, Lilburn	Catechise/lubber	Son of Kevel Carritch, a junior constable at the Momus City Constabulary
Carritch, Prenares	Catechise/nose	Eldest son of Lekane Carritch
Carritch, Sequyle	Catechise/sequel	Daughter of Kevel Carritch
Carritch, Silour	Catechise/ceiling	Younger son of Lekane Carritch
Cartref	Home	Saronese world where their arts and crafts thrive, many for export to the rest of the Third Sphere. Their biggest export is high-quality furniture; intricately carved from different woods, their beds are especially popular.
Casard, Captain	Casings	Captain of the <i>Leveller</i>
Caschiel (His Fiscal Highness)	Torture instrument	One of the Rickobite Council of Seven and an ultra-alien hundreds of years old
Casque, Gunner-sergeant	Blouse	Woman in charge of the gun-deck on the <i>Leveller</i>
Casquet, Constable	Helmet	A former Red Hussar now employed by the Momus City Constabulary
Cassava	Manioc	A casino on Agnatha
Cassiel	Winged king	Zarktek general of Variola and organiser of the last stand against the Penti Alliance
Cassis (General)	Hunting net	General of the Tenth Legion on Tenaille, the largest legion in the Zamut Republican Guard, charged with the defence of west of the Empire.

Cat's Claw		A traditional pub aboard <i>Our Mutual Friend</i>
Caudle Family	Warm drink	Owners of the Fisherman's Net Public House, Watersgill Village, Momus City, but also involved in extortion and other criminal activities
Caudle, Ullage	Warm drink/waste	Leader of the Caudle Family
Cauthie Ewest	Friendly/close	Joint owner of the <i>Cricetus</i> – from Sword – former Vedette pilot
Cavicorn	A horn	A former Saron world where the ancient histories of their people were kept, it was taken over by the Tun Empire after the Hundred Year War but is still a centre for culture and learning. Their biggest exports, however, are tea and cacao beans.
Cavicorn (Professor)	A horn	Professor of history, based in Mazurka College at the University of Rhyton
Cervus Elaphus	Red deer	The leader of a failed coup against the Emperor of Anatase
Cheve (Captain)	To do homage	Lord of the Imperial Guard and personal bodyguard to Tatterdemalion III, Cheve has served the Royal family all his life.
Chikutei	Embankment	A gardener at the palace on Kimidori, Penti
Chiro	Bat	An old soldier from the wars of Variola, Chiro, a quasi-human mixture of man and bat, was virtually the last of his species. They were an attempt by the Genetric to create men that could fly but were no more than an experiment and very few survived the wars
Choku	Dressed vegetables	Penti world in the Third Sphere, one of the first to be colonised as a food producer for the home world in the Second Sphere. It also produces pottery for Penti Prime.
Chuprassy	Attendant	Elephantine quasi-humans created by the Genetric and used extensively against its enemies in the centuries before the Hundred Year War. Poor conditions and cruel treatment led to several rebellions until they successfully betrayed Tsar Pursan at the Battle of Prometha in return for a world of their own. They were joined by other gene-spliced human-animal combinations from all over the former Zarktek Empire and have since founded their own colony in the Saron Empire
<i>Chuzir</i>	Place	A Taira frigate thought lost during the battle for Torii in the recent war with Rickoby
Cirka	Approximately	The nominal captain of the <i>Felspar</i>
Cirrhopod Consortium	Crustacean	Trading company founded on the planet Palinurus in the Third Sphere and incredibly secret in its affairs, they rarely deal with non-quasi-human or alien species

<i>Cisoid Corindon</i>	Ivy shape/jewel	Kalmia's university ship for women
<i>Cistus Epode</i>	Rose/poem	Premier liner of the Sa'ic Company
Cizer	Scissors	Zarktek fortress in the north of the Third Sphere where many of its legions were bred, currently under Ulupan control
Clachan	Village	Clachan is unusual in that it has vast deposit of minerals and metals on its surface - a single vast mountain that is thought to be the remains of another world. How it came to be deposited on Clachan is unknown – geologists speculate that it was caught up in the process of creating the planet rather than arriving as a meteor because there are no signs of an impact. Under the Quelchemon, Clachan slaves were pressed into digging mines and extracting the metals. Many escaped during the 3 rd slave rebellion. The inhabitants still have a reputation for stoicism and hard work.
Claught Drive	Snatch	The origin of the Claught Drive is unknown but the original design is believed to come from the Wou'Merites. A primitive version was stolen and then manufactured by the Kilias along with the Exarch disks. They work by focussing the strength of the Exarch field to pull a ship or other body through the macro-quantum environment of Evigone.
Clearways		Open areas of the Third Sphere used as roads. Cleared of debris over thousands of years on paths already less densely packed with detritus, they are the main arteries of trade and are governed by the Neutral Zone Treaty
Clerestory	Windows	Once famed for its glass, Clerestory has progressed into other technologies and is the main supplier of navigation and computer equipment to the Zamut Empire. Before the Siege of Sagan enacted by the Zamut Senate, Clerestory had good relations with their neighbours and supplied them with many products. After the siege was ended, their president, Eusol Axunge, renewed that relationship and has distanced himself from the Zamut Senate. Despite this, Clerestory continues to provide technology to the rest of the Empire.
Clundleby or 'Clun B'	Second Sphere	A planet made up entirely of machines, Clun was a multi-world species saved by the Lords who died out in our galaxy and were replaced by their technology early in the history of Evigone. There is no explanation for why they died out and some believe the machines killed their creators. The cube of Clun B (sometimes called 'Clundleby') was probably constructed from the original planet since there is no other evidence of it in the system but this seems unlikely unless the Clun A was extremely small. Nothing is known about the biological species they superseded but the machines have been a great benefit to mankind.
Collodion	Gun cotton	Gunsmith on Arroba, a disgraced Quelchemon warlock
Comis (General)	Affable	General of the Eighth Legion on Urbino, one of the few to call for the end of the Sagan Blockade and for peace talks to be under-taken. Elected to the Senate, he became the leader of the Humanist Party following Frim Folderol's defection to Panadawn

Comis, Durrie	Affable/cotton	The wife of General Comis
Comitatus (Vespillon)	Bodyguards	Emperor of Panadawn's Sagan bodyguard and commanders of the Vespillon Fleet
Connex Incarn	Connect/give flesh to	Reporter at Radio Dombox
Conolophus	Iguana	A world colonised by Junopta but fell to the Kilia and is now a part of the Ulupan Empire where they make missiles for export to other empires
Conquistadors		The army of the Quill Empire
Contuse, Constable-Captain	Bruise	Captain of the Far Hill Station, Momus City, responsible for investigating crime among the refugee community of Loon Borough
Coot, Marjorie		Young Coot's mother
Coot, Nicholas		James Stone's lawyer
Coot, Thaddeus		Jonathan Stone's lawyer
Copen Twibill	Desire for/axe	A former White Hussar executed on Dombox
Copula	Connector	Steward Bonduc's daughter on Smorzando
Corcel	Steed	The Duke of Girnel, Cormorna
<i>Coriolanus</i> , PV	Shakespeare's play	The first Panadawn trading ship to be commissioned, captained by Mysellius and Bora Ruddoc. Initially traded along the northern boundary of the Tun Empire and then later rescued refugees from the Empire of Rickoby
Cornicle Rhetor	Trumpet/speaker	Head of the Imperial Broadcasting Service, Zamut's largest news network
Cornuta	Iguana	Corner outpost of the Ulupan Empire where the Kilia based their war machines following their brief expansion after the Hundred Year War and still a major port and guard world. It also makes the 'D' and 'E' class warships.
Corocore Line	Boat	A large independent shipping company based in the south of the Southern Hemisphere on the planet Typanum; the Zamut equivalent to the Sa'ic Company of Xramarsis
Corocore, Euroclydon	Boat/tempest	Owner of the Corocore Line and supporter of the Humanist cause in the Senate
Corocore, Ganza	Boat/wild swan	Wife of Euroclydon Corocore
Corundum	Crystal aluminium	Planet in the Xramarsis system specialising in refining particular metals as part of the general haul from their search for Nicol. These metals are sold on to the rest of the Third Sphere rather than to Ulupan

Corvus	Crow	A town on Redren – site of a timber mill owned by Siskin's mayor
Corystoi I and II	Helmeted soldier	Two worlds of warriors, similar to the Sagan in their ideals and motivations, the race have been bred for toughness and fighting wars. They have remained independent through most of their history apart from brief alliances. The northern world (Corystoi I) remained independent after the collapse of Penti influence in the region but has since come under the jurisdiction of the Rickobites. Many chose to go south rather than remain but the southern world (Corystoi II) has fared no better and became subsumed into the Tun Empire after the Hundred Year War. However, it retained its king, Peritia the Cunning, who, following independence from the Tun Empire, has become its First minister in a democratic state.
Cottus	Fish	Once part of the early invasion of the Third Sphere by the Uous, it changed hands when Penti battled for control of the Equatorial Region. It maintains strong connections with Xramaria because its sea-based life forms do not conflict with those that have colonised the land; there is even co-operation with the quasi-humans supplying fish to Penti. Since the fall of Penti, they have
Coumarin (Captain)	Bean flavouring	Quill captain of the museum ship <i>Corvus Corax</i>
Courbe, Constable	Crooked	A former Red Hussar now employed by the Momus City Constabulary
Couteau	Hunting knife	Home to the sword-makers to the Tun military, their blades are famous across the Tun Empire. However, their main export is the mass-produced Gräben rifle for the TIA and the shorter carbine for the TIN
Crake, 'Boatman'	Wading bird	Assistant engineer on the QMM <i>Apus</i> and the younger brother of Radio Crake
Crake, 'Radio'	Wading bird	The radio operator on the QMM <i>Apus</i> , sister of Boatman Crake
Creophage	Flesh eating	A Xenoterop world in the far North of the Third Sphere
Crex	Corncrake (bird)	Zizania's bodyguard
<i>Cricetus</i>	Hamster	A small trading ship from Sword, owned and run by Taslet, Cauthie Ewest and Falchion
Cromorna	Drinking horn	This kingdom long maintained its independence from the Zarktek by virtue of its position in the Sea of Saron, became part of the Tun Empire but eventually reclaimed its independence. While it was part of the Tun Empire, it exported small amounts of wheat, mostly to the Tin, but is now one of the main producers of horses for racing, riding and the Circle of Fire.
Croton	Oil	A new Rickobite world where they are experimenting in new fuels for military use, in particular alcohol derived from sugar as a propellant in missiles. Also known for its spa built for the Rickobite Tax Collectors
Cruento (General)	Stained with blood	General of the First Legion of the Zamut Republican Guard on Ogygian, tasked with protecting the Emperor though in practice it means preventing him from opposing the will of the Senate. It was Cruento that pushed for the destruction of Sagan.
Ctyllius	Sagan	Part of the SIU on Nabob, twin brother of Kyllius

Cucurbit, Bhopal	Gourd-shaped/a city	The Prince of Saron who entered the Kalon in 144BP to search for the Zlativa and was never seen again. Legend has it that his ship, the <i>Narmada</i> , can be seen drifting through the clouds of the borderlands between Kalon and the empires of Quill, Zamut and Saron but disappears when anyone approaches. Superstitions say if you see his ship then war will soon follow
Cucurbit, Cachou	Pill	Grand Sultan of Saron
Cucurbit, Crotal (Sultan)	Gourd-shaped/bell shaped rattle	Last of the Cucurbit Dynasty, rescued by Mullion, taken into Panadawn. The Cucurbits were the founding family of the Saron Empire during the growth years before the Hundred Year War took the heart out of their family
Cucurbit, House of	Gourd-shaped	The oldest of Saron's families
Cucurbit, Panada	Gourd-shaped/bread	Uncle to Crotal Cucurbit and nawab of Alpeen and, later, Sultan of Saron
Cuirassier squadrons		Famous for their role in the Hundred Year War (particularly the Second Genetic War) the Cuirassiers have become part of the Tun Imperial Navy, serving as its elite squadron (like the Vedette). Their Supreme-commander is the Duke of Entasis but the title is honorary. Pilots and crews are volunteers and the value of the squadron has diminished over the years until they have become more of a club than a fighting unit.
Culet (Governor)	Of armour	Governor of Bastion
Culgee (Ambassador)	Jewelled plume	Saron ambassador to the Council of Empires on Gemote
Curia	Senate House	The capital world of Zamut. A former Zarktek planet under the command of Ipes who built vast palaces that survived the war and were utilised by Zamut as a symbol of their victory over the Genetic-Zarktek in 69BP
Cylostoma	Hookworm	Xenoterop world in the Third Sphere
<i>Cymbeline</i> , PV	Shakespeare play	A Panadawn trading ship run by the quasi-human Donzel Durmast in the Firelands region

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Dacelo	Laughing jackass	A Zamut world with a small population of Quill dissidents whose ancient style of weaving has proven popular among the Zamut people. However, the main export industry is the production of fruit for the Empire
Dagon	Half-fish demon	Zarktek general of Arapaima, the water world,
Daimios	Nobles	The primary defence against attack towards Han, Daimios was the world given to the Scarlet Janizaries to act as a buffer between the Penti Empire and the Quelchemon-Zarktek
Dakshin Maanik, Captain	South/ruby	Captain of the Saron Great Train, <i>Saron Ruby</i>
<i>Dakumu</i>	Place	A Taira frigate
Dal, Captain	Seventy	Captain of the Karasor frigate Batama
Dama	Fallow deer	Chief Engineer during the last phase of the building of the Ark of Panadawn
Damocles	Sword	Prison planet in Zamut
Danaide	Of a wheel	The chief engineer on board the Kyzyl Kum
Dastard (Baron)	Coward	Court appointed Seneschal of Foyer
Dating systems		There are numerous dating systems and calendars in Evigone. The oldest is rumoured to be the chronology of the Wou'Merites, the creators of Evigone that goes back 20,000 years, however the way they calculate years appears to be very different, possibly using the rotation of Evigone rather than the standard orbit of the planets of the Third Sphere. Similarly, all the Second Sphere worlds differ in the length of their years – systems that they transposed onto their Third Sphere colonies. The first systems based on a 365 day year were introduced by human settlers and go back three thousand years. However, there are different start dates; among the human empires the earliest is the Saron calendar, dating from their arrival on Doit. Zamut use a similar system but with a later start date. The Tun system is slightly earlier – but the most widely used, thus the year at the beginning of James Stone's entry into Evigone is 3001 but in the Saron Empire it would be 3010 and Zamut 3000. The Zarktek also had their own calendar based on when they were created by the Quelchemon. Thus the year would be 491 (based on comparison with the Tun calendar) if the tsars still ruled the Third Sphere. Secret supporters of the Zarktek still use this date but it is banned in most societies.

		Quill base their calculations on their exodus from the Junopta Empire in the north, about 500 years after the first humans arrived. Thus: the year in Quill was 2501 when James Stone arrived. Individual worlds calculate the year from when their world was first colonised. Individual species base their age on when they were first created. Most religions also have a system of their own. All-in-all, there are almost as many 'years' as there are clocks. For the purpose of this glossary, the University of Panadawn has created a single dating system based on Panadawn's arrival in Evigone (called the Year Zero). BP stands for Before Panadawn. Years are standard Earth years.
Demoror (Admiral)	To hold back	Admiral of the IZN Fleet at Nabob – responsible for developing new strategies and weapons for the defence of the Empire as a whole.
Demos, Grand Knight	Common people	Grand Knight of the Order of Laws, the most senior of the three judges who rule Dombox
Dentil	Cornice ornament	Now a Tun world on the junction of the Spice Road and the Ouroboros Road, this former Enoth possession is still full of their factories and production centres, making it a useful addition to Tun's economy. Best known now for their school of architecture which has sought to use the engineering skills developed by the steelmakers to build new and better buildings
Depeach Family	Dispatch	Owners of the largest postal delivery service in the Tun Empire
Dexillius		Member of a Sagan Infiltration Unit on Arroba
Diaglyph (The)	To carve	The road that cuts between the Empires of Rickoby/Xramaria and Ulupan, terminating at Ulmus in the North and the equator where it joins the Southern road, the Via Vettura
<i>Diandrous</i>	Two husbands	A civilian transport operating between Cromorna and Rhyton
Dianthus	Dye	A world where cloth is produced and turned into clothes for Penti Prime
Dikkop (Lord)	Stupid person	Commander of the 1 st Army Red Hussars on Palaestra
Dikmali	Gum used for dressings	Colonised by the Xenoterop, this world manufactured medical supplies for the armies of Zarktek until taken over by the Ulupan. Less well known is its side-line in chemical weapons manufacture
Dirigent, Burrel (Lord)	Directs/poor soil	The Lord High Steward of the Court of Tatterdemalion III, in charge of all its palaces, and a close confidant of the Emperor
Dirigent, Eparch	Directs/governor	Minister of Imperial Affairs, husband of the Duchess of Ytterbia, father of Fadge, nephew of Burrel Dirigent
Dirigent, Eon	Directs/eon	The Marquis of Ytterbia, also known as Fadge
Dirigent, Aporia	Directs/difficulty	The Duchess of Ytterbia, daughter of the Emperor Tatterdemalion
Dirk Family	Knife	A gypsy family based on Morglay dealing in weapons
Djerrid, Sergeant	Javelin	A Karasor agent working at the mission on Jyntee
<i>Divagates</i>	To wander about	Sa'ic Company cargo liner

Dobra	Coin	A refugee from Frampold
Doit	Dutch copper coin	The first world to be colonised by the future Saron people, it came under continuous attack during the Age of the Zarktek and was eventually abandoned by the Saron government (though many of its citizens refused to leave and are still there today). Today, it is the location of the Rickobite mint, producing notes for the Rickoby Empire, and a sub-division of the financial trade out of Arroba. The local population grows and exports spices, particularly nutmeg.
Dolabra	Hatchet	Part of the defences of Saron of which Sagitta is the head, though during the wars with the Zarktek it was one of their strongest bases, now part of the Tun Empire and a major exporter of sugar extracted from beet.
Dolorosa (Via)	Sadness	A road through the Zamut Empire
Dombox	Laws	A Tun world that stood against the Quelchemon-Zarktek during the Hundred Year War. The Knights of Dombox were instrumental in the Second Genetic War, acting as shock troops for the invasion of Grume and beyond. Originally a colony of the Tun Republic, they reluctantly joined the Empire during the last phase of the war, expecting a better solution afterwards. When none was forthcoming, many of the former knights united with other dissenters to form the Revolutionary Council. The current Grand Knights of Dombox are Demos, Barrat and Firman. Dombox remains committed to justice in the Third Sphere and their lawyers are some of the best-trained anywhere.
Donzel's Drop and Starling's Wing		Varieties of ale made by Donzel Durmast of the Firelands for his chain of public houses aboard the Panadawn hub-ships
Dorsalis	Iguana	Central world of the Kilia-Ulupan and their religious centre
Dot (Dotterel)	Dotterel (bird)	Nacyon and Tringa's daughter on the QMM <i>Apus</i>
Douc	Monkey	An Ulupan world where the douc tribe is largest and where they are manufacturing all kinds of domestic goods for the Third Sphere
Douracouri	Monkey	Ulupan world that manufactures Exarch disks and where the owl-monkeys are the largest tribe. It is also where wool is produced.
Dragees	Sugar coating	A Saron world famous for its confectionery and sweets and for the export of sugar made from cane
Drasyllia (Dray)		A trainer of SIU based on Smorzando, mother of Bryell and wife of Bry
Dree, Tardus	Dull/dull	Owner of Pinax Books, the largest publishing company in the Third Sphere. Also a philosopher who espouses a traditionalist and conservative philosophy and the principal editor of the <i>Pinax Encyclopaedia</i> .
Dree, Pergamena	Dull/parchment	Niece of Tardus Dree
Droger	A vessel or ship	A world in the Tun Empire used as a naval base for the Tun Imperial Fleet and also a base for the Droger Company, a merchant fleet
Droot	Second Sphere	In the galaxy of Urim, the Cephalopoda of Droot were an advanced race with a high degree of scientific achievement, a complex culture and a deep history. But in the 8th millennium they were

		destroyed by the Penti and their society has regressed to using stone tools. Their great cities have disappeared under a planet-wide jungle and almost all knowledge of their pre-history has been lost.
Dulla	Camel tongue	Capital of Kajawah and the main port for the Sa'ic Company in Xramarsis
Dunlin, 'Chick'	Wading bird	Pilot's assistant and Dunlin's son on the QMM <i>Apus</i>
Dunlin, 'Driver'	Wading bird	The pilot of the QMM <i>Apus</i>
Dunter	Duck	Dirigent family butler
Duovir	Magistrate	Where Zamut law is made but it also serves as a centre for business and commercial enterprises and as such is important to the Senate for tax purposes. They appointed the lawyer and magistrate Quale as a compromise between the interests of the courts and their own to be governor. Quale started a private school for investigative journalists to examine the practices of senators and other public figures which has proven very effective in exposing corruption.
Durgah	Shrine	Second-in-command of the <i>Kyzyl Kum</i>
Durmast, Donzel	Oak/squire	Owner of the Cat's Paw, a public house in the Independent World's sector of Gemote City
Durmast, Drapa	Oak/poem	Donzel's daughter
Durn	Door	Brother of Quaich, a smuggler on the <i>Bokei</i>
Duroy (Director)	Cloth	Director of the legal division at the headquarters of the Sa'ic Company on Kajawah
Dux	Leader	Capital city of Cromorna
Duxelles	Seasoning	The house-keeper at Strake Hall, Smorzando
Dysprosia	Element	Famous for its miniatures, this former Zamut colony, now part of the Tun Empire, also has a thriving export trade in furniture and luxury goods

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Ecclesiasts		The Ecclesiasts are the civil servants of the Empire. Educated at the universities of Urbino or Pinax, the brightest and best go on to further training at the schools of Lares and Flamen to serve the Empire. Motivated by the teachings of the Lords, they are dedicated to the welfare of the Zamut people and are famed for their incorruptibility. Justice at an Imperial level is administered by the Ecclesiastical Court using the words of the Lords as their guide. They frame the laws of Zamut and everyone is answerable to them, including the emperor. The Ecclesiasts also supervise the co-operatives to ensure the temporal health of the empire as well as its spiritual one.
Echinus	Hedgehog	A defensive world the Saron Empire, it was destroyed by the Zarktek after an assault led by Prince Bhopal Cucurbit entered the Kalon and was lost. In retaliation the Zlativa-Zarktek under Tsar Belial ripped the colony apart. It was rebuilt and stands on the border between Saron and Zamut. Now grows and exports vegetable oils for use in cooking and the perfume industry.
Echis (Professor)	Viper	White Hussar scientist in charge of multiplying and weaponizing the Ichneumon
Éclat	Surprise	An <i>eta</i> valet at the Winter Palace, Panadawn
Ecru	Bleached linen	A servant on Agnatha but actually an <i>eta</i> class fish sent by the Tower of Panadawn to test the theory it could emulate humans without even their own avatar knowing. Ecru has gone on to be an important missionary for Panadawn.
Ecu	A coin	The store house for Tun's wealth and home to the House of Ecu, the largest of Tun's trading houses
Ecu, House of		A Tun shipping company cashing in on the wealth of Ecu by running a fleet of luxury liners both for transporting businessmen and for pleasure; they also have a shipping line that is almost exclusively owned by the Arroba Company
Eirenarch	Peace-maker	An inquisitor or judge of the Penti aristocracy
Ektos	Outside	A Penti world in the far north of the Third Sphere colonised as a base against the Xenoterop. Now abandoned, the quasi-alien mammals still living there etch out a thin living from the soil by supplying neighbouring Podagra with pigs for food
Elan	Dash	An <i>eta</i> serving aboard the <i>Romulus</i>
Eldritch	Spirits	A world haunted by the demons created by the Quelchemon-Zarktek warlock Byleth
Elimi	Fragrant gum	Part of the empire of Xramarsis, was a base for refugees and dissidents from the wars, especially from the opponents of the Zarktek regime, now an important producer of vegetables to the big industrial complexes on Sabulous and formerly a producer of shoes for the hubs but now sells boots to the Rickobites

Elio	Copper and nickel alloy	Ore producing world in Xramarsis, developed by the Quelchemon-Zarktek by boring through the outer crust to a vast depth and then eating out the planet from the inside.
Elayl (Lord)	Ethylene	Seneschal of Entasis – his incompetence and the orders sent to him via the Duke, led to the people turning to the free Peoples of the Third Arc to protest for independence
Ema	Demon	Second of the Genetic-Zarktek triumvirate along with Af and Mashif, Ema commanded the forces from Momus
Emender Mirliton	Mender/kazoo	One of the original Secretariat who became a newsreader and journalist for Panadawn Radio
Emender Lamintin	Mender/manatee	Head teacher at the School for Women, Momus City
Endore Eta	Egg yoke	A valet from the Tower of Panadawn
Ennio Eta	Destined	An <i>eta</i> sent to Curia to aid Kissel Lapron, Panadawn's ambassador
Enoth	Second Sphere	The Enoth came from a single world in Urim where they were at a stage of early industrial development based on steam and iron technology. They were great engineers and builders with enormous potential and that was why many believe the Lords saved them from the Acquisitors. Over the last 20,000 years, their continued industrialisation has polluted their planet to such an extent they have to wear suits to walk in its atmosphere and almost all of its original species, plants and animals, are now extinct. As the shipbuilders for the Zarktek, they used a number of worlds in the Third Sphere until they were defeated by humans from Tun, Zamut and Saron. Many of those ships are still in operation, either stripped-down and used for merchant vessels or re-configured as cruisers and destroyers for the Tun Empire.
Entasis	Curve	An eastern base for Free Peoples of the Third Arc, it was almost destroyed by the Tun Imperial Navy to prevent further rebellions in the area but continues to export ideas around the Empire. It was ruled over by a seneschal of the Imperial Duke but has since become independent. Famous for its art, its biggest exports, however, are the rather more mundane cheeses that come from its alpine cows.
Entasis, Duke of		The Emperor's third nephew – married a servant instead of Vade Mecum. Lives on Momus and rarely leaves the palace complex.
Eosin, Astralagos	Red dye/ankle joint	Temporary leader of the Loyalist Party in the Zamut Senate following the death of Fuligo Axunge. Part of the Eosin family from Tinamou, owners of the largest cloth-making industry in the Zamut Empire which exports fine fabrics for curtains and furniture across the Third Sphere
Eosin, Aphrite	Red dye/worn down	Wife of Astralagos
Epirot (Commander)	Inland	Second-in-command of the <i>Titan of Jarrah</i> during the Siege of Sagan
Erbius	Element	Erbius was founded by escapees from the Enoth-Zarktek Empire. Now part of the Tun Empire, it is a source of economic stability to the Tun people. They are known for their rare plants and the products they can make with them such as plastics which are used in the manufacture of household

		items. Most famous for their designers of domestic furniture such as the Erbius chair but their largest export is in fact coffee.
Erean Estamin	Brass/woollen	Member of the Panadawn secretariat and Kissel Lapron's deputy on Curia
Ereward Eschar	Inheritance/burnt	Rising star of the Loyalist Party in the Zamut government
Ergate, Brother	Worker ant	Union representative of the Agora Independent Trade Co-operative on Curia
Ervil	Bitter vetch	The shanty town outside Barras City in the West Rickoby Empire, also known as District 59
Esperus	Panadawn	Panadawn base for the Vespillon Fleet. Its main city is far out to sea and consists almost entirely of machines
Essera	Nettle-rash	One of the criminal families living in Chain Borough, Momus City
Eternity	Forever	Zamut world and one of the older colonies, famous for its book industry founded on the early histories of the Zamut people and now branching out into all kinds of publishing
Europ	Element	A Tun Home World famous for its paintings. Its basic trade items are varied but with a strong bias towards cloth. It is one of the oldest Tundra colonies in the southern hemisphere.
Eurynome	Wide-fields	One of the Heptad and reviled for introducing the Zlativa into the war. She was the first to make war against the humans. When a joint fleet of Zamut and Saron ships laid siege to Nabob to bring about a ban of the Zlativan Minds™ it was her decision to use force rather than negotiation (against the wishes of the Heptad) that heralded the opening of the Hundred Year War. Later, her armies kept the Tyn at bay until they managed to force a breach and come to the aid of the human armies in the final stages of the war. Her actions were seen as a betrayal of the Zarktek and she was forced to flee her own kind as well as the human armies
Eval, Etiam	Age-long/even now	President of Eternity in the Zamut Empire, appointed by the people, a publisher and supporter of the Humanist Movement.
Evetna Major/Minor	Evet - Lizard	Two worlds dominated by lizard creatures created by Genetric for the Rickobites to act as pleasure mates and body slaves. Evetna Major also guards the gate to Xenoterop
Evets	Lizards	Pleasure mates created for the Rickobites by the Xenoterop
Ev'hoë (Castle)	Frenzy	One of the tests in the Maze of Wuminger but also a castle on Arroba
Evigone Pronounced: <i>Ev-idge-junny</i>		The First, Second and Third Spheres created by Wuminger – 10,000 years in the making and another ten thousand years being fought over by ultra-aliens and humans.
Evviva	Applause	A valet
Exarch disks	Governor	Exarch disks are the primary devices for travel across Evigone. They are made from Nicol crystals that were once part of the world-making machinery of the Lords of Wuminger. They are fashioned into disks using methods known only to the Kilia. They work by absorbing the background energy of Evigone to create a bubble of unreality around a body where normal physics does not apply. Used on their own they can protect any ship or town from high impact projectiles. In conjunction with a Claught Drive they can propel objects through space at super-high speeds.

Exitine (Planet)	Pollen membrane	A prison planet now claimed and controlled by Quill but still legally held by Zamut.
Exitine	Pollen membrane	The name given to an inner core of Sagan bodyguards by the Zarktek
Expodite	Crab's limb	A world of crustaceans created for the Xenoterop to defend against the Uous worlds
Eyra	Weasel-like cat	When their world was occupied by the Zarktek, the Eyra fought a guerrilla war alongside the Karasor for many years to get it back

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'Fadge'	Flat loaf	A student at the University of Rhyton from Momus – actually Eciton Dirigent, the Marquis of Ytterbia
Faam (Pronounced: <i>Form</i>)	Orchid tea	At the time of the Year Zero, Faam was a senior student on the <i>Cisoid Corindon</i>
Fabrilis	Of a smith	General of the Fourth Legion on Nabob and charged with supervising the making of weapons for the Empire
Fagotto, Poco	Bassoon, a little	President of Panacea in the Zamut Empire, a famous musician
Fagus	Beech tree	A Penti world built with the aid of the Forons
Fala Family	Kerchief	A gypsy family based on Morglay, mostly rustlers and thieves
Falchion	Curved sword	Owner-operator of the <i>Cricetus</i> , formerly from Sword
Falk	Remote place	Gateway to the Kalon
Fallage Town	Forestry	Once provided timber for building the human dwellings in Old Momus City and now a residential area for middle-income families
Famble	Stammer	Caretaker of <i>The Momus Sphere</i> warehouse, Watergill Village, Momus City
Famulus	Magician's assistant	A Mind™ who was responsible for the beginning of the Hundred Year War when he broke his contract and attacked his master
Farilia	Sagan	A member of a Sagan Infiltration Unit assigned to Tenaille
Faryllia		Sagan mother of Bulsar and Faam
Fatlute	Joint filler	Owner of the Gold Star on Redren
Fecula, Fucate (Admiral)	Dregs/falsified	Admiral responsible for disastrous campaign against Saron at Sagitta; compelled to retire but re-instated during the Cromorna campaign. Named as the 'Hero of Sagitta', he committed genocide on a wide scale by bombarding the planet to allow the TIA to escape the onslaught of Saron ships. He married the widow of the Emperor's nephew, the Duke of Lesene. His wife's former father-in-law was the Duke of Foyer, the Emperor's brother
Felices	Of ferns	A student at Kalmia's university
<i>Felspar</i>	Rock type	Ship owned by Micelle Sanidine, the mineral merchant and trader; originally a House of Ecu liner called the <i>Bright Felspar</i>
Fengtai Ryōshi	Town/fisherman	A fisherman's son and friend of Narikin Karasor
Fex (Lord)	Waste	The military governor of Pulheems, Grand Marshall of the Green Hussars
Fibber's View		A restaurant in Alpha Port, Panadawn
Fibrina, Lady of Grume	Of fibre	Wife of the Prince of Grume, Thulian by birth; her father owns one of the fashion houses. She is also the mistress of Qintar, husband of Kalmia Allodium
Ficus	Rubber plant	A Penti garden world in the Third Sphere

Fidalgo, Fewtrils	Nobleman/trifles	An explorer and writer, who travelled the Second Sphere before the Hundred Year War in his ship, the <i>Mollymawk</i> , wrote <i>Voyage along the Travira Dansaii</i> among other works
Fidalgo, Futchel	Nobleman/carriage	Brother of Fewtrils Fidalgo, captain of the <i>Mollymawk</i>
Filemot (General)	Dead leaf	The General of Aphyllous in the Quill Empire charged with keeping the Zamut Empire from winning it back. He is also the son of Tragacanth's deceased eldest brother and advisor to the king's son, Prince Rhatany of Aphyllous
Firelands		An area of the Third Sphere that includes most of the genetically altered experimental animal/human combinations – so called for the reddish nebula dust that covers that area
Firelands Trade Federation		A merchant company that represents the quasi-human worlds of the Firelands, they rarely trade beyond their boundaries in spite of their closeness to the Meros
Firman, Grand Knight	A permit	Grand Knight of the Order of Laws, the newest of the three judges who rule Dombox
Fistula	Ulcer	Prefect on the <i>Corvus Corax</i>
Fius	Sagan	Member of an SIU on Arroba
Flamen	A priest	Zamut world and a centre for the ecclesiastical court ruled by High Priest Maranatha
Flankard (Major)	Deer	A major with the 55 th Green Hussars from the planet Rhagon, Baron-in-absentia. His grandfather was a general in the Green Hussars and fought at the Battle for Grume during the Second Genetic War.
Flauros	Demon leopard	Zarktek general of Eyra, commanded thirty legions until an up-rising over-threw him and he was forced to flee
Florikan	A bustard	A Saron world that is a haven for fugitives from the Genetic. The Florikan are human-bird hybrids of numerous varieties all of whom cannot fly. They are not related in any way to the Quill and are famous for their music. Their biggest export is poultry.
Foals Family	Young horse	Originally buyers and sellers of livestock, then became auctioneers with branches across Momus
Folderol, Frim	Sing/fat	Famous historian from the University of Urbino and former leader of the Humanist Party in the Zamut Senate on Curia
Followers of Light		An extreme sect of the Path of Light; a group of monks who train the Black Hussars and indoctrinate them with their ideas
Forcas	Invisible demon	Zarktek general of Pavane, surrounded by enemies on all sides, Forcas led raids rather than instigated pitched battles
Forfic	Centipede	A Lithobian florist
Fornix, Pater	Arch/father	President of Spandrel in the Zamut Empire
Fornix, Praesto	Arch/ready	Son of Pater Fornix and manager of the Fornix steel yards on Spandrel in the Zamut Empire
Foro	Hole	The name of the largest of the concentration camps outside Dux in the Kingdom of Cromorna
Foronesta	Second Sphere	The first Forons were a highly developed civilisation of semi-botanical creatures that had spread across several systems of the galaxy of Urim. Their unique culture was seen as worth preserving by

		the Lords, particularly their giant trees which were thousands of years old and continue to cover their home world. Since their arrival in Evigone, they have become less interested in science and civilisation and are content to grow their trees on various worlds in the Third Sphere. How much they still know about their space-faring past is unknown and there are some who believe they may yet surprise the rest of Evigone should they ever decide to take an active part in its affairs.
Foyer	Entrance	A Tun Home World. It became a base for the rebels of the Free Peoples of the Third Arc. Its economy is based on science and innovation but at the price of heavy interference from the Tun Empire. However, its merchants and industrialists have become extremely rich and powerful. Being ruled over by the incompetent Baron Dastard has led many to seek independence from the Imperium but still more use their power to gain appointments in the governance of the Empire. Its largest export is ceramics for domestic use, including baths, basins and sinks.
Frampold	Fiery	Major Flankard's bodyguard on Cromorna
Frampold	Fiery	One of the worlds that makes up the Firelands – of chief interest because it is one of the few sites outside of the Xramarsis Empire where Nicol has been discovered. Its neutrality has been protected over the years, even the Council of Rickoby that briefly controlled that sector recognised the need for the free flow of Nicol but they have since taken it by force and the planet is now under martial law. Refugees who have managed to escape with the aid of the Sagan speak of terrible reprisals against anyone protesting, including the murder of who families.
Free Peoples of the Third Arc		The movement began on Acteon under the leadership of Hallux and has spread across the east of the Tun Empire especially among the Tun Home Worlds. Soutane and Foyer are being among the strongest supporters. They believe the Tun Empire has no moral right to rule over them. Their ancestors were never slaves under the Zarktek as they came by a different route from Wicopy and are not descended from any of the people brought to the Third Sphere by ultra-aliens or the tribes who found their way through the gate to Scylor in the north
Frislet	Ruffle	Maid to her Highness the Grand Archduchess of Grume on Momus
Frith	Wood	Servant to the Lord High Steward, Burrel Dirigent, on Momus
Frunzel	A measure	Owner of the Silver Fox in Downtown, Arroba
Frunter	Ewe	Head proctor at the University of Rhyton
Frush	Rush	Senior porter at the House of a Thousand Hours, Rhyton
Fuor (Footwear)	Repair	A shoemaker from Quathlamba who escaped to Heimat during the Third Slave Revolt, Fuor Senior went on to found a dynasty of shoemakers that continues to this day
Furfur	Deer demon	Zarktek general of the Quelchemon territory of Elio, source of its mineral wealth, guarded by twenty-six legions of troops

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Gaap	Winged giant	Zarktek prince of the armies of the Xenoterop-Zarktek with a personal army of 66 legions
Gabion (Sergeant)	Basket of rocks	The Emperor of Tun's personal bodyguard and member of the Imperial Guard
Gader	Gather	Boat master on board the <i>Kyzyl Kum</i>
<i>Gaduín</i>	Fat	A Droger Company barge
Gamba	Hoof	Brother of Quaich, a smuggler on the <i>Bokei</i>
Gamygyn	Demon donkey	Zarktek general of Grume commanding thirty legions
Gandolinia	Element 157	A Tun Home World and economically strong, strong enough in fact to either support or crush Imperial rule. Its diverse economy makes it a centre for trade in all kinds of commodities but its largest single export is potatoes – either as a staple or processed into other foods.
Gar	Pike-like	Another old and original Uous world, Gar has developed its fresh water rivers and lakes. Unlike other water worlds it has kept its forests and jungles and in these steamy places, humans have built numerous communities. It thrives as a port for travellers along the Nicol Road but it is also well known for attracting pirates and other dangerous people. Among its many exports, rice is the biggest.
Gaultheria	Rheumatic relief	Another world in Xramarsis dedicated to helping former miners. It has also become an important source for specialist plants, salad crops and other market-garden produce but its largest export is dyes for the cloth trade and for printing. They provide the specialist dyes for the bank-notes used by the Rickoby Bank of Credit and Commerce, for example, and because of that connection, they have remained largely unaffected by Rickoby's interference in Xramarsis.
Gaum	To smear	Former Zarktek colony now under the control of the Ulupan Empire
Gel'Rathian	Jeremy	In a corporeal form, the Lord Gel'Rathian is imagined as sitting on a rock reciting to an audience – which is why is sometimes called 'the Reader' or the historian and is often associated with places of learning. His symbol is the light-blue double circle linked by a horzonal bar often used to represent 'air' in ancient texts
Gemote	Meeting place	The meeting place where the Council of Empires met after Variola to divide the spoils of war. Famously, they believed the Rickobites had been slaves like many of the humans in the Third Sphere and their claims to a large number of worlds were upheld. Gemote was also the first Free Port to be created and produces tinned and bottled food-supplies for passing ships.
Gemote Trading		Like most of the Tun shipping companies, Gemote Trading tends to stick within the borders of the Tun Empire and trades exclusively with its Home Worlds

Genetric	Second Sphere	The Genetric were a multi-world society in Urim with many different forms. They were experts in gene-manipulation and that made them a target of the Acquisitors. Though not all were saved, the Lords brought the survivors with them where they have continued to develop their gene technology to this day. Their planet is an icy ball and they chose the ice worlds of the Third Sphere to continue their research. They created the majority of the quasi-human and quasi-alien species in Evigone or shared their technology with other ultra-alien races. In conjunction with the Quelchemon, they created the Zarktek and the Sagan. Often accused of being amoral, science is their god and they have never had any regard for the consequences of their work.
Gestion	Management	The Senior Tax Collector on Beni
Geta	Sandals	Once a Penti production world using slaves taken from Tun, today it still produces products for domestic markets. However, it's main focus is on producing boots for the Tun military as well as fashionable shoes for Tun's elite
Ghole	Desert spirit	A world on the border with Xramarsis famed for being haunted, though in fact it is only one of three worlds where the Zlativa were imprisoned by the warlocks of Quelchemon following their betrayal during the wars
Ghyll	Gill	Superficially a Tun world but beneath its seas are colonists from the Uous living in secret as they do on Rhagon and Quahog
Gibus	Top hat	Following its emancipation from the Zarktek, Gibus has become a cultural icon of the new age. In fifty years it has rebuilt its cities, brought in architects and designers and cashed in on the wealth of technical and scientific knowledge gained during its time as a research world for the Genetric. However, being on the border with Zamut and allying itself with Tun has brought the threat of war closer
Ginnan	Poisonous tree fruit	A Penti world where several of its Royal Family had their palaces until a coup involving poison killed the Emperor and set off the civil war that created the first pirates of Penti. Never-the-less, it is still thought of as a place of great luxury where the elite can retire (or are sent when 'out of favour') and exports many luxury items back to Penti Prime.
Girnel	Meat locker	Cromorna's second city, located on the flat land of what would be Belgium on Earth, ruled by a duke, cousin of the King of Cromorna
Gizzen	To wither	A Xenoterop world in the far North of the Third Sphere
Glabella	Space between eyebrows	A train in the Saron merchant fleet
Glabrous	Hairless	A Rickobite world and source of their most trusted servants. It is also the training centre for their financial classes (closed to outsiders).
Glasy-alabolas	Winged dog	Zarktek general of Canis, fled to join Oze on Gaum during the Hundred Year War

Gloxinia	Flower	Penti world in the Third Sphere that exports flowers to the Home World as well as its much of its honey
Gol	A place of death	The original Xenoterop before the majority were removed from their bodies and placed in the machines.
Gold Star		A bar on Redren
Golden Eyrie (Nidus)		A sky platform above Nidus built to glorify the ancestors and Quill's craftsmen as well as act as a lodging place for pilgrims. Famous for its glass-floored square
Gome	A man	A hybrid Rickobite
Gopura, Khanum	Pyramid, wife of a khan	Ariel's architect, wife of Konak
Gopura, Konak	Pyramid, palace	Ariel's architect, husband of Khanum
<i>Gory Kamen</i>	Mountain	A Taira destroyer defending Larret
Gorcrow Common	Carrion crow	A new village outside Momus City Centre specifically created for TIA and TIN veterans and their families
Gräben	Valley	The name of a slave gunsmith from Sword who fled to Jyntee during the Third Slave Revolt (2869)
Gräben rifle	Valley	The most common weapon among the hussars; a long-barrelled rifle with a bolt action and a clip for five rounds. It was designed by the eponymous slave gunsmith of Sword as a hunting rifle but was simple enough to be mass-produced.
Grafter Haswed	Hard worker/grey or brown	Landlord of the Cat's Claw aboard <i>Our Mutual Friend</i>
Gramm Dool	Phrase/boundary	Mayor of Curia City, Zamut Empire
Granadilla	Passion fruit	Location of the sultans of the Saron Empire (though not its government which rests with the captains of the Great Trains). Their most famous export is tea.
Granadilla, House of		Rival merchant fleet to the House of Cucurbit in the Saron Empire
Gratin	Crust	City of the House of Sword and their main commercial centre; set in the mountains of the 'Alps' at a spot analogous to Geneva
Gratten (Captain)	Stubble	A TIN marine-captain on board the <i>Titan of Jarrah</i> during the Siege of Sagan
Great Barrier (The)		The green-coloured layer that separates the Third and Second Spheres caused by phosphorescent ice crystals reacting with the energy that keeps the spheres in place
Grecque (Admiral)	A pot with holes	The IZN admiral of the fleet on Tenaille (was in charge of the Siege of Sagan)
Gremory	Demon woman	General of Evetna II, commanded twenty-six legions of the Evetna quasi-aliens
Gridelin	Purple grey colour	World in the Firelands where the sentient bovine population was another product using Genetic technology but the latter failed to take into account the peaceful nature of the original species. Having fled the Genetic, these quasi-humans raise huge herds of non-sapient cattle of export.

Grilse	Young salmon	A former Uous world now in the Tun Empire famed for its export of fish (similar to Ghyll and Quahog) and also the home of the 9 th fleet of the TIN
Grivet	Monkey	An Ulupan world where the vervets are the largest tribe and where they grow fruit on their southern-most continent for the Simia outposts
Grobia (Admiral)	Clown	In charge of Tun's western fleet
Grue	Crane	The Parrhesia family butler on Dombox
Grume	Clot	A Tun world built on the ruin of the Genetric-Zarktek industries that flourished there and a major exporter of chemicals for industry
Grume (Lord) (d140BP)	Clot	The First Lord of Grume was the brother of Tatterdemalion I and was killed during rioting by the Tun people. His daughter survived, however, and her son is the current Emperor of Tun, Tatterdemalion III.
Grume (Archduchess)	Clot	The oldest member of the Tun Imperial Family and mother of the Emperor, she has been married three times and has numerous children that are now all part of the Court on Momus. Her first husband died during the Hundred Year War and was only a captain in the army but her father's connection to the first emperor (his brother) ensured her oldest son had a legitimate claim to the throne.
Guib	Antelope	An attendant at the Royal Court, Momus
Gurav, Captain	Three	Captain of the Karasor destroyer <i>Gora Polkon</i>
Gusoyn	Dog-headed demon	Zarktek general of Viscum
Guttae	Drops	A Tun world founded by escapees from the Enoth domain, it stood up to the might of the Enoth-Zarktek during the Hundred Year War by digging in and developing vast cave networks. Their name refers to the drops of water that the people had to listen to during bombardments. Today their creative skills, particularly glass-making, are their major export and Guttae Glass is known throughout the Third Sphere for its colour and clarity

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Hachimono	Grilled meat	Food producing world for Penti Prime with pork being their largest export
Hägg	Bog	A town in the centre of a marsh, another test in the Maze of Wuminger
Hakke	Chop	One of the original crew on the <i>Felspar</i>
Haku	Oak	Captain of the Shogun of Karasor's bodyguard and father of Amah, Narikin's nurse
Haliotis	Abalone	A world of ultra-alien semi-sentient shellfish that drift through the vacuum of space around their base world. The Uous brought them to the Third Sphere, their vast forms grazing on the ambient energy of the universe and the asteroids of the Eastern Spiral Arm but their origins are with the ultra-alien of Hubblenook for whom they are like cattle.
Hallux	Big toe	Pseudonym of the leader of the Free Peoples of the Third Arc, a writer from Acteon, author of <i>Inverting the Pyramid</i>
Halsing, Gyle	Embrace/beer	Senior journalist for <i>The Momus Sphere</i> and former Red Hussar
Halsing Family	Embrace	Owners of a number of newspapers across the Tun Empire, including <i>The Momus Sphere</i>
Hamadryad	Cobra	The snakes of Venor first colonised Hamadryad with the aid of Penti, but they soon fell out and Hamadryad has been cut off from the mother world for centuries
Hamose	Hooked	Junopta world that was lost to the Kilia but is now semi-independent. It was a major port but has declined along with the use of the Uhlan Road
Hamulus (Lord Admiral)	Hook	Admiral of the Tun Imperial Fleet on Naumach and responsible for construction
Han	Rice	The capital world of the Penti in the Third Sphere
Handsel (the Pure)	First use	High Priest of Lares in the Zamut Empire, famed for his piety and stubbornness
Hanjar	A knife	Bodyguard to Crotal Cucurbit
Happer (Captain)	Stutter	Captain of the TIN destroyer <i>Lion of Lesene</i> during the Siege of Sagan
<i>Harima Nada</i>	A bay	A Penti cruiser of the Taira clan based in the Han and Penti systems
Harrateen (Commodore)	Linen	TIN commodore in charge of the <i>Titan of Jarrah</i> during the Siege of Sagan
Hatago	Resting place	Penti world once used as a place of vacation in the Third Sphere for ordinary people rather than the ruling elite. The landscape painters of Hatago are also well-known outside of the Penti empire for their stunning renditions of rocks and water. Its biggest export is paper for making into screens.
Hederic	Of ivy	Brother of Quaich, a smuggler on the <i>Bokel</i>
Heimat	Home	Heimat retains much of its independence from the Tun Empire. Originally a world colonised by escaped slaves from the mines and factories of the Quelchemon, they managed to remain hidden and a beacon to freedom for centuries before the wars finally vanquished the Zarktek. Their numbers have been swollen by émigrés from the old Tun Republic looking for a new start. As a consequence of their semi-independence, the White Hussars put a large base on the surface (which

		is now gone). They are also famous for their chain of hotels across the Tun Empire, especially on Parnell Road, Momus City
Heptad	Seven	The seven sons of Apollyon that led the armies of Zarktek at the Battle of Variola and were defeated. Their whereabouts is unknown. They were created by the Quelchemon from human and ultra-alien DNA
Hesychast	A Quietist sect	A Saron colony and centre for book production, notably illuminated histories of the Third Sphere but also myths and legends.
Hibachi	A fire	A world where a variety of domestic articles are produced for Penti Prime
Hicatee, Professor	A tortoise	Professor at Mazurka College, Rhyton, known for his prejudice against quasi-humans – originally from Xramarsis
Hidari, Lieutenant	Left	Commander of the left outer-hull of the <i>Kyzyl Kum</i>
Hiraethus	Homesick	Zamut colony that has remained untouched by conflict and is a symbol of peace and harmony. Its chief exports are the products of its peaceful farming economy, a reminder to those conscripted into the navy whenever they see the origin of the rations they're given. They are equally famous for the poetic tradition serving the local gentry which have reached a wider audience through being put to music
Hoful, Doctor	Careful	Deputy Medical Examiner for the Momus City Constabulary
Hogo	High flavour	A thug employed by the Rickobite hybrid, Huspel Blastie on Rhyton
Hollock, Baric (Doctor)	Wine/barium	The Momus City Constabulary's medical examiner and a scientist at the College of Scientific Enquiry; egaged to Sequyl Carritch and best friends with her brother, Lilburn
Hollock Family	Wine	Wine makers and importers on Momus with a shop on Solace Road and warehouses in Vine Hills
Holmius	Element	Once part of the Enoth-Zarktek Empire, its factories are some of the most advanced in the Tun Empire. Its port exports to and from the core worlds across the region. It has a well-developed education system to train its merchant classes. However, during the Tun Civil War, it became a focus of disagreement between the varying economic ideals of its teaching staff. Unknown to most people, it was also the location of the Special Weapons division of the White Hussars
Holomorphic		The capacity for Minds™ to shape the air around them into likenesses of whatever they choose.
Holostei I - III	Fish genus	The three worlds of Holostei have had a rich history. Colonised by a splinter group of the Uous, they lived secretly for centuries. Their worlds were claimed by the early settlers from Tun, then by Penti, and were finally reunited with the rest of the Xramaria following the retreat of the Penti and the closing of the gates. However, in the fifty years after Variola, they declared independence from Xramaria. Now they only deal with each other and not the rest of Evigone
Hone Ruelle	Grumble/space	A flower-seller on Humble Place, Momus City
Hook	Hookah	Tobacconist on Slavers Road, Momus City
Hoshen, Captain	Sock	The youngest and most reckless of the Penti ranger captains, in command of the <i>Kara Bula</i>

Housel Family	Holy Communion	Property owners in Loon Borough and political rivals to the Carritch Family and like them had grown-up in the church on Momus
Hova, Clerk	Middle class	Enrolment clerk at the University of Rhyton – tipped to be the next Dean
Hubblenook	Second Sphere	The Hubblenook system is composed of thousands of large asteroids and millions of small ones that form a ring around their star. Some of the largest are planet-sized but none have an atmosphere and nobody knows how the silicon-based lifeforms which inhabit them could have evolved in such a hostile environment. It is possible the ring was once a planet or series of planets but whatever happened occurred a very long time in the past. When the Lords rescued them from the Acquisitors, they were interstellar travellers with a small empire of rocky worlds and asteroid fields. On their arrival in Evigone, they still made and used advanced technology up until the 9 th millennium when they were attacked by the Penti and their civilisation destroyed. The inhabitants today are a diverse group analogous to sentient clay and include the rock-eating haliotis (their equivalent of cattle) which have proven exceptionally useful in separating precious metals from ores. On the asteroid known as Hubblenook V, the more intelligent species, according to Fewtrils Fidalgo, are shy but friendly.
Huldi	Turmeric	Chef on board the <i>Kyzyl Kum</i>
Humanist Party of Zamut		One of the two main parties in the Zamut Senate and a popular movement across the Zamut Empire, the Humanists believe in the power of human progress and reject the power of the Ecclesiastical courts in the political business of the state (a position supported by their opponents in the Loyalist Party).
Hundred Year War		A series of wars, battles and events that toppled the tsars and re-drew the maps of the Third Sphere.
Huspel Blastie	Violent/dwarf	A Rickobite loan shark from the RBCC at the University of Rhyton
Huss (Lord)	Dogfish	Admiral of the 9th Fleet on Grilse

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Ibn Firnas	Arab scholar	A shuttle pilot in Panadawn – a <i>pi</i>
Ichneumon	Wasps	The terror that was made by the Genetric for the Zarktek to use against their enemies in Third Sphere. They were only deployed once, on the Saron world of Harmony, now known as Waspania, where all human life was destroyed
Ichors	Blood of the gods	The first bloody war in the north-west where the Zarktek began to be driven back towards Variola
Ido	A language	A Thulian artist, student at the University of Rhyton
Igai, Captain	Mussel	A fisherman from Kani village, Kuchī Island, Penti Prime
Ignicolism	Fire worship	The main religion of the Zarktek - usually defined through a number of cults such as the Cult of Apollyon
Ilex (Captain)	Common holly	The White Hussar captain charged with hunting down the avatar; a member of Special Operations based on Unguis
Illusius		Sagan commander of the Third Legion of the Sagan Army responsible for the freeing of the Cromornan people in the concentration camps around Dux
Illysia		Leader of the Sagan Council, wife of Auryllius and mother of Petryllius
Illyus		Member of the shadow-elite
Imbosk Forest	To hide	In the days of Zarktek-ruled Momus, run-away slaves hid here in what was once dense forest, much of which has now been cleared for new housing
Impan Bakeries	Make bread	One of the richest families on Momus with a chain of bakeries across the city and hundreds of acres of wheat fields in the country
Impasto	Thickly laid colours	A Thulian artist
Inopia Hill	Poverty	The poorest of the seven districts of Dux, Cromorna
<i>Inquirer of Heimat</i>		A White Hussar research ship
Ipes	Lion with the head of a goose	Zarktek prince sent to lead the armies of Genetric who founded the palaces of Curia that became the capital world of Zamut. Ipes was more interested in business than in war and tried hard to keep relations from deteriorating between the human empires of the south and the Zarktek. He managed to settle the battle between Eurynome and the Zamut/Saron alliance by proposing the Treaty of Nabob, an agreement to licence Zlativan Minds™. He commanded 35 legions during the war. Ultimately, his work on genetic mutations and gene-splicing brought him ill-renown and he was forced to flee before the end
Irrigo, River	Irrigate	One of two rivers that run through Curia City
Irroro Park	Rain	A public park in the Zamut city of Curia founded by Prince Ipes
Iro Archipelago	Colours	An archipelago on Penti Prime – a neutral belt of islands along the equator not claimed by any of the clans but home to many individual families and exiles from other clans

<i>Iruka</i>	Dolphin	The Ryōshi family fishing boat
Isamus	Second Sphere	The entire planet is in fact one giant sentient life-form and was brought, complete with its own indigenous flora and fauna, to Evigone to preserve its uniqueness. Some humans tried to settle there in the early years of exploration but such was the feeling of being constantly watched that they fled in terror. When Fewtrils Fidalgo landed near the central sea 500 years ago, he too reported strange sights and sounds akin to ghostly apparitions and did not stay long. There are no reports of any of the other Second Sphere races ever trying to visit or make contact with the creature beneath the surface though there are some stories of being warned away whenever anyone has entered the system - though how this was done is not recorded.
Ishan	Town	Penti clan responsible for manufacturing
<i>Issyk Kul</i>	Place	Taira cruiser defending Torii

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Jagir (Baron)	Annuity	Baron Jagir is the Court appointed ruler of Unguis. A poor choice for a world on the edge of rebelling against the Imperium, he has made matters worse with his arrogance and excessive lifestyle.
Jamadar	A policeman	Weapons Master on board the <i>Kyzyl Kum</i>
Janizaries (Scarlet)	A soldier	Elite soldier of the Penti clan of Taira
Janus	Two-faced	Bounty-hunter on Arroba
Jararaka	Snake	Leader of the Venor
Jarrah	Gum tree	During the Enoth occupation of the region Jarrah was their financial centre and was run by the Rickobites. It still functions as a local bank and holds the mortgages of many farms among the Tun Home Worlds. The system is disputed with Saron and there was a short campaign in 2983 that was easily defeated by the Tun military who continue to maintain a large fleet on and around the planet. Today, its rubber plantations are its biggest asset with exports across the Third Sphere
Jaspis Oda	Jasper/harem	An alias of Ballard Bistoury
Jeames Family	Footman	Property developers in Momus City responsible for the Beggars Wharf estate
Jennet, Valgus	Small horse/club-foot	President of the Free Port of Aiseldur in the Zamut Empire and one of the first to seek independence from the Empire
Jessant Family	Heraldic bird	Responsible for developing Grazers Fields in Momus City
Jesyllius	Sagan	Member of the SIU on Arroba – brother of Junillius, son of Baryllius
Jhelum	A river	An old priest from Kajawah
Jido, Lieutenant	Map	Second-in-command of the <i>Karatoba</i> , navigator and pilot
Jisa	Governor	Exarch and radar operator on the <i>Karatoba</i> – a former War Master
Jokul	Mountain	A crewman on board the smuggling ship <i>Boke!</i>
Jook	To jab	A Tun Home World and one of the oldest Tundra communities in the south, it became part of the revolutionary movement, the Free Peoples of the Third Arc, to protest against the Tun Empire
Jubbah	Cloak	Son of Jhelum
Jugam	Yoke	It began as a colony from Wicopy then became one of the first Saron worlds but was taken over and turned into a slave world to serve the Quelchemon-Zarktek tsar Urobach. Since the war, and with help from the Empire of Xramarsis, they have become an important source for tea, coffee and cocoa for the rest of the region. This is due entirely to where the escapees fled to from the camps; in the hills and mountains they discovered tea and coffee plants and when the war was over, they continued to grow them and now profit from their days 'on the run'
'Juggins'	Simpleton	A student at the University of Rhyton from Thulia – see Webster, Mazard

Jukskei	A game	Known as a highly prejudiced planet in Xramarsis, that reputation may be due in part to its function in the Empire as a place of rest and recreation for the tough miners contrasted against the almost monastic existence of the local population
Junillius	Sagan	Member of the SIU on Arroba - brother of Jesyllius, son of Baryllius
Junopta	Second Sphere	The planet is almost entirely sky with just a small core in the centre to keep the atmosphere from floating into space. This unlikely combination has led some scientists to suggest it may not have formed naturally and the core might actually be a form of higher technology keeping the planet stable. The evolution of the Junopta people is also a matter of speculation; it would seem unlikely they evolved wings to take advantage of the conditions and it has been suggested they were created by a more advanced race too. This bird-like species lives almost entirely in the air or on floating platforms, some of which are the size of small cities. Though they developed quickly on their arrival in the Second Sphere, they could not take advantage of the Third because the atmospheric and gravitational differences with their own world are too great. With the aid of the Genetic, they created the flightless Quill to extend their empire on their behalf. When they came into contact with the Kilia, there was a major war between them which the Kilia, served by their creations, the quasi-alien Ulupans, and by their more advanced science, were always bound to win. The Junopta retreated to their home world in the Second Sphere and took the Quill to their current location at the southern end of the Third Sphere where they have since grown their own empire.
Jyntee	Charcoal plant	The planet where many refugees from the civil war on Sword have ended up. Though the Tun Empire has declared it to be a baronetcy, it has never appointed a baron so the seat remains vacant. The neighbouring kings of Valhalla and Aesir claim it as part of their domain. Its position on the Ouroboros Road, plus the existence of the Free Port, has made it a regular stop for ships so various local (democratic) agencies exist to keep order, among them the Guilds of the Port of Jyntee.
Jylland (Captain)	Jute land	Captain of the <i>Cissoïd Corindon</i>

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Kaains	Crackling	A city on Sword devastated by the civil war. Situated at a spot analogous to Cologne on Earth
Kabaya	Light jacket	A crewman on the <i>Merula Satara</i>
<i>Kabbelow</i>	Salt-cod	A Droger barge confiscated from the former owners and used by the White Hussars
Kaimakam	An officer	A world in Quill that began as a Zlativan-Zarktek colony where many examples of their technology still remain. It is also extremely dangerous at present since the Zlativa guard their secrets closely and the world is currently off-limits
Kaishaku	Executioner	Created to defend the gate to Droot against the armies of the Enoth-Zarktek, it was commonly seen as a suicidal placement. Lodged between several hostile forces and on a main road, the position was almost indefensible but somehow the Penti held on even after all the other gates were closed. Less vulnerable today, it has become a base for the Karasor fleet and a cultural centre for Karasor values shared through their poetry and story-telling.
Kajawah	Camel litter	Home of the Sa'ic Company in Xramarsis
Kaji	Fire	Nokodo's assistant on the <i>Kyzyl Kum</i>
Kakapo	Ground parrot	Quill world producing fruit for the empire
Kakemono	Painting	Silk producing world in Saron made up of refugees from the Genetic-Zarktek Empire
Kal	Knife	Chef on the <i>Karatoba</i> – a former Sword Master
Kalon	Morally beautiful	The bottom of the Third Sphere and the heart of Saron's religious focus, hidden from the rest of Evigone by dust clouds and nebulae. Gateway to Zlativa, it is in fact populated with Zlativan Minds™
Kamik	Sealskin boot	The nickname of the 3 rd Duke of Terbia
<i>Kangnam</i>	Town	An Ishan repair ship on Penti Prime
Kapade	To wear	A servant on Granadilla - Crotal Cucurbit's dresser
KAP	Kinaesthetic Anti-Particles	Background energy used by the Exarch disks to create the Partial Reality bubble that enables ships to travel around Evigone or to defy gravity on any of its worlds. It can be seen in polarised light as a green gas
<i>Kara Bula</i>	A place	One of the eight ranger ships employed by the Penti, commanded by Captain Hoshen
<i>Kara Darja</i>	A desert	A ranger ship once under the command of Lieutenant Jido of the <i>Karatoba</i>
<i>Kara Kum</i>	A desert	Sister ship of the <i>Kyzyl Kum</i>
Karasor	A village	Kruvak's clan name and the Penti clan responsible for all expeditions in the defence of the Empire
Karasor, Narikin	Wealthy man	Eldest son of the Shogun of Karasor
Karasor, Niban	Second	Narikin's younger half-brother and governor of Hitago
Karasor, Shogun	Lord	The head of the Karasor clan and father of Narikin
Karasor, Titer	Gold	Narikin's half-brother and Lord of Kaishaku

Kani	Crab	A village on Kuchī Island
Kanja, Captain	Agent	Captain in charge of the Karasor mission on Jyntee
Katakuri	Starch	Shield world for the Penti in their defence against the Xenoterop from gaining access to the gate for Nobit and the Second Sphere. Now in the hands of the Rickobites and with access to the mines of Omuta, Rickoby is using the joint resources to process and sell metals
Kawakamasu	Pike	A village on Kuchī Island
Keratella	A worm	Rickobite world populated by worm-like quasi-aliens
Kermesse Ring	Charity bazaar	The protective shield around Ulmus/Orme
Khana	Supper	Pelisson's maid on Granadilla – a <i>veshayaon</i> and sister of Nashta
<i>Khorasan</i>	Province	Flagship of the Kaishaku fleet
Kibble (Ensign)	Stick	A member of the bridge-crew on the IZN <i>Paragon</i> 1-B
Kiboko, Captain	Whip	Captain of the Karasor frigate <i>Mozdok</i>
Kicksey	Trousers	A maid in the Dirigent household on Momus, Tun Empire
Kilia	Second Sphere	Officially the 'Kiliamathmarason', the Kilia is one of the oldest and most advanced species to be brought from Urim. They had occupied hundreds of star systems and ran a vast empire which made them an obvious target for the Anatase Acquisitors. They were also on the verge of becoming like the Lords themselves and had begun to exist in a semi-corporeal state but are still reliant on the bodies of the giant lizards they brought with them to hold their exceptional minds. Their world is believed to be artificial – with a crust of lifeless desert protecting whatever lies beneath. It was probably not their home world but a repository for their culture and civilisation, given to the Lords to ensure their survival should they lose their war against the Anatase. They alone know the secret of how to make Exarch disks. In Evigone, they created the Ulupan Empire, the strongest in the Third Sphere, by splicing ultra-alien DNA with that of a variety of primates. While they supported the general aims of the alliance against the Zarktek, there was virtually no co-ordination between them during the Hundred Year War. They fought their battles on their own and aided nobody else. The Ulupan Empire continues to sell Exarch disks to the rest of the Third Sphere, along with weapons and other technology.
Kimidori	Light Green	The island where the palace of the Shogun of the Karasor can be found, on Penti Prime
<i>King of Momus</i>		Flagship of the 1 st TIN Fleet
Kissel Lapron	Dish/rabbit	Senior member of the Panadawn secretariat
Kleinia	A plant	One of several Penti worlds in the Third Sphere colonised during the last and final phase of Penti expansion. Specialises in flowers for their beauty but also for their chemical properties which are sold-on via Lithobian traders to the rest of the Third Sphere.
Knot, 'Rigger'	Wading bird	The engineer in charge of the Pavonine generator on the QMM <i>Apus</i>
Kolan	Town	Penti clan responsible for administration

Krameria (Princess)	Plant	Second of Tragacanth the Gold's children.
Kreef	Lobster	The nawab of Nautch and head of the House of Sanko
Kruvak (Captain)		Famous Penti Pirate, though actually a Prince of the Karasor
Kuchī Island	Dark green	A market island in the Midori Archipelago belonging to the Karasor
Kuchitori	A side dish	A Penti world supplying various luxuries to Penti Prime, including its lacquer-ware furniture
Kujira	Whale	Fengtai's eldest and biggest brother
<i>Kuyga</i>	A cold place	A Taira frigate defending Larret and the western end of the Penti Empire
Kunaichō	Household	Steward to the Karasor family on Kimidori Island
Kvike	Quitch grass	The world is a relatively new acquisition for the Quill Empire and they are still in the process of building their colonies after taking over from the Zamut Empire. Their largest export is sausages and other pork products.
Kyllius	Sagan	Part of the SIU on Nabob, twin brother of Ctyllius
<i>Kyzyl Bulak</i>	Village	A Karasor ranger ship
<i>Kyzyl Kum</i>	Desert	A Penti ranger ship under the command of Captain Kruvak
<i>Kyzylagash</i>	A village	Flagship of the Karasor clan of Penti
<i>Kyzyl Mazhalyk</i>	A village	A Karasor destroyer defending the Eastern end of the Penti Empire under Captain Uigur

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Lacuna	Pit	Zamut world where slave labour (mostly prisoners from Damocles) was being used to excavate raw materials, including gold and silver, from the planet's surface. The pits left over have been turned into ponds and landscaped for the benefit of the local people..
Laquais (Director)	Lackey	Director of the political liaison office at the headquarters of the Sa'ic Company on Kajawah
Lambitkin	Second Sphere	The inhabitants of Lambitkin are like bulls in their appearance and behaviour and have changed very little since they were brought from Urim to Evigone. Primitive and violent, during the Great War, they were employed as mercenaries to fight for whichever side paid them the most. They survived the Battle of Yull because they ran away. Their planet is covered in ice and dense clouds and it is unlikely they originated there but were created by another species – some say the Anatase since the skeletons of the Taurini that once guarded the palaces of Panadawn bear a remarkable similarity.
Lampern Family	Of lampreys	Landlords of the Spires Town estates and other properties in Momus City, also involved in politics
Langur, Manager	Monkey	Organises the Ulupan factories on Douc
Lanos (Via)	An island	The road that links the Nicol Road with the Spice Road
Lapilli	Little stones	Pilot of a shuttle between Kajawah and the Diamond Hub, Xramarsis
Lares	Shrine	A Holy place for the Zamut and untainted by Zarktek, second of Zamut's ecclesiastical courts, ruled by High Priest Handsel
Larret	Panadawn	Panadawn-Vespillon Capital World
Larus	Genus of gull	A class of yacht popular among the elite of Evigone
Lattee	A stick	Vizier to the House of Granadilla
Latrodectus	Black widow	The most dangerous of all the Xenoterop-Zarktek armies after their close relatives, the Lycosa, these quasi-alien spiders were particularly adept at tunnel warfare. They were one of only a few Zarktek armies not to be defeated on their own planet during the Hundred Year War.
Latyllius		Leader of the SIU based on Sword, father of Yulia, later moving the unit to Momus and forming a private security company
Laverd, Count	Lord	The Imperial revenue collector on Smorzando
Lesene	Pilaster	A Tun border post that watches and monitors Zamut activities – home of the famous Cuirassier Squadrons
Leveller		A class of ships built by a consortium of shipbuilders on Arroba and elsewhere with parts sourced from across the Third Sphere and leased to supporters of the Empire of Rickoby
Liefer, Dean	Beloved	First dean of the University of Rhyton after the Hundred Year War – did much to save it from the destruction of the victorious powers, arguing for its continued existence at the Council of Empires and getting a special section in the Neutral Zone Treaty to keep it from being dominated by the new Tun Empire

<i>Lion of Lesene</i>		TIN destroyer and carrier for the elite Cuirassier squadrons
Limax	Slug	Sent by the Xenoterop, the quasi-alien Limax conquered the early human colonies of Tun but they were virtually wiped out after Variola. Under Xramaria, the planet was used for processing ore but very little else. Since being taken-over by the Empire of Rickoby, however, the surviving Limax have come out of hiding and their underground tunnels restored and they are once again processing ores to produce steel for Rickobite warships
Limula	Panadawn	Panadawn-Vespillon world but originally an unused colony belonging to the Karsor clan of Penti
Lineate Xantho	Lines/yellow	A flower-seller on Humble Place, Momus City
Lis (General)	Quarrel	General of the Sixth Legion on Duovir, ostensibly present to protect the law but often in conflict with them over the costs of keeping such a large legion on their world.
Lithobius	Centipede	Planet dominated by quasi-human insects created by the Genetic for war but actually quite peaceful and agrarian in nature
Lobose	Lobes	A new Rickobite world in the East where ships are being built to build up their trading fleet in the area but may also be the location for building warships. They are also producing weapons.
Lords of Wuminger		There are six principal Lords and numerous minor aspects of the general consciousness, they are also known as the Wou'Merites, the World Makers or the Wizards of Wuminger
Loyalist Party of Zamut		Traditionalists in the Zamut Senate, the loyalists draw their power and support from the Imperium and the Ecclesiastical Courts and are opposed to the liberal ideals of the Humanists.
Lucifruges	Spirit of the night	Quelchemon-Zarktek general in command of Sword, he was defeated by the human forces out of Cromorna and Rhyton
<i>Luminous</i>	Glow	The joint project between the Sa'ic Company and the Empire of Rickoby to build a vast new ship using the base of a <i>Thunderhead</i> warship. Under-written by the RBCC and built at the shipyards on Sabulous, it was intended to be similar to the <i>Cisoid Corindon</i> but more than twice as large, a centre for education but also trade.
Lute	Guitar	Saronese world where the Sanko Dynasty began. One of the oldest and richest of Saron's colonies, its arboretum is one of the most famous and features a Foron tree. Lute is most famous for its fabrics woven from silk and wool and sold via the trains across the Third Sphere.
Lycoperdan	Fungus	A world covered in fungus, the result of a catastrophic genetic mistake
Lycosa	Wolf spider	Like the Latrodectus, these highly dangerous quasi-alien spiders were used by the Zarktek in the vanguard of all their battles, and were undefeated until the fall of their commanders. They were especially adept at fast manoeuvring on the battle fields and used their poisonous bite to kill their enemies. The exception to their general success was at the Battle of Lithobius where they lost against the quasi-human centipedes because their poisonous fangs had no effect on them
Lygia	Crustacean	A warlike race of quasi-aliens used to defend the Xenoterop-Zarktek border with Ulupan

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Macaque	Monkey	An Ulupan world which breeds soldiers to defend their empire
Malphas	Crow demon	The Zarktek general of Peba, his attempts to use the Genetric created armoured quasi-humans failed miserably and he was forced to abandon the project
Mammon	Demon of wealth	He was tsar of Doit and one of the few to be tried and freed by the court of the Council of Empires at the end of the Hundred Year War. He was freed on the grounds that he had not taken part in any of the fighting but it is more likely that he was able to secretly bribe his way out of sentencing
Mangabey, Mother	Monkey	The Ulupan captain of a 'C' class ship supplying the border posts along the Simian Way
Maniglion (Sergeant-major)	Of a cannon	The sergeant-major of the 55 th Green Hussars, a veteran of over twenty years
Mandrill	Monkey	The most warlike of the Ulupan races are based on Mandrill
Mantid	Mantis	Giant attack insect bred for war on the planet Tenrec
Mara		Kilia founder of the colony now called Simia IV
Marah Palisander	Bitter/rosewood	Leading lady and principal singer of the Royal Players from Gibus
Maralia		Member of the Sagan Council, mother of Mysellius and leader of the SIU
Maranatha	Lord is come	High Priest of Flamen
Maranta	Plant	One of the newer worlds of the Penti in the Third Sphere created as a garden for its people but now under siege by the Empire of Rickoby. Still exports large quantities of temperate fruits and nuts to Penti Prime, especially cherries and walnuts
Marbas	Lion-headed, fire breathing demon	Zarktek general in charge of Gizzen
Marchocias	Wolf demon	Zarktek general of Thanotos with thirty-six legions at his command
Mareschal (Lady)	A marshal	The wife of Governor-General Marish, daughter of the son of the Archduke of Torchon and the daughter of the Nawab of the House of Saron, and the Tun ambassador to Panadawn
Margosa	Bitter oil	A world near Kajawah that produces crude oils from beans for use as lubricants in machinery but their largest export is rubber for use in industry. Also famous for their music and song-writing tradition.
Margrave (Captain)	Owner of lands	A Tun captain with the 55 th Green Hussars, son of the steward of the Duke of Torchon's estates
Maguno	Tuna	Fengtai's second eldest brother, the musical one
Marikina	Monkey	Along with Marimonda, this Ulupan world was as far south as they managed to conquer before withdrawing to their core worlds following the economic rise to power of the Rickobites and their subsequent domination of the region
Marimonda	Monkey	During the last phase of Ulupan expansion, following the collapse of Zamut influence in the region, the Ulupans took over and renamed the former human colonies Marimonda and Marikina. Neither world is currently occupied

Marish (Governor-general)	Made in a bog	Governor-general of Cromorna during the occupation, appointed to negotiate a new treaty with the Tun Empire
Marlag	Sailors' prison	An Xramarsis world used to hold prisoners from the Hundred Year War
Mashif	Demon	Second tsar of the triumvirate that includes Af and Ema; he was appointed tsar of Pulheems and commanded to build an army from the slaves bred on Momus. He successfully defended their position during the Battle of Pulheems by promising the leader of the slave army, Tatterdemalion, an Imperial title over the whole of Tun
Mastema	Satan	Zarktek general of Blaw that commanded thirty legions in the war against the Kilia-Ulupan at the Battle of Penumbra
Math		Kilia founder of the colony now called Simia III
Mattoids	Genius/fool	Suicidal mercenaries
<i>Mawr (Saint)</i>	Story by DH Lawrence	A small yacht built on Earth and equipped with both Exarch discs and Anatase engines for exploration in Evigone
Mazout	Crude petroleum	A world where fossil fuels exist but only in tiny quantities. The planet, now part of Rickoby, converts these into high-quality lubricants for use in manufacturing.
Mazurka	A dance	The human presence there was established following the defeat of the Zarktek queen, Astaroth, by the famous Vedette Squadrons. The Tun Empire has attempted to manipulate the Vedette into attacking their own people by claiming a lack of moral correctness and general disloyalty to the throne. Three brigades of the 2 nd division Green Hussars, the 3 rd fleet if the TIN as well as the Vedette are based there.
Mecum, Vade	Ready reference	Kalmia's second in command or deputy principal on board the <i>Cissoïd</i> – was engaged to the Duke of Entasis
Medlel	Corruption of 'meadow'	A refugee from Sword employed by the University of Rhyton as a general servant
Megaloskeras ^{MDLXXX} (Emperor)	Giant elk	Or Skeras – the Emperor of Anatase and creator of Panadawn. He is the 1580 th incarnation of his form rather than the 1580 th emperor.
Megaron	Room with porch	The first colony world founded by Rickoby. There is still Rickoby influence in that the planet provides banking services to the region and has a famous school of mathematics
Melanitta	Duck	Zizania's maid, from Ortolan in the Saron Empire
Menylace	The 'Magnificent'	Famous for his palaces – former Sultan of Saron
Merenda	Snack	The Parrhesia family's maid on Dombox
Mermithid	A parasitic worm	A Xenoterop world kept inhospitable to human invaders by a deadly worm that burrows into human flesh. The gate to Lambitkin is also found here
Meros	Architecture	The road that crosses the equatorial region between the northern and southern hemispheres of the Third Sphere. It extends north as far as Podagra and as far as the Ouroboros Road between Jyntee and Sword to the south

<i>Merula Satara</i>	Blackbird/woollen cloth	Saffian's ship out of Sagathy in Saron
Meson blade, cannon or mortar	To divide in half	The standard defence system of Panadawn-Vespillon ships is the Meson weapon powered by a ship's Anatase engines
Meta-world		The repository where the minds of the dead are kept by the Lords of Wuminger
Metope	Frieze	Zamut world exporting highly prized domestic luxuries but also famous for its political murals
Metropoli	Capital city	A world in the Firelands made up of quasi-human shrew-like creations of the Genetic. Like Rodentia, they guard their independence fanatically by producing their own weapons and defending their world with rigorous training and conscription to their armies
Mico, Investigator	Marmoset	An Ulupan scientist on Callithrix
Midori Archipelago	Green	The archipelago ruled over by the Shogun of Karasor on Penti Prime – named after the largest of the islands where the local market takes place
<i>Midsummer Dream, The</i>		A Lithobian garden-ship
Migi, Lieutenant	Right	Commands the starboard hull of the <i>Kyzyl Kum</i>
Mi'Kale	Michael	Because of the fire symbol (a red trident) associated with his name, the Lord Mi'Kale is often worshipped by soldiers or by people praying for deliverance
Minds™	Zlativan	Creations of the Brain Globes of Zlativa in their war against humanity
Miniminds©	Creations of Famulus	All sub-species of Minds™ were outlawed during the Hundred Year War
Misoshiru	Soup	Food producing world for the Penti (mostly vegetables) but also famous for its plays about Penti mythology
Mizuiro, Emperor	Light blue	Emperor of Penti – from the Kolan clan
Mjöhir	A hammer	Former military base of Saron, now independent, led the battle against the Enoth
Mola	Sun fish	The god of the 'bony fish' of the empire of Xramaria and one of the original Uous that created the quasi-human fish
Moldau	River	Tun world that exports cattle and leather products across the region including furniture whose heavy designs have become popular among the military classes of the Tun Empire and can be found on many of TIN ships as well as the houses of the rich.
Moloch	Devil	The former tsar of Quathlamba, he was freed by the Council of Empires during the war crimes trials after convincing evidence was presented to show he had helped humanity and had not taken an active part in th war against them. During his stardom, he gave humans more autonomy and civil rights. He was the last person to receive an Eternal Comitatus from the Sagan. He lives on Sardonyx Island on Rhyton, as a scholar as well as a prisoner.
Momus	God of ridicule	The seat of the Tatterdemalion Dynasty and capital world of the Tun Empire
Momus, Prince of	God of ridicule	Tatterdemalion's only surviving full brother and Supreme Commander of the White Hussars

<i>Momus Sphere, The</i>	God of ridicule	Largest newspaper in the Tun Empire
Mooi Mirbane	Good looking/ Perfume oil	Captain of the <i>Alcedo Atthis</i> and niece to a Sagan warlord
Morax	Bull-headed demon	Zarktek general of Acrolith
Morglay	Sword	A world of dissidents and pirates, ruled by former Penti warlords that rebelled against their Empire. They took the planet from the Tun Empire and use their close proximity to the Via Plutus, Via Lanos and the Diaglyph to extract heavy tolls or a heavy price from trading ships travelling through their space. This world is generally avoided
Mormo	Goblin	A Quelchemon Zarktek world haunted by the remnants of the Zlativa that betrayed them at the Battle of Nabob
Motley (River)	Changeable	The river that runs through the capital and court complex of Momus, approximates to the river Seine on Earth
<i>Mozdok</i>	Place	Karasor frigate guarding the gate to Droot in the Kaishaku system
Mullion, Tammuz	Stone window/God	Alter ego of David Stone; an assassin
<i>Muna</i>	A river	A Taira light-frigate (one with only a double hull) supporting the main force out of Larret
Murram (Brigadier)	Red clay	Black Hussar commander in charge of the squadrons sent to attack Cromorna
<i>Muroto Saki</i>	A peninsula	A Penti cruiser from the Taira clan that patrols Uraeus
Mutch Queest	Cap/pigeon	An informant for the Momus City Constabulary
Muttlem	Second Sphere	The worlds of Muttlem Major and Minor are almost identical in every way. Fewtrils Fidalgo, in his voyage there five hundred years ago, speaks of the inhabitants' love of symmetry and reflections where even its people have two heads. According to Narikin Karasor's <i>History</i> , they were a curiosity in their home galaxy and the Lords saved them for that reason. Their development has been extremely slow but they have contributed a wealth of music to Evigone and their songs are known even in the Third Sphere.
<i>Myoo</i>	A demon	The Penti name for Xenoterop Death Machines
Myrmec	Ants	The world where the troops for the Xenoterop-Zarktek army were created
Mysellius		A Sagan agent and now a member of crw of the <i>Coriolanus</i> , also the father of Allis Ruddoc
Myxine	Eels	A prostitute on board the smuggling ship <i>Boke!</i>

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Naaman	Leper	Bodyguard to Rimmon
Na'Hum	Nahum or Noah	In his corporeal form he is imagined as a wanderer, observing nature. <i>The Bestiary of Na'Hum</i> , a survey of all the mammals of the Third Sphere, is purported to have been written by him, but is actually of Quelchemon origin. His symbol the dark blue square (for the element 'water')
Naberus	Cock demon	The Zarktek general of Ogygian who stood against Princess Eurynome and her desire to make war on the humans; he complained to the Heptad citing the damage Eurynome was doing to business relationships with the humans. Supported by Princes Stolas and Ipes, he succeeded in forcing the Treaty of Nabob that might have avoided the Hundred Year War in the Third Sphere.
Nabob	Governor	This important world has a long and colourful history mentioned frequently in relation to the Hundred Year War. Today it makes use of the technologies left behind by the Zarktek to build new and better devices for the protection of the Zamut Empire (making it an attractive prospect for the Quill Empire next door); it was also the location for Zamut's nuclear arsenal
Nagana (His Fiscal Majesty)	Disease	One of the ultra-alien Councillors of Rickoby
Naim, Captain	Eight	Captain of the Karasor light-frigate <i>Suber</i>
Naja, Gunner	Cobra	Operates a turret launcher on the <i>Kyzyl Kum</i> , a former bandit and member of the Snake Cult of Venor on Wanmori
Na'Lithan	Nathaniel	Na'Lithan represents the Lords as a whole and is said to welcome the dead when they arrive in the meta-world. His symbol is the gold star, often associated with all the Lords and with Evigone itself
Namaqua	A place, tribe	A steward on board the <i>Kyzyl Mazhalyk</i>
Namma	A well	A water stop-off in Xramarsis for ships passing along the Nicol Road, it has also become a useful trading centre, well-known for its spas and other facilities as well as an exporter of alcoholic beverages
Nandu	Ostrich	Quill world where poultry is bred to supply meat to the Quill Empire.
Napal	Trumpet	Radio operator on the <i>Karatoba</i> – a former admiral
Nappa	Tassel	The Duke of Girnel's daughter
Narghile	Hooker pipe	A Saron colony famous for markets and bazaars and conveniently close to the Droot Gate to the Second Sphere, its most popular export is tobacco
<i>Narmada</i>	River	Bhopal Cucurbit's ship, a phantom seen along the borders of the Kalon still searching for the Zlativa
Narnygai	Fish	The Ambassador for Xramaria at the Council of Empires, from Agnatha
Narthex	A portico	The name of Na'Lithan on some worlds of the Third Sphere
Nasalis	Proboscis monkey	Ulupan world on the eastern edge of their empire where they grow fruit for the ships that guard their border
Nashta	Breakfast	Pelisson's maid on Granadilla – a <i>veshayaon</i> and sister of Khana

Nasute	Keen sense of smell	Owner of the Vermillion nightclub under Arroba City
Naumach	Sea war	The world where the battleships for the Tun Imperial Fleet are manufactured under the command of Admiral Hamulus
Naupegus (Governor)	Ship builder	Governor of Tenaille and responsible for the IZN in the west of the Empire.
Nautch	Religious ballet	A Saron colony famed for its arts and for its gemstones which are sold via the trains across the Third Sphere.
Nawab	A chief	A governor of Saron
Nayaika	Whip	Second-in-command of the <i>Kara Kum</i>
Nacyon (Rao)	Nation	The Rao of Sapadilla, Nacyon was charged with winning Sapadilla from Zamut. A former naval officer, he was also a trusted advisor o the court and was often sent on ambassadorial missions across the Third Sphere.
Neanthe	Parlour palm	A Penti garden world in the Third Sphere and location of a school of photographers. It also makes equipment for its warships, including control systems and radios
Neem	Medicinal tree	A Tun world famous for its spas, its most popular export is sunflower oil for use in cooking.
Neen	Panadawn	Capital planet
Nekton	Plankton	Penti world supplying fish products to Penti Prime
Nephritis	Kidney inflammation	Master Mathematician and special counsel to Asa Fetida, a Rickobite hybrid
Nervus (Admiral)	Bow-string	Admiral of the IZN Fleet at Bastion – responsible for the defence of the eastern half of the Empire.
Neutral Zone Treaty		Made after the Hundred Year War at the Council of Empires on Gemote, the Treaty provides for the neutrality of the Roads around the Third Sphere
Nicol	A type of feldspar	The world where Nicol crystals (the essential component of Exarch Discs and Claught Drives) were first discovered among the asteroid belts that cut across that sector of the Third Sphere. Nicol City, founded on the prosperity of the crystals, has a population of over a million and is famed for its glass towers
Nicol Consortium		The principal suppliers of Nicol for Exarch production to the Ulupan Empire, they use companies like the Beni Fleet or the Sa'ic Company to deliver their metals and minerals.
Nicol Road		The main east-west route in the north-west of the Third Sphere, the Nicol Road links the Meros with the Diaglyph. It also links the Nicol mines with Ulupan.
Nide	Pheasants	Quill world and centre for grain production (mostly maize and millet) for the empire
Nidus	Nest	The religious world of the Quill Empire. Its central city plays host to thousands of devotees during regular pilgrimages as well as being home to priests and functionaries. The Nidus is the core of the Quill religion, a hollowed-out mountain with statues Mater Quill and Pater Junopta. Outside are the artificial hills that form the Reliquaire, the tombs of the Ancient kings. Pilgrims come to see the

		famous reliquaries of the Junopta and to study their birth in the stories of the uniting of the birds and human beings.
Niello	Black ink	A former Zarktek colony now under the control of the Ulupan Empire
Nigget	Small insect	Serving boy at the House of a Thousand Hours on Rhyton.
Nimmer	Thief	Son of Quaich the smuggler on the <i>Boke!</i>
Nishin	Herring	Fengtai's third eldest brother, the quietest
Noachal (His Fiscal Majesty)	Ancient	One of the original seven Rickobites that ruled Barras and the first Empire of Rickoby
Nobit	Second Sphere	The only inhabitants of this icy world are a symbiotic pairing of carrier and passenger who wander together across the glaciers searching for food. However, they were once a powerful, multi-world civilisation in their home galaxy, experts in manipulating the deep cold of space and known then as the 'Cryogenicists'. It is from the Nobit that the Genetric learnt how to freeze people indefinitely. But their technology and all forms of higher learning were stolen by the Penti in the 11th millennium and reduced what was left of their cities to rubble.
Nokodo	Go-between	Radio operator on board the <i>Kyzyl Kum</i>
Noksa	Fairly	A companion of Bulsar's from Redren, brother of Siffer
Nolang	Yellow	A trainee officer on the <i>Kara Kum</i>
Nora	Waterwheel	The Duke of Girnel's older daughter
Noto Island	Province	Largest of the islands in the Iro Archipelago on Penti Prime where many exiles from other clans live
Novita	Novelty	Nuncio's daughter
Nugolo	Cloud	Horse-trader on Cromorna
Nuncio	Messenger	King Sarasar's chief steward on Cromorna
Nute the Grand	Corruption of 'newt'	Famous for his palace in the Saron Empire
Nykin, Lady Samara	Term of endearment	A student on the <i>Cissoïd</i> , daughter of the Duke of Samara
Nyll (Lord-admiral)	Ill	Admiral of the TIN 8th fleet on Jarrah

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Oba'Hiad	Obadiah	In his corporeal form he is often imagined as a listener, empathising with the troubles of the people of Evigone. It is said that success in the Maze of Wuminger will bring the fortunate before Oba'Hiad and he will represent their interests to the other Lords. He is symbolised by a green circle (for the 'ethereal' realm or meta-world)
Octahedron	Eight-sided	Birthplace of the ark of Panadawn
Offe, Captain	A small piece	Owner-operator of the Droger trader <i>Sillock</i>
Ogpu	Secret police	Corner stone of the Zarktek psychological war where its agents were trained and prisoners questioned but lost to the Ulupan Empire during the Hundred Year War
Ogygian	King	Zamut world famed for its vast gardens, a legacy of the Zarktek, it is also the home world of the Emperor of Zamut but no longer the seat of power. The gardens produce honey that is very popular across the Zamut Empire.
Olid (His Fiscal Highness)	Rank-smelling	One of the Rickobite Council of Seven and an ultra-alien hundreds of years old
Omuta	Coal-mining town	A former Penti world rich in local raw materials and well-defended against the Zarktek during the wars, Omuta is particularly coveted for its vast coal-bearing asteroids, remnants of another world used in the construction of Evigone, which can also be found buried under the surface of the planet. Now in the hands of the Rickobites, they are using slaves to mine the resources for their own enrichment
Onomasticon	A dictionary	Core of all Minds™
Ophonia	Corruption of 'euphonium'	Wife of the Great Barnooli
Oran	Orang-utan	One of the few 'known' worlds of the Ulupan; mostly because (like the planet Dikmali) their name appears on so many crates of weapons sent from them and sold by the merchants from the planet of Ulupan
Order of Laws		The council of the Knights of Dombbox, presided over by the Grand Knights, the judges Demos, Barrat and Firman.
Orecto	Shark	A water world in Xramaria created by the Uous, they supported the Tun navy during the last push at Variola that won the Hundred Year War. Isolated by the Ice Fields of Orecto, they were the heart of the Tun Republic's resistance against the Zarktek but have since declined as many of the human colonists migrated to the south. Some human colonists have remained, however, and there is a vibrant community living in its tropical seas and on the islands. Their main export is sugar grown in cane fields.

Orias	Lion demon	Zarktek tsar of Penumbra that went with his brother Oze to try and persuade the Azaroth to help them but were chased away – this in spite of their vast combined army of 230 legions of quasi-aliens and quasi-humans
Orillion Vespertine	A battlement/ evening	An alias used by James Stone when he joined the Green Hussars on Rhyton
Orlon (Baron)	Cloth	Baron Orlon is the nominal ruler of Acteon, a distant cousin of Tatterdemalion III and tasked with hunting down the dissident leader of the Free Peoples of the Third Arc, Hallux.
Orlop	Lowest deck on a ship	Wool producing world formerly in the Penti Empire and now under Panadawn-Vespillon control
Orme	Elm or worm	The name the locals (Ormians) give to Ulmus.
Orran	Panadawn	Capital planet
Ortolan	Bunting	Part of the Saron Empire and its main source for rice, Ortolan was founded by another bird-like race of quasi-human escapees from Genetic. Famous for its hats using feathers from many species
Oryza	Centipede	A world populated by the creations of the Xenoterop. Made peace with their human neighbours after the war and now, like the Lithobians, specialise in farming - in their case fruit production for ships on the Diaglyph
<i>Our Mutual Friend</i>		A former Vespillon transport serving as a trade hub for the Panadawn Empire in the Larret system
Ouroboros Road	Snake that eats its own tail	The name of the road that links the Meros with the Via Panoptes and the Spice Road
Oxaditan	Second Sphere	Ultra-alien miners and mineral workers, they were the first to exploit the Nicol fields and create an empire in the Third Sphere that became Xramarsis. Long ago, their planet was dying long before it was rescued by the Lords and brought to Evigone. Their mythology talks of a great red eye which probably refers to their star becoming a red giant and the people seeking shelter beneath the ground. However, the planet is smaller than average and may already have been in decline long before the star scorched its surface. Little is known about its people; they rarely leave their burrowing machines or interact with other species. Why they chose to help the humans who eventually formed the empire of Xramarsis is unknown but it may have been an act of kindness to atone for their early alliance with the Penti which allowed the latter to conquer so many other worlds. Great miners and skilled with metals, the people of Oxaditan continue to be a benefit to Evigone and their lasting legacy will be the great hubs in the Nicol Fields.
Oxter Family	Armpit	Principal meat suppliers to Momus City, based in Drovers Town
Oze	Leopard demon	Zarktek tsar of Gaum that led a force into the Firelands to seek assistance from the quasi-humans there in the war against Penti but were turned back

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Palaestra	Wrestling school	Palaestra was founded by the Genetric but the Zarktek withdrew, leaving behind many former slaves (including many Zamut as well as Tundra people) while they strengthened their forces around Promoetha. The world became a key defensive position against the Zarktek during the Hundred Year War. Today it is a training centre for the Tun Imperial Army's Red Hussars under the command of Lord Dikkop. The system is disputed with Zamut and there was a short campaign in 2960 that Tun won.
Palinurus	Spiny lobster	Guard world to the Northern pole on the Diaglyph. Also supplied many of the troops for the Xenoterop-Zarktek, it was the site of a major battle between them and the Ulupans in 91BP, with no over-all victor.
Pall	Coffin cover	A crewman who serves as steward for Kruvak on board the <i>Kyzyl Kum</i> , a former steward from the University of Rhyton
Pallion	Gold or silver	Bookshop owner on Gemote – a quasi-human snow leopard who had once fought alongside the Penti during the Battle for the Firelands.
Pallone	Game	Son of Quaich the smuggler on the <i>Bokel</i>
Palmitin	Fat	Ambassador for Zamut at the Council of Empires, student of Frim Folderol
Palter	Mumble	Son of Quaich the smuggler on the <i>Bokel</i> , twin brother of Pallone
Paludine (Lieutenant)	Marsh	A lieutenant with the Green Hussars, cousin of General Marish
Panacea	Cure-all	A Zamut refuge from the wars on the Tun and Quill fronts - famous for its liqueurs and strong spirits but also for its musician president, the guitar-player and singer, Poco Fagotto
Panadawn Ark	Universal dawn	The great machine built by the Anatase in another galaxy to conquer ours. At the heart is the Tower, three kilometres high, a vast computer that can bend time and space, aided by millions of 'fish', machines made in the image of Earth's fish, to run its thousand-kilometre wide ship.
Panadawn	Universal dawn	The mercantile wing of the Panadawn-Vespillon Empire
Pancorp		The corporation of the Panadawn-Vespillon Empire
Pangasius	Giant freshwater fish	The god of the freshwater species of quasi-human fish in the Empire of Xramaria and one of the original Uous
Pannage Town	Feeding pigs	Where the pigs were fattened for Momus City and now another residential area and part of the Greater Momus conurbation.
Panoptes (Via)	God with golden eyes	The southern-most road that links from Saron to Quill and is the main Clearway along the border of Quill and Zamut
Paragon	Excellence	Zamut world where some of the best weapons technology of the Zarktek has been hoarded, adapted and produced for the IZN and the Republican Guard, making it a target for its neighbour, the Tun Empire. Its biggest export is, however, radio sets for domestic use.

Paregori	Tincture of opium	A Tun world on the Via Plutus once infamous for inventing the illegal drug 'Dragon Dust'. The wealth produced has made it one of the more developed worlds in the Third Sphere and following the break-up of the Tun Empire, one of the most independent of its laws. Today it specialises in chemistry and chemical studies for industry as well as perfumes for the luxury market
Parnel (Lieutenant)	Priest's concubine	A lieutenant in the Green Hussars during the Cromorna campaign
Parosus	Crocodile	An Ulupan world, former Zamut colony and the last to be conquered by the Kilia themselves. They have taken advantage of the former sunflower and olive groves established by the Zamut to export the oil to their own people
Parrhesia, Blowe	Free-spoken/blue	Follis and Tinnet's son
Parrhesia, Follis	Free-spoken/bronze coin	Lady Parrhesia's son
Parrhesia, Girella	Free-spoken/weather vane	Youngest of Lady Parrhesia's three children
Parrhesia, Gorges (Lord)	Free-spoken/whirlpool	Lady Noria's ex-husband, a banker for the RBCC living on Ecu with his new family
Parrhesia, Noria (Lady)	Free-spoken/water-wheel	Despite being the daughter of the Duke of Smorzando (who is also the Supreme Commander of the Black Hussars), Lady Noria frequently speaks out against the Imperial Tun dynasty and has campaigned tirelessly for the independence of Dombax and other worlds
Parrhesia, Riparia	Free-spoken/river-bank	Girella's sister
Parrhesia, Tinnet	Free-spoken/brushwood	Follis's wife
Parsing	To break down	A Tun Home World which, after the Hundred Year War, became part of the Tun Empire and was associated with the war of words between pro- and anti-imperialist demonstrators. It's home to a school of poets that protest in verse but also produce some of the finest love sonnets in the Third Sphere. Its most profitable export is, however, the surplus paper from its printing industry.
Parton	Crab	Manager of the House of a Thousand Hours, Rhyton
Pashchimee Panna, Captain	Western/emerald	Captain of the Saron Great Train, <i>Granadilla Emerald</i>
Pavane	A dance	A Tun World famous for its milk herds and cheeses
<i>Pavo Cristatus</i>	Peacock	A Kajawan dhow
Pavonine Field		The Zlativan version of the Exarch Disk; works on a rotating frequency that enables the ship to use projectile weapons synchronised to the field. Typical users include the Saron and Quill fleets. Though slower and less manoeuvrable than the Exarch/Claught combination, the field absorbs far more energy enabling the user to deflect objects of much greater mass than itself
Pazuzu	Demon of pestilence	The Zarktek general that, abandoned by his legions of Chuprassy, resorted to chemical weapons to hold back the invading Tun, Zamut and Saron troops

Peba	Armadillo	A failed Genetic experiment that hoped to create a battalion of hostile troops already armoured and ready to fight but miscalculated the innately peaceful nature of their source material. The Peba did, however, fight with the other nations of the Firelands to secure their freedom from the Zarktek. They now grow a number of different plants including large quantities of root vegetables which they export to their neighbours.
Pelike	Bowl	Quartermaster of the <i>Kyzyl Kum</i>
Pelisson, Pepon	Furred gown/pumpkin	Originally from the planet Strepit, Pelisson became a sub-lieutenant in the TIN and served aboard the <i>King of Momus</i> before becoming an envoy on Granadilla in the Saron Empire
Pelomega		An <i>omega</i> sent by Panadawn to Granadilla to spy on its government
Pentest	Precious stone	One of the three main families in the Empire of Xramarsis – responsible for running the Ruby Hub
Pentest, Pangony (President)	Precious stone/precious stone	President of Kajawah and the Empire of Xramarsis from 2BP-3AP, succeeded by Jequirity Valance.
Penti	Second Sphere	According to Narikin Karasor's <i>History</i>, there were once six moons surrounding Penti Prime but the sixth, the Ainos moon, was destroyed by the other clans many thousands of years ago and now forms the ring around the planet. The Ainos clan was forced into semi-slavery while the others, the Ishan, Karasor, Kolan, Qomal and Taira, went on to form the Penti Empire. Penti Prime is almost entirely sea and for that reason the Penti people have always been ambitious to acquire new technology to explore and conquer other worlds. They are one of the few races to have evolved almost entirely within the history of Evigone and were a simple, primitive race when the Lords took them from their home galaxy. The Empire Penti is one of the oldest empires in the Third Sphere and was always considered the most benign towards other species until the <i>History</i> revealed they had stolen most of their technology from other races in the Second Sphere, destroying some of them in the process. However, almost as an act of contrition, they were the ones that strove to protect the Third Sphere from the Zarktek and to support the quasi-humans in their quest for independence in the Firelands. However, their empire is primarily there to support their home world, Penti Prime, in the Second Sphere; a world covered in one vast ocean it does not have enough land to feed its population. History All through their empire building the Penti have maintained a simple political system based on their clan structure and devolution of power to local authorities. At the head of the Penti is the Emperor who remains on Penti Prime and has never been known to leave. All the clans have a head of family elected from their senior members who advise the Emperor on the <i>Takla Makan</i>

		(their parliament ship). These five heads form the Government and create, discuss and direct all of Penti's future policies. The clans operate through a series of chieftains who meet in clan-councils. Two deputies to the head of family lead each council, one verifying the other as they relay the orders from the Government on board the <i>Takla Makan</i>. In the Third Sphere each clan appoints a daimio (a military commander) to take control of individual worlds and sectors. Where there is an obvious military imperative these come from either the Karasor or Taira clans but for purely administrative duties they come from the Kolan clan. Where a world has been created as an industrial base the Ishan take control and if the world is for science or is being used for religious purposes (and this includes recreation) it is run by the Qomal. While Penti expanded slowly, they consolidated deeply. More than any other empire in Evigone, they have brought culture and civilisation to every world they have colonised. Planet Han is the jewel in their crown, rich in architecture and art. They have also helped other Second Sphere worlds gain a foothold, in particular the Forons, who had no technology of their own, were brought to the eastern worlds like Quercus and Zelkova to add their uniqueness to the Penti Empire. Their claim to the worlds of the Firelands took second place to their desire to see the refugees of the war gain a homeland. During the Zarktek wars these alliances proved vital. Worlds like Azaroth and Eyra that helped them win against the Xenoterop-Zarktek in the north were given autonomy. Afterwards, some of the new worlds the Penti had gained, such as Oryza or Testacella, they simply held in the power vacuum of Zarktek's defeat and by the Year Zero only the Karasor clan maintain bases on them. As the Empire of Xramaria began to shrink, Penti took control of their colonies in the Equatorial region, completing their band around the Third Sphere, but have allowed the quasi-human and alien fish to keep their independence. However, in the case of the Venor worlds, Uraeus and Hamadryad, Penti policy has been directed at isolating them from the rest of Evigone and no direct contact has been made with them for many years. Similarly, the planet Mormo, reputed to have Zlativan Minds™ still at large on its surface, is quarantined. Wherever they can they give governance away rather than cling to power they know they can never keep. The quasi-alien Ainos, servants to the Penti (created from a hybrid of their genes
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		and humans for specific duties in the Third Sphere such as mining) have their own councils using the same model as the clans. The human clan of Mjöhîr, allied to its brother clans of Valhalla and Aesir in the Tun Empire, attends to its own affairs but defers to Penti in matters of security. Even though they closed all their other colonies outside of the Equatorial region (with the loss of all the gates except those in their empire the Taira argued it was more important than ever for them to concentrate their strength on defence) they continue to build and develop their Third Sphere empire. They have reinforced their borders, guard the roads between northern and southern hemispheres, and have fortified every world and closed almost every link with the rest of the Third Sphere. And yet their civilisation within these borders flourishes and a few secret trading partnerships, such as with the agricultural world of Lithobius, persist. Today the Penti maintain their colonies in the Third Sphere in much the same as they always did and where there is no civilisation to keep, such as on the empty world of Sarillon, power devolves to the clan that uses that world and the most senior officer there at the time. Trade The Penti Empire only trades with itself. The majority of its colonies in the Third Sphere were built to provide Penti Prime in the Second with everything it could not produce for itself. Some of its worlds do trade with the outside but this is on a limited and very small scale; the Lithobians of the Xramarian Empire, for example, trades exotic flowers with the Penti world of Kleinia. Political leadership Direction for the affairs of the Penti Empire in the Third Sphere comes from Penti Prime in the Second. However, several of its eastern worlds, such as Quercus, are controlled directly by the Forons that were introduced there by the Kolan clan sometime in the First Millennium. The Forons have their own council. Similarly, the various Water Worlds like Nekton, the human world of Mjöhîr, and the Ainos have their own councils under the over-all supervision of local shoguns. Population Some interesting things to note; firstly, the population of the Penti Empire is in decline because many are returning to Penti Prime. This is in part due to their government's decision not to trade with the rest of the Third Sphere and to maintain closed borders across the Equatorial region. With no reason to stay, many of their merchant classes are returning to the Second Sphere in the hope of trade with the other ultra-alien races. The second reason they are leaving the Third Sphere is the threat of civil war back home; many of their troops are being recalled to try and
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		keep the peace between the clans. This combined with the threat of war in the Third Sphere and a strong belief the Zarktek were not defeated in the last war, is persuading many Penti citizens that they are not safe. Pop: c7 billion
Pentryl	Crystal	Daughter of Culgee, Ambassador of Saron
Penty	Cottage	A former Zamut mining colony in the North abandoned after Variola and now under the rule of the Rickobites who work the remaining population to death in conditions identical to slavery. It is said the over-seers are worse murderers than many of the prisoners on the four great prison planets, Exitine, Damocles, Marlag and Tartarus. Its main export is now steel for ship production.
Penumbra	Shadow	A former Zarktek world fought over and lost by them to the Ulupans who never settled there for fear of the shadows
Perfection	An ideal	One of the original human worlds colonised by the first explorers to leave the First Sphere, its only claim now is as a provider of foodstuffs to the Sa'ic Company (mostly corn)
Peritia the Cunning (King)	Skill	King of Corystoi II, keen to gain more power, he has supported the Tun Empire by putting down some minor rebellions while avoiding larger confrontations. Hiring out his army has made his world rich.
Persuivant	Following	The Drummers of Hubblenook
Petryllius	Sagan	Commander of the <i>VS London</i> and son of Auryllius
Phalera	Breast ornament	A quasi-human leopard from the Firelands, student on Rhyton, stayed at the Inn of the Golden Bear, and later became governor of the first Panadawn hub-ship, the <i>Oliver Twist</i> , in the Firelands
Phasmida	Stick insect	Sanidine's factotum on the <i>Felspar</i> , from Blatella
Phlegethon	River of fire	Northern world that became a battlefield between the Xenoterop and the forces of the Kilia-Ulupan, it guards the Diaglyph with Palinurus. The Battle of Phlegethon is said to be the largest of the Hundred Year war.
Picar, Grand Vizier	Broker	Chief Advisor to the Grand Sultan of Saron
<i>Picarel</i>	Small fish	A small trader under the Droger Company operating on short haul routes in the Tun Empire
Piet	Panadawn	A base for the Vespillon Fleet, but also where ore is processed for Panadawn
Pinax	Picture	Zamut university world and artistic colony famous for its publishing company and encyclopaedia
Pinniped	Sea lion	A cold world of genetically altered polar creatures
Piscine Company	Fish	Based almost exclusively in the Xramarian Empire, their giant spheroid ships are some of the largest in Evigone
Plack, Count	Small coin	The first collector of taxes on Smorzando, appointed by the Duke, and replaced by his grandson, Laverd
Platanna	Frog	First wife of Quaich the smuggler on the <i>Bokei</i>
Plouter Megrim	Spasm/headache	A farmer on Orlop

Plover, 'Stuggu'	Bird/fat	The cook on the QMM <i>Apus</i>
Plutus (Via)	God of Wealth	A road across the western half of the Tun Empire
Poa	Long grass	A dangerous flightless bird created by the Junopta for hunting
Podagra	Gout	A world of quasi-human spiders created by the Xenoterop; through their traders they distribute weapons of their own manufacture around the quasi-human worlds and are generally seen as antipathetic towards their human neighbours
Pollex	Thumb	Pollex was founded by the Genetric but the Zarktek withdrew to concentrate their forces closer to Prometha. The world is now famous for its ranches and livestock production with their largest export being pigs.
Pollex (Major)	Thumb	A major in the 55 th Green Hussars, replaced Major Flankard at Calefact
Polydesmus	Millipede	A world wrecked by the general in command of Zarktek forces based there in an attempt to prevent Azederac's allies from reinforcing him at Variola. The moon was destroyed with catastrophic effects to the planet below. Little remains of its atmosphere and the world is used primarily as a source of metals and populated by the almost indestructible millipedes created by the Xenoterop.
Ponerid	Ants	Son of Dobra from Frampold
Poorv Ka Heera	East/diamond	Captain of the Saron Great Train, <i>Sanko Diamond</i>
Poral	Of pores	Student agitator at the University of Rhyton - his father is Hallux of Acteon
Posu	Gunner	Gunner on the <i>Karatoba</i>
Pottinger	Soup bowl	A student found murdered in the River Rhyton – assumed by some to have been killed by Hogo or Huspel Blastie for failing to repay a loan to the RBCC
Potyllia	Sagan	A member of the SIU assigned to Heimat
Predella (Archbishop)	Altar step	An out-spoken critic of the Tun Imperial dynasty, Archbishop Predella is a leading light in the academic argument behind the Free Peoples of the Third Arc. Despite many efforts to remove and replace him with a member of the Royal family (as on Areopagitica), Predella has managed to hold on to the See of Soutane by garnering popular support.
Proball	Harmless shark	Quasi-human aquatic species created by the Uous, shares its water world with human colonies of the former Tun Republic
Proelium (General)	Battle	General of the Fifth Legion on Bastion, the most important in the Zamut defence against Saron and Tun in the region.
Prometha	Element 147	Burnt and blasted during the wars with Zarktek, it was the last stand of the Genetric and their gene-spliced armies of quasi-humans, many of which rebelled and turned against their masters in the final conflict. The planet also guards the gate to Genetric in the hope that they can be prevented from coming back
Psephurus	Paddlefish	A water world in Xramaria and the centre for the production of their unique spheroid ships

Puddock (Lieutenant)	Toad	An officer on board the Zamut battleship, IZN <i>Paragon</i> 1-B
Puledro	Colt	The Duke of Girnel's son
Pulheems	A test in the army	Centre for the Tun Imperial Army's training and a defensive position against the Revolutionaries. During the Hundred Year War it performed a similar function for the Zarktek army of Mashif and became the focal point for the first attack on the Zarktek by human and quasi-human forces from Tun and Xramaria. Kept by the Tun Empire, Pulheems continues to be the centre for the Tun Imperial Army under Lord Fex. Using cloth from Barege and Thulia, Pulheems is also the largest producer of uniforms.
Pulsar Pulque	Star/drink	Landlord of the <i>Pilots' Rest</i> on Rhyton, former Vedette pilot
Pumple & Wife	Pimple	Tailors on Tailors' Row, University of Rhyton
Punce	Pounce	Son of a Droger merchant, student on Rhyton
Pursan	Demon king with a lion's head riding a bear	Zarktek tsar sent to rule the Genetric world of Quagga where he supported the Quelchemon by sending legion after legion of quasi-human and alien soldiers created by the Genetric. Controlled twenty-two legions of Chuprassy
Pygathrix, Worker	Monkey	A senior worker on the Ulupan factory planet of Douc
Pygmaus	Pigmy	An Ulupan world taken from Zamut where sugar cane is now grown
Pytt	Puddle	One of the original members of the <i>Felspar's</i> crew

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Qilin	Unicorn	A mythical beast in stories told originally by the Penti but popularised by the Quill
Qintar	Money	Kalmia's husband and an accountant/manager for the Sa'ic Company
Qomal	Town	Penti clan responsible for science and religion
Quagga	Zebra/horse	The world where the Genetric manufactured new quasi-humans and now a mine for those technologies by explorers from the surrounding Tun Empire. The name 'Quagga' was given to the planet after the sound the Genetric make when they laugh but the original name was Tupuna
Quahog	Edible clam	Uous world that supplied food to its other colonies before the battle of Variola separated them from Xramaria. Though re-united with the water-worlds of the north, the quasi-human fish living there still do most of their business with their human neighbours, namely supplying rice from the paddy fields along the margins of their river territories
Quaich	Drinking cup	A smuggler from Morglay
Quail	Bird	Nacyon's servant
Quale (Governor)	Quality of a thing	Zamut Governor of Duovir, a former lawyer, appointed as chief magistrate of the legal courts of Duovir and then advanced to Governor. Known for his careful assessment of cases and the wisdom of his judgements, he created the school of investigative journalists to uncover corruption in the wider government of the Zamut Empire
Quasi-alien		It's all in the mind; a genetically engineered being splicing an alien mind with a different body is known as quasi-alien in Evigone. The Xenoterp used Genetric technology to create a number of hybrid creatures but the Quelchemon were the ones that created the Zarktek, the most dangerous of the quasi-aliens
Quarrender (Captain), Riverrun	Apple	Captain Quarrender served Admiral Fecula during the occupation of Cromorna and now serves the Vespillon Administration as Chief Adjutant, older brother of 'Spate' Quarrender
Quarrender (General), Millrace	Apple	General of the TIA on Mazurka
Quarrender, Riverford	Apple	Second son of General Quarrender, brother of Riverun. Joined the Vedette after university and became a Flight Commander (see 'Spate')
Quasi-human		A genetically engineered being with a human mind spliced into the body of another species; the Genetric were responsible for most of the quasi-human species
Quassin	Bark	Sword Master on the <i>Kyzyl Kum</i> – the equivalent of a marine commander
Quathlamba	A mountain	Capital of the Quelchemon Empire in the Third Sphere. The dark and mysterious city at its heart is a network of workshops and towers that were taken out of Quelchemon hands when the planet fell under the Tun Empire's control. It remains both dangerous and a source of ultra-alien technology
Queach (Admiral)	Thicket	Admiral of the Fleet at Rhipidat in the Quill Empire

Quean	Prostitute	A Tun world that has become synonymous with debauchery and loose living. Famous for its gambling houses and inns of ill repute. During the Hundred Year War, however, it was the launching point for a joint Tun and Xramarian army against Pulheems
Quelchemon, Warlocks of	Second Sphere	The Warlocks of Quelchemon were thinkers and philosophers and one of the oldest species to have come from Urim. Almost as powerful as the Lords, they were on the verge of a greater existence when the Acquisitors attacked and destroyed their empire. They begged to be rescued and out of compassion, the Lords brought them to Evigone where they have since regressed and lost much of their earlier nobility. They led the rebellion against the Lords, stole technology from them and raided the human colonies on Wicopy to use them as slaves. They formed the alliance against the forces of the Penti during the Great War and designed the Zarktek to rule the ultra-alien empires in the Third Sphere. Little is known about their world today or how many of the Warlocks survive but it may be fewer than a dozen.
Quercus	Oak	Formerly a Penti world but always administered by the Forons who manage its forests and supply timber to Penti Prime in exchange for being left alone.
Querl	Twist	Pilot of the <i>Kyzyl Kum</i>
Quern (Rao)	Corn grinder	Rao of Nide and responsible for the feeding of the military, an advisor to the Royal court.
Quill	Hollow stem or stalk	The Empire Very little remains of the original northern Junopta Empire, the creators of the Quill, apart from archaeology; the Kilia-Ulupan Empire swallowed up their first world, Junopta II, and turned it into Ulupan. They continued their war against the Junopta until eventually, faced by superior numbers and ships, the descendants of the ultra-alien Junopta, the quasi-human Quill migrated south. On three of their original worlds, Hamose, Redren and Varvels, stone statues and the remains of their cities can still be seen. This is partly because most traces of their empire were destroyed during the war with Ulupan but mostly because they were removed by the Quill when they left. Genetically created from birds and humans by the Junopta, the Quill are the youngest of the empires and relatively backward technologically. History The lack of direction from the Junopta after the dissolution of their northern empire left the Quill in a state of ambiguity: what would the founders have wanted them to do? In the original empire the Junopta ruled through appointments that gradually became dynasties. The Quill followed their example and, in the present, they are ruled over by a monarch and power is devolved through a series of family connections, most conspicuously a prince or a Rao (a chieftain of an individual region or world). At the outer end of their empire or where they are in conflict with Zamut, government devolves to a military junta under an admiral.

		The Quill Empire is essentially a mono-culture of quasi-humans with a few human colonies left over from Aphyllous and Kaimakam (once part of Zamut). In spite of their quasi-human status the people of Quill do not look very different from other humans. They only have three toes and their hairs are in fact very fine feathers but in all other respects they are the same. The existence of ultra-alien Junopta on the planet Nidus is entirely a matter for conjecture. However, the influence of the Junopta on Quill's culture and its religion cannot be over-stated. Statues to the Junopta have been carved into mountains on every planet and their art is suffused with bird-like imagery. Their totemic religion is based around worship of the Junopta whom they collectively refer to as 'Pater Junopta' symbolised by a winged statue in a small shrine in every house. They offer their god offerings of food and there are celebrations every year to the divine intervention of the Junopta in their daily lives. They also celebrate different events such as the exodus to Quill and the birth of their creation. Every village has its own totem pole around which village life is ordered and decided. In major cities these totem poles can be many hundreds of metres high. Political leadership The Tragacanth dynasty has ruled Quill since the first quasi-human colonies were founded sometime in the Third Millennium. They are genetically predisposed to rule and their authority is accepted by the entire Quill race. The religious and military castes are more flexible and open to meritocracy but there is no such thing as democracy among their worlds. Trade The Quill economy is the weakest of the empires. Most economic activity is domestic with trade between the worlds the biggest part. There is potential for mining the Clouds of Kalon but few ships will venture there. However, generally, the Quill economy is self-sufficient and developed enough for them to afford a large navy and to consider expanding their empire into neighbouring Saron or even Zamut. Population Quill is one of the fastest growing empires in the Third Sphere but their position in the south makes future expansion difficult without conflict with their neighbours. Even the old Zarktek world of Kaimakam, with its dangerous remnants of war machinery, is being rapidly colonised along with the two former Zamut worlds. The only static population is that of Qu'ran, Quill's religious centre, with its core of priests and curators. Fastest growing of all is the capital world of Rhizic with its sky platforms and ambitions towards the sparsely populated regions of Saron next door.
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		Pop: c6 billion
QMM		Quill Merchant Marine
QMM <i>Apus</i>	Swift	Nacyon's ship
QRN		Quill Royal Navy
QRN <i>Aquila</i>	Eagle	Flagship of the Quill Fleet
QRN <i>Corvus Corax</i>	Crow	An <i>eagle</i> -class warship
Quillaia (Princess)	Soap-bark tree	One of the children of Tragacanth of Quill, educated on the <i>Cisoid</i>
Quinia (Rani)	Quinine	Rani of Virgate in the Quill Empire, one of the most important worlds for science and technology to the empire.
Quinovic (Chancellor)	Bitter bark	Chancellor to the Emperor of Tun on Momus, Quinovic comes from Megaron and was trained at the Fiscal Institute on Arroba. His allegiance is more to Rickoby than to the Emperor.
Quinsy (Baron)	Sore throat	Baron of Strepit in the midst of the noisy revolution against Imperial rule, Quinsy has been an ineffective voice, broadly criticised by his people for not standing up for their rights.
Quipu (Admiral)	Knotted string	Admiral of the Quill Navy and Governor of Kaimakam
Quirinal (Prince)	Palace	One of the children of Tragacanth of Quill, interested in architecture and responsible for new developments across the empire.
Quoin (Sergeant)	Wedge	Sergeant of the Tun Imperial Guards

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Radio Panadawn		Developed by the Academy of Communications, Radio Panadawn is run by students and members of the Emperor's secretariat. The station has three channels: News, serious music (Channel 1) and light music (Channel 2)
Ra'Fiel	Raphael	In human mythology, Ra'Fiel spies upon the progress of the people of Evigone and reports back to the Lords. He is sometimes known as the Judge or the Arbiter – he's the Lord children are threatened with when they're naughty. His symbol is a light-green triangle (the 'earth' element)
Ramulus, Constable-Captain	Branch	Captain of the Port of Momus constabulary, a former naval officer with the TIN
Rangifer	Reindeer	An Anatase physicist
Rao/Rani	Title	Nobleman or woman of Quill
Rapa	Turnip	The Duchess of Girnel, Cromorna
Raphus	Dodo	One of the quasi-human bird worlds colonised by escapees from Genetric, they are allied to the Tinamou and export foodstuffs to them. They are currently being courted by the Quill Empire and are attempting to break away from the Zamut Empire with whom they have nothing in common except the taxes levied from Thyrsus. However, Raphus benefits from Zamut tourists attracted to its fine cuisine and expensive restaurants.
Rapilli	Lava	A planet in the Firelands where genetically modified rodents live. Known for their criminal tendencies elsewhere, on their own world they live peacefully and brew a number of different beers and liqueurs for export. The system also features the gate to Brizzic
Rappee Family	Coarse cloth	Originally cloth merchants but now own a broad range of businesses in Momus City, many of them in Stitchers Village
Razee	Former warship	Crewman on the <i>Alcedo Atthis</i>
Ream, Mr	Quantity	Manager of the RBCC branch on <i>Our Mutual Friend</i>
Reddle, Crimson	Red ochre, red	Youngest of the sergeant's three daughters
Reddle, Rosil	Red ochre, resin	One of the sergeant's five sons, an Imperial Guard at the Royal Court of Momus
Reddle, Scarlet	Red ochre, red	The eldest of Reddle's daughters
Reddle, Sergeant	Red ochre	Senior constable at the Momus City Constabulary, Slavers Street. Was in the 1st division Green Hussars out of Pulheems, served with the 4th regiment on Cromorna and was badly burned during the fire that consumed its capital city, Dux. He was brought to the Veterans Hospital to recover and was joined by his large family. Offered a job with the constabulary and with them for two years until her was promoted to captain. Lives in a house on Gorcrow Common.
Reddle, Mrs	Red ochre	The sergeant's formidable wife and general manager of the Momus City Constabulary

Redren	Red wren	The first world visited by the young James Stone; it was a former Junopta world though only its ancient stone-works remain. Now Redren is just a passing place on the Uhlan Road
Regrylius	Sagan	Member of the SIU on Arroba
<i>Remus</i>		A Vespillon destroyer
Renshi	Expert	A ranger on the <i>Kyzyl Kum</i>
Revolutionary Council		An alliance against the Imperial Tun Empire founded on the principles of the Laws of Dombox in the Western half of the empire. The Council believe the Tun Empire has no legal right to rule over them.
Rezai	Coverlet	One of the leaders of an expedition sent from Momus to Ulupan to ask for help during the Hundred Year War
Rhagon	Sponge	A Tun world but for many years the seas have been the secret home of colonists from the ultra-alien Uous. On land, the planet's most famous export is wine. Ruled over by the late Baron Flankard, then his son and then his mother's uncle Baron Alembic, the family has grown rich from trade.
Rhapis	Lady palm	A Penti garden world in the Third Sphere, its early incarnation was said to be a gift from the Junopta in hope of aid from the Penti against Ulupan. Since the attack of the Rickobites, Rhapis has become an important defensive world for the Taira
Rhatany (Prince)	Plant	The eldest of Tragacanth's children, Rhatany is ambitious for the future of the Quill Empire and will even negotiate with outsiders if it will further his aims.
Rhipidat	Fan shaped	Quill world where the Empire builds its ships and supplies its conquistadors with weapons
Rhizic	Roots of an equation	Quill world at the end of the Meros and Capital World for the Quill Empire
Rhizome	Root	Core world of Quill's manufacturing and food production, second oldest world in the New Quill Empire, founded during the collapse of the Junopta Empire. Also famous for its traditional lyrical ballads.
Rhoeadale	Rhododendron	A Zamut world but with many settlers from the Quill Empire (all fugitives from imperial rule), it's known for its water-gardens but its main export is poultry.
Rhonchus	Bronchial sound	A philosopher from Ulmus
Rhumb	Nautical term for a line	Now a trading world in the Zamut Empire, it was the launching place for several attacks from the Zarktek Empire. Zamut still utilises the port and harbour facilities built by Zarktek slaves but its main interest is now in producing cloth for the Zamut people
Rhus (Rani)	Poisonous shrub	Rani of Nandu in the Quill Empire and youngest of the king's sisters. A capable leader in her own right
Rhytina	Arctic cow	A major cattle producer in the Firelands that supplied the mining hubs of Xramarsis
Rhyton	Drinking horn	The world hosts the university, formerly responsible for educating the Zarktek and now provides education for thousands of boys from all parts of Evigone.
Rial (Prince)	Royal	One of the children of Tragacanth of Quill

Ribston	Apple	The cook on board the Droger Company ship <i>Picarel</i>
Riccia	Liverworts	A mining world in Xramarsis
Rickobites		The term can be used in three ways; firstly, it refers to the seven ultra-aliens remain in the Third Sphere: Asa Fetida, Caschiel, Nagana, Noachal, Olid, Sagapenum, and Vexer. They live in separate towers on Barras and rarely leave. There has been no close examination of a genuine Rickobite; witnesses claim they are merely skulls kept alive by technology and they have no bodies but there has been no verification of this. Secondly, a Rickobite can also be one of the quasi-human hybrids responsible for running the finances of Zarktek Empire who survived the wars and went on to found their own Empire. Thirdly, the term may also (erroneously) refer to their human servants.
Rickoby	Second Sphere	A desert world, Rickoby was saved by the Lords to preserve their mathematical skills which, despite their primitive society, were quite considerable. In Evigone, they survived among their more powerful (and violent) neighbours by hiring-out those skills and keeping a low-profile. They managed to placate the predatory Penti and steered a neutral path through the centuries of the Great War. In the Third Sphere, they became bankers to the empires, especially the Zarktek; a role that continues into the present. As a race, however, they have grown old and disinterested. Though the seven councillors of Rickoby still run their empire in the Third Sphere, their world in the Second appears to be dying and there is some speculation that, apart from Zarktek refugees living there, the original inhabitants may have died out already. The Empire The financial directors of the old Zarktek Empire, the Rickobites were cut off from the Second Sphere after the closing of the gates. Their spawn in the Third Sphere, however, has gone on to found a rich and expanding empire. History With the arrival of the humans from the First Sphere, the Council of Seven was created to represent the interests of each of the Zarktek Alliance members (including their own). At the time of the Hundred Year War the Rickobites had used their financial skills to create advantages for the Zarktek but they also began to forge business links with the human empires. After the war they took advantage of the demise of the Zarktek Alliance by taking over many of their former worlds. They avoided charges against them during the creation of the Neutral Zone Treaty by appealing to their former clients and worlds that had benefited from their financial help during the war. Only Penti remained sceptical of their motives.

		Rickoby expanded enormously in the fifty years after the war, loans made to the imperial houses of Tun and to Xramarsis allowed them to acquire territories abandoned by Penti and even Ulupan. They adopted a system of taxation that has increased their wealth ten-fold. Quasi-military in nature, the Tax Collectors squeeze the worlds under their control, especially those in the east of their empire, and use the finance houses of Arroba and Barras to loan the money to outside clients. Furthermore, insurance has become a major industry in itself with many shipping lines buying policies to protect their investments as they travel the roads of the north and in many cases the south too. Political leadership The seven ultra-alien councillors decide all aspects of their empire and have done for hundreds of years. They are the same seven as served the Zarktek and the Quelchemon before them. They are ancient, bitter and merciless. Under them they had created (by the Genetic) quasi-human Rickobites; stunted versions that work almost like walking calculators. They form the core of the Tax Office that runs the systems of their empire. Other worlds such as Gol and Thanotos are still occupied and ruled by ultra-alien. In the case of Gol that means the Xenoterop. Trade The Arroba Company and the Rickoby Trade Federation are state owned and controlled, using many of the former ships of the Zarktek fleets across the Nicol Road and the Via Plutus. The Cirrhopod Consortium and the Zircon Corporation, ostensibly independent traders, never-the-less primarily serve the interests of the Rickobites. The Zircon Corporation has extensive links with the empire of Xramarsis including bases on some of its worlds to enable them to trade minerals with the rest of the Third Sphere. However, it is the trade in banking and other fiscal services that is at the heart of the empire. Population The empire is growing fast in some areas, particularly on worlds associated with their banking and insurance industries. The east, while not in total decline, suffered from migration as people moved south to get away from the Tax Collectors. Slavery and piracy in the region have led to further decreases in population, mostly on the former human worlds. This would seem to have been policy on the part of the Rickobites; replacing potentially rebellious colonies with quasi-human or alien species loyal to the system. In the Year 2AP, the Rickobites announced the creation of new colonies and opportunities for business to bring people back to the region. Pop: c9 billion
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Rickoby Bank of Credit and Commerce (RBCC)		The largest banking and financial services provider in the Third Sphere, the RBCC is the first outside organisation to do business on behalf of the Ulupan Empire. They have invested heavily in shipping and in the re-generation of East Rickoby, as well as providing loans to most of the major empires.
Rickoby Trade Federation		One of the richest trading companies in the Third Sphere
Rimmon	God of rain	Special Operations officer to the Court of Sagapenum – charged with finding the Zarktek princes – a <i>komtur</i> or captain in the Cult of Adramelech (as opposed to a <i>procurator</i> or lieutenant to a Tax Collector)
Riqueza	Riches	A former minister of the Cromornan government
Roccella (Master Gunner)	Violet dye	TIN petty officer in charge of the guns over-looking Calefact, Cromorna
Rodentia	Rodents	Planet in the Firelands dominated by genetically altered rodents. They were created by the Genetric but they rebelled and left during the great exodus of quasi-humans from Quagga. Today they are fiercely independent and though peaceable, they have a reputation for being some of the most effective guerrilla fighters in the Northern Hemisphere. Famed for their wood-carving, they now produce and export furniture to other parts of the Firelands.
Rokee	Meal	A bounty-hunter on Arroba
Roker (Lord)	Ray	Admiral of the 6th Fleet on Ghyll
<i>Romulus</i>		A Vespillon destroyer
Ronwe	Demon of knowledge	The Quelchemon-Zarktek general charged with taking on the Sagan, he was dramatically defeated when he underestimated Sagan determination and tactical skill in battle in spite of his nineteen legions of troops to their seven
Rotch	Arctic oak	A White Hussar serving as Colonel Blick's personal bodyguard
Routers	Ruffians	Bandits on Smorzando formed from the remnants of a White Hussar regiment and local thieves and rustlers
Royal Players		A theatre group from Gibus led by the actor-singer Browet Ramillie, featuring Marah Palisander
Rubus	Blackberry	Ship's cat on the <i>Picarel</i>
Ruddoc, Allis	Gold coin/herring	Daughter of Bora Ruddoc and an SIU agent
Ruddoc, Blennie	Gold coin/blenny	Youngest brother of Bora Ruddoc
Ruddoc, Bora	Gold coin/trader	Captain of the Droger Company ship <i>Picarel</i>
Ruddoc, Parnel	Gold coin/concubine	Wife of Pat Ruddoc – a very poor traveller
Ruddoc, Patible	Gold coin/capable of suffering	Owner of one of the largest cattle ranches on Pollex and a cousin of Bora Ruddoc
Ruddoc, Weever	Gold coin/wyvern	Oldest brother of Bora Ruddoc
Rumbelow (vice-admiral)	Sea shanty	A Tun admiral based on the <i>Judge of Ecu</i> during the Cromorna war; captured by SIU
Rummer (Lord)	Drinking cup	Admiral of the 7 th Fleet on Palaestra
Rummer (Lieutenant)	Drinking cup	Son of the Admiral of the 7 th Fleet, serving on the <i>King of Momus</i>

Russud	Provisions	The nawab of Ortolan, related by marriage to the Cucurbits and head of the House of Granadilla
Ruthe	Waken	Housekeeper at Parrhesia House, Dombox
Ryessius		Former Sagan ambassador to Penti, Field Marshal of the Sagan Army
Rygelius		Oldest member of the Sagan Council

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'Spate'	Of a river	A student at the University of Rhyton, from Mazurka – see Riverford Quarrender
Sabnac	Demon with a lion's head riding a horse	With forty legions at his disposal, Sabnac commanded the Quelchemon army out of Mormo at the Battle of Torii. With Prince Ariel at the head, victory seemed assured. Penti could not get its forces through the gate in large enough numbers and it was only through the sudden intervention of reinforcements from Sagan and the human armies that the tide of the battle finally turned and Sabnac was forced into surrender
Sabulous	Like sand	The most important manufacturing world in Xramarsis where the deserts are used as vast construction sites for ships, mining equipment and the supply of weapons for the defence of the empire. Ruled by the manufacturing unions, they have a powerful political influence in the Empire and without their support few presidential candidates have succeeded. Now part of the Rickoby protectorate, though their business is unaffected, they have to pay tax to the Rickobites
Saffian	Dyed leather	A wool merchant from Sagathy
Sagan	Deputy of a governor	The world in the Zamut Empire colonised by the Sagan people during the Hundred Year War and attacked twice by the Zamut using nuclear weapons; after the first, the planet took over twenty years to recover and the second is on-going
Sagan comitatus		Historically there have been three kinds of comitatus or Sagan bodyguard. The Regal Comitatus was a body of men specially selected to protect a tsar or general and as such was the most common form during the days of the Zarktek. Their duty was to serve under an oath of allegiance, a feudal arrangement like knights swearing to their lord. They were not honour bound and could leave the service of their lord as indeed they did during the Sagan Insurrection. The Fraternal Comitatus was an arrangement made voluntarily between the Sagan and any group that required their services for a short time. An example of such an arrangement was made between them and the former slaves of Clachan when the Zarktek general Botis ordered mercenaries to kill them. The most informal of the three, the Fraternal Comitatus, it was a bond of friendship that could last a long time but carried no obligations. The third and rarest form was the Eternal Comitatus. This was an absolute commitment made voluntarily by the Sagan to serve an individual for life or until retired. Generally, it started with a Regal Comitatus but if the Sagan bodyguards were impressed by the qualities of the lord they were serving, they might make this ultimate pledge. The last Eternal Comitatus was created for Tsar Moloch of Quathlamba.
Sagan Council		Fourteen men and women are selected to the Sagan Council from among the most experienced and high-level thinkers of their world – always level sevens. For quorum they need only seven members to be present including the leader of the council (who is always a woman). They are usually elected as couples and serve together.

		The current leadership: Illysia (L) and Auryllius, Anelia and Ryessius, Rygellius (senior member), Tauryllius and Beryllia, Juylia and Foranuis, Cusillia and Urollius, Maralia, Vanellia and Basonius
Sagan telepathy		Created by the Quelchemon, the Sagan is part-human and part-alien; the alien part is their ability to send telepathic messages to each other. They are not able to read minds, though they can detect the presence of another mind at a distance, but they can speak to each other without the need to vocalise. When they are born, a Sagan child can feel its mother's thoughts (level one) and for this reason, unlike the Spartan tradition, every child is valued regardless of physical ability. As they grow they progress from level one, receiving empathic thoughts, to creating simple empathic messages (level two). As a result, Sagan babies develop very quickly and they learn at a faster rate than ordinary human children. At around eight years old, the Sagan child begins to develop the ability to send images of greater and greater complexity (level three). They learn how to receive those messages and with practise begin to clarify the signal and their skills begin to develop rapidly towards spoken messages. By age fourteen they reach level four: the ability to hold the equivalent of text message conversations with their peers. The on-set of puberty and the final rush of growth hormones can be a trying time for Sagan parents as their teenage children have to contend with not only their own chaotic emotions but those of their peers as well. During the siege of Sagan by the Zamut navy, the population had to stay in the safety of their underground cities but this forced the different generations into close proximity. The Sagan Council had to institute a programme of meditation as well as physical exercise just to prevent their children from going mad or driving their parents to distraction. Before the siege it had been their practice to send pubescent children out into the wilds on survival courses. After puberty, at around seventeen or eighteen, Sagan's young adults become more stable and enter into level five: the ability to hold direct conversations between each other (the equivalent of telephone conversations). From then on their ability to communicate becomes progressively more complex and at greater distances but also more dependent on individual talent. While most adult Sagan do reach level six in time, the best students develop the skill of sending and receiving complex information sooner rather than later. The most talented go on to level seven or the ability to hold several conversations simultaneously and at a greater distance. These masters become their leaders; capable of directing large numbers of warriors in battle by thoughts alone. For the Sagan there is also a mythical level eight: the ability to read thoughts or true telepathy.

Sagapenum (His Fiscal Majesty)	Fetid gum resin	The most dangerous of the ultra-alien Rickobites and one of the Council of Seven that ruled the first Rickoby Empire from Barras. He and his colleagues survived the destruction of the Zarktek by the Penti Alliance by repenting their sins and offering to pay compensation. Sagapenum, unlike his colleagues, believes the Zarktek were good for business and is actively looking to restore them to power
Sagathy	Woollen stuff	Famed for its wool trade, the dog-like quasi-humans of this Saronese world were created by the Genetric but rebelled and fled to the Southern-most regions of the Third Sphere. Their wool is traded on their behalf via the Great Trains.
Sagitta	Key stone	Saronese world after they won it during the bloody wars against the Enoth, they continue to fight Tun for it. It became synonymous with pointless battles between idiot generals. During the last battle, Admiral Fecula bombarded the planet to allow his ships to escape from a trap laid down by the Saron forces (2982). Despite its military history, Sagitta is most famous for its spices.
Sagouin	Small monkey	An Ulupan industrialist
Sa'ic Company	Ketch	Shipping company founded by the Allodium Family in Xramarsis with the largest fleet in the Third Sphere
Sailor's Whistle		A traditional pub aboard <i>Our Mutual Friend</i>
Saimiri	Small monkey	An Ulupan ambassador
Sajou	Small monkey	An Ulupan lawyer for trade negotiations
Sakana	Fish	The fish-merchant on Kuchī Island
Sallos	Demon that rides a crocodile	Zarktek tsar of Evetna and guardian of the gate to Xenoterop. He commanded thirty legions of Lycosa and Latrodectus during the Battle of Variola
Samara	Element 150	Tun world with a reputation for cotton and specialist fabrics
Sambar	Marsh deer	An Anatase physicist
Samia (Sam) and Saylia (Saye)		Coot's Sardonyx-Sagan bodyguards, daughters of Captain Anryllius
Sammael	Serpent demon	Zarktek prince of the Venor armies
Sandarac, Captain	Arsenic	A former officer in the White Hussars and in charge of the Routers, a group of bandits on Smorzando
Sanidine (Micelle)	Feldspar (chains)	The Podagran shipping magnate and part owner of the Zircon Corporation
<i>Sanin Kaigan</i>	A park	A Penti destroyer from the clan Taira guarding the gate to Venor in the Uraeus system
Sanko	Guitar	The dynastic family of the Saron Empire
Sanko, House of		A rival merchant fleet to the House of Cucurbit in the Saron Empire
Sapadilla	Tree	A world in the Zamut Empire coveted by Quill who have even appointed a Rao from among their people to rule it before their conquest is complete. Now under joint-rule, the farming communities of both peoples have managed to achieve a certain harmony between them which their governments

		have not. The Zamut farmers grow fruits for making liqueurs which are popular among the Quill, and the Quill grow apples for cidar which is popular among the Zamut.
Sarabul (Prince)		Brother of Bulsar
Sarasar (King)		King of Cromorna, father of Bulsar and Sarabul, killed by the White Hussar assassin Bistoury
Sardonyx Island	Semi-precious stone	The island on Rhyton where the tsar Moloch is held as a prisoner
Sarillon	Panadawn	A former Karasor Penti world given to Panadawn

Saron	Musical instrument	The Empire First among the human escapees from Wicopy to colonise the Third Sphere, they are held together by their shared belief in the spirit of humankind rather than by any notions of deity. The first Saron colony was established on Doit three thousand one hundred years before Panadawn. It was one of three worlds to be found by explorers leaving the Second Sphere world of Wicopy following the break out from the First Sphere. Aided by Penti and the theft of Exarch technology from the Lords of Wuminger, their escape marked the beginning of the human era in the Third Sphere. Their empire is protected by the Sea of Saron but their proximity to the Ouroboros Road makes them a key trader in the Third Sphere. History In the first hundred years the Saron people colonised a further three worlds in the Northern Sphere. However, it was their expansion into the South, helped again by the Penti, which marked their future in Evigone. Using the Penti controlled gates of Droot and Foron new colonies were established outside Kaishaku and Bastion. The Saron colonies in the north slowly declined and only lasted a few hundred years by which time their empire in the Southern Sphere could no longer sustain such a long-distance commitment, especially in face of extreme pressure from the Zarktek on both fronts; the Quelchemon in the north and the Enoth Zarktek in the south. The Saron Empire in the south prospered through trade in rich cloth and spices but conflict with the Zlativan Empire nearly destroyed everything. Their empire had been expanding and flourishing for three thousand years and had reached the maximum extent of that expansion, they had lost some territory to the Tun Empire but on the whole they were one of the most stable and economically strong empires in Evigone. The ruling family, the Cucurbits, put a number of nawabs in charge of the provinces. Their greed was their undoing and their involvement with the Zlativans nearly destroyed the Third Sphere. Religion does not play a large part in their daily lives but it has had a marked effect on their culture. They believe in the spirit of Urim running through life in Evigone and this has made their faith less dogmatic but more open to hostility from their neighbours. Political leadership Today the Saron Empire is still ruled by its four trading houses under hereditary sultans and nawabs that meet every year on Granadilla. The nawabs or viceroys exercise nominal control over many of Saron's worlds, including those occupied by former refugees from the Gene Wars such as the Chuprassy or Sagathy, but their political influence has declined. It is the captains of the trading
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		trains that maintain the strength of the empire and because they are always on the move sovereignty of individual worlds has become less important. Trade Saron's economy is driven by trade and their four trading houses. Their association with particular worlds in the Saron region is largely historical and most function from their enormous train-like ships. Population The second smallest of the empires, Saron has three billion citizens, many of whom live off-world on one of their many trains. In comparison to its neighbours, Saron's worlds are not densely populated and as such are viewed enviously by Quill in particular. Protected by the Sea of Saron, however, its worlds are difficult to access by large ships. The Saron trains were specifically designed to get around this problem by being able to thread their way through the rocky masses. Pop: c3 billion
Saron, House of		One of the ruling houses of the Saron Empire
Sashimi	Raw fish	Penti colony specialising in fishing
Satan-achia	Demon that sits on the moon	One of the Xenoterop Zarktek generals at the Battle of Variola, Satan-achia was in command of the quasi-alien forces out of Blatella
<i>Satara</i>	Woollen cloth	Saffian's ship
Scarp Rock		On the Meros between Larret and Sarillon – site of a battle the Penti Alliance and Berith of the Zarktek and now rumoured to be used by smugglers
Scholium, Pastures	Interpretive	Principal of the Guild School on Momus – brother of Professor Scholium (below)
Scholium, Professor	Interpretive	Professor of Fiscal History on the Rickobite world of Arroba
Scoter Twillock	Duck/duck	A member of the Panadawn Administration, originally from Quill
Scox	Pigeon demon	The Zarktek general that came to Eurnome's aid in the First Kalon Campaign. Later, he was easily driven from Aedile after he lost the support of his legions of troops and had to flee back to Genetric. His troops, mostly gene-spliced human-animal combinations later founded Chuprassy or emigrated to the Firelands
Scuti	Centipede	A Lithobian guide at Alpha Port
Scyld (King)	Shield	King of Aesir, old and wise, he has held the position for seventy years. He made the original alliance with the Tun Emperor, Tatterdemalion III, but has made no further contribution to the progress of the Tun Empire.
Scylior	Dogfish	A water world of Xramaria that was first settled by the Uous. The first human settlers used the gate from Wicopy in the Second Sphere to spread to neighbouring worlds Aegina, Arroba, Aagau and Acadia from Scylior. Today the Scylions have little contact with the outside. Having flooded the whole world with ice from the Fields of Orecto there are few opportunities to actually meet the

		people apart from one city in the northern hemisphere. They are quasi-alien in nature and have the same ability to detect electromagnetic fields as the Selachii.
Scyphus	Two handled goblet	The symbol of the pirates that plague the Clearways; the League of Scyphus was formed and supported by the Venor up until the closing of the gates. The largest group in the League are the Penti Pirates, the dissident group led by Kruvak
Sective Town	Cut-able	Site of one the three refugee camps that have grown-up around Momus City over the last few years as Tundra people have retreated from worlds in the Northern Hemisphere
Sekk	Sack	First mate on the <i>Felspar</i>
Selachii I-III	Shark family	Three water worlds make up the ancient empire of the Selachii, the quasi-alien fish-based people that have ruled Xramaria since the dawn of the Third Sphere. Created by the Uous, they have lived in peace with humans and have supported them against the Zarktek during the entirety of their history. Their main underwater city and capital is on Selachii I
Semels	Bran or clay	A desert culture in Xramarsis known to export wheat to the hubs from their more fertile regions but they also produce ceramics and other crockery that are traded with the rest of the Third Sphere
Semencine	Drug to kill worms	A servant in the court of Baron Yataghan
Seron, Mr	Package	Owner of an antiques shop on <i>Our Mutual Friend</i>
Seventy-one		A White Hussar serving in Colonel Blick's bodyguard – named for the number of years he was given for murdering his family.
Shadow-elite		The inner circle of a Sagan comitatus guarding an emperor, also known as 'The Last Shield' or the 'Exitine'
Shinku, Captain	Crimson	Captain of the ill-fated Taira frigate, <i>Aykhal</i>
Shuka Walkyn	Shawl/waken	Herballist in Momus City murdered by her rivals, Tomin and Bdella Bistoury
Siamang, Translator	Monkey	An Ulupan linguist
Siffer	Digit	Brother of Noksa and companion of Bulsar's from Redren
<i>Sillock</i>	Coal-fish	A Droger trader
Silurus	Catfish	A water world created by the Uous that now deals in recovered metals for the other water worlds
Simian Worlds	Of monkeys	Simia I – X: located along the Western and Northern frontiers of Ulupan, they were built as a defensive screen around the core worlds during the Hundred Year War. Simia IV defends the gate to Kilia
Siskin	Song bird	The small town on Redren where James Stone first arrived. It was also once a mighty city of the Junopta and the remains of King Zizan's tomb can still be seen there
SIU		Sagan Infiltration Units, their equivalent of rangers or scouts going ahead of a main force to eliminate potential hazards to the main Sagan Army
Skulp Town	Scalp	A new development to Greater Momus City on the site of what once as notorious area for bandits preying on travellers passing along the road

Sloot	Ditch	Sloot was the first world in the southern hemisphere to be colonised by a Tundra tribe from Wicopy who came, not through the Scylor gate but across the Second Sphere to Hubblenook and the Zori gate. Today, there is not much to recommend it unless you like carrots; its chief economy is the production of vegetables in great fields of carefully prepared land (hence its name which refers to the drainage ditches across the farms)
Smorzando	Fading to soft	A world that was a great light in the battle against the Zarktek but has since declined along with the rest of the smaller worlds in the Tun Empire. Once famous for its furniture, its principal exports today are grains for a localised market.
Snaan	To bathe	Crotal Cucurbit's bath-maid on Granadilla
Snickersee (Snails of)	Knife	Circus characters that pretend to sword-fight on a high wire
Snipe	Wading bird	Crewman on the QMM <i>Apus</i> , son of the captain
Socyllius	Sagan	Member of an SIU on Arroba
Solrik	Sunny	A rough and ready renegade from the Uhlan region, companion of Bulsar's from Redren
Solum (General)	Base	General of the Third Legion on Acroterion
Son		Kilia founder of the colony now called Simia V
Sonoba	Not moving	A ranger on the <i>Kyzyl Kum</i>
Sorrel (Captain)	Herb	Black Hussar pilot leading the attacks on the Cromornan people
Soutane	Cassock	One of the first Tun Home Worlds and a religious centre for the Tundra people, it became a locus for the rebellion by the Free Peoples of the Third Arc under the leadership of Archbishop Predella
Spandrel	Arch	Zamut world and location of some of its metal-working industries, they suffered during the Siege of Sagan from being cut-off from their markets and after the siege was over, turned to the Panadawn Commonwealth for aid rather back to the distant Zamut Senate
Spiral Arms		The East and West Spiral Arms are two belts or strips of asteroids drawn into Evigone by its massive gravity well. The eastern arm touches the Third Sphere near the join of the Via Vettura (leading south) and the Diaglyph (leading north). Less developed than the western arm, it has none-the-less, supplied Penti with much of its ore and raw materials. The western arm has been widely exploited by Oxaditan and the Empire of Xramarsis for centuries
Stachys Family	Clown's woundwort	Estate agents and landlords in Momus City, including the theatre district of Slavers Court
Stalla	Stall	Stable-boy at the Sarasar villa, Cromorna
Stave, Desk-Sergeant	Crushing blow	A former TIN marine who has a disabled left leg and lost his left arm in the line of duty and was taken on by the Momus City Constabulary to be their receptionist
Stech	Cram with food	One of the Parrhesia family bodyguards
Stell Family	A trap	A criminal family in Imbosk Forest, Momus, dealing in weapons and kidnapping
Stigo Swilly	Beer/whirlpool	A student studying Communications at the University of Panadawn
Stilt	Wading bird	Crew on the QMM <i>Apus</i> , twin of Stint and daughter of the captain

Stint	Wading bird	Crew on the QMM <i>Apus</i> , twin of Stilt and daughter of the captain
Stolas	Demon owl	Zarktek prince sent to rule over the forces of Rickoby
Stone Dynasty		The Stone family traces its origins to Earth where the family were involved in luxury yacht building. The three children, David, James and Diana have all had a role in the founding of the Panadawn-Vespillon Empire. David, though the eldest by three years over his brother, has played more of a supporting role to James, the Emperor of Panadawn. Diana, five years junior to James, only entered Evigone after David's brief madness turned him into the most wanted man in all the spheres.
Storax	Fragrant gum	A world founded by Rickoby, post Variola, after it was abandoned by the Penti Empire and used for food supplies to the new colonies of Lobose and Croton. It may also be the source for new and extremely addictive drugs that have been blighting some of the poorer districts of cities to the south. Its main export, according to the Rickobites, is maize.
Storm-cloud		A horse on Cromorna
Strake Hall	Cartwheel	General Baphomet's country estate on Smorzando taken over and modified by the Duke of Smorzando
Stramazon (Captain)	To knock down	Captain of the <i>King of Momus</i> , surrendered to Auryllius at the Battle of Cromorna and was in charge of the recovery and retreat
Strammel (Major)	Gaunt	A White Hussar scientist from Holmius
Streptit	Noisy	A Tun world where the failure of their army to defeat the Zarktek was argued at great length with all sides blaming the other and leaving without a resolution. In present times Streptit is famous for its publishing industry but since independence their biggest export has not been revolutionary ideas but lamb and mutton – mostly to their former Imperial masters on Momus.
Stridor	Noise	Stridor was once part of the Enoth Empire in the Third Sphere and is still a dangerous world to live on but also produced a school of photographers dedicated to recording the evidence of Enoth atrocities whose work can be seen in museums and exhibitions across the Third Sphere. The old Enoth chemical works have been reclaimed by the Tun Empire and now export a range of industrial products.
Striga (Emperor)	Of a column	Emperor of Zamut, relatively powerless compared to the Axunge family
Stulm	Drain	One of the oldest worlds of the Tun Empire, they stood against the forces of Mashif during the Battle of Naumach and were nearly over-whelmed but for the timely arrival of reinforcements. Today they concentrate their efforts on farming and providing the TIN with grain supplies as well as breed horses for the racing
Stylobate, Jalapa	Base of pillar/a city	A Zamut student from Clerestory based on the <i>Cisoid Corindon</i> , daughter of Vitreus Stylobate
Stylobate, Marivedi	Base of Pillar/gold coin	Wife of Vitreus Stylobate and mother of Jalapa, Marivedi is the daughter of a Saron merchant from the House of Granadilla.

Stylobate, Vitreus	Base of Pillar/glass	Vitreus Stylobate owns the glass making industry on Clerestory and is one of the richest men in the Zamut Empire. He is a supporter of Eusol Axunge.
Suabe	Flute-stop	The manager of the Imperial Hotel, Momus City
Subarsi (Capt.)	A village	The captain of the <i>Kara Kum</i>
Sudos	Second Sphere	Why the Lords chose to bring Sudos to Evigone is a matter of speculation; some people believe they were simply curious to see how these silicon-based life-forms might evolve but if that is the case then they must be disappointed since their early indications of sentience have not developed to any obvious extent. The most ultra-alien of the Second Sphere species, they remain the most hostile to other races and are generally regarded as predatory and dangerous. There is also a theory that suggests there may be more to the Sudos than meets the eye; how, for instance, did they end up on Tufa in the Third Sphere? (However, most people agree it was probably the Zlativans who put them there in order to prevent the planet from being colonised by humans from Zamut.) Others have suggested the Lords may have been more interested in the geology of the planet itself: a seething mass of molten rock with a thin crust constantly transformed by volcanoes and lava-flows that may contain many rare and useful elements. The fact life exists on the surface could be seen as an inconvenience rather than a miracle. Whatever the truth, Sudos remains an unexplored world that all of the other Second Sphere races have avoided throughout its 20,000 year history.
Sukoshi Island	Little	Small island opposite Kimidori Island on Penti Prime
Sunomono	Vegetables	A food producing world for the Taira clan of Penti – mostly root-vegetables for the Taira clan
Swaagat	Welcome	A Saron meal of welcome (from Dragees)
Sweord (King)	Sword	King of Valhalla, Sweord is young and ambitious, keen to make his people independent of the Tun Empire
<i>Swiftlet</i>		A small boat used by the QRN as a scout
Sword	Weapon	The largest producer of weapons and technical equipment in the Southern Sphere, planet Sword has been in a state of civil war since the end of the Hundred Year War. Fought between the rival trading houses and fuelled by their ability to still supply arms to the Tun military, the planet is locked in a destructive cycle of producing weapons to survive but their production keeps the war fuelled
Sye	Silk	Baby daughter of Dobra from Frampold
Sylphid	Little sylph	A student at the University of Panadawn
Sylvine	Salt	Wife of Dobra from Frampold
Symon (Captain)	Cement	Captain of the Karasor ranger ship, <i>Kyzyl Bulak</i>
Sytri	Demon leopard	Zarktek prince sent to lead the armies of Enoth with 70 legions of Enoth soldiers

T Top of the Document		
Taira	A family	A clan of Penti charged with protecting the western half of the Empire in the Third Sphere
<i>Takla Makan</i>	A region	The ancient ship used by the elite of Penti Prime for meetings between the clans
<i>Talas</i>	Place	A Taira frigate
Talion	Punishment	The prison world of the Zarktek – synonymous with suffering and one of the best defended of their secrets. It was only discovered they had used the inmates in biological experiments when the knowledge they learnt came to light in a book stolen from Barras
Tarand	Deer	An Anatase stowaway
Tantony	Obsequious	A Tun student at the University of Rhyton, from Quathlamba
<i>Tarim Pendi</i>	Desert	A Taira destroyer protecting the worlds of Kleinia and Ficus
Tartarus	Eternal punishment	Prison world in the Saron Empire for Zarktek war criminals and others. They earn their keep by grinding down rocks and preparing dyes for Saron's cloth industry as well as tanning leather and other unpleasant tasks.
Taslet	Armour	Wife of Falchion and owner of the <i>Cricetus</i> , from Sword
Tatterdemalion I (Reigned: 149-112BP)	Tramp	The Tatterdemalion Dynasty is not one clothed in glory. There has been a long history of collaboration with the enemies of mankind. After the First Slave Revolt (149BP), the Genetric-Zarktek created the first human emperor in a bid to stem the tide of rebellion among the slaves. They named him 'Tatterdemalion'. He was murdered, along with and his brothers and all but one of his children (112BP), during one of the many palace coups. The title lapsed until 70BP when it became a rallying cry for the second war against the Genetric-Zarktek.
Tatterdemalion II	Tramp	Though he was never actually crowned as emperor, Tatterdemalion II's name was used to unite the Tun people. Very little is known about him except he was the only survivor of the coup of 112BP. Tatterdemalion III retrospectively honoured him to legitimise his own claim to the throne.
Tatterdemalion III (50BP – present)	Tramp	Tatterdemalion III was put on the throne by the surviving members of his family at the end of the Hundred Year War. His grandfather was the Duke of Grume, one of the three brothers executed along with Tatterdemalion I. Controversially, his claim comes through his mother who was the Duke of Grume's daughter rather than her younger brothers. Known for being a scholar rather than a politician, he has kept away from court affairs and the running of the empire had fallen largely to his mother and his brother, the Prince of Momus.
Taurini	Bull	The bull-like guards of the Anatase
Tauryllius Tiro of Exitine		Member of the Sagan Council and husband of Beryllia, father of Taylia; he was awarded the title of 'Tiro' for rescuing Sagan prisoners held on Exitine
Taylia		Sagan daughter of Tauryllius and Beryllia

Tenaille	Fortification	A Zamut world and central to their defences on the Via Lanos - but also famous for its games and sports, including the annual inter-empire competition
Tenebrif	Producing darkness	A Zarktek Xenoterop world that was their base for the production of weapons
Tenrec	African hedgehog	Originally a peaceful agricultural world inhabited by refugees from the Genetric Wars. Later, it was colonised by Rickoby during territorial expansion and used as an experimental station. They used technology left to them by Genetric and Xenoterop to create a new type of invertebrate army for export around their empire but nobody knew what became of the original settlers until they were discovered on Sagan.
Tephros	Bringer of darkness	The Zarktek general in charge of the Tenebrif weapons factories
Teratophagans	Monster-eaters	Mythological characters from before the exodus from the First Sphere
Terbia	Element 159	This Tun Home World has a well-developed economy and is among the strongest of the human planets after centuries of development free from Zarktek influence. Its farms produce huge amounts of wheat for the empire which have made the locals rich enough to commission extravagant furniture and wallpaper for their homes.
Terzetta	Trio	A part of a triumvirate of Tun worlds that includes Trident and Tourbillon that resisted the Zarktek at the Battle of Naumach and freed Moldau from Zagan of Megaron. Now all three are simple agrarian worlds with Terzetta supplying grain to the Empire but also famous for its horse racing.
Testacella	Slug	Former Xramarian world destroyed by the Xenoterop when they flooded the world with omnivorous slugs created by Genetric technology. A small colony of crustaceans, part of the Cirrhopod Consortium, use the world as a cover for their arms production and trade business
Thakur	Lord	One of the many titles held by Saronese noblemen
Thanotos	Death	A place of death under the Xenoterop and never conquered
Thaumaturgist	Scientist	Many of the Quelchemon were a blend of mystic and scientist, hence a term of abuse when applied to anyone else
Tholos	Circular pavilion	Even under the Zarktek, Tholos thrived as a centre of culture and became part of the Zamut Empire once freed from their tyranny. General Camio began a tradition of creating fabulous jewels from uncut-gemstones sourced from the Clouds of Kalon which has continued to this day.
Threads		The Penti equivalent of the Clearways; narrower and kept secret, they enable the Penti to cross their empire in the Third Sphere quickly and efficiently
Thrissel Family	Thistle	A gypsy family based on Morglay dealing in scrap and stolen goods
Thulia	Element 169	Tun world famed for its fashion houses
<i>Thunderhead</i>	Rain cloud	The biggest class of ships in the Zarktek Navy. Built by the Enoth they were two miles long and capable of throwing one hundred-ton projectiles. Their biggest weakness was poor manoeuvrability and the relative inflexibility of their main weapons being concentrated forward with only light arms down the sides.

Thyrsus	A staff	An administrative centre for the Zamut Empire in the south-east ruled by Senator Culmy Axunge and his family. It played a primary role in the Hundred Year War when they agreed to ban Minds™ and break the Treaty of Nabob. In more recent times, the planet has become famous for its porcelain and other ceramic goods.
Tigris	Tiger	The most dominant of the worlds in the Firelands that along with the Ursa have kept their independence. They managed to defeat the Zarktek in the Hundred Year War by skilful use of guerrilla tactics.
Tinamou	Flightless bird	Another of the old worlds founded by former creations of the Genetic, the Tinamou is related to birds but not to Quill. They are particularly well known of their cloth industry, owned by the Eosin family of Zamut
Tipe (Baron)	Small dome	Baron of Gemote and chairman of the Council of Empires
<i>Titan of Jarrah</i>		Flagship of the TIN 8 th fleet out of Jarrah
Tmesis (Dean)	Of semantics	Dean Tmesis is the principal of the Council of the University of Rhyton
Toesin	Alarm bell	Sandwiched between Genetic-Zarktek worlds, Toesin was attacked many times during the Hundred Year War but never defeated. Named after the bells that rang every time there was an air-raid, Toesin has gone on to become a popular place for ex-sailors from Naumach to retire to. Most famous are the cameras the locals make based on designs copied from the Clun. Their main export, however, is fruit.
Topi	Antelope	A footman at Parrhesia House, Dombox
Torchon	Dishcloth	A slave world under the Zarktek, Torchon provided foot soldiers for them at the Battle of Naumach where they were easily captured and withdrawn from the battle by the armies out of the Tun world of Stulm. To make sure the soldiers did as they were told, the Zarktek kept their families on the edge of starvation and when they were rescued by their people, they made the giving of food an article of their faith. Torchon restaurants for both rich and poor can now be found in many of Tun's cities. The planet itself is now a peaceful agrarian world supplying fruit to the Empire as well as to its many restaurants and is the largest exporter of honey in the Tun Empire
Torchon (2 nd Archduke)	Dishcloth	The first Lord of Torchon was brother to Emperor tatterdemalion I. The first archduke was brother to the Archduchess of Grume, mother of Emperor Tatterdemalion III. His son is the current archduke and the supreme commander of the Green Hussars. His brother, the Duke of Smorzando, was the supreme commander of the Black Hussars.
Torii	Pillars	Guardian world maintained by the Penti to prevent the Quelchemon from coming back into the Third Sphere. The Battle of Torii in 68BP was a pivotal moment in the Hundred Year War; the Quelchemon-Zarktek forces were defeated and their ultra-alien creators fled back to the Second Sphere before they could be captured.

Tortrix Hexad	Moth/six	Tortrix was the gunsmith to the Quelchemon Warlocks; he made six guns for the Sagan to represent their power in Evigone that were lost after the Battle of Variola but re-discovered fifty years later in the hands of lesser mortals
Tosa	Dog	Narikin Karasor's dog
Tourbillion	Vortex	Now a simple agrarian world supplying vegetables to the Empire of Tun but see also 'Terzetta', famed for its folk tales
Tragacanth (the Gold)	A house plant	The King of Quill, killed while out Poa bird hunting, apparently by an assassin sent by his daughter Zizania
Tragopan (Prince)	Pheasant	One of the children of Tragacanth of Quill
Tragus (Rao)	Of the ear	The Rao of Rhizome and chief advisor to Tragacanth of Quill
<i>Travira Dansaii</i>	Second Sphere	The gates and routes between the systems of the Second Sphere
Trepang	Edible slug	A world colonised by Rickoby following the demise of their Zarktek masters and used for food production. It is rumoured they are also using the world for new experiments into genetic science.
Treaty of Urbino		A peace treaty between Tun and Zamut negotiated by the Prince of Momus and Fuligo Axunge
Trident	Three-pronged fork	An agrarian world exporting grains to other parts of the Tun Empire.
Triens, Futchel (Chief Engineer)	Third part/part of carriage	The Chief engineer on the <i>Luminous</i> project, a joint venture between the Sa'ic Company and the Empire of Rickoby
Trindle, Wisket	Lighter/basket	A maid at the Imperial Hotel, Momus City
Tringa (Captain)	Sandpiper family	Captain of the QMM <i>Apus</i>
Tripgette, Captain	Trebuchet	Captain of the Barrack Road Station
Tripgette, Fortitude	Trebuchet	Former general of the 1 st Green Hussars and now principal of the Cadet School, Momus City
Tripgette, Junior Constable	Trebuchet	A constable at the Momus City Constabulary on Slavers Road
Troolie (Rani)	Palm leaf	The Rani of Waratah and Tragacanth of Quill's oldest surviving sister, she has spent much of her time helping to raise the royal children rather than managing the estates on Waratah
Tryrellius		Sagan commander of the SIU
Tsubasa, Commander	Wings	A retired fighter pilot on the <i>Karatoba</i>
Tubbels	Mattock	Major building firm responsible for much of the construction work in Momus City
Tufa	Rock made of ash	The only world ever taken over by Sudos in spite of it being entirely unsuitable for their needs. It gained its independence from the forces of Sudos following the closure of the gates, only to be taken over by Zamut. Following a Civil War they managed to free themselves but at a price. Extensive burning under the rule of the Sudos virtually destroyed the world and it remains incredibly dangerous to visit with pockets of highly toxic gas and chemical lakes just some of the hazards
Twillock, Mrs	Duck	Owner of a knitting shop on <i>Our Mutual Friend</i> , mother of Scoter Twillock
<i>Tyung</i>	A river	A Taira light-frigate (one with only a double hull) supporting the main force out of Larret

Tun	Shortening of the word 'tundra'	The Empire Second of the human empires to rise out of the First Sphere and colonise the Third. What makes them a nominally cohesive entity is their belief in a single deity but their roots also go back a long way to the icy deserts of Wicopy where their ancestors were known as the Tundra People. They are the largest of the human empires in the Third Sphere. The Tundra People of Wicopy lived in the extreme deserts of the northern hemisphere. They were tough and resilient and it was only a matter of time before they acquired the means to leave Wicopy and explore the Third Sphere. Inspired, perhaps, by their belief in a single deity leading them in their quest, the first colonists arrived on Agnatha sometime in the Third Millennium where they lived peacefully beside the aquatic people of Agnatha, building large stone circles that can still be found all over the planet. The Empire of Tun is a relatively recent arrival. There had been leaders of the Tun people in the south but they were ruled over by the Zarktek and it was only the arrival Tatterdemalion I and his collaboration with the Genetic-Zarktek that allowed his family to rule more independently. History The people of Tun were divided into three distinct groups; the Tun Republic in the north that went on to become the empire of Xramaria. The Tun Home Worlds in the south-east that were founded by colonists independently of the Zarktek. And the early empire of Tun ruled over by Tatterdemalion I but under the control of the Zarktek. After the Hundred Year War the Republic withered and died as the quasi-humans in the region claimed governorship of each system as payment for their involvement in the war. In the south, having fought and won their independence from the Zarktek, the royal house of Tatterdemalion brought the Home Worlds under his rule, making it the largest empire in the Third Sphere. Over the next fifty years, the Tun Empire was dogged by internal strife and incessant wars against its neighbours, in particular with Zamut. Under Emperor Tatterdemalion III civil war began to break out among the more distant worlds from the centre of power on Momus. Religious and economic conflict spread, aided by the Emperor's decision to get support from the Empire of Rickoby to bolster the flagging finances brought on by their expensive navy and non-productive secret police. Political leadership Tun is ruled by the Emperor Tatterdemalion III and his large extended family of uncles, brothers and sons (dukes) as well as numerous of illegitimate sons (barons) or cousins. It is an entirely male dominated hierarchy full of political intrigue and petty ambitions. Promotion is by preferment and inheritance rather than achievement and titles are bought, bartered or blackmailed instead of
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		earned. In a militaristic society such as the Tun Empire has become this has led to error after error until the whole has been driven to civil war. All leadership of the army and navy is by royal appointment and even the religious hierarchy is no exception; the archbishop of Areopagitica is his brother and the archbishop of Soutane was the Emperor's uncle. There is a certain amount of reward for good or effective service, such as by the appointment of knights, but few go on to become leaders of worlds without some degree of manipulation from the Emperor. The exception is the leadership of the Knights of Dombox where tradition holds sway over any desire the Emperor might have for reform. The promotion of senior lecturers to the position of Dean of University of Rhyton is relatively independent of the Empire. The exceptions to the rule are the kings of several worlds that are descendants of unrelated families that have survived the long history of Tun's centralisation of power. Trade There are numerous trading houses and companies in the Tun Empire and the six illustrated below are just the largest and most widespread. Population With around sixteen billion people, Tun has the second highest population in the Third Sphere but at seventy-seven the most worlds of any empire. Over-all the population is rising slowly but on the Home Worlds (the eastern side of the Empire) and in the west many of the worlds are increasing at a fast rate; it is only in the centre of the Empire that were once Zarktek territories that expansion is not occurring. Worlds like Quagga and Prometha are too dangerous to colonise safely. Pop: c16 billion
Tupuna	Ancestor	Genetric city on Quagga where the quasi-humans were designed and made
Tutus (General)	Safe	General in command of the Second Legion of Curia, the Senate's own bodyguard
Tyn	Second Sphere	The origin and even the nature of these powerful ultra-aliens is a mystery since they don't appear in any historical records until the 11th millennium and even those references are very few and far between. Fewtrils Fidalgo records being watched by 'drops like mercury' when his ship passed through the Tyn system but they did not make contact. Tyn War Globes were also present at the Battle of Yull and were instrumental in the defeat of the Penti. But again, they did not interact with anyone else other than to fight them. Their last appearance was during the final phase of the Hundred Year War when they suddenly attacked the Xenoterop Death Machines before disappearing again almost as quickly. It is now believed they were not brought to our galaxy to save

		them from the Acquisitors but to help in the construction of Evigone. As a reward for their work, they were given a system in the Second Sphere. But some say they were created by the Lords tens of thousands of years earlier and may have been an earlier technology before the Lords advanced beyond their corporeal existence and their need for physical forms and interactions. Whatever their true nature or purpose, the liquid machines of Tyn are a potent example of how little is really known about the Second Sphere or the early history of Evigone.
Typanum	Door art	Former centre of the arts for Zamut Empire in the early days and more lately has become an important port and base for the Corocore Line. One of its main exports is paper.

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Uakaris, Guide	Monkey	A curator of the bones of the Kilia-vessel on Dorsalis
Udo	Food plant	The growth of Penti necessitated an expansion of food production and since Penti is largely sea they colonised many worlds in the Third Sphere, like Udo, to supply food. During the period following the shutting of the gates many of these worlds went into recession, but Udo remained within the equatorial corridor where eight gates were still accessible
Ugali	Porridge	A world financed by Rickoby to supply oats and other grains in the region
Uhlán	An Officer	Before the Battle of Variola, Zamut had a colony in the North near Ulupan led by the Uhlán, a military caste. The Ulupan defeated them and Zamut was forced to abandon all its worlds. Uhlán gives its name to the road between the Meros and the Diaglyph and also to the region in general, especially for the humans that stayed behind and continued to live on the worlds along its length following imperial withdrawal. The planet has little to recommend it these days apart from as a base for light repairs and metal-working (like Redren)
Uigur (Captain)	Barbarian	The hawkish captain of the <i>Kyzyl Mazhalyk</i> hoping to re-irgnite conflict between clans Karasor and Taira so he can prove he was worthier of better treatment during the Hundred Year War where he failed to prevent the escape of the Genetric-Zarktek and was put on patrol duty rather than on the front line
Ullage Caudle	Spillage/warm drink	Landlord of the Fisherman's Net Public House, Waters-gill Village, Momus City
Ulmus	Elm	The most northern world of the Third Sphere, managed to survive in spite of being surrounded on all sides by the Zarktek largely because the Sea of Ulmus is virtually impenetrable. They call their world Orme (q.v.)
Ulupan		The Empire The genetically altered apes created to serve the Kilia are known collectively as the Ulupan and it is also the name of the empire they built and maintain in the Third Sphere. Technically highly advanced, they have a monopoly on the construction of Exarch disks and Claught drives that keeps them powerful. They also manufacture weapons and many other commodities. Their empire is sealed against the rest of the Third Sphere and all trespassers are met with deadly force. The great empire that grew out of the original ultra-alien empire of Kilia-Ulupan is potentially the strongest in all of the Third Sphere. Their monopoly on technology ensures their continued importance to all the other empires. But for their reclusive and isolationist policies they might dominate the Third Sphere. While this policy persists, they present no threat as such but the expansion of their economy into the sale of weapons is beginning to have a destabilising effect. History

		The worlds now known as Simia III, IV and V were the first to be colonised by the Kilia and were known as Math, Kilia and Mara. It was here that they used the rich genetic pool to create their servants, the Ulupan, using some of the genes of monkeys. Blocked in the west by the Xenoterop-Zarktek Empire, the Kilia sent the Ulupans east and south. At the beginning of the Hundred Year War the Kilia-Ulupan Empire had expanded very little since ancient times. The rise of the Zamut colonies on their Eastern borders kept their expansion in check but neither was there the will to extend their own advance into new territories. There was the threat of the Junopta-Quill returning to reclaim their old worlds and the Xenoterop-Zarktek Empire was at its height so the threat of invasion was very real. The Kilia concentrated their efforts on building the Simia worlds as a defence against any potential invasion. This wall of heavily stocked and garrisoned worlds was supported by an economy thriving on the manufacture and sale of Exarch technology. It was the latter that kept them relatively neutral in the war; all sides were reluctant to upset the Kilia but eventually the Xenoterop-Zarktek, complaining they were being kept short of supplies, attacked the Ulupan on their north-western border. In the most savage decade of fighting in the whole of the war, the Kilia-Ulupan drove back the Xenoterop-Zarktek and made a significant impact on the outcome of the war. The collapse of the Xenoterop-Zarktek on their northern border led the Kilia-Ulupan navy to take total control of the region. In a period of the greatest expansion of their empire, they were still reluctant to pursue a policy that would lead to extending beyond their initial core. However, when the Zamut colonies withdrew from the north the Kilia-Ulupan temporarily took administrative control of their worlds. This was done more as an act of salvage than manifest destiny; the aim was to strip these worlds of technology (much of which they had sold them in the first place) and then to withdraw. Fifty years after the Hundred Year War the objectives of the Kilia-Ulupan have largely been reached. The worlds along their southern border have been abandoned in favour of new colonies along their eastern front. The Kilia-Ulupan Empire is now the most homogenous and centrally controlled empire in the Third Sphere. They have finally got rid of the Junopta and renamed their world Ulupan; their only open link between the outside and the Ulupan economy. They have retained their northern conquests in spite of requests from the Council of Empires for access. These former Xenoterop-Zarktek worlds were the site of some of the worst atrocities during the war but so far no investigators have been allowed to inspect them. It is rumoured there is a new alliance of Zarktek and Kilia forming in this region.
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		Political leadership Very little is known about the absolute rulers of Ulupan, the Kilia. They maintain total control over the quasi-alien primates and it is believed they do this through some kind of super-psychic power but the mechanism is not understood. At a local level, the Ulupans have a hierarchy based on genetically selected ability so those that were created to govern and those that were created to labour do their tasks without question. Population The figures are largely speculative and based on long-range observation of the amount of light given off by their densely packed cities. Pop: approx.11 billion
Ulupan	World	Key Ulupan trading world with the rest of the Third Sphere, was called Junopta II.
Ulpian	A jurist	A Zamut student from Curia
Umbas (Lord)	Centre of a shield	Umbas is a competent general in command of the 2 nd Army Red Hussar regiments on Jarrah. He was not present at the Battle of Cromorna when the navy and the bulk of his regiments were ambushed by the fish of Panadawn. Instead, he had to deal with an up-rising on Jarrah supported by Saronese infiltrators from Sagitta. This did not prevent him being accused of orchestrating the rout and being accused of treason.
Umeboshi	Pickled plum	A Penti world supplying fruit to the home world, mostly plums for sauces
Unagi	Eel	A fisherman from Ryōshi village
Ungava, Effodio	Mine/miner	President of Lacuna, and brother of the Governor of Damocles, has used his wealth from his mines to expand his business onto other worlds.
Ungava, Khapra	Mine/beetle	Governor of Damocles – used the prisoners as slaves for his brother's business and later used to refugees from the north when he ran out of slaves
Unguis	Nail, claw or hoof	The planet used by refugees from Quagga to escape to safer worlds within the human territories rather than fight for the Zarktek. Today they are a trading world ruled over by Baron Jagir. His mismanagement and over-taxation of the port has led to many joining the Revolutionary Council to protest. The planet is also the secret location of the White Hussars' Special Operations division where it trains its elite corps for undercover missions
Uous Pronounced: Ü as in über, ö as in hot and ß as in fuss	Second Sphere	In the galaxy of Urim, the fish-like Uousdenopti were a single-world species preserved by the Lords for their uniqueness. Their planet is a single vast drop of pure water and was probably covered in a crust of ice originally. The Uous found the seas and lakes of the Third Sphere impossible to live in so used gene technology stolen from the Genetric to create quasi-humans and aliens from fish and other aquatic lifeforms to serve them but returned to the Second Sphere. Their creations have diverged into their own societies but still treat their creators as gods (see Junopta for a comparison).

Uraeus	A cobra	Like Hamadryad, Uraeus is one of the few worlds created by the Venor in the Third Sphere. However, they have had little opportunity to develop as colonists. After their support for the League of Scyphus, the Penti Empire curtailed the activities of the Venor and Uraeus remains relatively isolated to this day
Urbino	Courtyard	Location of the palaces and Government of Old Zamut, now more famous for its cities and its university
Urim		There are three definitions of Urim: 1 – it was the world the Lords of Wuminger came from (historic definition) 2 – it is the name of the energy that binds Evigone together (scientific) 3 – it is the spiritual home of the righteous after death (metaphysical) The first two are generally linked and agreed upon by both historians and scientists as being one and same. The metaphysical explanation is held by various religions among the humans.
Urobach	Horse demon	The tsar of Jugam, a slave world created from the Saron peoples that had first colonised the planet. He raised twenty legions of slaves for the war effort but many rebelled and fled the field of battle to join their human kin
Upas	Poisonous tree	Ambassador of Rickoby at the Council of Empires
Ursa	Bear	The Genetric created quasi-humans by mixing human DNA with bears to make a powerful army against encroaching Tun armies during the period before the Battle of Variola. However, the Ursa rebelled and eventually moved to the Firelands and founded their own world
Ushinawa (Gunner)	Lost	The crewman on the <i>Kara Kum</i> lost during the fight with the <i>Harima Nada</i>
Uttar Neelam, Captain	North/sapphire	Captain of the Saron Great Train, <i>Cucurbit Sapphire</i>
Uval	Demon camel	Quelchemon-Zarktek general in command of Beni, he fought at the Battle of Torii with thirty-seven legions but was defeated by the human and Oxaditan army out of Xramarsis

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Valance	Cloth	Second most powerful family in Xramarsis – they run the Sapphire Hub
Valance, Jequirity	Cloth/shrub	Former Trade Union leader on Sabulous, managing director of Beryl Hub and then Chief attaché to Gemote on behalf of the President's Office of Xramarsis, then President of Xramarsis.
Valhalla	Heaven	Nominally part of the Tun Empire, the people of Valhalla (and Aesir and Mjöhir) are fiercely independent and live by a warrior code. Valhalla is the religious centre of their culture where the dead are honoured. It is ruled over by young King Sweord. Fond of beer, they grow prodigious amounts of barley which they also export to their neighbours.
Vambrace	Armour	A pirate
Vanus (General)	Vain	General of the Ninth Legion on Sapadilla charged with defending it against the Quill Empire but so far without result. The least capable of all Zamut's generals but with enormous influence in the Senate.
Vanus (Captain)	Vain	Leader of a group of bounty-hunters on Arroba
Varie	Centipede	Forfic's wife
Variola	Smallpox	The world destroyed in the war between the forces of Zarktek and the alliance of Penti and humanity
Varvels	Rings on a hawk	Before the war with Ulupan and their withdrawal from the Third Sphere, Junopta founded colonies on the world of Varvels. After their departure, Penti maintained political control, as did Rickoby after them, but the world was mostly used as a stopping off place for travellers along the Uhlan Road and nothing more. The people that live there are mostly farmers and cattle ranchers with only a limited export trade
Vedette	Scout	An elite TIN fighter squadron based on Mazurka
Veleta	A waltz	Tun world famous for its music but also one of the great cheese producing worlds in the Third Sphere
Velite (Vice-admiral)	A skirmisher	Second-in-command of the IZN Sagan blockade fleet
Velter	Hunting dog	One of the Parrhesia family bodyguards
Venor	Second Sphere	The original Venor species, known as the Telepathists because of their skill with telepathy, had a multi-world society that was stable and progressive. They were saved by the Lords from the advance of the Acquisitors but remained hostile and aloof from the other races. Over the centuries, they have undergone a metamorphosis that many believe was the result of a genetic mistake which has resulted in their current snake-like form. Their original worlds, which circled their sun in much the same way as the (natural) asteroids of Hubblenook, was largely reduced to rubble by the Penti during the 18th millennium. According to Narikin Karasor's <i>History</i> , this was probably because Venor telepathy had grown so strong it threatened to overwhelm them but may also have been because the Venor refused to bow down to them.

		Even before the Hundred Year War, the Venor were the biggest supporters of piracy and terrorism in Evigone, especially in the Third Sphere. Though they have little technology of their own, they are the most powerful telepaths of all the races and can use the Spirit of Urim against any of the other ultra-alien races. They made two colonies in the Third Sphere, Hamadryad and Uraeus, but their war with Penti left them boxed in and powerless, even when the Zarktek were at the height of their power
Vepar	A siren demon of war	Zarktek general commanding the forces of Enoth against the Saron on Jarrah by luring them into a series of clever traps
Veratrina Upness	Alkaloid/mixed-up	Youngest member of the Panadawn Secretariat and Kissel Lapron's assistant on Curia
Verecund	Modest	Archbishop of Areopagitica and the 2 nd son of the third marriage of the Grand Archduchess of Grume. As the leader of the Church of the Path of Light he was responsible for the attack on the Church of the Path of Purity which nearly broughe the Tun empire now.
Veshyaon	Courtesans	Saronese courtesans
Vespillon	Collector of the dead	A/The military half of the Panadawn-Vespillon Empire B/David Stone, the Emperor's brother
Vettura (Via)	Car	A road that links Quill with the Diaglyph across Zamut and Tun
Vexer (His Fiscal Majesty)	One that annoys	One of the Council of Rickoby, an ultra-alien responsible for the taxation of the Empire of Rickoby
Veyor	Inspector	Kalmia's lawyer (from Rhyton)
Victless Jaggery	Hungry,sugar	Head chef at the Paregori Club, Momus City
Virgate	Twiggy	Quill world and the oldest in its Empire. Colonised after the Junopta began losing territory to the Kilia, Virgate became the centre of the new Quill and began spreading across the Southern hemisphere from there. It is still a centre of technical skill combining Junoptan and other sciences to build new ships and equipment (especially weapons). Their biggest export however is gemstones collected from the Clouds of Kalon and cut by experts on the planet.
Viscum	Mistletoe	Originally a secret world where the Genetric experimented on human genes before manufacturing the results on Quagga; now another mine for technology by explorers
Vivers	Provisions	The name of the village store in Yogan, Smorzando
Volac	Winged child demon riding a dragon	General in command of the Zarktek Xenoterop forces at Lygia, led many attacks into Kilia-Ulupan space before leading his army of thirty legions of quasi-alien crustaceans to Variola for the final battle
Voralia		Member of the SIU sent to watch the IZN on Paragon
Vraic	Seaweed	Navigator on the <i>Anser Hyperboreus</i>

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Wagg, Libken and Attrite	Waver/place to sleep/wear-down	Refugees from Frampold aboard <i>Our Mutual Friend</i>
Wagmoire	Marsh	The caretaker at Strake Hall, Smorzando
Wahabi	A sect	Xramarsis world where they produce food for the mines under almost medieval conditions. Their pottery has become synonymous with poverty.
Wahine	Beautiful woman	A human colony specialising in the production of wine and spirits
Waits (lieutenant)	Watchman	A communications officer on board the <i>King of Momus</i>
Wakashan	Native tribe	A world untouched by outside influences
Wakerife (Corporal)	Wakeful	Corporal in the 55 th Green Hussars, from Couteau
Wakizashi	Suicide knife	Penti colony charged with defending the Eastern region and the Ouroboros Road but makes some of the most famous swords in the Third Sphere. Its foundries are also responsible for making most of the steel exported back to Penti Prime.
Walvis	A port	A port in the Northern outpost of the Zamut Empire closest to Ulupan, lost along with the rest of their worlds to Ulupan and now an independent world but not particularly savoury. New shipyards have appeared and slave labour is being used to construct warships for the Rickobites.
Wandought Village	Puny person	One of the districts of Momus City - a new development on the site of an old peasant village which still retains its village green
Wanmori	Soup	Until the break-up of the Penti Empire, the Ishan colonists were responsible for making replacement parts for Penti warships. Most of their industry has now disappeared and they have focussed on growing food and preserving it in tins for their remaining colonies and for Penti Prime following the loss of many of their worlds to both Rickoby and Panadawn. They are, however, still famous for their haiku.
Waratah	A shrub	Quill world specialising in rare plants and flowers for the court but also grows cocoa for making chocolate which is exported
Wash Zizel	/ground squirrel	A regular at the Cat's Claw on <i>Our Mutual Friend</i>
Waspania	The land of the wasps	In a last-ditch effort to hit back at Saron, the Enoth-Zarktek used the Ichneumon to destroy the human colonies and Waspania. It was originally (and ironically) called 'Harmony' and was the centre for large numbers of factories and weapons plants
Watergill Village	Rainbow	A notorious sink-hole for the poor of old Momus City
Webster Cloth Company	Weaver	The largest of the cloth companies based on Thulia, the Webster mills supply the military with uniforms and design clothes for the rich
Webster, Dizzard	Weaver, fool	Younger brother of Mazard Webster
Webster, Mazard	Weaver, cherry	Heir of the Webster Cloth Company on Thulia – see 'Juggins'

Whekau	Owl	University planet in Xramarsis and the location of the gate to Oxaditan. Whekau is largely made up of refugees from the Genetric Empire. Its dominant species are quasi-human birds created by the Genetric. These flightless philosophers have become the heart of the education system for the Empire of Xramarsis, sending out graduates all over the Third Sphere in search of new technologies and in particular, new mining techniques
Whew (Gunner)	Whistle	Assistant to Master Gunner Roccella, Calefact, Cromorna
Whimbrel, 'Way-finder'	Wading bird	Second-in-command of the QMM <i>Apus</i> and the captain's ex-husband
Whirlpool		A game like rugby played in the Tun Empire – also a board game
Wicopy	Second Sphere	There is now strong evidence to suggest Wicopy is Wuminger, the original home world of the Lords. It was the first planet to be occupied by humans from the First Sphere who probably crossed the intervening space by land gates similar to those which link the Second Sphere worlds and the Third. In size and ecology it is very similar to the Third Sphere worlds which has led some scientists to speculate it may have been terraformed by the Lords to make it more suitable for human habitation – for certain, the animals and plants on its surface are not alien in any way. There are known to be four zones that correspond to the four human groups: that of the tundra people in the north; tribes around the central sea, known as the Fisher People, who became the Zamut; a desert people who went on to found Xramarsis with the aid of the Oxaditan; and a jungle people who were the ancestors of modern Saron. Left to their own devices, these peoples may have developed their own civilisation but interference from the other Second Sphere species (either captured to be used as slaves or given ultra-alien technology to allow them to migrate to the Third Sphere) has resulted in Wicopy becoming an almost abandoned world with just a few surviving settlements.
Widow Vitail	/victuals	The cook at Strake Hall
Wodge, Constable	Lumpy bundle	An ex-TIN Marine with family owning a farm south-west of the Momus City limits
Woed (brothers)	Wood	Carpenters from the House of Sabre on Sword
Wold (Director)	Forest	Director of Public Relations at the headquarters of the Sa'ic Company on Kajawah
Woolley, Mrs		Coot's secretary on Earth
Wou'Merites	World Makers	The ultra-aliens that created Evigone
Wrake, (Second-Lieutenant)	Wreck	A second-lieutenant serving with the Green Hussars on Cromorna. Was accused of collaborating with the locals and was challenged and killed in the Circle of Fire by Major Flankard
Wulder	Glory	A serving girl at the Cassava Casino on Agnatha
Wuminger	First Sphere	Protected by a vast Maze, Wuminger is made up of only six worlds populated by humans taken from Earth 20,000 years ago. Each world, unlike those that make up the Third Sphere, is a perfect copy of Earth. Plate tectonics, volcanic activity, a fossil record, mineral deposits; it would be virtually impossible to tell them apart from the original – which is why there are only six. In the centre of the sphere lie the Arks of Wuminger, the original ships that brought all the ultra-aliens to our galaxy.

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Xebec, Mr	Boat	Droger Company manager on <i>Our Mutual Friend</i>
Xenoterop	Second Sphere	These machines with biological minds were created by the Gol in the 16th millennium and gradually superseded them in the following centuries to become one of the most powerful races in Evigone. They hate other life forms and barely tolerated the Zarktek let alone the other species in Third Sphere and their Death Machines (or myoo) became synonymous with terror during the Hundred Year War. Since the slow death of the Penti, their only real opponents have been the Tyn. Their world, as seen from space, is a ball of orange gas but nobody has seen the surface and survived to say what lies beneath.
Xenoterop Death Machines		The most feared part of the Zarktek Alliance – like the robots of Clun B but far more vicious
Xramaria	Corruption of 'marigenous' or produced by the sea	The Empire Founded by the ultra-alien Uous, the Empire of Xramaria is dominated by water worlds and is protected by the Sea of Orecto. Their worlds are the most terra-formed of any in Evigone. On many of the aquatic planets the inhabitants have built dams, flooded lands and conserved water to change the environment to suit them. The two dominant species, the Selachii and the Holostei vie for power while others, like Blatella, are looking for independence. Like Tun in the south, Xramaria is going through a time of great change. History Limula, the first world founded by the ultra-alien Uous, was established to rejuvenate the dwindling resources of the home world in the Second Sphere. Unable to tolerate impurities in the water for long and to facilitate the farms and build colonies, the Uous used technology to genetically alter several species of fish in the rich oceans they found on their new world. Xenoterop genetics produced quasi-alien hybrids, Genetric: quasi-human. These new species began to form colonies of their own and spread northwards across the sphere. In the Third Millennium the quasi-alien Selachii were the dominant force in Xramarian politics but the Uous had created quasi-human alternatives, such as the Holostei and the Agnathans that were less antagonistic towards the burgeoning human population in the region. The loss of the Evetna colonies resulted from the failure of Xramarians to meet the rise of the only quasi-alien reptiles in Evigone. Semi-aquatic, highly advanced and backed by the Xenoterop-Zarktek, the Evetna quickly defeated the unprepared navy from Scylor and forced it to retreat. One

		major success in the region was the Arapaima that managed to aqua-form the planet, turning seas into freshwater and flooding most of the land masses. In the Fourth Millennium, war with the Zarktek reduced the Xramarian Empire and forced them to retreat deeper and deeper into the seas or to form greater alliances with the new Tun Republic. The Arapaima, a shallow water species, was rapidly absorbed into the Zarktek Empire while the Selachii closed two of their worlds to concentrate on defending the third. Greater alliances with the humans were made and in the Fifth Millennium the whole region became the Tun Republic. The return of the Uous to fight in the Hundred Year War was followed by the most rapid expansion of their empire in history. Invertebrate armies abandoned after the war, on Blatella and Lithobius, quickly surrendered to Xramaria and formed their own colonies in the wake of Tun's retraction from the region. Similarly, Agnatha, Silurus and Gar, already supporting quasi-human aquatic species that had spread out on their own from the core worlds, took over the running of their planets. Expodite, the former shock troops of the Xenoterop, chose to surrender to Xramaria rather than Penti. The presence of the Uous forced the humans to concede government of the region to the aquatic species. The Tun Republic was replaced by a new Empire of Xramaria. The retreat of the Penti led to more worlds coming under their control but the strain on the fragile alliances was emphasised when the Uous, cut off from the Third Sphere by the closing of the gates, could no longer exert their influence. Several worlds, especially the invertebrates like Blatella and Expodite, began to form secret alliances with Rickoby in the hope of gaining independence. Others, like the Holostei, began to disagree with the Selachii and battles and border skirmishes between the two have become common. Political leadership There is very little holding the empire together now the individual systems have no common enemy. Various royal houses and independent councils are more interested in local issues than in forming a united front against the rest of the Third Sphere. Trade The aquatic species have many skills and resources that are desirable to the rest of Evigone, not least their ability to farm underwater. The independently owned Piscine Company is the largest but rarely trades beyond the borders of Xramaria.
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		Population The populations of Water Worlds by their very nature are hidden from view and difficult to estimate by conventional means. Some of the worlds, like Agnatha, are relatively open with statistical information. Others like Arapaima fiercely guard their privacy and so the totals below are highly inaccurate. Pop: approx. 11 billion
Xramarsis	Corruption of 'ramal' or branches, symbolising the spread of humanity	The Empire Founded by the Oxaditan, the worlds of Xramarsis lie within the Nicol field, the stream of debris and star matter of paramount use in the construction of Exarch discs and Claught drives. Consequently, the Oxaditan became a powerful independent force during the history of Evigone. The present empire is dominated by mining and heavy industry though run by humans. Xramarsis is the only empire where more people live off-world than on. Their mining activities extend not only into the Nicol fields but across the space between in the inner and outer barriers. Working closely with the ultra-alien Oxaditan, the humans of the empire have built extensive platforms and complexes in the vacuum of space and make less use of the worlds below than any other race. The result of all this industrial activity is a diverse system of small and large communities that have a binary purpose: mining and trading the fruits of their labour through a series of shipping fleets like the Beni and Sa'ic companies. History The arrival of the Oxaditan in the Third Sphere was not prompted by the need for expansion or colonisation. The six worlds they laid claim to were less important than access the wealth of mineral ore above them, including Nicol. Two thousand years after the mines of Oxaditan were founded, the arrival of humans allowed further expansion. In a rare partnership, the humans and ultra-alien worked together and soon human colonies were established on the worlds the Oxaditan had only used for storage before. Trade between the human empires gradually led to the colonisation of more worlds and the Empire of Xramarsis was born. The Oxaditan still ran the mines but their human partners diversified into trade and shipbuilding, including the Sa'ic Company, the largest independent shipping fleet in the Third Sphere. By the time of the Zarktek Wars they were the richest empire in Evigone. After the Wars the gate to Oxaditan was closed and the ultra-alien 'disappeared'. However, the humans expanded along their southern border into worlds formerly controlled by the Zarktek. In the long term this proved to be their undoing; financially the expense of restoring planets devastated by the Zarktek drained their reserves and raised taxes. Only Beni, where the Beni Fleet re-located,

		proved a success. Elio, Ghole and Eldritch were beset with booby-traps and remnants of the Zarktek regime, including rogue Zlativans, that proved impossible to disarm. Political leadership Because their empire is fragmented into mining communities living off-world the central authorities on Nicol rely heavily on a distribution of power through local committees. Each hub has its own 'boss' and 'crew' that form a union to run the facilities. Since the closing of the gates and the sudden absence of the Oxaditan to give direction, the government on Kajawah has made a number of blind decisions that have led to the hubs breaking away from centralised authority and attempting to go their own way. The powerful shipping fleets under their presidents and CEOs are now the power in Xramarsis and the government on Kajawah is virtually redundant. Trade The economy of Xramarsis revolves around minerals; collecting, processing and making sure the whole operation is supplied with the means to continue production. Nicol for use in Exarch Disks and Claught Drives is the primary product but the Western Spiral Arm also provides rich reserves of other metals that can be sold on to the rest of Evigone. Population In terms of numbers, the empire of Xramarsis is the smallest in the Third Sphere and less than a quarter live on its twenty-four worlds. The rest inhabit the hubs in the Nicol Fields and even into the space between the inner and outer barriers. Pop: c2 billion
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Yamun Yorghan	Official/quilt	A negotiator for the RBCC
Yare, Constable-Captain	Of a river	Captain of the Marsh Street Station, Momus City, responsible for protecting the super-rich district of Modest hills and momitoring traffic coming to the city from the Port of Momus, ex-TIN
Yassa, Admiral	Order	Admiral of the Karasor fleet on Kaishaku and captain of the <i>Khorasan</i>
Yataghan (Baron)	Of a sword	The mysterious baron of Quathlamba, Yataghan is accused of delving too deeply into the technologies of the Zarktek that can still be found on the planet.
Yegg	Burglar	Pirates in the Third Sphere
Yek Sevum	Oak/suet	A former White Hussar executed on Dombox for crimes against humanity
Yercum	Medicinal shrub	During its time under the Rickobites, Yercum has flourished as a factory for medical technology along the Diaglyph to counter the post-Zarktek threat of more Ichneumon-like attacks by subversives. It has branched into luxury goods to try and attract more traders.
Ynch, Procurator	Inch	A hybrid Rickobite advisor
Yoberte, Lord	Jeopardy	Leader of the diplomatic mission to claim taxes on behalf of the Tun Empire
Yogan	Four miles	The closest village to Strake Hall
Yorna		Mythical aliens not connected with the Wou'merites, or in other words, indigenous to the galaxy
Yotogi	Vigil	Crewman on the <i>Karatoba</i>
Ytterbia	Element 173	A world founded by the Enoth and now part of the Tun Empire, the human population turned away from the heavy industry demanded of them by the Zarktek, using the machinery and their skills for making hunting rifles and other ornate weapons instead. However, their biggest export comes from the huge quantities of wheat they grow for the empire.
Yulia		SIU agent sent to Quathlamba to spy on Baron Yataghan (see Semencine)
Yull	Second Sphere	The species that once lived on Yull disappeared around the middle of the fifth millennium and the planet is now a lifeless ball of raging seas and storms. Whether they destroyed their world by civil war or it was a natural catastrophe is unknown, as is the nature of the inhabitants, but it is believed they were a multi-world species in the galaxy of Urim. More recently, Yull was the site of the last of the Great War battles at the turn of the last millennium and the system is known to be filled with the wreckage of thousands of the most advanced warships ever built by the Penti and other combatants. Even before the gates closed at the end of the Hundred Year War, Yull's solar sphere was deemed too dangerous to enter and it has remained isolated for a thousand years.

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Zabra Tornus		Member of the Panadawn Secretariat and a presenter on Radio Panadawn
Zagan	Demon of forgery	Zarktek tsar sent to rule the Rickobite world of Megaron, gateway to Rickoby in the Second Sphere, later cleared by the Council of Empires of war crimes when it was revealed he had secretly been helping slaves to escape to neutral planets. However, he was still guilty of other crimes so was sent to the prison planet of Exitine
Zagan, Book of		The Book of Zagan is said to reveal the hiding places of all the Zarktek generals, the lesser tsars, the seven princes and perhaps even Apollyon, in a code within its long narrative. It tells the story of the early tsars and their confrontations with the ultra-aliens in a way that suggests they were the victims rather than the children of their creators – which is why many suspect Zagan was trying to send a message to his supporters. The book is held within the deep vault of Mazurka College at the University of Rhyton.
Zakat	Tax	A goat farmer on Arroba
Zamut	'Great, tall and many'	The Empire Last of the human empires to evolve out of the many that fled the first and Second Spheres to create an empire in the Third. What makes them a heterogeneous community is their belief in a polytheistic universe. They are also the most technologically advanced of the human empires. History The history of Zamut begins on Arroba sometime in the Third Millennium. The tribe of Zamut (meaning 'great, tall and many'), unlike the more conservative Tun, embraced the technology offered to them by the Quelchemon. Almost immediately they began spreading out and exploring. By the Fifth Millennium they were well-established and had large colonies in each quarter of the Third Sphere. The most successful were the kings of Azederac of the North Zamut Empire. They could trace their ancestors back to the First Sphere and the escape from the Lords of Wuminger. They held on to their territories almost up until the end of the Hundred Year War when, exhausted and impoverished they had to move south to survive. It was a similar story for their north-eastern empire; the Ulupan Empire forced them out of their colonies after the war. After the war, Zamut re-established itself in the south where they had beaten back the advance of both Zarktek and Quill. They had control of important technological resources and were able to re-build their military using advanced and exotic weaponry. Unlike Tun, they were never enslaved and

		even though they were out-gunned and lost territory during the Hundred Year War, they can still claim to be the only human empire in Evigone to have remained independent of the Zarktek. Even Saron, though it is ruled by humans, relied on its quasi-human allies, the Chuprassy, to win their battles for them. Political leadership With the consolidation of the empire in the South came political changes; out went the old monarchy in its traditional form and though they have kept the title as a figurehead for the empire Zamut is ruled through its senate on Curia. There are 114 senators, 3 from each world (two based in Curia and one remaining behind thus there are only ever 76 senators present). The three senators that should come from Sagan have been appointed in absentia from among Zamut's political elite, and it is a similar story for Tufa. The rest of the worlds are ruled by either a governor (appointed by the senate) or a president (appointed by the people of that world). The exceptions are the two religious worlds of Flamen and Lares who are both ruled by ecclesiastical courts with High Priests in over-all charge. Trade Zamut shipping companies, such as Agora Independent, trade across their empire but only the Corocore Company goes further afield. The latter is one of the most important shipping lines in the Third Sphere, equal to the Sa'ic Company of Xramarsis, and bases its offices on Typanum in East Zamut. Zamut Merchant Marine deals almost exclusively with the needs of the Imperial Zamut Navy. Population The population of Zamut is expanding rapidly and is now the largest of any empire. Pop: c17 billion
Zamut Merchant Marine		The merchant arm of the Zamut Empire

Zander, Constable-Captain	Pike-perch	Captain of the Gutter Street Station, Rube Borough, Momus City; a former TIN officer
Zarab	Wine	A tribe in the deep desert of Arroba
Zarktek	Tsars of technology	Created by the Quelchemon with Genetic science, they were designed to rule the empires of the ultra-aliens while the latter fought in the Second Sphere Wars. Enoth, Genetic, Quelchemon, Rickoby, Venor, Xenoterop and Zlativa each had their own 'prince' presented to them along with tsars and generals to rule their worlds in the Third Sphere. This Heptad was led by their father, Apollyon. For hundreds of years they dominated the Third Sphere until the Hundred Year War sent them into exile
Zarktek hybrids		It was discovered that the Zarktek could not breed so the Genetic combined their DNA with other quasi-alien species. The results were often deformed because the quasi-aliens were in themselves a creation of gene-splicing and errors crept in – especially when breeding large numbers for war.
Zax	Slate-cutter	Son of Dobra
Zax (Brigadier)	Slate-cutter	Brigadier for Governor-general Marish on Cromorna, an adjutant rather than a field officer
Zelkova	Elm	A Penti world built with the aid of the Forons
Zenana	Women's quarters	An island on Agnatha
Zepar	Demon god of war	Tsar of Creophage and commander of thirty legions. He was created from Prince Ariel but was banished to the north to serve the Xenoterop-Zarktek
Zircon Corporation	Mineral	A planet and mineral company, part of Xramarsis, it is dominated by its metal-working industries and the administration of the Xramarsis Empire. It is also the base of operations for the Zircon Corporation; a Podagran-run shipping company prepared to deal with almost anyone. In spite of their dubious connections (and even more dubious owners) the government of Xramarsis tolerates them because they manage to get difficult jobs done. Under the cover of their name they are responsible for a large proportion of the arms dealing that goes on in the Third Sphere and even some slavery
Zivola	Yellow bird	Zizania's mother, Priestess of Quill's Reliquaire and Nidus
Zizan	(Contraction of 'Zizania')	A king of Redren, cousin to the kings of Hamose and Varvels. He fought the Kilia-Ulupan for over a century before defeat in the volumes above Redren. His tomb was initially on Redren but was moved as the Ulupan pushed on and destroyed the cities. It now resides in a tomb along the processional way on Nidus.
Zizan's Platform		The largest of the sky platforms in the Quill Empire, built on Virgate by the first kings and added to over the centuries
Zizania	Water grass	At the time of the Year Zero, Zizania was a troublesome Quill Princess on the <i>Cissoïd Corindon</i> , youngest child of Tragacanth the Gold and therefore, under Quill law, the heir to the throne.
Zlativa	Second Sphere	The first Zlativans were almost as powerful as the Lords in their own galaxy. Though they were rivals, they made peace when the Acquisitors rose to power and aided the Lords by providing the

		calculations for the trans-dimensional flight of the arks to the Milky Way. Since then, they have not progressed but have become involved in lesser politics. They became the suppliers of spies and assassins to the Zarktek during their reign and continue to pose a threat to the other species of Evigone.
Zoea	Crab larvae	Leader of the Cirrhopod Consortium on Morglay
Zofra	Carpet	Nawab of the House of Saron on Dragees
Zollverein	Customs union	The customs inspector for the port of Gratin, Sword
Zophocles the Collector		The owner of a famous zoo in the Saron Empire
Zori	Clogs	A peaceful Penti world almost wholly made up of the Ainos, the servant class of the Penti, it has never-the-less defended itself with amazing force against invasion from the South by the Genetic and the North from Xenoterop when the Zarktek laid claim to the gate to Hubblenook and more recently against the Rickobites. Part of the reason for this are the Shrines of Zori, an important religious centre for the Ainos.