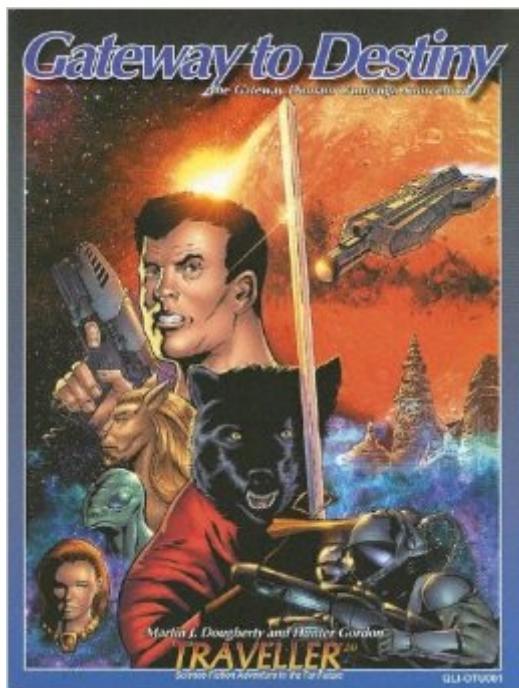


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Gateway To Destiny (Traveller D20 OGL)



Synopsis

Gateway to Destiny is a fully developed campaign setting ideal for all versions of Traveller and easily adaptable to other game systems. Containing four complete sectors of space with over 1000 unique star systems, the Gateway Domain Sourcebook will support years of campaign play. The Gateway region lies on the edge of Imperial space. The alliances, wars and trade agreements of its many small powers send ripples throughout the region, even to the capitals of the four great powers: The Third Imperium: Holding a quarter of the systems of the Domain, the Imperium is the dominant local power. But with a new Archduke, a stagnant economy and a war drawing off its naval strength, the Imperial grasp on the region is shaky at best. The K'Kree: Militant herbivores determined to exterminate all meat-eaters, the K'Kree make bad neighbors. A particularly aggressive faction, the Lords of Thunder, has carved out an empire in a neighboring sector, and they have only one direction to expand into... The Solomani Confederation: Determined to hit the Imperials wherever they can, the Solomani have sent ships into Gateway. Their agents find fertile ground among the independent worlds. The Hive Federation: As always, the Hivers are content to observe and stir the pot occasionally. Or is that what they want everyone to believe? The Gateway Domain Sourcebook also contains details of many factions and minor powers, including: The Imperial Megacorporations: Vast commercial concerns wielding immense power. Their influence is felt Imperium-wide... and beyond. The Loyal Sector Guard: An illegal but popular militia formed to defend Gateway Domain. Its leaders may have a different agenda, however. The Wanderers: Mysterious aliens plying the spaceways in their world-ships. They seem friendly enough.... The Khuur League: A remnant of the Sydymic Empire crushed by the Imperium, the League is

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