

Chronicles of the Legacy Glossary:

Akhondion

Moon over Province Eight where the Drule Academy is located. This is the biggest moon in the Dark Ring Galaxy and can be seen from most Provinces in the immediate surrounding area. It is believed by the Drule to be dying a sun since it's so bright (for a moon) and possesses many qualities that a sun would (e.g. heat, radioactivity, etc.)

Tromme

The Drule version of Hockey. The only rule is to get the puck in the net. There are no penalties, and players are outfitted in armour-like equipment.

Brotherhood of Assassins

Consists of three main groups: The Alliance Knights Club, The Dark Alliance Parliament of Rooks, The Outer Rim Territories Bishops Monastery.
This is the oath on which all other laws and codes are formed within each segment.
"Semper fideles fraternus" (always faithful to the brother)

The Code of the Brotherhood

Article One: Semper fideles fraternus. Your loyalty must lie with this club and the Brotherhood first. The loyalty hangs above that of your loyalty to anyone else.

Article Two: Any matter in regards to the Brotherhood is not to be spoken publicly. If the need arises, a code will be used: Some form of Chess lingo.

I.E.

Player/Opponent = Target

Game = Assignment

Strategies = The various assassination skills you have learned/use

Pieces = Tools of the trade.

Play = Assassinate

Stalemate = The opponent survived and the Knight survived the game

Knight/Rook/Bishop Checkmate = Successful play by the Knight

Kings Checkmate = Knight unsuccessful in game and was killed

Check = Knight was unsuccessful in game and was captured.

Sacrifice the Pawn for the Queen = Knight was successful in play but was killed.

Article Three: All Knights going to play an opponent must have the required dosage of cyanide in their possession.

Article Four: Any Knight who is captured must immediately terminate themselves at the soonest opportunity. Any Knight willingly captured and giving information will not be recognized and terminated as soon as possible.

Article Five: No Knight may play unless they are granted permission to do so. The strategies may not be used for any other purpose. Any Knight found to be using strategies unauthorized will be terminated.

Article Six: Each Knight carries their own assigned set of pieces. Each leaves a distinctive mark that is your signature and will confirm your played scores.

Six i. If a person is found using another Knight's pieces in an unauthorized manner, that individual will be terminated. If other Knight willingly allowed the use of pieces by another party, said individual will also be terminated.

Article Seven: No Knight shall speak of the Club except in terms of a brotherhood or club to any person(s) outside the brotherhood. Any Knight found breaking the vow of secrecy will immediately be terminated and the person(s) to whom the information had been disclosed will be re-programmed or terminated depending on which is easier.

Article Eight: Any Knight/Bishop/Rook who endangers the brotherhood will be terminated immediately.

Article Nine: No Knight shall willingly exchange their political secrets to another sect of the brotherhood. The Knights serve the interests of the brotherhood and the Alliance. Likewise, the Parliament of Rooks serve the interests of the brotherhood and the Dark Alliance. Etc. etc. The exchange of political secrets is against the interest or well being of the brotherhood. We are not spies, only facilitators in Political Evolution.

Psionics

Mental powers an individual possesses. It is not arcane in nature and can be tapped at any time so long as energy is available in the Power Wells. New powers can be learned.

Psions

Individuals endowed with Psionics and able to channel and perform the art.

Power wells

Term defining the amount of energy a Psion has at their disposal to be used before he or she has to rest due to exhaustion from using their powers. Can be expended to accumulate more energy.

Forbidden

Psionic powers not available when the child bearing the potential is born. It has to be taught by another who knows the art. The Forbidden are strong offensive powers that the Mischur chose to "cut" from the Psionic Fabric (or the very essence of the Psionic ability).

Dancer

Term used to describe a fighting style where a character uses dexterity and acrobatic manoeuvres rather than force to fight.

Condar

Considered a political game played amidst the ruling class. Defined by "Houses", each family in the ruling class strive to achieve power over one another by deceptive and subtle ways. Intentions are never clearly stated, only hinted at. It is up to the target to realise the deception and act against or with it; depending if any benefit is to be gained by the action. Once Condar is called, a truce is formed until the end of the play (often a family will incite another for some sort of social event). If a House is destroyed in this fashion, it is considered shameful for the surviving family members to re-establish it again. If a House succeeds in downing another, it reaps the spoils of victory. Also, the victorious House gains an increase in status and

reputation. When Condar became a game amidst planets, only the Monarchy was to partake of it. It was up to them to apply Condar to win the favour of the lower ruling houses or eliminate them, if necessary. If a planet falls under these circumstances, the victor wins the planet. Condar is a game of patience and time, thus not often employed inter-galactically.

Drule Academy

- General Admittance - child will be no older than 10 years of age. Valid Exceptions will be considered depending on circumstance.
- Only males gain admittance.
- Strict attendance policy: Failure to be in any class results in corporal punishment or any other punishment the Head Master deems proper.
- Professors will elect a student to be under his protection. The professor will be a representative, a guidance councillor and even (if necessary) a lawyer for the student. The professor will always know of the chosen student(s)'s activities and advocate for him. The professors become Chancellors when dealing directly with the students.
- **Year Expectancy at the Academy:**
 - 1st to 5th years - Term expected to be completed in three years.
 - 6th to 11th years - Term expected to be completed in three years.
 - Masters Years - Age of acceptance: 18 to 19 years of age - Term expected to be completed in two years
 - PhD Term - Age of Acceptance: 20 to 21 years of age - Term expected to be completed in two years
 - Honours Roll - Student accepted at the Academy at any age, so long as he maintains a high mark. - See Mark Division. (This is a rare occurrence) - Term expected to be completed in three years
- **Work Division for from the 1st to 11th years:**
 - Half of the time will be spent under intense physical training meant to eliminate the weak and sick and to strengthen the child into a powerful adult. Severe discipline in mainly melee fighting. Some ranged.

Weapons:

Melee:

- Twin swords (rare)
- Pole axe
- Double-bladed sword
- Broadsword

Ranged:

- Harpoon
- Composite Cross Bow
- Wrist Bow (poison darts)
- Trident
- Laser guns

(Note that ranged weapons are rarely employed. Warriors take pride on their melee skills and weapon's finesse.)

- The second half is spent in arduous class time. Assignments are hard and numerous. High marks are always expected regardless of the work load imposed upon the student. Failure to cope with this demand results in physical punishment, double time in the practice field and, on the rare occasion, expulsion. Execution is also an option which can be employed by the Faculty. Failure is considered a defect and that is not permitted.

• **Mark Division:**

- Marks must remain constant year after year before a student is permanently considered part of any specific mark bracket.

0% - 60% - Expulsion/Death

61% - 80% - Average - Students are given grey uniforms.

81% - 90% - Expected average - Students are given grey uniforms with black stripes uniforms.

91% - 97% - Above average - Students are given back with grey stripes uniforms.

98% - 100% - Honour Roll - Students are given black uniforms.

• **Uniforms:**

- As expected students must at all times be wearing their uniforms. The purpose for the four different colours is to identify the level of achievement he has reached. If a student does not maintain the marks at the applicable bracket, the uniform is revoked and he is to wear the next one down or up, depending on the case. Students who move down are punished and often outcast by their peers.

Mourn, Rue, Satyr & Griefe Statistics:

Mourn & Satyr

Type: Dreadnaught

Displacement: 598,424 tonnes

Dimensions: (6560ft. 20in. x 799ft. x 52in. x 349ft. 6in.

Machinery: Ion Propulsion Main Engine and Auxiliary Engine

Top Speed: Main Engine: 12 trillion km. (Just over the speed of light)

Auxiliary Engine: 14,960 million km (100 Astro nomical Units)

Warp Drive: 200 Light years.

Gunnery: Turret Laser Guns, Main Rocket Guided Mega Missile, Guided Rocket Missiles, Stern Torpedoes, Turrets LaserChem Guns, Light Guns, Auxiliary Turrets, Main Guns, Aft Guided Missile, Aft Missile.

Transport Carriers: Small to Large classes can be transported. Mourn will be equipped with its own jet-fighters as support combat crafts. Currently, only Rue has been built. Rue is the leader of the jet-fighter squadron and Prince Lotor's own fighter.

Colours: Mourn: Graphite when it's cloaked and silver when it's not.

Satyr: Always black.

Satyr:

The twin sister of Mourn, Satyr was the prototype for Mourn. It was Lotor first engineering project, which he later gave to his father as peace offering after a particularly vicious fight. The ship is later given to Commander Hazar of the Drule Forces.

Mourn:

This ship follows mostly ideas from the Argo (Starblazers - that was, after all, my favourite show!). Mourn is a powerful battleship of extraordinary dimensions. The Prince of Doom will be developing its aquatic capabilities, so that the ship will be aerial, aquatic as well as submersible. So far, the Warp Drive, the Cloaking Shield and hidden gunnery, are Mourn's

most remarkable attributes. There are twelve reactors and eight generators per engine (Warp, Gunnery Engines, Main and Auxiliary engines).

The Warp Drive is an engine dependent on the Main Engine, allowing it to achieve warp-travel. This feat requires tremendous amount of energy and power build up from the generators and reactors.

The Cloaking Shield is simply a feature that enables the ship to become invisible to all radar detection except for infrared mode.

The gunnery remains within the ship itself until the time when they are needed for battle. This prevents turrets and missiles to be damaged or explode if the ship is hit by any outer influence. Mourn is equipped with two Bow LaserChem Turret while its predecessor, Satyr, only has one.

Griefe Statistics:

Type: Dreadnaught

Displacement: 897,636 tonnes

Dimensions: (9840ft. 30in. x 1198ft. 50in. x 78in. x 524ft. 4in.)

Machinery: Ion Propulsion Main Engine; nuclear powered Auxiliary Engine with Ion Propulsion for back-up

Top Speed: Main Engine: $2,244 \times 10^9$ km. (Just over the speed of light)
Auxiliary Engine: $2,244 \times 10^6$ km
Warp Drive: 500 Light years.

Gunnery: Turret Laser Guns, Main Rocket Guided Mega Missile, Guided Rocket Missiles, Stern Torpedoes, Turrets LaserChem Guns, Light Guns, Auxiliary Turrets, Main Guns, Aft Guided Missile, Aft Missile.

Transport Carriers: Small to Large classes can be transported.

Colours: Graphite when it's cloaked and silver when it's not.

Rue:

Type: Heavy class Jet-Fighter, close and ranged combat

Tactical Strike: Assault transport, anti-ship strike, search and rescue, limited transport, in-flight refuelling tanker, stealth flier.

Performance: Terrestrial capability, all-weather capability, unlimited ceiling, STOL and VTOL capabilities.

Machinery: Ion Propulsion Engine.

Top Speed: 40 Astronomical Units.

Gunnery: Trainable Turret Laser Guns. One quarter of the strength of the Mothership. Air to air combat, air to land combat, Cruise Missiles.

Weapon Load: 20,000 pounds.

Avionics: Cloaking, Search/Infrared radar, Lock-down/Shoot down.

Prince Lotor's personal jetfighter and the leader of the squadron (yet to be built by the Prince, since he has no set crew for Mourn). Rue has many qualities, which makes it an indispensable part of Mourn. At first, Rue was no more than what its Class implied; a midsize jet-fighter. As time progressed and specific qualities were required, Rue was developed into something more.

This jetfighter, once it touches down, can be changed into a terrestrial vehicle. Its landing gear is substituted by a wheel-base, which is within the craft itself. The wings contract by 90%, and the tail raises up to shorten the length of the craft and add to the aerodynamics. The jetfighter then becomes a large vehicle and can handle any terrain except aquatic.