

The Twelve Worlds

Setting

A Space Fantasy Campaign
Outline

By Garry Stahl

Twelve Worlds Setting

Twelve Worlds Empire

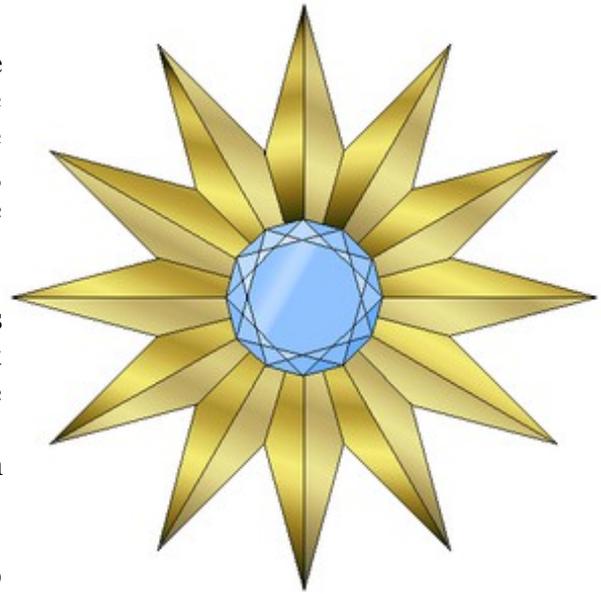
An interstellar Empire in the Greyhawke Universe ruled by Tesral. Tesral has controlled Twelve Worlds for 50 years. He has wrestled control of the Space forces away from the military industrial complex, and done house cleaning in the Imperial Court, some times making a bigger mess on the floor in the process. Yes, he will eat people that deserve it.

At this point the Imperial bureaucracy does things his way. Not every noble house is on board but the planets are not running off and he has firmed up the economy getting it off the teat of conquest.

The Empire is 150 years old. Declared in IC 2146 (Earth date 1862) by the First Emperor Leo Barnard. It was still on the first dynasty when Tesral took over. Emperor Leon Barnard VII was a half wit propped up on the throne by his evil uncle Kyane Barnard as the official target while he cleaned out the till. Tesral ate the later and retired the former, now dead of natural causes. They where informed that having declared war on Greyhawke they had just been conquered.

Over the last 50 years Tesral has hauled in the bureaucracy and they were told it was Oath of Obligation or retirement. The last where the rulers of the various worlds. They had plenty of time to see the hand writing on the wall. At this point the Empire is loyal to him, even if every noble is not.

It is noted that Greyhawke itself is not part of the Twelve Worlds. Tesral does not rule it.



Twelves Worlds Gazetteer

Magus

Capitol of the Twelve Worlds Empire

- **Location:** 0/0
- **Timeline:** -200
- **Races present:** Fiercely multiracial. If not for history it would be impossible to tell what the native race was. *Iyoem* incidentally.
- **Tech level:** 14
- **Magic level:** 14
- **Politics:** Unified World council under the Rule of an interstellar Empire. Things got smoother and less affected by the political winds since they tried to conquer Greyhawke.
- **Religion:** As varied as the religious makeup of Greyhawke if not more so. Religions and gods are a dime a dozen. The Holy Sector of the Capitol is seething with people day and night.
- **Notes:** Magus came to the attention of the Greyhawke when they sent a fleet to conquer the planet. Tommie had already placed the anti-asteroid defenses to see that another Holocaust was never going to happen. The fleet was the first asteroids it was tested on. Tesral moved into the Capitol removed the half witted dolt that was propped up on the throne, ate the bastard that was pulling his strings and took over (Game of Thrones had nothing on this place). The Twelve Worlds Empire actually has 26 worlds in it.

Firthe

The First Colony

- **Location:** 1/-1
- **Timeline:** -190
- **Races present:** *Iyoem 90%* – Humanoids with the usual parts in the usual places. They are the majority race in the Empire. They are mostly dark skinned with golden eyes and silver hair. Hair can shade into green blue and red, all with a metallic sheen. Fair skinned individuals are considered remarkable, and marked by magic.
Other: 10% Various populations in no great number.
- **Tech level:** 14
- **Magic level:** 14
- **Politics:** *Monarchy* A local version of the Empire structure on a smaller scale.
- **Religion:** The usual hodge podge with no one predominating.
- **Notes:** Recorded as the first colony of Magnus

Tulifor

The Second Colony

- **Location:**
- **Timeline:** -185
- **Races present:** *Iyoem 90%, Other: 10%*
- **Tech level:** 14
- **Magic level:** 14
- **Politics:** *Monarchy*
- **Religion:** Many
- **Notes:** The second colony. This one founded on an otherwise uninhabited world.

Cagato

The Technologists

- **Location:** -2/2
- **Timeline:** -170
- **Races present:** *Cagaians 90%* – Diditigrade furies with a vaguely cat like appearance. Their fur is close and fine they wear clothing for display and protection. Hair is a major point of vanity male or female.
Other 10% – No single significant population.
- **Tech level:** 14
- **Magic level:** 10
- **Politics:** *Unified World Republic.* Politics is played hard and for keeps.
- **Religion:** *None.* Dependence on gods is seen as a weakness.
- **Notes:** The Cagaians are purveyors of reason. With a low magic level they never developed the dependence on magic seen on many Empire worlds and they take a certain pride in that. The Iyoem were encountered in space. Conflict followed. The conflict was inconclusive with a

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negotiated and distrusted peace an uneasy time of trade and watchfulness ensued. The Empire's economic engine eventually won out and the Cagaian joined the empire bringing one other world with them,

Dataga

Cagaian Colony

- **Location:**
- **Timeline:** -170
- **Races present:** *Cagaian 55%*
Darwole 35% – Native race. A sort of bipedal water buffalo without horns. They are slow and very spiritual. Those still living a native life have deep ties to the land.
Other 10% – No single significant population.
- **Tech level:** 14
- **Magic level:** 15
- **Politics:** *Colonial council and Native representatives.* Tribal elders and shamans.
- **Religion:** Local religions only. Hundred of tribal cults. While they have hundreds of cults the number of actual gods is low, perhaps a dozen over all worshiped under different names. Their shamens have real power.
- **Notes:** The Cagaian play the abbo card. The gentle primitives really do not have a chance. Only their adherence to reason prevented the Cagaian from total extinction of the species. Between immigration and breeding pressure they have outgrown the native population.
The majority of the native Darwole still live a simple low tech agrarian life. The Cagaian, see that health care and education get around, Wiskered man's burden.

Jakkark

The World of Heat

- **Location:**
- **Timeline:** -150
- **Races present:** *Taqrra 70%* -- A bipedal lizard adapted for a very hot and dry climate. They do not wear much at home and are noted for bundling up nearly any place else. They can live on no water and little food and have real weight problems on other worlds where food is plentiful.
Other: 30% and wishing they were elsewhere.
- **Tech level:** 14
- **Magic level:** 12
- **Politics:** *Tribal Council*
- **Religion:** Their religions are heavy into blood (yours) and appeasement. The world is not an easy one, neither are the gods.
- **Notes:** The planet was first approached as a prime place to mine dilithium and trititanium. Vital star ship materials. The presence of a native sentient life form was a surprise, a nasty one as the natives took a warlike stance and raided the mining camps.
The company wanting the easy way out tried appeasement, leaving supplies out where the raiders could easily get them. It worked. The raids stopped, but then native on native warfare

started to claim the place of riches.

That made getting a good night's sleep harder than the weather did. Eventually Imperial diplomats got the tribes together and offered a equitable settlement. Those that would assimilate got Imperial technology, plentiful food, and medical care. Everyone else would be driven away from the camps.

At this point the mines are run by the native population. Frankly no one else really wants too. It is hot there. Few Taqrra hang on to the native ways. Most live in Galactic technology towns and work the planet's economy along with a miserable population of non-natives, and Imperial prisoners.

Mak

Bird World

- **Location:**
- **Timeline:** -140
- **Races present:** *Khikee* 90% Native species. A wingless bipedal species that resembles parrots in the head. They evolved away from flight millions of years ago taking up the primate niche. They are live bearing omnivores noted for an ability to mimic. They are aggressive and territorial.
Other 10% Various races.
- **Tech level:** 14
- **Magic level:** 13
- **Politics:** *Matriarchal Monarchy.*
- **Religion:** Many and sundry. Gods are the Heroes of Legend.
- **Notes:** The Khikee contended with the Empire in space being a thorn in the side for a period of 50 years before being annexed into the Empire. The Khikee are a touch too aggressive for their own good and bit off more of the Star Forces then they could swallow eventually wearing down their own military. To hear some revisionists tell it they conquered the Empire, but didn't want to rule it.

Rokee

Mak Colony

- **Location:**
- **Timeline:** -140
- **Races present:** *Khikee* 60%, *Iyoem* 20%, *Cagaian* 10%, *Other* 10%
- **Tech level:** 14
- **Magic level:** 16
- **Politics:** *Monarchy with a ruling council..*
- **Religion:** Lots
- **Notes:** Originally brought into the Empire as a Mak colony it was not well settled. The Empire diversified the population.

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Doroon

Ascetic Warriors

- **Location:**
- **Timeline:** -130
- **Races present:** *Human 80%* Well pretty standard Humans. They get around
Other 20% Smaller populations of other races.
- **Tech level:** 14
- **Magic level:** 13
- **Politics:** *Imperial World council*
- **Religion:** A world with an independent development of the sacred self emphasizing a sound mind and body.
- **Notes:** The Humans are known for the sects of Ascetic Warriors. Monks that seek inner enlightenment and kick your ass with it. It is not simply hand to hand weapons but modern weapons and even star ships. A crew of monks works as one man.

It is well for the Empire that Doroon was in an early mechanical age. Had the Dorin's weapons been better they might have won. As it is the Empire took terrible losses.

Wisely they treated the defeated warriors with honor and invited them into full participation in the Empire, which they accepted.

Herea

The Bounders

- **Location:**
- **Timeline:** -120
- **Races present:** *Jouee 90%* Marsupial hoppers that strongly resemble kangaroos for some odd reason. They are omnivorous. Clothing is worn only for protection. They are organized around large family clans. they can kick the slats out of anything.
Other: 10%
- **Tech level:** 14
- **Magic level:** 11
- **Politics:** *Clan Council.* Raucous and boisterous, it has been called boisterous. The Sergeant at Arms does a weapons check at the Council Chamber doors. Foot fights are not uncommon.
- **Religion:** Several dozen tribal religions revolving around ancestor worship. Their Shamans have the most magic available.
- **Notes:** A Renaissance era world when the growing Empire landed there. One where weapon's grade opinions were way too common. Might was right in the typical political discussion that involved long lines of troops and guns more than debates in the parlor. Scholars have concluded that if the Empire had not intervened, and proved they had better guns, they would have killed each other off a few tech advances down the line.

While Humans provide the highly skilled elite forces of the Empire, Jouee are the grunts in the field. A position they are proud of. They want to be in the middle of the fight.

Tatoau

"Free Love, everything else you pay for."

- **Location:**
- **Timeline:** -100
- **Races present:** *Matomato* 70% Green skinned humanoids with but two passions, trade and the money it produces; and passion. Sex is their culture. They do go clothed, a little mystery is better than nude. A skilled tailor can dress you nuder than naked, either gender.
- **Tech level:** 14
- **Magic level:** 12
- **Politics:** *Imperial Council*. Politics is one thing the Matomato fail at. They are glad to let other people do it.
- **Religion:** *Dudeism*: Be excellent to each other. Party on dude.
- **Notes:** Tatoau was a medieval market place on the arrival of the Empire. The city state was the largest political unit and barely at that. Make love and money, not war or politics was the mantra. People that wanted power were seen as mentally ill.
The Matomato were joyous at moving into the greater Galaxy. Lots of new shapes of people to get squirmy with, and sell things to. As long as someone else did the political thing dudes. Frankly most of the population didn't even notice being annexed into the Empire, or cared.

Hamabi

The Romantics

- **Location:**
- **Timeline:** -70
- **Races present:** *Oreinak* 90% Humanoid anthro deer. Renaissance flavored spacefarers that are heavy on noble obligation, romance, and chivalry. They are also highly class conscious and some of the fiercest players in Imperial politics.
- **Tech level:** 14
- **Magic level:** 14
- **Politics:** *Monarchy* and noble houses, old and long established.
- **Religion:** *Ne Bakarrik* (The one or the only) The dominate religion seeks to control greed and ambition, for themselves. The importation of other gods has driven them to a more service oriented model. Several Shamanistic cults still exist in the back water areas, highly frowned on.
- **Notes:** Romantics to the last the Oreinak met the Empire in their early space development. They resisted Imperial annexation until they discovered what a marvelous playground Imperial politics was.

Hóngshè Shìjiè

The land of ten thousand opinions

- **Location:**
- **Timeline:** +5
- **Races present:** *Xióngmāo* 70% -- Anthropomorphic red pandas. They average four foot tall and

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are covered in heavy fur. They do not wear clothing (except those that do). It is the land of ten thousand cultures as each philosophical school defines a different way to live. Non-typical is typical.

Other 30% The various Imperial officials and families, traders, and yes students of philosophy.

- **Tech level:** 12
- **Magic level:** 13
- **Politics:** *Imperial Council.* The natives are divided by philosophical schools stronger than the bonds of any nation.
- **Religion:** Each school has its gods including those that do not.
- **Notes:** This was the first world added to the Empire after the declaration of the Empire. They almost gave it back.

Xióngmāo are philosophers. It is the culture, the national sport, and the religion, all balled into one seething, shouting, fighting mass. The physical land was easy to take from the rather low tech natives. Winning hearts and minds? Getting one group on your side assured that three others would hate you for it.

Eventually they stopped trying. The Xióngmāo realized that aliens were running anything that mattered. They have been conquered while they argued with each other. The Aliens didn't try to enforce a philosophy so they live with it (except of course those that don't).

Cartann

Macho

- **Location:**
- **Timeline:** +20
- **Races present:** *Kaagar 90%* A deep mahogany humanoid. Most do not top 5'5". Their culture is heavy on machismo. They have a code of dueling, deaths are frequent. Powerful males practice polygamy as a sign of their superior virility. Women are expected to be eager and submissive.
- **Tech level:** 13
- **Magic level:** 12
- **Politics:** *Oligarchy* -- Rule is by the Thirteen Families.
- **Religion:** *Andrism* -- The majority religion and before the Empire the only legal religion. They have been forced into a more service oriented position. It is still a man's world according to god.
- **Notes:** Encountered in space the Kaagar took the first shots to establish dominance. They quickly learned that machismo was not enough. Weapons and tactics matter. The war was brief and decisive.

Imperial law forbids treating any gender as a second class citizen. However the weight of law has not been able to overcome the local culture and religion in this regard, Those females that refuse to be submissive usually leave the planet.

Dosundo

Cartann Colony

- Location:
- **Timeline:** +20
- **Races present:** *Kaagar 60%, Human 15%, Iyoem 15%, Other 10%*
- **Tech level:** 13
- **Magic level:** 15
- **Politics:** *Imperial Council*, Replaced the colonial government.
- **Religion:** Varies by race and culture.
- **Notes:** The Cartann colony that was not long established. The Empire diversified it aggressively. Good thing too. The Kaagar women had discovered the higher magic level, and were using it.

Loruss

Barbarian world

- Location:
- **Timeline:** +30
- **Races present:** *Garn 80%* Two meter piles of muscle and cunning. Basic humanoids otherwise.
- **Tech level:** 3, 12 in the Imperial Enclave. pockets of 16 have been found.
- **Magic level:** 15
- **Politics:** *Tribal, with an Imperial Governorship.*
- **Religion:** *Shamanistic cults, ancestor worship* and a disturbing tendency towards Deamons.
- **Notes:** Loruss is a fallen world. Pockets of tech 16 have been found. the average tech is tech 3. Tribal Tyrants set themselves up with rare tech and magic, most take what they want and their kingdom ends with them.

Even now Imperial control does not extend much beyond the Enclave. Archeological teams require heavy guards. Loruss does not yet have a shipyard and the local station can only handle minor repairs.

Elurhon

The Elves

- Location:
- **Timeline:** +50
- **Races present:** *Elurin 40%* – Slender humanoids with Elven features. They are believed to be Elves that left Greyhawke in the days of the first wars figuring all was lost. They are long lived if not as long lived as Quendi.
Iyoem 50% – Colonizers
Other 10% – No single significant population
- **Tech level:** 14
- **Magic level:** 18
- **Politics:** *Monarchy* The crown rotates among a dozen noble families and a single king can last

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for several hundred years.

- **Religion:** *The Vala*, what they remember of them. Mainly the First Father as he was truly the only god of the Elves at the time. The Church had grown into a massive spell-less monotheist behemoth. Tommie has corrected that.
- **Notes:** Elves that left Greyhawke in the days of the first wars figuring all was lost. They struggled on a world that did not love them and lost much of their culture and magic. They struggled for millennia to get back a fraction of what had come before. This is believed to be the source of the Space Elves that are such a pain in the keester and the general diaspora of Elves through the nearby worlds of Toril, Orath and Krynn. The stars drifted apart cutting those three and the space elves off from what became the Twelve Worlds.

The Elurin were building a fairly decent tech 5 existence with magical aid when the star-faring Iyoem dropped in, decided they were pointy eared abbos and set up shop. The Elurin taught the Iyoem that high grade magic is nothing to brush off. The Iyoem taught the Elurin that high tech weapons cannot be discounted. The Iyoem did not leave but mutual respect and eventual friendship developed Magic and tech got shared.

Tricus

The water people

- **Location:**
- **Timeline:** +60
- **Races present:** *Conchs ??* (No census has ever been done.) -- A sentient ammoniteiod with a hard shell. Their culture is non technical. The only tools being bits of shell and coral, or metals bartered from the land people for underwater work. They do use magic to a great degree. They cannot long live out of the water and are broadcast breeders.
Other: The rest various Imperial races.
- **Tech level:** 0 with anomalies in the water 13 otherwise.
- **Magic level:** 16
- **Politics:** Small tribes in the water, An Imperial Governorship on land.
- **Religion:** *Animism* -- The native people worship the forces of nature and magic itself.
- **Notes:** Originally settled as an Imperial colony the settlers didn't even know they had a native population for 6 years after the colony founding. By the time it was discovered a good start on the colony was in place.

The Conches do not care what is done with the land. They die pretty fast taken out of water. They like to trade for the things they cannot make. Land friends are nice to have. Imperial sociologists have pegged them a am permanently primitive species. Their native habitats are protected.

TicTic

The Silent World

- **Location:**
- **Timeline:** +65
- **Races present:** *TicTkati: 100%* -- Six limbed Insectoid beings. They prefer to live underground.

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and are heavy worlders living in a usual 1.3 g. Physically they are small no more than five foot long with sturdy limbs. They are egg layers that pair for comfort and breeding. Freaky bugs aside they have a very familiar social structure. TicTkati are mute. They are telepathic with a fairly limited range a matter of several hundred feet at best and it works best when they are touching. Something they do, frequently. They can communicate with non TicTkati as long as they have contact with their antenna.

Other: Trace numbers of other races. The world is dark and the gravity is heavy.

- **Tech level:** 13
- **Magic level:** 13
- **Politics:** *Nesting clans Republic.* Each TicTkati looks to their clan and the clan leaders, usually an elder female. They look to a super clan leader and the super clans to the world clan. No TicTkati is more than three removed from the leader of the world.
- **Religion:** They worship the world in which they live, provider, sustainer and destroyer.
- **Notes:** The TicTkati came out of their world. Their planet a fast moving world around a red dwarf star with a 49 hour day was never considered for exploration, better worlds were to be hand. When their first sub light ships were noted the Empire dropped in for a look.

Imperial technology was enough for the Clan Matriarchs to sign on at once. They have been pulling their world up to Imperial technology since.

Xandar

Ivory Towers

- **Location:**
- **Timeline:** +76
- **Races present:** *Xandarians 80%* -- Sauroids They are draconic creatures that stand two meters with another meter of tail They are non obligate bipeds and omnivores. Their society is pacifistic. While they discovered warp drive they didn't explore the stars. Comfort at home was the only goal. the associated technologies were all that mattered.
- **Tech level:** 15
- **Magic level:** 18
- **Politics:** *Officially a Monarchy* under the Grand Patriarch it is observed mostly in the breach.
- **Religion:** They consider themselves beyond religion. Possessing an advanced moral and ethical state that does not require gods. Tesral was a shock.
- **Notes:** The arrival of the Empire was interesting for a while. The busy young peoples were amusing and a distraction. The Xandarians didn't even mind them setting up small enclaves and colonies as long as the navel gazing and orgies were not disturbed.

The arrival of Tesral put a kink in their gestalt. Tesral chided them for wasting their potential. "Im 7200 years old, you don't see me laying about." Under his urging they are starting to involve themselves and they see how much involvement is needed, for them.

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Ingyra

Cloak and Dagger World

- **Location:**
- **Timeline:** +80
- **Races present:** *Ingyra* 80% A somewhat goat looking biped that walks plantigrade. They are mammals with the usual mammal parts. Clothing is worn for modesty and status. *Ingyra* are best known for intrigue. Their world is a seething mass of plots and counter plots. A good *Ingyra* mostly stay bought. A most excellent *Ingyra* is one that stays totally bought.
Other: 20% No single species predominating. Most are in the Imperial Enclave.
- **Tech level:** 8, 12 in the Imperial Enclave.
- **Magic level:** 12 -- Magic in general has a bad reputation as being sneakier than allowed. Even *Ingyra* have limits.
- **Politics:** *Imperial Governor* Fractured world. There is no united world government. The majority of the states are small holding a single city of any size. The Imperial view is do as you please as long as the Emperor is recognized. There was a lot of backhanded planned double crossing until the nature of the Noble Obligation became empirically evident.
- **Religion:** Dozens. Some actually have gods. The more scam-like of the lot have been driven out of business by the importation of those real gods. In two cases it was a violent overthrow of a theocracy.
- **Notes:** Discovered by the Scout Forces at Tech 6 in the throes of what passes for international politics there. Hundreds of scattered city states playing cloak and dagger with each other. Through mighty effort they have been raised to tech 8 in general. The native can see the advantages, but they cannot help trying to back door a better deal and often end up scuttling the whole thing. Progress has been slow.

Those *Ingyra* that have moved into the greater Galaxy had been reduced to being the mind behind the plots. The problem with being a *Ingyra* is people expect it of you no stealth is possible.

GeQuokka

Rulers of the Night

- **Location:**
- **Timeline:** +88
- **Races present:** *Quokka* 90% -- A small 4 foot) furred marsupial; humanoid. They are nocturnal and their cities are dead in the daylight and minimally lighted at night. *Quokka* are highly social. Males form polygonal families, and generally dominate politics and society.
 Quokka have a heavy good enough streak, they are more interested in social interaction than technology and will not change something that works unless the replacement is markedly better.
- **Tech level:** 10
- **Magic level:** 13
- **Politics:** *Oligarchy* -- Politics are dominated by the most powerful males.
- **Religion:** *Rigorism* is the majority religion. Heavy on the you are bad and need us to make you right kant. Until recently they were legislated by law as required. Imperial decree changed that and more service orientated religions are making inroads.

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- **Notes:** Originally located by adventuring traders GeQuokka was slow to get up to speed in the Empire and still has not markedly changed its tech level. They slapped space ships onto what they had and said good enough.

Highly social but insular aliens have a near impossible time getting inside Quokka social structures. Those found off planet form into local ghettos and prefer the night shift.

Bathra

The Technocrats

- **Location:**
- **Timeline:** +92
- **Races present:** *Rubdee* 90% Blue tinged Humanoids, functional hermaphrodites. They don't have gender politics. Everyone loves everyone. Rubdee are noted as joiners. Everyone has a neighborhood society. They geek stronger than Humans to the charismatic leader.
- **Tech level:** 14
- **Magic level:** 9
- **Politics:** *Socialist World council* The closest world in the Empire to an energy economy. Its a bit creepy to most people. Everything the Soviet Union wanted to be, but wasn't,
- **Religion:** *Atheistic* -- lowest magic level in the empire no gods were present. Religion was thoroughly debunked...was.
- **Notes:** A culture in which scientific rigor is the only test. They were found during their initial warp drive tests. They quickly took advantage of the higher Imperial tech level and adopted like hell. Their position in the Empire was shaky until Tesral's takeover and subsequent visit. They geeked to Phoenix hard. It freaks him out a bit.

Teratuo

Terran colony

- **Location:**
- **Timeline:** +105
- **Races Present:** *Humans* 50% – The Human population is imported mostly from the Terran Universe. Other Humans have settled there as well.
Felins 30% – The remaining 3 million Felin were settled here from their dying world by Abba Eecreeana. Felins are cat people, resembling anthropomorphic domestic short hair cats. Their culture is about what you would expect from cats with hands.
Other 20% Various small populations from high tech worlds.
- **Tech level:** 15
- **Magic level:** 18
- **Politics:** *Planetary government*, very low key. Most local governments among the Humans are religiously flavored.
- **Religion:** Primarily the religions of *Abba Eecreeana*, *Tesral*, *Church of Creation*, *Church of Mephistopheles*
- **Notes:** A planet within 4 light years of Thindacarulle. It was created as a physical identical of Earth by Traveler. It is settled by those persons that no longer wished to live on Terra, but did

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not or could not deal with the low tech level of Thindacarulle. Several races of low population with no place to go have been settled there as well. The population is currently ten million. Earth as a mostly undisturbed wilderness. It is easy to find a Pacific island with no one on or near it to scamper nude on the beach.

Maeluine

"Blue Home" the Ane world

- **Location:**
- **Timeline:** +140
- **Races present:** *Ane 100%* As yet the population is not high unless the Ane breed like crazy or import from across the Ginnungagaps.
- **Tech level:** 14 (on the station 0 otherwise)
- **Magic level:** 16
- **Politics:** *Ad Hocracy*
- **Religion:** *Tesral* is highly appreciated. *Ralan* Yes the Ane have a god there,
- **Notes:** Ane had no home world in the Greyhawke Universe. They had a small population on the Ornana plains of Thindacarulle. *Tesral* saw the advantage of having Ane in the Empire and made use of a blue white dwarf star that no one was using and a local rock ball that was otherwise lifeless. He called on The Traveler. Whole planets are outside of the abilities of mere gods. As The Traveler favors Ane he (it, them?) was willing to place a Savanna-formed world around the star.

The Ane have been moving in since. There is a Twelve Worlds Station in orbit. No one else wants the planet.

Akathlingi

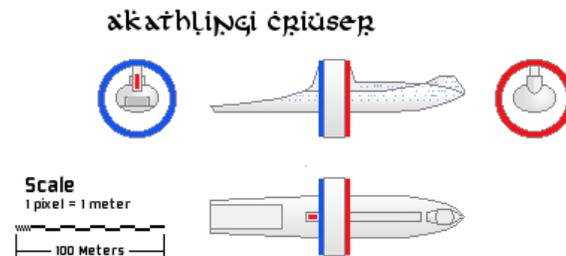
The Unicorn World

- **Location:**
- **Timeline:** +149
- **Races Present:** Unicorns, Humanoids and cross breeds.
- **Tech Level:** 14 (Early Galactic) Technology is mostly hidden and very leveraged with magic. They do have spacecraft.
- **Magic Level:** 19
- **Politics:** Unified and generally low key in the extreme. "bad" people, those that seek power for the sake of power simply do not exist there. Political jobs are usually seen as work that needs doing so the community will run, and shared around.
- **Religion:** Gods are dealt with on an as needed basis. The Sacrifice Program being the notable exception.
- **Notes:** There are actually two Unicorn worlds. The old world which is slowly dying, and the new one that is being massaged to a suitable state by the gods. The term is used interchangeably and events can be happening on either. The Centaur gods are united in aiding the Unicorns is helping move the population, and environment of their world to the new planet. Much work must be done on the resource and magic poor world to get it ready. Of the Scotsdale family,

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Coran and James are the primary members involved. Coran with handling resources and James has been working on the wildlife. Anthony is also working resources. Abican is making sure everything works with everything else. Abba Book is in and out. Recently Kirt got involved as well.

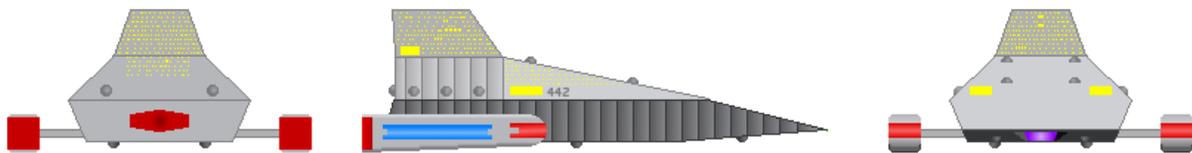
Tesral seeing the fact that the Unicorn worlds were well within the reach of the Empire extended an offer of protection, with the understanding of minimal participation. The average Unicorn could not stand the Courts of Magnus. Understanding Tesral they agreed. They govern themselves and participate lightly in the Star service.



A Typical Unicorn ship

Ships

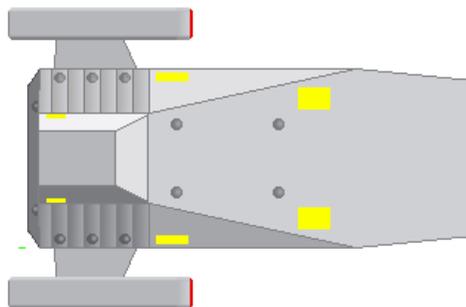
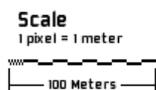
Regulator Class



Regulator Class

Man o War

Twelve Worlds Empire



The classic Twelve Worlds Man o War. They have more of this type than any other single type of ship, in several dozen classes. The Regulators are one of the most advanced.

- Crew 500 officers and enlisted men.
- Weapons: Phaser turrets and missiles

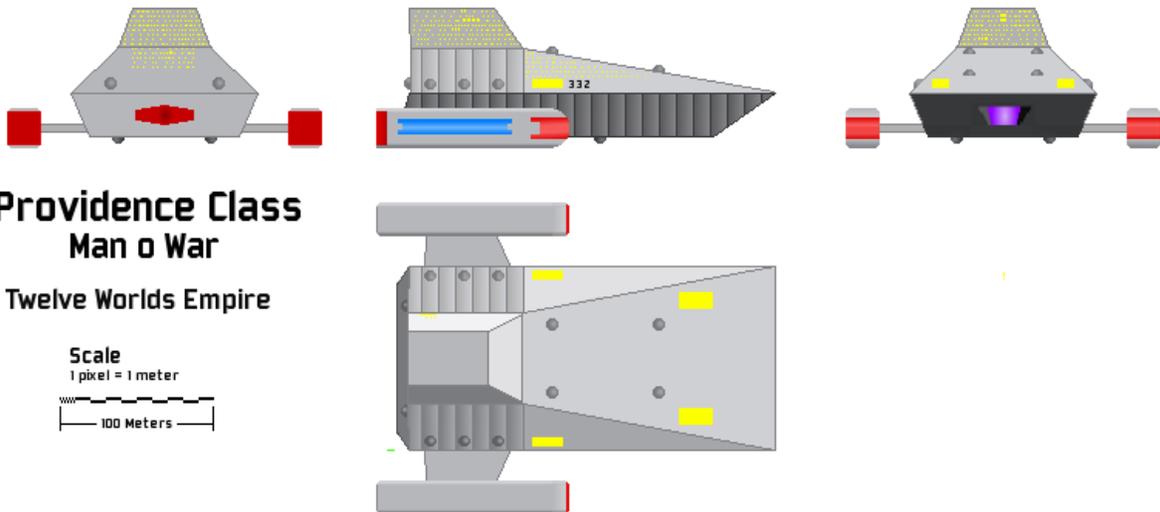
Enterprise D Scale:

- Science capacity - 200 -- Less lab or crew for science, sensors less advanced.

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- Crew Comfort - 200 -- First class hostel. Most crew is in barracks.
- Duration - 1000 -- smaller in every way but equipped for that size.
- Medical facilities - 600 -- Neither the space or the staff. A boost from magic.
- Tactical maneuvering - 800 -- A bit of a pig
- Strategic Speed - 500 Cruise WF 6, Flank WF 8 old scale
- Defense - 400 -- Class 6 shields, top of the game for her place.
- Offense - 400 -- class 6 weapons, but lots of them. Very heavily armed.
- Versatility - 500 Versatility is not much of an issue.
- Internal Security – 1000, they use magic.

Providence Class



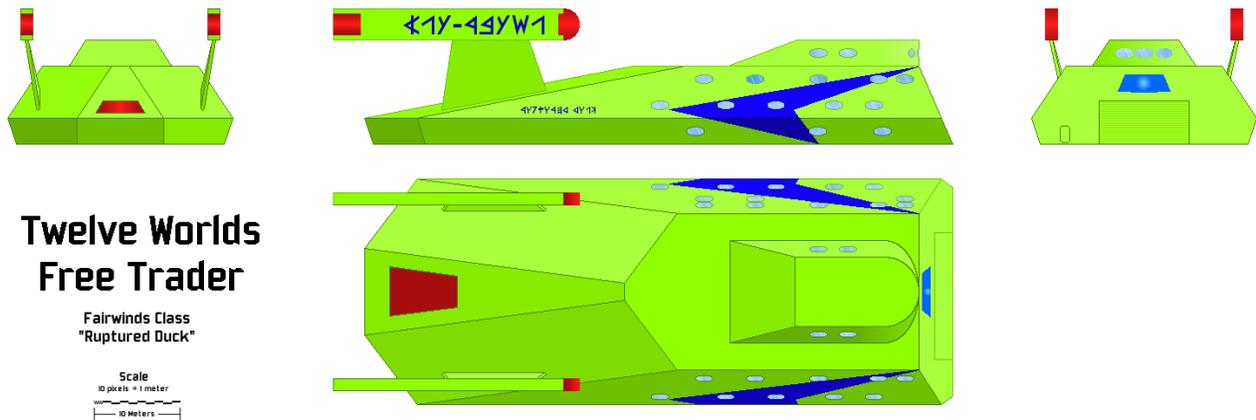
An older class of Man o War that is still plentiful in the fleet. They are no one's glamor posting.

- Crew 500 officers and enlisted men. A bit tight.
- Weapons: Phaser turrets and missiles

Enterprise D Scale:

- Science capacity - 160 -- Less lab or crew for science, sensors less advanced.
- Crew Comfort - 150 -- Second class hostel. Most crew is in barracks.
- Duration - 800 -- smaller in every way but equipped for that size.
- Medical facilities - 550 -- Neither the space or the staff. A boost from magic.
- Tactical maneuvering - 800 -- A bit of a pig
- Strategic Speed - 450 Cruise WF 5, Flank WF 7 old scale
- Defense - 350 -- Class 5 shields, a little old
- Offense - 350 -- class 5 weapons, but lots of them. Very heavily armed.
- Versatility - 400 Versatility is not much of an issue.
- Internal Security – 1000, they use magic.

Fairwinds Free Trader



A typical design for free traders, the small package trade and such.

Neutral and Friends

Greyhawke

On the edge of the Twelves Worlds Empire and the "Magic Zone". It is the origin world for Elves and the home world of Tesral the Twelve Worlds Emperor.

Know Where

This a great location and I'm researching it right from Marvel, (where is my serial number file?) This place located in the head of a dead Titan is smack between the Niñ Hegemony, the Twelve Worlds Empire, and the Zakonnyy Empire. It is too important to let any one political body control it. A place where magic and technology mix freely.

- The Collector -- An Arcane that deals in information and rare items. He seldom wants money but some impossible to find remnant of the chief saint of a forgotten religion. And he is your only source.

Enemies and Rivals

Space Orks

Not related to Greyhawke Orcs. An equal problem to the Twelve Worlds and the Zakonnyy Empire.

The dominant species is a 6'6" tusked humanoid. Their culture is seeped in violence, the glory

Twelve Worlds Setting

of war, and the desire for loot and lots of sex, don't forget the sex. He that dies with the biggest pile wins. They are rapacious slavers. No single leader among them holds more than he can personally control.

The main thing holding this group in control is the fact they fight with each other as much as anyone else. The desire to be Lord of everything is strong.

Every evidence suggests they stole galactic technology. They maintain it by the slimmest margins and stealing more. Destroying their home world wouldn't even stop them. They have a hundred hidden bases.

Known Warlords

- **Bordc the Bold** -- Young and ambitious. Also not stupid. The old dogs are looking carefully in his direction. He is amassing ships, land, and women.
- **Fraak the Eater** -- Will eat anyone. A gourmand with the nasty habit of keeping the meal alive so he can comment to it on its taste. Then they finish butchering you.

Management is his main skill as it is reported he is too fat to fight. Apparently his main interest in women is on his plate as well.

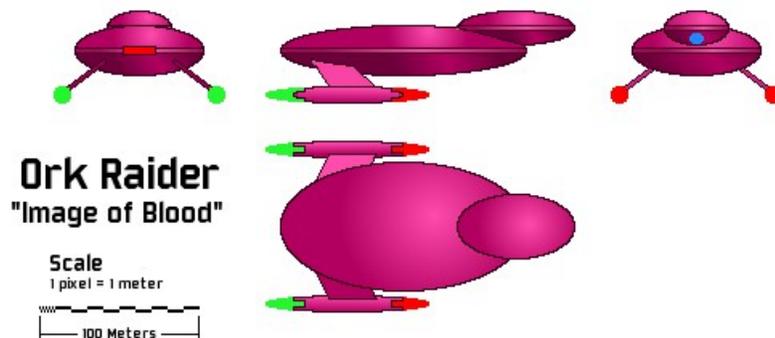
Quite a few people have a pack of dogs with his name on it.

- **Grud the Merciless** -- But not wasteful. Enemies are not tortured by some cruel method they are worked to death. If the princess states she will never be his. Sell her and try a different one. Grud the Merciless has been operating for decades and is considered the most powerful and dangerous warlord. He also has the highest price on his head...Just the head mind you.

Grud the Merciless has dozens of sons by many women. Most are carefully watching the old man for weakness. None are considered an improvement.

- **Zardoc the Eternal** -- No one is sure how old this Ork is. He has not expanded in a generation and neatly holds his own. He doesn't even raid a lot. Diplomats have not been exactly rebuffed, but not welcome either.

Ships



Ork ships are sometimes compared to fat lizards. They are not called undangerous. They are effective for their size, although none will willingly brace a Mar o War one to one.

Ork ships have plenty of extra crew to man prizes.

Gypsy Space Pirate Bands

Some are secretly backed by the Nian Hegemony, mostly, unless they get caught.

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Racially the pirate bands are across the board. They do not have home worlds only bases and those change frequently. Pirate hunting is a game of whack a weasel that must be played or the weasels will take over the pizza parlor.

Some of the Better Known

- **William Childe** -- Loose canon and madman. Sailing with him is a game of Russia roulette, But if you survive you will be rich.
- **Hollow Pete** -- Pretty much missing one of everything he had two of, heavy cyber. Said to have perverted tastes. Gladly he doesn't share.
- **The Inquisitor** -- He sails with a crew of religious fanatics. No one wants to encounter him, even less than other pirates, he never ransoms. It is slavery or sacrifice, neither is a good choice.
- **Elric Petrywink** -- The Gentleman pirate. Never kills unless strongly confronted. He has reasonable ransom demands, and keeps his word.
- **Red Sharra** -- A female captain said to have a price on her head for political reasons on some world or another. No one is sure what race she is. Red furred long nosed with twitchy ears and a tail. She is noted for being fair with her crew and gentle with captives. She never sells to slavers.
- **Redbeard the Ravisher** -- "I wanna lay one of everything." Crews about to be over run have been known to kill themselves. Consent was never part of the deal. Redbeard is know to go though crews quickly. The only reason anyone sails with him is success.

Ships

No single class or type predominates. Most are in the light frigate or cutter class. Larger ships are too costly to maintain and smaller ones lack firepower and cargo space. Origin of the ships themselves can be anything. Gypsy space pirates do not produce any ships.

Yīgè Shishí

Worship our way or else fanatics. Very democratic, the entire congregation voted you as the sacrifice. The adherents of Yīgè Shishí are not of any one species. They do tightly control all females.

Yīgè Shishí has one planet (Norgun) firmly in its grip and it is in an idea position for trade in the triangle between the Twelve World Empire, the Zakonnyy Empire and the Niǎn Hegemony. They tolerate free agents to get the gold they need, and as cheap protection.

It is not a safe place to be. The Enforcers of the Will regularly sweep port town for anyone they consider weak enough to sacrifice. Be on your toes and armed at all times. The prohibition against intoxicants would be a good thing to observe. Mind you that opposing the Enforcers itself is against the law, but they know the strong will take as many Enforcers with them as possible. It is a deterrent.

The rules are rigorously enforced, outside of the port. They are mostly lax within but remember the above. Violators will bleed for Ba'aph.

The Rules:

1. You are a filthy infidel. Bathe and you are a filthy infidel that is clean. Remember this, it will be useful in understanding your place.
2. Filthy infidels will keep to the port area and not corrupt holy soil.
3. Clerics of infidel gods will die, no exceptions.
4. We do not wish to soil our minds with the business or problems of filthy infidels, so no, we

Twelve Worlds Setting

don't want to hear your problem.

5. Keep it in the cabash and never kill anyone west of of the Shining Way. Pay the fees and shut your mouth.

Niǎn Hegemony

The Niǎn Hegemony is not as large as either the Twelve Worlds Empire or the Zakonnyy Empire. Taking this into account it plays dirtier.

Law is strict and draconian. Psionic and magic are used to predict crimes and eliminate those that would commit them before they happen. (Think Minority Report in the hands of the Chinese Emperors.) Tyrant Cluk considers the execution of the potentially unlawful fine entertainment, ergo it is broadcasts for all to see. Torturous and complicated methods are preferred.

Religion is strictly controlled and the only faith allowed is the veneration of the Celestial Bureaucracy and of course they placed Tyrant Gluk on the throne. It is noted that their clerics have power. Tyrant Cluk is also the High Priest.



Niǎn Hegemony Gazetteer

Junggan

Capital world.

- Location:
- **Races Present:** *Naggun*: A serpent with arms about 20 feet long., They are some shade of yellow from lemon yellow to ocher with black eyes. The brighter the better. There is color discrimination. They are egg layers. They do have venom.

Unlike many humanoids Naggun have a narrow sex button. They see cross species sex has an act of perversion and will readily kill any of their own kind that do it. However, it isn't a problem. What lessor species do is proof of their lessorness and they don't care.

- **Tech Level:** 14
- **Magic Level:** 14
- **Politics:** *Absolute Theocracy* -- Celestial Emperor Tyrant Sum Dum Cluk is an absolute ruler in every respect, feared by his subjects. Those summoned before him say their good-byes and make out their will, on the good chance it will go badly. That which enters the Occult Palace seldom leaves.
- **Religion:** *The Celestial Bureaucracy* -- The form of government is set down from, the Heavens an extension of the will of the Unequaled Tyrant of Heaven. All other of the gods are the cast offs of the Celestial Host and unworthy of veneration. The Celestial Emperor is the least of the immortal Host. The mortal interface between gods and mortals.
- **Notes:** "The center of the Universe" Two kinds of people live there. Imperial Officials and poor

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working sods. The latter live longer lives, but have nothing to speak of.

The Occult Palace is the size of a city filled with bureaucrats, concubines, and the exclusive apartments of Sum Dum Cluk himself. Sum Dum Cluk overthrew the previous Tyrant that had allowed himself to become isolated from the actual business of the Empire and spent all his time in poetry readings, flower viewings, and women. While Sum Dum Cluk is certainly culturally aware, he would be less respected if he was not, he will not allow himself to be isolated and has a finger on the pulse of everything. After all who do you think isolated the last ruler in the first place?

Saeloun Ttang

First of the Oppressed

- Location:
- **Races Present:** *Jaesan* A four and a half foot, stout Humanoid with a slight muzzle. They are covered in short fine hair. They are herbivores.
- **Tech Level:** 14 All technology is in the hands of the Naggun.
- **Magic Level:** 12
- **Politics:** *Imperial Governor*, the natives have no say.
- **Religion:** *The Celestial Bureaucracy*. Any practice of native religion is a death sentence, usually by torture. Being eaten is quicker.
- **Notes:** The First Conquest. The natives were quickly classed as property to be owned, used, and disposed of at will. Naggun frequently eat these people with no concern. Merciful ones kill them first, often by biting them.

The whole of the world is overrun by Naggun estates. The native Jaesan are still a majority population, but are nothing but the most menial labor and food animals. It is illegal to educate one. Severe punishment for the educator and death for the Jaesan so educated.

Sijang

Humanoid World

- Location:
- **Races Present:** There are five different Humanoids on this world native to same. And a couple of non Humanoid species as well.
 - *Hana* -- Average of 5'10" your typical Human looking people.
 - *Kkoma* -- More slender taller and more beautiful. Delicate faces, more magic potential.
 - *Nanjaeng* -- Shorter broader, amagical. Dealers in stone and metal, technologists.
 - *Paumi* -- Shorter fay people with a wild bent. They have the legs of herd runners and little tails, atechanical, highly magical.
 - *Yojeong* -- People under two foot high. They are even more magical and mischievous. they are not usually considered part of society.
 - *Goyang* -- One of the non-Humanoids,. Sentient psionic cats.
 - *Pibu keugi* -- The skin shapers. The other non Humanoids. A shanpeshifter that is not generally part of society. They are much feared.
- **Tech Level:** 14

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- **Magic Level:** 18
- **Politics:** *Imperial Viceroy over local Kings.* In truth the Empire does not control the land well. It is too fractured and heterogeneous.
- **Religion:** *The Celestial Bureaucracy* is enforced. Most locals shrug and add them a little. The native religious have gone underground.
- **Notes:** Encountered in their warp age the local people were given the choice of conquest or destruction. There was a bit of a tussle.

The Empire holds space and major cities. the resistance has gone passive aggressive. They don't fight as much as do as told when watched and do as they please when not.

Peullaes

Second World

- Location:
- **Races Present:** *Gan:* A Canoid descended from plains hunters. They are noted for their stamina. Color ranges from a light yellow brown to brown. This has made them more favored by the Naggun.
- **Tech Level:** 14
- **Magic Level:** 12
- **Politics:** *Monarchy.* They have an unusual system of having a pair a King and Queen. Both with equal say. Politics is Game of Thrones dirty on good days.
- **Religion:** *Yeenoghu:* The religion heavy on blood, yours. They regularly sacrifice humanoids and eat them. The Naggun Imperial bureaucracy looks the other way as long as the *Celestial Bureaucracy* is given due service as well.
- **Notes:** The Naggun are noted as politically color blind. The Gan are largely yellow and it blinds the Naggun to things they should see. The Gan are favored above other mammals.
Gan generals run most of the military as the Snakes are not physically brave.

Gaechoe

Gan Colony

- Location:
- **Races Present:** *Noye:* Humanoids walking on a digitigrade hoof. They are lightly furred and have a slight muzzle. They are omnivores with a heavy veggie preference. Most races find them pretty.
Gan: Minority rulers.
- **Tech Level:** 4 and not allowed better. Gan have 14.
- **Magic Level:** 15
- **Politics:** Gan control with an *Imperial Viceroy*, who is Gan. The native are not allowed any say.
- **Religion:** *The Celestial Bureaucracy.*, All native religions are savagely repressed.
- **Notes:** The Gan's one conquest before they encountered the Naggun. They have thoroughly made it plain that the Noye people are prey and the Gan will do with them as they please.

Tongil

The Collective

- **Location:**
- **Races Present:** *Tharix* -- Insectoid burrowers. They are three foot tall on six limbs and about six foot long. The front most limbs are hands and they don't usually run on six. They are natural socialists and complacent with their place in society. Leaders to not rock the boat. Low empathic they can be gotten to do some truly vile things.
- **Tech Level:** 14
- **Magic Level:** 10
- **Politics:** Hive and super hive led by Elder Females.
- **Religion:** *The Celestial Bureaucracy* -- Worshiped because they are told to.
- **Notes:** Encountered in space and conquered. The Tharix rolled right over. The Naggun like to employ them in the Occult Service as they don't feel for other creatures and can be instructed to do the most vile things that even lawyers won't do.

Some scholars have questioned the race's sentience. They are intelligent enough, but don't feel.

Hoesaeg Neup

The Grey Swamps

- **Location:**
- **Races Present:** *Gaeguli* -- Very large frogs. The live primitive as the Empire has not found a use for them outside of food.
Other: Many races all of which would rather be someplace else.
- **Tech Level:** 0 native. 14 Imperial
- **Magic Level:** 14
- **Politics:** *Imperial Warden* -- The place doesn't have a willing colony population
- **Religion:** *The Celestial Bureaucracy* by those brought here. Even in prison you must worship. *Native cults* what ever they are.
- **Notes:** Almost a water world. It is hot as well. The local natives like it fine. Most mammals call it a wet hell. This distaste has been noted and Hoesaeg Neup has become the Imperial Prison, a place to forget people.

The world does have a treasure of exotic hardwoods and the prisoners are worked to death harvesting same. Natives? It's not even illegal to shoot one for fun.

Gongjang

The Factory World

- **Location:**
- **Races Present:** *Nongno*: A short pale humanoid. Psychologically they are closer to insects in behavior. They are willing to live on top of each other and in conditions that most peoples would call Hell. Life spans are short and brutal.

A Nongno removed from their hive is lost. They go into a deep depression that most never recover from. The Nongno that can function outside of a hive is considered insane and to be

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rectified, that is killed. On the rare occasions they leave their home world they must go as a whole hive.

Other: In the land of the blind the one-eyed man is King. Those that can stand this place can use their ability as individuals to make a fortune, provided you have a strong stomach, or no ethics..

- **Tech Level:** 14
- **Magic Level:** 09
- **Politics:** *Imperial Viceroy over the local Monarch*
- **Religion:** *Celestial Bureaucracy* -- There was no native religion. The Nongno worship as they are told.
- **Notes:** This place is the most built up world in the whole of the Empire. Over a tenth of the land has been made into vast dystopian cities a hundred or more layers deep. Billions of people live therein. People that never see the light of day, What is left are super efficient factory farms designed to feed those vast populations. Wild land does not exist.

Countless factories churn out the consumer goods for all over space, not just the Niǎn Hegemony. Goods the locals have no use for. And if many people knew where that comm link came from, they would be sick.

Dandanhan

The Cold

- **Location:**
- **Races Present:** *Gomagma* -- Six foot tall four foot wide ursonoid race ideally suited to the harsh reality that is Dandanhan. Their culture is heavy on blood and fatalism. They hold life cheap, and family dear.
- **Tech Level:** 13
- **Magic Level:** 14
- **Politics:** *Imperial Viceroy over the Clan Lords.*
- **Religion:** *Celestial Bureaucracy* -- The Naggun blood cult looks gentle and welcoming compared to the local religions. It didn't need to be pushed hard. Gomagma take amore Darwinian view of the hierarchy. The Naggun's position is not, in their mind, assured.
- **Notes:** A difficult place that breeds a difficult people. Colder than any other world in the Empire. The Gomagma are warriors that seek glory and death. It is common to see them on Imperial worlds shaved to the hide to deal with the heat. While they work for the serpents they do not respect them. Any being that cannot stand unclothed on the surface of their world gets no respect, which includes just about everyone.

The day will come when Baggun is menu item and nothing more. They bide their time and watch.

Gongpo

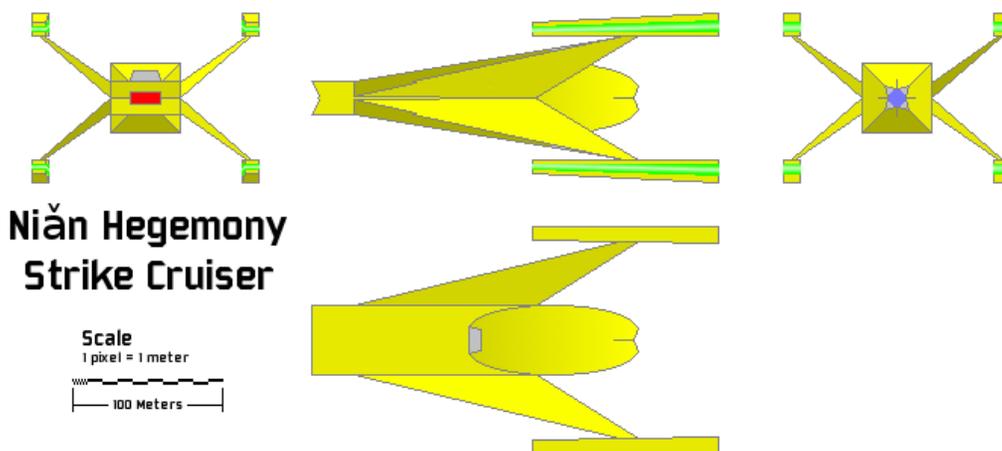
The Haunted World

- **Location:**
- **Races Present:** None native, that anyone has found.

- **Tech Level:** 13
- **Magic Level:** 18 -- Inexplicably high for a world so empty.
- **Politics:** *Imperial Military Governor*
- **Religion:** *Celestial Bureaucracy*
- **Notes:** A dark world beneath a red sun. For all the perpetual twilight it is an easy world. Still the only reason to come here is the mineral wealth it holds and hold it they do. The Military runs this place, it is a cornucopia of the stuff you need to make starships.

But why are there mine tunnels deep below the surface with no entrances? Why are there tunnels at all? Why do people go missing in the black jungles?

Ships



**Niàn Hegemony
Strike Cruiser**

Scale
1 pixel = 1 meter
100 Meters

The Strike cruiser is lighter than either the Twelve Worlds Man o War or the Zakonnyy Battleship. It depends on maneuver and speed and heavy forward punch. More specialized vessels carry troops[sand exploration is typically a civilian activity.

Zakonnyy Empire

Economic equal and necessary trade partners to the Twelve Worlds Empire. Each views the other's planets as jewels that they need. There is much Great Game maneuvering. Great care and deniably is necessary. Locked in embrace the dancers want to stab each other, but neither can stumble, or both will fall. Meta: Russian names.



Twelve Worlds Setting

The Empire is multi-species much like the Twelve Worlds The dominate race is Golym natives of Prestol.

Zakonnyy Empire Gazetteer

Prestol

Zakonnyy Capitol

- Location:
- **Races Present:** *Golym* native They are a milk pale humanoid species with striking green eyes, and hair. It is not so much that other races are discriminated against as they are discriminated in favor of.
Every race in the Empire is found here.
- **Tech Level:** 14
- **Magic Level:** 13
- **Politics:** *Absolute Monarchy*. The current Ruler is Daga Crom XVII. The Zakonnyy Empire has 25 planets in its sphere.
- **Religion:** The Empire has no official religion but by statue respects all religions and favors none.
- **Notes:** The Capital world. Much like Magns in population and majesty. The business of Prestol is government. The majority of the population works for the Imperial government either directly or indirectly.

The planet is divided into massive Imperial cities and rural estates of the Imperial nobility. Places of luxury and decadence powered by serfs and out right slaves.

Zavoyevaniye

Slaves

- Location:
- **Races Present:** *Krolik* 60%, they are short eared rabbit furies. Cute critters, you can buy one at the market.
Golym 30% The conquerors.
Ohter: Various races to no significant number.
- **Tech Level:** 14
- **Magic Level:** 14
- **Politics:** *Imperial Governor*. The natives have no say about anything.
- **Religion:** Native religions have been brutally repressed and outlawed. Imported religions that emphasize the Krolik's Proper Place are mandatory.
- **Notes:** The first and most brutal conquest. The whole race was dispossessed and enslaved. The world is a Golym fantasy of power. Be that oriental despot you always dreamed about.

There is a vocal minority group of Golym that see this world as a tragedy and shame that needs correcting. So far they have made noise but little difference.

Krolik have been spread throughout the Empire as domestic slaves and even sex toys.

Bogzemli

The religious fanatics

- Location:
- **Races Present:** *Poklonnik*: 80% They are porcine looking humanoids. Mammals with the usual bits in the usual places
Other: Mostly those on pilgrimage or persons of religious bent,
- **Tech Level:** 14
- **Magic Level:** 16
- **Politics:** *Monarchy* heavily flavored by religion. However the religious landscape is so fractured that no one religion can prevail. The Government strikes a balance of respect for all preference for none. Not everyone likes this arrangement, but all tolerate it, they realize how bad being on the wrong end of a theocracy not theirs would be.
- **Religion:** Yes! Everyone must have a religion, everyone will tell you that and suggest theirs if you don't have one. There are countless temples to every god native and every god they have heard of. Most do have clerics. The only good thing is that none of them agree.
- **Notes:** The Golym found Bogzemli in an early industrial stage. They geeked readily to the tech toys. Much easier to spend time in the temple with all those labor saving devices. The world was less conquered as assimilated in a semi willing way. Most people never noticed
Outside of religion, which is everyone's hobby the world is a major producer of robotics and heavy machinery.

Olenina

Their Business is Business

- Location:
- **Races Present:** *Khrabryy*: 75% Deer furs. They are attractive. They will use that.
Other: 25% The nature of their world economy has meant aggressive immigration by other races. They are second only to Prestol in cosmopolitanism.
- **Tech Level:** 14
- **Magic Level:** 12
- **Politics:** *Corporate Oligarchy*. Rule is by the Fortune 300. Losing your place in that means you lose your seat. Competition is fierce and sometimes deadly among the more marginal players.
- **Religion:** Many, treated like any other business. Those that don't have a service model don't last.
- **Notes:** Industrial tech when the Empire arrived. They have gotten up to speed on the technology. They are known for their never take no for an answer business acumen, and developmental attitude. They would subdivide planets.

Ziemiadomu

The Raj

- Location:

Twelve Worlds Setting

- **Races Present:** *Złośnica*: Mustelidae furrries resembling humanoid weasels or ferrets. They are sometimes seen off world.
- **Tech Level:** 10, they have not been given access to high tech in general. 14 in the Imperial Enclaves. The complacent get the advantages of galactic tech. There is no ship yard.
- **Magic Level:** 12
- **Politics:** *Foreign rule*. All decisions are made by the Imperial Governor right down to the city level.
- **Religion:** No effort was made to crush local religions. Most have lost favor for not stopping the invaders.
- **Notes:** An uneasy conquest. Passive aggressive resistance to Zakonnyy rule.

Voin

Short Vikings

- Location:
- **Races Present:** *Humans*: Difficult to deal with Honor bound Warriors. Humans will die before they break their word, even the non warriors.
- **Tech Level:** 13 The fractured nature of the world holds it back.
- **Magic Level:** 17
- **Politics:** *Imperial Viceroy over Kings*, lots of them. Kings, under kings, over kings, and so forth. A king for every occasion. Only the big hammer of the Empire holds it together.
- **Religion:** *New Aesir*. There are others but they are marginal.
- **Notes:** The Imperial conquest is still news in some quarters here. Some areas need regular re-conquest as the new King does not feel beholden to the ways of the old King. In general the world is more of a problem than an asset right now.

Many of the warriors of Voin have sworn allegiance to the Empire directly. They are fierce supporters.

Human Warriors form the Imperial guard of Daga Crom XVII. Humans that have sworn an oath can be trusted utterly.

Zhelezo

Ork World

- Location:
- **Races Present:** *Orks*: Conquered and mostly assimilated. They like serving in the Military.
- **Tech Level:** 13
- **Magic Level:** 16
- **Politics:** *Imperial Viceroy. over tribal Elders*.
- **Religion:** Many and sundry, all are heavy on blood and iron. The common format is the trio of tribal gods of hundreds of names. Theologians believe there many be as few as five trios behind all of them.
- **Notes:** Orks might be big brutes that like to fight, but they are not dumb. They see the

advantages of Imperial technology.

Zhelezo supplies many units to the Imperial Navy, They are rivals with the Cine.

Rynketelefon

"How may I impede you?"

- Location:
- **Races Present:** *Endus*: Golden nut brown Humanoids topping about 5'5", with dark hair and eyes. They are a generally attractive species. They are known for a difficult time speaking non native languages clearly. It doesn't stop them from trying.
Their females are favored as domestics and sex toys.
- **Tech Level:** 14
- **Magic Level:** 17
- **Politics:** *Imperial Viceroy, local oligarchs.*
- **Religion:** There are three primary and many borrowed faiths.
The Enlightened Path A local development of the Way of the Sacred Self. Many claim to be of the path but few demonstrate clerical abilities. It ironically has developed a hierarchy. That is not where the power lies. Roughly a quarter of the population claims this faith. It is often mingled with the gods of the Heedee even though the faith claims no gods.
The Heedee A polytheistic faith worshiping a family of gods. Popular with roughly a third of the population.
The Way of Hamdid: A monotheistic cult that requires adherence to its god alone. The clerics and scholars tend to be stick up the ass moralists. Most worshipers are more laid back. It is held by about about a quarter of the population.
The balance are various imported gods or shamanistic cults.
- **Notes:** Rynketelefon are makers and aggressive sellers of cheap goods and questionable technical services. They are popular only because they are cheap. Those that depend on them soon learn that cheap is not less expensive.
Their entertainment and ancient cultural traditions are are also a point of consumption for other races. Many find their gods attractive, and the hundreds of religious festivals are worth the trip.

Tayna

The Occult

- Location:
- **Races Present:** *Taynyy*: A gaunt and mysterious humanoid race of a highly magical nature. Believed to be related to the Arcane, but a foot shorter.
- **Tech Level:** 12, there are no native space craft.
- **Magic Level:** 20
- **Politics:** *Imperial Viceroy*, whose rule does not extend much passed the Imperial Enclave. The Masters in the Towers show him appeasement.
- **Religion:** The local religion are not practiced in the open.
- **Notes:** Sellers of magical materials and services for the most part. It is not advised to leave the Imperial Enclave. The land is highly magical and the unprepared can encounter things Man was

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not meant to Know This world is part of the Empire, barely, and for its own reasons.

Quarran

Heavy World

- Location:
- **Races Present:** *Kinth*: They are mint green in color and humanoid. They are built like six foot dwarves. A race of telepathic sadists. People that can make being eaten alive your fondest desire and do. They are not slaving monsters that drag children off the street mind you. Psionics has limits. They are very genteel and polite about the whole matter.
- **Tech Level:** 13
- **Magic Level:** 15
- **Politics:** *Thugocracy*, but polite about it. The whole planet is run by a series of interlocking mafias.
- **Religion:** Various shamanistic cults. The worship of Quan is gaining traction.
- **Notes:** This is not a comfortable place for non-Kinth as the local gravity is 1.6G. The heavy metals that make up this world are their major stock in trade. They are rich and know it.

This is the world that Quan the Inquisitor of Hell comes from. They are using the Empire as a stalking horse.

Strogost

Purgatory

- Location:
- **Races Present:** No native sentient.
- **Tech Level:** 13, no ship yard. All tech is imported.
- **Magic Level:** 10
- **Politics:** *Imperial government and corporations*.
- **Religion:** What ever you brought with you.
- **Notes:** A hard world of great riches. It has no native sentient life. Plenty of life that wants you for dinner.

The location is one of great natural resources. It is the site of the main imperial prisons. You work the mines or the plantations and hope a Bush Beast doesn't tear your throat out. Those with life sentences are given resources and turned out into the bush. Sentenced to carve out a life, or die. Many die.

Nebo

Paradise

- Location:
- **Races Present:** *Shelaniye*: Beautiful humanoids that appeal to most other types of humanoids and a great many other species as well. They fall into a wide range of skin and hair colors Average height is 6'2".
- **Tech Level:** 14

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- **Magic Level:** 16
- **Politics:** *Imperial Viceroy over local elected councils.*
- **Religion:** *Kanithism:* A religion predicated on the idea that you should seek the sensual and experience as much as possible in your life. It is not popular with control freak types off world. Ergo it hasn't seen much export. On the gripping hand such religious find little traction here.
- **Notes:** A world of beauty native to a race of sensuous explorers. Their major economic export is fun. A Nebo vacation is the dream of the Imperial Upper Middle class and enough make it to make a living on the idea.

Garcony

Delicious tech

- **Location:**
- **Races Present:** *Binth:* Four foot humanoids. descended from forest herbivores. They resemble Dikdik. A small race of technically apt and artistic types. They are prey and know it.
- **Tech Level:** 14
- **Magic Level:** 13 Very heavy into mystery practice. Magic is the one tool they really had to keep the predator at bay..
- **Politics:** *Imperial Viceroy, local control of local matters.*
- **Religion:** The local religions were heavy into fatalism. The more service oriented Imperial religions have mostly replaced them,
- **Notes:** Garcony was taken by the Empire in the pre-industrial stage. With in a generation the Binth had taken up technology with gusto. They excel at micro and nano technology.
Freed from barely surviving they discovered a deep artistic talent. Many Binth are favored artists in the courts of other worlds.

Korova

Moo Dammit

- **Location:**
- **Races Present:** *Cine:* Large, mostly pissed cow people. They look eternally annoyed. They are female dominated with the girls keeping the aggressive males in check. Displease the girls you get no sex. Males like to fight and are held in check only by the females in that respect.
- **Tech Level:** 14
- **Magic Level:** 12
- **Politics:** *Imperial Viceroy over a Matriarchy*
- **Religion:** *A family loving goddess.* Nearly anti-male. Males must mind their mother, mind their place, and not let any of the anti-social male behavior out. The arrival of the Imperial religions was seen as good by the males sick of being frowned at for being boys.
- **Notes:** The Cine were found early in space development. The Empire was seen as a good thing as it channeled the aggression of the excess males some place else, that is off planet. They

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supply a lot of troops to the Empire. They are rivals with the Orks.

Mysl

The Weird

- **Location:**
- **Races Present:** *Myslyedok*: A race of psionic lotus eaters. The basic appearance is a trilateral being 8 foot tall. They are seldom encountered unless you seek them out and that is publicly known as not a good idea. The wise say they are not entirely of the prime material and that should concern you.
Other: Various Imperial races outnumber the natives.
- **Tech Level:** 13 in the Imperial areas. Tech 4 elsewhere.
- **Magic Level:** 19 weird stuff can sometimes just happen.
- **Politics:** *Imperial Governor*. What politics the locals have is unknown.
- **Religion:** *Ancestor worship* we think. Those that have gotten any answer have been told the Old Ones rule all. The Myslyedok have been singularly uninterested in imported religions.
- **Notes:** The Myslyedok mostly ignore the Empire running over their world. They stick to their ancient cities of little technology. They prefer the inhospitable desert regions of the world. Leaving the lush temperate lands and tropical forests to others.

Rynok

The Dealers

- Location:
- **Races Present:** *Derva*: They resemble fauns with sharp features, donkey tails, and smooth hair. Hair colors run from brown to red. They otherwise conform to humanoid morphology. It is noted that a Derva will mate with anyone that fits.
- **Tech Level:** 14
- **Magic Level:** 16
- **Politics:** *Imperial Viceroy over a corporacy*. He that has the gold makes the rules. There are limits. They abide by a Merchants Code that is older than anyone knows and stronger than any law. Those that have grossly offended it thinking they were above such things have been dragged into the street and stoned, often by their own employees.
- **Religion:** They are easy. They like bargains with god and nothing but the service orientated religions last here. There is a native pantheon that has to compete for worshipers.
- **Notes:** Sharp faced traders of everything. Everything from merchant Saints to those willing to sell souls. The only constant is they have something to sell and are willing to buy.
They encountered the Empire in space and it is debated if they were assimilated, joined, or hired the Empire to guard their trade routes. It depends on who you ask.

Rood

Furry World

- Location:

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- **Races Present:** *Furries*: 10 genus of anthropomorphic animals that were elevated by a predecessor species: *bovidae*, *canis*, *cervidae*, *equus*, *felis*, *hyaenidae*, *mustelidae*, *ovis*, *rodentia* and, *vulpes*. There are multiple races within each genus. Individuals can cross breed within their genus. Diet depends on species. None are true carnivores or herbivores, but their species informs their preferences.
- **Tech Level:** 14
- **Magic Level:** 18
- **Politics:** *Imperial Viceroy over a planetary republic*. They have a complicated electoral process that assures that all species are represented. There are still complains that executives tend to be carnivores.
- **Religion:** *Church of the Double Helix*: A religion that elevates the concept of diversity itself. The casters if any are arcane. Outside religions of a service oriented model have been penetrating.
- **Notes:** Encountered by the Empire in the industrial age. The humanoids were looked at funny and welcomed. At this point the Roodians are spread throughout the Empire. They are sometimes mistaken for other races they can resemble.

Dzhungli

Jungle or No Return

- **Location:**
- **Races Present:** *Vashcheritsa*: A wet preferring bipedal, warm blooded reptiloid that is tailless. They are 5 foot tall on average. Females are live bearing. They have similar climbing abilities to a gecko and are brightly colored. They are not venomous, but are poisonous. They are fine to touch, but their meat will kill you dead.

They do not wear clothing preferring their bright colors to be seen. Patterns differ substantially from person to person.
- **Tech Level:** 1 natively. 14 for the Empire.
- **Magic Level:** 12
- **Politics:** *Imperial Viceroy over various Tribal leaders*
- **Religion:** *Animistic cults*. The natives worship the spirits of the land and the animals. It is working for them.
- **Notes:** A recent Imperial acquisition this lush and mostly tropical world is a bio-diversity heaven, and Hell to deal with. The bio-science types are giddy with the possible profit to be made from the pharmaceutical raw materials the pace must contain. Frequent expeditions to catalog and sample are made each year. Not as many come back as go out. It has been noted that those that take native guides have a far better chance.

The discovery of *Netbol sheboli*, now hitting the market encourages explorers. This pain killer is the best yet found and non addictive. Demand is making the Zmeinoye Maslo company piles of gold.

Rigor

The World of Higher Learning

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- Location:
- **Races Present:** *Tawgar*: Felinoids with black and sand stripes a bolder tabby. They average 6 foot tall and are placental mammals with a preference for meat.
- **Tech Level:** 14
- **Magic Level:** 15
- **Politics:** *Imperial Viceroy over a local Monarchy.*
- **Religion:** *Worship of the six perfect beings.* Tawgar culture hold up six virtues and each of the gods is an embodiment of that virtue.

Being of a philosophical bent there is a place for imported religions as well. Some of the locals do worship the other gods.

- **Notes:** Culturally the Tawgar are philosophers and scholars. Their world is home to countless first class universities where all races are welcome to study.

They encountered the Empire without conflict. The decision to merge with the Zakonnyy Empire was a peaceful one.

Tengor

Tawgar Colony

- Location:
- **Races Present:** *Tawgar* -- A colony of Rigor.
- **Tech Level:** 13 no local shipyard.
- **Magic Level:** 13
- **Politics:** *Imperial Governor*
- **Religion:** What ever you bring with you
- **Notes:** An under populated colony at the time of annexation. The flavor of the world has diversified. Tengor is a tough cat's world. A place for sharpened claws. Those dissatisfied with the modern life frequently emigrate.

Sumerki

Giants in the Land

- **Location:**
- **Races Present:** *Ogromnyy*: Massive Humanoids that frequently reach 10 foot in height. They are few in number, deeply religious beings that prefer to not raise a hand. They are vegetarians by choice.
- **Tech Level:** 4 natively. 13 in the Imperial areas.
- **Magic Level:** 18
- **Politics:** *Imperial Governor.*
- **Religion:** Yes another expression of the Scared Self. Karma is considered immediate and just. They live lives to be favored.
- **Notes:** At first it was thought that size aside the gentle giants could simply be pushed away. It was quickly found that those that did suffered inexplicable misfortune. Abuse of the Ogromnyy quickly ended.

The Ogromnyy tolerate the noisy tech laden outsiders as long as they are peaceful and respectful. They live simple agrarian lives of contemplation and reverence for life.

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The world is covered in archeology. The Ogomnyy claim it is not their own and every evidence backs that up. It is built for a much smaller people. High tech items of tech 17 have been located in the ruins. Searching them can make you rich, or dead. The Ogomnyy will not touch them and advise against doing so. But they will not stop you.

Prizrak

The Ancient Place

- Location:
- **Races Present:** No native sentient life, left. Most Imperial races are represented.
- **Tech Level:** 13
- **Magic Level:** 11
- **Politics:** *Imperial Governor.*
- **Religion:** What ever you bring with you.
- **Notes:** A world of forgotten cities. Some of the cities look relatively intact. Those are the dangerous ones. Those that have entered these cities and tried to live there go mad.

The Locals will swear their are ghosts. Even the fallen cities that are mined as ready sources of refined metals, no one stays in them overnight, and there is no shift work.

Zemè

The Last Conquest

- **Location:**
- **Races Present:** *Zmonès:* Aggressive Blue furred humanoids with a wolf like snout. They walk plantigrade
- **Tech Level:** 14
- Magic Level: 13
- **Politics:** *Monarchy* shared among the eight families appointed by Dievas. The new king is elected by the sacred electors on the death of the old King. As half the electors are the clergy a King that favors Dievas is pretty much assured.
- **Religion:** *Dievas, the one and correct god.* They are really stiff on this and Imperial religions have been rebuffed. While the Imperial stance is that no statute preferring or forbidding any faith is permitted, nothing prevents mob rule. The Clerics of Dievas have great say and influence. They have carved a cozy niche of necessity that requires little work.
- **Notes:** A pocket star Empire at the time of Zakonnyy contact. There was a war, a period of uneasy peace and eventual annexation. Zmonès can be prickly about their prerogatives under the Act of Union.

Mūsu

Zemè Colony

- Location:
- **Races Present:** *Zmonès:* 50% Aggressive Blue furred humanoids with a wolf like snout. They walk plantigrade.

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Other: 50% Other various Imperial races.

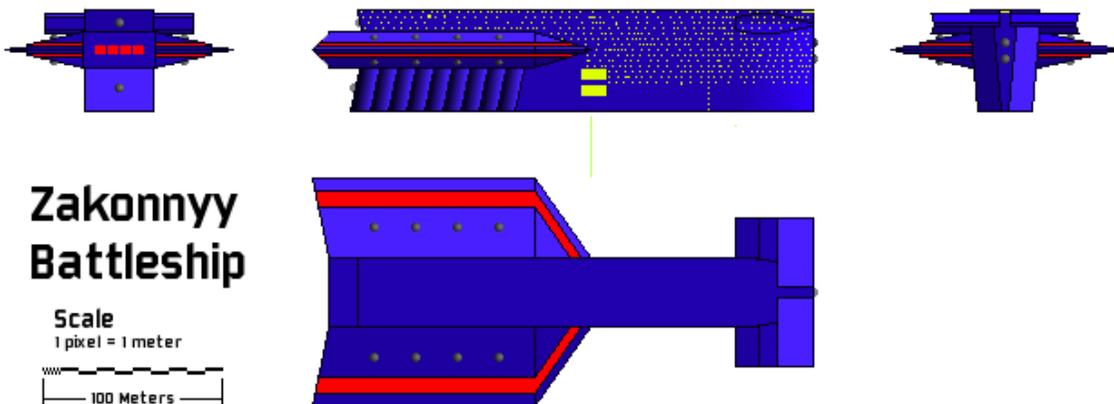
- **Tech Level:** 13
- **Magic Level:** 15
- **Politics:** Zemè Colony World, it has an Imperial Governor now.
- **Religion:** Dievas mostly. Other races have brought their own gods, to much frowning.
- **Notes:** Zeme Coloy world that was found with no natives. Wild animals, TeNGO, dangerous locations yes, but no natives. It is still building and behind the tech curve

Permisu

The Other Zeme Colony

- Location:
- **Races Present:** *Genas:* Forest Green Humanoids. The usual parts, in the usual places. They have a slick wet look and are hairless. They sport some fancy fleshy head crests. They are the Local race and slight minority at this time. There were a bare few million of them at tech 0 when the Zmonès arrived. Their local culture is dead.
- **Tech Level:** 13
- **Magic Level:** 17
- **Politics:** *Imperial Governor.*
- **Religion:** *Dievas* mostly. The Zmones introduced the faith and it was quickly taken up as the Zmonese's god obviously had much heavier chops. Other races have brought their own gods, to much frowning.
- **Notes:** The second colony but more advanced than the first. For once a native population was not oppressed, instead they threw down their native culture and took up the imported culture quickly. the Zmones were a bit shocked. Genas for all they are primitive hunter-gatherers have a keen sense of cost/benefit analysis. They knew a good thing.

Ships



Typical Zakonnyy Battleship. Roughly equal to the Regulator class of the Twelve Worlds. They do not carry as many marines or landing craft

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- Crew 400 officers and enlisted men.
- Weapons: Disruptor turrets and missiles

Enterprise D Scale:

- Science capacity - 200 -- Less lab or crew for science, sensors less advanced.
- Crew Comfort - 160 -- Second class hostel. Most crew is in barracks.
- Duration - 1000 -- smaller in every way but equipped for that size.
- Medical facilities - 600 -- Neither the space or the staff. A boost from magic.
- Tactical maneuvering - 900 -- More nimble than it looks.
- Strategic Speed -- 500 Cruise WF 6, Flank WF 8 old scale
- Defense - 400 -- Class 6 shields, top of the game for her place.
- Offense - 400 -- class 6 weapons, Not as covered in weapons, makes up for it in maneuverability.
- Versatility - 400 -- Versatility is not much of an issue.
- Internal Security – 1000, they use magic.

Tech Levels

These categories are extremely general. They do not take into account that societies can advance at different rates in different categories of civilized advancement. There is no reason that a society must have gunpowder before discovering the Humanities for example. This chart follows the general progression of technology and civilization in Earth Western societies with speculation based on a warp drive future. That said it is the chart we have.

To indicate a society that is mostly a given tech level, but either advanced or deficient in some category a +/- sign can be used with the anomaly noted in the notes.

Technology Level Chart

- | | | |
|---|-----------------|---|
| 0 | Early Stone Age | First tools, tribes, hunter gatherer. |
| 1 | Late Stone Age | Agriculture, communities, diversified labor. super tribes. |
| 2 | Copper Age | 3500 BCE+ Arithmetic, writing. smelting, stone buildings Nation states. |
| 3 | Bronze Age | 1200 BCE+ Geometry, philosophy, Empires |
| 4 | Iron Age | 600 AD+ Algebra, square sail, water & wind mills, roads |

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- | | | |
|----|-----------------------|--|
| 5 | Medieval | 1150+ Calculus; movable type, "gonns", three field farm system, plow, horse collar. |
| 6 | Renaissance | 1550+ Scientific method, high literacy, common books, Humanities. First age of Exploration, Match and wheellock guns. |
| 7 | Pre Industrial | 1660+ machines to make machines, accurate and portable mechanical clocks, navigation, scientific farming, flintlocks, lightning rod, barometer |
| 8 | Industrial Revolution | 1780+ Steam, Mechanical calculators; telegraph, cheap iron, cheap cloth, percussion cap, rifled musket, repeating firearms. |
| 9 | Mechanized Age | 1880+ Common steel, electrical machines; telephone and radio Airplanes, airships, machine guns, tanks, internal combustion engine |
| 10 | Nuclear Age | 1940+ Fission, Mainframe computers, television. |
| 11 | Digital Age | 1980+ Personal computers; global networks. |
| 12 | Microtech Age | 2025+ Artificial intelligence; real-time virtuality. Fusion Interplanetary craft, slow boat spacecraft, cyberwear. |
| 13 | Warp Age | 2075+ Dihydrogen warp drives, Nanotechnology, anti-matter. cloning Second age of exploration |
| 14 | Early Galactic | Dilithium, reliable transporter, universal translator. living computers, regeneration. Third age of exploration. |
| 15 | Middle Galactic | Replicators, end of scarcity, youth drugs, early terraforming. macro engineering. |
| 16 | Late Galactic | Disodium, end of aging, serious terraforming Fourth age of exploration. |
| 17 | Post Galactic | Dipotassium, zero point energy, soft technology, building planets, Dyson spheres |
| 18 | Clarke's Tech | Indistinguishable from magic. |

History

I have made several attempts to come up with a better mousetrap that is simpler than the eponymous game. So far my efforts have been totally in vain. Any chart that approaches the needed complexity cannot be expressed in a simple fashion.

My first attempt gave the breakdown of Power, Transportation, Humanities, Information Technology, and Medicine. That is a five number chart. At that some categories are interdependent. For example philosophy and the advance of the humanities depends on communication, so information technology is vital. So is transportation to get that writing around. Transportation cannot advance beyond wind and animal power until something else is invented, like steam. A sticky problem to say the least. It could well be that a similar progression is required for any advancing society. Being that Humanity is the only example we have one must needs follow it even if the given pattern proves to not be the necessary case. One does what one can.

However that said the five number system was too complex to quickly give one the ballpark estimate of a given society's technology level. While more flexible and accurate, it was cumbersome to

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use. That defeated the whole purpose of the exercise. Ergo I have fallen back on this variant of the GURPS technological track.

Magic

Magic Sources

Magic comes from several sources. The "field strength" of the sources can vary depending on where you are and what the source is.

Arcane

Arcane magic is a result of the Sun of a world. It usually varies from 3-18, lesser or greater strengths are rare.

The bodies of arcane users are affected by the magic passing through them. In field strengths over 14 it is noted that dead magician will get up and walk around if their bodies are not properly anchored with ritual. Even with this the bodies of magicians enter a natural state of preservation due to the magic often remaining uncorrupted for centuries.

Divine

The direct result of the attention of Primal beings. They control how much you can get and under what conditions.

If and what affects the use of this magic has on the user again depend on the nature and will of the Primal beings supplying the power. Long time users will be marked by the sanctification effect. The flavor of which depends on the Primal being that supplies it.

Likewise postmortem effects depend on the nature of the primal being, anything from physical transcendence to starting to rot before you die.

Earth

This is the magic of the world itself. It is affected by the general health of the biosphere. It is noted as a difficult and subtle road to power. Those that master it are few.

Earth magicians are affected by long lives and seeming eternal youth. Male or female they are very fertile, unless they choose otherwise. Unlike the arcane magician their bodies molder quickly when they do die, returning to the Earth.

Life/Death

Often thought of as different sources they are actually one and the same. This is the classic source of "The Force". Life magic is powerful and difficult to master. Death magic is less powerful, but much easier to get a handle on. Unlike other forms of magic "Force" is constant throughout a given Galaxy.

Both will affect the user. Life or light side extends life and will heal even gross injuries without scarring. Well practiced users can expect three to four times their normal lifespan in good health. Those using the death or the dark side age quickly although they might not die any quicker. The dark side will not heal.

At death the light side results in postmortem transcendence. Use of the dark side means simply being dead. It has been noted that light side users have a certain persistence. Dark side users can become powerful undead creatures of destruction.

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A certain class of Greyhawken death magicians called Necromancers tied their power to sacrifice and never producing life themselves. They would mutilate their own reproductive organs to prevent them ever siring or bearing a child. If that happened they lost all ability to wield magic.

Magic Level

This chart lists how difficult a given magic level is to cast. It is assuming the d20 standard of 10 levels of possible spells from 0 to 9.

The chart has a number of assumptions.

1. Too little magic and too much magic are bad things. -1 magic makes life impossible. +30 magic makes ordered life nearly impossible.
2. There is no hard cut off for spells, say 4th level and no higher. A given spell level becomes more difficult requiring a higher level spell slot to cast. Once a given level is four slots higher it cannot be cast above that point.
3. As magic gets easier it is simpler to cast requiring less training and will to do so to the point that magical wild effects just happen.
4. Magic has locality. Arcane magic is determined by the Sun of a world, Earth magic by the planet and degree of life. Clerical magic by the gods if any. These three numbers can vary wildly depending on the world.
5. When writing the AD&D books the guys at TSR could have invested in a Thesaurus.

Magic Level	Spell level slot to cast										Notes
	0	1	2	3	4	5	6	7	8	9	
-1	Life not possible										
0	Magic not possible										
1	4	x	x	x	x	x	x	x	x	x	
2	4	5	x	x	x	x	x	x	x	x	
3	3	5	6	x	x	x	x	x	x	x	Epiphany Trek
4	3	4	6	7	x	x	x	x	x	x	
5	2	4	5	7	8	x	x	x	x	x	
6	2	3	5	6	8	9	x	x	x	x	
7	1	3	4	6	7	9	10	x	x	x	
8	1	2	4	5	7	8	10	11	x	x	
9	0	2	3	5	6	8	9	11	12	x	
10	0	1	3	4	6	7	9	10	12	13	
11	0	1	2	4	5	7	8	10	11	13	
12	0	1	2	3	5	6	8	9	11	12	
13	0	1	2	3	4	6	7	9	10	12	
14	0	1	2	3	4	5	7	8	10	11	VC-Earth
15	0	1	2	3	4	5	6	8	9	11	
16	0	1	2	3	4	5	6	7	9	10	Easy hybrids

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17	0	1	2	3	4	5	6	7	8	10	
18	0	1	2	3	4	5	6	7	8	9	Greyhawke
19	!	1	2	3	4	5	6	7	8	9	
20	!	0	2	3	4	5	6	7	8	9	
21	!!	0	1	3	4	5	6	7	8	9	
22	!!	!	1	2	4	5	6	7	8	9	
23	!!!	!	0	2	3	5	6	7	8	9	
24	!!!	!!	0	1	3	4	6	7	8	9	
25	!!!!	!!	!	1	2	4	5	7	8	9	Spontaneous Mutations
26	!!!!	!!!	!	0	2	3	5	6	8	9	
27	∞	!!!	!!	0	1	3	4	6	7	9	Wild Events of the level
28	∞	!!!!	!!	!	1	2	4	5	7	8	
29	∞	!!!!	!!!	!	0	2	3	5	6	8	
30	∞	∞	!!!	!!	0	1	3	4	6	7	Chaos Events

x -- Spell cannot be cast.
 ! -- Spell can be cast by untrained persons.
 !! -- Spell can be cast at will by anyone.
 !!! -- Spell can be cast with casual thoughts.
 !!!! -- Spontaneous events.
 ∞ -- Wild events.

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