

JORD  <i>Distinctly seasonal, with the greatest variety of climates and ecologies in the galaxy. The Federation of Sol rules the Jord humans from the great city of New Moscow.</i> 4  2	[O.O.O]  <i>This elusive energy-rich planet was the desperate destination of the secret Lazax Diaspora. Now, it is a technological nightmare.</i> 5  0	ARC PRIME  <i>Below the thin surface atmosphere lie the continent-size caverns of the Letnev. Rich in metals and energy, its vast fungus fields struggle to feed its population.</i> 4  0	ARCHON REN  <i>Populated by small arboreal villages, this planet's only true urban center is the royal city of Kklaj. The Xxcha home world and home to the renowned library of Xuun.</i> 2  3	ARCHON TAU  <i>Ravaged by Sol and Letnev bombardments during the Twilight Wars. The Xxcha commit substantial resources to rebuilding its ecology and cleansing its toxic continents.</i> 1  1	BEREG  3  1
ARRETZE  <i>Also called the "Moving Sand." The desert home of the Hacan Mowshir trade families and the great orbital trading ports of Haal, Shimax, and Dry Wind.</i> 2  0	HERCANT  <i>Also called the "Fire Sand." Seat of the Quieron, the Hacan council, and the Sword Fleet. Harbors the greatest of the famous Hacan moving cities.</i> 1  1	JOL  <i>Covered by cold oceans and a few inhospitable islands. The seat of the Head Master, the Hylar ruler, who dwells in the deep underwater city of Wun-Escha.</i> 1  2	KAMDORN  <i>Also called the "Dream Sand." The least populated of the Hacan planets, but the center of Hacan mythology and religion. The only known source of starflowers.</i> 0  1	MAALUUK  <i>Mostly pungent marshland and mudplains. Original world of the Naalu race, which now enslaves the winged Miashan to work its great iron-extraction plants.</i> 0  2	RESCULON  2  0
MOLL PRIMUS  <i>In places lush and rich, in others a barren wasteland. This old Lazax penal colony has prospered under the rule of the governing Mentak Coalition.</i> 4  1	NAR  <i>Covered by mild oceans and a small archipelago called The Reef by off-worlders. The Circle of Regents makes its home in the underwater city-school of Nunn-Dascha.</i> 2  3	RETILLION  <i>A mix of tundra, swamps, rivers, and dense forests. Home to the mysterious chameleonic Yssaril, whose capital Wueca has eluded all attempts at cartography.</i> 2  3	WREN TERRA  <i>Arid, windy, and populated primarily by predatory Daartar hounds. The Barony utilizes large swaths of its northern steppes for low-yield agriculture.</i> 2  1	DARIEN  <i>Darien is the heart of the Brotherhood's realm. Here, within the great Monastery of Lucas, rests the Yin, the holy egg from which all the Brotherhood were made.</i> 2  4	LODOR  3  1
LISIS II  <i>The crystal caverns of Lisis II are the source of most of the Joran colonists' water and foodstuffs. Notable for the great crescent-shaped valley of Gavur.</i> 1  0	MUAAT  <i>The fiery surface of Muaat is uninhabitable to most races. It is home to the Gashlai, and only here can they live outside of their cumbersome ember suits.</i> 4  1	RAGH  <i>The capital colony of the Saar, and the epicenter of the Saar religion. Also called "Ragh's Call" by the Saar.</i> 2  1	DRUAA  <i>Despite its oversized poles, one of the most beautiful of planets. Its flowered steppes, violet mountains, and glowing forests are famous across the galaxy.</i> 3  1	QUINARRA  <i>Enormous and oceanless. Not only the largest planet supporting sentient life, but also the one with the least moisture. Home to the Sardakk N'orr hive-cities.</i> 3  1	NEW ALBION  1  1
SHALLOO  <i>Covered with tundra, wetlands, and rainforest, much like its sister-planet Retillion. Home to Majeb, the only major Yssaril city cataloged by off-worlders.</i> 1  2	TREN'LAK  <i>Icy and desolate. Other than the ferocious snow dracs and the rare icemoon flowers, life is restricted to the N'orr boomtowns and ice mines.</i> 1  0	WINNU  <i>The shining cities of the Winnu are the last places where authentic Lazax art and culture are still revered.</i> 3  4	ABYZ  3  0	FRIA  2  0	SAUDOR  2  2

ARINAM <div>1 1 2</div>	MEER <div>0 4</div>	ARNOR <div>2 1</div>	LOR <div>1 1 2</div>	TAR'MANN <div>1 1</div>	TEQU'RAN <div>2 1 0</div>
LIRTA IV <div>2 1 3</div>	CENTAURI <div>1 3</div>	GRAL <div>1 1 1</div>	COORNEEQ <div>1 1 2</div>	WELLON <div>1 2</div>	TORKAN <div>0 1 3</div>
DAL BOOTHA <div>0 1 2</div>	XXEHAN <div>1 1 1</div>	LAZAR <div>1 0</div>	SAKULAG <div>2 1</div>	ASHTROTH <div>2 0</div>	THIBAH <div>1 1</div>
MECATOL REX <div>1 6</div>	MEHAR XULL <div>1 1 3</div>	MELLON <div>0 2</div>	ZOHBAT <div>3 1 1</div>	VEFUT II <div>2 1 0</div>	LOKI <div>1 2</div>
STARPOINT <div>3 1</div>	QUANN <div>2 1 1</div>	OUCEN'N <div>1 2</div>	RARRON <div>0 1 3</div>	ABADDON <div>1 1 0</div>	RIGEL I <div>0 1 1</div>

