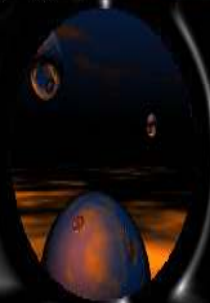


DJINGEDINS + DRAGONS CAMPAIGN SETTING

# MAUN



CAMPAIGN SETTING

First Edition

CREATED BY OCCULT ENTERTAINMENT

I WAS THERE. I SAW HOW IT HAPPENED.

MY NAME IS AELEM NUR.

I SEE EVERYTHING.

I WAS GIFTED BY THE GODS WITH THE ABILITY TO SEE...TO SEE NOT ONLY HOW THINGS REALLY ARE, BUT BEYOND WHAT MY NOW FAILING EYES CAN PERCEIVE ON THEIR OWN. I CAN SEE THINGS NO MORTAL HAS EVER SEEN. I KNOW THINGS ONLY GODS HAVE EVER KNOWN.

I ALONE KNOW THE SECRETS OF MUN.

I WAS FIRST PLACED ON THIS PLANET BEFORE IT WAS CALLED MUN - BEFORE IT WAS CALLED EARTH - BEFORE, EVEN, IT WAS CALLED ZYMPH.

YES, THAT IS ONE OF MUN'S SECRETS - IT HAS BEEN CALLED BY THREE DIFFERENT NAMES AT THREE DIFFERENT PARTS OF ITS LIFESPAN. ZYMPH. [DARK] EARTH. MUN.

THREE NAMES. ONE PLANET.

I ALONE REMEMBERED THE EVENTS THAT LED UP TO ZYMPH'S "AWAKENING"...AND I WAS THERE WHEN IT DIED IN THE "ENDTIMES".

I WAS THERE WHEN EARTH'S FIRST TRUE WORLD WAR FORCED A SMALL GROUP OF PEOPLE UNDERGROUND, ONLY TO ARISE AS BLOOD EATERS...AND LATER BRING ABOUT ANOTHER HUMAN GENOCIDE DURING THE APOCALYPSE.

I WAS HERE WHEN THE PLANET TRIED TO HEAL ITSELF, WHEN IT MERGED WITH THE TECHNOLOGY EMBEDDED INTO IT AND GAVE BIRTH TO TECHNOORGANIC RACES UNLIKE ANY THE UNIVERSE HAD EVER SEEN. I WAS THERE WHEN THESE INHABITANTS DUBBED THEIR HOME MUN...AND I AM HERE NOW, WRITING THIS, AS EVERYTHING IS ABOUT TO END...

YOU ARE NOT READING A WORK OF FICTION - YOU ARE READING A HISTORICAL ACCOUNT OF THE WORLD YOU LIVE IN. IT'S PAST. IT'S NEAR FUTURE. AND IT'S FAR FUTURE. I PUT THIS TEXT INTO YOUR HANDS, PERSON OF THE PAST, HOPING THAT EVERYTHING MIGHT CHANGE. IF NOT, I WILL DIE. THIS PLANET WILL DIE. THE UNIVERSE WILL DIE.

SO READ CAREFULLY OF YOUR PLANET'S LAST PHASE OF LIFE - OF MUN - AND LEARN FROM THE MISTAKES OF YOUR FUTURE KIN.

MAYBE ALL OF THIS CAN BE AVOIDED...

...IF IT CANNOT, I GIVE YOU A WORD OF ADVICE: LOOK FOR DEEP UNDERGROUND SHELTERS. YOU WILL SOON NEED THEM...■



**DARK EARTH CREATED BY**  
James C.N. McKinney

**WORLD AND STORY  
DEVELOPMENT**

Tessa Butler  
Corrine Asbell  
James Falero  
Darkxarth  
Golem011  
Far\_Traveler  
James C.N. McKinney

**EDITORS**

James C.N. McKinney  
Tessa Butler

**DESIGN MANAGER**

James C.N. McKinney

**DEVELOPMENT MANAGER**

James C.N. McKinney

**MANAGING EDITOR**

Tessa Butler

**ART DIRECTOR**

James C.N. McKinney

**COVER ILLUSTRATION**

James C.N. McKinney, Unknown Artist

**SCULPTED COVER DESIGN**

James C.N. McKinney

**GRAPHIC DESIGNER**

James C.N. McKinney

**PLAY TESTING AND  
ADVICE**

Tessa Butler  
Corrine Asbell  
James Falero  
Darkxarth  
Golem011  
Far\_Traveler  
James C.N. McKinney

**SPECIAL THANKS**

Everyone on the Wizards.com\Campaign Workshop\“World Developers Needed” Board – you guys somehow STILL rock so hard...we really appreciate your help!



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**CREDITS**

Based on the original Dungeons & Dragons rules created by Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathen Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

# INTRODUCTION

As things are coming to a close on our third (and final!) Dungeons & Dragons world, I feel three things at once:

1. **Relief.** The hardest part is making and releasing the initial creation - updating it and enhancing it through time is easy.
2. **Exhilaration.** Finally! These worlds have been in our heads and hearts for so many years...I have wanted to get them out to the public for so long...
3. **Emptiness.** What now? We won't be creating any more D&D worlds, so all we can do now is expand what we got. But it's not the same. It's a great feeling to put something out there that has not been seen before...now all we can do is improve what we got. Nothing new. Sure, we'll continue to enhance our products, but...

I'm being over-emotional! I'm glad MuN is finished (for now), regardless. I hope you guys love it as much as I do!



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# CALENDAR

MuN uses the standard Federation Of Planets dating system, which appears like this:

CYCLE.DATE.TIME

## CYCLE

Like Earths Year. A CYCLE is what DATE counts up to. When DATE reaches 365, CYCLE increases by one.

## DATE

Like days in our current calendar, but they are not divided into months. Imagine taking the calendar starting with January, removing the months, and letting the days continue their enumeration (up to, obviously, 365) and you have an idea on how DATE works.

## TIME

The 24 hour clock, given in military time.

So, if you wanted to tell someone that an event (say, your birth) happened on the 900th cycle on the 5th, 5:30PM, you would simply tell them:  
900.5.530

CALENDAR

# TIMELINE

0.1.2400  
The Beginning

6000.364.2359  
The End

TIMELINE

# TAR

Stands for Technological Advancement Rating. Each planet cataloged by the Federation of Planets is assigned one. TAR ranges from 0-5. Below is a chart showing what these numbers mean.

## Tar Explanations

0	Think Earth's dinosaur years. Space travel is unthought-of of and does not exist.
1	Think ancient Egypt. Space travel is unthought-of of and does not exist.
2	Think the wild wild west. Space travel is thought of but does not exist.
3	Think modern day earth. Space travel is limited.
4	Think the original Star Trek . Space travel is fairly consistent, but only for small distances and for brief periods of time. (With rare experimental exceptions, like Star Treks Enterprise)
5	Think The Jetsons. Space travel is a part of every-day life.

TAR is calculated from the Intelligence and culture of the planets dominate species. A quick way to figure a planets TAR is to use the chart below (this chart is also listed in the Aliens chapter):

## Figuring TAR Using Intelligence

INT	TAR
00-03	0
04-07	1
08-11	2
12-15	3
16-19	4
20+	5

Keep in mind that TAR is assigned by the Federation of Planets based on many factors. Space travel capabilities and Intelligence are definitely the two most important, but other factors are considered too – like evolutionary capacity, overall technology usage, and belief systems.

TAR is a fairly important value to the Federation - no member of the Federation of Planets is allowed to interact with a TAR 3 or lower planet, for example.

Below, for your convenience, is a listing of the most common Aliens in the MuN Campaign Setting, along with their TAR.

## Alien TARs

Alohamari.....	5
Minari.....	5
Nanites.....	N/A
Qu'al.....	5
Tan' eta-ret.....	4
Yan-grrhd.....	5

TAR



# ALIENS

Aliens are living creatures that are NOT from MuN. They can be anything, and of any intelligence or shape.

To create an alien for the MuN campaign setting, you have to first decide three things:

1. TAR. How technologically advanced is the civilization? Are they the dominate species of their home planet? If so, their average Intelligence determines the TAR of the planet. Below is the chart you can use to determine TAR, based on the dominate species AVERAGE Intelligence score. (This chart is also in the TAR chapter.)

## Figuring TAR Using Intelligence

INT	TAR
00-03	0
04-07	1
08-11	2
12-15	3
16-19	4
20+	5

For more information on what TAR is and what it means, please see the TAR chapter.

2. Federation of Planets membership. Are they a member of the Federation of Planets? If not, why? Are they neutral to the Federation of Planets, or against them?

3. Translation. You need to translate them from a D&D MONSTER to an ALIEN SPECIES. Most of the mechanics can stay the same - the descriptions of their lifestyles and propensities most likely needs to change, however. Have fun with it!

Below is a listing of some of the most common aliens in the MuN campaign setting.

Homeworld: What world they are from.  
TAR: If N/A is here, then the species is not the dominate species on their homeworld.  
FoP Member: Yes if they are a member of the Federation of Planets, No if they're not.

## Alien Overview

	Homeworld	TAR	FoP Member
Alohamari	Alosha	5	Yes
Minari	Ilodia	5	Yes
Nanites	N/A	N/A	N/A
Qu'al	N/A	5	No
Tan' eta-ret	Tanetia	4	No
Yan-grrhd	Yanor	5	Yes

## Alohamari

Homeworld: Alosha

TAR: 5

FoP Member: Yes

An aquatic species - if they must travel out of their completely water filled planet, they do so with aquatic masks (like our underwater air breathing devices, but in reverse - theirs contains water).

The Alohamari are merchants by nature, and are always hustling in one way or another. Never trust an Alohamari - they always try to get the upper-hand, especially when money is involved. Alohamari are cowards by nature, preferring to pay others to do the fighting for them. Most Alohamari have at least two personal bodyguards with them at all times when they are on the surface worlds.

## Minari

Homeworld: Ilodia

TAR: 5

FoP Member: Yes

The Minari are white skinned, tall, hairless, big-eyed, super-thin individuals with an extremely high intelligence.

Minari by nature are peaceful, but they are also the most technologically advanced of all Federation members - and make the deadliest and most efficient weapons and war machines.

Minari are natural telepaths and empaths, and only tend to talk to strangers if they are spoken to first.

Minaris are very quiet people, preferring to communicate with each other through telepathy and empathy.

**Nanites**

Homeworld: N/A

TAR: N/A

FoP Member: N/A

Nanites are tiny, unseeable (by the naked eye) robots with a very sophisticated artificial intelligence. They were created by Nemorian scientists to perform micro-surgery, but instead escaped and developed a civilization of their own. Nanites can be anywhere, doing anything, and have a society just as complex and large as any other highly intelligent species.

They create more of themselves periodically, and are very difficult to capture or communicate with.

**Qu'al**

Homeworld: N/A

TAR: 5

FoP Member: No

The Qu'als homeworld, Worlor, was long ago destroyed by war and disease. They now travel in huge war ships around the universe, taking over planets and enslaving it's inhabitants.

There are three types of Qu'al, each being very different from the other:

**Masters**

Blobs of gray fleshy material, the Qu'al Masters only speak through telepathy - they have no visible sensory organs.

The Qu'al Masters are the absolute, unquestioned rulers of the Qu'al.

**Warlords**

The Qu'al Warlords are basically mindless fighting machines who unflinchingly obey the Qu'al Masters.

They stand tall - roughly 7 ft - and have huge muscles and twisted pig-like faces.

They have clawed three-fingered hands and toes and usually have dark white eyes.

The Qu'al Warlords never speak - they simply obey commands, and fight instinctively.

**Neshi**

The Qu'al Neshi are the only attractive member of the Qu'al trinity. They are scientists - of all types - and they are always female. Though they are very submissive and docile towards the Qu'al Masters and the

Qu'al Overlords, they are also very cold, calculating, and vicious to the other species.

The Qu'al have no emotions, and have no attachments to one-another in any way.

**Tan' eta-ret**

Homeworld: Tanetia

TAR: 4

FoP Member: No

The Tan' eta-ret are tiny creatures, standing no more than three feet tall. They have a pale green skin color with eye color ranging from a pale pink to a blood red. They are completely hairless with neither the appearance of being male or female. They are unable to reproduce and resort to cloning whenever their species gets too low of certain ages. They are a strict species and closely monitor the population, they have no respect for any over the age of 29 of their years [Which roughly translates to 35 MuN cycles.]

**Yan-grrhd**

Homeworld: Yanor

TAR: 5

FoP Member: Yes

The Yan-grrhd are an ancient humanoid race. At first glance they appear human. It's only after you get up close that you can see the differences. They do not have lungs, they have gills on the side of their neck to suck hydrogen out of the air. Their skin color ranges from pale peach to dark purple. They have wide close set eyes with no eyelashes and a double set of eyelids. Instead of a nose they have a small horizontal slit, and no lips. They have short pointed teeth that are a pale shade of gray. The Yan-grrhd live around 319 cycles. They are a matriarchal society and the men are treated as inferior subjects.



# ORGANIZATIONS

## Federation of Planets

The Federation of Planets is an organization comprised of the leaders of each member planet. They make laws that each member planet follows, and they attempt to keep peace throughout the universe as a whole. They are the largest, most powerful organization in the known universe.

## Illum'na

A mysterious organization - the Illum'na are known for their habit of dressing in black robes and not speaking - except in the rarest of circumstances. They are also known for their secrecy - when they act, it is swiftly and flawlessly...and without apparent motive.

Of all the organizations in the known universe, there is none more secret than the Illum'na...



# MUN

MuN is Earth's far future - Earth's last evolution. It is not the planet you know now in any way - it is, as is everything native to it, technorganic. What exactly does this mean? It is a perfect, flawless mixture of electronics and living tissue - it is, in a word, ALIVE.

Yes, alive. The planet feels, thinks, changes on its own...

The creatures (both intelligent and non - both man and animal...and even plant) that inhabit the planet are also technorganic. On an every day level this doesn't mean much (they still have all the needs that we do now), but to an enlightened or gifted native, it means a whole lot. With a great amount of skill, they can change the way they look - actually change the physical makeup of their bodies. (Mechanically speaking, once a native reaches this level of control they are considered to have the exact same abilities and stats as a Doppelganger - even the animals and plants.) This is not easy, of course, and very few creatures know how to master their bodies in this way, but it is possible.

MuN. The living planet.

The planet does not "speak", or do anything one would expect from a living entity - it is more like a huge, powerful plant. Why it does what it does is a mystery to all save the living planet itself.

MuN is mostly wild lands except for one lone city - Nemor (See the chapter titles "Nemor" for more information on this city).

## Currency

MuN uses the standard Federation of Planets "credit" system. No physical money is needed - all money information is kept in Federation of Planets databases. The way this works is simple: all inhabitants of the Federation of Planets planets are entered into a large database. All information about the individual - including credits - is also in this database. Tiny machines can be used to quickly swipe a person's arm (or other body part, if they wish) and after confirmation has been given

by the person the credits are being taken from (either by voice, retinal scan, finger printing, or other method), the transaction is completed.

Credit Transfer & Authorization Systems have become increasingly advanced, and can usually tell if the person spending credits is alive, giving credits of their own free will, and is awake and aware of the transaction - if any of these statements is untrue, the transaction will not take place. These systems are rarely wrong. Because of this, credit theft has almost been eliminated.

## The Scion

The Scion was created by the people of Nemor in disgust over their often corrupt government. They decided that a machine, given artificial intelligence and programmed with the laws of the people, could not be bribed, manipulated, or threatened. It would be the perfect enforcer of the law - the ideal governing body.

The people of Nemor gathered the world's most talented programmers, psychologists, and mechanics and gave them a task: create the perfect ruling body. It took them 150 years - day and night - but they did it. Not only did they create it, but they gave it the ability to learn, to adapt, to grow wiser - but restricted its ability to break or bend laws.

In short, they finally created everything they had dreamed of.

They gave the Scion absolute control over them, and entrusted everything to their machine.

There are many, many ways this could have went wrong. It didn't. The Scion turned out to be everything they hoped it would, and more. Never again did the people of Nemor have to worry about a corrupt government...

Great things have happened under the guidance of the Scion. Not only was crime virtually eliminated, but the Scion also founded the Federation of Planets and became its head chairman...

MUN

## The Priesthood of the Scion

The Priesthood is a large and confusing organization, based mainly in the city complex of Scion-Temple. At the very centre of this mass of chapels and laboratories (home to the more... zealous factions of the Priesthood) is an enormous tower. This is the Cathedral of the Scion, standing several hundred meters tall and holding the Scion within its hallowed chambers.

Presented here are five of the main factions:

### 1. The Templars

The Templar faction are the enforcers of the temple's will, spending more time training with weapons than honing their mind or technological skills. They generally wear light armor and long white cloaks, looking more like city guards than priests.

At present they are led by one of the lesser deacons of the Scion, Meverich dux-Haverine. He is an old if not particularly zealous priest, and often leads raids on heretical outposts or bodyguard detachments personally.

### 2. The Contemplates

The Contemplates are the rarely seen, blue-robed meditative priests who spend most of their time in body hold tanks, large blue tubes that suppress the neurological system. This prevents any movement but the mind.

Some Contemplates are said to have psychic powers, but all anyone truly knows of them is that they wear full-face, blue masks, full blue robes and hoods that cover their entire heads.

The Contemplates are led by the mysterious Akamir, who is never seen. The reason for this is that he spends his entire time in a curtained-off body hold tank above the reach of others, speaking in a whisper that can nevertheless be heard by any within the hall where it sits. By all rights, spending more than a week in a body hold tank should kill someone, and spending two weeks or more is unheard of. This leads many to believe that his claims of being sent visions by the Scion are true, and that he is more than

human. Akamir's rank in the Priesthood is unknown.

### 3. The Hospitalers

The Hospitalers are famous for their great skill with technology and their abilities to heal almost anything. However, their large, single-domed building holds more than just wards. Deeper in, laboratories are constantly creating new cures... which are tested on convicts.

Most Hospitalers are fitted with a UIS, or Updated Implant System. This allows a Hospitaler to plug in almost any implant to the back of his head.

Most implants pump curing fluids, fluids that assist meditation, or fluids that increase bravery and such things around the body. However, some can store memories, and these are often stored in The Vault, a mysterious and almost legendary chamber deep within the Hospitaler stronghold.

The Hospitalers are constantly working to create the 'ultimate' human, the perfect human, the strongest, most intelligent, most obedient human yet to exist. Little do the patients know that they are part of a long experiment chain, which is almost like a breeding program. The Hospitalers may appear to give a woman exactly the same treatment as her husband, but it often has extra fluids, or different fluids, which will work towards their offspring's perfection.

The Templars and Hospitalers are in direct competition with one another. The Templars injure, the Hospitalers cure. The Templars use force, the Hospitalers use their minds. Most of all, the Hospitalers have heard the Scion's cry for mankind's betterment and rule of the universe, and they therefore believe they are doing the Scion's will directly. The Templars, on the other hand, believe that the way to rule the universe is through force.

The Hospitalers are led by Archbishop Gostro dux-Muvusi, who has a rather amusing friendship with dux-Haverine, leader of the Templars. They meet in secret often to laugh about their two factions' foolishness. dux-Muvusi reveres the Scion, but not too much to be overzealous. He prefers to spend time in The Vault, sifting through others'



memories for information about the Scion, than assisting with the Program.

Hospitalers wear golden-yellow robes.

#### 4. The Keepers

Possibly at the same time the most revered and the most hated faction, the Keepers are all at LEAST the equivalent of a Lesser Deacon. If it were not for the fact that there are no ranks amongst the Keepers except Archbishop, Bishop, Acolyte and sub-Acolyte, they would all be extremely high rank. As it is, they see the rest of the factions as foolish and impetuous, except for the Contemplatives, who they favor.

The Keepers wear deep purple robes with high hoods. All of them carry a copy of 'Teachings of the Scion' in one hand, and a staff in the other. This is a deep formality, something which is very important among the Keepers. Only high-up members of other order can join the Keepers.

Every Keeper, on entry to the order, shaves off all of his hair and is scalped. All the skin that grows hair is replaced by a shiny transparent material, allowing you to see their skulls. They often have long tubes which look like hair sprouting from the back of these caps, but these are always pulled back in a Sami-Knot (a very complicated and ritual form of knot) and are unseen in most. These tubes are a sign of devotion. Keepers also have their eyes removed, and replaced with purple gems that see everything in a deep, amethyst shade, touched by the Scion's hand.

The Keepers' task is to protect and care for the Scion's enormous hardware core. Only a few of them have ever entered the Scion's chamber, deep within the workings, and only about four of these have ever been told what lies within the curtained-off, shield-protected cylinder at the centre of the machinery. They perform their tasks with zeal.

The Keepers are led by Archbishop Guirii. This enigmatic figure is one of only four archbishops within the Priesthood, and yet few ever see him. He is said to be extremely tall and psychic, although whether this is true cannot be said.

#### 5. Scion Zealots

The Scion Zealots are a relatively new order, their leader having risen up the ranks so fast that he is one of the youngest deacons in the order. They are a growing faction, one that seeks to revolutionize the Priesthood. Their robes are red, and their slogan is 'Cruor pro Sanctimonia' (blood for purity.) They often barge in on Templar operations, killing heretics when they require questioning. When they DO question, it is worse than any Templar can perform.

Zealots spend most of their time either performing stupid, dangerous operations to put new implants into themselves, or attempting to contact the Scion itself through some sort of radio stuffed into their brains.

#### Nemor

Nemor is the only known city on the planet of MuN. It floats above the planet on a large cone shaped land mass (a large cone shaped hole is underneath it) and is completely governed by the Scion (see The Scion for more information on this entity).

The rest of the planet is wild lands - unexplored land that is mostly left alone. All variety of wild and bizarre animals exist there, and some adventurous souls pay experienced tour guides to go a little bit inside of it - but never too far from Nemor.

Nemor is very strict with it's laws, and does not tolerate any kind of breaking of them. The Scion has merged itself with the city, so it is aware of everything that goes on inside of it at all times.

Some would see this as creepy or wrong - the people of Nemor couldn't be happier, however...

#### Romen

Not everyone in Nemor accepts the Scions dictatorship. Some people rebelled, and began building their own city, free from the Scions rule. Where did they build this city?

Well, if you have read the description of Nemor, than you know that the entire city



lays atop a large cone shaped dirt mass - floating miles above the planet of MuN.

Romen is inside that dirt cone, beneath Nemor. The city is actually huge, and completely lawless. The Scions law means nothing here.

Very few Nemorians know how to get to Romen, and those that do don't want to. Romen is a very dangerous, dirty place. Murder, rape, robbery, and many more crimes happen here every day. However, you can find almost anything in this law-forsaken city. All you have to do is look...

MUN

# COMMERCIAL PLANETS

Commercial Planets are planets that have been transformed into one giant tourist trap. No-one actually lives on these planets except for the employees - they are, basically, planet-sized malls. Different planets have different offerings, but all offer entertainment in one form or another.

When dealing with Commercial Planets, there are a few things player characters need to keep in mind:

1. Security is tighter than a pair of super-glued lips. This is for a very good reason: no one is going to go to a planet and spend money if they don't feel safe. Because of this, Commercial Planet owners spend a great deal of money on security - Player Characters hoping to pull fast ones need to make some ridiculously high rolls.
2. Rich people are rich for a reason. Very rarely are truly stupid people rich. Most rich people walk around with bodyguards - or have bodyguards following them - just in case someone tries to rob them. Especially in a Commercial Planet, where it is known everyone is carrying money...
3. They are called "commercial planets" for a reason! They are the epitome of commerce - if you can sell it, you will find it!

Some commercial planets only cater to one or two niches - gambling planets, for example - but most offer a huge smorgus board of entertainment.

When visiting these planets, remember that while most of the activity that transpires on these planets is legal (by Federation law), some is not. Slave trading, illegal weapons selling, and many more can be found on Commercial Planets if you know where to look!

# PRISON PLANETS

Prison Planets are planets that the Federation of Planets have set aside to be used as prisons. The entire planet is the prison - criminals are put into capsules and shot onto the planet. After the prisoner's capsule lands it comes apart, enabling the prisoner to freely leave. Once the prisoner leaves the capsule it deteriorates. The prisoner will then spend the remainder of their life on the planet, along with the other prisoners.

There are no guards on these planets, and no technology that would enable them to achieve space travel. Over all, Prison Planets have the same technology level of a crude Medieval era Earth. (TAR 2) Prison planets have ships that patrol them in space just to make sure nothing leaves or enters. Either will cause the offender to be immediately destroyed.

A criminal has to do either a very serious crime or be proven to be an incurable habitual criminal before placing them on a Prison Planet is even considered. Once a criminal is placed on a Prison Planet, they cannot be taken off for any reason. Because of this, the High Council must be very sure that the offender is indeed an incurably habitual criminal or that the crime done was bad enough to be worthy of such a lifelong punishment.



## MAGIC AND DIVINE POWERS

Do Magic and Divine Powers work in MuN? That really depends on how you choose to see these things. Officially, no, they do not - magic died when a certain tree died back when MuN was called Zymph. But you should really stop and ask yourself - what is magic to YOU? Is it simply technology that is not presently understood? Is it a force that is pulled from the Negative and Positive Material Planes and shaped to your will? Is it a force surrounding everything you touch, but harnessed through careful concentration and skill?

And Divine Powers - are they really abilities given by the gods, or innate abilities unlocked because of the belief in them?

You could come up with many explanations to explain magic away, so have fun with it! This is a game, after all!

# SPACE TRAVEL. TECHNORGANIC HUMANS. ALIENS. A DYING UNIVERSE.

None of these things totally describe MuN - but they come close. Emerge yourself in a realm of fantastic aliens, bizarre planets, awesome spaceships, and technology bordering on magic.

What role will you choose? What species will you be? What planet will you claim as your own?

Can you handle an entire universe full of danger?

MuN. It's not a world. It's not a game. It's our future...



GAME DESIGN BY JAMES C.N. MCKINNEY, TESSA A. BUTLER



To use this campaign setting, a Dungeon Master also needs the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*.  
A player needs only the *Player's Handbook*.  
Visit our website at [www.occultentertainment.co.nr](http://www.occultentertainment.co.nr)

