

CULTURAL PROFILE

2. World/Government Name

Arrakir

1. Date of Preparation

B59A779-9

PROGRESSIVENESS		EXPORTS
Attitude	Action	Natural Resources
<input type="checkbox"/> Radical	<input type="checkbox"/> Enterprising	<input type="checkbox"/> Agricultural
<input type="checkbox"/> Progressive	<input type="checkbox"/> Advancing	<input type="checkbox"/> Ores
<input checked="" type="checkbox"/> Conservative	<input checked="" type="checkbox"/> Indifferent	<input type="checkbox"/> Radioactives
<input type="checkbox"/> Reactionary	<input type="checkbox"/> Stagnant	<input type="checkbox"/> Gems & Crystals
AGGRESSIVENESS		<input type="checkbox"/> Petrochemicals
Attitude	Action	Processed Resources
<input type="checkbox"/> Expansionistic	<input type="checkbox"/> Militant	<input type="checkbox"/> Agricultural
<input type="checkbox"/> Competitive	<input type="checkbox"/> Neutral	<input type="checkbox"/> Alloys
<input checked="" type="checkbox"/> Unaggressive	<input checked="" type="checkbox"/> Peaceable	<input type="checkbox"/> Agroproducts
<input type="checkbox"/> Passive	<input type="checkbox"/> Conciliatory	
EXTENSIVENESS		Manufactured Resources
Global	Interstellar	<input type="checkbox"/> Weapons
<input type="checkbox"/> Monolithic	<input type="checkbox"/> Xenophilic	<input type="checkbox"/> Mechanical Parts
<input type="checkbox"/> Harmonious	<input type="checkbox"/> Friendly	<input type="checkbox"/> Heavy Equipment
<input type="checkbox"/> Discordant	<input checked="" type="checkbox"/> Aloof	<input type="checkbox"/> Electronics
<input checked="" type="checkbox"/> Fragmented	<input type="checkbox"/> Xenophobic	<input type="checkbox"/> Gravitics

TECHNOLOGY PROFILE																	
High	Low	Energy	Computers/Robotics	Communications	Medical	Environment	Land	Water	Air	Space	Personal Military	Heavy Military	Novelty				
	6	-	9	9	A	8	B	-	8	9	8	9	-	8	7	-	A
Common	Quality of Life	Achievement Tech Levels															

Notes on Technology

Sea Harvester is a major corporation on planet

IS Form 22

Cultural Profile Form

3. Government Code and Description
Balkanization

GOVERNMENT DIVISION OF AUTHORITY

<input type="checkbox"/> Executive	<input type="checkbox"/> Executive	<input type="checkbox"/> Executive
<input type="checkbox"/> Legislative	<input type="checkbox"/> Legislative	<input type="checkbox"/> Legislative
<input type="checkbox"/> Judicial	<input type="checkbox"/> Judicial	<input type="checkbox"/> Judicial
<input type="checkbox"/> Ruler	<input type="checkbox"/> Ruler	<input type="checkbox"/> Ruler
<input type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council
<input type="checkbox"/> Several Councils	<input type="checkbox"/> Several Councils	<input type="checkbox"/> Several Councils
<input type="checkbox"/> Demos	<input type="checkbox"/> Demos	<input type="checkbox"/> Demos

DETAILED LAW LEVELS (optional)

Overall	Weapons	Trade	Criminal Law	Civil Law	Pers. Freedom
9	9	C	A	7	D

UNIFORMITY OF LAW

- Undivided
- Territorial
- Personal

RELIGIOUS PROFILE (optional)

God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission, Fervor	Nbr. Adherents
<input type="checkbox"/>						

Notes on Religion

Low class eat leftovers

Powerful nobles living near poles on sea ice cities

Planet of the Sea Nomads

Colonized by Terran Federation

IS Form 22 (Reverse) Cultural Profile Form

World Name	Arrakis				UWP	C1928A7B		Star Name				
Star System	Binary				Star Types	M1V; A6V		System Planets	6			
Year Surveyed					----- / -----							
Planet Density	HC	MC	RB	IB	Seismic Activity #	0	No. of Major Volcanoes	0	#	Planet	HZ	Sat.
Tidally Locked	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>				Temperature	-70 15	°C		1	Dust Ring	X	
Day/Night Length	04 (H) D / W				Terraformed	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>			2	Terr. Planet	X	3
Atmosphere Primary Gases and Density	Dense, Tainted (^{Sulfur} _{Compounds}) / /											
Atmosphere Appearance	Cyan											
Hydrosphere %	100 %											
Hydrosphere Appearance												
Satellites	Name					Colony	UWP			Density Type		
1						Y <input checked="" type="checkbox"/> N <input type="checkbox"/>	D 001300-9			I8		
2						Y <input type="checkbox"/> N <input type="checkbox"/>	-----			-		
3						Y <input type="checkbox"/> N <input type="checkbox"/>	-----			-		
Major Race	Y <input checked="" type="checkbox"/> N <input type="checkbox"/>		Native Life			Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	Radical Lifeforms	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>				
Native Lifeform Complexity			None				Native Jump Drive	Y <input type="checkbox"/> N <input checked="" type="checkbox"/>				
Non-Native Life			Y <input type="checkbox"/> N <input checked="" type="checkbox"/>		Modern Introduction			Y <input type="checkbox"/> N <input type="checkbox"/>		N/A <input checked="" type="checkbox"/>		
Non-Sophont Terran Lifeforms		Y <input type="checkbox"/> N <input checked="" type="checkbox"/>		Other Non-Native Species			Y <input type="checkbox"/> N <input checked="" type="checkbox"/>	Ancient Site	Y <input checked="" type="checkbox"/> N <input type="checkbox"/> small			

Points of Interest & Organizations Profile		Date				
World Name		Arrakis				
Attractions				#	5	
#	Name	Type			Stars	
1	Former World Gov	Historic Bureaucracy-- 50 Years Local Group			.	
2		Deathplace-- Local Religion			★	
3		Local Tour-- History			★	
4		Hotel-- 50 Years Notably Average			★	
5		Hotel-- 200 Years Notably Average			★	
6		None--				
Organizations				#	3	
#	Name	Scope	Nature	Visibility	Use of Force	Threat/Stronghold
1	Pan-Galactic Friends of Life Arrakis Chapter	Planetary	Egalitarian, Protectors	Open	Standard	Helpful
						Stronghold
2		Continental	Traditionalists	Open	Dangerous	Neutral
						Stronghold
3		Star System	Hierarchic	Open	Standard	Helpful
						Outpost
4		NA	NA	NA	NA	NA
						NA
Notes						

World

Arrukir

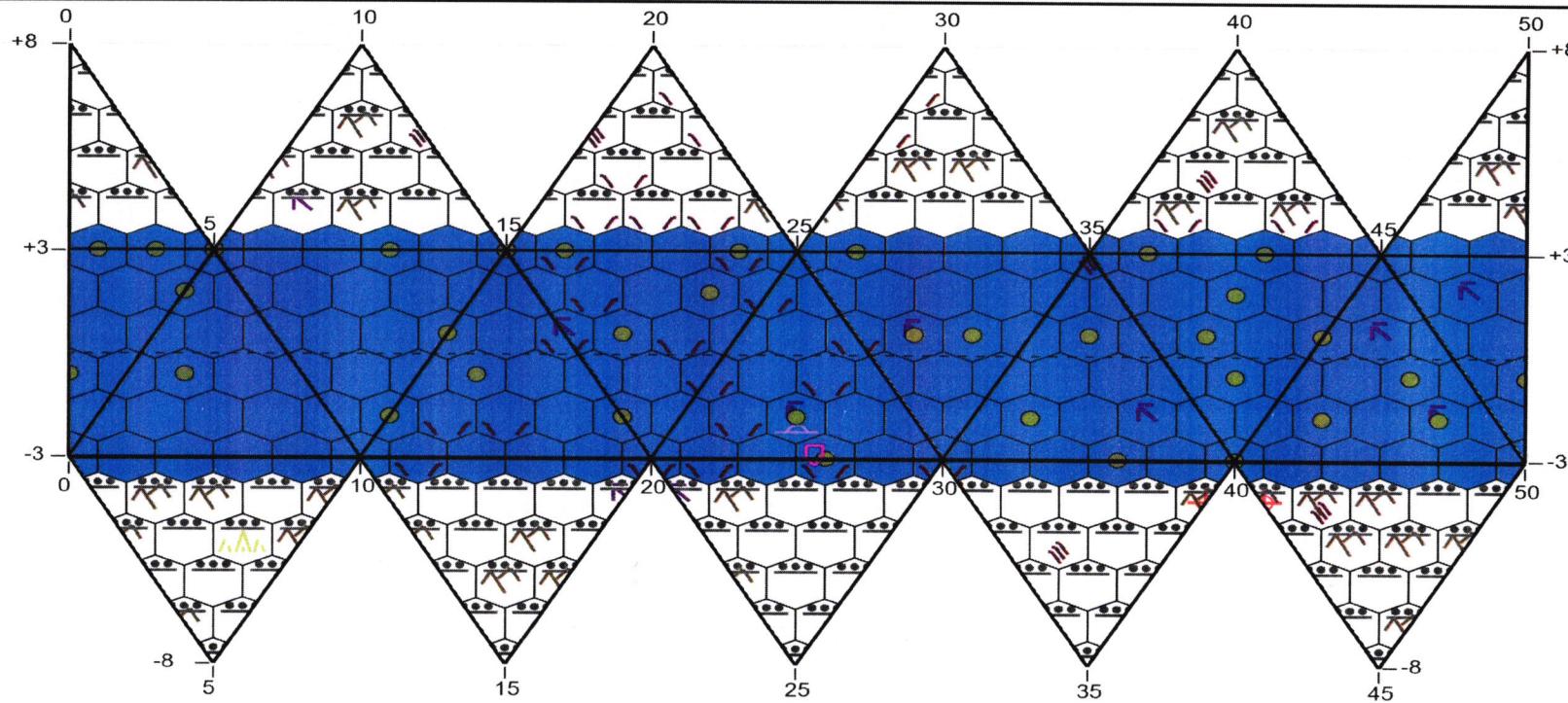
System

The Arrukir System (2420 Solomani Rim)

UWP

B59A779-9

Trade Classifications and Remarks

Wa Pi

Chasm



Mountain



Resource



Exotic Terrain



Noble Estate



Starport



Ice cap



Ocean



Wasteland



Island



Precipice



Scale

Library Data

The following items of information may be found in any ship's library program.

PDPT-beta: Chemical compound discovered by Seaharvester scientists in the corpse of a pre-reproductive phase daghadasi specimen some eight years ago. The full name of the compound, Cis-1, 2 paradichlorotriethylaminoprocyclohepatrenyl-4-tricyclohexene-beta, is rarely used.

The chemical serves as the basis for a family of experimental broad-spectrum antibiotics which can be selectively "tuned" to wipe out specific types of bacterial, viral, and cancerous growths, while leaving adjacent benign growths untouched. Thus far, no synthesis of the chemical has been produced, and no source other than the daghadasi oguls has been discovered.

Seaharvester, LIC: Founded some 175 years ago, Seaharvester has always specialized in gathering the resources of the oceans of several worlds in the Solomani Rim region. Noted as pioneers in techniques of seabed mining, sea farming, seawater metals reclamation, and the breeding and herding of various species of useful marine creatures, Seaharvester was purchased outright by Schunamann und Sohn, AG, twelve years ago. The SuSAG purchase was made to ensure a constant source of the organic sources for several of the megacorporation's pharmaceuticals, which Seaharvester provided.

SuSAG, LIC (Schunamann und Sohn, AG): An Imperial megacorporation. SuSAG engages in a wide range of chemical, pharmaceutical, and geneering activity. SuSAG is the primary manufacturer of anagathics for the Imperium and maintains psi drug manufacturing plants in certain client states outside Imperial borders. Because of the bad reputation for safety of its chemical/biological warfare division, the firm is not well liked in many regions, even though all of SuSAG's dangerous manufacturing plants and experimental stations are located on remote, uninhabited planetoids. Since sabotage of its plants is widespread and its products extremely valuable, the firm maintains a large paramilitary security force, equipped to tech level 12-14 standards.

SuSAG was founded in 252 by Gustav Schunamann, financed from royalties received for his purification process for various psionic drugs, and using the shell of a bankrupt Sylean firm (hence the archaic AG in its name). In 800, psi drugs were declared illegal, all plants engaged in their manufacture within the Imperium closed, and all stocks confiscated and destroyed. Fortunately for SuSAG, the firm had by then expanded into other operations; although badly damaged, it managed to survive and prosper. SuSAG often engages in clandestine military ventures (using mercenary units) to protect their extra-Imperial interests.

Stock ownership: Schunamann family, 52%; Imperial family, 2.5%; Hortalez et Cie, 9%; other corporations, 23%; private ownership, 7%; other, 6%.

A Glossary of Terms

Some commonly occurring words and phrases used by the ship-city nomads of Bellerophon are used below. Most appear in the text of the adventure, but a few additional words have been included for background flavor.

Adababasi: "Island-father". Daghadasi in the reproductive phase.

Albay: Captain of the ship-city.

Aramakilar: "The seekers". Name applied to the nomad culture. Also *Dunyacan Aramakilar*.

Assubay: An individual who has participated in a hunt for a daghadasi; an *Assubay* may speak before the *Hukurmet Baslica*, but only on matters already before the council. Plural: *Assubaylar*.

Astegmen: One who has been selected to go out on a hunt but has not yet completed it.

Av: Quarry; term applied to the target of a hunt.

Avarmak: The call to assemble for a hunt.

Baba: Short form of adababasi.

Bakan: Administrative official appointed by the *Hukurmet Baslica* to oversee some aspect of community government; there are several such officials in a ship-city.

Binbasi: Officer commanding a hunterfoil squadron; normally an *Ustsubay* of particular note.

Chimearoc: Dangerous flying creature of Bellerophon.

Daghadadede: "Great Daghagasi". The post-reproductive phase of the daghadasi. Plural: daghadadedes.

Daghadasi: General name of the giant sea creatures of Bellerophon.

Dede: Short form of daghadadede.

Deniz: Sea.

Denizaltı: Order to submerge hunterfoils for an undersea attack.

Dindas: "Fellow of the Way"; a nomad who follows traditional nomad ways.

Dunyacan Aramakilar: "Seekers of the World-Soul"; full name of the nomads of Bellerophon, stemming from their philosophical role as part of the interrelated web of life on Bellerophon.

Effendi: A term of honor, applied to leaders and others deserving deference or respect.

Elci: An envoy.

Er: A member of the lowest echelon of nomad society.

Gemici: "Sailor". A member of the nomad community. Plural: *gemicilar*.

Halk: "The common people"; a collective reference to members of the community.

Hakim: A doctor.

Hizavli: Nomad name for a hunterfoil.

Hukurmet Baslica: The governmental council of a ship-city.

Iskele: Dock area of a ship-city.

Istiklal: Independence, a concept central to nomad philosophy and life.

Kader: Destiny.

Karkul: "Wage-slave"; epithet applied by nomads to those nomads who work for Seaharvester. Plural: *karkular*.

Komutan: The senior *Binbasi* of a hunt; commander.

Konak Salon: Meeting-chamber of the *Hukurmet Baslica*.

Koramiral: Elected heir to the *Oramiral*; the *Koramiral* takes power if the *Oramiral* is killed or incapacitated, but not if the *Oramiral* is voted out. Traditionally a member of the *Oramiral's* faction.

Mallet: The community.

Muharebe Sayasinde: "War in his shadow"; a daghadasi hunt.

Muserref Oldum: "I have become honored"; formal phrase used upon introduction. Reply is *seref bara ait*: "the honor belonging to me".

Muvazene: Balance; nomad concept of living in harmony with nature.

Nazir: An advisor to the *Hukurmet Baslica*; such individuals include the *Albay* and the various *Bakanlar*, plus other respected individuals.

Ogul: A pre-reproductive phase daghadasi.

On Yusbasi: Deputy commander of a hunterfoil squadron.

Oramiral: Elective head of the *Hukurmet Baslica*; the office is held until the leader loses the confidence of his subordinates.

Saha: The herd followed by a particular ship-city.

Sandal: A boat or small craft.

Sehir: A city.

Sehit: "Martyr of the way"; one who dies in a daghadasi hunt.

Subay: An officer; one who has participated in a daghadasi hunt. Plural: *subaylar*.

Taaruz: Attack; order to begin an attack run.

Tegmen: A junior officer rank.

Tercuman: An interpreter assigned to visitors to the ship-city; he acts as a combination of guide, bodyguard, and watchdog.

Tugamiral: A member of the *Hukurmet Baslica*. Plural: *Tugamiralalar*.

Tumamiral: A senior member of the *Hukurmet Baslica*; the leader of a faction. Plural: *Tumamiralalar*.

Ustegmen: An officer rank.

Ustsubay: An individual credited with a kill or other heroic act on a hunt. Plural: *Ustsubaylar*.

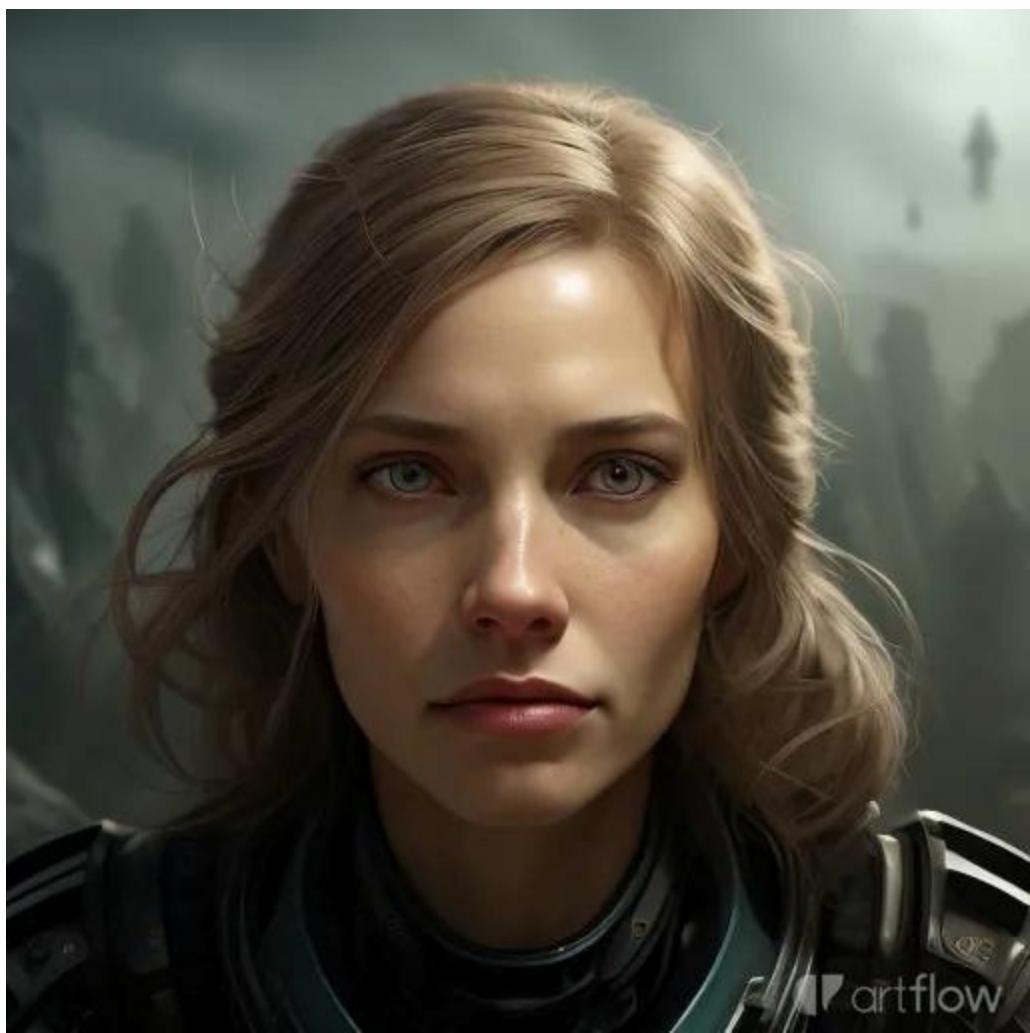
Yabanci: Foreigner, stranger, or outsider; a term of scorn. Plural: *yabancilar*.

Yarbay: A ship-captain; rank just below that of *Albay*.

Yavru: A daghshark.

Yaz Yugizor: The seasonal coriolis storms of Bellerophon.

Yilan: A poisonous eel that lives among the "reefs" lining the underside of a daghadasi.



Shamar Emmushan



artflow

Achmet Bashibek



Ana Greigor



Celal Keffid Effendi



Cypros Atturmek Effendi



Ferride Yazim



Hamid Bashar Effendi



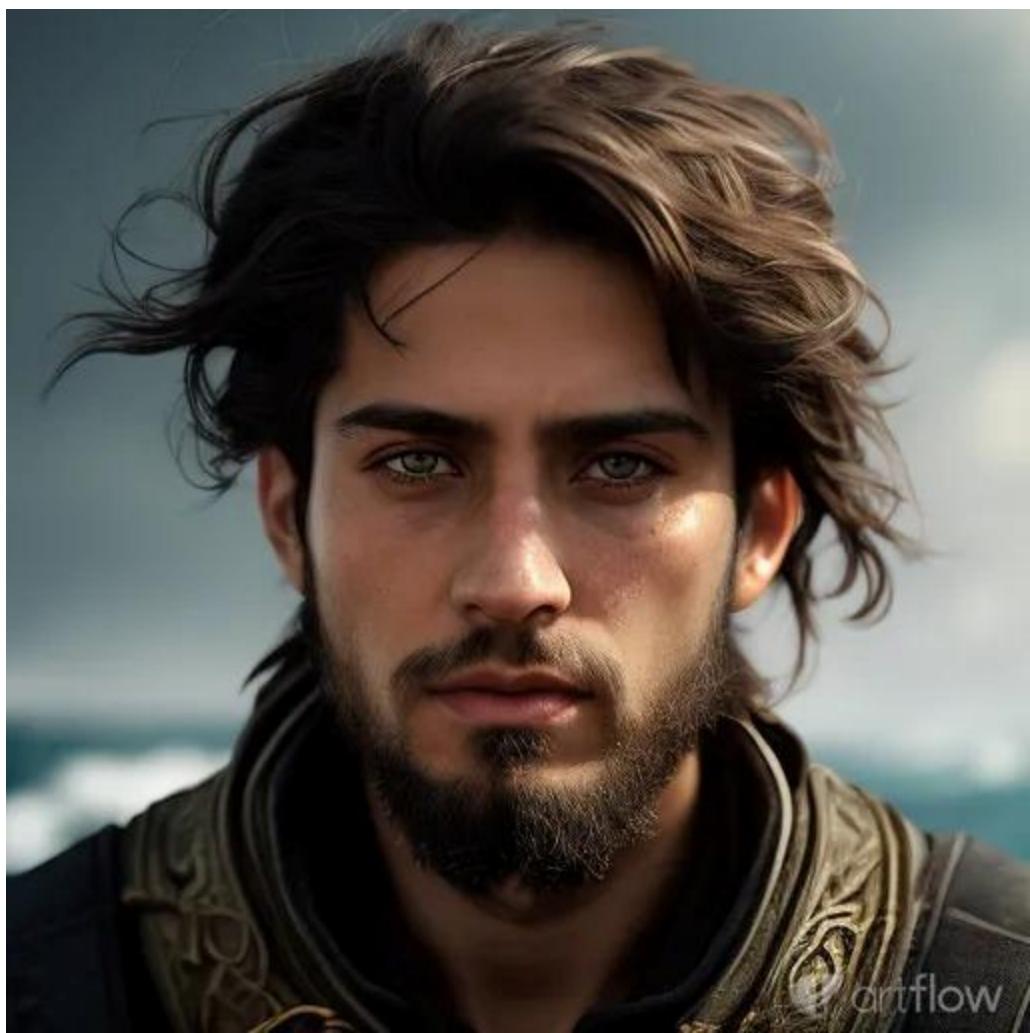
Hasan Dushir Effendi



Iamis Hernandez



Ibrahim Baylar



Ismet Bashar



Osman Bashar



Selale Keffid



Selina Parim

Located in the Esperance subsector of the Solomani Rim, Arrukir (0709 A88A986-E) is one of four worlds of the Vegan Autonomous District with an almost completely human population. Vegans find Bellerophon's gravity excessive and are rarely encountered on the world.

Arrukir is a water world; except for a few islands and for reef-flats exposed only at low tide, the entire surface is covered by water. Nonetheless, the world supports a thriving population of over two billion people; most are concentrated in magnificent pylon cities which rise from ocean shallows, thrusting two and sometimes three or more kilometers into the sky. Sea-bottom complexes and free-

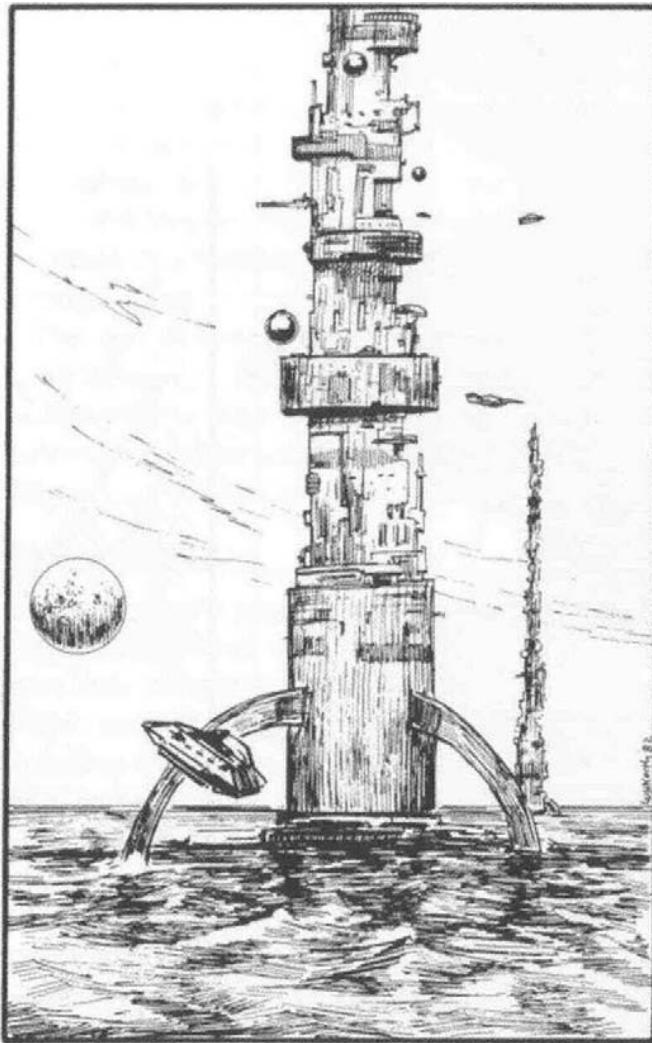
floating raft-cities are also present, and there is a considerable population — numbering in the tens of millions — of so-called "sea nomads" living aboard large ship-cities which follow herds of marine creatures that provide them with a livelihood.

The planet has a pleasant climate, ranging from tropical at the equator to cool at the poles, but the vast ocean serves to moderate climatic extremes. There are periodic seasonal coriolis storms — called yaz yugiyor locally — which can grow to awesome dimensions as they cross thousands of kilometers of unbroken sea, but these are dangerous only to small boats and aircraft which venture too far from inhabited regions, into places where weather satellite predictions are not available.

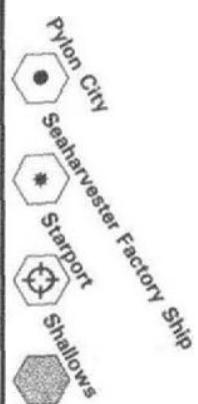
Pegasus Starport is a class A facility built into and across one of the few permanent islands on the planet. This island, landing site for the world's original settlers

thousands of years ago, has long since vanished under the office skyscrapers, administrative centers, dockyards, landing bays, warehouses, and maintenance complexes that make up the starport. Regular gravitic shuttles run from the port to all of Arrukir's major pylon cities; the nearest city is also one of the largest — Phocaea, a 3 km-tall city-complex located 375 kilometers south of Pegasus.

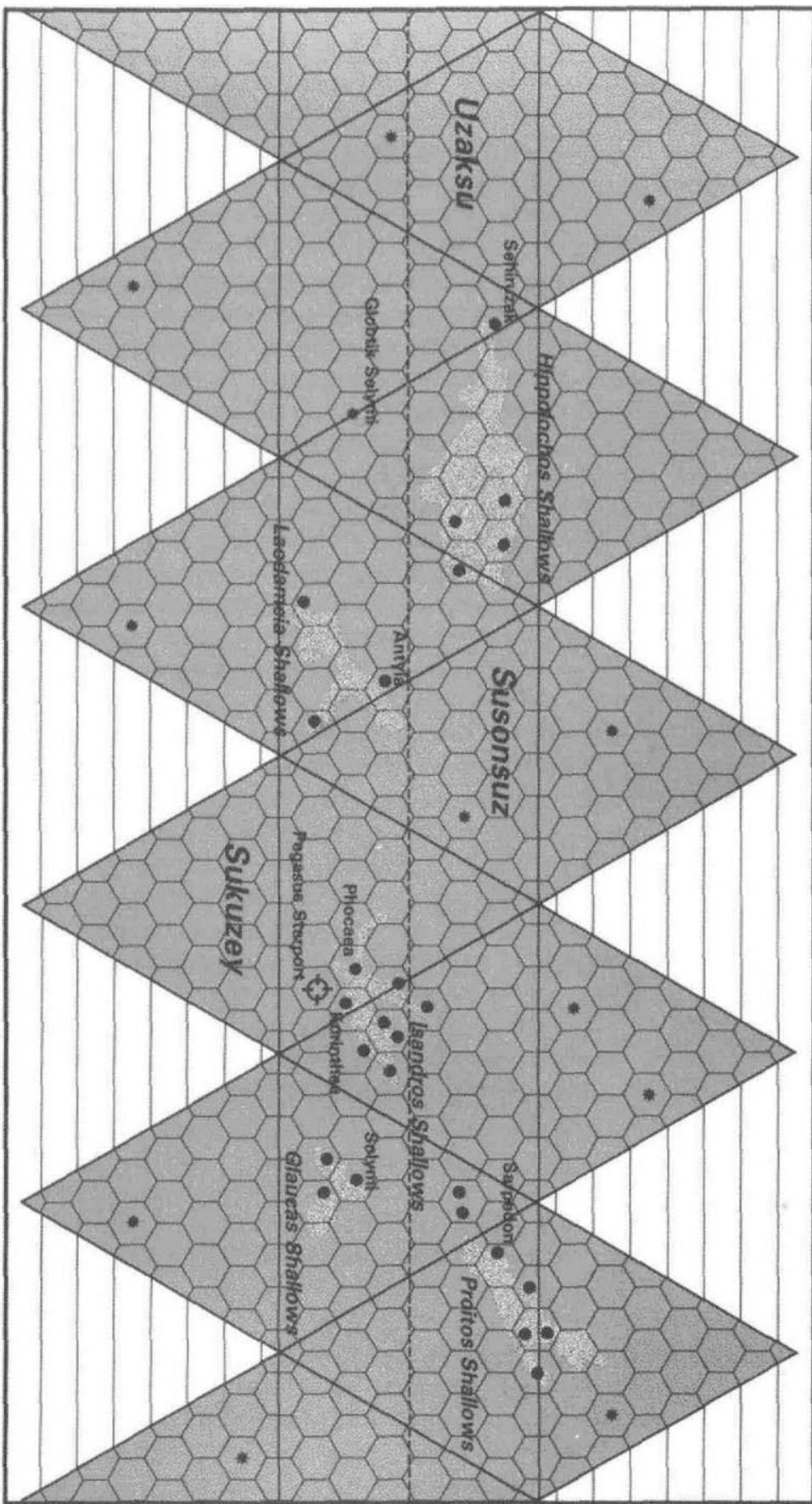
Anteia, Arrukir single large, close moon, causes daily high tides of between



0709-A88A986E



1 hex equals 1200 kilometers



20 and 30 meters. While fusion power is cheap and in common use everywhere, many of the pylon cities still make use of tidal power generators, anachronistic holdovers from Bellerophon's earliest days.

HISTORY

Arrukir was originally established as a naval base of the Terran Confederation during the Interstellar Wars. Civilian settlers were brought in to help support the base, saving the navy the expense of shipping in food and raw materials. The majority of the settlers were "voluntary colonists" from the politically troubled Eastern Aegean region of Terra. A government-subsidized colonization program brought several waves of immigrants of Greek and Turkish backgrounds to the world, where they spread to the scattered islands and began to establish themselves as fishermen; the first of the nomadic sea communities began around this date, ranging the oceans in the wake of Bellerophon's enormous marine grazers, the daghadasi.

The fleets eventually moved on, and the base on Anteia was abandoned, but seawater metal-reclamation processors provided the economic basis for the first pylon cities and for prosperity.

Like most worlds, Bellerophon suffered somewhat during the Long Night, but its economic attachment to the Vegan Polity allowed the world to maintain advanced technology. During this period, many Vegan customs were adopted by the pylon cities; the Vegan idea of extreme cultural pluralism helped to insulate Bellerophon's societies from change, and its many cultures have remained remarkably stable through most of the world's long history.

The rise of the Third Imperium and the period of Solomani rule made little difference except at the high levels of government. After the Solomani Rim War, Bellerophon's ties with the Vegan worlds made its inclusion in the Vegan Autonomous District natural. Again, only the planetary government changed: the Vegan civil service was substituted for the previous Solomani Party bureaucracy.

GOVERNMENT

Arrukir's capital is Korinthea, one of a cluster of pylon cities built along the Isandros Shallows south of Pegasus Starport. Most of the Vegans on Bellerophon have their offices and homes here, in the upper, gravitic-compensated floors of the tower; most members of the Vegan civil service on the world, however, are human, including all members of the constabulary. Detachments of constabulary at Korinthea and Pegasus Starport are the only major military forces on the planet.

In most respects, Bellerophon is self-governing; the civil service defines each city as a separate *tuhuir* (the unit of Vegan society), and the internal affairs of *tuhuir* are their own concern. Customs, trade, and commerce restrictions are loose, but laws are well enforced. In the pylon cities, weaponry is discouraged. Special permits allow the use of weaponry up to the level of military lasers and various heavy support weaponry by groups with a specific need for such arsenals; permit holders include the various sea nomads and Seaharvester, as both groups require sophisticated weaponry to practice their trades. Permits are extremely hard to obtain.

THE ECOLOGY OF Arrukir

The marine lifeforms native to Arrukir have fascinated biologists ever since the first Terrestrial explorers arrived over three thousand years ago. At the base

of the ecological pyramid are a wide variety of free-floating marine plantlife which which are frequently found in tangled masses known as greenmats. Typical green mats are hundreds of kilometers across and thick enough to prevent all but the most powerful ships from moving through them. While many different species of plant life have been identified, all are similar in that they draw nutrients directly from seawater and use modified root systems as the means of linking with other plants in the greenmat. Many have flotation bladders; those which do not have bladders remain afloat by clinging to those which do or to the backs of surface dwelling animal life. |Arrukirian plant life is photosynthetic; its characteristic green/bluegreen pigmentation comes from the chlorophyll and chlorophyll-analogs which are involved in the photosynthetic process.

The next step up on the food chain is occupied almost exclusively by a variety of extraordinarily successful and numerous pseudocrustaceans known popularly as "skreekers". Skreekers feed on the surface-floating vegetation and can be found in enormous numbers in and around greenmats.

Skreekers provide a large part of the diet for the human inhabitants of Arrukir. Automatic nets and subsurface pressure funnels trap the creatures, hundreds of millions at a time, and convey them to processing areas in the bowels of each pylon city. The end product is a thick paste high in nutritional value, which can easily be colored and flavored in a variety of ways. Tourists are often impressed with the many exotic dishes they sample during their stay, much to the satisfaction of the Bellerophonians; the natives are puzzled by the sudden change in the reaction of tourists who chance to discover that everything is derived from the same source: processed skreeker.

Far and away the most important — and the most awesome — of Arrukir's diverse native life forms, however, is the strange animal known as the daghadasi.

The Daghadasi: Named from an ancient Turkish word-combination meaning "mountain-island", the daghadasi is a gigantic beast that really does resemble a free-floating island, complete with its own local flora and fauna. The largest specimens, the so-called Great Daghadasi or daghadadedes, frequently exceed two kilometers in length; some unverified reports have claimed sightings of behemoths 10 kilometers long. Most daghadasi are members of loosely knit herds, generally including at least one daghadadede and several dozen smaller individuals.

The life cycle of the daghadasi has attracted a great deal of scientific interest. Daghadasi young grow as "buds": parasitic growths on the walls of sheltered caverns in the parent's side below the waterline. When the buds reach a length of 2-3 meters, they break free and join a community of free-swimming young which inhabit the waters close to the sheltering bulks of herd members.

A bewildering variety of lifeforms live and hunt along the flanks and ventral surfaces of the oldest daghadasi, and nearly all of these fall prey to the rapid strikes and shredding jaws of the juveniles known as yavru ("young") or daghsharks. These daghsharks eat and grow constantly. Very few survive to become adults, since daghsharks eat each other as well as more defenseless prey, but a daghshark which survives its early life can reach a length of 15 to 20 meters and weigh up to 60 tons.

At this phase of its life, the daghshark begins a gradual metamorphosis. It becomes less aggressive, seeking out swarms of skreekers by drifting or swimming along and inhaling through a circular anterior maw. Within a few years, the skin becomes

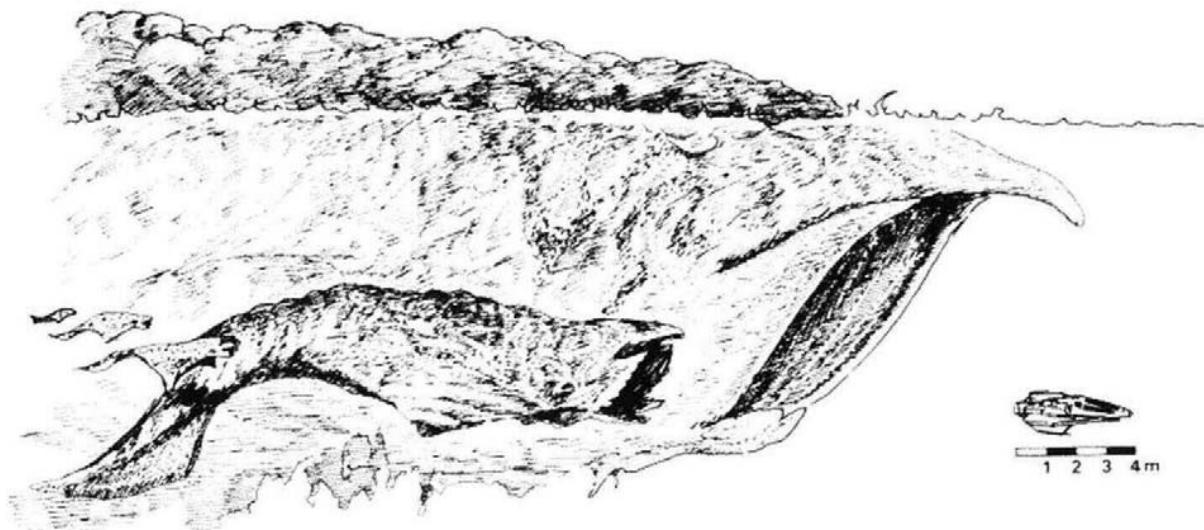
thicker, tougher, and more convoluted; the creature grows in breadth and, somewhat more slowly, in length, becoming less streamlined. It is now known as an adaglu ("island-son") or oglul ("son").

Ogluls continue to grow slowly for many years, eventually growing to a length of over 200 meters. For some reason yet unknown, they eventually enter a new phase of their life cycle. Growth is suspended and budding begins. This reproductive phase may last up to a century, and during this time the creatures are known as adababasi ("island-fathers").

Finally, again for reasons unknown, the reproductive phase ends and the animal begins to grow once again. The post-reproductive phase is even less mobile than its predecessors and tends to drift with currents from one mass of greenmat to another. It is at this point, when the daghadasi have reached sizes of more than a kilometer in length, that they become known as daghadadedes ("grandfathers"). The lower surfaces of daghadadedes provide the same ecological niches provided by coral reefs and similar formations in the oceans of other worlds; the creatures' flanks and ventral surfaces are wrinkled and convolute, forming canyons, chasms, caves, folds, and hiding places for a dazzling array of marine lifeforms. It is these lifeforms that form the main food supply of the daghsharks. This is the basis of the herd structure: the many adababasi produce the young and the single daghadade provides them with food.

Another environment for life is the daghadasi's back. A number of plants descended from free-floating species have taken root in outer dermal areas, and several species of flying creatures, evolved from aquatic ancestors, nest there. Most notable is the fierce chimearoc, which has a 4-meter wingspan, snakelike neck, crocodilian snout, and needle-sharp teeth; it is well adapted for skimming along the surface to strike at small sea creatures just under the surface.

The chimearocs are not offered a free ride: they are pressed into service as genetic messengers. Adababasi periodically secrete a protein-rich liquid in small "caves" on their backs. Chimearocs gather this liquid to feed their young; while they feed, daghadasi reproductive cells attach themselves to the chimearocs' legs, seeking transport to other daghadasi. Because the caves secrete small amounts of liquid at different times, the chimearocs must keep moving around the herd, thus insuring the transfer of reproductive cells.



Nomad Politics

The internal political structure of the nomad ship-city will have a great impact upon the course of the adventure. The adventurers will have to gain the ear of the *Hukurmet Baslica* in order to influence the nomads into helping to overturn Seaharvester and resolve the situation on Arrukir . This is not a simple thing to do; factions pull the nomad government in several different directions, and it will take luck or ability to first gain and then keep the support of the *Aramakilar* government.

When the adventurers first arrive, they are regarded as *yabancilar* ("strangers"); depending upon the initial reactions of the nomads, they will either be taken in (but ignored) or treated harshly because of their offworld origins. If the group expresses a desire to become part of the *sehirsümellet* ("nation of the water-city"), they must take up duties in the community as *gemicilar* ("sailors"). As *gemicilar*, the adventurers have no particular say in the community but will at least be treated (provisionally) as colleagues rather than outsiders.

Status in the *Aramakilar* culture is dependent upon participation in the hunt for daghadasi, a dangerous activity which proves an individual's bravery and worth. Anyone can volunteer to prove himself in the *muharebe sayesinde* ("war in his shadow" — a daghadasi hunt); those who survive become *subaylar* ("officers") and have some voice in the affairs of the community.

If the adventurers participate in the hunt but do not particularly distinguish themselves, they become *Assubaylar* with the right to speak for or against a motion before the *Hukurmet Baslica*; they may not introduce motions or vote, but their voices at least may be heard. Those who actually make a kill or otherwise prove their bravery in the *muharebe sayesinde* become *Ustsubaylar* with the right to introduce motions (though not to vote on them) before the *Hukurmet Baslica*.

Finally, if the adventurers can convince the council to give them an active role in the government, they can have themselves elected to the *Hukurmet Baslica* itself as *Tugamiralalar*, full council members with the ability to vote on all proposals.

The process of earning the respect and support of the *Aramakilar* will be a major part of the adventure and should be handled as such by the referee.

THE HUKURMET BASLICA

The council consists (at present) of 37 respected members of the community; they are selected on the basis of merit by being sponsored by some member of the council or the *Ustsubaylar* of the community, requiring a unanimous vote of the council for election. The hard times which have befallen the *Aramakilar* have caused the council to splinter into four factions plus a handful of neutrals who follow no clear party line.

The council meets once each week to consider and vote on matters of policy; actual day-to-day government is in the hands of the *Albay* (ship captain), though the leader of the community, the *Oramiral*, may summon the *Hukurmet Baslica* to meet if he feels the *Albay* is not carrying out policy properly. The *Albay* takes little or no part in politics and obeys the dictates of the council whenever possible.

Each week, the council considers one proposal. Before the players achieve a voice in government, there is a chance that each week's council meeting will produce a vote to proceed along a particular path. Once the adventurers are in a position to speak, they may attempt to influence the council's voting; finally, when they can introduce proposals, they may freely submit plans to the council which will be voted on.

Any proposal, whether submitted by the players or originated from the proposals table (see page 26), must be voted on. Voting is handled according to the rules below.

FACTIONS AND VOTING

Each of the four factions in the *Hukurmet Baslica* has a set number of supporters, thus a particular number of votes. Factions vote as a bloc, and it generally takes only a majority vote to carry any particular motion (except when considering prospective new members to the *Hukurmet Baslica* or motions to consider additional proposals in a session, each of which requires a unanimous vote).

Each faction's name and basic philosophy are given below.

Islar Faction: These are conservatives who prefer to take no action, keeping the nomads to themselves and adhering to the principals of *vazife* (duty) and *kader* (destiny).

Mudafaalar Faction: This party wants to fight Seaharvester to preserve the *Dunyacan Aramakilar* but is not so radical as to regard all strangers as bad just because of Seaharvester. Their activism is tempered by knowledge that precipitous action may be more dangerous to the ship-city than inaction.

Zenginlar Faction: The *Zenginlar* are the disgruntled minority who feel the *Aramakilar* life is no longer viable and want to appease Seaharvester and join other nomads in working for them.

Muharebelar Faction: The radical militants of the nomad community reject all ways of life other than that of the *gemisehir*. They seek to overthrow all who do not share their views, including Seaharvester, the pylon city dwellers, and all offworlders.

Neutrals: Several members of the *Hukurmet Baslica* belong to no established party and cast their votes according to their own personal perceptions. There are initially 5 neutral votes; each neutral is treated as a separate faction with all attitudes (see below) set at 0.

Attitudes: Each faction is further characterized by attitude numbers representing its position on various general topics. These attitudes vary from +4 (very favorable) to -4 (very unfavorable), and are shown on the attitude table. (The attitude table also shows how many votes each faction possesses.) The various categories of attitude are described below.

Danger: This represents the faction's willingness to risk danger to the ship-city. Note that no faction is actually in favor of danger to the ship-city, although the *Muharebelar* don't care.

Surrender: This represents the attitude that the ship-city must compromise its basic principles in order to survive; only the *Zenginlar* believe this.

Attack: This represents a willingness to take violent action against the ship-city's enemies (most notably Seaharvester).

Adventurers: This is the faction's basic attitude toward the adventurers. The basic attitudes of the *Mudafaalar* and *Zenginlar* depend on the adventurers' announced

NOMAD SOCIETY

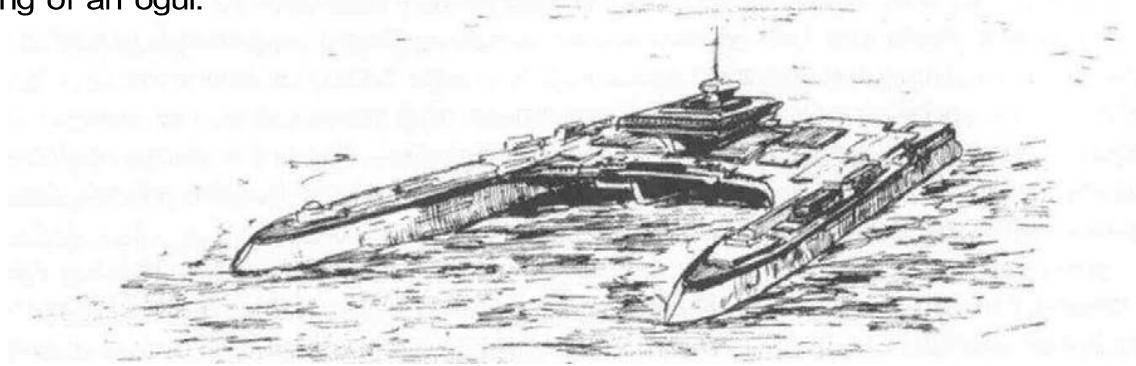
The seagoing nomadic communities of Bellerophon are a fascinating example of a technological nomad culture. Enjoying a tech level of 10, these people are con-

siderably less advanced than those of the pylon cities, but they still have fusion power and other modern amenities. Known as *Dunyacan Aramakilar* ("Seekers of the World Soul") or *Aramakilar* ("Seekers"), the nomads exist in harmony with Bellerophon's ecology, making their living by hunting the daghadasi, taking only what they need to survive. The concept of *muvazene* ("balance") is important to them and holds an almost religious significance to the *Aramakilar* culture.

Aramakilar society is somewhat militaristic in organization, since the daghadasi hunting expeditions which are central to nomad life are, by their very nature, military. The government is oligarchic, consisting of the *Oramiral* (titular leader of a given ship-city), his elected heir (the *Koramiral*), and a council, the *Hukurmet Baslica* ("Principal Government") made up of a number of councilors called *Tumamiralalar* and *Tugamiralalar*. This council makes all major decisions and receives input from some (but not all) of the lower levels of the *Aramakilar* community.

Below the level of the council are the *subaysehir* ("Officers of the City"). Each ship city (or *gemisehir*) is directed by an *Albay* (senior captain) and various other officers, all answerable to the *Hukurmet Baslica* on matters of policy. Those who become officers must first participate in a hunt for a daghadasi; those who make kills are *Ustsubaylar* and have considerable power and authority.

The ship-cities of the *Aramakilar* are by no means standardized, but most share certain points in common. Ship-cities hold 1,000-5,000 people, a complete community with a wide variety of responsibilities and tasks. Most feature a catamaran-style construction, conferring great stability to the vast craft and providing a sheltered harbor area between the pontoons for use by smaller ships or for the stripping of an *ogul*.



There are several hundred nomad communities on Bellerophon. Some have given up their wanderings in favor of permanent stays in the skreeker-grounds of various shallows; it is from such communities that Seaharvester hires their local labor. Each community is independent, giving token recognition to the planetary government but otherwise wanting to be left strictly alone. Aside from occasional calls at a pylon city to trade for luxuries or items not normally available, each ship-city is a self-contained whole.

Besides the ship-city proper, a nomad community maintains several other ships of varying size for scouting and transportation, plus several squadrons of hunter-foils (small craft used to hunt and kill daghadasi) and a few air/rafts and other air vehicles. All of these can be carried by the ship-city if necessary, but usually several smaller ships surround the *gemisehir* as it travels.

An *Aramakilar* community makes, on the average, one kill every six weeks. The kill, usually an *ogul* or *baba*, will supply the community with nearly everything it

needs. The meat is good to eat (and is supplemented by skreekers and vegetable products harvested from the greenmats). Tough daghadasi hides can be used as building material or worked into many forms of implements and tools. Fatty tissues can be rendered to supply oils for lubricants and plastics, while fibrous body tissues provide the basis for textiles, clothing, and paper products. Finally, the daghadasi even yields fairly large quantities of metals from the creature's massive skeleton. The sea water of Bellerophon is rich in dissolved metals and minerals, and these are absorbed by the floating greenmats, concentrated by the plant-eating skreekers, and further concentrated by the grazing daghadasi. Thus the nomads make use of as much of the huge creatures as possible and quite rightfully consider themselves an integral part of Bellerophon's ecology, unlike offworlders who ignore the pyramid of Bellerophonian life.

Some nomad groups have been successfully hired by Seaharvester and work for and with the offworld factory ships. These people have grown rich and accustomed to luxuries not available to the average *Aramakilar* group, and have tended to abandon the old ways and beliefs. Needless to say, there is an intense jealousy and hatred between *Aramakilar* and *Karkular* ("Profit-slaves"), as the pro-offworlders are known. The *Aramakilar* are gradually being driven into a corner, forced to choose between joining the *Karkular* and watching their own way of life suffer as the more efficient Seaharvester operations and the dwindling herds combine to make their chances grow constantly more bleak.