

Spider's Wyrd: Author's Note

Spider's Wyrd is set in our far future on BD3, which stands for Bailey-Duran Three, the third planet of the star Bailey-Duran. BD3 has thriving ocean life, three inhabited continents, a slew of islands, and one moon. Its atmosphere, gravity, and length of day are similar to Earth's. Its biology is startlingly earthlike because the settlers who left Earth in the mid-2100s and settled here had to start almost from scratch with what they brought from home. Bailey-Duran is located on the Edge, a swath of space that the extraterrestrial Yotne Dominion and the humancentric United Worlds and Nations (UW&N) both think is theirs.

Humans from Earth “rediscovered” the “lost settlement” in the Bailey-Duran system a few generations ago. The humans and Hjalma who were already there are not lost and have mixed feelings about having been “rediscovered.” That said, they have embraced interstellar commerce and joined the United Worlds and Nations. Bailey-Duran relies on the UW&N's SpaceCom to keep smugglers and pirates at bay.

The Neighbors include:

Humans: Enough said. Human nature is what it is. On BD3, humans have subdivided themselves into the commercial City-States and the paranormally gifted On'oi who form an alliance with the Hjalma. Both factions think they own the planet. More recent arrivals include Second-Wave settlers and offworlders.

Hjalma (Elders): Tall, gray-skinned humanoid aliens who were on BD3 before the first humans arrived. Most have paranormal skills. When they are very still, they look like piles of rocks, reminiscent of the trolls in northern European mythology. “Troll” has become a derogatory term for them that civilized people do not use.

Ancients: A vanished people of unknown origin who lived on BD3 long ago. It's thought they developed Bailey-Duran's energy-concentrating Rings.

Yotne: Aliens who are exploring the same space in the Edge that humans are interested in.

Dwellers: Disembodied spirits that must possess sentient beings to survive. Most Dwellers are allies of the Yotne.

A Word About Italics

Many characters in this book converse telepathically as well as audibly, and often mix the two. Telepathic dialogue and distinct, articulated thoughts are italicized.