STAR WARS®

ROLEPLAYING GAME

GEONOSIS AND THE OUTER RIM WORLDS



CRAIG R. CAREY, JASON FRY,
JEFF QUICK, DANIEL WALLACE

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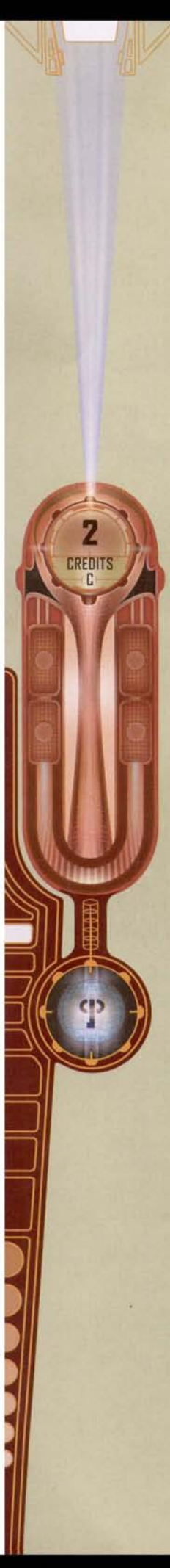

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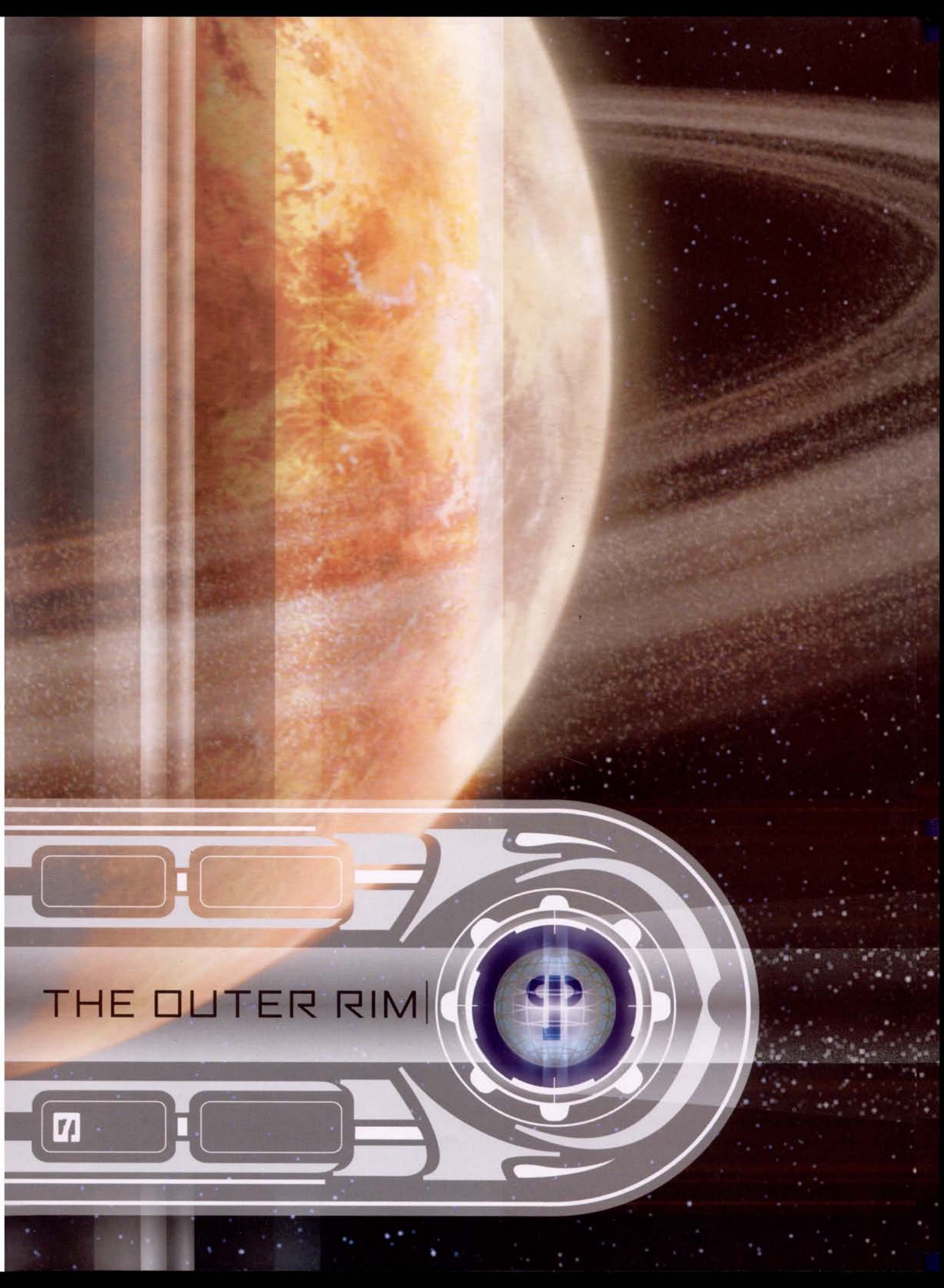

THE OUTER RIM

Into the Outer Rim

In 2003, we toured the Core Worlds region of the *Star Wars* galaxy in a book titled *Coruscant and the Core Worlds*. Therein we explored more than two dozen planets, including several worlds featured in the *Star Wars* films or described in *Star Wars* novels and comic books. This book continues our series of "world gazetteers" by taking us to the edge of the *Star Wars* galaxy, into the vast region of space called the Outer Rim.

Although far removed from Coruscant and the political hub of the galaxy, the Outer Rim holds more habitable worlds than can be covered in one volume. This book describes a few of the more captivating ones, including worlds introduced or mentioned in the feature films (such as Bespin, Kamino, Kessel, and Geonosis) and worlds that many of us know so well through books (such as Bakura, Dathomir, and Mon Calamari).

Two distinguished Outer Rim worlds are notable by their absence. The first is the desert planet of Tatooine; the second is the idyllic world of Naboo. Their omissions are deliberate. When we compiled the list of planets that would be covered in this book, we knew that Tatooine and Naboo had already been covered extensively in earlier products, titled *Secrets of Tatooine* and *Secrets of Naboo* respectively. Rather than present material that already exists or condense these 96-page books into a few thousand words each, we chose to describe other intriguing planets in the Outer Rim, including some lesser-known worlds such as Desevro, Makem Te, and Roon.

Unfortunately, a 160-page book doesn't contain enough space to describe every notable Outer Rim world. However, we may revisit this region if there's enough interest.

For Players and GMs

Players looking for a specific planet of origin for their heroes or who wish to know more about the history, people, customs, and noteworthy locations of a specific world in the Outer Rim can find that information here, in this book.

The sections titled For the GM contain adventure seeds and game statistics to help Gamemasters stage encounters and build lavish, planet-based campaigns set on frontier worlds where the Republic, the Empire, and the New Republic hold little or no sway. These sections also describe new supporting characters, alien species, creatures, equipment, vehicles, and droids that GMs can introduce into their games. If you are a player, do not read these sections, since doing so might spoil some of the surprises your GM has planned for future adventures.

Bakura

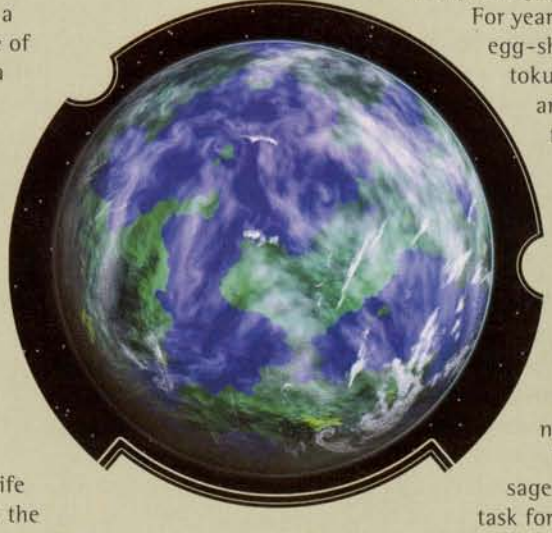
Planet Type: Terrestrial
Climate: Temperate
Terrain: Forests, plains, mountains
Atmosphere: Breathable
Gravity: Standard
Diameter: 21,400 km
Length of Day: 22.9 standard hours
Length of Year: 302 standard days
Sentient Species: Humans, Kurtzen
Languages: Basic, Kurtzen
Population: 68 million
Species Mix: 95% Human, 5% Kurtzen
Government: Democracy or Imperial governorship
Major Exports: Repulsorlift coils, namana-based products
Major Imports: Medicine, technology
System/Star: Bakura

Planets	Type	Moons
Bak	Searing rock	0
Kur	Barren rock	0
Bakura	Terrestrial	2
Arden	Gas giant	7
Bakura-5	Barren rock	1
Bakura-6	Ice ball	0
Bakura-7	Ice ball	0
Bakura-8	Ice ball	1

Description

Bakura is a lush world located in a half-explored region on the edge of the galaxy. The planet began as a corporate mining colony, then diversified and became a moderately well-known maker of repulsorlift components. That caught the eye of the Empire, which seized Bakura shortly after the Battle of Yavin to ensure its production would be used for Imperial ends.

Just days before the Battle of Endor, a task force from the Ssi-ruuvi Imperium invaded the system, seeking to enslave the Bakurans and "entech" their life energies in battle droids. Though the truth wouldn't emerge for years, Palpatine had secretly agreed to cede parts of the galaxy to the invaders, after which he planned to renege on his bargain and seize the Ssi-ruuk technology. A Rebel battle group responded to Bakura's SOS and joined with Imperial warships to repulse the invasion. The brief-lived bargain marked the first truce between Rebel and Imperial forces after the Emperor's death.



History

The Bakur Corporation was an exploratory mining consortium based on the wealthy Core World of Hemei IV whose top officers believed in the Cosmic Balance, which holds that every intelligent being's action is balanced by another being's offsetting action. These officers saw Hemei's concentration of wealth as disruptive to the Balance; in a bit of faith-based diversification, they searched the galactic edge for a system that could become a self-sufficient colony and, in time, a mirror image of Hemei.

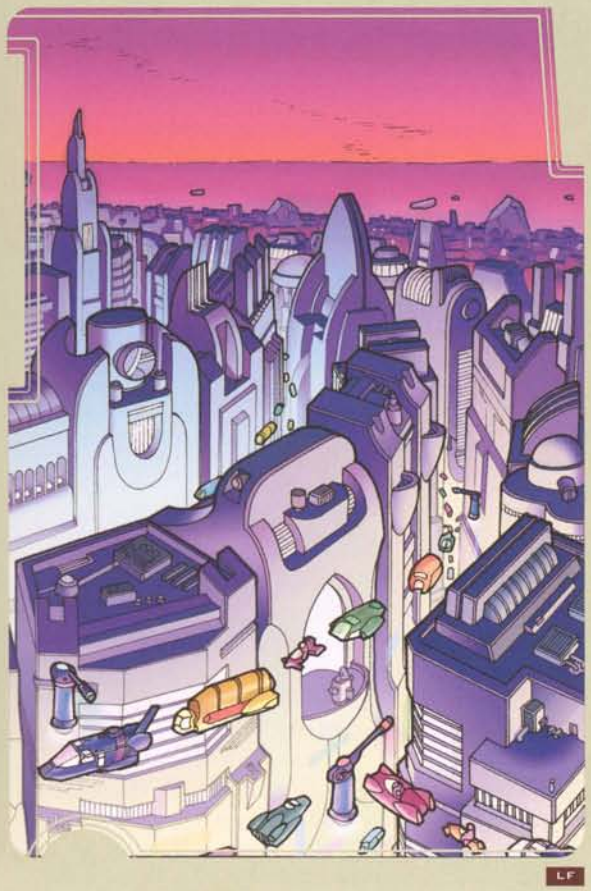
Some 150 years before the Battle of Yavin, scouts located a perfect candidate on the outer edge of the thinly inhabited Shiritoku Spur, far beyond Republic space. The new colony, Bakura, survived the calamitous sabotage of its droids by the rival H'Lokk Consortium and made peace with the native Kurtzen. Bakura's mineral veins played out quickly, however, and so did Bakur's interest in its colony. (Ironically, the Balance is extinct as a faith on Hemei and Bakur Corporation is now a H'Lokk subsidiary.)

Though shaken by a brief Separatist incursion, an independent Bakura opened itself to outside settlement during the Clone Wars, spurring a boom in population and production. Bakurans established new mining operations on three outer-system worlds and on Bakura's two moons, while new processing stations turned namana-tree nectar into liqueurs and candies. But those industries were dwarfed by Bakura's success as a maker of repulsorlift coils. That attracted Imperial attention: A few months after the Battle of Yavin, a small Imperial fleet annexed Bakura by force.

Nearly four years later, the Ssi-ruuk invaded. For years, spacers had whispered that egg-shaped warships prowled the Shiritoku, stealing crews from their ships, and cantina tales had hinted that the destruction of small outposts such as Kammia, B'Knos and G'rho were somehow connected with such talk. Those tales now proved horribly true: The Ssi-ruuk attacked Bakura in force, prompting Governor Wilek Nereus to send a desperate message to the Emperor, whom he knew was not far away at Endor.

The Alliance received the message and sent a cobbled-together task force down the little-traveled Bakura Trace. The Rebels struck a truce with Nereus, and both sides fought furiously against the invaders. When the Ssi-ruuk began to withdraw, Nereus betrayed the Alliance—but the citizens of Bakura rose up against his troops.

An Alliance fleet pursued the Ssi-ruuk to their home cluster and found an unknown enemy—later revealed as the enigmatic Chiss—had ravaged their worlds. The Alliance and the Ssi-ruuk fought to a stalemate; while



grateful to the New Republic, Bakura and the other Shiritoku worlds chose to stay independent, and the area remained formally part of Wild Space.

Bakura repaid part of its debt to the New Republic when its warships intervened in the Corellian Incident. After the Yuuzhan Vong invaded the galaxy, the Shiritoku worlds went on high alert, fearful that the Ssi-ruuk might attack again. Those fears were well founded: The Ssi-ruuk nearly captured Bakura in an elaborate gambit that came undone only when the P'w'eck, a Ssi-ruuvi client species, sprung a surprise of their own and betrayed their masters.

People

Bakurans are an independent-minded, fractious lot, insular and proud of their planet. They immediately want to know two facts about other Bakurans they meet: Are they descendants of the original settlers, and are they adherents of the Balance?

The Balance flowered as a faith on Bakura under the hierophant Dif Istuvi, who wrote its sacred text, the *Fulcrum*, and founded the order of priest-prophets known as the Zanazi. Families who count themselves among the Faithful bear pairs of children close in age and follow the Rule of Feather and Bowl. When each pair of children are teenagers, they undergo aptitude tests. The more-promising child gets a small white feather; the other receives a small golden bowl. The Child of the Bowl leaves home and joins a communal Simple Home, serving the Zanazi as an ascetic. The Child of the Feather remains part of secular Bakuran society and receives Zanazi funds for higher education. Some Children of the Bowl leave the Faith, but most submit to a lifetime of service, believing this inequality will be redressed in the Life To Come.

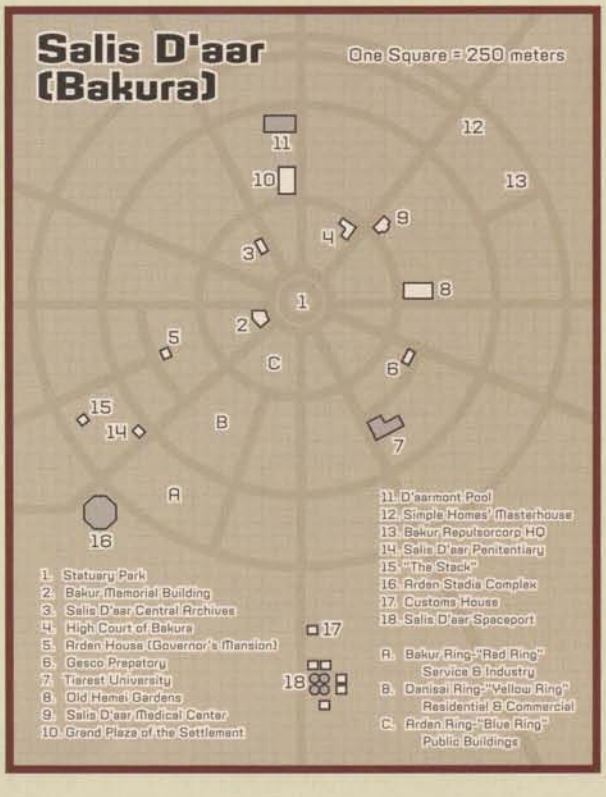
Many of the first Bakurans died in a droid rebellion engineered by the H'Lokk Consortium, leaving Bakurans with a distrust of automatons, which are banned from public use. Aside from the Kurtzen, alien species are all but unknown on Bakura, leaving many Bakurans suspicious or even fearful of them.

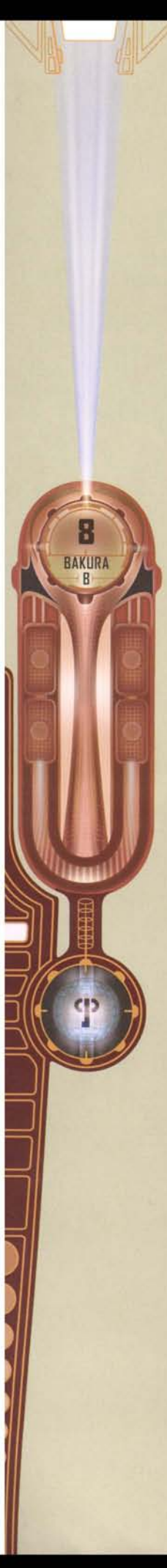
Locations

Bakura has a number of interesting locations for heroes to visit, including those described below.

Salis D'aar

Some seven million Bakurans live and work in the planet's graceful capital, located atop D'aarmont, a huge outcropping of quartz three kilometers long and fifty kilometers wide at the confluence of the East and West rivers. The city is laid out in a roughly circular design, with its major streets either concentric circles or spoke boulevards. Salis D'aar's three districts are also concentric circles identified by different-colored streetlights. (These streetlights hover on repulsorlifts, which are widespread on Bakura—even hand tools and toys sport them.) Salis D'aar's inner district is primarily for public buildings and lit blue-white; the middle district is mostly divided between residential and commercial buildings and lit pale yellow;





and the outer circle is reserved for service buildings and light industry and lit deep red.

Bakura's principal spaceport sits just south of Salis D'aar, on D'aarmont. A kilometer south of that is an Imperial garrison base identical to those found on countless worlds.

Bakur Complex

Just southwest of Salis D'aar's central park sprawls the Bakur Memorial Building, Bakura's seat of government. The Complex will surprise visitors used to drab government buildings. An intricate system of gutters feeds rain into transparent pillars, wall tubes, and floor panels, many enhanced by colored lighting. This system runs throughout the Complex's maze of rooms and corridors, which are variously of smooth white stone or polished namana wood, with high arched ceilings and ever-present greenery. Many informal discussions are held in the Greenwell, an arboretum in the building's center dominated by a large central fountain and filled with tall pokkta ferns and passion-bud vines. After the Ssi-ruuk invasion, shelters and weapons caches were built in the Complex's sublevels in case of a future attack.

Arden Repulsorlift Plant

Named for Bakura's first prime minister, Deredith Arden, this vast plant is located just north of D'aarmont. The visible parts of the complex are rolling lawns and small, tidy research labs and offices; most assembly is done in automated factories built underground in an old mine.

The Arden plant and its satellite factories elsewhere on Bakura produce nearly fifty million repulsorlift drives a year. Two-thirds of these are shipped down the Shiritoku Way to the depots at Timora, the nearest major system within the formal boundaries of the Empire, and sent from there to Imperial-allied manufacturers such as Aratech, Ikas-Adno, and Merkuun. The rest belong to Bakur RepulsorCorp., whose well-made cloud cars and airspeeders are sold locally and to worlds as far away as the Senex and Juvex Sectors.

BEATING THE INTERDICTORS

When Bakura came to the New Republic's aid during the Corellian Incident, its ships were equipped with experimental systems called hyperwave inertial momentum sustainers (HIMS). A HIMS unit is a quartet of hyperspace coils that lets ships elude the interdiction fields created by gravity well projectors. The first coil activates when an interdiction field is encountered, holding the ship in hyperspace while its forward momentum carries it along. The first coil burns out after just seconds, but it in turn activates the second coil, and so on, until the field is cleared.

A single gravity well projector is effective at point-blank range; each additional projector on line extends the effect for one range category. (An *Interdictor*-class cruiser may have as many as four.) A Pilot check (DC 10) must be made for each gravity well projector on line against the HIMS. If a check is failed, the HIMS-equipped ship is yanked out of hyperspace at the maximum range of that projector. (Thus, a ship equipped with HIMS that encountered an *Interdictor*-class cruiser with all four projectors on line and failed the third Pilot check would reenter realspace at the outermost extent of short range.) Once the HIMS system has been employed, it must be fixed with a Repair check (DC 20).

A HIMS system can only be mounted on a capital ship and is not available for sale.

Technology

This section features technology that players might come across while traveling on or near Bakura.

New Starship: IR-3F Patrol Craft

Five of these outmoded but tough patrol ships formed the Imperial Navy's Digit Squadron when the Ssi-ruuvi invasion came; three survived the battle and remained in Bakuran service for decades. The IR-3Fs lack hyperdrives but have fast sublight engines.

Sienar Fleet Systems IR-3F

Class: Capital ship	**Crew**: 11 (Normal +2)
Size: Large (110 m long)	**Initiative**: +1 (–1 size, +2 crew)
Hyperdrive: None	**Maneuver**: +1 (–1 size, +2 crew)
Passengers: 10 (troops)	**Defense**: 17 (–1 size, +8 armor)
Cargo Capacity: 180 tons	**Shield Points**: 200 (DR 20)
Consumables: 3 months	**Hull Points**: 240 (DR 20)

Cost: 2,500,000 (new), 1,000,000 (used)
Maximum Speed in Space: Attack (7 squares/action)
Atmospheric Speed: 1,000 km/h (17 squares/action)
Weapon: Heavy laser cannons (4 fire-linked); **Fire Arc**: Front; **Attack Bonus**: +5 (–1 size, +2 crew, +4 fire-linked); **Damage**: 5d10×2; **Range Modifiers**: PB +0, S –2, M –4, L –6.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

Black Hulk Down

The heroes are hired by Bix Arden-Govia to help investigate a rumor going around Salis D'aar: A strange ship crashed in the Prytis forests a week ago. When the heroes investigate, they find a kilometers-long furrow gouged in the soil; at the end of it is the wreckage of a strange alien ship. A triumphant Arden-Govia identifies the wreck as one of the alien ships he's seen prowling the Shiritoku. But as he's mulling how to salvage the wreck, a strike team of

stormtroopers led by Conn Doruggan arrives with urgent orders sent up the Shiritoku Way from Timora: Secure the site and kill anyone who's discovered it.

(If the GM is playing in the Rise of the Empire or The New Jedi Order eras, the strike team is made up of rogues hired by a Bakuran collector. In The New Jedi Order period, the wrecked ship will be easily identified as a Ssi-ruuvi *Fw'Sen*-class picket ship.)

What Goes Up . . .

A saboteur claims he's tampered with recent models of Bakur RepulsorCorp's Tinok-F patrol cloud cars and Kishh'tih civilian airspeeders. If his demands aren't met, he will send a signal to the planet's vehicles that will burn out their repulsorlift coils, possibly killing thousands. Bakur could ground all its vehicles, but that might ruin the company, so it hires the heroes to crack the case. They're meeting with Bakur officials at the Arden plant when the saboteur makes contact again. A Bakur tech traces the comlink signal to somewhere in the automated factories below the plant.

The heroes must find the saboteur, but they don't know he's taken control of the factories and can turn the very machinery against his would-be captors.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Bakura.

Conn Doruggan

As a boy on Alderaan, Conn Doruggan read HoloNet accounts of the depredations of bandits beyond the Empire's boundaries. As a youth, his horror at those acts hardened into a belief that the galaxy needed order above all else, even if the price of maintaining order was basic freedoms. His homeworld was destroyed when he was a cadet at Raithal Military Academy, but Doruggan remained steadfast in his love for the Empire and his hatred for all who would undermine its rule. After graduation, he served under Wilek Nereus and became a valued member of his personal staff. On Bakura, Capt. Doruggan supervised Nereus's efforts to infiltrate resistance cells.

A powerful man with enormous hands, Doruggan was a star wegsphere player in his youth.

Conn Doruggan: Male Human Soldier 9/Officer 2; Init +7 (+3 Dex, +4 Improved Initiative); Defense 21 (+7 class, +2 Dex, +2 dodge); DR 3; Spd 10 m; VP/WP 89/16; Atk +13/+8 melee (3d4+6, unarmed strike) or +11/+6 ranged (3d8, blaster pistol) or +11/+6 ranged (3d8/19–20, blaster rifle); SQ Leadership; SV Fort +11, Ref +7, Will +5; SZ M; FP 0; DSP 1; Rep +3; Str 16, Dex 15, Con 16, Int 12, Wis 11, Cha 12. Challenge Code F.

Equipment: Imperial Munitions DL-44 heavy blaster pistol, BlasTech E-11 blaster rifle, combat gloves, combat jumpsuit, code cylinder, SoroSuub Hush-98 comlink, datapad.

Skills: Astrogate +3, Computer Use +8, Demolitions +8, Diplomacy +13, Knowledge (alien species) +3, Knowledge (Bakura) +8, Pilot +7, Repair +8, Ride +5, Search +3, Spot +2, Treat Injury +7.

Feats: Advanced Martial Arts, Armor Proficiency (light), Defensive Martial Arts, Dodge, Improved Initiative, Improved Martial Arts, Mobility, Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons).

Bix Arden-Govia

A scion of two prominent Bakuran families, Bix Arden-Govia fled a pampered life on his family's estate in southern Prytis to sign on as ship's boy for a freighter out of nearby Gymelo. By the time of the Ssi-ruuvi invasion, he knew more about the Shiritoku worlds than any being in the galaxy—and was notorious for telling anyone who would listen that vicious aliens haunted the Spur's fringes. He had also mellowed toward his homeworld, returning to buy his own namana plantation and even deigning to reenter Salis D'aar society, which found him rather dashing.

Arden-Govia is a tall, thin man with a gleaming shaved head. He presents a cool front to newcomers but is easily drawn out by anyone looking for a good spacer's tale.

Bix Arden-Govia: Male Human Scout 8/Starship Ace 3/Noble 2; Init +2; Defense 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 62/10; Atk +9/+4 (1d4, knife) or +11/+6 ranged (3d6–1, blaster pistol); SQ Evasion, extreme effort (2/day), familiarity, favor +3, heart +1, inspire confidence, skill mastery (pilot), starship defense, trailblazing, uncanny dodge (can't be flanked), uncanny dodge (Dex bonus to Defense); SV Fort +6, Ref +11, Will +10; SZ M; FP 0; DSP 0; Rep +7; Str 11, Dex 14, Con 10, Int 14, Wis 13, Cha 14. Challenge Code E.

Equipment: BlasTech DH-17 blaster pistol, knife, breath mask, datapad, field kit, flight suit, glow rod, holorecorder, cred stick (63,000 credits), *Silver Cratsch* (modified YT-2400 space transport).

Skills: Appraise +9, Astrogate +21, Computer Use +10, Diplomacy +10, Gamble +5, Knowledge (Bakura) +11, Knowledge (Shiritoku Spur) +21, Pilot +22 (+24 in *Silver Cratsch*), Profession (Spacehand) +8, Repair +10 (+12 to *Silver Cratsch*).

Feats: Fame, Influence, Skill Emphasis (Knowledge [Shiritoku Spur]), Spacer, Starship Dodge (space transport), Starship Operation (space transport), Starship Operation (starfighter), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Salia Arden-Govia

A niece of Bix Arden-Govia, Salia grew up in Salis D'aar idolizing her absent uncle and noisily rebelling—with considerably less grace than Bix showed—against the strictures of Bakuran society. She did poorly at Gesco Preparatory and at 16 became a cadet in the militia. There, she found her true love: starfighters. Salia graduated a



few months after the Yuuzhan Vong invaded the galaxy and was attached to a patrol squadron flying one of the Bakuran Defense Fleet's aged Y-Wings. She hungers to find a Ssi-ruuvi or Yuuzhan Vong ship in her sights.

Salia is a stout young woman with close-cropped black hair, a sharp chin and a penetrating stare.

Salia Arden-Govia: Female Human Scout 4; Init +1; Defense 14 (+3 class, +1 Dex); Spd 10 m; VP/WP 21/10; Atk +4 melee (1d3+1, unarmed strike) or +4 ranged (3d6, blaster pistol); SQ Heart +1, trailblazing, uncanny dodge (Dex bonus to Defense); SV Fort +2, Ref +3, Will +2; SZ M; FP 0; DSP 0; Rep +1; Str 12, Dex 12, Con 10, Int 14, Wis 11, Cha 12. Challenge Code C.

Equipment: Merr-Sonn Model 44 blaster pistol, breath mask, datapad, flight suit, credit chip (7,500 credits).

Skills: Astrogate +11, Computer Use +9, Gather Information +2, Knowledge (Bakura) +9, Pilot +10, Repair +9, Ride +8, Survival +6.

Feats: Spacer, Starship Dodge (starfighter), Starship Operation (starfighter), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Bandomeer

Planet Type: Terrestrial
Climate: Temperate
Terrain: Oceans, mountains, rocky plains
Atmosphere: Breathable
Gravity: Standard
Diameter: 7,986 km
Length of Day: 24 standard hours
Length of Year: 320 standard days
Sentient Species: Humans, Meerians
Languages: Basic, Meerian, Ithorese
Population: 718 million
Species Mix: 60% Humans, 20% Meerians, 10% Arcona, 5% Imbats, 3% Phindians, 2% other
Government: Corporate, local governorship
Major Exports: Azurite, ionite
Major Imports: Foodstuffs, high technology, labor
System/Star: Bandomeer



Planets	Type	Moons
Envos	Gas giant	4
Bandomeer	Terrestrial	0
Fitee	Barren rock	1

Description

A small world controlled by mining interests, Bandomeer is one of the first inhabitable worlds in the Outer Rim territories as one travels via the Hydian Way. The world consists of one expansive land mass and one enormous sea, known as the Great Sea. Each occupy approximately half the planet's surface.

Bandomeer has been ruled by mining corporations for centuries—ever since Republic survey teams learned that the world was rich with minerals (primarily azurite). That discovery prompted literally hundreds of mining interests to begin exploration on the planet, which have since turned the world's skies into a drab haze of pollution and particles. The world's lone city, Bandor, houses the meager government facilities and the governor's official residence, various native Meerians' domiciles, and extensive mining operations.

The rest of the world's landscape is dominated by mining ventures. Those on the continent consist of massive azurite strip-mine pits kilometers wide. The sea is dotted by huge platforms where, during the Republic and Imperial eras, indentured servants toil for the largest interest—Offworld Corporation.

History

Under the Republic's auspices, Jedi-sanctioned AgriCorps representatives work to restore and reclaim the stripped lands, forming "Enrichment Zones" where crops are to be grown. This plan is intended to not only repair some of the damage done to Bandomeer's environment but also reduce the planet's reliance on imported foodstuffs. Before the Empire's rise, Bandomeer was tightly held by Offworld Corporation, and conditions on the world were so miserable that almost any being who could save enough credits for transport off the world willingly left—even native Meerians. The disillusionment with the planet and the harsh policies of Offworld have nearly crippled the Bandomeer government's ability to institute change, because very few were interested in remaining on-world to help bring about such change.

Though Offworld had absolute power during the later years of the Republic, nothing lasts forever. Several incidents involving corruption and murder schemes came to plague the company, which Jedi Knight Qui-Gon Jinn and his Padawan Obi-Wan Kenobi were involved in exposing. These illicit activities eventually doomed the company's monopolistic hold on the world, allowing other interests—among them Arconan Harvest and the allied Home Planet Party—to flourish and bring about positive change. The discovery of ionite in the planet's mineral veins promised wealth enough to pull the world from its squalor; ionite is one of the most valuable minerals in the galaxy.

Under the Empire's reign, Bandomeer was controlled by a collection of mining companies (among them Vulca

Minerals, InterGalactic Ore, and Hydian Exploration). The Arconan cooperative continued to operate, but because it had been staffed by Arconan immigrants and native Meerians, the Empire did not recognize their right to own companies and commandeered all facilities. The Arconans and Meerians were faced with an oppressor considered by many to be even worse than Offworld. Several insurrections were enacted and summarily crushed by the Imperial garrison established just off the coast of Bandor.

The New Republic brought about some change to Bandomeer's condition, but not as much as was hoped. Corporate interests continued to overpower those of the Meerians, and though there were improvements, progress was slow. That progress was brought to an unquestionable end when the Yuuzhan Vong tore through the Bandomeer system, leaving the world even more wasted than had its long line of negligent stewards.

People

Common society is composed of two main groups on Bandomeer: the miners and the native Meerians (the former far outnumbering the latter). Very few upper-echelon corporate employees live on-world; most are represented by low- or mid-level lackeys who do the company's bidding. Since all funds and profits from the azurite and other mining endeavors are transferred off Bandomeer, representatives of the company have little reason to visit the dark, polluted world unless absolutely necessary.

Those who remain on Bandomeer are typically a broken, dispirited lot. Many are nothing more than indentured servants to the mining companies; Offworld Corporation, for one, is known to regularly falsify employment agreements during the later years of the Republic.

Visitors to Bandomeer can facilitate their experience by learning the simple hand gestures the Meerians use in greeting, as knowledge of the gestures do a great deal to allay Meerians' distrust of off-worlders. Holding both hands out, palms up (if one is base humanoid) is the standard greeting; extending the hands out with the palms up and then turning the hands over so the palms face down is a parting gesture.

Locations

Bandomeer has a number of interesting locations for heroes to visit, including those described below.

Bandor

The world's only city, Bandor is a desolate, inconsequential urban center that sits along the northern mid-latitudes of the Great Sea's shores. Most of the corporations with stakes in Bandomeer have an office in the city; the city is also the seat of the native Meerian government. Before the Empire's rise, the city also served as the administrative seat for the AgriCorps projects. Numerous mines and drilling projects dot the city. Meerians work in various trades and support services as well as in the mines around Bandor.



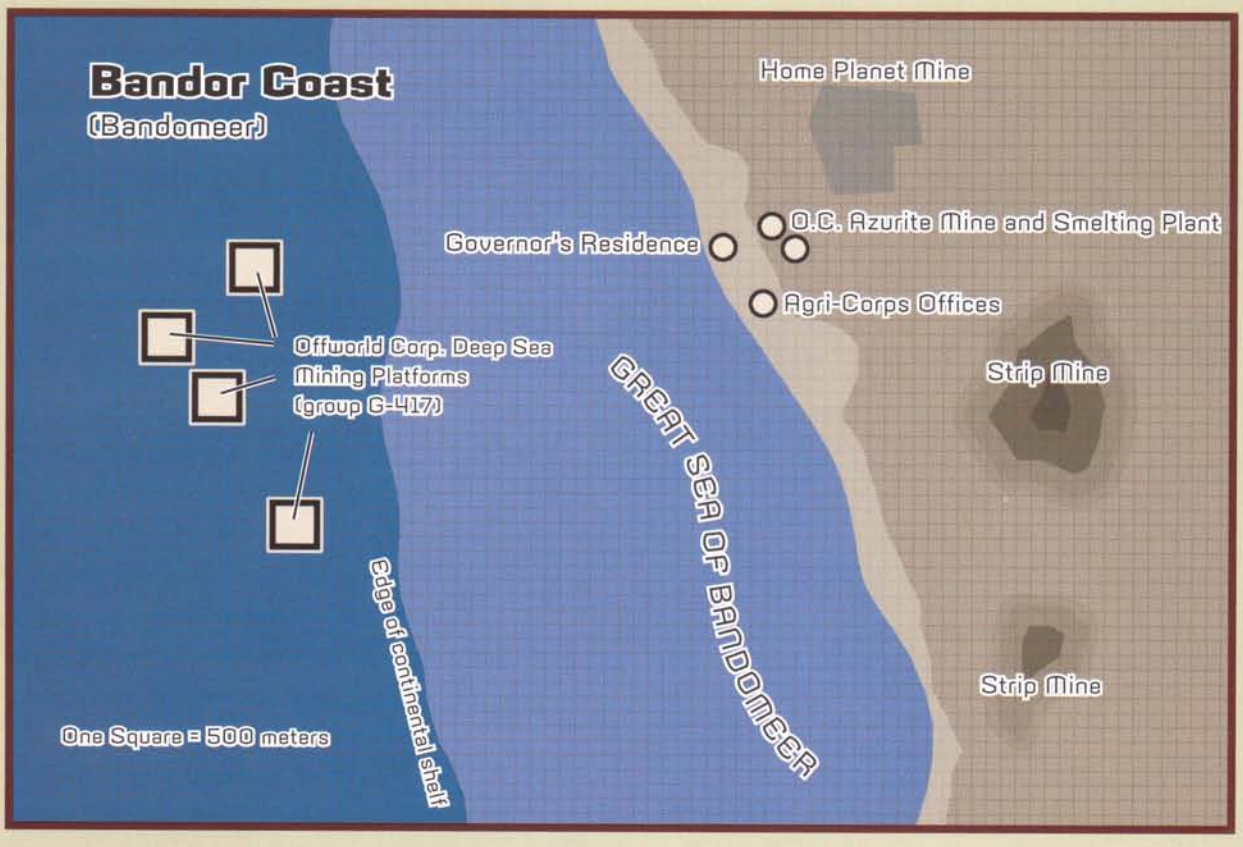
MH

In addition to the native Meerian population, Bandor is also home to one of the most recognized Ithorian expatriate populations in the Outer Rim. Though the Ithorian population on Bandomeer numbers fewer than 1,200, the Meerian Hammerheads (as they've become known) have been the subject of numerous celebrated holodocumentaries over the years. The documentaries are a curious study into the lives and loves of an agrarian people who have made the odd decision to live on such a barren, stripped world. Many unschooled Outer Rim denizens only know of Ithorian culture through the widely distributed holodocumentaries.

Deepsea Mining Platforms

Most miners—even those who do not toil on Bandomeer—speak of the deepsea mining platforms of the Great Sea in hushed tones. Infamous, brutal places that can make the spice mines of Kessel look inviting, the deepsea platforms amount to five-year death sentences, as fewer than one in four survive that long.

The mining platforms are constructed in a design similar to drilling and mining platforms found the galaxy over. The facilities are arranged upon a rectangular platform supported by massive columns anchored to the sea floor. Elsewhere along the Gray Westerly (an old trade wind route of the Great Sea), the platforms are not anchored, relying on a complex sail and station system to follow the bandorium veins. (Bandorium is a prized



liquid metal used in some advanced counter-sensor packages and is rumored to be an integral component of cloaking devices.) The Gray Westerly winds dictate the ebb and flow of the bandorium veins, though the mining corporations have yet to determine specifically *how*.

Sub-70 Ice Mines

In the extreme southern latitudes of Bandomeer, where the ice caps blur the distinction between sea and land with massive ice sheets and glaciers, lay the infamous ice mines that some say would make the deepsea platforms seem like a vacation resort on Alassa Major by compare. Very few Humans are recruited for the work, because their physiology typically prevents them from toiling in such unforgiving climes without extensive (and costly) cold-weather gear. Instead, the workers are a diverse—and dangerous—mix of some of the strongest species in the galaxy: Wookiees, Whiphids, Talz, and other species well-suited to endure the hardships of mining in subzero temperatures in grueling conditions.

The ice mines are hardly the death sentence the deepsea platforms often prove to be. The contracts of these miners are those typically "bought" from Offworld and the other lesser interests. The owners of South Bandomeer Consolidated, as the ice mines are formerly known, are legitimate owners who actually provide their employees with the option of working or taking transport off-world (for a price). This is not to say they are a charity: Though the pay is good, the work is very difficult. But they provide safety and security for their workers and incur profits from their endeavors because Offworld has already provided their employees with the "training" necessary to make them competent miners. If Offworld Corporation were to learn of South Bandomeer's scheme, however, it would be very displeased.

The ice mines are all below seventy degrees southern latitude, in a series of caves and tunnels that have been expanded to cover several hundred square kilometers during the decades before the Empire's rise. Once Offworld loses its control on Bandomeer in the late years and during the Rebellion era, the ice mines serve as an informal refuge area for smugglers and, later, allied Rebel operatives, though the tunnels built into the sea ice are abandoned and left to slowly fill back in. Only those bored into the world's crust remain occupied.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

Cold Comfort

In the ice-encrusted mines of Southern Bandomeer Consolidated, eight Yuzzum miners have disappeared from a series of twisted and half-collapsed tunnels that sit along

the edge of the Great Sea. Eager to avoid any entanglements with Offworld Corporation (or later, the Empire), the management of the ice mines hires the heroes to assist with the search for the Yuzzums. The heroes discover a long-forgotten submarine base that Force-sensitive characters will determine reeks of the dark side. The facility has several pressure-equalized dive rooms that provide easy access to the shallow seas nearby. Was this a secret Sith lair, a fortress for a reclusive Dark Jedi, or something more sinister?

Salt of the Earth

The AgriCorps on Bandomeer have the support of the Jedi Council and the goodwill of the native Meerians, but Offworld Corporation certainly doesn't appreciate the "agrarian do-gooders" who've come in to cultivate the portions of Bandomeer's surface they feel rightfully belongs to the company.

When three Arconan leaders of a promising new Enrichment Zone are accused of trafficking salt (a drug to the Arconans), can the heroes prove their innocence and expose Offworld's complicity in the scheme?

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Bandomeer.

Governor SonTag

The diminutive leader of Bandomeer's native population, Governor SonTag is a middle-aged Meerian woman with a strong moral code and a dark gaze. She wears her silver hair in cropped tufts, as is the Meerian style, and is an imposing presence despite her small physical size. Well-regarded in Meerian society for her promotion of Meerian unity and economic welfare, SonTag serves as governor in the decades before the Republic's fall and is present to oversee the restructure of the Mining Investment Statutes (often simply "MIS" among bureaucrats) once Offworld loses power on Bandomeer.

Governor SonTag: Female Meerian Noble 8; Init –1; Defense 15 (+5 class, –1 Dex, +1 size); Spd 6 m; VP/WP 28/14; Atk +7/+2 melee (1d3+1, unarmed strike) or +5/+0 ranged; SQ Bonus class skill (Gather Information), coordinate +2, favor +3, inspire confidence, poison resistance; SV Fort +4, Ref +3, Will +8; SZ M; FP 0; DSP 0; Rep +6; Str 12, Dex 9, Con 14, Int 14, Wis 15, Cha 13. Challenge Code C.

Equipment: Datapad.

Skills: Appraise +2, Bluff +3, Diplomacy +7, Gather Information +10, Knowledge (Bandomeer) +12, Knowledge (mining industries) +5, Listen +7, Sense Motive +6, Survival +2.

Feats: Cautious, Persuasive, Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).


KITALIC NIRASIK

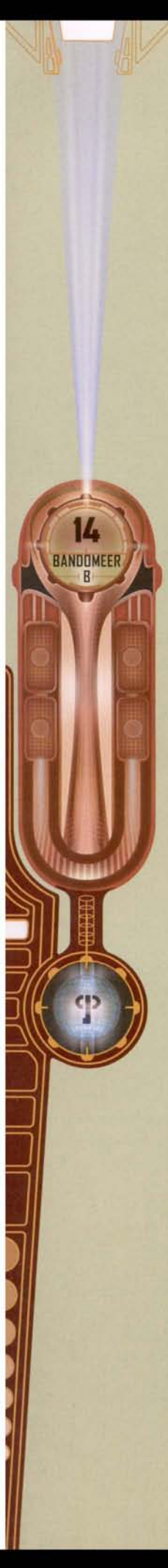
Kitalic Nirasik

The chief executive of Southern Bandomeer Consolidated, Kitalic Nirasik is a stout Svivreni male with a long history of mining expertise and philanthropic—yet entirely profitable—activity. He is a graduate of the Svivren Xenomineralogy Institute and the recipient of numerous supplemental degrees from universities and colleges throughout the Republic.

Nirasik has worked at nearly every level of the mining industry. He's toiled in the dank mines of Svivren's harsh Nalvar regions, overseen meleenium extraction from the brutal mines of Af'El, and directed entire ore barge fleets through the Vactooine system. There is little he hasn't seen and likely nothing he hasn't done with regard to the mining industry. He slowly built Southern Bandomeer's facilities to thwart Offworld's control of the planet, using his explorations of the world's southern extremes as the perfect pretext for buying out the contracts of appropriate laborers.

Honorable and hard-working, Nirasik is also exceptionally stubborn and is not fool enough to lose money rescuing enslaved miners: He always finds a way to profit from his good deeds. If it's at the expense of Offworld Corporation, all the better.

Kitalic Nirasik: Male Svivreni Tech Specialist 12; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 44/16; Atk +11/+6 melee (1d3+2, unarmed strike) or +10/+5 ranged (3d8/19–20, blaster rifle); SQ Expert (Knowledge [geology]), expert (Knowledge [mining]), instant mastery (Knowledge



[ores]), tech specialty (metallurgy specialist +2), research; SV Fort +8, Ref +6, Will +7; SZ M; FP 4; DSP 0; Rep +6; Str 15, Dex 13, Con 16, Int 15, Wis 10, Cha 9. Challenge Code E.

Equipment: Blaster rifle, safety gear.

Skills: Climb +8, Computer Use +10, Handle Animal +10, Intimidate +3, Jump +8, Listen +4, Knowledge (metallurgy) +15, Knowledge (mining) +15, Profession (miner) +15, Repair +5, Search +15, Survival +12.

Feats: Dodge, Iron Will, Point Blank Shot, Skill Emphasis (Computer Use), Skill Emphasis (Knowledge [metallurgy]), Skill Emphasis (Knowledge [mining]), Toughness, Weapon Focus (blaster rifle), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons).

Offworld Guard

Most guards of Offworld facilities on Bandomeer are Imbats, marginally sentient brutes with leathery skin that stand well over 2-1/2 meters tall and have thick, heavy-muscled legs with broad, grasping toes. Their heads are proportionally too small for their bulky bodies, and they have long, drooping ears. Offworld executives arranged for a shipment of Imbat security through Norta the Toydarian's auspices: Norta is known to deal in indentured, enslaved, and otherwise questionable forms of labor.

For each Offworld guard, use the statistics for the Low-Level Thug in Chapter 14 of the *Star Wars Roleplaying Game*, with the following adjustments: +2 Strength, +1 Constitution, and –3 Intelligence.

New Equipment: Electro-Collar

A brutal adaptation of the more common (yet still illegal) "slaving collars" worn by slaves, the electro-collar is a restraining device strapped around a prisoner's neck that can be remotely triggered to explode and thereby kill the wearer. Whereas slaving collars are typically part of a chain to keep lines of slaves together and can transmit punishing impulses, the electro-collar is an individual piece seldom linked to other wearers. Each collar has a specific coded frequency, and all laborers on Bandomeer's deepsea mining platforms are fitted with one. The controls for the collars are maintained in Bandor (on the mainland). The collars can't be deactivated from the deep-sea platforms; the controls must be directly canceled from the mainland facilities.

An "activated" collar deals 8d8 points of damage, has hardness 10 (120 wound points), and a break DC of 45.

Cost: 1,000	**Weight:** 1.2 kg
Availability: Specialized, illegal	

New Equipment: Electro-Jabber

A hand-held shock device, the electro-jabber is an older, simplified version of the typical stun baton used when less subtle means of crowd suppression (such as neuronic whips) are inappropriate. Offworld Corporation security forces use electro-jabbers to control laborers.

Weapon Type: Melee weapon		
Proficiency Group: Simple weapons		**Cost:** 700
Damage: —		**Critical:** —
Weight: 1.1 kg		**Type:** Bludgeoning
Fort DC: 18		**Size:** Small
Hardness: 5	**WP:** 2	**Break DC:** 14
Availability: Common, restricted		

New Species: Meerian

Meerians are small, wiry humanoids who move in a slow, deliberate manner. Their short stature and relative strength make them excellent miners. When Republic survey teams learned that the Meerians' homeworld was rich with minerals, their discovery prompted hundreds of mining companies to begin pillaging the planet's resources. The Meerians, primitive by galactic standards, had little sway with the Republic and their mining consortiums. Despite the Republic Senate's recognition of the Meerians as the rightful owners of Bandomeer, the Meerians have earned nothing more than the right to help with the strip-mining and share the profits. Meerians continue to have little say in what happens to their world.

Hundreds of generations of mining on Bandomeer have forced the Meerians to adapt to the constant smog and particulate matter permeating the atmosphere. Their lungs and nose filter out the most harmful chemicals and toxins, allowing them to move around in areas where breath masks are normally required. Despite their resilience, Meerians want nothing more than to make Bandomeer a more hospitable home. They want to reduce the amount of mining and repair the damaged ecosphere, but to date their efforts have met with little success.

Meerians prefer to speak eye-to-eye and use comfortable seats with repulsorlifts when conversing with taller species. They believe that speaking eye-to-eye is one way to insure that all participants in a conversation regard one another as equals.

Personality: Meerians are agreeable, optimistic, and sympathetic to the needs of others. They can see and appreciate opposing sides of an argument, which often makes it hard for Meerians to reach a decision or consensus without much debate or equivocation. The apathy of the mining corporations has introduced an "Every Meerian for himself" mentality into Meerian society, an attitude unknown to previous generations. Several Meerians who have embraced this philosophy have taken their earnings and left Bandomeer, setting their sights on the stars.

Physical Description: Meerians have metallic hair, with pale silver and lustrous gold being the most prominent colors. Meerians lack pupils, and their eyes also retain a metallic hue, often matching the color of their hair. Skin tone is pale, due to the lack of sunlight that makes it through the polluted sky of Bandomeer. Adult Meerians stand 1.1 to 1.6 meters tall.

Homeworld: Bandomeer, a mining world in the Outer Rim. One massive landmass and one enormous sea divide the planet nearly in half.

Language: Meerians speak and read Meerian. They can learn to speak Basic with no difficulty.

Example Names: GanFel, GilVog, HerZan, JegLor, LirTan, RonTha, SonTag, VeerTa, WinLos.

Age in Years: Child 1–12; young adult 13–15; adult 16–44; middle age 45–59; old 60–79; venerable 80+.

Adventurers: Meerian adventurers tend to be fringers and scoundrels.

Meerian Species Traits

- Ability Modifiers: –2 Dexterity, +2 Constitution.
- Small: As Small creatures, Meerians gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. They must use smaller weapons than Medium-size beings use, and their lifting and carrying limits are three-quarters those of Medium-size characters.
- Speed: Meerian base speed is 6 meters.
- Poison Resistance: Meerians receive a +2 species bonus on Fortitude saves to resist ingested, contact, or injury poisons and a +4 species bonus on Fortitude saves to resist inhaled poisons and polluted air.
- Automatic Language: Speak and Read/Write Meerian.

Meerian Commoner: Init –1; Defense 10 (–1 Dex, +1 size); Spd 6 m; VP/WP 0/12; Atk +1 melee (1d2, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref –1, Will +0; SZ S; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Hide +3, Knowledge (any one) +1, Profession (any one) +1, Read/Write Basic, Read/Write Meerian, Speak Basic, Speak Meerian.

Feats: None.



New Species: Svivreni

The Svivreni are a well-regarded equinoid species known for their work in the mining and metallurgic industries. Though officially nonaligned during the Empire's reign, many individual Svivreni have assisted the Rebellion, and later the New Republic and Galactic Alliance. Most work in the private sector.

Personality: If asked to sum up the Svivreni in one word, a being would be hard-pressed to offer anything other than "stubborn." Svivreni are nearly impossible to sway once they have made a decision. This trait bodes trouble for the Imperial forces under command of Grand Admiral Thrawn who—approximately five years after the Battle of Endor—attempt to move on the Svivreni homeworld and are met with stiff resistance.

Physical Description: Though short (usually less than a meter tall), Svivreni are heavily muscled and exceptionally resilient. Svivreni possess four-digited hands and cloven hooves, as well as thick heads with broad snouts, large eyes, and prick ears. Their bodies are almost completely covered in thick hair. Svivreni custom dictates that adults do not cut their hair—long hair among their kind is believed to be an indication of intelligence and fertility (older Svivreni males often have hair below their waists). Svivreni traditionally wear sleeveless tunics and work trousers that are covered with pouches and pockets for carrying the various tools used in the course of a day's labor.

Homeworld: Svivren, a dangerous, mountain-studded Outer Rim world not far from Andalasa. Imperial forces moved on Svivren during the Thrawn Crisis but were repelled. Svivren is known for its harsh laws: Weapons are not allowed on-world, aside from those carried by the heavily armed security troops. Violence on Svivren results in the immediate execution of the perpetrator. These Svivreni codes are criticized by groups throughout the galaxy, but crime on Svivren does remain low. Smugglers and other such scoundrels and rogues generally avoid the world.

Language: Svivreni speak and read Svivreni, the vocal range for which most other species (including Humans) cannot emulate.

Example Names: Kitalic Nirasic, Mihalik, Casin Mak.

Age in Years: Child 1–11; young adult 12–17; adult 18–55; middle age 56–89; old 90–124; venerable 125+.

Adventurers: Most Svivreni encountered in the galaxy at large will either be scouts or experts (most commonly in the fields of metallurgy or geology, hired specifically to oversee mining projects). Some Svivreni Jedi consulars are known to ply the Outer Rim and Unknown Regions.

Svivreni Species Traits

- Ability Modifiers: +2 Constitution, –2 Wisdom, –2 Charisma.
- Medium-size: As Medium-size creatures, Svivreni have no special modifiers due to their size.
- Speed: Svivreni base speed is 8 meters.
- Bonus Feats: Svivreni gain the bonus feats Great Fortitude and Iron Will.
- Free Language Skills: Read/Write and Speak Svivreni.

Svivreni Commoner: Init +0; Defense 10; Spd 8 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0

ranged; SQ Species traits; SV Fort +3, Ref +0, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skill: Knowledge (any one) +2, Profession (any one) +1, Read/Write Svivreni, Speak Svivreni.

Feats: Great Fortitude, Iron Will.

Barab I



Planet Type: Irradiated terrestrial
Climate: Arid
Terrain: Rocky badlands, caves
Atmosphere: Breathable
Gravity: Standard
Diameter: 10,448 km
Length of Day: 60 standard hours
Length of Year: 146 standard days
Sentient Species: Barabel
Languages: Barabel
Population: 1.4 billion
Species Mix: 100% Barabel
Government: Independent clans
Major Exports: Exotic wildlife, mercenaries
Major Imports: Weapons, metal and plasteel goods
System/Star: Barab

Planets	Type	Moons
Barab I	Irradiated terrestrial	0
Barab II	Frozen rock	0
Barab III	Gas giant	34

Description

Barab I is a dark, damp world that orbits very close to its red dwarf sun. Thick clouds engulf the planet, blocking most of the light from Barab. Despite this, the high atmosphere is thin, allowing heat and radiation to penetrate to the surface. These atmospheric conditions make the planet an irradiated greenhouse with extremely active water cycles.

Life on Barab I is dictated by day-night cycles. Daytime outdoor survival is nearly impossible without protective gear; nearly all animal activity is nocturnal. The daytime temperature on the planet's surface varies between 45 and 55 degrees centigrade throughout the year. Almost all surface water evaporates quickly when the sun rises, leaving the planet encased in steamy fog.

Hard radiation from the sun conspires with the heat to drive all animal life underground, leaving the surface sparsely vegetated and practically barren. Even Barabel cannot survive a full day's exposure without protection, although they fare better than visitors do over short periods. The radiation level during daylight is always at least mild, but during the middle ten hours, it increases to strong and becomes even more powerful in direct sunlight or above 4,000 km in altitude (see Table 12-24 in the *Star Wars Roleplaying Game* for the effects of radiation poisoning).

During the night, water condenses, drenching the planet's surface in heavy rains. Temperatures drop to a relatively cool 30 degrees centigrade, and animals creep out of their underground hiding places. Nearly everything hunts during the night, making this time just as dangerous as day, for completely different reasons. Barab I would likely rank with Kashyyyk in dangerous fauna if it were better known. The food chain is complex but always vividly violent. Even herbivores and small prey animals are capable of killing larger creatures.

A few plants survive in this environment, extremely adapted to exist in the dim light and harsh radiation. Plants are sessile—short, broad affairs that bloom across the ground. Their increased surface area allows them a greater chance for water to condense or remain trapped in their leaves. Some wrap themselves in cocoons with metallic sheens to reflect radiation during the day.

History

Barabel began writing down their history only about four hundred years before the Battle of Yavin. As far as historians can tell, life before that time was not remarkably different from life after. Clans and communities lived much as they do now, warring in underground caves and hunting on the surface in the night.

However, one incident has resonated through the history of the species. The story goes that sometime in the distant past, a Jedi—sometimes a band of Jedi, and sometimes a single Jedi with companions—visited Barab I. Two large clans were on the verge of war over hunting ground rights. Fortunately, the Jedi mediated a peace between the clans, preventing a war that would have encompassed the known world at the time.

This mediation had a dramatic effect on the Barabel. First, because of the Jedi's wisdom and decisiveness, the Barabel never again fought over hunting territory. In accordance with the Jedi's decree, clans must always share hunting grounds, and a clan's largest kill of the night must be given to the head of another clan. Second, and more importantly in the larger galaxy, Barabel forever after revered Jedi and accepted whatever judgment a Jedi passed.

This reverence was irrelevant in the short term, since the Jedi left after the mediation and never reported Barab I's existence to the Council. Barab I remained unknown to the galaxy until it was rediscovered during Palpatine's reign.

The ancient Jedi stories told of ships "from beyond the clouds." When ships arrived again during the Rebellion era, the Barabel believed the Jedi had returned and greeted them openly, listening to whatever they had to say.

Sadly, the first arrivals were not Jedi, but wildcat planetary scouts from a corporation known as Planetary Safaris. The Barabel met the new visitors with open arms. They were repaid with exploitation. News of the plethora of dangerous, killable wildlife (including the Barabel themselves) spread, making Barab I an open secret among the elite hunters of the galaxy.

The marketable ferocity of the Barabel was not lost on the various business people and criminals who visited, either. Many Barabel were "exported" as bounty hunters, mercenaries, and shockboxers. Some were sent off in indentured servitude, though most either escaped or killed their "masters" when pushed too hard and became independent operators. Finally, Barab I's proximity to Hutt Space made it the perfect place for Hutts to "disappear" certain people.

The Empire controlled the planet and provided some protection to the Barabel during the Rebellion, but the protection was inconsistent, and the Barabel usually had to fend for themselves. They learned to distrust outsiders, even as they filtered into the galaxy and lived among them. When the New Republic formed, they allowed Barab I to join but found the natives' viciousness and distrust difficult to absorb.

Just four years after the Battle of Endor, the entire planet was ready to go to war against the Verpine when the shipbuilders defaulted on a contract for the planetary rulers. The Barabel were so committed to the war that they had arranged to sell the freeze-dried remains of their opponents to the insectivore Kubaz. War was averted through careful diplomacy, but Barab I remains one of the more difficult members of the New Republic.

People

The Barabel are a vicious reptilian species with a hunting culture. On average, they stand 2 meters tall and weigh 130 kilograms. Jagged, overlapping, black keratin scales cover their bodies, and the Barabel are said to be able to shed their tails when necessary. They tend to be nocturnal, although they also engage in some daytime activity in their cave homes.

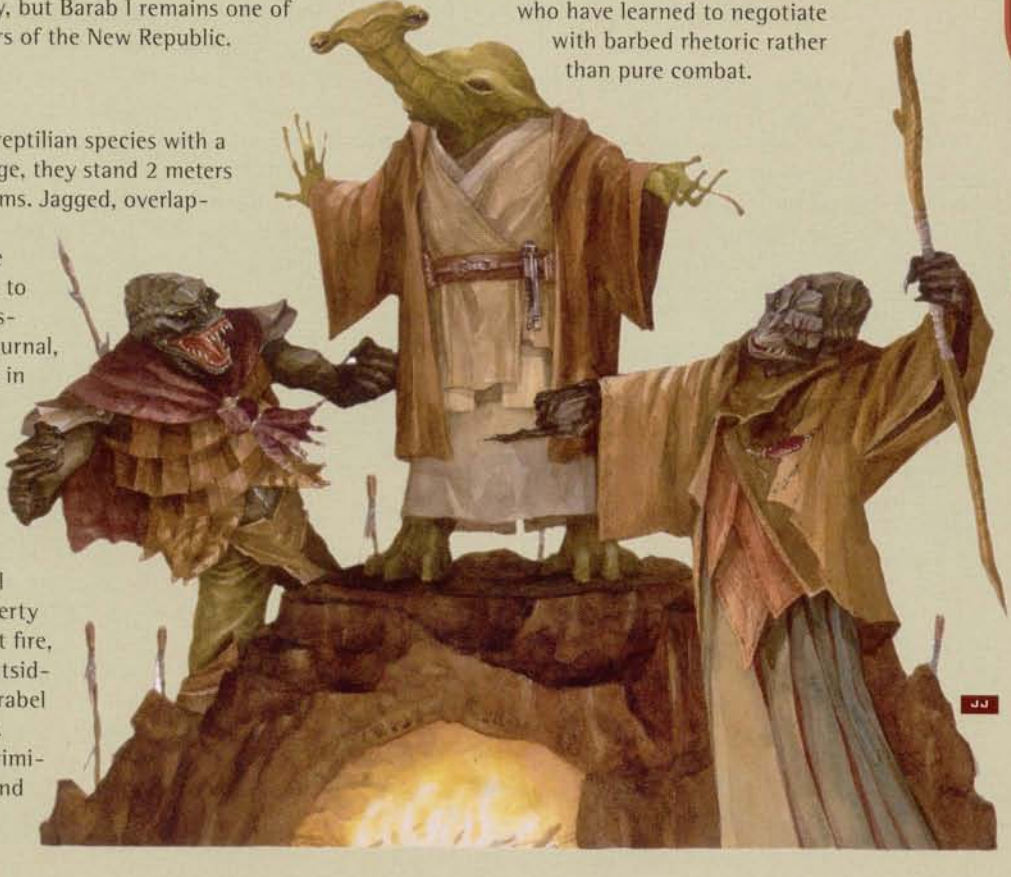
Barabel are famously mean-spirited. This normally manifests itself in direct physical confrontation, but Barabel have no qualms with property destruction, traps, indirect fire, or even crueler tactics. Outsiders sometimes confuse Barabel viciousness with stupidity. Though technologically primitive, Barabel are socially and economically adaptable. A Barabel trader will attempt to harm business rivals with rough negotiations in the conference room as zealously as she would rake with her claws in a fistfight.

Barabel live in cave complexes that honeycomb the planet's mantle. Their homes are not complex, or even all that comfortable to non-Barabel. They live in rock homes decorated with skins, bones, shells, and various artifacts from a lifetime of hunts. They organize themselves by clans, and several clans form communities that occupy entire cave complexes. Leadership is generally determined by combat, but clan elders can mitigate a leader's influence, both formally and informally.

The largest communities have as many as 10,000 people, but most number in the hundreds. Individuals rarely travel farther than a hundred kilometers from their home in their lives. However, nearly every community has or knows of a Barabel who has left the planet to work as a mercenary or bounty hunter.

Communities remain in contact by hunting in overlapping regions and compete with each other by bringing back kills after each night's hunt. A community gives its biggest kill to the leader of another community who shares the hunting ground. The rival community might suffer the indignity of having to accept a greater kill, tacitly admitting the first community's greater power and prowess.

These nightly exchanges form a loose worldwide community in which prestige is gained through giving away the largest, most dangerous creatures found on any given night. No overt planetary government exists, but the largest clans have representatives in Alater-ka who have learned to negotiate with barbed rhetoric rather than pure combat.



Despite their reputation, the Barabel have learned from visiting Jedi and display impressive unity for such a vicious species. Hatchmates are closer than most Human families, and entire clans will declare war for a slight against one member. This unity was most impressively demonstrated by the few Barabel who studied at the Jedi Academy; their minds melded with an ease that astonished the Jedi Masters. Of course, murderous fights still break out between individuals and whole clans, but the Barabel have generally learned to save their savagery for hunts or off-worlders.

Even years later, outsiders are still distrusted. Within Barabel memory, off-worlders have either hunted them or competed for good hunting. Non-Barabel are generally safe in Alater-ka, but traveling to another community or taking part in a hunt is an excellent way to get "accidentally" assaulted. Jedi who prove their station are treated deferentially, however, and can smooth over problems with a calm word and the flash of a lightsaber.

Locations

Most Barabel communities are small, relatively primitive cave dwellings. Caves closer to Alater-ka show signs of increased technological sophistication; powered appliances and vibro weapons are not uncommon there.

Alater-ka

The only city ever built on Barab I, Alater-ka was constructed by Captain Osted Alater to facilitate the Empire's needs on the planet and (surprisingly) to help the Empire protect the Barabel from exploitation at the hands of hunters.

Alater-ka is primarily a spaceport. The "city" aspect consists of the usual commercial and residential hangers-on that follow wherever a spaceport crops up, in addition to some Barab I-specific businesses such as shockboxer recruitment centers, mercenary agents, and hunting expedition travel agencies.

By the time the Empire left, enough off-worlders had established themselves in private business to keep the spaceport active, though a little run down. A few Barabel have caught on to the advantages of interstellar commerce and own businesses catering to off-worlders, but most work in low-paying service jobs such as cleaning and dock work. A visitor could spend all his time in Alater-ka and encounter more off-worlders than natives.

Neutral Jedi Zone

This high-ceilinged cave is hundreds of meters long and wide. It serves as a world court where Barabel solve disputes that rise above local concern. Common methods of arbitration include one-on-one combat, small-scale skirmishes, hunting contests, and mean-spirited debates where Barabel "diplomats" argue their points by making wicked personal attacks on their opponents. Visiting Jedi and their companions are offered luxury accommodations in the Neutral Jedi Zone, and in return are usually asked to arbitrate disputes between clans or powerful individuals.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Barab I is a violent place, so heroes have numerous opportunities to test their combat skills and quick thinking. Jedi have an easier time than some, but the respect their position gives them also can put them in serious binds. Speaking thoughtlessly can earn the enmity of an entire clan or community who won't dismiss a Jedi's words, but might follow the letter of a pronouncement instead of the spirit.

Finding the Lost Jedi

Researchers have discovered ancient Barabel pots and wall carvings that shed light on the identity of the mysterious Jedi who brokered peace in the distant past. Fragments have the words "Noga-ta" and show a green-bladed lightsaber. The figure depicted wears his or her hood up, covering the head and face, but the proportions suggest the lost Jedi was roughly Human in size. If the heroes can get artifacts and holo-footage back to a study center, they might be able to learn even more.

But someone doesn't want the lost Jedi found. Korshnak leads a clan of several hundred Barabel who believe that outsiders meddling in Barab I's sacred past will create unrest and rouse spirits of the dead to new violence. Korshnak won't openly contradict or countermand a Jedi, but a few hundred ornery Barabel can ambush heroes, sabotage their equipment, and destroy vital tools or evidence to protect their beliefs, even without Korshnak's explicit direction. Jedi or no, Barabel don't need a leader to tell them to be ruthless when threatened.

Hutt Overboard

A safari skiff that set out at sunset has called back to Alater-ka, asking for help. A shenbit bonecrusher ambush upset their skiff. They've lost a passenger—one Dromo the Hutt—in the undergrowth, and their native guide was killed in the ambush.

The Hutt's Sullustan assistant, Ullumub is willing to pay very well for someone to venture in and retrieve her employer. The Barabel locals don't give the Hutt a chance to live, and won't bother.

The catch is that if the heroes take the job, they have only 5 hours to find Dromo before sunrise. Getting the Hutt out might also be a challenge. If the heroes can find Dromo's favorite Twi'lek slave who was also lost in the upset, Ullumub will pay extra.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Barab I.

Korshnak

Although laziness has fattened him over the years, Korshnak remains a powerful representative of his clan. His great girth merely adds to his already formidable presence. His battle scars proudly testify to past victories and discourage others from presenting themselves as rivals.

Korshnak relies on past glory and clan superstitions to keep his people in line. The pain of old battle wounds discourages him from taking up weapons himself, and thus he has grown accustomed to relying on underlings to deal directly with threats to the clan. A few of these underlings have grown more powerful than Korshnak himself, and every so often Korshnak feels compelled to send these "champions" on dangerous missions crafted to insure their demise, presumably for the greater glory of the clan. Korshnak does not view his underhanded maneuvering as cowardly, but rather as a necessary evil to make sure his clan isn't led astray by upstarts. That said, he is genuinely fond of his subordinates, particularly those who obey him without question.



DURGOLOSK

Although he is not particularly bright for a clan leader, Korshnak has a "flair" for diplomacy, relying on veiled threats, extortion, and other intimidation techniques to get what he wants. As many have witnessed over the years, Korshnak's temper is not to be trifled with, and he remains a fierce combatant when suitably provoked.

Korshnak: Male Barabel Soldier 5; Init –1; Defense 16 (+5 class, –1 Dex, +2 natural); DR 4; Spd 8 m; VP/WP 49/14; Atk +9 melee (2d8+6, force pike) or +9 melee (1d6+4, bite or tail slap) or +4 ranged (3d8, heavy blaster); SQ +2 species bonus on Fortitude saves against radiation, darkvision, low-light vision; SV Fort +6, Ref +0, Will +3; SZ M; FP 1; DSP 3; Rep +1; Str 18, Dex 9, Con 14, Int 11, Wis 14, Cha 16. Challenge Code C.

Equipment: Padded battle armor, heavy blaster, force pike, 2 frag grenades, cred stick with 5,000 credits.

Skills: Craft (simple and primitive weapons) +8, Craft (vibro weapons) +8, Intimidate +15, Knowledge (history) +8, Read/Write Barabel, Speak Barabel.

Feats: Armor Proficiency (light, medium), Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons, vibro weapons).

Kursma

A middleweight up-and-comer on the Outer Rim shockboxing circuit, Kursma is also a part-time enforcer for various crime lords who want someone hurt indiscreetly. Since Kursma travels the circuit, she doesn't want a regular gig. But she doesn't mind taking occasional bookings to intimidate or brutalize in her spare time. Her manager hates that she puts herself at risk, but organized shockboxing doesn't provide an outlet for all her violent tendencies.

Kursma: Female Barabel Soldier 8; Init +5 (+1 Dex, +4 Improved Initiative); Defense 19 (+6 class, +1 Dex, +2 natural); Spd 10 m; VP/WP 85/16; Atk +12/+7 melee (2d4+4, unarmed strike) or +12/+7 melee (1d6+4, claw or bite or tail slap) or +9/+4 ranged; SQ +2 species bonus on Fortitude saves against radiation, darkvision, low-light vision; SV Fort +9, Ref +3, Will +3; SZ M; FP 0; DSP 3; Rep +2; Str 18, Dex 13, Con 16, Int 10, Wis 9, Cha 10. Challenge Code D.

Equipment: Cred stick with 3,500 credits, datapad.

Skills: Intimidate +15, Knowledge (streetwise) +7, Profession (shockboxer) +10, Read/Write Barabel, Read/Write Basic, Speak Barabel, Speak Basic, Treat Injury +10.

Feats: Advanced Martial Arts, Armor Proficiency (light), Blind-Fight, Defensive Martial Arts, Heroic Surge, Improved Initiative, Improved Martial Arts, Iron Will, Martial Arts, Weapon Group Proficiency (primitive weapons, simple weapons).

New Creature: Shenbit Bonecrusher

Though dangerous to most people in the galaxy, and a favorite safari target for fatuous off-worlders, shenbit bonecrushers are considered merely "standard" prey to Barabel. Bringing back a shenbit bonecrusher after a night's hunting is acceptable, but not spectacular. These quadrupeds are almost 2 meters long and weigh around 90 kilograms. In the Barabel language, shenbit roughly means "weak person."

Shenbit Bonecrusher: Medium-size predator 3; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+2 Dex, +5 natural); DR 4; Spd 12 m; VP/WP 25/18; Atk +7 melee (1d8+4, bite) and +5 melee (1d6+4, 2 claws) or +5 ranged; SQ Darkvision, scent, +4 species bonus on Fortitude saves against radiation poisoning; Face/Reach 2 m by 2 m/2 m; SV Fort +7, Ref +5, Will +3; Str 18, Dex 14, Con 18, Int 3, Wis 14, Cha 10. Challenge Code C.

Skills: Climb +6, Hide +6, Jump +6, Listen +6, Move Silently +6.

Feats: Improved Initiative, Multiattack.

New Creature: Durgolosk

Bringing a durgolosk home after a night's hunt is an automatic status builder for Barabel. These predators stand on six legs, which are clustered beneath a torso that can

swivel nearly 360 degrees. Its two arms are whiplike tentacles with paralyzing venom on their tips. It has six eyes, spaced radially around it head, and its mouth is filled with rows of teeth ranging from 10 to 15 centimeters long.

Durgolosks sleep more than they hunt. When they do hunt, they are terrors, eating nearly any animal matter they can stuff into their maws. Durgolosks have no territory, roaming freely in search of food, and squeezing into any suitable crevice at daybreak.

Durgolosk: Huge predator 7; Init +2; Defense 22 (+2 Dex, +12 natural, –2 size); DR 6; Spd 15 m; VP/WP 84/50; Atk +18 melee (2d8+11, bite) and +13 melee touch (1d6+1 plus poison, 2 tentacles) or +9 ranged; SQ Darkvision, improved grab, low-light vision, poison, scent, trample 4d6+16; SV Fort +12, Ref +7, Will +3; Face/Reach 4 m by 6 m/4 m; Str 33, Dex 14, Con 25, Int 2, Wis 13, Cha 5. Challenge Code E.

Skills: Hide +8, Move Silently +8, Spot +12*.

*Includes a +4 species bonus.

Feats: Power Attack, Run, Track.

Special Qualities: The following provides additional information on a durgolosk's special qualities.

Poison—Fortitude save (DC 24) negates, initial damage 1d6 temporary Dex, secondary damage 2d6 temporary Dex.

Trample—Reflex save (DC 28) halves the damage.

Bespin

Planet Type: Gas giant
Climate: Temperate (in the Life Zone)
Terrain: Gas giant
Atmosphere: Breathable (in the Life Zone)
Gravity: Standard (in the Life Zone)
Diameter: 118,000 km
Length of Day: 12 standard hours
Length of Year: 5,110 standard days
Sentient Species: Humans, Ugnaughts
Languages: Basic
Population: 6 million
Species Mix: 68% Humans, 8% Ugnaughts, 6% Lutrillians, 18% other
Government: Guild
Major Exports: Tibanna gas, tourism, cloud cars
Major Imports: Foodstuffs, technology
System/Star: Bespin/Bespin

Planets	Type	Moons
Miser	Searing rock	0
Orin	Volcanic rock	0
Velser's Ring	Asteroid field	0
Bespin	Gas giant	2



Description

Bespin is one of the most exotic and cosmopolitan planets in the Outer Rim—no small feat for a world with no surface that was originally colonized as a gas mine. It owes much of its current reputation to the charismatic Lando Calrissian, whose civic improvements and flamboyant reputation have made Bespin a top-notch destination for Outer Rim gamblers and sightseers.

Gas giants are rarely colonized due to the expense involved, but Bespin's clouds contain a fortune in valuable Tibanna gas. Such vaporous wealth has led to the creation of many floating communities in Bespin's "Life Zone," a breathable band of atmosphere 30 kilometers deep nestled within the 1,000 kilometers of gaseous strata that hug Bespin's thick core of liquid-metal rethen. Hundreds of bizarre flying, floating, and drifting creatures have evolved in the Life Zone, bemusedly sharing their vertical environment with the relatively recent Human and alien colonists in their repulsorlift cities.

Two small moons called H'gaard and Drudonna (also known as The Twins) orbit far overhead, but Bespin's residents have closer wonders to spellbind their senses. From the billows of airborne, phosphorescent algae to the churning "cloudspout" storms that roil the lower atmosphere, Bespin is a world of rare natural splendor.

History

Evidence exists that Bespin has been used as a bolthole for millennia, but in terms of formal colonization, it is a relatively recent addition to the galactic community. As recently as four hundred years before the Battle of Yavin, Bespin and its neighbors were still considered residents of Wild Space. The planet, along with Varonat, Hoth, Anoat, and Ison, sat along a sketchy bypass of the Corellian Trade Spine known as the Ison Corridor. It took a larger-than-life hero of exploration—Lord Ecclessis Figg—to open the region as a trading powerhouse. Staging from Gerrenthum on the Corellian Trade Spine, the "Master Trader of the Outer Javin" blazed new hyperlanes through the soup of the Twin Nebulae to reach the alien homeworlds of Lutrillia and Nothoiin, finally attracting Republic commerce to the distant area.

Bespin's rose-colored clouds led Ecclessis Figg to dream of a floating pleasure palace that would ride the winds. When his survey teams discovered that Bespin's Tibanna gas could be extracted at high pressures in "spin-sealed" form—making it invaluable for powering blaster ammo packs—Figg ordered the construction of the airborne Floating Home mining colony. Three Ugnaught tribes



MS

came from nearby Gentes to build the platform, establishing a working relationship that has continued to this day.

Figg knew that anyone with an understanding of Tibanna-gas mining would see that the scale of his operation didn't jibe with the standard collection of Tibanna as a hyperdrive coolant, so he decided to hide his operations in plain sight. He expanded the Floating Home into the metropolis of Cloud City, complete with gambling, elegant shopping, and Coruscant-class restaurants. Soon, the lie became the truth: Cloud City's graceful, Alderaan-inspired architecture made it a moneymaker from tourism alone.

Lord Figg lived long enough to see the Republic establish the Anoat Sector to encompass Bespin, and his heirs inherited the spectacularly wealthy Outer Javin Company (and its privately held corporate cousin, Figg & Associates). Bespin continued as a local hot spot, with floating platforms such as Tibannopolis popping up alongside Cloud City to fight for a piece of the tourism credit. But Cloud City's corner on the spin-sealed Tibanna market gave it an insurmountable edge, and Tibannopolis went bankrupt after the Battle of Geonosis.

Lando Calrissian won ownership of Cloud City shortly after the Battle of Yavin and increased Tibanna-mining profits by over 35 percent, while simultaneously deflecting the attention of the Mining Guild and the Empire. His triumphs crumbled when Darth Vader set a trap for Luke Skywalker on Bespin and left behind a Cloud City garrison under the command of Captain Treece. Though Calrissian kicked Treece off Bespin, the Empire quickly returned and wasn't permanently dislodged until after the Battle of Endor. Approximately a year after Endor, Jabba's father, Zorba the Hutt, briefly won the deed to Cloud City, but ownership soon reverted to local Ugnaught leaders under the unofficial governorship of the city's cyborg administrator, Lobot.

Since then, Cloud City has remained in consistent hands, with ownership scares occurring at semiregular intervals. Those with designs on the city have included Grand Admiral Thrawn, the failed Jedi academy student Desann, and the reborn Black Sun criminal syndicate. Though Bespin remained well out of the Yuuzhan Vong invasion corridor, Lobot permitted a regular influx of refugees throughout the war.

People

More than 80 percent of Bespin's residents live in Cloud City. As a rule, Bespinites are industrious, loyal to their neighbors, and tight-lipped about keeping secrets. They are exceedingly proud of their world but never boastful, pretending not to notice the planet's natural beauty when around tourists. Bespinites are surprisingly cultured for residents of the Outer Rim, and they know it. They look down their noses at the other, "backwater" planets that share the Anoat Sector.

Cloud City also has a revolving population of smugglers, scoundrels, and bounty hunters, most of whom

inhabit the Port Town districts where the Lutrillian gangster Sawthawne holds court. These scoundrels avoid drawing attention to themselves and spend much of their time off-world, returning to Bespin as their home base between missions in the Outer Rim.

Ugnaughts perform most of the heavy labor in Cloud City, though they are in no way slaves. The tribes of Irden, Botrut, and Isced built the floating city and remain organized along loose tribal lines.

Away from Cloud City, independent prospectors ply the winds in floating gasbag contraptions, hoping to locate valuable streams of Tibanna gas erupting from the lower cloud layers. Very few of them ever strike it rich, but they are experts on Bespin's native lifeforms and weather patterns.

Locations

Bespin can be reached via a short hyperjump directly off the Corellian Trade Spine, making it a viable stopover for tourists. Some interesting places are highlighted below.

Cloud City

Cloud City is a self-contained megalopolis with a population of over five million, stretching sixteen kilometers from end to end and layered like a chunk of geological strata. The prickly spires on top are casinos and high-priced hotels (including Kerros Tower, an observation platform that is the highest point in Cloud City), while the lowest levels are Tibanna and carbonite facilities. In between is the ratty district known as Port Town, a hangout for outlaws of all stripes.

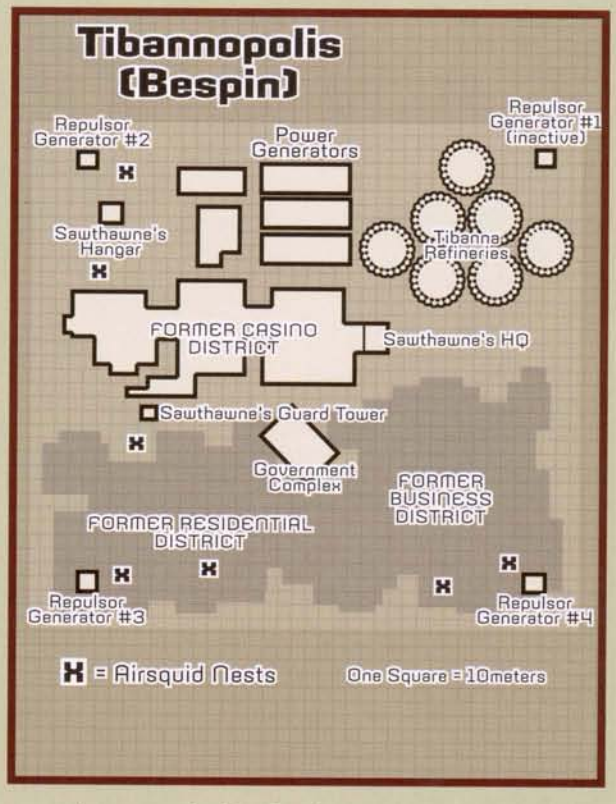
The repulsorlift beam that keeps Cloud City afloat also sucks spin-sealed Tibanna gas from the lowest levels of Bespin's atmosphere. From there, it is refined, purified, and frozen into carbonite blocks for storage and transport. To investors (and to the Mining Guild), Cloud City claims to mine Tibanna solely for sale as a hyperdrive coolant. In reality, the natural spin-sealing of Bespin's Tibanna gas makes it a hot commodity among blaster manufacturers.

Tibannopolis

Tibannopolis once hoped to rival Cloud City as a tourist destination, but it became a ghost town during the Clone Wars. It resembles a tabletop, five kilometers to a side, crowned with the skeletons of rusting buildings. Its repulsorlifts still operate, but the failure of a power regulator has caused the entire construction to list slightly to one side.

The Ugnaught Surface

Over several generations, the Irden, Botrut, and Isced tribes of Cloud City Ugnaughts pooled their talents to construct a floating platform on Bespin that mimicked the glory days of their ancestral homeworld of Gentes. The "Ugnaught surface" is a bowl-shaped, one-kilometer construction overgrown with wild vegetation and spotted with pools of water, suspended above the high-pressure atmosphere near the liquid rethen sea. It is inhabited by hundreds of Ugnaughts led by the union kingpin known as King Ozz.



Technology

This section features technology that players might come across while traveling on or near Bespin.

New Vehicle: Longspur and Alloi Airhook

Upright, one-person flitters known as airhooks have been produced by Longspur and Alloi for decades, providing the basic template for the STAPs employed by the Trade Federation. The airhook's high flight ceiling is provided by two solid-fuel tanks, which can prove volatile in a firefight.

Airhook

Class: Airspeeder	**Crew**: 1 (Normal +2)
Size: Medium (1.9 m long)	**Initiative**: +2 (+2 crew)
Hyperdrive: None	**Maneuver**: +2 (+2 crew)
Passengers: None	**Defense**: 15* (+5 armor)
Cargo Capacity: None	**Shield Points**: 0
Maximum Altitude: 100 km	**Hull Points**: 10 (DR 5)
Cost: 10,000 (new), 3,000 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 300 km/hr (5 squares/action)	
Weapon: Laser cannon; **Fire Arc**: Front; **Attack Bonus**: +0; **Damage**: 2d8; **Range Increment**: 20 m.	

** An airhook provides one-quarter cover to its pilot.*

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Bespin's bottomless clouds are a backdrop for excitement and danger. Following are some adventure seeds to get you started.

Look Out Below!

Port Town boss Sawthawne is launching raids on Bespin's Tibanna refineries from the deserted city of Tibannopolis. Baron-Administrator Calrissian (or his counterpart during other eras of play) hires the heroes to knock out Sawthawne's Tibannopolis base while Cloud City's Wing Guard draws off the crime lord's forces in an aerial attack. The best way to do this, it is suggested, is to drop Tibannopolis from the sky.

The heroes will have to sabotage Tibannopolis's aging repulsorlift generators. Opposition will come from Sawthawne's remaining guards and the hundreds of airsquids that have overrun the ghost town. What the heroes don't know is that Wing Guard commander Flagesso is in league with Sawthawne, and after a token show of force, he will break off his diversionary attack and return to Cloud City. Just when Tibannopolis is beginning its fatal plunge, Sawthawne's raiders will return from the fight and delay the heroes' escape to safety.

Coup in the Clouds

Hired as security for Cloud City's current baron-administrator, the heroes soon find that the situation is more serious than their employer suspected. Commander Flagesso of the Cloud City Wing Guard has chosen this moment to enact a de facto military coup.

The baron-administrator keeps a secret transport stashed on the city's underside near the carbon-freezing levels. Will the heroes stay and fight Flagesso's goons, or leave to find more allies? They might elect to flee to the Ugnaught surface. If King Ozz can be persuaded, he will order his Ugnaughts to decimate the hunters in a cat-and-mouse chase through the artificial swamp.

Hit the Deck

The owners of Cloud City's Trest casino are running a promotion for their sabacc customers—during normal play on the casino floor, one of the shifting sabacc cards will come up as a specially designed Trest Jester. This unique card is instantly redeemable for 5,000 credits. Fortunately for the heroes, the winning card appears in one of their sabacc hands.

Easy money? Not quite. Claiming the 5,000 credits kicks off a host of problems. A gang of con artists has been trying to win the Trest casino prize by playing an



illegal skifter card, and they will ambush the heroes to get the money they believe is rightfully theirs. A team of Cloud City security officers has been keeping an eye out for the cheaters and will detain the heroes in a case of mistaken identity. Meanwhile, panhandlers, pickpockets, and a bounty hunter staying over in Port Town will zero in on the heroes after learning of their good fortune on the local newsnets.

Allies and Antagonists

Following are a few inhabitants of Bespin who might cross paths with the heroes during their adventures.

Commander Flagesso

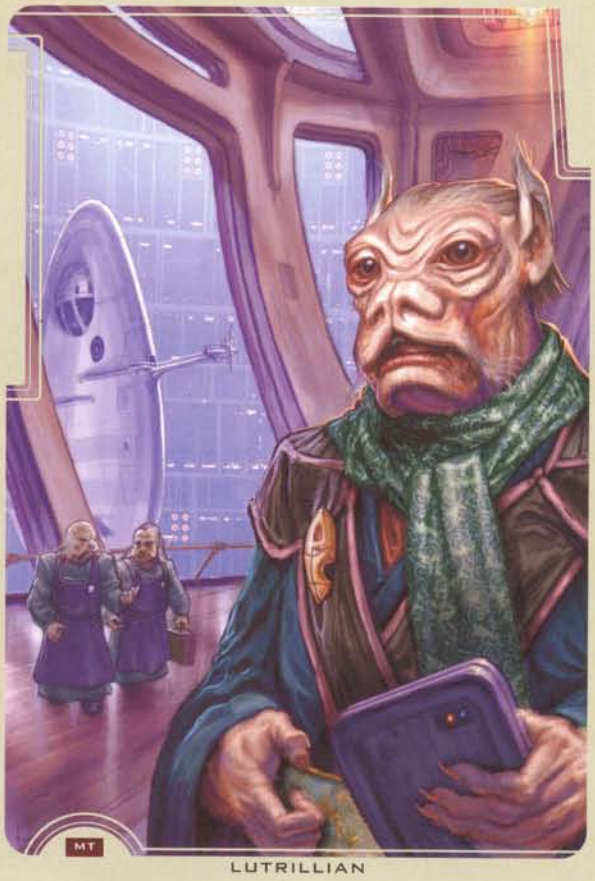
They say that power corrupts, but Wing Guard commander Flagesso has been crooked ever since he was a rookie. Thanks to a systematic campaign of blackmail and secret payments from Lutrillian crime boss Sawthawne, Flagesso rose to a lofty position within the Wing Guard—and now thinks he deserves even more. Commander Flagesso has the picture-perfect good looks of a model on a recruiting poster.

Commander Flagesso: Male Human Soldier 6; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 36/12; Atk +7/+2 melee (1d4+1, unarmed strike) or +8/+3 ranged (3d6, blaster pistol); SV Fort +5, Ref +2, Will +2; SZ M; FP 1; DSP 1; Rep +2; Str 12, Dex 14, Con 12, Int 9, Wis 10, Cha 14. Challenge Code C.

Equipment: Blaster pistol, comlink, datapad, Storm IV Cloud Car.

Skills: Computer Use +4, Intimidate +11, Knowledge (Bespin) +4, Pilot +7, Read/Write Basic, Speak Basic, Treat Injury +3.

Feats: Armor Proficiency (light, medium), Dodge, Far Shot, Improved Initiative, Martial Arts, Mobility, Point Blank Shot, Quick Draw, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).



LUTRILLIAN

Sawthawne

The unofficial "Boss of Port Town" is an unassuming Lutrillian with the odd habit of wearing antique optical spectacles. Despite his bookish appearance and feeble physique, he is a brilliant organizer who surrounds himself with a cadre of trained killers. Sawthawne has his fingers in smuggling, slavery, and protection rackets, and scoundrels come from all over the Anoat Sector to land jobs with Sawthawne.

Sawthawne: Male Lutrillian Scoundrel 5/Noble 2/Crime Lord 1; Init +1; Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 24/10; Atk +3 melee (1d3–1, unarmed strike) or +6 ranged (3d6, blaster pistol); SQ Contact, favor +1, illicit barter, inspire confidence, lucky (1/day), precise attack +1; SV Fort +3, Ref +8, Will +7; SZ M; FP 2; DSP 3; Rep +6; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16. Challenge Code D.

Equipment: Blaster pistol, datapad, comlink, SoroSuub 3000 luxury yacht *Best Chance*.

Skills: Appraise +9, Bluff +11, Computer Use +9, Diplomacy +12, Forgery +9, Gather Information +10, Hide +9, Intimidate +11, Knowledge (Bespin) +10, Listen +10, Move Silently +9, Pilot +8, Profession (crime lord) +4, Read/Write Basic, Read/Write Lutrillian, Search +6, Sense Motive +6, Speak Basic, Speak Huttese, Speak Lutrillian, Speak Ugnaught, Spot +7.

Feats: Alertness, Great Fortitude, Infamy, Influence, Iron Will, Skill Emphasis (Diplomacy), Weapon Focus (blaster pistol), Weapon Group Proficiency (simple weapons, blaster pistols).

King Ozz

Now in his second century, King Ozz is a wizened Ugnaught who is the ancestral leader of the Irden tribe. As the elected head of his people's cross-tribal labor unions, he is easily the most powerful Ugnaught on Bespin. He resides in a ramshackle palace on the artificial "Ugnaught surface" and is currently building three more floating platforms identical to the first. Although suspicious of Humans, King Ozz will throw his support behind anyone—if it is in the best interests of the Ugnaughts.

King Ozz: Male Ugnaught Expert 4/Noble 6; Init –1; Defense 13 (+3 class, –1 Dex, +1 size); Spd 6 m; VP/WP 22/12; Atk +7/+2 melee (1d2–1, unarmed strike) or +7/+2

ranged; SQ Coordinate +1, favor +2, inspire confidence, resource access; SV Fort +4, Ref +3, Will +14; SZ S; FP 2; DSP 1; Rep +6; Str 8, Dex 8, Con 12, Int 14, Wis 16, Cha 14. Challenge Code C.

Equipment: Datapad, Ugnaught union ID, 800 credits.

Skills: Appraise +7, Bluff +4, Computer Use +9, Craft (terraforming equipment) +15, Demolitions +7, Diplomacy +14, Disable Device +7, Gather Information +14, Hide +3, Intimidate +6, Knowledge (Bespin) +13, Knowledge (terraforming) +15, Knowledge (Ugnaught unions) +15, Profession (union leader) +16, Read/Write Basic, Read/Write Ugnaught, Repair +9, Sense Motive, Speak Basic, Speak Lutrillian, Speak Nothoiin, Speak Ugnaught, Survival +8.

Feats: Endurance, Fame, Gearhead, Headstrong, Iron Will, Persuasive, Trustworthy, Weapon Group Proficiency (simple weapons, blaster pistols).

New Species: Lutrillian

Lutrillians are shrewd nomads who roam their own world in gigantic wheeled cities. They strip what they can from the land—chiefly food, water, and iron ore—before relocating. Many Lutrillians bored with life on their homeworld have taken to the stars, and several hundred thousand currently live on Bespin.

Personality: Lutrillians are greedy and adventurous, willing to put themselves at risk for personal gain. Amiable beings, they possess excellent bargaining skills and often serve as merchants or government functionaries on colonized worlds and in Outer Rim spaceports. Although personable, Lutrillians are accustomed to living in overcrowded rolling cities and tibanna gas refineries and have trouble understanding and respecting others' personal space.

Physical Description: Lutrillians are bipedal beings with leathery hides and walruslike features. They stand 1.5 to 2 meters tall.

Homeworld: Lutrillia, a windswept Outer Rim planet that features vast tundra separated by icy rivers and seas.

Language: Lutrillians read, write, and speak Lutrillian, a gruff language punctuated by monosyllabic snorts and grunts.

Example Names: Atheloe, Erathewen, Flewel, Hwarrthi, Luthinoe, Sawthawne.

Age in Years: Child 1–12; young adult 13–17; adult 18–49; middle age 50–74; old 75–89; venerable 90+.

Adventurers: Many Lutrillians buy passage off Lutrillia and ply the stars in search of fortune and success. Lutrillians are typically fringers, scoundrels, and scouts, although they can belong to any class.

Lutrillian Species Traits

- Ability Modifiers: –2 Dexterity, +2 Wisdom, +2 Charisma.
- Medium-size: As Medium-size creatures, Lutrillians have no special modifiers due to their size.
- Speed: Lutrillian base speed is 10 meters.
- Insulating Blubber: Lutrillians possess a layer of insulating subcutaneous fat that protects them against the often harsh climate of their homeworld. They gain a +4 species bonus on Fortitude saves to resist the effects of extreme cold (see Heat and Cold in Chapter Twelve of the *Star Wars Roleplaying Game*).
- Free Language Skills: Read/Write and Speak Lutrillian and Basic.

Lutrillian Commoner: Init –1; Defense 9 (–1 Dex); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +0, Ref –1, Will +1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 10, Int 10, Wis 12, Cha 12. Challenge Code A.

Equipment: Datapad, variety of personal belongings.

Skills: Craft (any one) +2 or Knowledge (any one) +2, Profession (any one) +3, Read/Write Basic, Read/Write Lutrillian, Speak Basic, Speak Lutrillian.

Feats: None.

New Creature: Airsquid

Airsquids are most commonly seen attached to Bespin's titanic beldons like scatterings of black barnacles. An airsquid has a buoyant gasbag body, two short wings, and a sharp-toothed mouth containing 18 ribbonlike adhesive tongues. Airsquids typically hitchhike on floating beldons to reach clouds of airborne algae, which they snare in their webs of tongues and devour. Hungry airsquids will gang up and overwhelm larger prey through force of numbers.

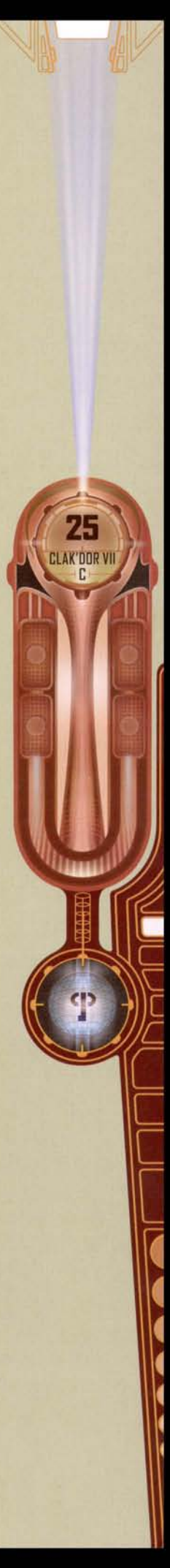
Airsquid: Small airborne vermin 5; Init +8 (+2 Dex, +4 Improved Initiative, +2 species bonus); Defense 13 (+2 Dex, +1 size); Spd fly 40 m (average); VP/WP 12/7; Atk +1 melee (1d2, slam) or +1 melee (1d4, bite) or +5 ranged; SQ Improved grab, +10 species bonus on saving throws against mind-influencing effects; SV Fort +2, Ref +6, Will +1; Face/Reach 2 m by 2 m/2 m; Str 6, Dex 15, Con 7, Int 1, Wis 11, Cha 2. Challenge Code B.

Skills: Hide +6, Move Silently +6, Spot +6, Survival +7.

Feats: Improved Initiative.

Clak'dor VII

Planet Type: Terrestrial
Climate: Temperate
Terrain: Jungle, swamp
Atmosphere: Toxic
Gravity: Standard
Diameter: 9,881 km
Length of Day: 26 standard hours
Length of Year: 647 standard days
Sentient Species: Bith
Languages: Basic, Bith
Population: 3.4 billion
Species Mix: 99% Bith, 1% other
Government: Republic assembly
Major Exports: Technical labor
Major Imports: Foodstuffs, water, raw materials
System/Star: Colu



Planets	Type	Moons
Clak'dor II	Molten rock	0
Clak'dor III	Searing rock	0
Clak'dor IV	Barren rock	2
Clak'dor V	Gas giant	12
Clak'dor VI	Asteroid field	—
Clak'dor VII	Terrestrial	0

Description

Once a teeming, well-kept garden world overseen by the technologically sophisticated Bith, Clak'dor VII (the numerals are often dropped in common use) is now an ecological disaster area. In the distant past, the Bith used gene-altering bio-weaponry in a war that transformed the planet into a toxic wasteland. The Bith now live in hermetically sealed domed cities that protect them from the ecological monstrosity they created.

Very little animal life survived the mutation period, but many plants did. In the aftermath, jungles of bizarre, mutated plants sprouted from pink, bubbling swamps. Over a few decades, the mutated plants choked out the natural plant life. The resultant ecosystem is self-sustaining but lethal to anything that doesn't originate from it, notably the Bith. The plants produce a foul mixture of gases that make the air deadly to nearly all known life forms.



The one bright spot of this devastation is that the Bith learned their lesson. After the initial devastation, the citizens of Clak'dor immediately resolved their differences. Though their attempt at clean-up failed, the entire planet worked together to try, cementing a global society where fragmented nationalism had existed before. Further, Bith representatives in the Galactic Senate became powerful, outspoken advocates of pacifism, and biological warfare is now anathema to the Bith mindset.

Clak'dor VII is the only inhabited planet in its star system. Their star, Colu, is a large, white star that swallowed Clak'dor I roughly eight thousand years ago, but it has seemed happy to let the rest of the system live in peace since. The Bith mine the other planets and asteroids for raw materials, though water still has to be imported from other systems to support life.

Located near the end of the Rimma Trade Route, the Bith have allies in their space-faring neighbors along the route. Small numbers of Bith still live on Sullust, Eriadu, and Sluis Van.

History

During the Old Republic years, well before Palpatine usurped leadership in the galaxy, leaders of two of Clak'dor VII's largest city-states, Nozho and Weogar, went to war over complex nationalistic issues. In addition to conventional fighting, they resorted to biological weapons designed to destroy the other city's ecology. The weapons worked exceptionally well, and the planet was terraformed into a biological wasteland in a matter of decades.

Mutual destruction was averted only because each city and its allies were prepared to defend against its own weapons. As the genetic composition of the planet's flora proved irreversible and the atmosphere became increasingly noxious, the Bith constructed domes around their cities. Horrified by what they had done, they renounced violence and became resolute pacifists.

Emergency aid from Republic allies kept the Bith from starving, but Clak'dor was incapable of sustaining life afterward. The Bith became completely dependent on imports to feed the populace.

During the Rebellion, the Bith withdrew from the galaxy, rejecting violence in any form, even as a means to overthrow the corrupt Empire. A planet of pacifists far into the Outer Rim was of little interest to the Empire, so the Bith spent most of the Rebellion sequestered in their dome cities.

However, being neither Humans nor particularly useful to the Empire, the Bith were in danger of dying again from lack of food and water. In desperation, the Governmental Assembly began a program of hiring out Bith volunteers to clients around the galaxy as technical consultants and engineers. Portions of their wages were garnered by the government to purchase food and water for planetary use. During this time, other Bith left the planet and made their way as entertainers, musicians, or freelance technicians.

After the Rebellion, under the New Republic's auspices, humanitarian aid was again given to the devastated planet. Sadly, one of the few planets that would actually welcome transformation by the Yuuzhan Vong were ignored by the invaders, and the Bith now frantically attempt to develop planetary defenses and counter-agents against the invaders' brutal organic technology.

People

The Bith are pale-skinned humanoids with large heads and shiny, bulbous black eyes. The average Bith stands 2 meters high and weighs 90 kilograms. Usually quiet and intellectual, they can become suddenly outspoken when campaigning against violence or discussing an area of specialty.

These hyperintelligent people are superb technologists. Bith have mastered nearly all forms of conventional technology and science, but their specialty is in biological and

ecological sciences. It is a testament to their technological achievement that they survived the plague of their own creation. However, this categorization would do harm to every other field of rigorous thought in which they excel, such as astrophysics, physics, chemistry, bionics, astronomy, economics, and history. Perhaps the only common field in which the Bith do not excel is droid construction, which seems more a matter of disinterest than inability.

In addition to their technological mastery, many Bith are skilled entertainers, orators, and musicians. Bith musicians play all over the galaxy in every conceivable venue, from palaces to street corners. One of the highlights of the Clak'dor social calendar is the yearly Nozho University ecological symposium, which ends with an improvised orchestral concert played by the same ecologists who just finished presenting and defending scientific theses to each other.

Because of their history, the Bith are devoutly pacifist. Individuals, especially those who have been off-world for a long time, sometimes buck this trend, but everyone who lives on Clak'dor is firmly devoted to nonaggression. The planet has no defenses, and most Bith consider violence to be not the failure of diplomacy, but rather an unacceptable diplomatic choice.

Clak'dor government is a republic, made of representatives from each city-state who convene in a Government Assembly. City-states have different methods for assigning representatives, from election to heredity appointment, but all Assembly members are equal in the Assembly House.

Locations

Clak'dor VII has a number of interesting locations for heroes to visit, including those described below.

Nozho University

Nozho is home to the largest university on the planet. Specializing in biological and ecological technology, Nozho University is very selective about the non-Bith students it accepts. Being accepted to study at NU is both a joy and a dread for serious scholars. The breadth and depth of technical knowledge is impressive enough, but the Bith relate the technical knowledge to the environment and the arts in ways that many people literally cannot understand. Learning to "think Bith" is an unofficial requirement for attending University on Clak'dor, and the washout rate for non-Bith students is over 90 percent.

Nozho also contains the planet's largest hydroponic garden. The garden feeds half the city, and water recycling facilities make it almost self-sustaining.

Weogar

Weogar houses the Government Assembly of Clak'dor VII and one of the greatest music halls on the planet. These two aspects make Weogar a cultural center of the planet, attracting public figures and entertainers alike. Every night, artistic performances or notable lectures grace the city's scores of concert halls and entertainment venues.

Visiting orchestras and musical groups from various cities perform at the world-famous Purghom Musical Performance Hall. Occasionally, noted musicians from other worlds play limited engagements here, too. Bith are egalitarian when it comes to music—no style or instrument is too "common" to be performed at Purghom. However, performers must be truly excellent to play such a distinguished venue.

Mezhra Station

Clak'dor VII has no natural satellites, but the Bith have created a large ship docking station that some Bith jokingly refer to as "Clak'dor VIII." Starships dock at Mezhra and offload cargo to smaller shuttles that can land on the surface, or within cargo airlocks connected to the domed cities.

The station itself contains experimental ecosystems that rotate on a biannual basis. The unveiling of a new ecosystem is always a public spectacle. Apart from putting their best scientific face forward to visitors, the contained ecosystem on Mezhra serves a research purpose. A self-sustaining environment that can survive the inhospitality of a space station has a greater chance of surviving down on Clak'dor, perhaps reclaiming the surface for habitation.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Clak'dor is a peaceful planet, but conflict doesn't always mean violence. Feel free to use or adapt the following adventure hooks for your home campaign.

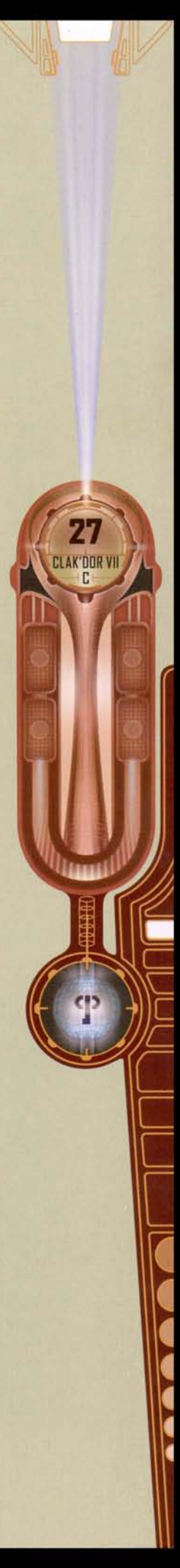
Beat of a Different Drum

The galactic touring percussion group, Shluur, has come to do two weeks of sellout performances at Purghom hall. Shluur's members are comprised of more than two dozen different species who mix percussive rhythms and vocalizations from myriad cultures into their repertoire.

One of their arrangers, the Wookiee known as Wurokkk, is dangerously avant-garde. As an experiment, he has arranged a piece designed to subliminally encourage aggressive behavior in Bith listeners through vibrations based on their biorhythms and brainwave patterns. After a week, some Bith have behaved erratically: shouting, damaging property, and in an extreme case, one Bith hurled a datapad at another.

The Bith public is mortified. A low-ranking government official asks the heroes to quietly investigate. Getting the offenders to acknowledge their behavior requires some deft diplomacy, but if they ask around enough, the heroes learn that every Bith who has experienced violent outbursts has also attended multiple Shluur performances.

If investigated and confronted, Wurokkk is delighted at his success. Still shocked by the behavior, the Bith again





ask the heroes' help to conduct the Wookiee composer off planet. Wurokkk might have other sonic-based surprises in store for his escorts.

Bombs Away

The Bith Degred Hon has developed a new gene bomb that he believes will alter the current ecology and return his homeworld to something resembling its original state. His colleagues find his experimental evidence uncompelling and possibly irresponsible.

Degred, however, fiercely believes in his unorthodox approach. He plans to prove he's right by releasing his gene bomb from a hijacked shuttle and let the planet watch as a new Clak'dor blossoms before their eyes. He's hired an off-world pilot and some Gamorrean security to make sure his plans go smoothly. His security has strict instructions not to attack but simply to restrain anyone who tries to stop him.

The heroes are on Mezhra Station when Degred moves to steals a shuttle. If the heroes are violent, the Gamorreans might forget their instructions. If the heroes give chase, Bith scientists from Mezhra contact them on their ship and warn them not to shoot down Degred's shuttle—crashing the ship could have the same effect as dropping the bomb. No one knows exactly what would happen if the bomb went off, but another explosive change in environment is not something the Bith want to tinker with.

Accepting Implants

Some Bith scientists are ravenously interested in studying samples of plant life taken from worlds terraformed by the Yuuzhan Vong. If they can unlock the invaders' biological methodology, they believe they can simultaneously end galactic aggression and return Clak'dor to a livable state—the two ultimate goals of Clak'dor science.

To that end, they have invited Yuuzhan Vong representatives to the planet for a friendly summit. This is deeply naïve, but the scientists believe they can counter the biological weaponry with their own technology if necessary.

The Yuuzhan Vong have graciously accepted and inform the Bith that they will send representatives with sample cuttings for their inspection. The remaining New Republic shards have begged the Bith to reconsider, but they are resolute. As a final effort, Republic officials ask the heroes to attend the summit as "observers."

Allies and Antagonists

The following supporting characters are designed for use in your campaign.

Omow Moder

Omow studies ecology on Clak'dor, and is having a tough time of it. When it comes to nature, his Ithorian upbringing and mindset are intuitive and spiritual, directly at

odds with the Bith techno-ecological tinkering. Omow almost can't see how the Bith consider themselves ecologically minded, with such an aggressively scientific and intellectual approach.

However, it would be foolishly prideful for Omow to believe he has nothing to learn; the Bith are respected for their knowledge, and they have fascinating theories about harnessing and altering nature. Figuring out how it all works before he fails his classes is the main challenge.

Omow Moder: Male Ithorian Force Adept 3/Fringer 2; Init +0; Defense 16 (+6 class); Spd 10 m; VP/WP 25/10; Atk +3 melee (1d3, unarmed strike) or +3 ranged; SQ Barter; SV Fort +7, Ref +4, Will +7; SZ M; FP 2; DSP 0; Rep +0; Str 11, Dex 10, Con 10, Int 12, Wis 16, Cha 15. Challenge Code C.

Equipment: Datapad.

Skills: Knowledge (wilderness lore) +5, Listen +7, Profession (landscaper) +7, Read/Write Basic, Read/Write Bith, Read/Write Ithorese, Search +3, Sense Motive +9, Speak Basic, Speak Bith, Speak Ithorese, Spot +7, Survival +15, Treat Injury +9.

Force Skills: Empathy +11, Enhance Senses +9, Farseeing +8, Heal Another +11, Telepathy +8.

Feats: Alertness, Force-Sensitive, Great Fortitude, Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Compassion, Link, Sense.

Prozzen Fosky

Prozzen is a musical paradox so frequently found in jazz musicians. A mozz box legend in the Outer and Mid Rim, he's revered by music aficionados but unknown to the masses. Like many musicians, he seems perpetually broke and often does something at least mildly illegal while hustling from one gig to the next. If it weren't for his seemingly inexhaustible supply of "buddies" and unconscious manipulation of the Force, he'd certainly be found face down with a cooling blaster hole in his back by now.

Sometimes he plays huge halls and private audiences, and sometimes he plays to five people in a ramshackle tapcaf. What's important to Prozzen "Mozzy" Fosky is the music and stories he can tell.

Prozzen Fosky: Male Bith Noble 9; Init +1; Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 34/10; Atk+6/+1 melee (1d3, unarmed strike) or +7/+2 ranged (3d4, sporting blaster pistol); SQ Coordinate +2, favor +3, heightened smell, inspire confidence, micro-vision, resource access; SV Fort +5, Ref +5, Will +6; SZ M; FP 1; DSP 0; Rep +6; Str 11, Dex 13, Con 10, Int 15, Wis 10, Cha 17. Challenge Code D.

Equipment: Masterwork mozz box, sporting blaster pistol, 20 credits.

Skills: Appraise +8, Bluff +15, Computer Use +8, Diplomacy +15, Entertain (mozz box) +18, Knowledge (alien species) +8, Knowledge (streetwise) +7, Listen +6, Profession (musician) +12, Read/Write Basic, Read/Write Bith, Read/Write Huttese, Speak Basic, Speak Bith, Speak Bothese, Speak Durese, Speak Huttese, Speak Neimoidian, Speak Rodese, Speak Ryl, Speak Zabrak.

Force Skills: Friendship +10.

Feats: Fame, Force-Sensitive, Great Fortitude, Heroic Surge, Influence, Skill Emphasis (Entertain [mozz box]), Weapon Group Proficiency (blaster pistols, simple weapons).

Talrin Youp

Talrin spent her time like millions of other itinerant Bith, wandering the galaxy as a technical guru. Now she's settled on Bith again to begin a teaching career. Talrin has the rare gift of not only knowing how technology works, but also being able to explain it to other people. Her mastery of so many different languages makes her the default professor at Nozho University for the steady stream of non-Bith who come to learn the intricacies of Bith technology.

Unfortunately, though she can explain the delicacies of hyperdrive circuitry to laymen, Talrin does not yet have the corresponding gift of being able to determine who cares and who doesn't. Sometimes she can be a dull conversationalist without noticing.

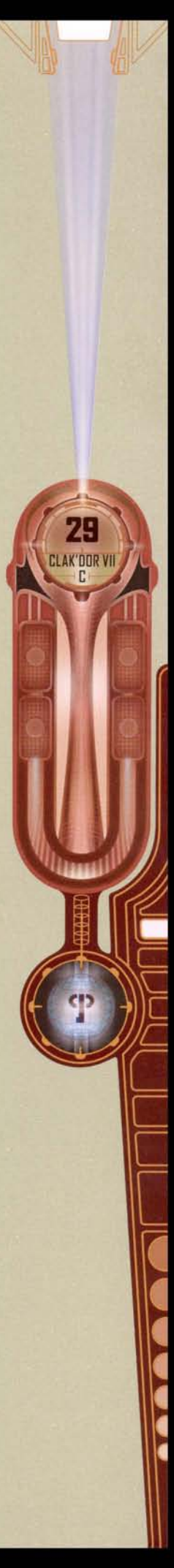
Like nearly all Bith, Talrin is a staunch pacifist. This doesn't make her useless in combat, though—just selective. She's been around long enough to know which end of the stun baton to use. If that doesn't work, she tries to avoid combat altogether.

Talrin Youp: Female Bith Tech Specialist 6/Noble 1; Init +1; Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 27/11; Atk +4 melee (DC 15 stun, stun baton) or +5 ranged; SQ Expert (Knowledge [technology]), favor +1, heightened smell, micro-vision, research, tech specialty (mechanic); SV Fort +2, Ref +5, Will +5; SZ M; FP 1; DSP 0; Rep +2; Str 10, Dex 12, Con 11, Int 20, Wis 10, Cha 10. Challenge Code D.

Equipment: Datapad, stun baton.

Skills: Appraise +6, Astrogate +13, Computer Use +17, Craft (computers) +17, Diplomacy +2, Disable Device +13, Entertain (kloo horn) +2, Knowledge (ecology) +9, Knowledge (technology) +17, Pilot +7, Profession (computer programmer) +8, Read/Write Basic, Read/Write Bith, Read/Write Durese, Read/Write Ithorese, Read/Write Shyriiwook, Read/Write Sullustese, Repair +20, Search +14, Speak Basic, Speak Bith, Speak Durese, Speak Ithorese, Speak Sullustese.

Feats: Gearhead, Heroic Surge, Skill Emphasis (Craft [computers]), Skill Emphasis (Repair), Weapon Group Proficiency (blaster pistols, simple weapons).





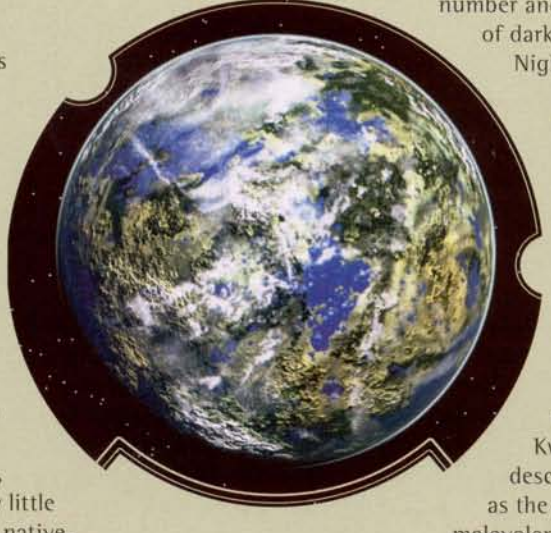
Dathomir

Planet Type: Terrestrial
Climate: Temperate
Terrain: Forest, desert, mountains
Atmosphere: Breathable
Gravity: Light (90% standard)
Diameter: 10,460 km
Length of Day: 24 standard hours
Length of Year: 491 standard days
Sentient Species: Humans
Languages: Basic, Paecian
Population: 5,200
Species Mix: 96% Humans, 4% other
Government: Tribal
Major Exports: None
Major Imports: None
System/Star: Dathomir

Planets	Type	Moons
Arro	Molten rock	0
Euton	Searing rock	0
Laseel	Jungle hothouse	2
Dathomir	Terrestrial	4
Babygnon	Gas giant	8
Barmasel	Gas giant	13
Stindaron	Gas giant	20
Arodoni	Gas giant	18
Chirgay	Ice ball	1
Chav	Barren rock	2

Description

Beautiful and savage, Dathomir is one of the most *alive* planets in the Outer Rim—Force-users report an odd burning sensation in their sinuses when encountering the planet's sheer biomass of living beings. Its geography runs the scale between deserts, mountain peaks, tar pits, and tightly packed deciduous forests. More than 90 percent of Dathomir has gone completely unexplored by scouts.



Despite centuries of habitation, the Human species has made very little impact on Dathomir. The planet's native, spell-casting "witches" are organized into clans located in (and often named after) distinct patches of geography, such as the Singing Mountain Clan and the Great Canyon Clan. Technology remains at a feudal level, since the witches rely on Force-based magic and a throng of male slaves to tackle any problems that arise.

Dathomir's location in the isolated Quelii Sector means that few people ever make their way to the planet, and for hundreds of years it was interdicted by order of the Republic—and later the Empire. Nevertheless, some malevolent witches managed to find their way off-world to work as bodyguards and enforcers.

History

Six hundred years before the rise of the Empire, the Jedi Council banished one of their fallen Knights, the Jedi Allya, to Dathomir in forced contemplation of the living Force. Allya encountered other exiled prisoners in the forests and used her Force abilities to become their ruler. Over many generations, Allya's daughters constructed a female-dominated society on Dathomir in which the Force became corrupted into a form of atavistic magic. Rather than redeeming Allya, the Jedi Council had instead created a splinter sect of rogue Force-users that answered to no one.

Two centuries later, the Jedi came face to face with the consequences of their decision when the great Jedi training vessel *Chu'unthor* crashed on Dathomir after limping away from a war zone in the nearby Drackmar system. The witches attacked the strange invaders who had dropped from the sky. Three Jedi Masters—Gra'aton, Vulatan, and Yoda—came from Coruscant to arrange the release of the *Chu'unthor* passengers, but the witches and their trained rancors sent the negotiators fleeing back into orbit. Eventually, Yoda arranged a settlement. The Jedi departed, but the wreck of the *Chu'unthor* remained.

Following the incident, the Jedi Council interdicted Dathomir, conveniently covering up their own mistake. Over the centuries, the witches grew in number and strength, particularly the clan of dark side devotees known as the Nightsisters.

Approximately a year after the Battle of Naboo, the Jedi Council sent Jedi Knight Quinlan Vos to investigate reports of an ancient "Infinity Gate" buried beneath the surface of Dathomir. Going undercover on the interdicted world, Vos discovered that the hidden teleportation chamber had been built millennia earlier by the reptilian Kwa species (whose de-evolved descendants still lived on Dathomir as the animalistic Kwi). Under the malevolent hands of the Nightsisters, the Infinity Gate almost destroyed Coruscant with a wave of energy before Jedi Vos engineered the machine's destruction.

The Jedi subsequently deleted all references to Dathomir from available records. It is not known how much Emperor Palpatine knew about the witches' abilities, but he allowed an Imperial prison to be built on the planet's surface around the time of the Battle of Yavin. During their brief period of dominance, the Imperials

hunted the native Kwi to near-extinction, but it wasn't long before Palpatine ordered all the prison's starships destroyed from orbit—apparently to ensure that no Nightsisters could escape off-world to upset his personal hierarchy of Force-using servants. The stranded prison staff became slaves for the Nightsisters and their leader, Gethzerion.

Following Palpatine's death, Warlord Zsinj seized control of the Quelii Sector from the dominant Drackmarians. He soon discovered rich veins of ore on one of Dathomir's moons, and he built a ten-kilometer shipbuilding facility in planetary orbit, which he nicknamed "Rancor Base." Zsinj lost his shipyard—and his life—in battle with New Republic general Han Solo four years after Endor. The same conflict saw the death of Nightsister Gethzerion and the end of Dathomir's isolation. Native witch Teneniel Djo married the off-worlder Prince Isolder to become the Queen Mother of the Hapes Consortium, while several other witches left the planet to study at Luke Skywalker's Jedi academy.

Fifteen years after Endor, a new order of Nightsisters arose in the Great Canyon region with the remarkable trait of treating its males as equals. Many members of this clan served in the ranks of the Empire's Shadow Academy.

Approximately a year and a half into the Yuuzhan Vong's invasion, Dathomir fell under attack by the implacable alien enemy. Since the world lacked planetary defenses of any kind, Yuuzhan Vong troopships landed with ease and advanced on the primitive *Jeedai* settlements. After months of fighting, they conceded the witches were not easy prey.

People

Two concepts dominate Dathomir society: matriarchy and magic.

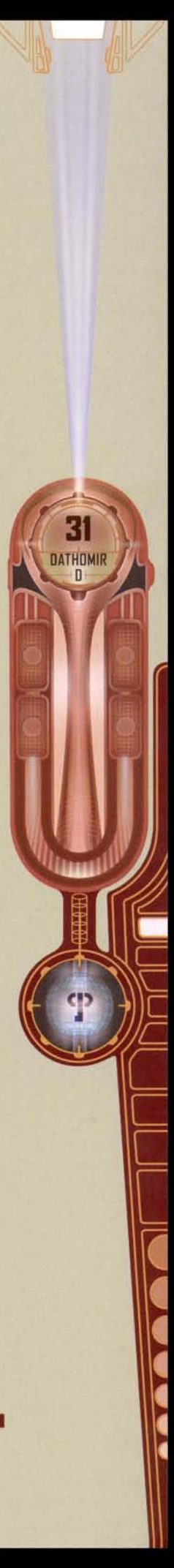
Matriarchy is taken to an extreme among the clans, with females making all decisions and males relegated to the status of slaves or breeding stock. Clan leadership is hereditary, with each Clan Mother traditionally passing the mantle to her eldest daughter. All positions of authority are filled by females; males perform the drudgery and can achieve little beyond their humble stations.

Magic on Dathomir is a manifestation of the Force invoked through spell incantations and charmed objects. In truth, such trappings are superfluous, but Dathomir's witches have relied on them so long they are psychologically unable to channel the Force without them. This cultural reliance has resulted in a society that overrelies on the Force—witches will always use a levitation spell instead of a repulsorlift or a sizzle of Force lightning instead of a blaster.

Locations

The clans of Dathomir are concentrated in a single inhabited area bordered by the Great Canyon to the west and the Northern Lakes to the east. Some interesting places are highlighted below.





Great Canyon Clan

The jagged crescent of the Great Canyon is a scar cutting through the Dathomir forest, and the Great Canyon Clan has claimed the scar's southern end for their own. The clan's encampment is bordered on one side by a plunging cliff and on the other by a curving stone wall festooned with spikes. Inside, concentric rings of homes, workshops, and slave quarters surround Clan Mother Mintinee's residence, known as the Waterhouse for its position next to the clan well. Clan Mother Mintinee is a firm believer in talismans, and the camp is filled with chimneylike stone piles containing supposed magic artifacts.

The *Chu'unthor*

The wreck of the great Jedi vessel *Chu'unthor* lies suspended in a bubbling field of tar with most of its bulk submerged and out of view. A tarnished silver wedge the size of a flight deck is the only piece protruding above the surface, but it lacks entry hatches. The *Chu'unthor's* tar pit is ostensibly controlled by the Nightsister clan, though it isn't known whether any of the witches have actually penetrated the ship's interior. According to Jedi records, the *Chu'unthor* measures an astonishing two kilometers by one kilometer, filled with libraries, sparring arenas, meditation chambers, and armories. Many sections are believed to be flooded with tar and completely inaccessible.

The Imperial Prison

This plasteel and ferrocrete blockhouse—out of place on primitive Dathomir—first appeared around the time of the Battle of Yavin. Like most Imperial constructions, the prison's architecture is sharp-cornered and monotonous. The main building is surrounded by a fence and protected by gun turrets. The upper levels contain administrative offices, kitchens, and weapons lockers, while the lower levels house cell blocks and a hangar that is empty of starships.

Technology

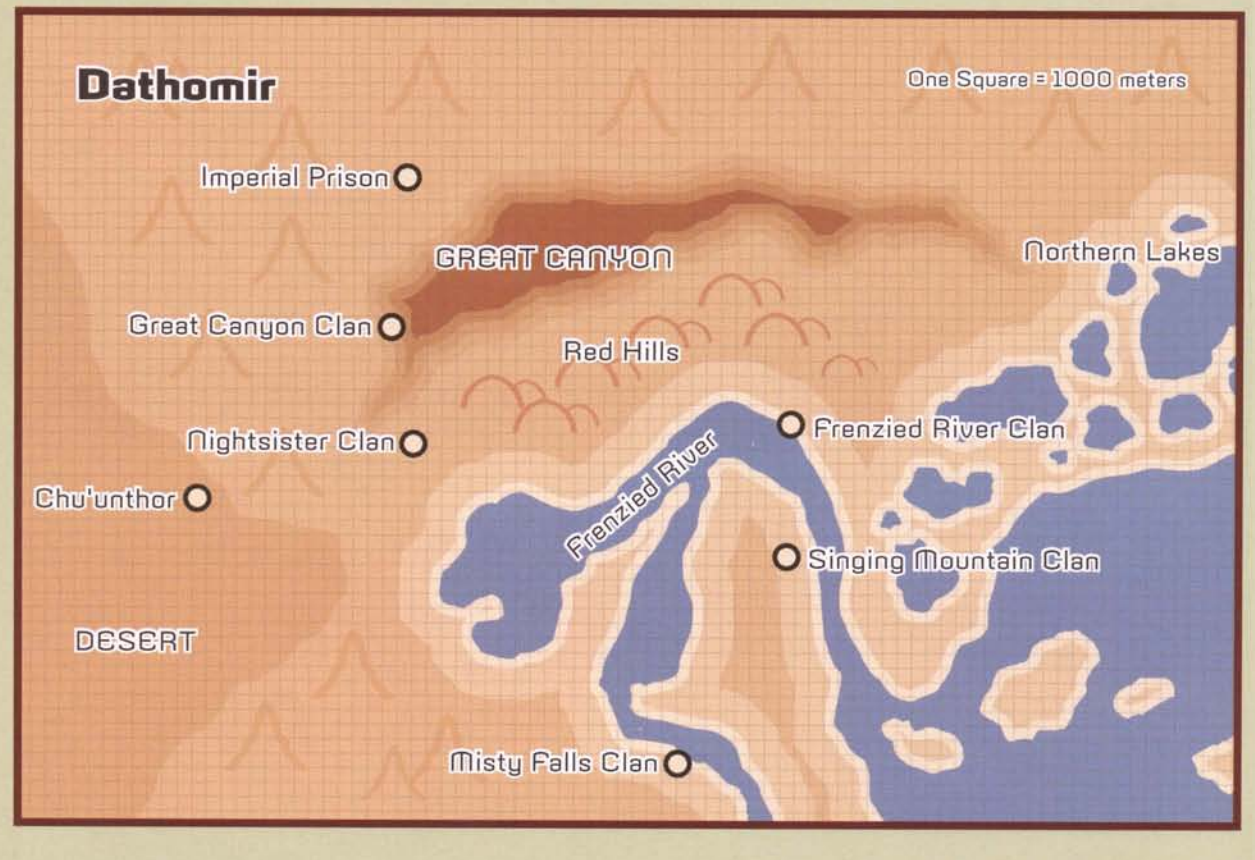
This section features technology that players might come across while traveling on or near Dathomir.

New Equipment: Sith Abattar

This Sith amulet consists of a thin silver chain adorned with six dagger-shaped wedges of an unknown metal. Designed to be worn around the neck, the amulet is inexplicably heavy—nearly 8 kilograms. Force-users who don the abattar suddenly find themselves able to speak and understand any language, though the strain of the experience drains 1 vitality point per minute. Force-users with the Alter feat can focus the babbling energies of the abattar into a destructive blast with a range of 20 meters.

Force-User's Level	Target's Save DC
5th–10th	15
11th–16th	20
17th–20th	25

The blast requires an attack action and deals 5d6 points of damage. A successful Reflex save halves the damage.



Firing the blast drains 8 vitality points from the user and gives the user a Dark Side Point.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Following are just of a few of the adventures that could engulf the heroes on Dathomir.

Puppet Master

Stranded on Dathomir, the heroes realize that the only way off the planet is the high technology found in the Imperial prison. The prison's defenders, however, are puppets of the Nightsister Robetheri, who has set up a throne in the former warden's office where she rules over her cowed subjects as a dark queen.

Will an all-out assault on the prison succeed? Perhaps, if the heroes can convince Great Canyon or another clan to commit their forces to the fight. (Male heroes will be virtually ignored by Dathomir's witches, while female heroes will be respected as equals.) A covert infiltration of the facility carries more personal risk, but if the heroes can kill Robetheri, her influence over the prisoners will collapse.

Relic

The Jedi Council (or Luke Skywalker's Jedi academy) is interested in securing the Sith abattar rumored to exist in a sealed vault deep within the *Chu'unthor* wreckage. A crime lord is attracted to the same prize. The heroes find themselves on one team or the other, facing opposition from their ideological counterparts on the other side of the moral fence.

In any timeframe prior to the defeat of Warlord Zsinj, the heroes must find a way onto the interdicted planet. The *Chu'unthor* is currently under the control of the Nightsister clan, and deep within the bowels of the ship, a howling tribe of purboles has taken up residence in the passageways leading to the vault.

Clash of the Clans

War has erupted between the Singing Mountain, Great Canyon, Misty Falls, and Nightsister clans. Caught up in the conflict, or perhaps dispatched by an off-world authority to quell it, the heroes are faced with the choice of diplomacy or violence.

Reen's hidden slave network could prove invaluable in weakening the clan hierarchies prior to a military takeover. Alternatively, a lasting peace can be negotiated if the heroes prove their fairness by performing a task for each clan: Great Canyon wants a tribe of wild rancors shooed out of their hunting valley, Misty Falls desires a dozen female shear mites for their glue, Singing Mountain asks the heroes for the skeletons of seven purboles, and the Nightsisters demand that one of their missing members be located and returned to the fold.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Dathomir.

War Chief Robetheri

This Nightsister warrior is the equivalent of a military general within her clan. Success on the battlefield has caused her to dream of ruling the Nightsisters and eventually conquering all of Dathomir. Robetheri has a pale, beautiful face accented with zigzagging black tattoos radiating from her eyes.

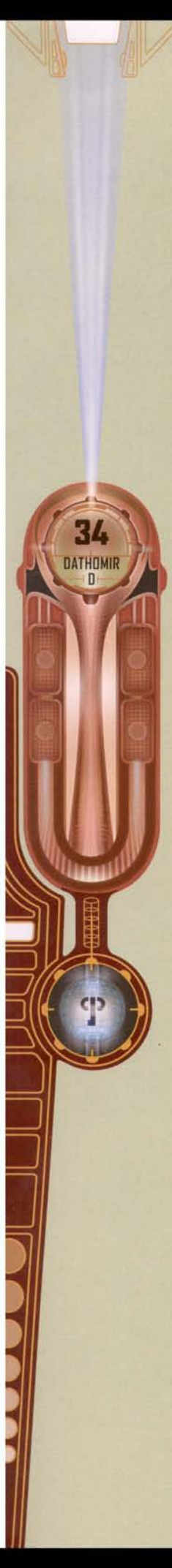
War Chief Robetheri: Female Human Force Adept 6/Dark Force Witch 7; Init +2; Defense 20 (+8 class, +2 Dex); Spd 10 m; VP/WP 96/13; Atk +11/+6 melee (1d3+2, unarmed strike) or +11/+6 melee (1d6+2, quarterstaff) or +11/+6 melee (1d6+2[+1d8], Force-imbued quarterstaff) or +11/+6 ranged (3d6, blaster pistol); SQ Enshroud, Force flight (10 m), inspire fear –2, spider walk, summon storm; SV Fort +7, Ref +7, Will +10; SZ M; FP 1; DSP 12; Rep +5; Str 15, Dex 14, Con 10, Int 12, Wis 15, Cha 13. Challenge Code D.

Equipment: Blaster pistol, Force-imbued quarterstaff, rancor mount.

Skills: Climb +10, Handle Animal +9, Intimidate +12, Jump +10, Knowledge (Dathomir) +7, Knowledge (shadow magic) +8, Listen +7, Read/Write Basic, Read/Write



WAR CHIEF ROBETHERI



Paecian, Ride +11, Sense Motive, Speak Basic, Speak Paecian, Spot +7, Survival +7.

Force Skills: Affect Mind +19, Drain Energy +10, Fear +12, Force Grip +13, Illusion +3, Move Object +12.

Feats: Force-Sensitive, Skill Emphasis (Intimidate), Toughness, Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Force Speed, Malevolent, Mind Trick, Rage, Sense.

Clan Mother Mintinee

Mother Mintinee leads the Misty Falls clan, and her lined face shows off every one of her 99 years. Respected by the other clans and revered by the witches of Misty Falls, she is suspicious of her male slaves and has vowed to execute all seditious plotters—as well as everyone with whom they do business.

Clan Mother Mintinee: Female Human Force Adept 8; Init –1; Defense 15 (+6 class, –1 Dex); Spd 10 m; VP/WP 54/12; Atk +6/+1 melee (1d3, unarmed strike) or +5/+0 ranged; SQ Comprehend speech, Force talisman +2, Force weapon +1d8; SV Fort +4, Ref +4, Will +8; SZ M; FP 6; DSP 2; Rep 4; Str 10, Dex 9, Con 12, Int 14, Wis 18, Cha 16. Challenge Code D.

Equipment: Crown of rulership, Force talisman.

Skills: Handle Animal +7, Knowledge (Dathomir) +12, Listen +9, Read/Write Basic, Read/Write Paecian, Sense Motive +17, Speak Basic, Speak Paecian, Spot +9, Survival +9, Treat Injury +9.

Force Skills: Affect Mind +14, Battlemind +11, Empathy +6, Enhance Senses +9, Farseeing +14, Force Strike +7, Heal Another +16, Illusion +5, Move Object +8.

Feats: Force-Sensitive, Iron Will, Skill Emphasis (Sense Motive), Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Compassion, Control, Force Flight, Force Mastery, Mind Trick, Sense.

Reen

Ignored by his witch mistresses as a lowly slave, Reen is the covert leader of a male slave intelligence network operating within Dathomir's largest tribes. His duties as message-carrier for Clan Mother Mintinee allow him free passage between clans. Reen is a black-haired, handsome man who adopts a stoop-shouldered posture to present the illusion of servility. He will approach only male heroes with information about his network, unless he decides that female heroes have been treated unfairly by the witches. Reen's network can provide the heroes with valuable information, and under the right circumstances, he could even lead his fellow slaves in an uprising.

Reen: Male Human Fringer 3; Init –1; Defense 13 (+4 class, –1 Dex); Spd 10 m; VP/WP 19/10; Atk +3 melee (1d3+1, unarmed strike) or +1 ranged; SQ Barter, jury-rig +2; SV Fort +3, Ref +2, Will +1; SZ M; FP 1; DSP 0; Rep +0; Str 13, Dex 9, Con 10, Int 12, Wis 14, Cha 12. Challenge Code B.

Equipment: Tattered slave clothing.

Skills: Climb +6, Craft (primitive weapons) +3, Gather Information +9, Handle Animal +6, Jump +6, Knowledge (Dathomir) +6, Knowledge (witch clans) +6, Listen +5, Read/Write Basic, Read/Write Paecian, Ride +4, Speak Basic, Speak Paecian, Spot +5, Survival +8.

Feats: Alertness, Skill Emphasis (Gather Information), Track, Weapon Group Proficiency (simple weapons, primitive weapons).

New Creature: Purbole

These small simian carnivores are annoying, smelly, and hostile. Purboles live in packs in the treetops, hopping from branch to branch and spying on possible prey on the forest floor below. They rarely attack alone, preferring to overwhelm their quarry by surrounding it and making quick hit-and-run strikes from all directions at once. Purboles are clever and quick, and can easily leap away from a clumsy punch or kick.

Purbole: Small herd animal 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 14 (+3 Dex, +1 size); Spd 8 m; VP/WP 12/10; Atk +2 melee (1d2–1, unarmed strike) or +2 melee (1d3–1, bite) or +6 ranged; SQ low-light vision, scent; SV Fort +4, Ref +4, Will +2; Face/Reach 2 m by 2 m/2 m; Str 8, Dex 17, Con 10, Int 5, Wis 12, Cha 6. Challenge Code A.

Skills: Climb +5, Hide +5, Listen +3, Spot +4.

Feats: Improved Initiative.

New Creature: Shear Mite

Vicious half-meter insects infesting the Dathomir mountainsides, shear mites secrete an acid so powerful it allows them to dissolve and eat solid rock. They scuttle quickly through the mountain underbrush, avoiding contact with other creatures and attacking only when cornered. The bite of a shear mite contains a strong dose of rock-melting acid, and witches have lost entire limbs when simple bites went untreated and liquefied their bones. Female shear mites secrete a powerful cement, which they use to cover the entrances to their egg burrows. This rare "rock glue" is considered one of the strongest adhesives in the galaxy, making shear mites a valued commodity in the later years of the New Republic.

Shear Mite: Tiny vermin 5; Init +4; Defense 20 (+4 Dex, +4 natural, +2 size); Spd 12 m; VP/WP 12/6; Atk +2 melee (1d8–3, razor pincer bite) or +9 ranged; SQ Acid, darkvision, +10 species bonus on saving throws against mind-influencing effects; SV Fort +2, Ref +8, Will +1; Face/Reach 1 m by 1 m/0 m; Str 5, Dex 18, Con 6, Int 1, Wis 11, Cha 2. Challenge Code B.

Skills: Hide +8, Jump +4, Spot +4, Survival +4.

Feats: Toughness.

Special Qualities: The following provides additional information on a shear mite's special qualities.

Acid—Each round after being bitten, a shear mite's opponent must succeed on a Fortitude save (DC 20) or take 1d6 points of acid damage. Once he succeeds on the saving throw, the acid has no further effect.

Desevro

Planet Type: Terrestrial
Climate: Subarctic
Terrain: Mountains, tundra, swamps
Atmosphere: Breathable
Gravity: Standard
Diameter: 19,600 km
Length of Day: 27 standard hours
Length of Year: 522 standard days
Sentient Species: Humans
Languages: Basic
Population: 3 billion
Species Mix: 74% Humans, 14% Saheelindeeli, 12% other
Government: Oligarchy
Major Exports: Consumer goods
Major Imports: Foodstuffs, processed goods
System/Star: Desev (companion star Maugina)

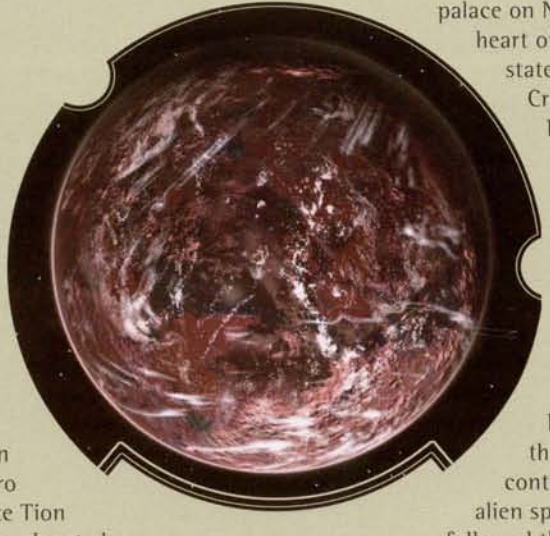
Planets	Type	Moons
Arjus	Gas giant	38
Desevro	Terrestrial	1
Gauther	Ice ball	0
Maugina	White dwarf	—

Description

If any citizens of the galaxy still doubt that history is written by the victors, the nobles of Desevro will be happy to set them straight.

The foundation of "Core culture," as celebrated by the Republic and perverted by the Empire, is that the Core Worlds are where humanity first took to space uncounted eons ago, and from whence the bright flame of civilization was spread throughout a galaxy lost in the darkness of barbarism. Desevro and the other worlds of the remote Tion Hegemony, on the other hand, are relegated to schoolchildren's histories, dismissed as thralls of the vile Xim the Despot in ancient times and stultifying, ill-governed relics today.

That's unhappily close to the truth: The Tion Hegemony has been left far from the centers of galactic power, and its sector capital is a gloomy world washed by the dull red rays of a fading sun. But Desevro's Humans remind themselves that the Tion includes Human settlements as old as any in the Core, and they point out that Xim ruled hundreds of thousands of systems before the Republic even existed.



History

The Tion Cluster's history begins some twenty-five thousand years ago with the reign of the infamous Xim. The future despot began life as heir to the planet Argai. Before his twentieth birthday, he led his father's pirate bands on a war of conquest, seizing a string of systems in lightning-fast strikes.

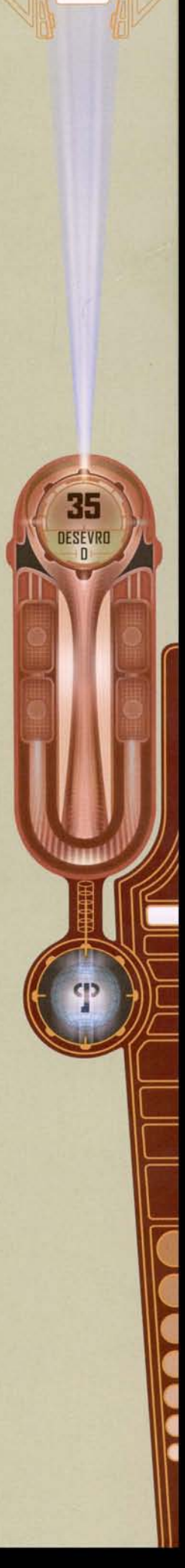
No conquest proved more valuable than Desevro, the capital of a faded confederation called the Livien League. The Desevrars saw the best and worst of Xim. Desevro's janissaries joined the despot's armies on rampages that stripped whole planets of life and wealth, while its administrators fanned out through the deliverer's worlds, forging his possessions into an empire. When the Expansionist Period ended ten years after Desevro's conquest, Xim's empire stretched from the Maw Cluster spinward to the Radama Void.

Xim's obsession with the young Hutt Empire doomed him. In the twenty-fifth year of his rule, Hutt warships ravaged one of his expeditionary forces at Vontor in the Si'klaata Cluster. An infuriated Xim vowed revenge, fighting two more battles at Vontor within five years. In the third, the Hutts' Klatooinian, Nikto, and Vodran servants destroyed Xim's war droids, while Hutt battleships wrecked his fleet. Xim died a slave in Kossak the Hutt's palace on Nal Hutta. A century later, the heart of Xim's empire broke into feuding states, among them the Kingdom of Cron, the Jaminere Marches, the Indrexu Confederation, the Keldrath Alignment, the Thanium Worlds, and the Honorable Union of Desevro and Tion.

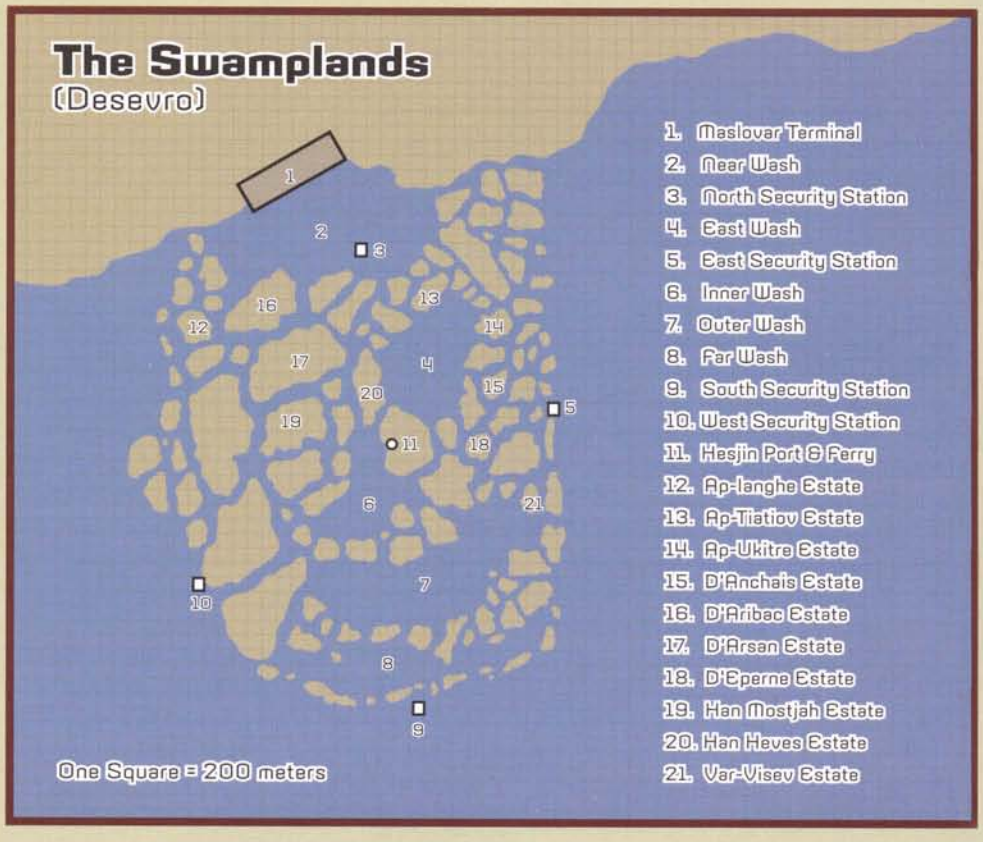
A millennium later, Human traders claiming to hail from the center of the galaxy visited the Tion. The Tion states were jealous of the traders' technology—particularly the advanced hyperdrives that powered their starships—and contemptuous that they accepted alien species as equals. Tion pirate fleets followed the new arrivals back down their so-called Perlemian Trade Route; there, they found rich planets bound in a loose, democratic union—and ill-prepared for war.

But the young Republic soon proved a worthy foe. Its warships drove the Tion raiders back up the Perlemian and outmaneuvered them in subtler ways, stirring up trouble in the Cluster and pitting the Tion states against Hutt Space. Within centuries, systems that had owed fealty to Xim belonged to the Republic, and strange sorcerers with energy blades watched over the restless Tion from Republic fortress worlds such as Ossus, Haashimut, and Falang Minor.

It was the beginning of a long fall. By the time the Republic began to crumble, the Tion was a sad backwater



of exhausted, corrupt worlds, its glories lost in legend. The Empire stripped the Tion Hegemony of its rimward possessions, which became the Indrexu and Keldrath Sectors, and split what remained in two. The newborn Allied Tion became a sector of the Empire. So did the Tion Hegemony and the Cronese Mandate, which were allowed a humiliatingly nominal independence.



People

The Tion Hegemony crumbled millennia ago, and Desevro is a mostly forgotten world. But tell a Desevrar that and he'll respond indignantly that the Tion's flame blazed when Coruscant, Anaxes, and Esseles were but tiny lights, and his homeworld once matched them in power and prestige.

Desevrars are proud, bitter, and steeped in their history. Even crooked copter jockeys marshal evidence that the Tion is the true birthplace of humanity and debate Xim's character as if his rule ended a week ago. Desevrars love conspiracies and blame much that's befallen them on complicated plots hatched by the Cronese or "the Core"—a catch-all term used for the Republic, Empire, and New Republic. Most loathe alien species even more, referring to them interchangeably as Hutts and allowing most of them only menial jobs.

Desevrars do have a prickly sense of humor: Their sun has been a red giant for millions of years, but they aren't above jabbing a thumb at it and claiming it was brilliant yellow until the day the first Core trader arrived in orbit.

Locations

Desevro has a number of interesting locations for heroes to visit, including those described below.

Jigani Port

Desevro's location on a spur of the Perlemian Trade Route makes it one of the Tion's busiest ports. Ships from Tion ports such as Cadinth, Chandaar, Barseg, and Lianna are common sights, but most stay in orbit, docking at an old space station co-owned by Santhe Passenger and Freight and Tion Starfreight. There, passengers and cargo are transferred to ships bound for Hegemony worlds such as Rudrig, Kanaver, and Tion proper. Most travelers who head planetside land at Jigani Port, built atop a vertiginous outcropping of rock high above the Swamplands and the chaos of Maslovar. Jigani is a cluster of great pillars hacked out of the rock and repaired over the eons with anything at hand: Curious travelers may find their starships rest atop landing platforms assembled from random stone blocks covered with hieroglyphics no one can read and etched with bas-reliefs of rulers no one can recognize. Jigani's platforms are connected to each other by a web of poorly maintained rope bridges and to the city below by narrow stairs that wind around the outside of the pillars. Few visitors risk such treks, opting to flag down one of the copters or airspeeders that hover around the Port.

Maslovar

The tart-tongued Corellian historian Bleys Harand famously described Maslovar as "not so much a city as it is the carcass of every city at once." Unimaginably ancient, Maslovar sprawls for hundreds of kilometers along the coast of Gorovod, Desevro's largest continent. Maslovar is a riot of architectural styles from various millennia of its existence, further jumbled by haphazard efforts to rebuild after countless groundquakes and disasters. The city's endless streets bypass pitiful slums reserved for its alien underclass, entire neighborhoods swallowed by sinkholes and turned into filthy lakes, and districts abandoned or blasted into rubble centuries ago. Those who can afford it travel in copters or airspeeders; Maslovar's routine annoyances include streets blocked

by rings of thugs guarding their master's copter. Evil and desperate poverty exist side by side in Maslovar; for unfortunates not born to the city's elite, it's often a race to see which claims them first.

The Swamplands

The lowlands below Maslovar are a maze of small islands divided by sluggish estuaries and misty channels, the ancient domain of the city's Thirty-Seven Families. Desevro's elite idle their days away here, scheming languidly against one another from their tumbledown manses. Most estates boast airspeeder pads and vineyards, all tended by servants in elaborate livery. Desevrar youths hunt winged lajunes in the Swamplands' reedy fens and canebrakes; their elders paddle canoes along the waterways to their favorite fishing spots, hoping to catch the armored crustaceans known as thoi. In the evening, the waterways are thick with skiffs being rowed to banquets on neighboring isles.

Technology

This section features technology that players might come across while traveling on or near Desevro.

New Vehicle: Maslovar Copter

Many of these ubiquitous vehicles are centuries old and so dented, patched, and rewired that they scarcely appear airworthy. But not to worry: Most copter jockeys are quite capable. Unfortunately, most are also quite crooked. Wise visitors work out exact payment terms ahead of time and never trust a jockey an iota more than is necessary.

Lorrad Flightworks H-12 Copter

Class: Airspeeder	**Crew:** 1 (Skilled +4)
Size: Huge (6 m long)	**Initiative:** +2 (–2 size, +4 crew)
Hyperdrive: None	**Maneuver:** +2 (–2 size, +4 crew)
Passengers: 5	**Defense:** 12* (–2 size, +4 armor)
Cargo Capacity: 100 kg	**Shield Points:** 0
Hull Points: 15 (DR 5)	**Cost:** 9,000 (new), 3,500 (used)
Atmospheric Speed: 240 km/h (4 squares/action)	

Weapon: Blaster cannons (2 fire-linked pairs); **Fire Arc:** Partial turret (front/right/left); **Attack Bonus:** +6 (–2 size, +4 crew, +4 fire control); **Damage:** 3d10×2; **Range Increment:** 200 m.

** Provides three-quarters cover to pilot and passengers.*

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign. Each is suitable for any era of play.

Take This Job and . . .

A lord of one of the Thirty-Seven Families hires the heroes to do a job Desevro's so-called law can't seem to accomplish: find and capture the leader of the Alien Underground. The heroes get a bad feeling when they visit their new boss's manor for a welcome dinner: Any aliens in the group are served in the kitchen and refused admission to the dining hall, where their compatriots wind up listening to tirades about Core Worlders and "Hutts" of all shapes and sizes. Later, a copter tour of Maslovar reveals the terrible conditions the city's alien species endure, and the casual violence inflicted on them by the bullying retainers of the Desevrar elite. The heroes can live off their patron's wealth for some time if they concoct even the vaguest tales of progress. But can they live with themselves?

Something Rotten

The body of a Coruscanti envoy visiting Desevro has been found floating face-down in one of the Swamplands' estuaries, unfortunately rather gnawed by thoi. When the heroes arrive to investigate, the envoy's host and his neighbors are almost painfully eager to help them locate the killer and remove the stain on Desevrar honor. But was the murderer really an agitator from the Cronese Mandate, a "Hutt" servant driven mad by the lure of a shiny bauble, or an addled copter jockey who felt cheated on a fare? If the heroes investigate, the clues increasingly point to someone who knows the Swamplands quite well—and was free to move about within them. The Desevrars suddenly seem less interested in helping. . . .

A Gift From Xim

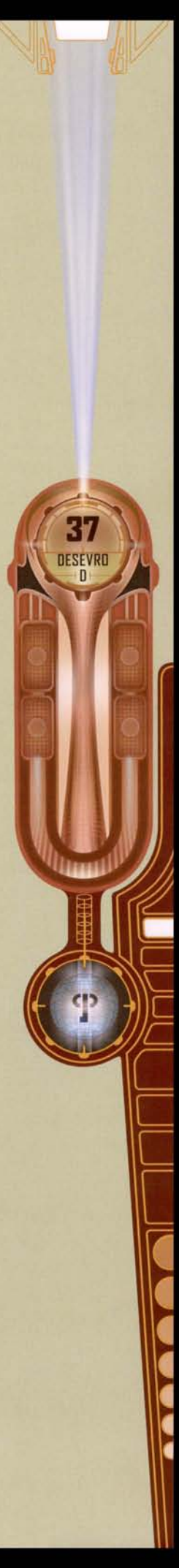
A Ruurian archaeologist has made a startling discovery in the ruins of Xim's palace on Argai: In the last year of his life, the despot ordered a secret vault built somewhere on the Swampland estate of his Desevrar chamberlain. The vault was built to hold something Xim considered his greatest treasure—and because the vault's contents were protected by a powerful stasis field, that something may still be there. Given Desevro's anti-alien biases, the heroes are hired to pose as archaeologists, find the location of the vault and negotiate the right to retrieve it. Can they learn their roles well enough to convince the Desevrar elite? Can anyone really trace twenty-five millennia worth of land deals? And what was Xim's greatest treasure?

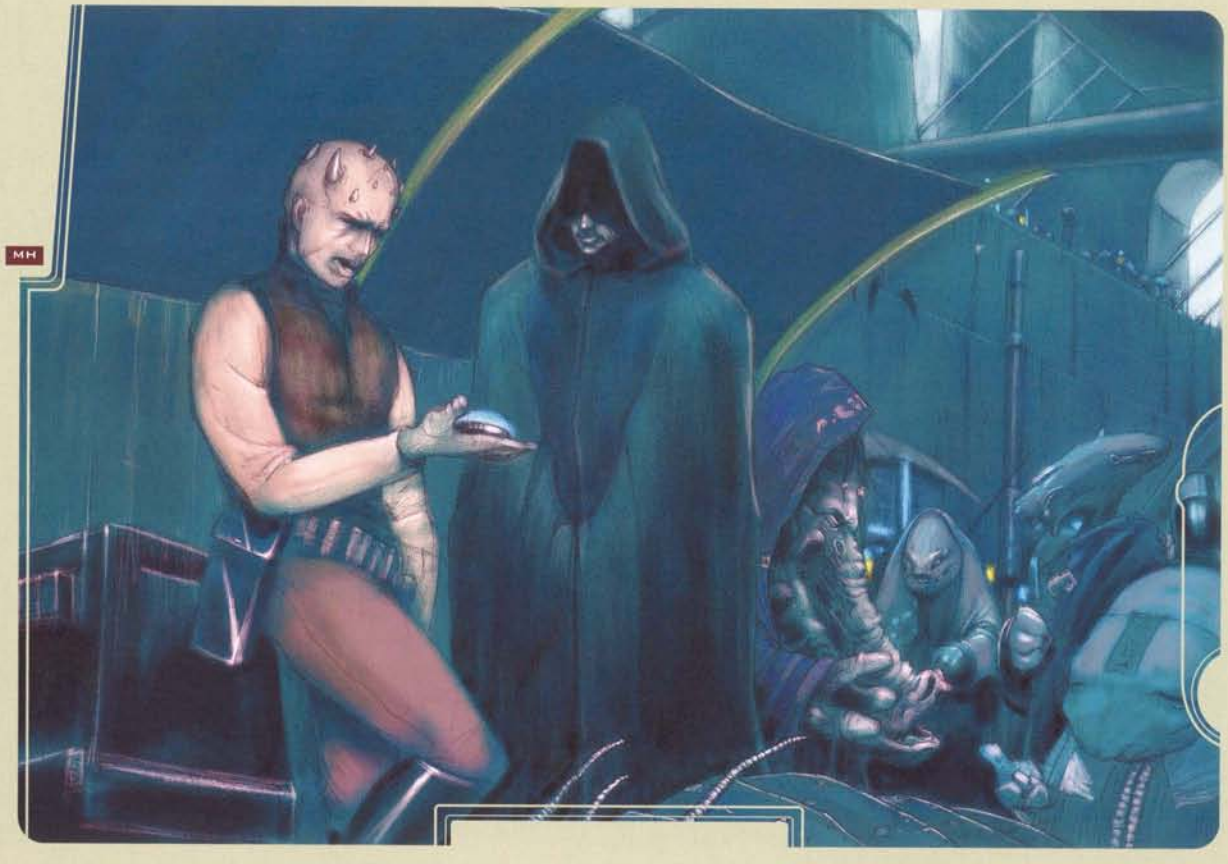
Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Desevro.

Holchas Ap-Ianghe

Most Desevrars brood about the supposed evils done to their planet by "Crons, Cores, and Hutts," and at first Holchas Ap-Ianghe seems like any of them. As a lesser member of one of the Thirty-Seven Families, he enjoys hosting lavish banquets in his crumbling Swamplands manor and exhorting his guests to consider the betrayals





of the galaxy's central government. But while the jaded Desevrar know Ap-Ianghe is a firebrand, few have guessed he's an assassin who's trained himself as a master poisoner. Over the years, he's murdered scores of off-worlders and aliens; before he's done, he hopes to murder scores more.

Holchas Ap-Ianghe: Male Human Soldier 4/Scoundrel 3; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 41/9; Atk +6/+1 melee (2d6, vibroblade) or +6/+1 melee (1d4 plus poison, knife) or +6/+1 melee (2d4, unarmed strike) or +8/+3 ranged (3d6+1, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +4, Ref +6, Will +3; SZ M; FP 0; DSP 4; Rep +2; Str 10, Dex 14, Con 9, Int 14, Wis 12, Cha 14. Challenge Code D.

Equipment: BlasTech DL-22 blaster pistol, vibroblade, knife with built-in well of paralytic poison, datapad, robes, H-12 copter, Desevrar currency (equivalent to 250 credits).

Skills: Bluff +3, Computer Use +6, Diplomacy +5, Disguise +9, Gather Information +8, Hide +11, Intimidate +9, Knowledge (Core Worlds) + 10, Knowledge (Desevro) +9, Knowledge (Poisons) +10, Move Silently +12.

Feats: Armor Proficiency (light), Improved Initiative, Improved Martial Arts, Martial Arts, Stealthy, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Sosal

In her years as a computer tech, Sosal has received plenty of what the casually bigoted Desevrars call compliments: She sure is smart (or well-spoken, or cooperative) for a little green Hutt. Sosal just grins: After all, she is smarter and better-spoken than the average Maslovar Saheelindeeli—not to mention several billion Desevrars who consider themselves her betters. But though no Desevrar knows it, she isn't at all cooperative. Sosal is the leader of Maslovar's Alien Underground, and her life's work is embarrassing the great city's masters while easing the burden on their alien vassals. Sosal's top-notch technical skills and amiable demeanor ensure her access to the innermost sanctums of Desevrar society. Once in, she uses her abilities as a slicer and forger to generate papers and permits for aliens, and to ensure that terrible errors creep into the accounts and files of the elite.

Sosal: Female Saheelindeeli Scoundrel 5/Noble 4/Crime Lord 3; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+5 class, +2 Dex); Spd 10 m (12 m on all fours); VP/WP 59/13; Atk +8/+3 melee (1d4+1, knife) or +9/+4 ranged (3d4+1, hold-out blaster pistol); SQ Contact, coordinate +1, favor +2, illicit barter, inspire confidence, inspire fear -2, lucky (1/day), resource access (2/day); SV ort +4, Ref +10, Will +9; SZ M; FP 0; DSP 0; Rep +10; Str 12, Dex 15, Con 13, Int 16, Wis 13, Cha 17. Challenge Code E.

Equipment: BlasTech HSB-200 hold-out blaster, knife, secured computer (accessing its programs without the proper passwords requires a Computer Use check against DC 30), comlink, datapad, Desevrar currency (equivalent to 450 credits), glow rod, security kit, tool kit, 6 reprogrammed code cylinders.

Skills: Balance +10, Bluff +13, Computer Use +20, Diplomacy +16, Disable Device +11, Disguise +11, Escape Artist +7, Forgery +21 (+23 with computerized records), Gather Information +17 (+19 with databases), Hide +9, Move Silently +8, Profession (Computer Technician) +11, Sense Motive +13, Tumble +9.

Feats: Improved Initiative, Infamy, Influence, Skill Emphasis (Forgery), Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Kual D'Arsan

A preternaturally pale Desevrar of indeterminate age, Kual D'Arsan is known as one of Maslovar's best infochants. Maslovar being what it is, that means he's also a spy, slicer, forger, and lockpick. He travels the city unarmed and apparently unguarded, which would normally be suicide for someone so spindly and sickly. But D'Arsan is quite well-protected: If he doesn't access his personal databases and enter the right codes at least once a week, a number of files exposing the secrets of rich Desevrars will be sent around the planet. Not surprisingly, many Desevrars have taken it upon themselves to make sure he isn't hurt. D'Arsan has a secret of his own, however: Much of his success as an infochant is due to the strange mental abilities he's had—and concealed—since birth.

Kual D'Arsan: Male Human Expert 6; Init –1; Defense 11 (+2 class, –1 Dex); Spd 10 m; VP/WP 0/8; Atk +2 (1d3–2, unarmed strike) or +3 ranged; SV Fort +1, Ref +1, Will +7; SZ M; FP 8; DSP 1; Rep +1; Str 7, Dex 8, Con 8, Int 18, Wis 15, Cha 10. Challenge Code B.

Equipment: Datapad, robes, security kit, Desevrar currency (equivalent to 185 credits).

Skills: Computer Use +13, Disable Device +7, Disguise +9, Forgery +13, Gather Information +12, Knowledge (Desevro) +9, Knowledge (Tion Hegemony) +9, Profession (Infochant) +8.

Force Skills: Empathy +11, Farseeing +13, Telepathy +12.

Feats: Force-Sensitive, Skill Emphasis (Gather Information).

Force Feats: Link, Sense.

New Species: Saheelindeeli

These gregarious humanoids are descended from primates, and when necessary, they drop to all fours to cover ground as quickly as possible. Most live quietly but happily in matriarchal clans as farmers or ranchers, although some have left their homeworld seeking wealth, fame, and excitement elsewhere in the galaxy.

Saheelindeeli like to incorporate customs from other worlds into their own society. The high festival on the Saheelindeeli homeworld—a time for tribal hunting rituals and harvest ceremonies—has recently begun to incorporate farm machinery exhibits, shock-ball matches, and air shows in an attempt to reflect the Saheelindeeli's growing technological sophistication.

Not all Saheelindeeli have found happiness among the stars. Some are menial laborers on Desevro, where they endure poverty and the contempt of the Desevrars.

Personality: Saheelindeeli are not great thinkers, but they adapt quickly. To other species, they sometimes seem eager to please. They crave companionship and bond quickly with others, including members of other species who treat them as equals. They have an affinity for grandiose actions and are not known for subtlety.

Physical Description: Saheelindeeli resemble primates with bandy legs, gray-green fur, and close-set, golden eyes. They stand 1.4 to 1.6 meters tall, on average.

Homeworld: Saheelindeel, a backwater world in the remote Tion Hegemony.

Language: Saheelindeeli read, write, and speak the language of the same name, a lyrical combination of high-pitched chatter and deep purring.

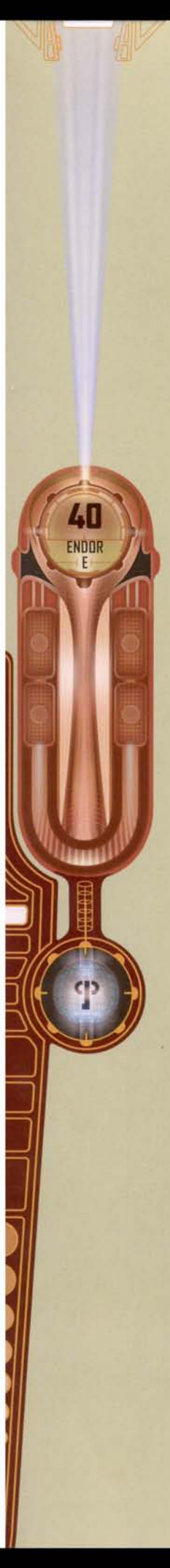
Example Names: Apaazarc, Inikomee, Meeshae, Sheelolan, Uliaurae, Zeeneffi.

Age in Years: Child 1–6; young adult 7–10; adult 11–45; middle age 46–62; old 63–74; venerable 75+.

Adventurers: Saheelindeeli who choose to leave their clans and join the greater galactic community are usually fringers and scouts, although they are not restricted from



SAHEELINDEELI



pursuing any class. Saheelindeeli Force-users are extremely rare, and those that exist are usually Force adepts.

Saheelindeeli Species Traits

- Ability Modifiers: +2 Dexterity, –2 Intelligence.
- Medium-size: As Medium-size creatures, Saheelindeeli have no special modifiers due to their size.
- Speed: Saheelindeeli base speed is 10 meters, or 12 meters when running on all fours. They cannot run on all fours while holding items in their hands.
- Skill Bonuses: A Saheelindeeli is nimble and quick, gaining a +2 species bonus on Balance and Tumble checks.
- Free Language Skills: Read/Write and Speak Saheelindeeli and Basic.

Saheelindeeli Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m (12 m on all fours); VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 12, Con 10, Int 8, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Balance +3, Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1, Tumble +3, Read/Write Saheelindeeli, Speak Basic, Speak Saheelindeeli.

Feats: None.

Endor

Planet Type: Gas giant
Climate: Hostile (chemical and magnetic storms)
Terrain: Gas giant
Atmosphere: Toxic
Gravity: Heavy (250% standard)
Diameter: 148,000 km
Length of Day: 30 standard hours
Length of Year: 402 standard days
Sentient Species: None
Languages: None
Population: None
Species Mix: None
Government: None
Major Exports: None
Major Imports: None
System/Star: Endor/Ibleam

Planets	Type	Moons
Endor	Gas giant	9
Eloggi	Barren rock	0
Megiddo	Barren rock	0
Dor	Barren rock	0

Forest Moon of Endor

Planet Type: Terrestrial (moon)
Climate: Temperate
Terrain: Forests, savannas, mountains, lakes
Atmosphere: Breathable
Gravity: Light (85% standard)
Diameter: 4,900 km
Length of Day: 18 standard hours
Length of Year: 402 standard days
Sentient Species: Ewoks, Yuzzum
Languages: Ewokese, Yuzzum, Sanyassan, Basic
Population: Unknown numbers of Ewoks, Marauders, and others
Species Mix: 95% Ewoks, 4% Yuzzum, 1% other
Government: Tribal
Major Exports: Medicinal goods, foodstuffs, Rokna fungus (The New Jedi Order era only)
Major Imports: Supplies for trading post (The New Jedi Order era only)



Description

To uncounted trillions, the Forest Moon of Endor signifies the sudden break between Imperial despotism and New Republic democracy: It's the place where the second Death Star was secretly built and destroyed and where Emperor Palpatine met his end. Yet for all its historical significance, the off-worlders who have set foot on Endor's surface could fit aboard one large spaceliner.

The Forest Moon of Endor (often simply called Endor) is a small green sphere, the second of nine moons orbiting a silver-banded gas giant called Tana by the now-famous Ewoks. Endor has lighter-than-standard gravity and an ecosystem bursting with life, including three native sentient species. It's also home to castaways: bandits from nearby Sanyassa and Zorbia and starhoppers from more distant ports. The Moddell Sector is plagued by hyperspace eddies and sinkholes, and Endor is a graveyard of innumerable wrecked starships.

History

Until thrust into history's spotlight, Endor was a small moon in a rarely visited system in an all-but-unknown sector. The Moddell Sector, one of the three sectors in the Inner Zuma region, was considered part of the Unknown Regions just a few centuries ago, and incorporated into the Republic just fifty years before the Battle of Yavin. At the time, Endor's sun was an uncharted point of light in the skies of the new sector capital, Annaj. While scouts have blazed new routes through the sector since then,

the distinction between the Moddell and the unclaimed swaths of Wild Space bordering it remains nebulous at best.

The Empire had two reasons for building the second Death Star above Endor. First, the so-called Sanctuary Moon was so remote that few travelers would stumble across it. Second, the system's three other planets—particularly dense, barren little Dor—contained a treasure trove of rare metals. To keep the project secret, the Empire spent billions of credits to artificially extend an obscure hyperspace route called the Silvestri Trace all the way from Sullust. For its brief, unstable life, this "Sanctuary Pipeline" was a galactic express route for supply barges and superfreighters carrying material to the construction site. Emperor Palpatine allowed the plans for the second Death Star and details of the Pipeline to fall into Rebel hands as part of his plot to lure the Alliance to Endor and force an end to the Galactic Civil War.

After Palpatine's demise, Alliance forces remained on Endor briefly before being driven off by Nagai invaders, who were followed in turn by traders, intelligence agents, miners, souvenir hunters, and even tour groups. Later, the dangerous drug Rokna Blue was brewed from an Endorian fungus, and it proved unhappily popular. But even the peddlers of Blue weren't successful for long; fifteen years after the Battle of Endor, only one small trading post connected the Forest Moon with the rest of the galaxy.

People

Endor's most famous residents are the Ewoks, meter-high omnivores who dwell in many areas on the moon but prefer the giant trees of its forests. Despite their primitive technology, Ewoks are sound engineers and cunning warriors—as a legion of the Emperor's best troops discovered. Ewoks may look cute, but a tribe won't think twice about cooking its enemies alive over open flames.

The Ewoks aren't the only intelligent species native to the Forest Moon. The Dragon's Pelt savanna is home to the Yuzzum, whose sensory feelers and long legs help them navigate its tall grasses. Generally peaceable, the Yuzzum are capable trackers and resilient fighters when provoked. They share the Dragon's Pelt with a large band of vicious Sanyassan Marauders shipwrecked decades before the Battle of Endor. Finally, the 20-meter-high Gorax, which are often dismissed as Ewok folk tales, are vicious, semisentient giants that are all too real. Fortunately, they're also quite rare.

Locations

The Forest Moon of Endor has a number of interesting locations for heroes to visit, including those described below.

Bright Tree Village

Named for a soaring central tree that catches rays of sunlight on most days, Bright Tree is a collection of huts and platforms connected by bridges of wood and rope, all 50 meters above the forest floor. For the two hundred Ewoks who call it home, life in Bright Tree is centered around the wide, open main platform, which is used for work, cooking, and gatherings of the tribe. This platform houses the large huts reserved for Bright Tree's chieftain and shaman, as well as halls used by the tribe's elders and hunters. Other platforms support family huts, communal dwellings for unmated males and females and visitors, storage huts, and the longhouse reserved for the ill. Below the main levels are camouflaged sentry platforms; above the main levels are other sentry posts and special platforms reserved for gliders.

Like most Ewok settlements, Bright Tree is ruled jointly by its chieftain and shaman. The shaman interprets omens and offers guidance, while the chieftain—assisted by the elders—mediates disputes and handles day-to-day affairs.

A FOREST'S BOUNTY

Heroes adventuring in Endor's wilds are advised to familiarize themselves with the useful flora provided by the Forest Moon—a lesson an Ewok warrior, Yuzzum scout, or veteran of Salfur's can provide.

The senoti tree is actually native to New Canistel, whose alkaline soil is far more hospitable. Only a single senoti grows in the Ewok territories near Bright Tree Village, though a few scabby specimens can be found on the Dragon's Pelt. The senoti's watery sap is a powerful fever reducer and pain reliever.

The stems of the lush kata-wata fern yield an extract that helps staunch blood flow and protects against infection. Treatment with kata-wata extract doubles vitality and wound points recovered through natural healing, as described in Chapter 8 of the *Star Wars Roleplaying Game*.

Fgir bushes protect themselves with a sprawling system of hollow roots containing hard, thin needles. These needles fire from beneath the soft loam when the air in them is compressed—such as by an unwary creature's foot. Resisting their effects requires a Fortitude saving throw (DC 15); a failed save results in a loss of 2d6 points of Dexterity, with 1 point regained per hour. If carefully extracted, the moisture in newly cut roots yields an effective anesthetic.

The perosa is a stout deciduous tree with tender, edible outer bark; more than one shipwrecked crew has made do with perosa "steaks." Cured, this bark can be formed into soft armor. The tree's sap, drawn from its harder interior bark, is a strong adhesive used to fortify rope lashings and weatherproof Ewok huts.

Item	Use	Treat Injury DC
Senoti extract	Reduce fever, relieve pain	10
Fgir root	Anesthetic	10
Kata-wata extract	Coagulant to prevent infection	15
Perosa sap	Adhesive	–



Heroes visiting before The New Jedi Order period will find Bright Tree ruled by Chief Chirpa and the shaman Logray. Logray was banished after the Battle of Endor and replaced by Paploo; a few years later, Chirpa stepped down and Wicket became Bright Tree's chief.

Salfur's Trading Post

Within a few years of the Death Star's destruction, salvage crews, miners from Eloggi, and treasure hunters had carted away every piece of the old Imperial base, leaving the Forest Moon without even a landing platform for ships. Working with funds supplied by New Republic Intelligence, a roughneck named Cobb Salfur arrived to fill the gap. Salfur's Trading Post stands on a gaggle of 10-meter metal columns in a clearing in the forest, about three kilometers southeast of Bright Tree Village. Four of the columns contain lift tubes for people and supplies. Two lead to the post itself, a clutch of prefab housing modules salvaged from an abandoned camp on Trindello that now serve as commissary, living area, dormitory, storage space, and rec center for visiting traders and intelligence agents. The other two tubes lead to a no-frills landing platform with an automated beacon and directional lights. A boundary field surrounds the post with a force field; when visitors are present, it's switched on at dusk.

Terak's Keep

This gloomy fortress looms over the savanna from an outcropping of the mountain range known as the Dragon's Spine. It's home to a band of Marauders, vicious pirates from the stormy world Sanyassa IV. The Marauders and their leader, King Terak, built the square-walled castle with stone quarried from mines in the Spine's foothills. The Marauders are an all-too-common sight in the savanna and the fringes of the forest, mounting reptilian blurrgs and riding out to raid Yuzzum and Ewoks alike.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

Blue Period

Burned-out addicts are becoming a common sight on Annaj again, leaving sector authorities worried anew about the dreaded Rokna Blue. The heroes are sent to the Forest Moon to hook up with the Ewok Tokkat, find the rokna harvesters, and put an end to their illicit trafficking.

With the help of Tokkat and a war party from Bright Tree Village, the heroes discover a would-be Blue kingpin. The Nikto smuggler Tu'rsc'yulir has set up a crude processing station at the foot of the Yawari Cliffs, north of Bright Tree and Salfur's Trading Post. Tu'rsc'yulir has brought her band of thugs, the Kintan Gunrunners, with her for muscle and paid off the Marauders to lead raids into the Ewoks' forest.

Worst of all, Tu'rsc'yulir has been thinking about how to make processing Blue more effective. If the fungus could be farmed, the Gunrunners could greatly increase their yield of Blue. To do that, they'll need to control tracts of forest—and what stands in their way besides a few villages of puny Ewoks?

Yub Yub! Mwah Hah Hah!

The heroes find themselves the latest in the long list of castaways on Endor when their starship runs afoul of one of the Moddell Sector's innumerable hyperspace anomalies and plummets to the surface of the Forest Moon.

The heroes' ship crashes near an Ewok village—one whose warriors have collected starship parts for generations and kept them as objects to consult in the tribe's divinations. The parts needed to repair the heroes' ship are probably in the shaman's inventory. But what the heroes may not suspect until it's too late is that this isn't Bright Tree Village. It's Hanging Moss Village, and Hanging Moss has a dark name on the Forest Moon. For whatever reason—isolation from other villages, a shaman's curse, or the influence of the dark side of the Force—its Ewoks are vicious and cruel, liking nothing better than weaving fiendish traps with which to catch new creatures to torment and sacrifice to the foulest spirits of the deep forest.

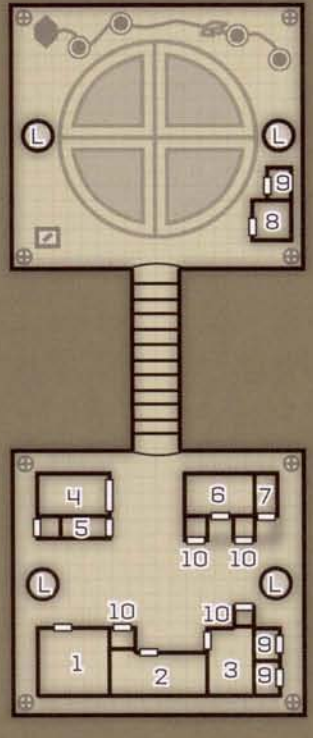
Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on the Forest Moon of Endor.

Cobb Salfur

Born on the Moddell factory world of Ovise III, Cobb Salfur earned a reputation as one of the sector's better scouts, blazing trails into the Monsua Nebula and hiring out in ports from Maya Kovel to Ast Kikorie. He also became known as an untrustworthy roughneck, making and breaking deals with impunity and settling shady business deals with fists and blasters. The Alliance hired Salfur as part of its Endor commando team, only to brig him after he got into a fight with a Dresselian irregular aboard *Home One*. After the Battle of Endor, New Republic Intelligence hired Salfur to keep watch on the Forest Moon, fearing it would become a target for a vengeful rogue Imperial. Salfur constructed a trading post, seeing an opportunity to make a few credits while maintaining a potentially valuable hideout. When the illicit trade in Rokna Blue began a few years later, his involvement was suspected but never proven.

For all his faults, Salfur loves nature. He gets along well with the Ewoks of Bright Tree Village, and woe betide



Salfur's Trading Post
(Endor)

1. Dormitory/Barracks
2. Commissary
3. Recreation Center
4. Warehouse
5. Salfur's Office/Bunk
6. Conference Module
7. Comm Center
8. Starship Supply Locker
9. Refreshers
10. Storage Lockers

L = Lift

One Square = 2 meters

the thoughtless visitor who throws garbage off one of his trading post's platforms.

Salfur is a bald, scarred hulk of a man who is running to fat, but underneath his huge belly and extra chins, observant heroes will notice cabled muscle and a surprising grace. He has a weakness for a good spacer's tale, a taut game of sabacc, cold lomin ale, and fat cigarras—the stinkier, the better. Salfur has taught some of Bright Tree's more-adventurous Ewok scouts the joys of sabacc and cigarras, an indulgence that's proved startling for more than one unsuspecting visitor to the trading post.

Cobb Salfur: Male Human Scoundrel 8; Init +1; Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 41/13; Atk +8/+3 melee (1d6+2, club) or +7/+2 ranged (3d8+3, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1; SV Fort +3, Ref +7, Will +3; SZ M; FP 0; DSP 0; Rep +2; Str 14, Dex 12, Con 13, Int 11, Wis 11, Cha 11. Challenge Code D.

Equipment: BlasTech T-6 heavy blaster pistol, club, all-temperature cloak, breath mask, datapad, electrobinoculars, field kit, flight suit, fusion kit, tool kit.

Skills: Appraise +8, Astrogate +16, Bluff +12, Forgery +4, Gamble +7, Gather Information +10, Intimidate +9, Knowledge (Moddell Sector) +9, Pilot +16, Profession (Spacehand) +8, Repair +12, Speak Ewokese.

Feats: Combat Reflexes, Headstrong, Skill Emphasis (Bluff), Skill Emphasis (Intimidate), Spacer, Starship Operation (space transport), Weapon Group Proficiency (blaster pistols, simple weapons).



COBB SALFUR

King Terak

The leader of the Marauders stranded on the Forest Moon, Terak is as ill-tempered and ruthless as his followers. He's also smarter, ruling his band with brutish but effective calculation. Terak was killed several months before the Battle of Endor, but for a century prior, he was one of the planet's biggest scourges, discussed only in whispers in Ewok villages and Yuzzum burrows alike.

GMs whose campaigns are set after the Battle of Endor can use Terak's statistics for one of his sons, the equally brutal Zakul.

King Terak: Male Sanyassan Thug 9; Init +1; Defense 15 (+3 class, +1 Dex, +1 natural); Spd 10 m; VP/WP 0/12; Atk +11/+6 melee (1d8+2, longsword) or +10/+5 ranged (3d6, blaster pistol); SQ Natural armor; SV Fort +7, Ref +4, Will +4; SZ M; FP 1; DSP 4; Rep +2; Str 15, Dex 13, Con 12, Int 11, Wis 12, Cha 9. Challenge Code C.

Equipment: Greff-Timms Industrial ATA Pulse-Wave blaster pistol, longsword, ring.

Skills: Intimidate +9, Knowledge (Endor) +8, Spot +4, Survival +5.

Feats: Armor Proficiency (light), Dodge, Power Attack, Weapon Group Proficiency (blaster pistols, simple weapons).

Tokkat

Born in Bright Tree Village, Tokkat and his brother Wunka left their homeworld with the Rebels after the Battle of Endor and quickly adjusted to the ways of the galaxy and its technological societies. Tokkat and Wunka served as gunners aboard the New Republic Star Destroyer *Liberator* and saw ground combat after their vessel was shot down over Coruscant during the time of the reborn Emperor.

After Wunka died in a skirmish on Holageus, Tokkat returned to the Forest Moon to bury his brother. There, he found the quiet of his homeworld no longer stifling but comforting, and he took his place as an honored hunter of Bright Tree Village and its unofficial ambassador to the New Republic. Tokkat speaks (somewhat squeaky) Basic.

Tokkat: Male Ewok Scout 2/Soldier 4; Init +2; Defense 17 (+4 class, +2 Dex, +1 size); Spd 6 m; VP/WP 32/12; Atk +5 melee (2d4–1, vibrodagger) or +8 ranged (3d6, blaster pistol); SQ Trailblaze; SV Fort +7, Ref +4, Will +2; SZ S; FP 0; DSP 0; Rep +1; Str 8, Dex 14, Con 12, Int 10, Wis 9, Cha 11. Challenge Code C.

Equipment: SoroSuub ELG-3A blaster pistol, vibrodagger, datapad, tool kit.

Skills: Climb +4, Demolitions +4, Hide +12, Knowledge (Endor) +5, Move Silently +8, Pilot +7, Read/Write Basic, Repair +6, Speak Basic, Spot +6, Survival +4.

Feats: Alertness, Dodge, Mobility, Spring Attack, Starship Operation (Capital Ship), Starship Operation (Space Transport), Track, Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons, vibro weapons).

New Species: Yuzzum

Primitive hunter-gatherers, Yuzzum employ spears and traps for hunting and defense, and they lack industrial technology. While their neighbors, the Ewoks, live in the trees of Endor's Forest Moon, Yuzzum occupy the forest floor, where they hunt for ruggers (small, delicious rodents).

Because their language is based on song, Yuzzum have highly developed vocal cords and keen ears. When provided with a patient tutor, they can learn to sing in other languages. Most of the few Yuzzum who have left the Forest Moon are performers. Among them are Joh Yowza, who plies the Outer Rim with the Max Rebo Band

during the Rebellion Era, and "Fugitive" Fod, an outlaw singer working from the Corporate Sector during The New Jedi Order.

Personality: These furry beings are more savage than their Ewok neighbors, but their primitive and barbaric society belies great curiosity and cunning. Yuzzum are mindful, however, and get along well with outsiders who respect their beliefs and their territorial rights.

Physical Description: Yuzzum vary in appearance from tribe to tribe. Some Yuzzum display fangs and thick coats of hair, while others have blunt teeth and sparse fur. Their common traits common include a round body supported by a pair of long, thin, stiltlike legs. They stand between 1.4 and 2 meters tall.

Homeworld: The Forest Moon of Endor, located in the Outer Rim.

Language: Yuzzum speak their own language, which is based on song and bears no written alphabet.

Example Names: Bur, Fod, Joh Yowza, Lub, Mudi, Shy Loba.

Age in Years: Child 1–3; young adult 4–8; adult 9–25; middle age 26–40; old 41–52; venerable 53+.

Adventurers: Yuzzum removed from the primitive society on the Forest Moon of Endor survive in the galaxy as scouts and, to a lesser extent, scoundrels, and soldiers. Yuzzum make poor tech specialists, and few of them are sensitive to the Force.

Yuzzum Species Traits

- Ability Modifiers: –2 Strength, +2 Dexterity.
- Medium-size: As Medium-size creatures, Yuzzum have no special modifiers due to their size.
- Speed: Yuzzum base speed is 10 meters.
- Primitive: Yuzzum with professional or heroic classes receive the bonus feats Weapon Group Proficiency (primitive weapons) and Weapon Group Proficiency (simple weapons) instead of the usual Weapon Group Proficiency feats. Yuzzum commoners receive the bonus feat Weapon Group Proficiency (primitive weapons) only.
- Skill Bonuses: Yuzzum gain a +2 species bonus on Survival checks.
- Free Language Skills: Speak Yuzzum.

Yuzzum Commoner: Init +1; Defense 11 (+1 Dex); Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed strike) or –1 melee (1d6–1, spear) or +1 ranged; SQ Species traits; SV Fort +0, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 12, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Spear, variety of personal belongings.
Skills: Listen +1, Speak Yuzzum, Spot +1, Survival +4.
Feats: None.



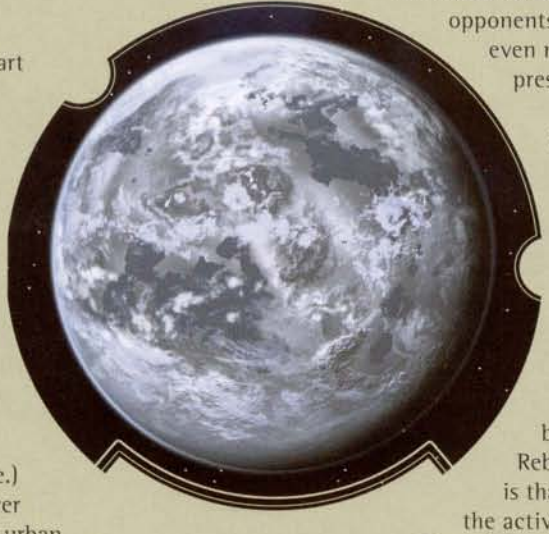
Eriadu

Planet Type: Terrestrial
Climate: Polluted
Terrain: Industrial cityscape, waste zones
Atmosphere: Breathable
Gravity: Standard
Diameter: 13,490 km
Length of Day: 24 standard hours
Length of Year: 360 standard days
Sentient Species: Humans, various alien species
Languages: Basic
Population: 22 billion
Species Mix: 86% Human, 14% other (mostly slaves)
Government: Imperial governorship
Major Exports: Computer technology, manufacturing, textiles, droids
Major Imports: Foodstuffs, medicinals, lommite ore
System/Star: Eriadu

Planets	Type	Moons
Muntiadu	Molten rock	0
Jaroona	Volcanic rock	0
Erinar	Volcanic rock	1
Eriadu	Terrestrial	1
Tarastra	Gas giant	7
Kelliadu	Ice ball	0

Description

A polluted factory world at the heart of the Seswenna Sector, Eriadu is a slate-gray globe of rugged landmasses and slender seas. The world is dominated by heavy industry that has fouled the air, land, and sea with the constant toxic by-products spewed from countless unregulated factories. (Eriadu does not benefit from the advanced waste disposal systems, atmosphere scrubbers, and aquifer purifiers most prosperous worlds install as a matter of course.) An orange haze dominates the lower atmosphere and gives most of the urban areas an especially drab appearance. Despite this, Eriadu is still a bustling trading and governmental hub in the Outer Rim, situated at the intersection of the Rimma Trade Route and Hydian Way (as well as a number of smaller trade routes).



History

Eriadu has often been considered a Core World with the misfortune of having been located in the Outer Rim. Indeed, one of the goals of Eriadu's leaders has long been to fashion the planet into the "Coruscant of the Outer Rim." The Eriadu system's location at the intersection of the Rimma, Lipsec Run, and Yankirk Route ensured a certain level of importance from the moment colonists set foot in it, but for centuries, Eriadu was known more for its delicate shellwork jewelry than for its manufacturing might.

That changed under the leadership of the Quintad, an oligarchy of five powerful and driven families of Corulag ancestry who migrated to Eriadu approximately nine hundred years before the Battle of Yavin. By the time of the Battle of Naboo, Eriadu had been an industrial powerhouse for generations, the site of prestigious shipyards and the very model of an ambitious, entrepreneurial Rimworld. (Some in the Republic would append the term "ruthless" to that description.) In the last century of the Republic, so many traders departed from the Hydian Way proper in favor of the loop once known as the Eriadu Bypass that some chartkeepers consider that portion of the mighty trade route to have "jumped," and they now place Eriadu on the Way. A movement is growing within the sector to acknowledge the realities of economic power and move the sector capital from Seswenna to Eriadu.

During the Clone Wars, Eriadu is one of the forward positions of the Republic because the surrounding sectors are heavy with Separatist forces. In cooperation with Brigadier Gideon Tarkin (younger brother of Governor Tarkin), the Jedi Council moves a dozen Delta-7 Aethersprite starfighters to Phelar Port, where they bolster the initial defense force against the Republic's opponents. Subsequent skirmishes result in even more Republic military and Jedi presence on the world.

Upon Palpatine's restructuring of the galactic government, the ambitious Wilhuff Tarkin is granted command of the Seswenna Sector, and Eriadu serves as Governor Tarkin's base of operations. From the outset of the New Order, Eriadu also hosts a sizeable underground resistance, which, after the Corellian Treaty, becomes a formal part of the Rebellion. The key point, however, is that very little—none, really—of the activity takes place on Eriadu: The Imperial reprisals would crush any participants. Instead, the various Rebel agents use Eriadu as their base of operations, conducting their resistance elsewhere.

Under the auspices of the New Republic, Eriadu is a key economic power in the Outer Rim, a center for industry and commerce that (very slowly) has curtailed some of its environmentally harmful practices. Though the world does not fall victim to the hostile forces during the Yuuzhan Vong's incursion into the galaxy, Eriadu does become something of a focal point for the accommodating Peace Brigade. Those who would acquiesce to the Yuuzhan Vong's will are in high number once the New

Republic mounts any real resistance, and the world is not safe for those aligned with the Jedi or those who support the Republic's policies of resistance.

People

As on so many worlds, the Eriaduan population consists primarily of two groups: the privileged few and the downtrodden majority. The privileged consist of such luminaries as Wilhuff Tarkin (who rises from Lieutenant Governor to Grand Moff between the Battle of Naboo and the Battle of Yavin), as well as several Outer Rim business leaders and high-level bureaucrats. Most other Eriaduans, as they are known, labor in various manufacturing factories or work in the supporting services.

The Eriaduan commoner is typically a hard-working cerulean-cuff with the means to support a family, but not much else. Theirs is not necessarily an uncomfortable life, but certainly not one of the opulent excesses enjoyed by the magnates and executives of the palatial estates that dot the outer area of Eriadu City. Most Eriaduans are very loyal to the ruling galactic government; when the Empire rises from the Republic and the New Republic from the Empire, their support remains fairly consistent. The largely Human population typically fares well when the government is stable.

A substantial slave population (nearly three billion beings) exists on Eriadu during the tenure of the Old Republic and the Empire, most of which labors in the various heavy industries (despite the presence of several droid manufacturers, droid labor is not common on Eriadu). A small percentage of the slaves on-world toil as indentured servants in the palatial estates of corporate executives and bureaucrats. (During the New Republic's ascension, the slaves held on Eriadu are liberated, which proves a harsh blow to Eriadu's economy in the short-term.)

Locations

Eriadu has a number of interesting locations for heroes to visit, including those described below.

Eriadu City

Eriadu City is the world's capital and primary urban center. It is located in the southern hemisphere along the shores of a finger-shaped bay over which swirls the same sulfur-yellow clouds, iridescent ozone spangles, and green flashes of chloride endemic to the other cityscapes on the planet.

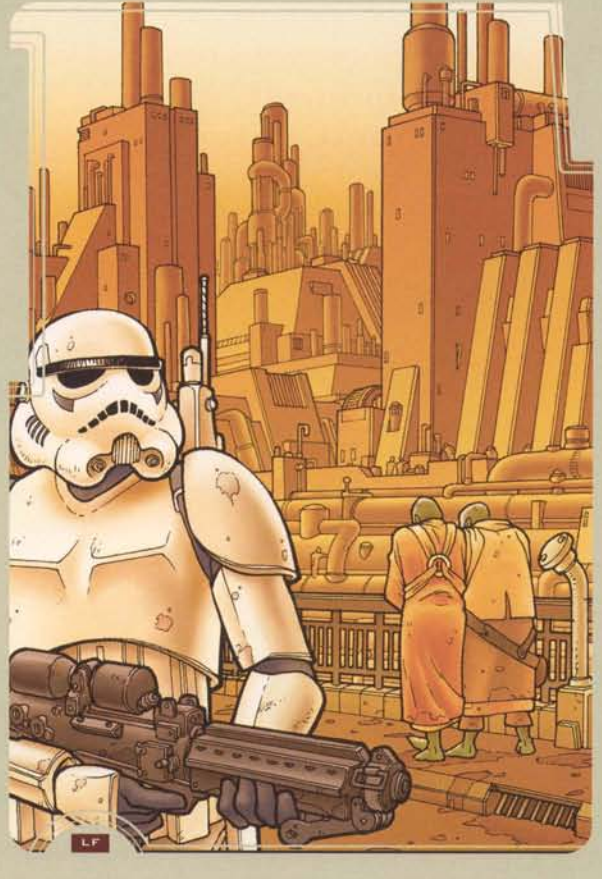
From the bay, the city extends in the outlying hills and nearly a hundred kilometers inland along the mouth of the murky Orrineswa River. A dusty, forlorn, and seedy city by galactic standards, Eriadu City houses numerous industrial factories and foundries, as well as the main offices of Accutronics (a major droid manufacturer), the impressive Tarkin Memorial Conference Center, and Seswenna Sector's primary administrative facilities. In a twist of irony few might appreciate, Eriadu City does boast beautiful sunsets: Enormous balls of flame spew from the foundries that dominate the northern and eastern perimeters of the city, accompanying the sun's fantastic light display as it wanes through the atmosphere's countless pollutants.

The polarity of Eriadu's social classes is exceptionally apparent in Eriadu City. Along the suburban perimeter reside villas, vacation retreats and other abodes for the well-to-do. Deep in the heart of the polluted cityscape—in areas such as Old Town's Factoryville—reside the poor and oppressed, many of whom are slaves to the massive corporate entities of the world.

Phelar Port

The key spaceport area on Eriadu (and, for that matter, the Seswenna Sector), Phelar Port is home to Eriadu Manufacturing's main facilities and the Eriadu Planetary Security (EPS) Launchport complex. A busy hub of transportation for centuries, Phelar Port begins to boom in the last few decades of the Republic, as Trade Federation, Corporate Alliance, military, smuggler, and private venture traffic all increase in the region—all to the Port's benefit. As lawlessness also increases, the presence of the EPS augments Phelar Port's stature as well.

Like most inhabited regions on Eriadu, Phelar Port is a dingy, heavily industrialized region with blocky, utilitarian architecture. The Launchport complex is administered by the standing navy and heavily policed by Republic soldiers or Imperial stormtroopers, depending on era. It is situated alongside an ice-laden river that pours from the south into the Bay of Conquest (known as Ja-Phelar



Bay before the Empire's rise). Though set in what could be (and was, centuries ago) a picturesque locale, the endwaters of the Phelar Floe are caked in industrial pollutants, and little aquatic life thrives in the region. (The largest employer on the planet, Eriadu Manufacturing, is also by far the greatest polluter. Much of the environmental damage done to the planet's ecosystem is a direct result of EM's processes.)

Eriadu Manufacturing Shipyards

While the facilities of Eriadu Manufacturing will never rival those of Kuat or Sienar, they are a financial viable interest well-regarded for their quality, with roughly the same output capacity as the yards at Sluis Van. Financed by members of the Valorum family, EM produces civilian repulsorlift and spacefaring craft. Whereas most of the heavy industry on Eriadu is conducted in Eriadu City, EM's main facilities are aside Phelar Port, along the eastern banks of the Phelar Floe.

The EM complex is divided into three main facilities: the administrative offices atop Ja Knoll, and the spacecraft and repulsorcraft facilities closer to the Bay of Conquest. Major thoroughfares connect the shipyards to central Phelar Port. Millions of laborers work in the EM foundries and assembly yards, nearly half of which are slaves during the Republic and Empire. (During the rule of the Republic, slavery is outlawed, but those laws are not enforced in the Outer Rim; during Palpatine's reign, enslavement of non-Humans is perfectly legal and, in fact, promoted.)

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

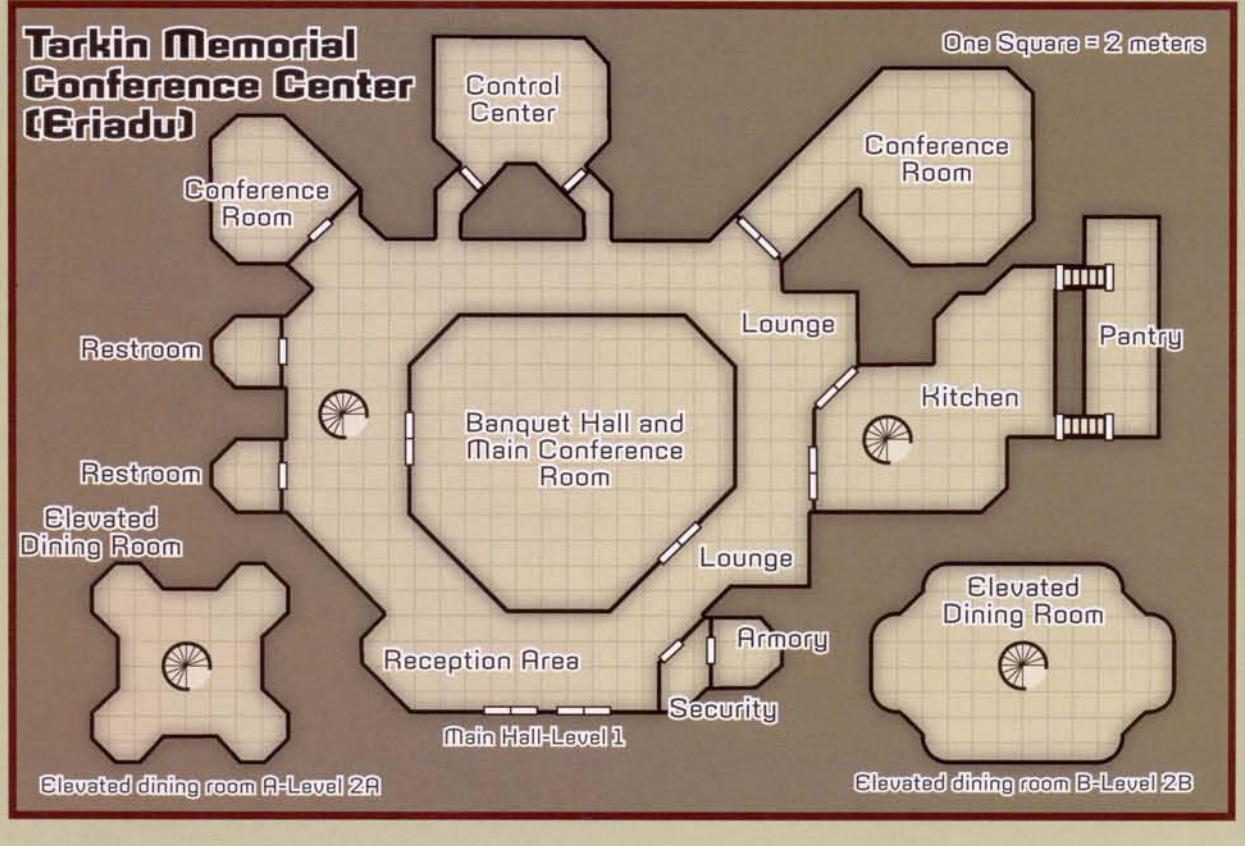
Yours for the Tarkin

It's common knowledge—especially on Eriadu, and especially in the aftermath of the Clone Wars—that it's not wise to cross the Tarkin clan. So when agents of the Nebula Front kidnap Shella Motti, niece of Governor and Lady Tarkin and cousin of Commander Motti, the characters, regardless of their political affiliations, are hired to rescue young Shella and return her to Tarkin's estate on Eriadu.

But locating the Nebula Front's hideout and finding Shella is only half the challenge. The young Motti heir refuses to return to her family, and she has already hired a second team of agents—one led by a bounty hunter with whom the heroes have tussled before—to prevent her return. The characters are caught in a web of deception and dissent that runs deeper than even those involved in the situation might imagine . . . but can they survive failing Governor Tarkin?

The Conference Job

The Empire's wealthiest citizens are due to assemble in top-secret negotiations in Eriadu City in the Tarkin



Memorial Conference Center. A mid-level Black Sun enforcer looking to impress his bosses with a big score is paying a hefty percentage of the take to the criminal crew that can successfully rob the most attendees—not an easy task. Security is draconian and the trade delegates' valuables are under guard in their respective hotels and/or vessels. The heroes become embroiled in the chaotic competition to steal the most loot, either as willing participants, undercover law enforcement, or beings in the wrong place at the wrong time.

Use the map of the Tarkin Memorial Conference Center for this adventure.

Meet the Maker

Even with the Yuuzhan Vong threat not directly reaching the Seswenna Sector, the Yuuzhan Vong's hatred of droids threatens the livelihood of companies such as Accutronics (and the lives of their corporate officers). When Peace Brigade activities increase in the Seswenna Sector and Eriadu in particular, every droid's safety is compromised.

The characters are tasked to recover an R5 unit lost in the underbelly of Eriadu City, one that holds the coordinates of several refugee worlds key to the Republic. The Yuuzhan Vong wouldn't debase themselves by searching the droid's memory; they'd simply smash it to dust. But the traitorous Peace Brigade knows an astromech with New Republic markings may be of some use to them.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Eriadu.

Rivoche Tarkin

As a young teen, pampered and privileged Rivoche Tarkin was suddenly orphaned when her father, Brigadier Gideon Tarkin, was killed in the Erhynradd Mutiny. Placed under the care of her uncle Wilhuff (better known to most as Governor or Grand Moff Tarkin), Rivoche proved to be something of a problematic teenager, and she was eventually sent to an exclusive preparatory academy on Clær. As she grew older, she increasingly questioned her uncle's (and the Empire's) policies, all the while attending the social functions expected of a young lady of her heritage and upbringing.

It was at one such function that Rivoche met a dashing young Academy cadet by the name of Biggs Darklighter. Eventually cognizant of Darklighter's "questionable" ties, Rivoche steeled herself and made the decision to pass Darklighter some sensitive information she was privy to regarding a pending CompForce strike against Duro insurgents. Her hunch about young Darklighter was proven right: The Imperial plans were foiled, thanks to her information. And so it was the young Tarkin passed the point of no return. For the fledgling Rebel Alliance, it was a blessing.

Since that crucial Duro extraction, Rivoche has proven herself one of the most invaluable spies. Only a few operatives within the Alliance know of her status, but she continues to prove enormously useful. The Alliance base on New Cylimba and its crew would likely have been crushed by the Imperial forces had she not provided the necessary intelligence to avoid the massacre. Rivoche operates during the peak years of the Galactic Civil War post-Yavin until her identity is compromised just prior to her ruse wedding (to Vastin Caglio, eldest son of Moff Jamson Caglio). On her supposed wedding day, she is extracted by Rebel agents just ahead of ISB agents and is provided safe harbor at facilities under the command of General Airen Cracken.



RIVOCHE TARKIN

Rivoche Tarkin: Female Human Noble 8; Init +2; Defense 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 28/14; Atk +8/+3 melee (1d3+2, unarmed strike) or +8/+3 ranged (3d4, hold-out blaster); SQ Bonus class skill (Gather Information), coordinate +2, favor +3, inspire confidence +2, poison resistance; SV Fort +4, Ref +6, Will +9; SZ M; FP 0; DSP 0; Rep +2; Str 14, Dex 14, Con 14, Int 14, Wis 13, Cha 15. Challenge Code D.

Equipment: Hold-out blaster, poison-detecting broach (contains secret holorecording device).

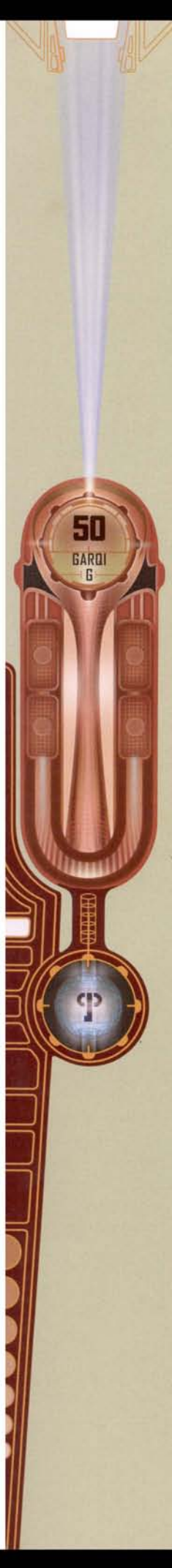
Skills: Bluff +9, Computer Use +3, Diplomacy +13, Disable Device +3, Gather Information +12, Intimidate +8, Knowledge (bureaucracy) +7, Knowledge (Imperial military planning) +7, Knowledge (cultures) +5, Ride +4, Search +7, Sleight of Hand +7, Swim +3.

Feats: Iron Will, Persuasive, Weapon Group Proficiency (blaster pistols).

New Creature: Ja Field Septoid

It has often been noted that insects prove to be among the hardiest lifeforms when radiation storms, supernovae, or massive toxic pollution drastically changes their environment.

The field septoid from Eriadu's Ja highlands bears that theory out exponentially. This hardy arthronid, a vicious hunter and fearless pest, has withstood centuries of extermination attempts, only to adapt, learn, and continue to thrive. As Eriadu's global pollution increased, so too did the creature's durability. The term "tough as a septoid" is a common one among the hardscrabble denizens of Eriadu City and Phelar Port's rougher neighbors.



As its name implies, a septoid walks on seven legs, all sharp and consisting of serrated daggercrablike chitin that give it a distinctive sound when walking on a hard surface such as duracete. Its head and eyestalks are located centrally on the thorax, with the legs surrounding the body so that the creature has no real "front" or "back." The creature possesses two sets of nonvenomous fangs that sit high on its small face, and three pairs of compound eyes. Not overly aggressive, a septoid is nonetheless a tenacious creature.

Septoid: Tiny vermin 3; Init +2; Defense 14 (+2 Dex, +2 size); Spd 8 m, climb 4 m; VP/WP 31/11; Atk +3 melee (1d3–4, bite) or +6 ranged; SQ Darkvision, radiation resistance, +10 species bonus on saving throws against mind-influencing effects, +12 species bonus on melee attack and damage rolls against larger opponents; SV Fort +9, Ref +5, Will +2; Face/Reach 1 m by 1 m/1 m; Str 8, Dex 15, Con 22, Int 1, Wis 13, Cha 7. Challenge Code B.

Skills: Climb +5, Hide +6, Survival +17.

Feats: Stealthy.

Special Qualities: The following provides additional information on a septoid's special qualities.

Radiation Resistance—Septoids take half the normal penalties of radiation exposure and sickness for the first 3d8 weeks of direct exposure. After initial exposure, they receive a +4 species bonus on Fortitude saves against the radiation.

New Creature: Eriaduan Rat

One of the only native species to avoid extinction in the mire of Eriadu's rapid industrialization, the six-legged Eriaduan rat actually thrives in the dank, sickening environment that proved the death of nearly all other Eriaduan fauna. Their prodigious birthrate no longer kept in check by predators, the rats have multiplied at an accelerated rate, mutating in the toxic runoff of the factories and industrial compounds into vicious scavengers.

Barely larger than a whisperkit, the rat is kilo-for-kilo one of the most foul-tempered urban scavengers this side of the storm drains of Dra III. When any creature larger than the rat enters its territory (aside from Human-sized sentients), dozens or hundreds of the feral beasts attack the trespassing creature. The rat's bite is toxic by virtue of the environment in which it dwells, its system filled with such poison that its saliva transmits those toxins to its victim. The rat's bite can kill smaller creatures and immature Humans, and full-grown adults can be sick for weeks (Mon Calamari are especially susceptible to the toxins' effects). Fortunately for most of Eriadu's Human population, the rats prefer the squalor such as that in which the alien slave population lives.

Eriaduan Rat: Tiny vermin 3; Init +8 (+4 Dex, +4 Improved Initiative); Defense 16 (+4 Dex, +2 size); Spd 4 m, climb 2 m; VP/WP 7/3; Atk +0 melee (1d3–4 plus poison, bite) or +8 ranged; SQ Darkvision, fast healing 2, poison, +8 species bonus on melee attack and damage rolls against larger opponents, +10 species bonus on saving throws against mind-influencing effects; SV Fort +0, Ref +7, Will +2; Face/Reach 1 m by 1 m/0 m; Str 4, Dex 19, Con 5, Int 1, Wis 13, Cha 16. Challenge Code B.

Skills: Climb +10, Hide +12, Survival +6.

Feats: Improved Initiative.

Special Qualities: The following provides additional information on an eriaduan rat's special qualities.

Poison—Fortitude save (DC 8) negates, initial damage 1d4+2 wound points, secondary damage 1d4 wound points.

Garqi

Planet Type: Terrestrial
Climate: Temperate
Terrain: Plains, rain forests, ocean
Atmosphere: Breathable
Gravity: Standard
Diameter: 12,300 km
Length of Day: 29 standard hours
Length of Year: 388 standard days
Sentient Species: Humans
Languages: Basic
Population: 800,000
Species Mix: 92% Human, 8% other
Government: Imperial governorship or democracy
Major Exports: Foodstuffs
Major Imports: Technology, metals
System/Star: Garqi

Planets	Type	Moons
Kalki	Searing rock	0
Kalki's Braid	Asteroid field	0
Garqi	Terrestrial	1
Jinathik	Asteroid field	0
Elsho	Gas giant	7

Description

Garqi is an unassuming world of fertile plains, forests, and oceans tucked away in an unimportant corner of the Outer Rim Territories. Though thinly populated and rarely visited, it is an important producer of staples for the three sectors collectively known as the Cassandran Worlds and a source of luxury foodstuffs for consumers in the Core Worlds.

Garqi may not be well known even as agricultural worlds go, but it will still surprise jaded visitors who expect nothing more than harvester droids and processing plants. The capital, Pesktda, is a graceful city of plazas and tree-lined avenues, while Garqi Agricultural University attracts bright students and learned scientists from beyond the Rimworlds.

Garqi's history proves that even isolated little worlds can be caught up in the sweep of great events—unhappily, in Garqi's case. When the Yuuzhan Vong swept through the Outer Rim, Garqi's fertile fields and lack of defenses did not go unnoticed.

History

A century before the Republic's fall, Cassander Tadrin was the charismatic head of a giant, privately held Esselian conglomerate that controlled 24 agriworlds. He was also stifled by the self-satisfied culture of the Core and desperately bored. Tadrin invested in a slew of survey droids to peer into unexplored pockets of the galaxy until he located what he was looking for. He then sold off his company's holdings and led tens of thousands of loyal employees and their families beyond the Rim to settle the new worlds he'd found.

Cassander's Star—later known simply as Cassander—became the dominant world of a loosely governed domain called the Cassandran Worlds. Over the decades, this domain grew to embrace more than a hundred star systems, among them the industrial planets of New Bakstre and Minashee, the lush agriworlds of Biitu, Forsen, and Garqi, and mineral-rich worlds such as Isiring and Monhudle.

In Tadrin's lifetime, trade with the larger galaxy wasn't a priority. But Garqi and the other Cassandran Worlds produced such a wealth of foodstuffs and raw materials that subsequent generations sought markets for the surplus. By the time of the Clone Wars, Cassandran freighters had become common sights on the nearby Braxant Run, a spacelane running from Bandomeer on the Hydian Way across the Rim to the edges of Wild Space. Those freighters attracted the attention of raiders, making Cassander a favored destination for fighter jockeys looking for work defending the domain's convoys.



Shortly before the Battle of Yavin, an Imperial task force arrived above Cassander. While the Cassandrans resented the takeover, the Emperor's hand rested lightly so far from Coruscant. The Worlds were divided into three sectors—Cassander became capital of a sector with the same name; Minashee became capital of Tadrin Sector, which included Garqi; and the half-explored parsecs around the Kalki Nebula became the Tendrannan Sector, governed from Isiring. By order of the Imperial Procurator, much of Garqi's agricultural production was shifted to luxury foodstuffs such as beans for gourmet caf and hafa vines, the basis of the potent liquor known as Cassandran choholl.

After the Battle of Endor, the Cassandran Sectors remained in Imperial hands, though guarded only by a pair of Victory Star Destroyers and a few flights of TIE fighters. Rebellious students at Garqi Ag University helped spark a skirmish that won Garqi's independence, and the Empire soon abandoned the sectors entirely.

The Cassandran Sectors joined the New Republic, but that allegiance proved short-lived. Yuuzhan Vong invaders ravaged the area, depopulating Garqi and turning it into an experimental station for producing slaves. A team of Jedi Knights visited the planet, linking up with native resistance fighters. But the Jedi raid neither dislodged the Yuuzhan Vong nor eased the planet's desperation.

People

Young Garqians hanging on spacers' tales in Pesktda Port can seem as eager as any other Rimmers to escape a backwater region for the bright lights of the Core. But Garqians aren't your typical Rimworlders: They carry themselves with a pride and independence typical of Cassandrans and their Esselian forebears, and they rather enjoy the fact that a Garqian accent is often mistaken for that of a Core World.

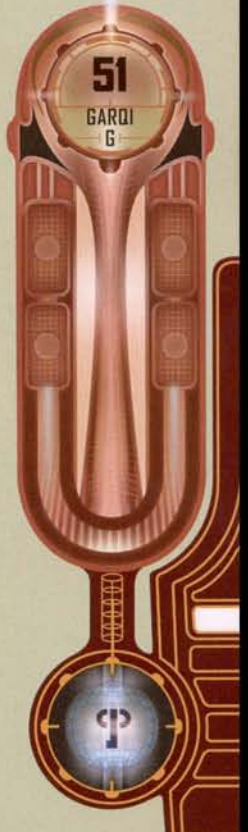
Some outsiders call Garqians pampered and soft, dismissing them as either accountants ringing up agricultural profits, technicians toying with harvester-droid programs, or academics pottering in greenhouses. But much of this can be attributed to jealousy of the planet's fertility and wealth. After all, the Ithorians honored the Garqians' love of their planet's environment with a rare gift of bafforr-trees for the Pesktda Xenobotanical Garden, and the Garqians showed their grit in their brave, though doomed, struggle against the Yuuzhan Vong.

Locations

Garqi has a number of interesting locations for heroes to visit, including those described below.

Pesktda

One out of four Garqians lives in the planet's graceful capital; most of the rest of the population is scattered among towns built around the planet's far-flung network of harvest depots and harvester-droid stations. Pesktda is a grid of broad avenues lined with tall, fragrant bimiza trees that separate residential neighborhoods, which are in turn divided into blocks of trim Cassandran cottages with lush back gardens. All of Pesktda's neighborhoods are dotted with plazas big and small, and these plazas boast planters, benches, and fountains. Wlesc, near the Xenobotanical Garden and Garqi Ag's main campus, is home to the planet's leading academics, while what passes for tapcaf society on Garqi can be found in Bimiza Hill, bordering Pesktda Port. Beneath Pesktda is a grid of tunnels and conduits used by service droids and freight robohacks, which keeps traffic to a minimum aboveground. The Empire's small garrison has its own small spaceport and facilities to the east of the city.



Garqi Agricultural University

Garqi Ag is the planet's sole institute of higher learning and has little to offer besides instruction in the agricultural arts. But that instruction is top-notch, attracting students from far beyond the Cassandran Sectors. Teachers aren't limited to native Garqians; the famed Ithorian geneticist Phontos Ojo calls Garqi Ag home, as does the Ruurian ecologist Amisus Funti. High-ranking scientists from agricorps such as Salliche Ag and Rehemsa Consumables have served as visiting professors, and Garqi Ag is a training ground for the planet's homegrown agricorps, which market their crops under the collective banner of the Garqi Agriculture Combine.

Garqi Ag's facilities form a rough square around Pesktda's outskirts, alternating with the headquarters of the planet's agricultural companies. Most of these facilities back onto fields used in research and development. Garqi Ag's main campus adjoins the Xenobotanical Garden; several small satellite campuses and research stations are located at other locations around Garqi and elsewhere in the Cassandran Sectors.

Pesktda Xenobotanical Garden

The Garden, as it's known on Garqi, began as a field used for experiments on greel seedlings from Pii during the time of Prost Biulf, a dean still legendary at Garqi Ag. In Dean Biulf's last years, a delegation from Ithor was so impressed with Garqi Ag that it sent the school a parcel of bafforr seedlings. Over the next decade, the twin groves of bafforr and greel trees became the end points of a complex of greenhouses and ornamental gardens dedicated to off-world trees, shrubs, and soils. Today, the Garden also includes namana trees from Bakura, senoti trees from New Canistel, and a stunted wisdom-tree from Selab.

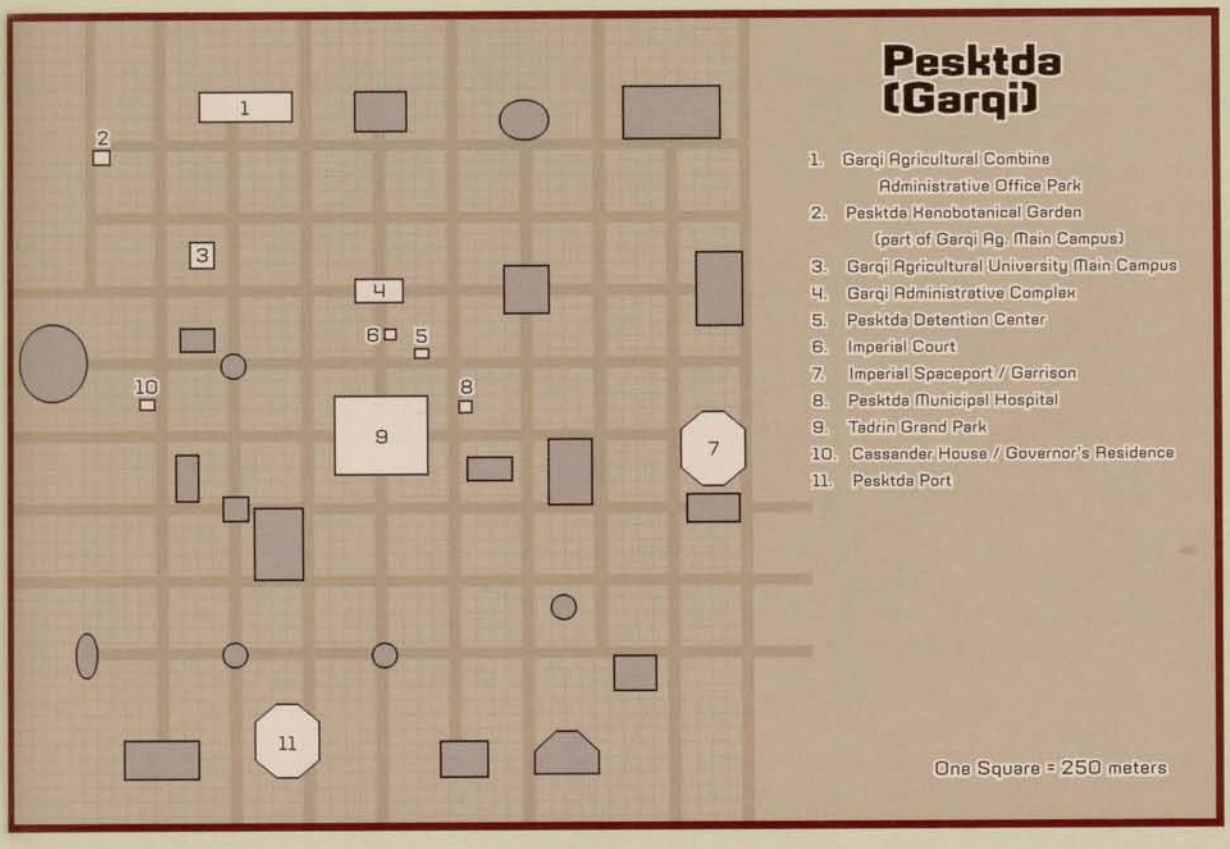
During the war against the Yuuzhan Vong, the Garden was the site of an important discovery: The invaders' living armor was violently allergic to bafforr pollen. Having wiped out the Yuuzhan Vong forces that entered the Garden, the Jedi and their allies with the Garqi Resistance realized the importance of keeping the invaders from learning of the bafforr-pollen allergy. Reluctantly, they burned the Garden and its treasures.

Vlassy Nature Preserve

Agriculture on Garqi is typically practiced by clearing the rain forests of bimiza trees, working the soil until it's exhausted, and letting the rain forests take back over. Such slash-and-burn techniques have been the ruin of many planets—and Garqians are somewhat sensitive about them—but bimiza trees grow so quickly and create such rich soil that Garqi continues to employ these techniques without harming the environment.

One of the few areas on the planet unsuitable for farming is the region of forested bluffs and canyons around the meandering Vlassy River, some eight hundred





kilometers southwest of Pesktda. The area has been a nature preserve ever since the planet's founding. Both Garqians and off-world tourists visit to go boating or hiking, or to relax in guesthouses and admire Garqi's brilliantly colored rdava-birds.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

Publish and Perish

For months, raiders on the Braxant Run have had uncanny success hitting the richest Garqi Ag Combine freighters. Cassandran officials suspect an inside job, and the heroes are hired to go to Garqi Ag and investigate. Their cover story: They're new hires for a Cassandran liaison office in the Republic Senate, on Garqi to familiarize themselves with the basics of the ag business.

The heroes audit courses at Garqi Ag, get tours of Garqi's agricultural operations, and are introduced to Pesktda society. They must pass themselves off as political workers eager to learn while hunting for a security breach. If their investigations are thorough enough, they find something strange: One professor has published research results on the HoloNet three days before each raid. The professor's papers turn out to contain encoded details about Combine shipments and routes; whether he's innocent or being set up by someone close to him is up to the GM.

The Rdava in the Ravine

The heroes are hired as part of an investigation into the deaths of rdava-birds all over the Vlassy Nature Preserve. The heroes' job is to provide muscle for a team of bookish biologists from Cassander, but before long, the biologists are dead and the heroes don't feel too well themselves. The culprit is a nerve agent from Chine Gabbard's research station upwind of the Vlassy. The heroes have to figure out the source of the contagion, storm the research station, and find an antidote before it's too late.

Extraction of Assets

Garqi has been lost to the Yuuzhan Vong, but the Resistance fights on—with what meager help the New Republic can offer. Now, the New Republic has intelligence that suggests the invaders intend to divert forces to wipe Garqi clean of life once and for all. Coruscant has decided the Resistance's knowledge of the Yuuzhan Vong and their tactics is too valuable to lose. The heroes are dispatched to Garqi to make contact with Rade Dromath and whatever forces he has left and take them off-planet. But how do you ask fighters to abandon the world they love?

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Garqi.

Luthus Tadrin

One of Cassander Tadrin's many descendants, Luthus was born on Garqi and spent his youth as a playboy on Minashee before becoming an enthusiastic convert to the New Order. Because of his Imperial sympathies, he was passed over for a string of family-held positions—but his leanings served him well when the Empire annexed the Cassandran Worlds. Tadrin won an appointment as governor of the newly minted Tadrin Sector, but he enjoyed that rank for only a few years before the Emperor died at Endor.

Tadrin leaves the day-to-day governance of his sector to a slew of prefects appointed by Coruscant. He is well aware that his family loathes him and is seen only occasionally on Minashee or in the governor's residence in Pesktda. He spends most of his days on the beaches of Spira and Shulxi in the Core, squandering his part of the Tadrin fortune and bemoaning the Empire's decline.

Luthus Tadrin: Male Human Expert 3/Diplomat 4/Noble 3; Init +0; Defense 13 (+3 class); Spd 10 m; VP/WP 12/10; Atk +5/+0 melee (1d3–1, unarmed strike) or +6/+1 ranged (3d6, blaster pistol); SQ Favor +4 1/wk, inspire confidence, resource access; SV Fort +3, Ref +4, Will +10; SZ M; FP 0; DSP 0; Rep +7; Str 9, Dex 10, Con 10, Int 13, Wis 10, Cha 15. Challenge Code C.

Equipment: SoroSuub ELG-3A blaster pistol, SoroSuub Hush-98 comlink, mastercraft datapad +2, cred stick (300,000 credits), code cylinder.

Skills: Appraise +6, Bluff +14, Diplomacy +10, Entertain +6, Forgery +5, Gamble +15, Gather Information +13, Knowledge (Garqi) +3, Knowledge (Minashee) +9, Pilot +7, Profession (Farmer) +5, Ride +3, Sense Motive +8.

Feats: Fame, Influence, Persuasive, Skill Emphasis (Gamble), Trick, Trustworthy, Weapon Group Proficiency (blaster pistol).



CHINE GABBARD

Chine Gabbard

A snowy-haired man with penetrating green eyes, Gabbard is a botany researcher at Garqi Ag who hails from Rehemsa in the Core, where he is an executive for Rehemsa Consumables. Gabbard's good looks and generosity have made his parties A-list events in Pesktda, and at Garqi Ag, his work improving the yield of hafa vines has aroused considerable interest.

That work is performed at a research station near the Vlassy Preserve that Gabbard has set up with Rehemsa funds and staffed with its researchers, assisted by Garqi Ag students. What the Garqians don't know is that Gabbard's goal is to transform hafa vines into a bioweapon for Imperial black ops. He has had some success bioengineering hafa pollen to carry various nerve agents and is close to recommending that the Empire seize Garqi and turn it into a production center for bioweapons.

Chine Gabbard: Male Human Expert 2/Diplomat 3/Tech Specialist 5; Init +0; Defense 13 (+3 class); Spd 10 m; VP/WP 21/12; Atk +5 melee (1d4, unarmed strike) or +5 ranged (3d4+1, blaster pistol); SQ Computer specialist, research; SV Fort +3, Ref +3, Will +9; SZ M; FP 0; DSP 2; Rep +2; Str 11, Dex 11, Con 12, Int 16, Wis 12, Cha 13. Challenge Code C.

Equipment: Merr-Sonn B22 blaster pistol, Cierenian Communications Model SW-95 message transceiver, datapad with datacards for biology and genetics, credit chip (34,000 credits), holorecorder, field kit.

Skills: Computer Use +21, Diplomacy +9, Disable Device +8, Gather Information +11, Handle Animal +7, Knowledge (Biology) +21 (+26 when using databases or other sources), Knowledge (Genetics) +22 (+27 when using databases or other sources), Profession (Scientist) +12, Repair +16, Search +5, Survival +6.

Feats: Gearhead, Martial Arts, Skill Emphasis (Computer Use), Skill Emphasis (Knowledge [Biology]), Skill Emphasis (Knowledge [Genetics]), Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Rade Dromath

Tall, blond, and blue-eyed, Dromath was a teaching assistant at Garqi Ag when the Yuuzhan Vong invaded the planet. Within days, he found himself a leader of the Garqi Resistance.

Fortunately, bravery ran in his blood: His mother, Dynba Tesc, was one of the Garqi Ag students who agitated against the Empire. Dromath was born halfway across the galaxy on Kailion, a port of the 77 Sectors, but returned to a free Garqi with his mother after his father's death. The boy soon fell in love with his mother's homeworld and eventually enrolled at Garqi Ag.

Tesc was killed in the initial Yuuzhan Vong assault; her son used his extensive knowledge of Pesktda's environs to lead hit-and-run assaults on the invaders. He fought alongside a Jedi strike team in the city, but refused to leave the planet with them.

Rade Dromath: Male Human Expert 5/Scout 4; Init +5 (+1 Dex, +4 Improved Initiative); Defense 13 (+2 class, +1 Dex); Spd 10 m; VP/WP 17/11; Atk +7/+2 melee (1d4+1, knife) or +7/+2 ranged (3d8, blaster pistol); SQ Heart +1, trailblaze, uncanny dodge; SV Fort +4, Ref +4, Will +6; SZ M; FP 0; DSP 0; Rep +2; Str 13, Dex 13, Con 11, Int 13, Wis 11, Cha 13. Challenge Code C.

Equipment: BlasTech DL-44 blaster pistol, knife, 6 frag grenades, 3 thermal detonators, all-temperature cloak, BCC multinode comlink, CapTech stealthpak, datapad, field kit, glow rod, macrobinoculars, tool kit.

Skills: Computer Use +9, Demolitions +4, Gather Information +4, Handle Animal +11, Hide +12, Knowledge (Agriculture) +11, Knowledge (Pesktda and environs) +11, Move Silently +12, Profession (Scientist) +9, Repair +6, Search +4, Survival +15.

Feats: Animal Affinity, Improved Initiative, Point Blank Shot, Skill Emphasis (Survival), Rugged, Weapon Group Proficiency (blaster pistols, simple weapons).

New Droid: Harvester

These giant agrirobots are common sights on large farms in all eras. While technically fifth-degree worker droids, they have more similarities to vehicles than they do to droids. Their four arm mounts can be tipped with plowing arms, fertilizer dispensers, seeders, or whirling harvester blades. Closed, their yawning holds carry fertilizer and seed; opened (after a thorough cleaning), they collect cut grain. A rear hatch opens as well, and a load-carrier can be attached for collecting grain. Atop harvester droids are simple interface terminals (which allow other droids to pilot the harvester) and shut-down switches. Both are reached by climbing a ladder on the side and inching along a catwalk.

Cybot Galactica BigScoop Robo-Harvester

Class: Tracked (Ground)	**Crew:** 0
Size: Colossal (25 m long)	**Initiative:** –8 (–8 size)
Passengers: 0	**Maneuver:** –8 (–8 size)
Cargo Capacity: 50 tons	**Defense:** 7* (–8 size, +5 armor)
Speed: 20 m	**Shield Points:** 0
Max. Velocity: 60 km/h	**Hull Points:** 30 (DR 10)
Cost: 45,000 (new), 30,000 (used)	

Weapon: Harvester blades (4); **Fire Arc:** —; **Attack Bonus:** +0 (–8 size, +8 guidance system); **Damage:** 2d10×2; **Reach:** 6 m.

** Provides one-half cover to anyone atop the harvester.*

Geonosis

Planet Type: Terrestrial
Climate: Temperate
Terrain: Rocks, deserts
Atmosphere: Breathable
Gravity: Light (90% standard)
Diameter: 11,370 km
Length of Day: 30 standard hours
Length of Year: 256 standard days
Sentient Species: Geonosians
Languages: Geonosian
Population: 100 billion
Species Mix: 99% Geonosians, 1% other
Government: Ruling archduke, hive councils
Major Exports: Droids, high tech
Major Imports: Raw materials
System/Star: Geonosis/Ea

Planets	Type	Moons
Geriss	Airless rock	1
Geonosis	Rocky terrestrial	4
Conus	Volcanic rock	4
Mabonte	Toxic ball	2
Abyssissa	Frozen rock	1

Description

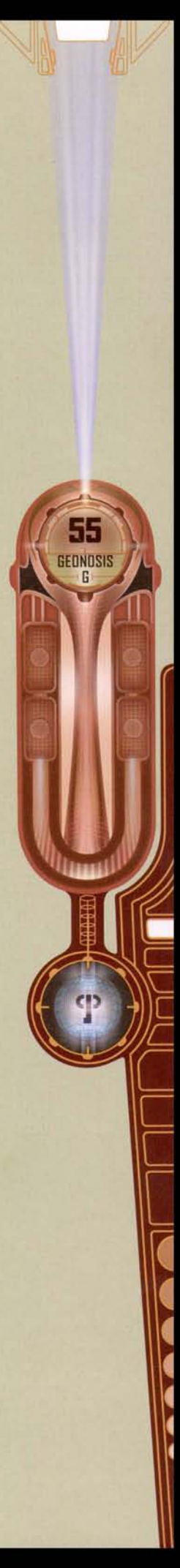
Geonosis is a hellish world scoured by radiation, where even the rocks are a fiery red. During the planet's gloomy "longnights," dense fog in the upper atmosphere blots out the sun for weeks at a time. Water is scarce, and when it does come, it arrives in an annual torrent that drowns and destroys. The beasts that prowl the surface are vicious, carnivorous monsters, and the planet's sole sentient species can barely contain its contempt for off-worlders. Throw in the fact that the planet sits away from busy hyperspace lanes and is surrounded by a perilous swarm of asteroids, and it seems a foregone conclusion that Geonosis would remain one of those worlds never visited by outsiders.

But money conquers all, and the Geonosians offer something that few other civilizations can: precision droid manufacturing in bulk. For hundreds of years, the quasi-insectoid natives have dedicated their hive-based culture toward the production of protocol, labor, and combat automata in alliance with the Baktoid Corporation.

Geonosis' droid output eventually triggered a galactic crisis. Twenty-two years before the Battle of Yavin, a Jedi-led Republic army invaded the planet in order to wipe out thousands of newly made battle droids ordered by the Separatist-aligned Trade Federation. The conflict, recorded in the historical chronicles as the Battle of Geonosis, marked the start of the Clone Wars and the dawn of a new order for the galaxy.

History

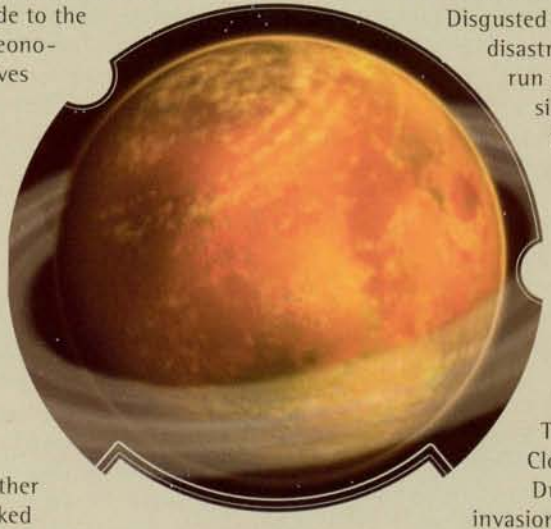
The prehistory of Geonosis is marked by cataclysm. Eons ago, a comet smashed into the planet's largest moon,



creating a debris field that hammered the surface into apocalyptic ruin (but eventually settled into a thick ring of orbiting asteroids). More than 99 percent of Geonosis' species died out in the resulting global extinction.

A few hardy creatures survived the annihilation and, over millions of years, reclaimed their transformed planet. Like a gardener pruning sickly branches, meteor impacts repeatedly smashed lesser species into extinction. Eventually, only lifeforms that proved themselves vicious or cunning remained alive on Geonosis.

The insectoid Geonosians became masters of their planet by virtue of their brainpower and their efficient societal structure. Geonosian hives learned to create rock paste by raising farms of parasitic insects called phidnas. Geonosian worker drones then used phidna rock paste to construct soaring spires with the organic look of melted bone. Similar on the outside to the aboriginal mounds used by the Geonosians' ancestors, the new spire-hives had spacious interiors with airy arches and shadowed alcoves where the Geonosian aristocrats held court. Below the vaulted chambers lay kilometers of tangled catacombs where drones toiled night and day. At the terminus of the deepest catacomb lay the warm, dark lair of the hive colony queen.



Rival hives often declared war on one another and clashed in vast underground battles. Millions of soldier drones tore each other apart with sonic cannons and choked the catacombs with their corpses. According to Geonosian myth, the hive overlords—towering Geonosian giants of great strength and wisdom—grew angry with the bloodshed and battled one another in open combat on the planet's surface in sight of their awed subjects. Thus began the spectacle of Geonosian gladiatorial combat, or petranaki.

In time, the Geonosians made contact with the outside galaxy—first through scouts and traders, and later establishing commerce with Outer Rim businesses. The influx of galactic-level technology captivated the Geonosians' mechanical minds. The aliens filled their subterranean chambers with machines and began producing robots in their own image. Soon, the Techno Union corporation Baktoid Armor Workshop struck a distribution deal with the Geonosians, allowing them to sell their droids throughout the Rim. Business fluctuated—occasionally, the Geonosians had to shut down their droidworks—but eventually, Baktoid moved most of its orders to the isolated planet. Conveniently, this allowed Baktoid to avoid bothersome Republic legislation.

Shortly after the Battle of Naboo, the Sith Lord Darth Sidious set into motion a power play on Geonosis by secretly funding a local rebel named Poggle the Lesser. Poggle, born a low-caste soldier drone, had been struggling to overthrow reigning Archduke Hadiss the Vaulted for years but had nearly exhausted his meager resources. Darth Sidious's gift of an arsenal of weaponry brought Poggle back from the brink of defeat, and within a year, his revolutionaries had conquered the Stalgasin hive. To complete his triumph, Poggle entered the High Audience Chamber on the Eve of Meckgin, riding on the back of an acklay. The monster tore Hadiss the Vaulted into gory chunks.

Poggle proved to be even crueler than his predecessor, eliminating all potential challengers by sentencing them to death in the arena. But Poggle's alliance with Darth Sidious brought about an era of prosperity for Geonosis, thanks to the Sith Lord's connections with the Trade Federation. Hundreds of thousands of Geonosian-built battle droids were used during the Battle of Naboo. Disgusted with the Trade Federation's disastrous insistence that the droids run on a single master-control signal, Poggle developed combat improvements that resulted in the super battle droid.

Geonosis became a member of the Confederacy of Independent Systems two years before the Clone Wars. Although the Battle of Geonosis resulted in defeat for Poggle's forces, most of his warriors hid in the catacombs. The Republic sent in teams of Clone Commandos to uproot them. During the Yuuzhan Vong invasion, Geonosis remained largely overloooked by the rampaging aliens.

People

Like the colony insects from which they arose, Geonosians are a hive species in which all individuals serve rigid societal functions based solely on their birth castes. In broad terms, the three Geonosian castes are queen, aristocrat, and drone, though drones are divided into many subcastes that command varying levels of prestige.

Queens are the most important members of Geonosian society, responsible for birthing every member of a colony. A mature queen is gigantic and immobile, secreted away in the dark catacombs below a spire-hive and attended by legions of sightless drones. Her only function is to lay egg clusters, and the death of a queen can spell doom for an entire hive. Backup queen larvae are kept in jelly-filled cells, but raising one to maturity takes years. The loss of drone production during this period can cripple a hive and leave it vulnerable to conquest by rivals.

Aristocrats make up only 5 percent of the hive population but rule Geonosian society, including the queen. Aristocrats are unbearably arrogant, disdainful of drones and derisive of other species. They are fiercely competitive among one another yet almost never use physical

violence—not when they have soldier drones and battle droids to carry out their whims. All members of the aristocrat caste have wings, and older aristocrats can be recognized by drooping facial wattles that resemble the beards sported by many mammalian species. Any off-worlders doing business on Geonosis will almost certainly interact only with aristocrats throughout their stay.

The vast majority of Geonosians are drones. Being born into the worker caste has doomed them to a life of unceasing toil. Drones even have a special day, Meckgin, set aside on the Geonosian calendar to honor the aristocrats by celebrating the virtues of industry. The drone caste is split into subcastes including service, labor, farmer, maker, overseer, pilot, and soldier. These subcastes are biologically distinct, with mental differences (pilots are smarter than farmers) and physical differences (soldiers can fly, while labor drones are wingless) that are suited to their duties. All drones are permitted the opportunity of battling in the arena to win fame through combat; the arena's picadors are actually former drones who proved themselves capable combatants and earned a (marginally) better life. Drones lack names since aristocrats consider their workers interchangeable.

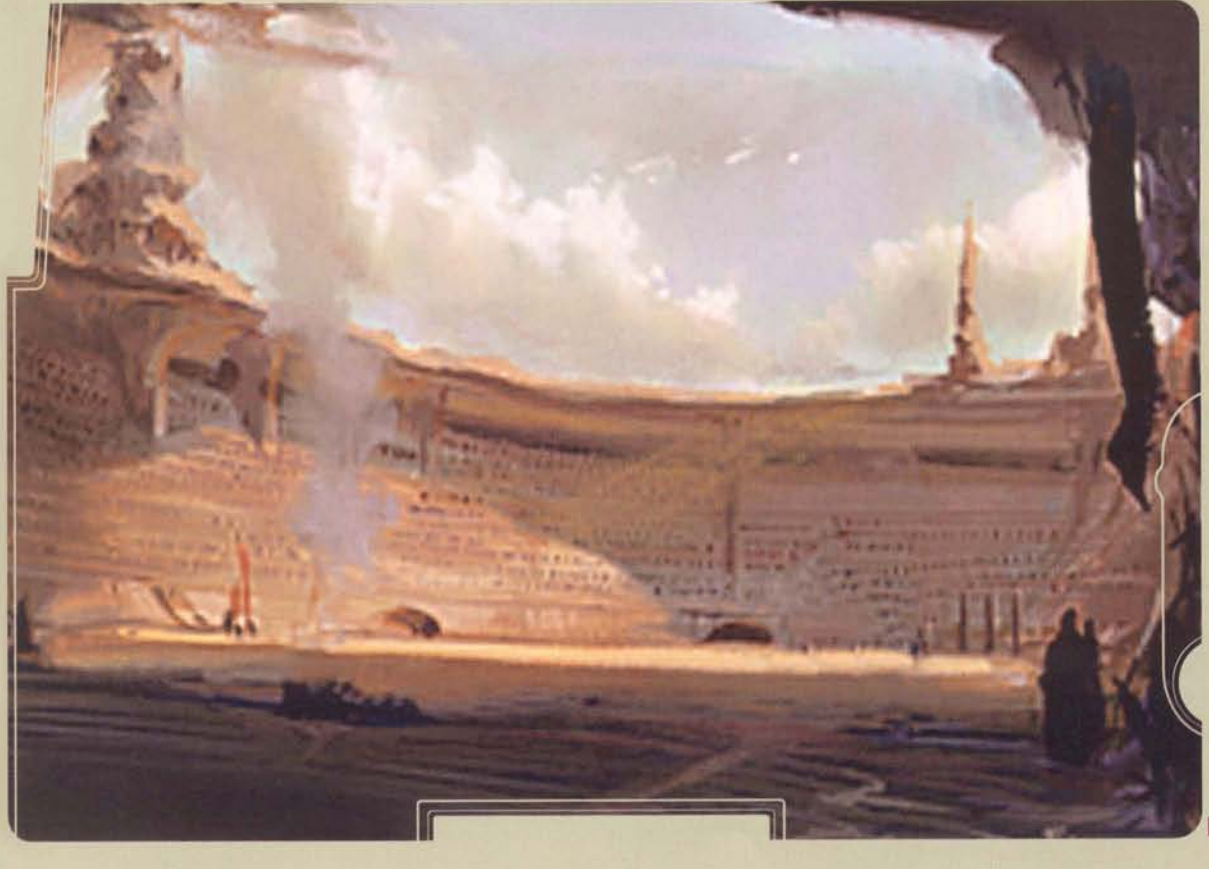
Many observers assume that drones are resigned to their roles, and that they even enjoy them. This is untrue. Drones regularly try to rise above their station through arena combat, with the most famous example being Poggle the Lesser—the soldier who became archduke. A great many drones have begun to realize that their duties could easily be performed by the very droids pumped out by the hundreds of thousands in Geonosis' factories. This has led to rising dissatisfaction among the drone caste, which reached its apex in an outlying spire-hive known as Golbah. When Golbah's drones rose up in rebellion, the overwhelmed aristocrats refused to cede control and instead destroyed the entire hive with a proton bomb.

Locations

Geonosis has a number of interesting locations for heroes to visit, including those described below.

Stalgasin Hive

The Stalgasin spire-hive is the dominant hive on Geonosis, home to the recent archdukes Hadiss the Vaulted and Poggle the Lesser. Its droid factory is the most advanced facility on the planet, and the hive enjoys a strategic location near the execution arena. Most off-world visitors to the hive never see anything other than the capacious tower conference rooms and perhaps a quick glimpse of the droid factory. Only Geonosians are permitted into the drone catacombs and the chamber of the colony queen. Despite Stalgasin's power, other hives would dearly love to smash it into rubble—including its primary rival, Gehenbar.



Droid Factories

Geonosis' economic claim to fame, the droid factories are hidden underground, detectable at the surface only by the telltale plumes of smoke leaking from hidden vents in rock spires. The Stalgasin factory is the oldest and largest droidworks, filling a rectangular cavern nearly a kilometer deep.

Stepping into this environment constitutes an assault on every sense—sparks flash, gears squeal, waste silos stink, clouds of steam scald the skin, and the air is tinged with the unpleasant taste of grease and metal. Though the eye is initially overwhelmed by the riot of assembly-line activity, patient observation reveals the pattern and meticulous timing of the factory's operations. Winding conveyer belts take droids to welding, stamping, and assembly stations. At the far end of the chamber is a low-powered superlaser (operating under the same principles as the Death Star's planet-shattering superlaser) for melting ores that are then poured into huge iron vats. Safety precautions in the factory are nonexistent, and every day worker drones die in messy accidents.

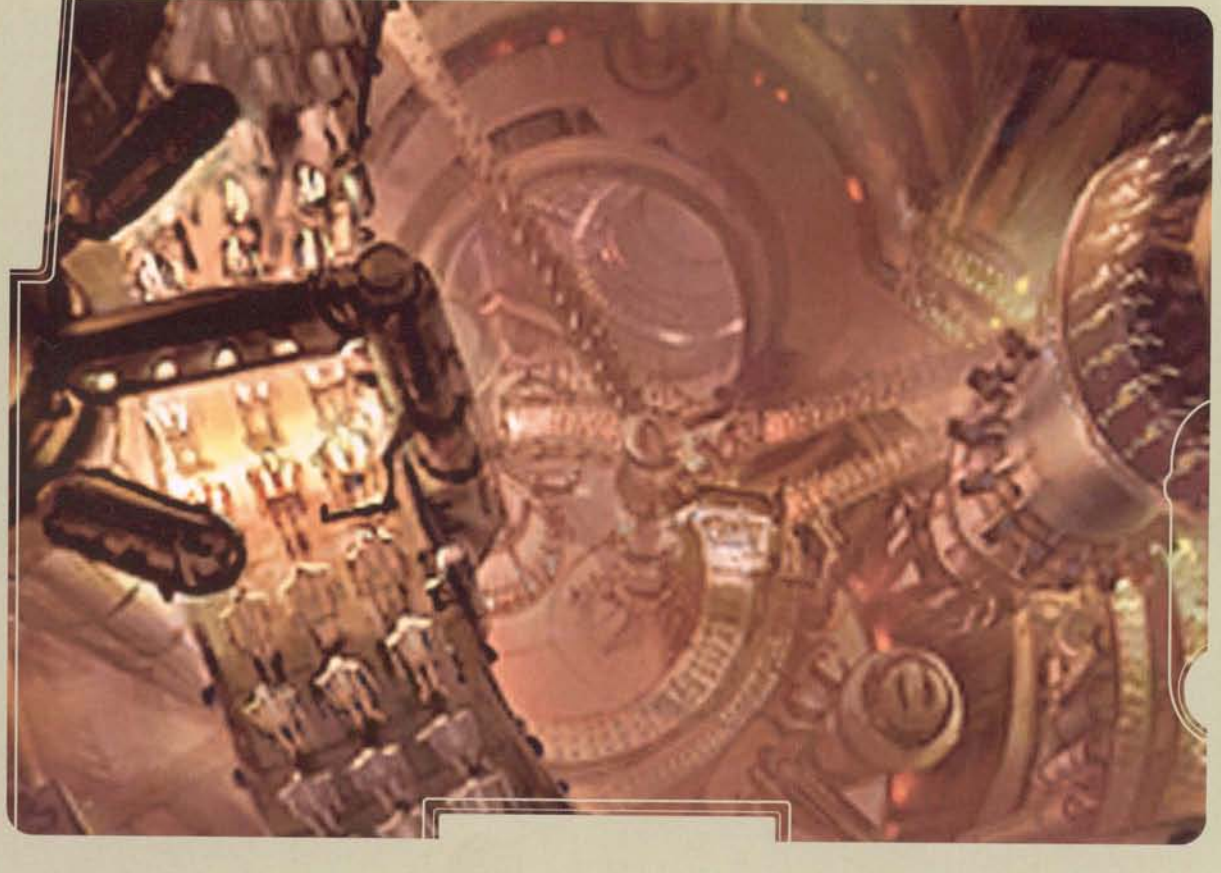
More than a decade prior to the Clone Wars, the Stalgasin factory began producing battle droids for the Trade Federation. Later, it added super battle droids and Colicoid-designed droidekas to the order. The factory suffered damage from Republic raids throughout the Clone Wars, but it survived to take on new clients (including the Imperial Department of Military Research) after the Emperor's ascension.

E'Y-Akh Desert

This forbidding wasteland makes up the majority of Stalgasin hive's territory. It is a low and largely featureless expanse of sand dunes near the execution arena, ending at the badlands of N'G'Zi. During Geonosis' annual downpours, the desert's subterranean aquifers overflow, and the entire region floods. Before the deluge, Geonosians use droids to herd merdeths into the desert, knowing that the huge and deadly insects will swiftly drown. The flood waters recede within days, leaving behind hundreds of glittering merdeth shells.

Marmio Mio's Freighter

Marmio Mio, a Human trader, crashed on Geonosis years ago and still lives in the E'Y-Akh desert. Her Corellian Action IV transport will never fly again but serves as an adequate shelter, equipped with water jugs, dried massiff steaks, nutritious oolle roots, and boxes of survival gear. The transport is surrounded by six colossal merdeth shells that serve as an impressive but ineffective perimeter fence. During the E'Y-Akh desert's annual flooding, Mio buoys her freighter on ballast tanks and uses a landing shackle to anchor the vehicle to the desert's rock bed.



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Golbah's Pit

Geonosians refuse to speak to outsiders about the circumstances that created the shattered, rubble-filled crater known as Golbah's Pit. More than a kilometer across, the pit bubbles with black, boiling muck at its lowest point. The site is actually the former location of the Golbah spire-hive, which once manufactured Hailfire droids for the InterGalactic Banking Clan. When Golbah's drones rose up in revolt against their masters, Geonosis' ruling aristocrats obliterated the entire hive with a proton bomb.

Unfortunately, the Golbah hive had been researching chemical payloads for its Hailfire droids. The explosion triggered a volatile chemical spill that has poisoned the pit and the surrounding desert. Many believe the toxins have seeped into the nearby Ebon Sea, creating mutant acklays that are tougher and more vicious than the common sort.

The Ebon Sea

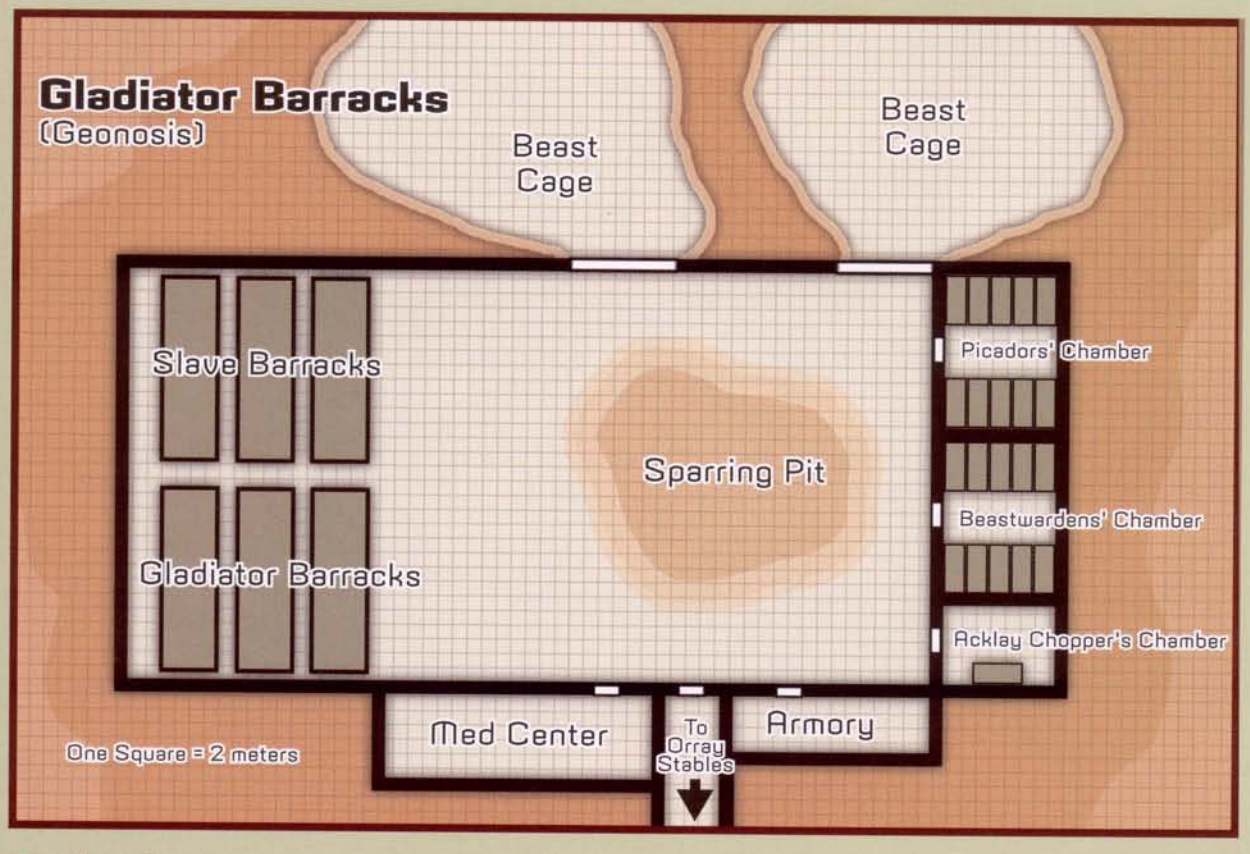
This stagnant, scum-covered lake is one of the few permanent bodies of water on Geonosis. Acklays, originally brought to Geonosis as arena monsters, escaped into the planetary ecosystem years ago and now dominate the territory surrounding the Ebon Sea. Mutant acklays lurk beneath the water's film in order to burst out and surprise prey. The muddy bottom of the Ebon Sea is also home to gigantic hydra worms.

Execution Arena

Properly known as the petranaki arena, the execution arena earned its nickname during Hadiss the Vaulted's reign. The open-air amphitheater (controlled by the Stalgasin hive) has been used for generations as a site for the public exhibition of petranaki, the ancient art of gladiatorial combat. A traditional petranaki event involves drones dueling against arena gladiators, battle droids, or Geonosian massiffs. Prisoner executions generally consist of the condemned being eaten by giant monsters. Hadiss the Vaulted combined the two traditions by introducing arena monsters into formal petranaki-fighting, to the great delight of the blood-loving crowd.

Gladiator Barracks

Located beneath the execution arena, the gladiator barracks house arena staff, gladiatorial slaves, and hopeful Geonosian warriors training for their chance to fight. The barracks are overseen by an old, limping drone nicknamed Acklay Chopper. The armories holding the traditional petranaki weapons are located here, as are sparring rooms and a crude medical facility. Although most arena monsters are kept in the outlying tunnels, the barracks contain a few cages to hold creatures undergoing special training.



Technology

This section features technology that players might come across while traveling on or near Geonosis.

New Equipment: Geonosian Ritual Weapons

Petranaki, the honored arena-fighting art, involves the use of ritual weapons that have changed little in the past few centuries. Arena fighters—*not* prisoners scheduled for execution—are permitted to select one of five traditional melee weapons to use against their opponents. The items in the "petranaki array" include:

Picador's Spear

This weapon, also known as a static pike, is identical to those carried by the arena's beast-wrangling picadors. A long-handled spear with a piercing tip, the picador's spear also delivers an electrical charge that stuns the target for 1 round; a successful Fortitude save (DC 15) negates the stun.

The picador's spear is a reach weapon. It can strike opponents 4 meters away but can't be used against an adjacent foe. If you ready an action to set the spear against a charge, you deal double damage on a successful hit against a charging opponent.

Weapon Type: Melee weapon		
Proficiency Group: Exotic		**Cost:** 650
Damage: 1d8 plus stun		**Critical:** 20
Weight: 1.5 kg		**Type:** Piercing
Stun Fort DC: 15		**Size:** Large
Hardness: 10	**WP:** 3	**Break DC:** 16
Availability: Specialized	**Era:** ✪	

Confessor's Whip

Featuring three barbed tails, the confessor's whip leaves traces of a debilitating nerve toxin (poison) in its wounds, which can temporarily slow victims' reflexes.

The confessor's whip is treated as a melee weapon with a 6-meter reach, though you don't threaten the area into which you can make an attack. Furthermore, the whip cannot be used against adjacent foes.

Weapon Type: Melee weapon		
Proficiency Group: Exotic		**Cost:** 750
Damage: 1d6 plus poison*		**Critical:** 20
Weight: 1.5 kg		**Type:** Slashing
Stun Fort DC: —		**Size:** Medium
Hardness: 5	**WP:** 2	**Break DC:** 15
Availability: Specialized	**Era:** ✪	

**A creature struck by the whip must succeed on a Fortitude save (DC 15) or suffer 1d6 points of temporary Dexterity damage.*

Petranaki Scimitar

A well-balanced, curved sword with a razor edge, this is the most popular weapon among petranaki combatants.

Weapon Type: Melee weapon		
Proficiency Group: Exotic		**Cost:** 500
Damage: 1d6		**Critical:** 18–20
Weight: 1.7 kg		**Type:** Slashing
Stun Fort DC: —		**Size:** Medium
Hardness: 10	**WP:** 3	**Break DC:** 17
Availability: Specialized	**Era:** ✪	

Caster's Net

A fine-mesh circular net resembling a spider web, the caster's net is lined with electrified threads that are activated when the thrower lets go of the dead man's switch on the net's central control unit. Though difficult to use, the net can both stun and immobilize opponents.

When you throw the net, you make a ranged touch attack against your target. The net's maximum range is 4 meters. A creature struck by the caster's net is considered entangled (see the Character Condition Summary on page 288 of the *Star Wars Roleplaying Game*) and must succeed on a Fortitude save (DC 12) or be stunned for 1d4+1 rounds.

If the net's caster controls the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows.

An entangled creature can escape with a successful Escape Artist check (DC 20). Escaping the net is a full-round action.

Weapon Type: Melee weapon		
Proficiency Group: Exotic		**Cost:** 400
Damage: —		**Critical:** —
Weight: 5 kg		**Type:** —
Stun Fort DC: 12		**Size:** Medium
Hardness: 3	**WP:** 5	**Break DC:** 25
Availability: Specialized	**Era:** ✪	

Beastwarden's Shield

The beastwarden's shield is a bronze disc with sharp spikes along its rim. Although primarily used for defense, Geonosian gladiators sometimes hurl the shields as ranged weapons.

The beastwarden's shield gives its user a +2 bonus to Defense. It does not protect against attacks made while the wielder is flat-footed.

Weapon Type: Ranged weapon		
Proficiency Group: Exotic		**Cost:** 200
Damage: 1d6		**Critical:** 20
Range Increment: 4 m		**Weight:** 2.5 kg
Fort DC: —		**Type:** Piercing
Multifire/Autofire: —		**Size:** Medium
Hardness: 8	**WP:** 5	**Break DC:** 20
Availability: Specialized	**Era:** ✪	

New Vehicle: Flitknot Speeder

This lightweight and highly maneuverable speeder bike is used by Geonosian perimeter scouts to track acklay and merdeth movements and to investigate fresh meteor impacts. The standard flitknot lacks weapons, though a strike version carries a small blaster cannon. Unlike some Geonosian technology, the flitknot speeder is easily operated by nonnatives. At the Battle of Geonosis, Count Dooku used a flitknot to cover the forty kilometers between the war room and his secret escape hangar.

Flitknot Speeder

Class: Speeder (Ground)	**Crew:** 1 (Normal +2)
Size: Medium (2 m long)	**Initiative:** +2 (+2 crew)
Passengers: 0	**Maneuver:** +2 (+2 crew)
Cargo Capacity: 2 kg	**Defense:** 12* (+2 armor)
Speed: 160 m	**Shield Points:** 0
Max. Velocity: 630 km/h	**Hull Points:** 10 (DR 5)
Cost: 8,000 (new), 3,000 (used)	
Weapon: None.	

** Provides no cover to its pilot.*

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Geonosis is a bitter world of danger and death. Feel free to use or adapt the following adventure hooks for your home campaign.

Jewel of the Desert

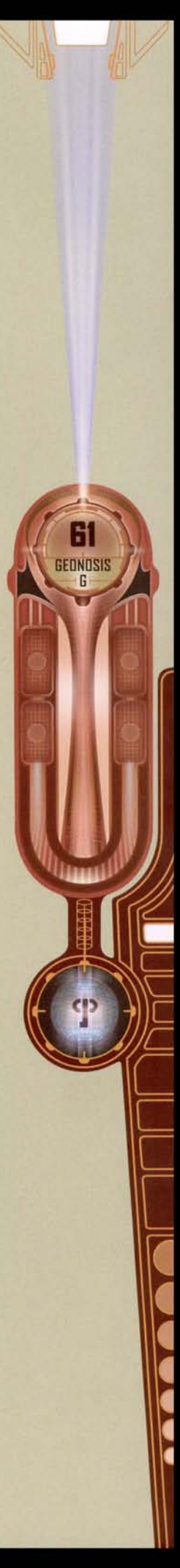
A Hutt caravel belonging to the notorious Jabba went missing shortly after its departure from Tatooine. Its transponder signal indicates that it went down on nearby Geonosis, somewhere in the unwelcoming E'Y-Akh desert.

Jabba hires the heroes to recover his "precious jewel" from the crashed caravel. A sandstorm will prevent them from reaching the ship upon first arrival, but local hermit Marmio Mio can suggest alternate plans of attack. When the heroes do reach the ship, they discover that Jabba's jewel is a frail Twi'lek dancer. They must keep her alive as merdeths zero in on their position and the clouded sky prepares to deliver a desert-flooding deluge. Meanwhile, a team of mercenaries working for a rival Hutt is gunning for the heroes, operating under the mistaken belief that the caravel contains a gem of unspeakable value.

Into the Catacombs

When the fight turned against him in the Battle of Geonosis, Poggle the Lesser ordered his people to hide in the catacombs. As Jedi Knights or special operatives in the Republic army, the heroes must flush them out.

The catacombs are deep and nightmarishly twisty, and the retreating Geonosians have lined them with booby traps, including covered pits and explosive charges. This is a search-and-destroy mission, ending only when the



heroes have captured or killed either Poggle the Lesser or the Stalgasin queen. (The adventure can be modified to fit other eras by casting the heroes as security officers or bounty hunters in pursuit of a Geonosian criminal.)

Arena!

Captured during a failed mission on Geonosis—or secretly sold to the Geonosians by a powerful, Hutt-connected fight promoter—the heroes must compete in the oldest of all games. As arena gladiators, victory will be paid in blood and failure will cost them their lives.

During competition, the heroes may face Geonosian challengers in formal petranaki combat or battle fearsome arena beasts for the amusement of the crowd. They might even be pitted against their fellow gladiator slaves, including other members of their adventuring party.

Between competitions, the gladiator slaves are housed in cramped barracks underneath the arena, where their lives are managed by a battle-scarred Geonosian drone named Acklay Chopper. Will the heroes attempt a breakout, freeing their fellow slaves in the process? Or will they win glory in the arena, racking up enough victories to win respect from their captors and even their freedom?

Bug Hunt

As gladiatorial slaves, the heroes are forced by slavemaster Acklay Chopper to capture a live acklay for use in the arena. Escorted by armed guards to the shores of the Ebon Sea, the heroes and their fellow slaves must find an acklay and subdue it with picador's spears. They might triumph over the monster—or they might use this opportunity to escape.

Hive Alive

The rivalry between the Stalgasin and Gehenbar hives has been pushed into overdrive with the rumor that Typtus, ruler of Gehenbar, is stockpiling explosives to shatter the foundations of his rival's hive. If the adventure is set during the Clone Wars or later, the events take on added importance since Typtus offers Stalgasin's destruction to the Republic or the Rebel Alliance in exchange for funding and military support.

The heroes could find themselves on either side of the conflict: as Republic soldiers taking orders from Typtus or as hired muscle enlisted by the Separatists (or the Empire) to protect the Stalgasin hive. The attack will take place in the tunnels connecting the two hives. Combat will be dark, cramped, and intense, involving a chaotic combination of dwarf spider droids, battle droids, Geonosian warriors, stormtroopers or clone troopers, and mercenaries.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Geonosis.

Typtus of the 33rd Egg

Because millions of eggs are laid by a single colony queen, family ties in Geonosian culture are nonexistent. Nevertheless, members of the Gehenbar hive revere the memory of their leader Typtus the First, and an upper-caste Geonosian has devoted himself to restoring Typtus's glory. Tracing his birth to the thirty-third egg in his crèche (33 is a lucky number among Geonosians), Typtus of the 33rd Egg is a young royal who is mustering his forces for a backbreaking strike against the Stalgasin hive. He will aid anyone who helps him and crush anyone who stands in his way.

Typtus: Male Geonosian (Aristocrat) Noble 13; Init +0; Defense 19 (+7 class, +2 natural); Spd 10 m, fly 16 m (poor); VP/WP 60/8; Atk +9/+4 melee (1d3, unarmed strike) or +9/+4 ranged; SQ Natural armor, +2 bonus on Fort saves against radiation poisoning, low-light vision, favor +4, inspire confidence, resource access, coordinate +3, inspire greatness; SV Fort +3, Ref +6, Will +13; SZ M; FP 2; DSP 6; Rep +4; Str 10, Dex 10, Con 8, Int 13, Wis 15, Cha 17. Challenge Code F.

Equipment: Gehenbar command staff, jewelry of rank, droid caller.

Skills: Appraise +11, Bluff +5, Computer Use +11, Craft (droids) +14, Diplomacy +18, Intimidate +10, Knowledge (Geonosis) +12, Knowledge (droid manufacturing) +11, Knowledge (hive politics) +16, Profession (aristocrat) +13, Read/Write Basic, Read/Write Geonosian, Sense Motive +17, Speak Basic, Speak Geonosian, Speak Muun.

Feats: Headstrong, Iron Will, Persuasive, Skill Emphasis (Intimidate), Skill Emphasis (Sense Motive), Weapon Group Proficiency (blaster pistols, simple weapons).

Acklay Chopper

Born an anonymous, wingless drone in the Stalgasin hive, the Geonosian now known as Acklay Chopper acquired his name after a long career as a petranaki gladiator. In his final match, a wounded acklay dealt him a crippling slash, but he rallied and fatally speared the monster through the roof of its mouth. Then, to the roars of the approving crowd, he hacked the monster's head off with a sword and presented the oozing trophy to the onlooking archduke, Hadiss the Vaulted.

Hadiss rewarded the brave drone with a name and the opportunity to become the arena's fight manager. Acklay Chopper supervises the arena staff, including the picadors and beast-keepers, and trains hopeful warriors and newly acquired slaves in the art of combat. Acklay Chopper is an aged Geonosian with a scar running down the right side of his body who walks with a lurching limp. He sometimes takes his prisoners (under heavy guard) out to the Ebon Sea to capture live acklays for use as arena beasts.

Acklay Chopper: Male Geonosian Expert 2/Soldier 5; Init +3 (–1 Dex, +4 Improved Initiative); Defense 18 (+5 class, +1 Dex, +2 natural); Spd 10 m; VP/WP 40/12; Atk +8/+3 melee (2d4+2/19–20, unarmed strike) or +8/+3 melee (1d6+2, sonic staff) or +5/+0 ranged (2d8, sonic

staff); SQ: Natural armor, +2 bonus on Fort saves against radiation poisoning, low-light vision; SV Fort +5, Ref +0, Will +5; SZ M; FP 0; DSP 0; Rep +1; Str 14, Dex 8, Con 12, Int 9, Wis 12, Cha 12. Challenge Code D.

Equipment: Sonic staff, datapad, keys to slave quarters.

Skills: Craft (droids) +1, Handle Animal +6, Intimidate +11, Knowledge (execution arena) +4, Profession (fight trainer) +4, Read/Write Geonosian, Speak Basic, Speak Geonosian, Treat Injury +4.

Feats: Cleave, Exotic Weapon Proficiency (sonic staff), Great Cleave, Improved Bantha Rush, Improved Martial Arts, Martial Arts, Power Attack, Skill Emphasis (Intimidate), Weapon Group Proficiency (simple weapons, vibro weapons).

Sun Fac

Sun Fac is the head lieutenant to the archduke and the chief negotiating officer for the Stalgasin hive. He is usually the first Geonosian to meet off-worlders. Sun Fac brokers deals with visiting corporations and hires freelancers to tackle odd jobs related to the security of the hive. Only the largest customers are allowed to bypass Sun Fac and deal directly with the archduke.

His elite position within the ruling Stalgasin hives allows him to conduct business on behalf of the lesser hives, who view this as an insult to their pride. Sun Fac knows this and enjoys rubbing it in their faces. For this reason, the rulers of the other hives would dearly love to have Sun Fac killed.



Sun Fac: Male Geonosian (Aristocrat) Diplomat 12; Init +1; Defense 17 (+4 class, +1 Dex, +2 natural); Spd 10 m, fly 16 m (poor); VP/WP 0/8; Atk +6/+1 melee (1d3, unarmed strike) or +7/+2 ranged; SQ Natural armor, +2 bonus on Fort saves against radiation poisoning, low-light vision; SV Fort +3, Ref +5, Will +11; SZ M; FP 2; DSP 1; Rep +3; Str 10, Dex 12, Con 8, Int 16, Wis 13, Cha 16. Challenge Code E.

Equipment: Comlink, Geonosian rank bracelets.

Skills: Appraise +13, Bluff +18, Computer Use +8, Craft (droids) +5, Diplomacy +18, Gather Information +13, Knowledge (Geonosis) +13, Knowledge (droid manufacturing) +8, Knowledge (business) +14, Profession (administrator) +12, Read/Write Basic, Read/Write Geonosian, Sense Motive +16, Speak Basic, Speak Geonosian, Speak Huttese, Speak Muun.

Feats: Alertness, Headstrong, Iron Will, Persuasive, Trick, Trustworthy, Weapon Group Proficiency (simple weapons).

Marmio Mio

This Human trader claims to have been stranded on Geonosis for years, and to all appearances the ordeal has driven her insane. She lives in the wreck of a bulk freighter half buried in the sands of the E'Y-Akh desert. Marmio Mio knows a great deal about survival on Geonosis, including merdeth movements and where to find groundwater. She will refuse any offer to transport her off the planet.

Marmio Mio *did* crash-land on Geonosis, but the rest of her tale is false. She works as a spy for several competing hives, with each group believing she works solely for them. Hidden away in her wreck is a speeder bike and a half-dozen ball-shaped probe droids. Little that occurs topside on Geonosis escapes her notice.

Marmio Mio: Female Human Fringer 3/Scout 2; Init +1; Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 22/10; Atk +3 melee (1d3–1, unarmed strike) or +5 ranged (3d8/19–20, blaster rifle); SQ Barter, jury-rig +2, trailblazing, heart +1; SV Fort +6, Ref +5, Will +6; SZ M; FP 1; DSP 1; Rep +0; Str 8, Dex 12, Con 10, Int 12, Wis 17, Cha 10. Challenge Code C.

Equipment: Comlink, blaster rifle, speeder bike, crashed Corellian Action IV transport.

Skills: Bluff +8, Climb +4, Gamble +5, Hide +8, Knowledge (Geonosis) +9, Listen +6, Move Silently +6, Pilot +6, Read/Write Basic, Repair +8, Speak Basic, Speak Geonosian, Speak Huttese, Spot +8, Survival +13.

Feats: Rugged, Skill Emphasis (Bluff), Trick, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, primitive weapons).

Yubookoo

The life of a Wookiee slave on Geonosis is a hard one, but Yubookoo has won a small measure of respect as a gladiator. To date, he has skewered sixteen Geonosian challengers on the blade of his petranaki weapon of choice, the butcher's scimitar. Yubookoo knows he will eventually die in the arena, so he fights with a savage ferocity to ensure he lives to see one more battle. The same fear of death might also spur him to participate in an escape attempt if he could find trustworthy allies. Yubookoo is a muscular Wookiee whose black fur is trimmed to a short fuzz.

Yubookoo: Male Wookiee Fringer 2/Soldier 6; Init +3 (–1 Dex, +4 Improved Initiative); Defense 16 (+7 class, –1 Dex); Spd 10 m; VP/WP 46/12; Atk +10/+5 melee (1d4+3, unarmed strike) or +6/+1 ranged; SQ Rage, extraordinary recuperation, barter, jury-rig +2; SV Fort +9, Ref +3, Will +2; SZ M; FP 2; DSP 0; Rep +2; Str 16, Dex 8, Con 12, Int 10, Wis 10, Cha 12. Challenge Code D.

Equipment: Slave clothing.

Skills: Climb +15, Handle Animal +6, Hide +4, Intimidate +5, Jump +13, Knowledge (Geonosian arena) +5, Listen +5, Read/Write Shyriiwook, Ride +4,

Speak Basic (understand only), Speak Shyriiwook, Spot +5, Survival +3.

Feats: Armor Proficiency (light), Cleave, Great Cleave, Improved Bantha Rush, Improved Initiative, Martial Arts, Power Attack, Sunder, Weapon Group Proficiency (simple weapons, primitive weapons, vibro weapons).

New Creature: Merdeth

The awe-inspiring merdeth is the only creature on Geonosis that eats acklays for lunch. Bigger than a star freighter, a merdeth could be mistaken at a distance for a smooth red boulder. Around the perimeter of this gigantic shell are hundreds of scuttling legs and a mass of barbed tentacles protruding from beneath the creature's armored, triangular head. Small flying parasites known as mips suck ichor from the underside of a merdeth's body, but assist their host by scouting out food sources and attacking enemies. The sight of an advancing merdeth and its attendant mips has been compared by terrified survivors to a starfighter carrier launching a squadron of interceptors.

Merdeths are slow but nearly unstoppable. They consume whatever organic material they come across. Since most animals can outrun merdeths, the beasts often attack "nests"—such as Geonosian hives, acklay dens, and even parked starships—where they can corner their prey and feed on helpless young.

Merdeth: Colossal desert predator 10; Init –2; Defense 15 (–2 Dex, +15 natural, –8 size); DR 15; Spd 4 m; VP/WP 215/360; Atk +17 melee (2d6+15, 8 tentacles) and +12 melee (4d8+7, bite); SQ Darkvision 200 m, improved grab, mip attack; SV Fort +24, Ref +5, Will +3; Face/Reach 18 m by 18 m/6 m; Str 41, Dex 6, Con 45, Int 2, Wis 10, Cha 12. Challenge Code G.

Skills: Intimidate +13, Listen +10, Spot +10, Survival (desert) +4.

Feats: Cleave, Power Attack, Stamina, Track.

Special Qualities: The following provides additional information on a merdeth's special qualities.

Mip Swarm— Each merdeth hosts 1d6 swarms of mips, and it can launch these mip swarms as a free action to attack its enemies. Mip swarms function as mobile extensions of the merdeth's will and disperse if the merdeth is killed. Mips are never encountered away from merdeths.

Mip Swarm: Tiny parasite swarm 8; Init +10; Defense 18 (+6 Dex, +2 size); Spd fly 20 m (perfect); VP/WP 20/—; Atk Swarm (2d6); SQ Darkvision 100 m, distraction (DC 13); half damage from slashing, piercing, and energy weapons; swarm traits; SV Fort +5, Ref +8, Will +3; Face/Reach 2 m by 2 m/0 m; Str 2, Dex 22, Con 8, Int 1, Wis 12, Cha 1. Challenge Code C.

Skills: Hide +19, Listen +7, Move Silently +10, Spot +7.

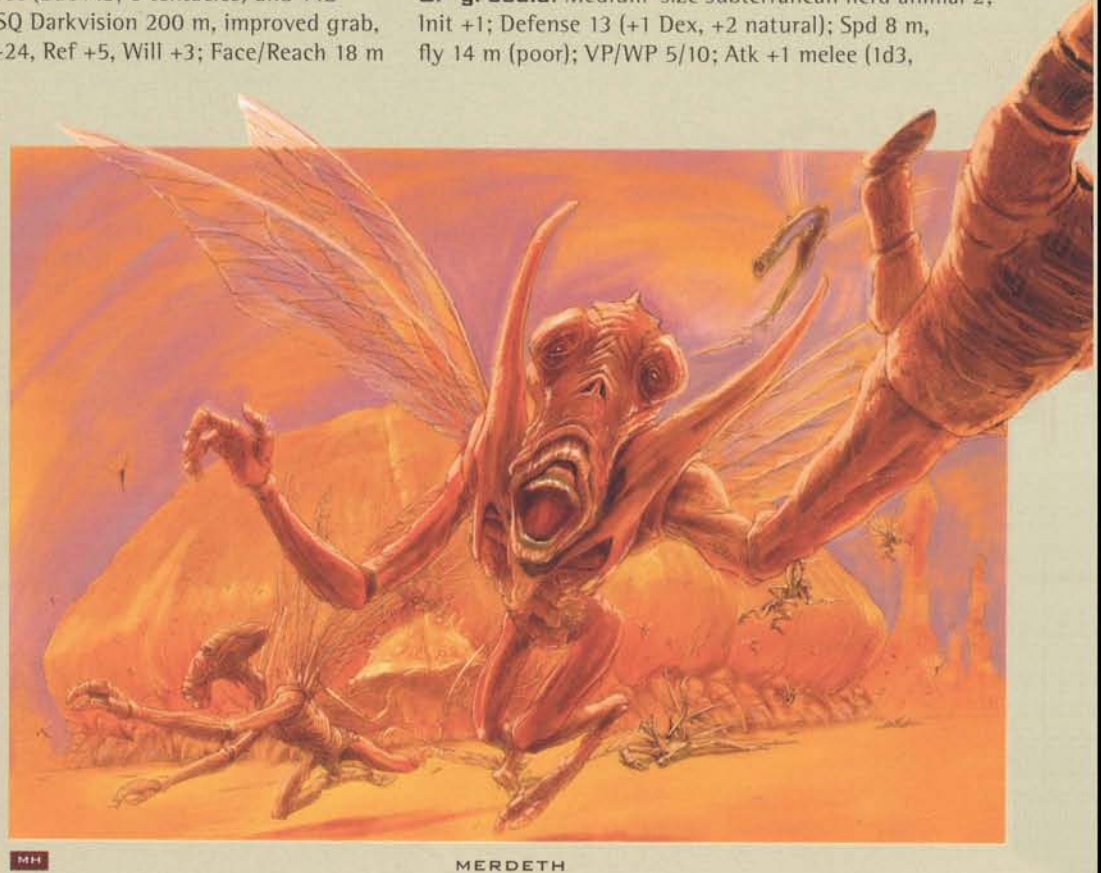
Feats: Alertness, Improved Initiative.

Special Qualities: See the Swarms sidebar for additional information on a mip swarm's special qualities.

New Creature: Ur-Greedle

Ur-greedles are close evolutionary cousins to Geonosians, but remain more closely tied to the insectoid forebears from which both species sprang. An ur-greedle resembles a shorter Geonosian (1.5 meters on average) with a hard, crimson exoskeleton, three-taloned claws used for digging, and six rapidly buzzing wings. They inhabit dirt mounds that—from the outside—look almost identical to Geonosian spire-hives. They are notorious for stealing shiny objects; after the Battle of Geonosis, ur-greedles made off with dozens of Jedi lightsabers before Republic troops could clear the dead from the battlefield.

Ur-greedle: Medium-size subterranean herd animal 2; Init +1; Defense 13 (+1 Dex, +2 natural); Spd 8 m, fly 14 m (poor); VP/WP 5/10; Atk +1 melee (1d3,



MH

MERDETH

SWARMS

A swarm is a collection of Fine, Diminutive, or Tiny creatures (usually creatures of the vermin type) that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single pool of vitality points, a single initiative modifier, a single speed, and a single Defense. A swarm makes saving throws as a single creature.

A single swarm occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 2 meters on a side, but its reach is 0 feet, like its component creatures. In order to attack, it moves into an opponent's space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through squares occupied by enemies and vice versa without impediment, although the swarm provokes an attack of opportunity if it does so. A swarm can move through cracks or holes large enough for its component creatures.

A swarm of Diminutive creatures consists of 150 nonflying creatures or 625 flying creatures. A swarm of Fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of nonflying creatures include many more creatures than could normally fit in a 2-meter square based on their normal face, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiple swarms, or multiple 2-meter squares. A large swarm is completely shapeable, though it usually remains contiguous.

Swarm Traits: A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing, piercing, and energy weapons. A swarm composed of Fine or Diminutive creatures are immune to all weapon damage.

Reducing a swarm to 0 vitality points causes it to break up and disperse. Swarms do not have wound points and are never fatigued or knocked out from taking damage. Also, they cannot be tripped, grappled, or bantha rushed, and they cannot grapple another.

A swarm is immune to any effect that targets a specific number of creatures, with the exception of mind-affecting effects if the swarm has an intelligence score and a hive mind. A swarm takes a –10 penalty on saving throws against effects that affect an area, such as grenade blasts. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures.

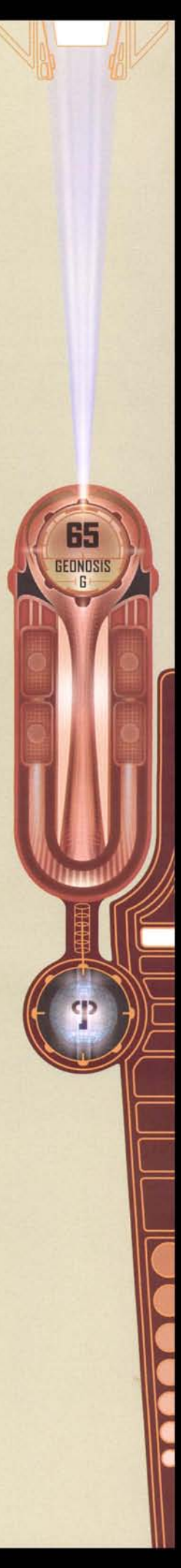
Swarm Attack: Swarms don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's monster entry lists "swarm" on the Attacks line, with no attack value. The Damage entry lists "swarm," followed by a damage range. A swarm's damage is based on its level, as shown below:

Swarm Level	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6

Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, and other special abilities usually make a creature immune (or at least resistant) to damage from the swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.

A swarm does not threaten creatures in its square and does not make attacks of opportunity with its swarm attack. However, swarms distract foes whose squares they occupy, as described below.

Distraction (Ex): Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is unable to attack, use skills requiring patience or concentration, or do anything else other than a single move action; a Fortitude save negates the effect (DC is 10 + 1/2 the swarm's level + the swarm's Constitution modifier).



talon strike) or +2 ranged; SQ Darkvision, low-light vision, +2 species bonus on Fortitude saves against radiation poisoning; SV Fort +3, Ref +1, Will +1; Face/Reach 2 m by 2 m/2 m; Str 11, Dex 12, Con 10, Int 5, Wis 12, Cha 6. Challenge Code A.

Skills: Hide +5, Listen +5, Search +1, Spot +5.

Feats: None.

New Creature: Mutant Acklay

The chemical poisons of the Golbah Pit have created a mutant variety of acklay, easily identified by its glossy black shell. A mutant acklay can take more punishment than its cousin, has heavier claws, and has gained the ability to hunt in the dark waters of the Ebon Sea.

Mutant Acklay: Huge predator 8; Init +3 (–1 Dex, +4 Improved Initiative); Defense 15 (–1 Dex, +8 natural, –2 size); DR 7; Spd 12 m; VP/WP 92/48; Atk +14/+9 melee (3d6+8, 2 claws) or +14/+9 melee (2d4+4, bite) or +5/+0 ranged; SQ Blindsight, breathe underwater, +4 species bonus on Fortitude saves against radiation; SV Fort +13, Ref +5, Will +2; Face/Reach 4 m by 6 m/6 m; Str 27, Dex , Con 24, Int 3, Wis 10, Cha 12. Challenge Code E.

Skills: Climb +14, Intimidate +7, Jump +14, Spot +6, Survival +2, Swim +12*.

* Includes a +4 species bonus.

Feats: Cleave, Improved Initiative, Power Attack.

Iego

Planet Type: Terrestrial
Climate: Temperate, tropical
Terrain: Rocks, wastelands
Atmosphere: Breathable
Gravity: Standard
Diameter: 2,730 km
Length of Day: Not applicable
Length of Year: Not applicable
Sentient Species: Diathim, Maelibi, mixed-species castaways
Languages: Basic
Population: 4,500 castaways, unknown number of Diathim and Maelibi
Species Mix: 40% Humans, 60% other (among castaways)
Government: Competing tribes
Major Exports: None
Major Imports: None
System/Star: Iego/None

Planets	Type	Moons
Iego	Terrestrial	42

Description

In a galaxy of untold wonders, seasoned spacers quickly become jaded. But Iego is one of those enigmatic destinations, wrapped in myth and tinged with menace, that can strike awe into the hearts of even the most fearless hyperspace wanderers.

The precise location of Iego is unrecorded on star charts, and facts about its fantastic inhabitants are contradictory—ask three wrinkled spacers for information on Iego, and you'll get three different accounts. The body of Iego lore is consistent on several points, however. South of the Perlemian, far away from any major hyperspace lane, exists a luminous nebulae pocket known as the Extrictarium. Inside, the small planetoid of Iego floats amid a motionless host of several dozen tiny moonlets. None of the spheroids orbit one another, nor do they rotate, nor are they crushed together into a rocky lump from mutual gravitic attraction. Blazingly bright nebular patches illuminate this suspended tableau with the light of ten suns.

In this implausible environment live the most fanciful creatures to ever haunt Outer Rim mythology. The Angels, to those who believe in them, are so shockingly beautiful that their appearance can make even the most hardened star traveler weep with rapture. Other, less-benign rumors are whispered about the Angels, namely that Iego is a quick trip to an early grave.



History

The legend of the Angels has persisted since the dawn of hyperspace flight, whispered across darkened tables in filthy Outer Rim cantinas. Since no one can supply the coordinates of Iego and most stories are told as something that happened to a "friend of a friend," the scientific community dismisses the whole affair as a spacefarer's myth. Yet folklorists at the University of Sanbra point out that core elements of the tale have remained remarkably consistent through every telling. The following information represents Sanbra's "best guess" on the facts behind the Iego puzzle.

Iego appears to draw travelers to it, no matter where they are at the time or where they had hoped to go. Due to the peculiarities of hyperspace travel and the legendary abilities of the Angels, ships have been said to vanish from the Core and materialize halfway across the galaxy at Iego during what should have been short, routine hyperspace hops.

Whether the new arrivals try to investigate Iego or make a break for the walls of the Extrictarium Nebula appears to make little difference. A host of luminous Angels appear almost immediately, stupefying onlookers with their beauty. Witnesses claim that pilots will plunge their ships into violent crash-landings on Iego as if hypnotized. Naturally, spacers have spun this nugget of information into rich, fantastic yarns, most involving lost treasure galleons rotting on the planetoid like overripe fruit, with gushers of firegems and electrum ingots spilling from their split hulls.

Every year, dozens of fortune-hunters hire crews for new Iego expeditions; the vast majority return empty-handed and disappointed, reluctantly conceding that the world is indeed a myth. Some return with tales of wonder or horror, contributing to the legend in their own way. Some never return at all.

Iego seems to exist outside the normal galaxy, unaffected by the actions of the Republic or the Empire. Even the invasion of the Yuuzhan Vong would mean nothing to those isolated inside the strange pocket nebula.

People

Iego is famed for its Angels (provisionally known among Sanbra University xenobiologists as the Diathim), creatures of legendary beauty about whom little is known. Most accounts describe them as thin, feminine humanoids 2 to 3 meters tall, with six bladelike wings



MAELIBUS AND DIATHIM

sprouting from their backs. Some claim the Angels are more androgynous in form, and many alien spacers swear that the Angels appear as exotic-looking Verpine, Givin, or similar representatives of their own native species. All Angels seem to be composed of searing white light tinged with a yellowish aura, making it difficult to identify biological details. Since they glide out from Iego's moonlets to greet arriving ships, it is assumed that they live on the moonlets, but so far their dwellings have remained hidden. Angels have no apparent language and convey an aura of overall benevolence, despite their known efforts at sabotage.

Spacers have been winding up at Iego since the dawn of hyperspace travel. The accumulated number of castaways on the planet now makes up a population thousands strong. Each of the shipwreck survivors pledges allegiance to one of Iego's competing tribes. Some of the tribes are charitable, some malignant, and some have gone feral in their desperation. Curiously, Iego has no apparent natural resources, but those doomed to live there supposedly no longer feel the effects of age or hunger. According to spacer lore, Humans who fought in the Great Sith War four thousand years ago could still be alive on Iego.

Only a handful of people know about Iego's other indigenous species, and most of them refuse to tell the tale. Those with a few drinks in their bellies whisper that Demons, or Maelibi, dwell below the surface of Iego. These Demons intermittently poach the castaway population for sustenance, selecting their screaming victims and casually carrying them below ground under their strong arms. Maelibi are said to be achingly beautiful—even more radiant than the Angels—with bodies like molten gold and lyrical voices that seem to capture the very essence of song.

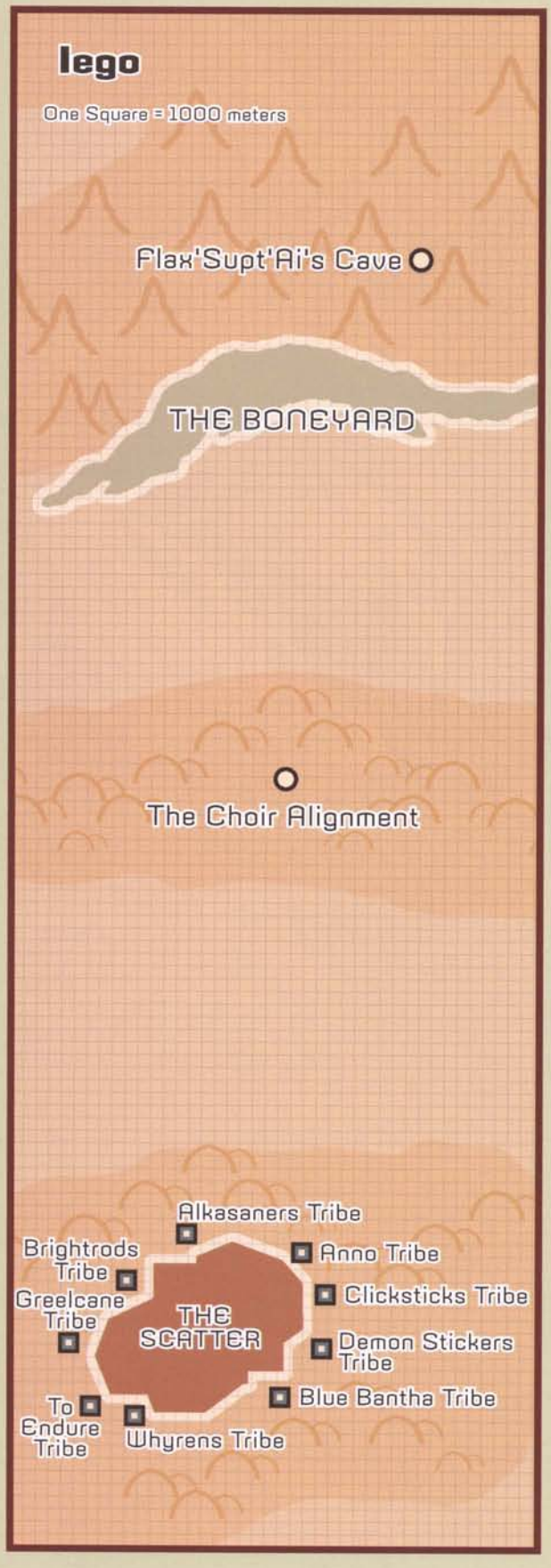
Locations

Iego has a number of interesting locations for heroes to visit, including those described below.

The Scatter

Despite its standard gravitational field, Iego is inexplicably tiny. Several castaways have circumnavigated and mapped the entire sphere. Most, however, choose to live near the Scatter, a shallow valley many kilometers wide where all starships are intentionally crashed by the Angels. The Scatter resembles a frozen lake glittering fiercely in the planet's omnipresent light, with its metal wreckage evoking jagged pack ice and hulking starship fuselages standing in for glaciers. In the dark shadows cast by the Scatter's larger shipwrecks live Iego's few tribeless outcasts, most of whom are dangerous and quite mad.

Among the thousands of shredded wrecks are many functional starship components and other parts that can be repaired with a little effort. Sadly, the petty



tribal organization of Iego's castaways has prevented any group from assembling a working ship as a means of escape.

Clicksticks Tribe

Most tribes on Iego control patches of territory immediately surrounding the Scatter. The Clicksticks tribe occupies a high mesa with a good view of the Scatter and the surrounding terrain. Scavenged metal and plasteel sheeting make up a village of makeshift huts. Tribe leader Darubang Yosa can trigger rockslides to crush any strangers attempting to scale the mesa.

The Boneyard

Curious heaps of bones litter the face of Iego. The largest pile, known to the castaways as the Boneyard, lies north of the Scatter in rocky, inhospitable terrain. Most of the bones here are gigantic and unidentifiable, and immense rib cages are positioned directly over holes in the planet's crust. Peering down through the ribs, one can see distant flickerings of flame deep underground and hear the distant, dulcet tones of Iego's Demons. An ancient and wise star dragon is rumored to live in the canyons north of the Boneyard.

The Choir Alignment

The Diathim of Iego spend their lives on the system's moonlets and in the rarefied space within the Extrictarium Nebula. There is one place, however, where the Angels regularly touch down on the planet for reasons known only to themselves.

Between the Scatter and the Boneyard is a geologic feature too angular to be natural. Sunken into the rock is a miniature valley 100 meters across, carved into the shape of a nine-pointed star. Those who have stood in the center of the structure report that the moonlets visible from that vantage point seem aligned in elegant geometric patterns. Angels frequently congregate in the area, forming a column of light stretching from the star valley to a point far overhead in space.

Technology

This section features technology that players might come across while traveling on or near Iego.

New Vehicle: Iego Ramshackle

Built from the starship detritus littering the Scatter, ramshackles are jury-rigged repulsorlift contraptions built to transport Iego's castaways. Each resembles a reclining chair made from structural tubes, loosely holding together a mass of scavenged engine components. Though the devices are unreliable, they're greatly prized. Some of Iego's inhabitants are willing to kill for the planet's few scraps of advanced machinery.

Iego Ramshackle

Class: Speeder (ground)	**Crew:** 1 (Normal +2)
Size: Large (4.7 m long)	**Initiative:** +1 (–1 size, +2 crew)
Passengers: 1	**Maneuver:** +1 (–1 size, +2 crew)
Cargo Capacity: 4 kg	**Defense:** 9* (–1 size)
Speed: 80 m	**Shield Points:** 0
Max Velocity: 250 km/hr	**Hull Points:** 8 (DR 2)
Cost: Not applicable	

** A ramshackle provides no cover to its pilot or passenger.*

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

The following adventure seeds on legendary Iego offer a change of pace from more traditional *Star Wars* environments. Feel free to use or adapt them for your home campaign.

Out of Nowhere

The heroes are shocked to find their starship dropped into the strange Iego system. When a multitude of Angels flocks from the moonlets to greet them, many of the heroes will surmise that they've reached the planet of spacer legend. Now the problem is—how to get out again?

The Angels will try to mesmerize the ship's pilot, as well as anyone else who takes the controls. They can also drain the ship's power or fire cones of destructive energy. The attacks will not cease until the ship escapes to the outside of the pocket nebula or is brought down on Iego's surface.

Into the Fire

The heroes are hired to retrieve a lost treasure or a missing person from Iego. Unfortunately, seasoned Iego guide Coli Carinth will provide them with false intelligence and try to shoot them down once they follow her to the planet.

If the heroes survive Carinth and the Angels long enough to reach Iego's surface intact, they must locate their quarry while fending off hordes of desperate castaways and the Demons that prowl near their landing site.

Stranded!

Through a series of mishaps (including failure at either of the previous adventure seeds), the heroes are stranded on Iego with a damaged starship. The blind Duinuogwuin Flax'Supt'ai is rumored to know everything about Iego (including where to find a functional power core), but the path to her lair is perilous. Another solution is to salvage starship parts from the junk piles in the Scatter, but the more vicious castaway tribes will try to kill the heroes and seize anything they find.

An alliance with Darubang Yosa and the Clicksticks tribe may be the heroes' best hope. If persuaded, Yosa will help the heroes journey past the Demons to reach Flax'Supt'ai, or fight the other tribes for control of the Scatter. Yosa's tribe has been assembling its own transport in secret—if the heroes find parts for a second vessel, they can rescue dozens of castaways from permanent exile.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Iego.

Coli Carinth

Coli Carinth is one of the few Outer Rim spacers who knows how to get to Iego, having been there nearly a dozen times. Carinth will not sell the coordinates to the planet, insisting that any interested party slave its ship's hyperdrive to her YT-1300 transport. But Carinth doesn't realize that the Angels have subverted her mind. She will lead paying customers to Iego and strand them there, then leave without any recollection of her actions.

Coli Carinth: Female Human Scout 4; Init +3; Defense 16 (+3 class, +3 Dex); Spd 10 m; VP/WP 18/10; Atk +3 melee (1d3, unarmed strike) or +3 melee (2d4, vibrodagger) or +6 ranged (3d6, blaster pistol); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense); SV Fort +2, Ref +5, Will +3; SZ M; FP 1; DSP 2; Rep +1; Str 10, Dex 16, Con 10, Int 9, Wis 13, Cha 11. Challenge Code C.

Equipment: Blaster pistol, vibrodagger, sabacc deck, YT-1300 Corellian transport *Archai*.

Skills: Astrogate +6, Computer Use +8, Knowledge (hyperspace travel) +6, Pilot +13, Read/Write Basic, Repair +8, Speak Basic, Spot +6, Survival +5.

Feats: Gearhead, Skill Emphasis (Pilot), Starship Operation (space transport), Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, vibro weapons).

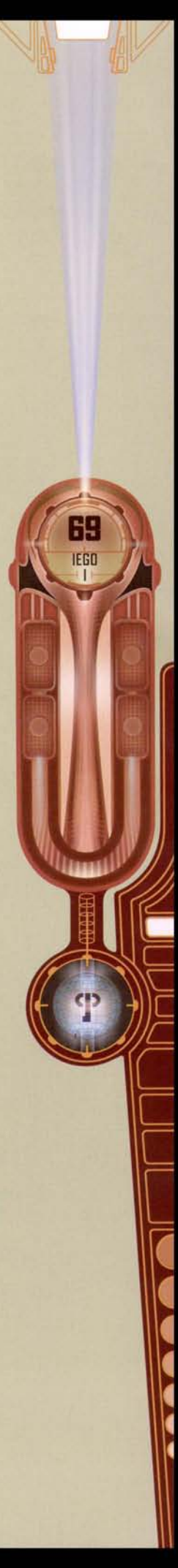
Darubang Yosa

Darubang Yosa leads the Clicksticks tribe of castaways, which numbers between two and three dozen. Yosa's tribe maintains a well-defended patch of land overlooking the Scatter. Any heroes who ask Yosa how she arrived on Iego will realize she has been on the planet for more than a century. Yosa is a wiry woman with dark skin and a waist-length hair braid.

Darubang Yosa: Female Human Soldier 2/Scout 10; Init +2; Defense 19 (+7 class, +2 Dex); Spd 10 m; VP/WP 59/10; Atk +10/+5 melee (2d4+1/19–20, unarmed strike) or +10/+5 melee (1d6+1, quarterstaff) or +11/+6 ranged (1d8, bow); SQ Trailblazing, heart +1, uncanny dodge (Dex bonus to Defense), uncanny dodge (can't be flanked), skill mastery (Climb, Jump), extreme effort, evasion; SV Fort +11, Ref +7, Will +6; SZ M; FP 5; DSP 1; Rep +3; Str 12, Dex 15, Con 10, Int 10, Wis 12, Cha 15. Challenge Code E.

Equipment: Quarterstaff, bow with 15 arrows, Iego ramshackle.

Skills: Astrogate +5, Climb +11, Craft (survival gear) +5, Hide +12, Intimidate +14, Jump +6, Knowledge (Iego) +10,





DUINUOGWUIN

Listen +9, Move Silently +11, Pilot +7, Read/Write Basic, Repair +12, Search +7, Sense Motive +4, Speak Basic, Spot +6, Survival +13, Treat Injury +11.

Feats: Armor Proficiency (light), Far Shot, Great Fortitude, Headstrong, Improved Martial Arts, Martial Arts, Rugged, Sharp-Eyed, Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

Flax'Supt'ai

Flax'Supt'ai is an albino Duinuogwuin, or star dragon, a multilegged, winged, reptilian creature more than 30 meters long. She has lived on Iego's light-bleached surface for so long that she has lost her sight. Flax'Supt'ai arrived on Iego before the dawn of the Republic, during the Cronese Sweeps that presaged the rise of Xim the Despot. Since Duinuogwuins are natural space travelers, her reason for remaining on Iego for so many years is a mystery. Flax'Supt'ai lives alone in the inhospitable rock piles north of the Boneyard and is more than a match for the mightiest Demon.

Flax'Supt'ai: Female Duinuogwuin Force Adept 16; Init +7 (+3 Dex, +4 Improved Initiative); Defense 31 (+9 class, +3 Dex, +17 natural, –8 size); Spd 16 m, fly 20 m (poor); VP/WP 170/200; Atk +12/+7/+2 melee (4d6+12, bite) or +12/+7/+2 melee (2d8+8, 2 front claws) or +7/+2/–3 ranged; SQ Survive in vacuum, breath weapon, Force weapon +2d8, comprehend speech, Force talisman +4, Improved Heal Another, Improved Heal Self; SV Fort +14, Ref +10, Will +14; SZ C; Face/Reach 18 m by 18 m/6 m; FP 9; DSP 2; Rep +3; Str 26, Dex 16, Con 25, Int 16, Wis 18, Cha 17.

Skills: Climb +19, Knowledge (Iego) +16, Knowledge (ancient history) +15, Intimidate +9, Listen +17, Sense Motive +19, Speak Basic, Survival +33, Treat Injury +14.

Force Skills: Affect Mind +15, Battlemind +5, Empathy +16, Farseeing +16, Force Defense +15, Heal Another +16, Heal Self +13, Illusion +5, Move Object +13, Telepathy +16.

Feats: Endurance, Force-Sensitive, Frightful Presence, Improved Initiative, Skill Emphasis (Sense Motive), Skill Emphasis (Survival), Track, Weapon Group Proficiency (primitive weapons, simple weapons).

Force Feats: Alter, Compassion, Control, Link, Mettle, Mind Trick, Sense.

New Species: Duinuogwuin

Often called "star dragons," the Duinuogwuin are enormous serpentine multipeds with gossamer wings. Most star dragons encountered in the galaxy average 10 meters long, although specimens ten times that size have been encountered.

On any world except those with extremely low gravity, it would prove impossible for the delicate wings of the Duinuogwuin to take the strain of lifting their massive bodies against the pull of gravity; therefore, it seems likely that their bodies conceal some organ that functions as a repulsorlift mechanism. Since xenobiologists have never had occasion to study Duinuogwuin anatomy, this theory is purely hypothetical.

Duinuogwuin have the ability to fly through space. In order to brave the vacuum without protective equipment, star dragons can recycle water and oxygen as well as hermetically seal their bodies against the loss of these necessities. Their self-sufficient physiology also allows them to survive in harsh planetary environments.

Duinuogwuin can exhale superheated gases capable of scorching or melting anything short of plastisteel. The ability to generate such heat suggests the Duinuogwuin have some method of generating immense amounts of energy, possibly some sort of organic cold fusion.

When two star dragons mate, the chance is great that the offspring will be nonintelligent. Such creatures become raving monsters that the parent must either destroy or isolate. This assumed genetic flaw may account for the number of Duinuogwuin scientists interested in undoing the species' hereditary infirmity through the study of nuclear physics and biological genetics.

Personality: The Duinuogwuin are intelligent, wise, and noble isolationists who prize their solitude and privacy, although they enjoy each other's company immensely. Although they loathe violence, star dragons do not shirk from punishing the deserving. Because they live a long time, star dragons are rarely startled or surprised by the actions of others.

Star dragons are secretive about their pasts, and they treat inquiries into their nature and physiologies with polite indifference at best. Due to the cosmic nature of their contemplations, many Duinuogwuin tend to be absent-minded and preoccupied.

Physical Description: Star dragons are covered with large scales that give them a reptilian appearance, yet their floppy ears are distinctly mammalian, their sharply keeled sternums and overdeveloped pectoral muscles are avian, and their segmented bodies are arthropodal. Duinuogwuin have one pair of legs per body segment, while their diaphonous, gossamer wings are attached to the upper portion of each segment (the wingspan usually being one-and-a-half times their length). A Duinuogwuin holds the body segment closest to its head erect, and the legs on this segment have evolved for use as arms and hands.

The scales on a star dragon's face are so fine that they resemble pebbly skin, and the irises of a star dragon's eyes sparkle as though covered with glitter, while the shapes of the pupils are irregular and vary with the Duinuogwuin's mood. The star dragon's scales are basically gray, although this coloration varies greatly within that tone, from dirty white to silver to pale blue to black.

Homeworld: The location of the Duinuogwuin homeworld remains a mystery, except perhaps to the oldest star dragons. Members of the species are known to inhabit inhospitable planetoids as well as hospitable worlds such as Barab I, Cona, and Iego.

Language: Star dragons speak, read, and write Duinuogwuin, a language of hissing sibilants and gutteral growls that other species can't duplicate with their puny vocal cords. Many star dragons also learn to speak Basic.

Example Names: Ir'cara'suhl, Shalyx'har'zan, Vir'anax'sath, Zephata'ru'tor.

Age in Years: Child 1–20; young adult 21–100; adult 100–650; middle age 651–1,200; old 1,201–2,000; venerable 2,001+.

Adventurers: Contemplative isolationists, the Duinuogwuin are not adventurous beings and do not consort with other intelligent species on a regular basis. They can belong to any non-Jedi class, although fringers, Force adepts, and tech specialists are the most common.

Star dragons are not playable as heroes.

Duinuogwuin Species Traits

- Ability Modifiers: Duinuogwuin gain the following ability modifiers based on age:
  Child: +4 Strength, +4 Constitution.
  Young adult: +8 Strength, +8 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma.
  Adult and middle age: +14 Strength, +14 Constitution, +6 Intelligence, +6 Wisdom, +6 Charisma.
  Old: +12 Strength, +12 Constitution, +8 Intelligence, +8 Wisdom, +8 Charisma.
  Venerable: +10 Strength, +10 Constitution, +10 Intelligence, +10 Wisdom, +10 Charisma.
- Variable Size: Duinuogwuin children and young adults are Huge beings who take a –2 size penalty to Defense, a –2 size penalty on attack rolls, and a –8 size penalty on Hide checks. They have a Face of 8 m by 8 m and a Reach of 4 m. Their lifting and carrying capacity is four times that of Medium-size creatures.

  Adult and middle-aged Duinuogwuin are Gargantuan beings who take a –4 size penalty to Defense, a –4 size penalty on attack rolls, and a –12 size penalty on Hide checks. They have a Face of 10 m by 10 m and a Reach of 6 m. Their lifting and carrying capacity is eight times that of Medium-size creatures.

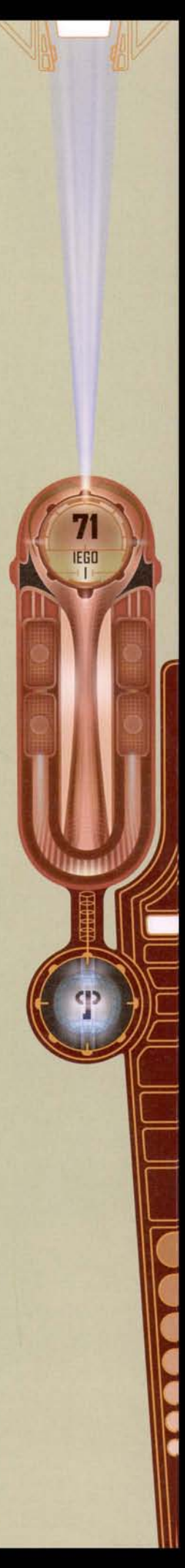
  Old and venerable star dragons are Colossal beings who take a –8 size penalty to Defense, a –8 size penalty on attack rolls, and a –16 size penalty on Hide checks. They have a minimum Face of 14 m by 14 m and a Reach of 6 m. Their lifting and carrying capacity is sixteen times that of Medium-size creatures.
- Natural Armor: A star dragon's scaly hide grants a natural armor bonus to Defense that increases with age: child +4, young adult +6, adult +8, middle age +11, old +14, venerable +17.
- Speed: Duinuogwuin base speed on land is 16 meters. They move 20 meters while flying and have poor maneuverability.
- Natural Weapon: A Duinuogwuin has powerful jaws with which it can bite prey. A Duinuogwuin's bite attack deals piercing damage based on its size (see below), plus 1.5 × the Duinuogwuin's Strength modifier. The bite attack does not provoke an attack of opportunity.

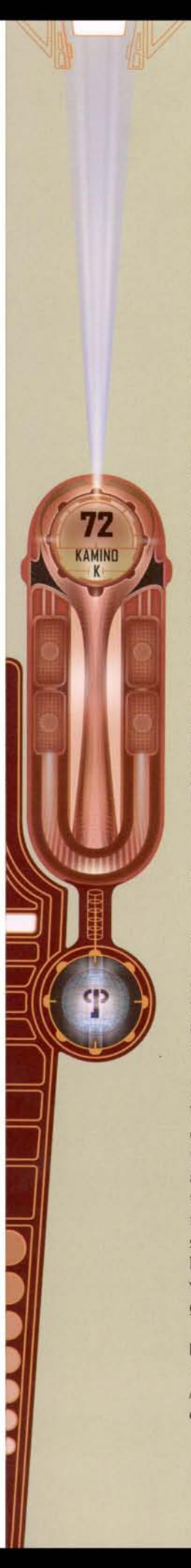
Size	Bite Damage
Huge	2d6
Gargantuan	2d8
Colossal	4d6

- Breath Weapon: A star dragon can breathe a cone of fire as an attack action once every 1d4 rounds. A successful Reflex save (DC 10 + 1/2 the star dragon's character level + its Constitution modifier) halves the damage. (A Duinuogwuin commoner has an effective character level of zero.) The size of the cone and damage is based on the Duinuogwuin's age, as indicated in the chart below:

Age	Cone	Damage
Child	10 meters	4d6
Young adult	12 meters	5d6
Adult	14 meters	6d6
Middle age	16 meters	8d6
Old	18 meters	10d6
Venerable	20 meters	12d6

- Survive in Vacuum: Duinuogwuin can operate in a vacuum without a vacuum suit or oxygen supply.
- Skill Bonuses: Star dragons gain a +8 species bonus on Astrogate checks and a +16 species bonus on Survival checks.
- Free Language Skills: Speak Basic and Read/Write and Speak Duinuogwuin.





Duinuogwuin (Adult) Commoner: Init +0; Defense 14 (+8 natural, –4 size); Spd 16 m, fly 20 m (poor); VP/WP 0/96; Atk +3 melee (2d8+10, bite) or –4 ranged; SQ Species traits; SV Fort +7, Ref +0, Will +3; SZ G; Face/Reach 10 m by 10 m/6 m; FP 0; DSP 0; Rep +0; Str 24, Dex 10, Con 24, Int 16, Wis 16, Cha 16. Challenge Code C.

Equipment: None.

Skills: Astrogate +11, Craft (any one) +5 or Knowledge (any one) +5, Diplomacy +5 or Intimidate +5, Hide –8, Read/Write Duinuogwuin, Speak Basic, Speak Duinuogwuin, Survival +19.

Feats: None.

New Creature: Diathim

Six-winged, luminous beings found only on Iego's copious moonlets, diathim (often referred to as "angels") are rumored to be the most beautiful creatures in the universe. Those who get caught in their spell, in their brief moments of delirium, will gladly crash their starships on Iego in order to spend the rest of their lives near the objects of their desire. Diathim do not speak and do not appear to feed on anything.

Diathim: Large vacuum herd animal 8; Init +9 (+5 Dex, +4 Improved Initiative); Defense 14 (+5 Dex, –1 size); Spd fly 22 m (perfect); VP/WP 52/19; Atk +6 melee or +8 ranged (4d8, energy pulse); SQ Blindsight, energy pulse, survive in vacuum; SV Fort +10, Ref +7, Will +5; Face/Reach 2 m by 2 m/4 m; Str 16, Dex 20, Con 19, Int 8, Wis 16, Cha 20. Challenge Code D.

Skills: Hide +8, Listen +8, Search +4, Spot +6.

Force Skills: Affect Mind +15, Drain Energy +10.

Feats: Flyby Attack, Force-Sensitive, Improved Initiative.

Force Feats: Alter, Sense.

Special Qualities: The following provides additional information on a diathim's special qualities.

Energy Pulse—Once every 1d4 rounds, a diathim can emit a white burst of energy from its chest that deals 4d8 points of damage. The diathim must succeed at a ranged attack roll to hit the target, and the range increment of the energy pulse is 100 meters.

New Creature: Maelibus

The maelibi (often referred to as "demons") inhabit Iego's core and, for the most part, their existence is known only to the castaways on the planet's surface. Though they are not capable of mind control, those who have seen them still consider them to be even more beautiful than the diathim. Maelibi are humanoid giants with bodies of shimmering gold and melodic voices that sing a strange language. Approximately once each year, they select victims from among the castaways and carry them underground for consumption.

Maelibus: Large desert predator 10; Init +2; Defense 11 (+2 Dex, –1 size); DR 10; Spd 16 m; VP/WP 105/22; Atk +14/+9 melee (1d4+5, slam) or +14/+9 melee (2d4+5, claw) or +11/+6 ranged; SQ Blindsight, survive in vacuum, terrifying presence; SV Fort +13, Ref +9, Will +5; Face/Reach 2 m by 2 m/4 m; Str 21, Dex 14, Con 22, Int 9, Wis 14, Cha 18. Challenge Code E.

Skills: Climb +10, Intimidate +14, Listen +9, Spot +10, Survival (desert) +4.

Force Skills: Fear +12, Illusion +14.

Feats: Force-Sensitive, Power Attack, Run, Track.

Force Feats: Alter, Control, Sense.

Kamino

Planet Type: Terrestrial
Climate: Temperate
Terrain: Aquatic (saturated hydrosphere)
Atmosphere: Breathable
Gravity: Standard
Diameter: 19,270 km
Length of Day: 27 standard hours
Length of Year: 463 standard days
Sentient Species: Kaminoans
Languages: Kaminoan
Population: 1 billion
Species Mix: 100% Kaminoans
Government: Ruling council
Major Exports: Clones, covert technology, military weapons and hardware
Major Imports: Foodstuffs
System/Star: Kamino

Planets	Type	Moons
Kas	Molten rock	0
Yuka	Searing rock	0
Jomon	Searing rock	0
Faa	Terrestrial	2
Kamino	Terrestrial	3
Mira	Barren rock	0
Miyuu	Barren rock	5
Donoa	Barren rock	17
Casna Aure	Gas giant	28
Casna Besh	Gas giant	43
Imoco	Frozen rock	8
Talita	Frozen rock	6
Yuka	Ice ball	1

Description

Kamino is a stormy world long and far removed from galactic affairs (and for that matter, public record), unknown to the vast majority of Republic citizenry. A remote world even by Outer Rim standards, Kamino is actually considered part of Wild Space, and therefore beyond the recognized jurisdiction of Republic (and later Imperial) law. Located within a dwarf satellite galaxy in a close and decaying orbit about Republic boundaries, Kamino is some 12 parsecs beyond the Rishi Maze, and is the fifth of thirteen worlds circling an aging star.

Unforgiving and covered by one massive, churning ocean, Kamino isn't on any major (or even minor) trade route and receives very few visitors. This isolation

is furthered by the removal of all Kamino records from various astronavigation databases, the Jedi's files among them. The limited traffic that does pass through the system consists primarily of craft that transport supplies and trade goods for the native Kaminoans' sustenance or that are engaged in some form of business with the Kamino inhabitants. The other twelve worlds in the system are largely unexplored, and only one of Kamino's moons (Korasa, the smallest) was ever explored. Facilities abandoned there centuries ago still stand, nearly buried in the snow dunes of the moon's southern hemisphere.

The Kaminoans inhabit hermetically sealed, domed cities that stand atop massive stilts and anchor-columns driven deep into the seabed. These cities are a combination of Kaminoan ingenuity and some of the best off-world architecture available and afford the amphibious Kaminoans a comfortable life even in such a now-hostile environment. The cities vary in size, layout, and specifics, but all feature sloped dome roofs that shed the almost-constant rains. Lightning rods harness and divert the energies of the ferocious storms that continually lash the Kamino skies.

Numerous creatures swim the Kamino seas; some evolved on the planet, while others are descended from cloned off-world stock. Though almost completely unexplored, the submerged Kamino ruins are an archeological treasure awaiting the intrepid.



History

Kamino's political and societal histories both have been defined by two major factors: the "Great Flood" that drove them from their ages-old lifestyle into their current stilt-cities above the sea, and their primary industry—cloning.

Kamino wasn't always a world covered by unending seas. Centuries before the Kaminoans developed their highly regarded cloning technology, Kamino was a largely terrestrial world with massive inland glaciers and polar caps estimated to have contained upward of seventy percent of the planet's total water. Most Kaminoans lived in cities concentrated along the coastal areas. The planet's factories and industries matched the high technology levels of Republic worlds, though the Kaminoan domiciles were earthen homes built in accord with the world's predictable tidal schedules, providing the balance of moisture and dry environs to which the species was adapted. Over the course of less than two centuries, Kamino exited its ice age, and the glaciers melted at such a rapid pace that the Kaminoans scarcely survived the upheaval the loss of their territories brought.

Directed by the colony leaders, various groups of the Kaminoan citizenry were dispatched to various points high on Kamino's topography. There, the Kaminoan expatriates established colonies intended to expand into new, full-fledged cities that would stay above the projected level of Kamino's increasingly voluminous oceans. The colonies ultimately failed, of course: The Kaminoans were constantly forced to build structures and cities that soared above even the highest equatorial peaks. As the seas rose, the atmosphere roiled into a vicious maelstrom, and life on Kamino changed forever. Using repulsorlift construction droids and gravitonic construction, the new land-based colonies were ultimately converted to the stilt cities that now dot the roiling surface of Kamino. The Kaminoans have lived in their sealed stilt-cities ever since.

The Kaminoans turned to genetic sciences to facilitate their existence on a world now hostile to them, forming new industries to allow for their survival in not only physical terms, but fiscal as well. As part of those scientific pursuits, their greatest project, cloning, has been perfected over many centuries. The cloning industry is now their primary source of revenue. However, without many of the mineral resources and other material that their previous terrestrial existence provided, the Kaminoans are no longer self-sufficient and trade their various advanced technologies for raw materials. In addition to the world's primary trading partner—Rothana—Sullust and Iotra also provide raw materials through various (unpublicized) means.

Kamino's position in galactic history was forged fairly recently, but in such terms that it will long remain a key point in the annals of galactic lore. Though some details still remain clouded, it is generally acknowledged that some ten years prior to the Battle of Geonosis, the Kaminoans were contracted by Darth Tyrannus (under the guise of Jedi Knight Sifo-Dyas) to create an army of clones for use by the Republic. When Jedi Obi-Wan Kenobi tracked an assassination attempt on Senator Amidala of Naboo to Kamino, the clone army-in-progress was discovered, and since those events and the onset of the Clone Wars, Kamino has played a largely unseen but key role in galactic affairs. Under the stewardship of Prime Minister Lama Su, the Kaminoans issued their first armies of clone troopers based on the genetic template of the bounty hunter Jango Fett. The initial delivery of 200,000 clones was to be followed by millions more.

Scant months after the first delivery of clone troops to the Republic, Kamino was attacked by Confederacy forces intent on crippling the Tipoca City cloning facilities. Led by General Kenobi and acting on information provided by Jedi Quinlan Vos and Aayla Secura, the Jedi defended the world under the stratagem of Jedi

Master Rancisis. Though there was extensive damage to the facilities and many of the clones in progress were destroyed, the Jedi teams were ultimately able to defeat the invading forces.

People

A report filed by respected sentientologist Tem Eliss during his undergraduate studies indicated that "a discussion of Kamino's people basically amounts to a treatise on the Kaminoan species." With very little outside influence, only the occasional visitors, and no permanent alien population, Kamino possesses one of the most homogenous societies in the galaxy among those with space-level technology.

Aloof but outwardly polite, Kaminoans are genetically bred to fill various niches. (Those who know of the Kaminoans hold the species' scientific prowess in high regard—particularly their cloning skills—but not *all* Kaminoans are engaged in the cloning industry.) They are a resilient people by design as well as by nature, and they harbor a certain intolerance of physical imperfection. In the homogenous society they've developed, this intolerance is typically directed only toward off-worlders and the occasional errant result of a genetic project.

The Kaminoans are descended from amphibious denizens of various marsh areas around the world. From the earliest times, the community as a whole was a focal point of life, and most members were trained for specific tasks. With the development of their genetic technology, the Kaminoans have taken those mores to an extreme degree, breeding specific beings for specific roles in society. Though all are created from nearly identical genetic stock, some variation exists, just as children typically fall within a set of genetic parameters and are not exact duplicates of their parents.

Kaminoans distrust outsiders and deal with them only in business terms—either selling their services or acquiring ores, foodstuffs, and necessary wares. They typically do not socialize with other species and are almost never seen off-world. The majority of the Kaminoans' contact with the Republic and other areas of the galaxy consists primarily of secretive weapons contracts, one-off requests, and specialized production of cloned beings or creatures. Many of the cloned beings the Kaminoans develop under contract are used for private security forces or task-specific laborers (such as the cloned mining corps on Subterrel).

(For species-specific information regarding the Kaminoans, see the *Star Wars Roleplaying Game* or the *Ultimate Alien Anthology*.)

Locations

Kamino has a number of interesting locations for heroes to visit, including those described below.



Tipoca City

Home to Kamino's largest and most prestigious cloning and training facilities, Tipoca City is the world's capital and its hub for production of off-world orders. The city consists of a network of stilt structures that spans more than a hundred kilometers along Kamino's western equator and is considered by most to be the heart of Kaminoan society. The millions of Kaminoans who occupy Tipoca at any given time work either with the cloning programs or with the bureaucracy (or both), but they do not take residence there, nor is there any public space. Nearly all Kaminoans who work in Tipoca live in the numerous satellite cities situated about the capital. Constant traffic runs to and from Tipoca, as workers, bureaucrats, and others travel to and from their homes. Tipoca City is a continuous operation, open 27 hours a day, 463 days a year. The only living quarters in the city proper are those of the prime minister and the military staff, and a cluster of apartments for the cloning scientists. The scientists reside in the city in alternating shifts of approximately three months each before returning to their homes and families.

Aside from its bureaucratic and clone manufacturing functions, Tipoca City also serves as the seat of both Kamino Space Control and the Kamino Planetary Defense forces. The Space Control facilities regulate incoming traffic (both intra-colony and interstellar) and direct landings to the various platforms about the cities. Most of Space Control's data come from the huge, high-performance communication towers that dominate much of the Tipoca City skyline. The Planetary Defense forces are coordinated from Tipoca as well, largely due to the cloning facilities' importance to the world. Defense substations exist throughout Tipoca and the other colonies. And like other Kaminoan cities, Tipoca relies on passive measures (in the form of energy shielding) and more "proactive" turbolaser emplacements. Because the defensive shields provide no protection against troop invasions or incoming craft, the KPD also retains emergency jurisdiction over the thousands of bred-for-combat Kaminoan troopers who reside in the barracks.

Kamino's urban architecture is one of the few instances of off-world influence—and one of the most marked, given the prominence of cities in Kaminoan society. The two primary influences used in designing Tipoca and other Kaminoan cities came from Alderaan and Kashyyyk, two worlds well-regarded for integrating architecture into their respective environments. The base concept for the stilt-cities was derived from the Alderaanian Oversea style, a form of city construction used on the pacifist world wherein cities were built on stilts in the shallow saline seas.

The advent of Kamino's post-ice age meteorological patterns also posed a serious challenge to the Kaminoans. Middle-period Krorral—best known in the form of the Gkrur clan compounds on Kashyyyk and the Alaris colonies—was adopted in the form of the sweeping and centralized dome structures evident in the design of nearly all of Kamino's urban centers. An additional appeal of the Krorral elements was that the rain-sloughing nature of the architecture bore numerous similarities to the Kaminoans' land colonies; the original communal dwellings, constructed of reinforced wattle and daub, shed water very well during the long storm seasons.

During the Battle of Kamino (two months after the Battle of Geonosis), Tipoca City was the prime target of Separatist forces intent on destroying the Republic's army and the Kaminoans' capacity to produce additional clone troopers. Though the cloning facilities were nearly lost, Republic forces were eventually able to repel the attackers.

Military Education Complex

The Military Education Complex in Tipoca City is the largest such training center on Kamino and dominates much of Tipoca. During the development of the Republic's clone army, the facility was dedicated solely to that single endeavor. At other times, the Complex addresses various orders and projects.

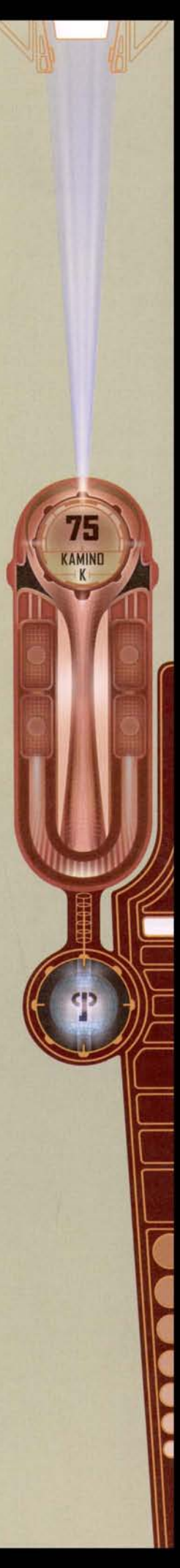
The Complex accommodates every aspect of the training necessary for the various clone orders the Kaminoans fill, be they for miners destined for Subterrel or clone troopers bound for Republic battlegrounds. The highly adaptable and reconfigurable Complex maintains facilities for troop combat and conditioning exercises, marching drills, and various combat rigors. Learning rooms occupy much of the sublevels, along with sleeping quarters, dining halls, and other support facilities. During the Republic army cloning project, certain areas were kept from plain view and restricted to key personnel only (among them the ARC trooper training center).

One of the key facilities within the Complex is the variant atmosphere battle simulator (typically referred to as VABS). These simulated battlefields are artificial landscapes that span kilometerwide rooms located in the base of many Kamino city-domes. A VABS can simulate anything from snowblown mountain ranges to scorching desert plateaus and even volcanic badlands (the latter at an increased cost to the client, naturally). The advanced atmospheric systems can replicate virtually any climate and weather condition, and repulsorlifted floor plates can be shifted to produce a variety of topographical and geological features. These features provide the Kaminoans with a bevy of environmental options in which to conduct realistic simulations for their projects.

As is the case in other cities on Kamino, the Complex in Tipoca City is patrolled by Observation Ships staffed by Kaminoan scientists. The scientists are quick to respond to any potentially problematic development; any marginally dangerous situations are tended to by KE-8 enforcer craft (see below).

Malio Preserve Units

No matter how good the template and no matter how good the clone, it was a matter of old-fashioned Kaminoan foresight that the Malio Preserve Units were established. The Units maintain various alpha, beta, secondary, and tertiary templates of just about every being and creature the



Kaminoans have ever cloned or bred (including the various clone trooper versions made for the Republic, aiwhas, svaper variants, and several biological agents). The Preserve Units also hold samples of more exotic creatures and organisms the Kaminoans have yet to successfully clone, such as Roon mudmen, sentient Filar-Nitzan, or the mysterious snake-staffs of the Far Outsiders. All these samples will eventually be cloned or studied further as Kaminoan genetic technology continues to advance.

The Preserve Units occupy a trio of peripheral platforms on Tipoca City, ones that can easily be isolated from the rest of the city in the event of a breakout or other undesirable activity. Though each unit is internally isolated from another, the Kaminoans take every precaution—especially given the damage that some of the more vicious samples are capable of inflicting not only on other samples, but also on the Kaminoans themselves.

Derem City Ruins

In the centuries before the Kamino ice caps melted and the world was transformed into one raging sea, Derem City was the most prominent metropolis. The former capital is now under more than three kilometers of water, but that depth makes it one of the most accessible "old cities"—the former terrestrial sprawls that now lay flooded on the new ocean floor.

In its heyday, Derem City was an excellent example of Kaminoan urban planning, a city that combined the centuries of development with a well-conceived and well-executed centralized design. The massive sunspires that dominated the skyline now serve as anchors for the razoral reefs that protect several species of creatures from the larger sounders and other predators. The highly efficient transit tubes—bored from ancient glascretia bedrock—are now underwater labyrinths, home to vicious predators but ripe for the adventurous xenoarchaeologist.

The ruins are occasionally visited by Kaminoan pilgrims. These pilgrimages are somewhat contradictory to the otherwise "sensible" disposition of most Kaminoans, but some take the pilgrimages very seriously, as though the submerged cities offer them some solace and remind them of a different—perhaps better?—existence, one where they were allowed to follow a chosen path instead of being bred for a specific purpose.

Technology

This section features technology that players might come across while traveling on or near Kamino.

New Equipment: Pocker

The pocker is a simple laser-aimed spear thrower, often used for hunting aquatic quarry and ideal for targeting Kaminoan rollerfish and other near-surface prey. It makes for a good first rifle and is used by young hunters the galaxy over. (Jango Fett, for example, makes young Boba turn off the sighting mechanisms so that Boba develops his natural instincts and doesn't learn to rely on technology to survive.)



Because of their simplicity and durability, pockers are also popular on backwater and low-tech worlds, where the rifles can be jury-rigged to fire crude hand-made spears (and do not require frequent recharging or expensive Tibanna canisters). A pocker left leaning against a tree for a decade will operate without trouble when picked up again.

Merr-Sonn Pocker LJ

Weapon Type: Spear rifle		
Proficiency Group: Primitive		**Cost:** 90
Damage: 1d8		**Critical:** 20
Range Increment: 8 m		**Weight:** 2 kg
Fort DC: –		**Type:** Piercing
Multifire/Autofire: M		**Size:** Medium
Hardness: 5	**WP:** 5	**Break DC:** 14
Availability: Prevalent	**Era:**	
Special: The pocker has a laser-assisted scope, which gives the user a +2 bonus to hit.		

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

Deep Research—Part II

This adventure hook continues from "Deep Research–Part I" in the Ossus entry.

Coming from Ossus, the characters must access Derem City and ward off the dangerous creatures that have taken residence in the former capital. There, deep with the glascretia warrens, are not just relics but tomes of preserved Jedi lore, including a beautiful sea-crystal holocron, into which ancient Jedi Master Qalsneek the Bull (of Dellalt) imparted his knowledge to future generations.

Be they Jedi or xenoarchaeologists, this discovery is likely the greatest of the heroes' careers, which makes it all the more frustrating when a posse of Quarren tomb raiders appears, intent on taking the holocron.

Not Suitable For Cloning

One of the more exotic specimens in the Malio Preserve Units is an odd snakelike staff known to have come from "the Far Outsiders"—a mysterious extragalactic species better known as the Yuuzhan Vong. And when the aggressive invaders learn that one of their amphistaves has fallen into the hands of the Kaminoans, they're determined to recover the organic weapon before it can be examined in detail, much less cloned.

Through a third party, the Yuuzhan Vong hire the heroes to retrieve the amphistaff from the stormy world, claiming it to be an ancient Sith weapon with terrible dark side potential. Of course, the Kaminoans are reluctant to let the characters into the dangerous Malio Preserve Units, and even more unwilling to relinquish such a fascinating sample. The matter might even arouse the interest of Kina Ha, a rogue Force-using Kaminoan who seeks to protect her homeworld from an incursion by the dark side she saw in a vision.

This adventure seed can be used in any era, though in The New Jedi Order period, the heroes might recognize the true nature of the "Sith weapon."

Allies and Antagonists

The following characters and creatures are among those your campaign is likely to encounter on Kamino. Information about its most infamous residents, Jango Fett and Boba Fett, can be found in Chapter 13 of the *Star Wars Roleplaying Game*.

Taun We

Taun We is the personal assistant to the Kamino Prime Minister Lama Su, known locally as the "ministerial assistant." Taun has numerous responsibilities. She serves as the Project Coordinator for the Republic clone army, and she helps rear and tutor young Boba Fett when his father Jango is away on "business." As head of the Republic clone project, Taun has studied extensively in the field of Human emotional psychology and uses her education to ensure (in her capacity) that the clones develop into mentally stable individuals.

Duplicitous and sly when necessary, Taun We's sole purpose is to serve the Prime Minister, and to do so she must ensure the success of the cloning program. Though bred of genetically altered stock like all of her kind, Taun is considered a perfect physical specimen, with lustrous skin, refined mannerisms, and fluid movements. She stands at an exact 2.13 meters, the target height for her generation of Kaminoans.

Taun We: Female Kaminoan Noble 10; Init +2; Defense 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 45/13; Atk +7/+2 melee (1d3, unarmed strike) or +9/+4 ranged (3d6, blaster pistol); SQ Adaptable, favor +5, coordinate +4, inspire confidence +3; SV Fort +4, Ref +7, Will +8; SZ M; FP 0; DSP 0; Rep +3; Str 10, Dex 14, Con 13, Int 15, Wis 12, Cha 12. Challenge Code C.

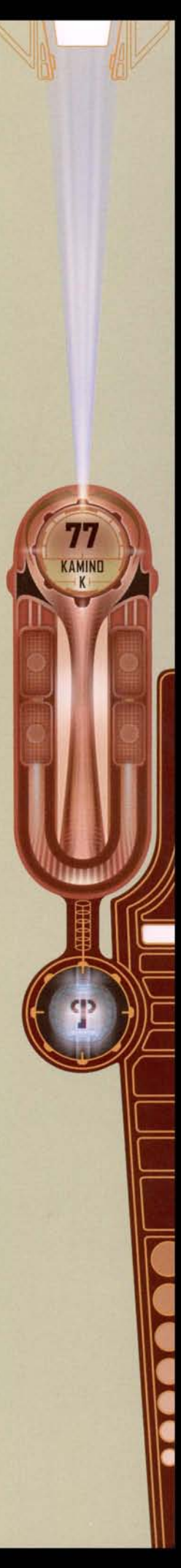
Equipment: Blaster pistol, datapad, clonetroller.

Skills: Appraise (clones) +12, Computer Use +7, Diplomacy +12, Handle Animal (aiwha) +8, Knowledge (cloning industry) +10, Knowledge (Kamino) +15, Knowledge (psychology) +14, Listen +8, Read/Write Basic, Read/Write Kaminoan, Read/Write Huttese, Speak Basic, Speak Kaminoan, Speak Huttese, Survival +10, Swim +9.

Feats: Persuasive, Skill Emphasis (Diplomacy), Sharp-Eyed, Weapon Group Proficiency (blaster pistols, simple weapons).

Ko Sai

Chief Scientist of Kamino's cloning endeavors, Ko Sai is a driven—and, some say, single-minded—scientist who pores over her work for days at a time. Bred of exceptionally



WHAT LIES BENEATH: LIFE IN THE KAMINO SEAS

Numerous creatures—both useful and dangerous—live in the Kamino seas. A few are detailed below. Refer to Chapter 14 of the *Star Wars Roleplaying Game* for guidelines on making your own creatures.

New Creature: Rollerfish

Elusive meter-long predators, rollerfish inhabit the upper layers of the Kamino seas and are especially numerous in the waters about Tipoca City. The rollerfish are known more for their tenacity and unique method of hunting than for their use as a food staple or their role in the Kaminoan ecosystem. The fish possess curved, bladelike spikes along their dorsal, ventral, and pectoral axes. A quick swimmer, a rollerfish captures prey in its crushing maw and then "rolls," effectively wrapping itself with its prey and skewering its prospective meal on its various spines. Rollerfish are especially fond of the diminutive iiaa, or "sea mouse," common throughout Kamino.

Rollerfish: Small aquatic predator 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 25 (+3 Dex, +10 natural, +2 size); Spd 4 m, swim 12 m; VP/WP 22/12; Atk +5 melee (2d6, spines) or +5 melee (1d8+4, bite) or +8 ranged; SQ Breathe underwater, darkvision, run-by attack; SV Fort +5, Ref +7, Will +2; Face/Reach 2 m by 2 m/2 m; Str 10, Dex 17, Con 12, Int 3, Wis 13, Cha 9. Challenge Code B.

Skills: Hide +8, Move Silently +8, Search +3, Swim +11.

Feats: Improved Initiative, Stealthy.

New Creature: Aiwha

The Kamino aiwhas, analogous to those from Naboo and other regions, are magnificent cetaceans capable of both swimming and flight. Ideal mounts for the Kaminoans, these creatures carry their amphibious masters beneath the world's raging seas in the comparative safety of the deep, breaching into flight as it nears its master's destination.

Aiwhas employ a peculiar water-vascular system similar to that of poriferal carchar on Droxine; this system allows them to control their mass and relative density. Aiwhas have two means of maintaining buoyancy and ballast. First, their skulls contain several "buoyancy chambers" used to assist in diving. When submerged, an aiwha allows the various chambers to fill with sea water; when airborne, it typically blows the water free from the chambers in much the same way most cetaceans use a blowhole. Second, aiwhas have thick layers of porous tissue along their ventral sides and wings, which they use to retain and release water as necessary, allowing them to regulate their internal ballast when underwater. The creatures make especially excellent use of this when laden with rider and cargo. When an aiwha is called upon to surface and take flight, these porous tissues are expunged of their liquid to allow the creature to shed hundreds of kilograms of water.

Though bred to be docile (Kamino aiwhas are from cloned Naboo stock), the creatures can be dangerous when threatened. They defend their pods (which typically number anywhere from eight to two dozen aiwhas) and their riders with a ferocity that belies their otherwise serene disposition. Aiwhas feed on the various near-surface krill and fishes, filtering these smaller creatures from the water through sieve-plates in their baleen. Unlike many other cetaceans throughout the galaxy, however, aiwhas are omnivorous, consuming a fair quantity of kelp and other plant matter.

The adult aiwha's wingspan averages 20 to 30 meters; males and females typically grow to equal sizes.

Aiwha: Colossal cloned aquatic herd animal 5; Init –1; Defense 11 (–1 Dex, +10 natural, –8 size); Spd swim 20 m, fly 20 m (poor); VP/WP 37/160; Atk +1 melee (4d6+12, slam) or –7 ranged; SQ low-light vision; SV Fort +9, Ref +0, Will +1; Face/Reach 20 m by 20 m/2 m; Str 25, Dex 8, Con 20, Int 8, Wis 11, Cha 8. Challenge Code C.

Skills: Survival +6, Swim +16.

Feats: Power Attack.

New Creature: Spike-Finned Sounder

"Flying" fish that hunt and scavenge the shallower waters of the Kamino seas, spike-finned sounders are aquatic beasts that grow upward of 2 meters in length. They possess heavy jaws filled with razor-sharp teeth, and sharp-spined lateral fins and tails (hence their name). Strong swimmers, they are capable or leaping more than 5 meters out of the water and effectively "flying" (gliding) for dozens of meters in the hunt for prey.

Though capable hunters, the sounders are known to follow in the saberjowl's wake, feeding on any scraps left by the behemoth. Sounders possess keen senses; a hanging ray atop their thick skulls alerts them to pressure inconsistencies, temperate shifts, and irregularities in the ocean that indicate food is nearby. The spike-finned sounders are believed to have been bred from cloned stock the Kaminoans delivered from Rodia. The b'tan flyers of that world's bayous are so similar that it's difficult to concede the two species evolved separately on such different worlds.

Sidebar continues on next page

intelligent, near-genius researcher stock, what Ko lacks for in social graces she more than makes up for in scientific aptitude. Ko Sai has an almost mercenary attitude in terms of her work. She is rarely known to refuse cloning or genetic manipulation projects from off-world clients, even those other Kaminoans frown upon. But Ko loves her work, and by her logic, credits are credits. What her clients do with the product she delivers is their business.

Though Ko Sai is instrumental in the success of the Republic army project (maintaining a respectably minuscule 3.5 percent aberrancy rate), the clonetroopers are not the type of work that typically engrosses her. She takes

Spike-Finned Sounder: Small aquatic predator 3; Init +5 (+1 Dex, +4 Improved Initiative); Defense 12 (+1 Dex, +1 size); Spd swim 14 m; VP/WP 13/10; Atk +4 melee (1d6, bite) or +5 ranged; SQ Breathe underwater, glide, low-light vision; SV Fort +3, Ref +4, Will +2; Face/Reach 2 m by 2 m/2 m; Str 10, Dex 13, Con 10, Int 3, Wis 12, Cha 8. Challenge Code A.

Skills: Hide +5, Search +0, Spot +5, Swim +8.

Feats: Dodge, Improved Initiative.

Special Qualities: The following provides additional information on a spike-finned sounder's special qualities.

Glide—A sounder that breaks the water's surface can glide 2 meters above the water as part of its regular movement. It can charge but can't use the Dodge feat while it glides.

New Creature: Saberjowl

The saberjowl is the terror of the southern Kamino seas. Cloned from Naboo's colo claw fish, a saberjowl is a meaner, more adaptable hunter than its original genetic stock. Nearly 100 meters in length with a maw large enough to swallow starfighters whole, the creature possesses two short (relative to its body) foreclaws that are used to move prey into its mouth. (At first glance, these foreclaws often appear to be vestigial fangs or perhaps curious horns for contests of dominance among the males.)

Saberjowls are typically green or green-blue, with smooth undersides and rough hides lined by a central dorsal row of short stabilizing fins. Though fairly uncommon (the Kaminoans have tried to limit the creature's reproduction since inadvertently releasing a pride of the beasts in the sea some years ago), these serpents remain a serious threat to any creatures plying the south seas of Kamino.

Saberjowl: Colossal aquatic predator 10; Init +4 (+4 Improved Initiative); Defense 17 (+15 natural, –8 size); DR 15; Spd swim 18 m; VP/WP 165/280; Atk +12/+7 melee (2d4+12, 2 claws) or +13/+8 melee (4d8+12, bite) or +12/+7 melee (2d6+12, tail) or +2/–3 ranged; SQ Breathe underwater, low-light vision, swallow whole; SV Fort +19, Ref +7, Will +4; Face/Reach 18 m by 18 m/12 m (bite); Str 30, Dex 11, Con 35, Int 6, Wis 12, Cha 5. Challenge Code G.

Skills: Intimidate +12*, Listen +9**, Move Silently +5, Search +7**, Spot +3, Survival +10, Swim +22.

*Includes a +6 species bonus

**Includes a +4 species bonus

Feats: Blind-Fight, Improved Initiative, Power Attack, Weapon Focus (bite).

greater interest in the smaller, more detailed projects such as the saberdart variants, winged howlrunner hybrids, or the fascinating items held in the Preserve Units.

Ko Sai went missing after the Separatist attack on Kamino two months after the Battle of Geonosis. Because her body was never recovered, some theorize she may have been abducted (or worse yet, that she defected).

Ko Sai: Female Kaminoan Tech Specialist 16; Init +0; Defense 18 (+8 class); Spd 10 m; VP/WP 68/12; Atk +12/+7/+2 melee (1d3, unarmed strike); SQ Research, instant mastery (Knowledge [clone process]), tech specialty (cloner +2), expert (Knowledge [cloning]), tech specialty (genetic alteration +2), expert (Knowledge [cloning]); SV Fort +8, Ref +7, Will +8; SZ M; FP 0; DSP 0; Rep +8; Str 11, Dex 10, Con 12, Int 19, Wis 12, Cha 10. Challenge Code E.

Equipment: Datapad, various diagnostic devices.

Skills: Computer Use +13, Knowledge (biology) +15, Knowledge (chemistry) +15, Knowledge (cloning) +13, Knowledge (genetics) +16, Knowledge (medicine) +15, Profession (Cloner/Scientist) +18, Read/Write Basic, Read/Write Kaminoan, Read/Write Spaart, Search +10, Speak Basic, Speak Kaminoan, Speak Spaart, Survival +10, Swim +4, Treat Injury +8.

Feats: Gearhead, Sharp-Eyed, Skill Emphasis (Knowledge [biology]), Skill Emphasis (Knowledge [chemistry]), Skill Emphasis (Knowledge [cloning]), Skill Emphasis (Knowledge [genetics]), Weapon Group Proficiency (simple weapons).

Kina Ha

Force-using Kaminoans are all but unheard of, but that's primarily because just about nobody has heard of Kina Ha. When barely an adult, Kina's Force talents began to manifest, and rather than face "reeducation," she fled Kamino. Over time, she became a student to rogue Jedi Master Kras'dohk of Trandosha. Kina Ha was trained outside the typical Master-Padawan paradigm and followed the Jedi Code more than she did the Order. Over the course of several decades, she had contact with the Council on perhaps three or four occasions.

Kina Ha was born of a long-lived genetic line bred by the Kaminoans specifically for deep-space explorations. Though the deep-space project never came to be, Kina's longevity saw her outlive her Master and travel for another century before she had a dream that changed her life.

Kina Ha had taken temporary residence on Vorusku when she experienced what she later came to think of as a vision of the future, one in which millions of soldiers from her world loaded weapons, and the dark side prompted their every move. Haunted by the vision, she returned to Kamino after more than a century, finding nothing out of the ordinary. Painfully aware that the future is always in motion, Kina Ha now lives and operates from the underwater ruins of the old Slici Canyon outposts, where she stands sentinel for her people.

Once a remote area, the Slici stations are now a forgotten and unexplored marine trench some 10,000 meters below the surface of the southern hemisphere's seas. Kina's base of operations is a lonely, hermetically sealed series of chambers formerly used in industrial applications centuries ago. Though the other Kaminoans are unaware of her presence, she and her craft, a sturdy Uulshos DPx, lay in wait in the trenches, ready to defend the world in which she has no place.



KINA HA

Kina Ha: Female Kaminoan Jedi Guardian 10; Init +3; Defense 20 (+7 class, +3 Dex); Spd 10 m; VP/WP 75/13; Atk +12/+7 melee* (4d8+1/19–20, lightsaber) or +11/+6 (2d4+1/19–20, unarmed strike) or +13/+8 ranged; SQ Deflect (defense +2), deflect (attack –4), deflect (extend defense and attack), block; SV Fort +8, Ref +10, Will +6; SZ M; FP 3; DSP 0; Rep +0 (unknown); Str 12, Dex 17, Con 13, Int 14, Wis 12, Cha 13. Challenge Code D.

Equipment: Lightsaber*, utility belt, survival pack.

* Kina Ha has constructed her own lightsaber.

Skills: Astrogate +7, Balance +5, Craft (lightsaber) +7, Knowledge (Jedi lore) +10, Pilot +5, Read/Write Basic, Read/Write Dosh, Read/Write Kaminoan, Speak Basic, Speak Dosh, Speak Kaminoan, Speak Shyriiwook, Speak Wartaky, Survival +13, Swim +4.

Force Skills: Affect Mind +6, Battlemind +9, Enhance Ability +7, Force Defense +5, Force Strike +8, Heal Self +5, Move Object +10, See Force +11.

Feats: Combat Expertise, Combat Reflexes, Defensive Martial Arts, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Knight Defense, Lightsaber Defense, Sense.

Spar

Odd or even. Red or blue training uniforms (eventually). Those were the choices originally imposed upon the one hundred clones that represented the initial "test-class" of ARC troopers created by the Kaminoans in preparation for the Republic army order some ten years before the Battle of Geonosis. The same identification parameters have been assigned to the one million standard clones and few dozen ARC troopers since, with no exceptions.

But in that first class, there was a 1 percent failure rate among clones. One of the initial one hundred exhibited such independence and free-thinking that he refused the mantle of anonymity and eventually managed to flee the Tipoca City facilities after eight and half years, when he was grown to 17 biological years. The man with whom he shared his genetics, Jango Fett, was off-world, and the Kaminoans were unable to contain him. When he left the planet, he took with him the name he'd heard clone handlers use for him: Spar.

Spar has since roamed the galaxy—primarily the Outer Rim—working odd jobs and surviving by virtue of the training and natural skills granted to him. It is still unclear whether or not Jango Fett intends to apprehend the rogue clone.

Spar: Male Human Thug 8; Init +1; Defense 15 (+3 class, +2 Dex); DR 5; Spd 10 m; VP/WP 0/12; Atk +9/+4 melee (1d3+1, unarmed strike) or +10/+5 ranged (3d8/19–20, sawed-off blaster rifle); SQ Trailblazing, heart +1; SV Fort +7, Ref +3, Will +1; FP 0; DSP 0; Rep +2; Str 12, Dex 13, Con 12, Int 10, Wis 8, Cha 9. Challenge Code C.

Equipment: Sawed-off blaster rifle, medium battle armor, 500 credits.

Skills: Intimidate +3, Search +2, Spot +2, Survival +3.

Feats: Armor Proficiencies (light, medium, powered), Point Blank Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

ARC Trooper

The Advanced Recon Clone troopers (ARC troopers) are a special breed of cloned warriors. Like the standard clonetroopers, the ARC troopers are based on Jango Fett's genetic template but have had their personality dampening lessened relative to the standard trooper, allowing for more independent thinking and enabling the trooper to be capable of more creative crisis resolution and unorthodox means.

Exceptionally capable, the ARC troopers were personally trained by Jango Fett himself for the most critical missions. Because they are somewhat unpredictable, displaying Fett's personality and independence, the troopers are contained in stasis tubes similar to the Spaarti cylinders encountered by New Republic forces at Mount Tantiss decades later. Fanatically loyal to the defense of Kamino and to the Republic, they also hold Jango Fett's lessons and standing orders as sacred—it is unknown what would transpire if those loyalties were to conflict. ARC troopers often are perceived as rude and

arrogant; their inhibition dampening makes them blunt to the point of being abrasive. But what cannot disputed is their combat competency, and the Kaminoans are not in the business of providing *polite* warriors.

The ARC trooper armor is modified clonetrooper armor enhanced with visor-mounted targeting reticules and other combat capacities, as well as modified blue Mandalorian hunting *kama* reminiscent of the Thyrsus Sun Guard belt-spats of old. (The supplemental blue coloring of the ARC troopers is not to be confused with the blue color-flashes of the standard clone troopers; ARC troopers likely wouldn't take well to receiving order from "normal" clone troopers, anyway.) Supplemental weapons and accessories further complement the distinctive ARC armor. The ARC troopers first saw combat during the Separatist attacks on the Kamino cloning facilities at Tipoca City, fighting alongside Master Ti's forces.

ARC Trooper: Male Human Scout 2/Soldier 6/Elite Trooper 4; Init +6 (+2 Dex, +4 Improved Initiative); Defense 19 (+7 class, +2 Dex); DR 5; Spd 10 m; VP/WP 96/17; Atk +13/+8/+3 melee (1d3+2, unarmed strike) or +13/+8/+3 ranged (3d8/19–20, light repeating blaster rifle) or +13/+8/+3 ranged (3d6, blaster pistol); SQ Trailblazing, uncanny dodge (Dex bonus); SV Fort +13, Ref +8, Will +7; SZ M; FP 2; DSP 0; Rep +4; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 9. Challenge Code E.

Equipment: Medium battle armor (adds +2 equipment bonus on Listen, Search, and Spot checks), comlink, light repeating blaster rifle, blaster pistol, 6 frag grenades.

Skills: Climb +16, Computer Use +9, Demolitions +11, Intimidate +13, Knowledge (Tactics) +11, Listen +15, Survival +8, Read/Write Basic, Search +7, Speak Basic, Spot +16.

Feats: Armor Proficiencies (light, medium, heavy, powered), Dodge, Endurance, Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Toughness, Weapon Focus (light repeating blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Technology

This section features technology that players might come across while traveling on or near Kamino.

New Vehicle: KE-8 Enforcer Ship

The Kamino Engineering enforcer ships have had a long and noted history of use by the Kamino cloning facilities. The 8-series, which found heavy use during the creation of the Republic clone army, was a single-occupant ship equipped with powerful manipulator arms and electroshock prods similar to those used to herd nerfs on backwater worlds.

The KE-8 stands approximately 4 meters high, with two pairs of micro-thrusters. A wide front viewshield provides the operator with 180 degrees of physical viewing; additional on-board sensor packages detect other activities.

KE-8 Enforcer Ship

Class: Starfighter	**Crew:** 1 (Skilled +4)
Size (Starship Scale): Tiny (13 m tall, 4 m long)	**Initiative:** +6 (+2 size, +4 crew)
Hyperdrive: None	**Maneuver:** +2 (+2 size, +4 crew)
Passengers: 1	**Defense:** 15 (+2 size, +3 armor)
Cargo Capacity: 2 tons	**Shield Points:** 0
Consumables: None	**Hull Points:** 55 (DR 5)
Cost: 80,000 (new)	
Maximum Speed in Space: Cruising (2 squares per action)	
Atmospheric Speed: 400 km/h	

Weapon: Electroshock stun device (melee attack, stun Fort DC 26).

Weapon: Manipulator arms: When hovering or moving slowly, the KE-8's powerful manipulators can act as a melee weapon with a successful Pilot check (DC 12) that may initiate a grapple (grapple check +26, Strength 30) or a single punch per round (attack +10 melee against characters or +16 melee against starships, bludgeoning damage 1d12+10).

Kessel

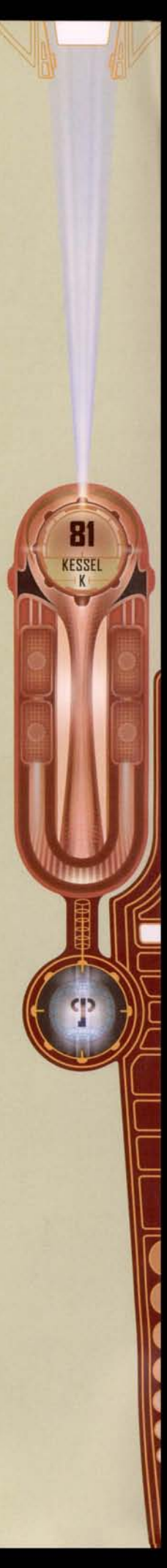
Planet Type: Terrestrial/barren rock
Climate: Cold and dry with thin atmosphere
Terrain: Alkali flats and barren, rocky mountains
Atmosphere: Breathable with gas mask
Gravity: 0.82 standard
Diameter: 6,632–7,980 km
Length of Day: 26 standard hours
Length of Year: 322 local days
Sentient Species: Human, many alien species
Languages: Basic
Population: 700 (military and administrative), 10,400 (prisoners)
Species Mix: 22% Human, 78% other
Government: Military administration
Major Exports: Glitterstim spice
Major Imports: Foodstuffs, machinery
System/Star: Kessa

Planets	Type	Moons
Senna	Molten rock	0
Kessel	Terrestrial/barren rock	1
Karedda	Iceball	0

Description

The only reason Kessel is inhabited, the only reason it's even worth discussing, is the thick veins of glitterstim running through its crust. Glitterstim is a popular spice used throughout the galaxy but found only on Kessel. Miners work long, dangerous hours in the planet's thin atmosphere to dig the spice out of the ground for quick export all over the galaxy for both legitimate medicinal purposes and illicit recreational ones.

Otherwise, Kessel is a cold, barren planet of alkali flats with no native sentient life. Existence on the planet is



isolated, depressing, and potentially lethal. Few creatures roam underground in its labyrinth of tunnels and mines. The planet sports virtually no plant life and doesn't seem too thrilled with the animal life that has taken up residence. The people who come here voluntarily do so because of the money in spice.

Nearby, several black holes known as the Maw Cluster make astrogation to and from Kessel dangerously tricky. The DC for Astrogate checks to and from Kessel increase by +10 due to their presence. The Maw Cluster is visible from the planet's surface and is said to increase the feeling of isolation felt by residents.

A member of any species who breathes normally must wear oxygen masks when outdoors on Kessel because of the planet's thin atmosphere. Anyone without a mask must make hourly Constitution checks because of the thin air (see Thin Air in Chapter 12 of the *Star Wars Roleplaying Game*). Air-production factories keep the very edge of a breathable atmosphere on the planet, but the planet's small size doesn't allow it to maintain an atmosphere for long. Air is easier to come by down in the mines, since ventilation is a priority several kilometers beneath the surface, and the air is constantly refreshed.



History

Since Kessel has no native sentient species, it has no formal historical record. However, glitterstim began appearing throughout the galaxy a few thousand years before the Battle of Yavin—a likely indicator that the planet was mined, and thus inhabited, around that time.

Glitterstim appeared in both its medicinal and recreational forms at approximately the same time. Historians believe this indicates that Kessel was controlled by opportunists, most likely organized criminals, from the very beginning. For perhaps a hundred years, smugglers managed to keep Kessel's coordinates a secret. Eventually, rival business operators discovered its location.

During the Republic, mining on Kessel was a relatively small operation, officially operated by medical teams mining the spice for therapeutic purposes. Kessel's official population during this period was fewer than a million people, though the true population reflecting the number of miners and criminal factions numbered probably around four or five million. Government was nominally under Republic control, but the real ownership of Kessel changed hands many times over the next few centuries in a series of buyouts and small-scale wars for ownership. Glitterstim addicts throughout the galaxy were considered a relatively minor problem during this period. However, over time, the recreational uses of the spice came to overshadow the legitimate therapeutic uses, and both Kessel and its sole export were viewed dimly by agents of the Senate.

When the Empire rose to prominence, it quickly assumed control of the planet's output and increased production dramatically. To facilitate this, the Empire turned Kessel into a prison planet, forcing prisoners to mine or die—sometimes both. The planet's population soared during this period. The majority species was Human, but the Empire used Kessel as a dumping ground for political prisoners and violent criminals of all kinds, so nearly every species within the Empire's reach was represented at some point during its reign.

The number of glitterstim addicts in the galaxy rose as well during this time. Presumably, the Empire sought to control criminal as well as legitimate trade, using glitterstim as a step into the field. Crime lords dealt as smoothly with Imperial overseers as they had with previously independent operators who controlled Kessel, buying and selling off the record. To ensure their dominance, the Empire stationed a garrison of stormtroopers on Kessel's moon.

After the Empire's fall, Kessel changed hands several times. Its moon was destroyed by an Imperial remnant Death Star prototype, but Kessel itself survived. Most recently, Lando Calrissian obtained mining rights and began using mining droids to dig for glitterstim. A few of the former prisoners, mostly those with nowhere else to go, have stayed on as technical support or to continue funneling glitterstim off-world through smugglers. However, under the new regime, criminal behavior is harder to hide among the legions of droid miners.

People

The occupants of Kessel are as varied as any bunch of prisoners. The specific population make-up and ratios vary, depending on the era of consideration.

During the Republic, when miners were more or less volunteers, the majority of inhabitants were Humans working for low wages. Most miners were poorly educated and stayed on the planet for the length of their five-year contracts. Work was hard, and the mining companies took advantage of their captive employees. Many survived the mines, but few were interested in committing themselves to another five years and took their meager earnings back to their home planets. The doctors and technicians on Kessel worked out of philanthropic dedication or because of sizeable hazard pay by the controlling pharmaceutical companies. Meanwhile, the shadowy criminal factions roiled with their own population, economics, and politics.

When the Empire controlled the planet, the number of non-Human workers increased considerably as the Empire packed political prisoners and objectors off to work and die in obscurity in the mines alongside violent criminals. Hundreds of different sentient species from thousands of worlds lived together, with backgrounds ranging from diplomats and government officials to murderers and petty thieves. The Imperial presence on the planet contributed to a significant portion of the Human population. The criminal underground was muted but still active during this era. Population statistics were unreliable, but the planet probably contained more than the reported 355 million inhabitants.

After the Empire fell, mining continued, run almost entirely by criminal organizations that sold both medicinal and recreational forms of glitterstim at wildly inflated prices. Very few former prisoners got off-world, instead continuing to toil in obscurity among a rapidly expanding droid population. Eventually, more legitimate owners took control, and the population of scientists and doctors regrew, composed of many different species.

Locations

Precious few natural wonders grace Kessel. Anywhere worth going on-planet is there because somebody put it there.

Air Factories

These factories located around the globe are essential for life on Kessel. At least a dozen different makes of factory and even different air-production technologies are used around the planet. Kessel's revolving ownership caused manufacture and repair to cycle through several different hands over the centuries. Upkeep was always thorough, because the engineers in charge depended on the factories as much as anybody, but the lack of continuity and attention has degraded the condition of many facilities.

The Empire imposed some uniformity during its brief tenure, but they didn't care enough about prisoners to invest meaningful resources in upgrading the entire planet, leaving the design and technology hodge podge in place.

Some redundancy exists in air production to guard against failure, but if more than a half dozen factories failed at once, the entire population of the planet could be dead within a week. No Kessel administration has ever had a serious evacuation plan for such a scenario.

Medical Research Facilities

Before and after the Empire, small medical research facilities sat clumped together between major mineshafts and landing pads. During the Empire's reign, these facilities were converted to offices and storage.

Pharmaceutical companies keep research facilities on Kessel as a "material investment" as part of their agreement to maintain mining rights. The equipment in these facilities is usually of high quality, and the accommodations are well appointed because it would be difficult to attract quality researchers without them.



Empire Garrison

Kessel's moon (called Garrison Moon and unofficially dubbed "sky bogey") has an erratic orbit and no perceived value compared to the planet's surface. The Empire constructed barracks, training, and support facilities for several thousand stormtroopers during their occupation. Stormtroopers shuttled to the moon and back in shifts, overseeing the prisoners. After the Rebellion, the buildings were destroyed with the rest of the moon.

Mineshafts

Mines riddle the crust of Kessel, but thanks to the wonder of standardized parts, all the artificially cut shafts are the same size. Central mineshafts are usually between 5 and 6 meters in diameter, and they contain repulsorlift elevators to ferry miners as far as ten kilometers down into Kessel's crust. Smaller shafts are rarely larger than 2 meters in diameter. Surprisingly, the tunnels can be stiflingly hot, but many are ventilated by enormous fans, making them instead frustratingly windy. Lights in the tunnels illuminate in a 10-meter radius. The lamps are generally strung together with guide lines and hung on ceilings or walls at 50-meter intervals.

Aside from being dark and uncomfortable, the mines are unsafe. Since glitterstim is produced by energy spiders, mining must occur near their habitats. Usually, the spiders avoid noise and light, but sometimes they flock toward it. Cave-ins are also a constant threat. The mine

supports are generally sound, but accidents happen—and sometimes sabotage happens, too.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Kessel is a legendary location for smugglers and spice pushers throughout the galaxy. Regardless of era, criminal activity always moves the unofficial economy of the planet.

The Kessel Run

The smuggler's ultimate test of speed and piloting, the Kessel Run consists of a transport making deliveries to a number of different larger transport ships (usually six, but the number changes depending on the ships' relative drive sizes and what cargo is to be deposited) moving in different directions within the Kessel trade lane. A pilot must reach all ships before they travel beyond a certain area of space. Various degrees of success are measured by how far a pilot had to fly to reach all the drop-off points.

Racing from ship to ship making the deliveries can be exceptionally hard on a ship and her pilot. Just completing the run is an impressive feat, even if it isn't done in record distance (anything under 18 parsecs is worth bragging rights). It gets even more complicated when Imperial customs agents try to flag down the smuggler, the cargo breaks loose and slides around the bay, and one of the drop-off ships is experiencing a mutiny just as the smuggler tries to get on board.

Stick Figures

During the Rebellion, one of the prisoners on Kessel was Chrech Estha, a beloved leader and shaman from the little-known primitive world of Churruma. The shaman urged his planet to fight the white-shelled oppressors who came to dig their precious metals out of the ground. Like any good rabble-rouser, Estha was captured and shipped off to Kessel, making Churruma easy to pacify.

The shaman's personal effects were confiscated and taken to the stormtrooper garrison on the moon. Among the effects was a carved stick that bore religious symbols. The Empire had no idea that the stick was a powerful religious and political symbol that could unite or divide Churruma.

If a Rebellion or New Republic team of heroes retrieves the stick, Churruma's remaining leaders might be inclined to join the era-appropriate organization. If the heroes bring Chrech back with the stick, the leaders lionize the characters and follow their words closely. The heroes could organize a planetwide rebellion against the Empire, shutting down a major source of raw materials.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Kessel.

Oolea Pimin

During the Republic era, several medical research organizations had semipermanent outposts on Kessel. Oolea Pimin was a research doctor from Amalgamated Health Systems, a pharmaceutical company headquartered on Ralltiir in the Core. She believes strongly in her work and resents smugglers who steal unprocessed glitterstim from patients who could use it, creating addicts who require even more medical care.

Eventually she began fighting back, programming her medical droids to steal or ruin glitterstim laundered through her lab for criminal purposes. The criminals she's stolen from have started to get suspicious, but she's adamant about using the spice for medicinal purposes or not at all.

Oolea Pimin: Female Human Tech Specialist 9; Init +0; Defense 15 (+5 class); Spd 10 m; VP/WP 54/14; Atk +5/+0 melee (1d3–1, unarmed strike) or +6/+1 ranged (3d6, blaster pistol); SQ Medical specialist +2, research; SV Fort +5, Ref +4, Will +7; SZ M; FP 0; DSP 0; Rep +2; Str 9, Dex 11, Con 14, Int 17, Wis 13, Cha 10. Challenge Code D.

Equipment: Blaster pistol, comlink, datapad, glowrod.

Skills: Astrogate +9, Computer Use +15, Disable Device +7, Knowledge (medicine) +20, Profession (research scientist) +13, Read/Write Basic, Read/Write Bith, Read/Write Mon Calamarian, Speak Basic, Speak Mon Calamarian, Repair +15, Search +15, Treat Injury +18.

Feats: Endurance, Iron Will, Skill Emphasis (Knowledge [medicine]), Skill Emphasis (Treat Injury), Surgery, Weapon Group Proficiency (blaster pistols, simple weapons).

Jurec Tre

During the Rebellion era, Jurec is a miner and prisoner doing time on Kessel for several counts of murder on Corulag in the Core. An unapologetic bully, Jurec uses his strength and natural weaponry to take whatever he can squeeze out of the people around him. So far, he's managed to get a vibrodagger, a fusion lantern, a holdout blaster, and the top bunk.

Jurec is probably not the toughest prisoner on Kessel, but he's the toughest in his prison block and no pushover, no matter who his opponents are. Just to make sure, he usually travels with a gang of lower-level thugs who do whatever he says without question.

Jurec Tre: Male Spiner Thug 6; Init +1; Defense 12 (+2 class); Spd 10 m; VP/WP 0/12; Atk +10/+5 melee (1d3+4, unarmed strike) or +10/+5 melee (1d6+4, vibrodagger) or +3/–2 ranged (2d4, quills) or +7/+2 ranged (3d4, holdout blaster pistol); SQ Quills; SV Fort +6, Ref +3, Will +4; SZ M; FP 0; DSP 2; Rep +1; Str 18, Dex 13, Con 12, Int 8, Wis 13, Cha 8. Challenge Code B.

Equipment: Fusion lantern, holdout blaster pistol, vibrodagger.

Skills: Climb +6, Intimidate +8, Read/Write Basic, Speak Basic.

Feats: Headstrong, Point Blank Shot, Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

Heyc Nomar

Heyc is an opportunist who's so acclimatized to life on Kessel that he's gone native. He has carved a niche for himself among the prisoners, miners, and/or droids as a fixer. He has nowhere else to go and wouldn't leave if he could.

Heyc can be used in any era. During the Republic era, he probably works for a mining company, running the company store. During the Rebellion era, Heyc is a prisoner who shamelessly sucks up to Imperial troops and is rewarded with better quarters and a few liberties. During The New Jedi Order era, Heyc adapts to whoever is in charge, making himself useful to anyone who needs anything. In all eras, he has access to the underworld as well as legitimate authority.

Heyc can be helpful to a hero who treats him well. All the same, he's not trustworthy.

Heyc Nomar: Male Human Fringer 3/Scoundrel 2; Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 24/12; Atk +3 melee (1d3, unarmed strike) or +3 melee (1d6, club) or +5 ranged; SQ Barter, illicit barter, jury-rig, lucky (1/day); SV Fort +4, Ref +7, Will +2; SZ M; FP 0; DSP 1; Rep +0; Str 10, Dex 14, Con 12, Int 15, Wis 12, Cha 8. Challenge Code C.

Equipment: Club, comlink.

Skills: Bluff +4, Computer Use +7, Disable Device +7, Gamble +7, Hide +8, Knowledge (streetwise) +8, Listen +7, Pilot +8, Read/Write Basic, Repair +7, Search +8, Speak Basic, Speak Dosh, Speak Ryl, Spot +7, Survival +7.

Feats: Alertness, Dodge, Improved Initiative, Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons)

New Creature: Energy Spider

Energy spiders live in the mines and natural tunnels of Kessel. They are vital to the glitterstim trade, because the sticky webs they produce are the source of the spice. At the same time, they are one of the most dangerous parts of the mining job—the spiders are viciously territorial and hard to bring down safely. Thousands of miners are killed every year by these predators, who, ironically, care nothing for the invaders who mine their leftover webs. The spiders are mainly interested in trapping and eating bogeys, small energy creatures that flit through the mines seemingly at random.

Energy Spider: Medium-size subterranean predator 6; Init +8 (+4 Dex, +4 Improved Initiative); Defense 19 (+4 Dex, +5 natural); Spd 10 m, climb 18 m; VP/WP 39/14; Atk +8/+3 melee (1d8+2, 2 bites) or +10/+5 ranged; SQ Darkvision, fire/blasters energy resistance 10, low-light vision; SV Fort +7, Ref +9, Will +3; Face/Reach 2 m by 2 m/2 m; Str 15, Dex 18, Con 14, Int 3, Wis 13, Cha 7. Challenge Code B.



JUREC TRE

Skills: Climb +10, Hide +10*, Jump +7*, Listen +5, Move Silently +13*, Spot +4, Survival +4.

* Includes a +4 species bonus.

Feats: Combat Reflexes, Improved Initiative, Stealthy.

Kintan

Planet Type: Terrestrial
Climate: Temperate
Terrain: Rocky wastelands, archipelagoes, forests, swamps, magma fields
Atmosphere: Breathable
Gravity: Standard
Diameter: 12,054 km
Length of Day: 32 standard hours
Length of Year: 412 standard days
Sentient Species: Nikto
Languages: Nikto
Population: 12 million
Species Mix: 100% Nikto
Government: Hutt Clan of the Ancients
Major Exports: None
Major Imports: High tech
System/Star: Kintan

Planets	Type	Moons
Kintan	Terrestrial	3

Description

Located within the Si'klaata Cluster of Hutt Space, Kintan is a rugged world wracked by centuries of conflict and Nikto domination. Once a pleasant blue-green globe, Kintan is now dominated by forbidding wastes, tectonic instability, and nearly impassable mountain ranges.

Kintan is devoid of nearly all indigenous fauna. The creatures of its legend are just that—legend. The Nikto wiped the creatures out to ensure their own survival. What remains is a tectonically active world with perennial lava rivers, searing desert flats and limited habitable forests and swampland. Aside from the flora and smaller, nonthreatening creatures, the world is inhabited only by five subspecies of Nikto, each adapted to their species environment.

History

Kintan's history is nothing less than brutal. Millennia ago, the star M'dweshuu went nova, flooding nearby Kintan with radiation. Most indigenous life perished as a result. Those that managed to survive also thrived, mutating over the course of millennia into hideous beasts, including the massive horned trogwhale, the spine dragons (popularized in the holoserials of Corellia Antilles), and huge tuskbeasts. Also among this redefinition of Kintan's fauna were diminutive reptilian quadrupeds, which would eventually evolve into the Niktos—and to whom the great nonsentient beasts would fall victim.

The Nikto prize survival above all else, so to ensure their own, they determined it was necessary to deny it to the other creatures. Over the course of centuries, nearly every beast and plant was pushed to extinction, leaving the Nikto as the sole predators of a world that once seethed with dangerous hunters.

The rest of Kintan's fate is inextricably linked to the path of the Nikto. Once the Nikto had established themselves as the dominant species on the world, their technology continued to advance. Nikto astronomers discovered the M'dweshuu Nova shortly after the fourth devastating planetary conflict. From this discovery was born a bizarre religious following known as the Cult of M'dweshuu. Eventually, the Cult took power on the world, ruling Kintan for three decades.

But the Cult's power was short-lived. As Hutt Space expanded toward the Si'Klaata Cluster centuries before the rise of the Old Republic, the inevitable conflict finally took place. Having long ago "recruited" the Klatooinians and Vodrans from elsewhere in the Si'Klaata Cluster, the Hutts (represented by envoy Churabba the Hutt) were faced with a far more technologically advanced species in the Nikto. Rather than finagle or bargain for the Nikto's subservience, Churabba opted to blast the Cult of M'dweshuu's seat of power from orbit, exhibiting the Hutts' superior might and thereby convincing the common Nikto that the oppressive Cult was indeed fallible.

During The New Jedi Order era, Kintan is subjected to the onslaught of the Yuuzhan Vong. Though the world is not transformed, nearly 75 percent of its people are enslaved or slaughtered (usually the latter, given Niktos' tenacity). Those who survive do so in the most remote portions of the world.



People

Kintan's residents are overwhelmingly Nikto, ruled by the Hutt Clan of Ancients and with very little say in their own affairs. Off-world Nikto vastly outnumber those still on Kintan. Nearly all in the galaxy are in the employ of the Hutt clans, and with very few exceptions, encountering a Nikto guarantees that a Hutt is nearby. Despite their subservience to the Hutt, the species bears such tenacity they are almost seen as fanatical.

For more information about the Nikto species, refer to the *Ultimate Alien Anthology*.

Locations

Though huge portions of Kintan are empty wastelands, numerous locations are ideal for adventuring.

Gluss'elta Archipelago

A string of twelve primary islands and scores of smaller, rocky islets, the Gluss'elta Archipelago (sometimes simply referred to as the Gluss'elta Islands) spans some four thousand kilometers east-by-southeast through the Gluss'elta Sea. The Gluss'elta Sea is a turbulent body of fresh water that abuts the western edge of the *Wannschok* (an expanse of desert also known as the Endless Wastes) and the eastern edge of the Burning Moon Range. It is home to some of the only predators remaining on the world—deep-sea hunters who dwell in waters for which the Nikto have never had much use.

The islands of the Archipelago are home to the Pale Nikto, or *Gluss'sa'Nikto*, the subspecies of Nikto that has evolved along the bleached, rocky shores of the Archipelago. The islands have also been known to serve as hideouts and boltholes for various fringers; the wave-carved inlets of Glussa Island especially are large enough to accommodate freighters and booty. Given the lack of law enforcement on Kintan and general neglect of the

Clan of Ancients, nothing inhibits the use of the islands by smugglers, bounty hunters, and others who operate outside Republic law.

Burning Moon Range and Fire River

Among the many perilous features of the Endless Wastes is the perilous Fire River, an anomaly recorded on few worlds—what xenogeomorphologists commonly term a closed-loop lava flow. Deep within the barren Wannschok, the Fire River is a perennial magma river fed by a crescent of seven active volcanoes in the sacred Burning Moon Range. The magma from these volcanoes meets at various points in their descent to form the Fire River.

The Fire River flows down the massive Canyon of Despair some forty kilometers to the *Ks'irasic* (roughly translated, "Basin of Tortuous Flame"), a rift valley that separates the northern extremities of the Korsa continent from the Endless Wastes that stretch beyond the horizon. The Basin is a seething cauldron of bubbling magma and lava, a closed-loop mass of super-heated liquid rock dwelling just below the crust in Kintan's asthenosphere. Along the jagged cliff faces of the Basin extend clusters of hyper-ferrofeldspar crystals, long and sharp enough to impale beings even as large as a bantha. Soil in the Canyon of Despair is basically ground transparisteel, and the massive sandstorms that howl through the canyon can rend the flesh off an unprotected Nikto in minutes. The skeletons of fallen adventurers, scoured cleaned by the winds, can be found wedged between the crystal formations and crushed beneath huge rocks loosed by the constant seismic activity.

The source of the Basin's magma is the same as that of the seven volcanoes high in the Burning Moons, constantly reheated and shot back through the upward plumes that anchor the volcanoes. Subject to the seismic whims and vast pressures of Kintan's turbulent core, the Burning Moon Range—which encompasses the Canyon of Despair—is one of the Wannschok's most tectonically active regions. The rift that comprises the Basin of Tortuous Flame varies in width by kilometers, and in depth by hundreds of meters, every season. Indeed, the exact path



of the Fire River within the Canyon of Despair is different nearly every lunar cycle.

KINTAN SANDSTORMS

The sandstorms of the Wannschok are infamous for their ability to literally tear the flesh from those unprotected on the Endless Wastes. Any beings caught without protective armor (regular clothing is not enough) face death, and their equipment suffers severe damage. For every 5 rounds a character is exposed unprotected to the Wannschok sandstorms, they take 2d6–2 points of damage. After 15 rounds, they also face a danger of suffocation unless fitted with breather masks.

Refer to The Environment in Chapter 12 of the *Star Wars Roleplaying Game* for more about the dangers of exposure and suffocation.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

A Cult Wind Blows—Part I

Even before the Republic, the Cult of M'dweshuu ruled Kintan. Several times, the Hutts who now rule the Si'Klaata Cluster have smashed the Cult, believing them destroyed. The Hutts are consistently proved wrong, however, as small insurrections and new versions of the Cult continually arise, again forcing the clans to dispatch mercenary forces to quell the disturbances on Kintan.

But now, as the Separatist Confederacy gains power and the Clone Wars rage, the Cult has returned and has been terrorizing—and killing—more than two dozen travelers along the Sisar Run (a trade route that leads from the fringe of Hutt Space to Nwarcol Point on the Salin Corridor). Based deep within the Endless Wastes in a series of caverns, this newest incarnation of the Cult is merciless, smart, and heavily armed.

The characters are hired by local Hutt interests to reconnoiter the Cult's suspected hideout. While doing so, they encounter the legendary Nikto Jedi Ma'kis'shaalas and his buzzardlike Hiitian Padawan, who are on Kintan to investigate what they vaguely describe as a "disturbance" in the area. Shortly after their meeting, the two groups witness several of the Cult freighters launch for the Sisar Run, obviously part of what the Nikto call a "war pack."

This adventure continues in "A Cult Wind Blows—Part II" in the Sriluur entry.

The One That Got Away

A well-funded group of ecological crusaders has hired a Kaminoan scientist to help atone for the mass exterminations on the Niktos' homeworld by cloning some of the last remaining predators that swim the depths of the Gluss'elta Sea. Trouble is, most of the crusaders are known to (and hated by) the Pale Nikto that occupy the Gluss'elta Archipelago, so the do-gooders can't explore the sea and capture any species themselves. At least, that's their story; it's more accurate to say they lack the skill to attempt such a daring act of "liberation."

That's where the heroes come in. Can they avoid the Pale Nikto—and other swimming predators—long enough to track down and capture the three "samples" targeted by their employers? Can they outfit their ship with the proper water tanks to keep the species alive during the trip to Kamino? And how will the heroes react when they stumble across evidence that points to a Hutt as the source of the crusaders' wealth?

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Kintan.

The Morgukai

At the time of the Geonosian crisis, the ancient order of Kajain'sa'Nikto fighters known as the Morgukai were already on the verge of extinction. Almost nothing is known about the history of the secretive warriors. Even the Jedi archives contain only scraps of legend mixed with a few facts. The Morgukai will overlook issues of good and evil so long as their sense of honor remains intact, and they often train their own sons to follow them in a system similar to the Jedi Master-Padawan system.

What is known is that Morgukai are always male Kajain'sa'Nikto, and that Morgukai warriors were sometimes a match even for the fabled Jedi Knights. It has been said that a Morgukai who exhibited an affinity for the Force would be unstoppable in time.

Most Morgukai, such as the mercenaries Tsyr and Bok, possessed mysterious weapons and armor that even the Jedi Knights feared, weapons made of cortosis fiber, a material resistant to lightsaber blades. Morgukai cortosis spears resembled lightsabers in reverse: a meter-long shaft laced with saber-resistant cortosis ore, with a small spear-tip at one end created in much the same way a saber blade is generated.

Though few know it, Tsyr was a specially assigned Morgukai, specifically trained to combat Jedi (his rash son, Bok, was destined to follow in his footsteps, despite the younger Nikto's impetuousness). Ultimately, Tsyr was felled by Quinlan Vos at Fortress Kh'aris on Kintan; younger Bok scarcely survived a duel against Aayla Secura. After recuperating from that encounter and now fitted with a prosthetic right hand, Bok went on a mission to defeat the Jedi.

The Empire officially declared the Morgukai an outlaw religion soon after the Clone Wars, but by then it hardly mattered: The Nikto warriors had not been heard from in years. Morgukai still pursue honor and combat in the galaxy, but they do so in secret.



MORGUKAI WARRIOR

Morgukai Warrior: Male Kajain'sa'Nikto (Red Nikto) Soldier 6/Elite Trooper 3; Init +2; Defense 21 (+7 class, +2 Dex, +2 natural); DR 3; Spd 10 m; VP/WP 81/18; Atk +9/+9/+4 melee (1d6+3/1d8+3, cortosis staff) or +11/+6 ranged (3d8, heavy blaster pistol); SQ Desert dweller, natural armor, uncanny dodge; SV Fort +12, Ref +6, Will +6; SZ M; FP 2; DSP 0; Rep +3; Str 16, Dex 15, Con 18, Int 11, Wis 14, Cha 9. Challenge Code E.

Equipment: Light cortosis-weave armor (combat jumpsuit), cortosis staff, heavy blaster pistol, personal belongings.

Skills: Climb +8, Craft (armor) +5, Intimidate +5, Jump +8, Knowledge (wilderness lore) +5, Listen +7, Pilot +6, Profession (mercenary) +8, Read/Write Nikto, Repair +5, Speak Basic, Speak Nikto, Spot +7, Treat Injury +5.

Feats: Ambidexterity, Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (Morgukai cortosis staff), Mobility, Point Blank Shot, Precise Shot, Spring Attack, Weapon Focus (Morgukai cortosis staff), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Ma'kis'shaalas

At the outbreak of the Clone Wars, a Nikto Jedi named Ma'kis'shaalas proved one of the most brutal combatants of the Jedi Order. Ma'kis'shaalas is almost fanatical in his adherence to the Jedi Code—but something of an outsider. He entered the Order at an age older than typically allowed, but his dedication and prior training caused the Council to allow an exception. Ma'kis'shaalas holds in great disdain the bureaucracy that has mired what he sees as potentially the greatest hope for the galaxy. While beings in the Outer Rim are enslaved and innocent people in backwater systems struggle against unchecked piracy and plague, the corpulent "representatives" on Coruscant do nothing.

Ma'kis'shaalas is a Jedi of action, and what some might perceive as rash, others know to be exceptional decisiveness. Though Ma'kis'shaalas meditates frequently—perhaps even more so than most Jedi—he can make decisions of great import and then carry out the action he deems necessary, with no hesitation. In this regard, he is the near-polar opposite of his contemplative contemporary, the Weequay Jedi Master Sora Bulq. It is for Ma'kis'shaalas's uncanny ability to make immediate—and, invariably, correct—decisions and his skill in combat that the Nikto Jedi is best known. Ma'kis'shaalas's history, however, is another story, one of which only Master Yoda, Master Windu, and a Nikto warrior known as Tsyr are aware.

Ma'kis'shaalas is Morgukai—one of the greatest, in fact, and one who committed an unspeakable crime against his former brotherhood. He walked away.

For over a decade, Ma'kis'shaalas wore the cortosis-weave armor of the Kajain'sa'Nikto warrior elite. But over the years, the same innate ability that made him the fastest, most perceptive, and keenest hunter also invited dissent into his mind and heart. In time, he came to realize that he was part of something larger. And so Ma'kis'shaalas surrendered his armor to his brother-in-arms Tsyr and stepped into the Burning Moon Range—according to Morgukai edict, the only way to leave the order. Nobody believed Ma'kis'shaalas would survive the journey, not even Tsyr. The Nikto was gone and assumed dead, passed into the Burning Moon and into memory.

But one day, Ma'kis'shaalas of the Morgukai returned to the Wannschok, only as Ma'kis'shaalas of the Jedi, on a mission of peace and looking for his old friend Tsyr. In his rough-hewn cloak and with his lightsaber at his hip, Ma'kis'shaalas looked every part the Jedi Knight, and it was more than Tsyr—now a leader among Morgukai—could bear. The two fought along the Daggersand Ridges in a furious battle until Tsyr lost his footing and crashed down into the Skulljaw Grottoes. That was the last the two old friends saw of each other. Both bear physical scars—Tsyr the cross-burns over his face, Ma'kis'shaalas the staff burns across both arms—as well as mental scars, the likes of which neither will discuss.

Ma'kis'shaalas: Male Nikto Soldier 4/Elite Trooper 2/Jedi Guardian 3; Init +1; Defense 20 (+7 class, +1 Dex, +2 natural); DR 3; Spd 10 m; VP/WP 94/17; Atk +12/+7 melee (3d8/19–20, lightsaber) or +8/+8/+3 melee (1d6+3/1d8+3, cortosis staff) or +10/+5 ranged (3d6, blaster pistol); SQ Desert dweller, natural armor, uncanny dodge; SV Fort +13, Ref +7, Will +7; SZ M; FP 2; DSP 0; Rep +4; Str 16, Dex 13, Con 17, Int 11, Wis 14, Cha 9. Challenge Code E.

Equipment: Lightsaber, blaster pistol, cortosis staff.

Skills: Climb +8, Craft (armor) +5, Intimidate +8, Jump +8, Knowledge (wilderness lore) +5, Listen +7, Pilot +6, Read/Write Nikto, Repair +5, Speak Basic, Speak Nikto, Spot +7, Survival +5, Treat Injury +5.

Force Skills: Battlemind +6, Enhance Ability +6, Force Grip +2, Heal Self +7.

Feats: Ambidexterity, Armor Proficiency (light), Dodge, Exotic Weapon Proficiency (cortosis staff), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Mobility, Point Blank Shot, Precise Shot, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

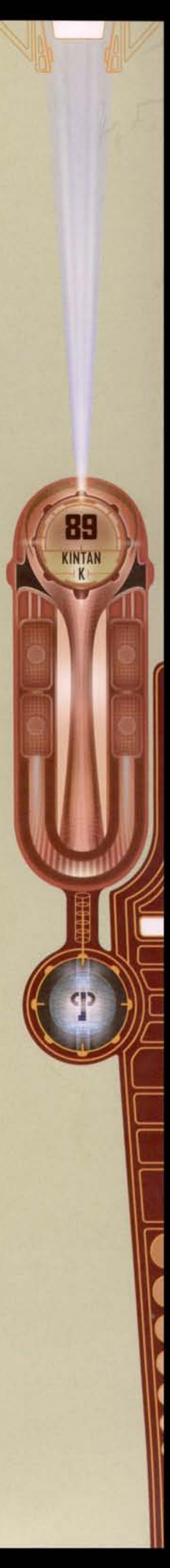
Force Feats: Alter, Control, Mind Trick, Sense.

New Creature: Kintan Strider

A fierce creature originally indigenous to the Endless Wastes, the Kintan strider is an ugly sight to behold. The creature's ruddy pinkish-orange and almost laughably puffy features belie the ferocity that have endeared it with Hutt lords for centuries and made it a respected adversary to generations of ancient Nikto orders. Despite its appearance, a strider is a ferocious creature, aggressive, vicious, and with a relentless bloodlust. Quick and agile, with exceptional healing abilities, a strider can take a ferocious beating, only to recover and return the favor doubly so.

The strider was hunted and polluted to extinction millennia before the Empire's rise, one of the last creatures to perish at the Niktos' hands (a telling testament to its hardiness). Fortunately, it had been transported to and bred on other worlds long before it vanished from its own. Hutt gangsters are especially fond of using Kintan striders as guard beasts; though not overly intelligent, the creatures can withstand long periods of sentry duty and are well suited to palace defense. Bred illegally by numerous merchants throughout the galaxy (especially in the Corporate Sector and Modell Sector), Hutt lords such as Jabba, Zorba, and Durga have further popularized the creature's use as a guard (and attack) beast.

During the Rebellion and The New Jedi Order eras—while thousands of "domesticated" striders abound through the galaxy—the Kintan strider is better known to the common folk as the pink, club-wielding brute of the *dejarik* holochess boards. (Though often depicted with a crude club in the holochess images, the striders do not actually wield weapons.)



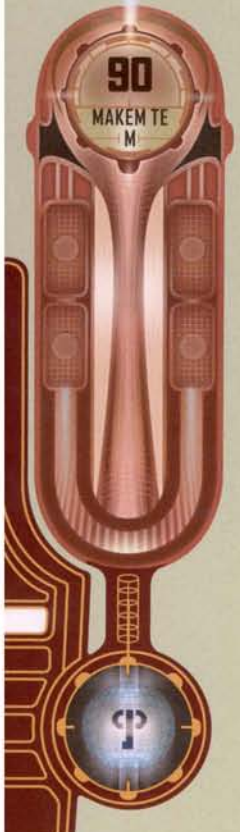
Kintan Strider: Large desert predator 6; Init +0; Defense 15 (+6 natural, –1 size); Spd 10 m; VP/WP 63/22; Atk +12/+7 melee (1d3+10, slam) or +5/+0 ranged; SQ Recuperation; SV Fort +13, Ref +5, Will –1; Face/Reach 2 m by 4 m/2 m; Str 24, Dex 10, Con 22, Int 4, Wis 4, Cha 8. Challenge Code C.

Skills: Hide –4, Intimidate +8, Listen +3, Spot +4, Survival (desert) +1

Feats: Cleave, Great Fortitude, Power Attack.

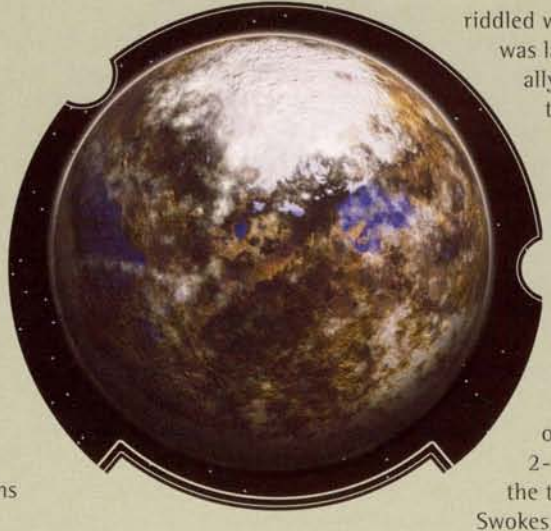
Special Qualities: The following provides additional information on a kintan strider's special qualities.

Recuperation—Kintan striders recover 12 vitality points per hour of rest and 6 wound points per day of rest.



Makem Te

Planet Type: Terrestrial
Climate: Arid
Terrain: Desert
Atmosphere: Breathable
Gravity: Standard
Diameter: 12,700 km
Length of Day: 45 standard hours
Length of Year: 188 standard days
Sentient Species: Swokes Swokes
Languages: Swoken, Basic
Population: 2 billion
Species Mix: 94% Swokes Swokes, 6% other
Government: Congress of Caliphs
Major Exports: Ore, spice
Major Imports: Foodstuffs, technology
System/Star: Makem



Planets	Type	Moons
Makem Pria	Searing rock	0
Makem Dua	Volcanic rock	0
Makem Te	Terrestrial	0
Makem Qat	Gas giant	19
Makem Liva	Gas giant	21
Makem Hek	Gas giant	33
Makem Sup	Frozen rock	1

Description

Makem Te is an unremarkable, ugly world. Yet its natives have turned it into one of the galaxy's marvels through the sheer stubbornness of faith.

Makem Te is a dry desert planet characterized by crumbling rock and sickly, scrublike plants. It lacks oceans, seas, and lakes, drawing all moisture from underground aquifers that are replenished during torrential rains twice each year. What makes the planet remarkable is the degree to which its native Swokes Swokes have decorated their world using only primitive technology. Cities of solid iron rise from the desert, impossibly delicate in their architecture considering the strength of their manufacture. But the planet's most famous construction is the Tract.

Essentially a giant cemetery, the Tract is a checkerboard of polished stone squares, each supporting a short pillar called a stela. One tile is laid for every fallen Swokes Swokes. The process, which has been going on for millennia, has produced an astonishing 1.2 trillion memorial squares. The Tract currently takes up more than 7 percent of Makem Te's total landmass.

History

"Yellow star: Makem. Third planet: Makem Te. Arid, pebbly, no oceans, one large ice cap." The first Republic assessment of Rimward planets along the Perlemian Route was absurdly sparse in detail and riddled with errors. For Makem Te, what was labeled an ice cap was actually the Tract shining brightly in the sun.

When a Republic beacon crew arrived in the system much later to install a nav buoy, they were sufficiently intrigued by the "ice cap" to land a contact team. The scientists were astonished to discover that the vast mass in the northern hemisphere, approximately 2,300 kilometers on each edge, was a linked grid of 2-meter-square stone plaques. In the translated tongue of the Swokes Swokes natives, the spectacle was known as the Tract.

In the deserts surrounding the Tract, the scientists explored the Swokes Swokes' cast-iron cities and discovered a sparse biosphere dominated by giant serpents. Some of the snakes had been domesticated by the natives as mounts and beasts of burden, while wild specimens slithered through the desert sands and menaced wayward travelers. Collectively known as schingas, the reptiles came in myriad subspecies, including the strong and obedient schinga equa, the subterranean schinga klaug, the tiny schinga picai, the venom-dripping schinga ikkow, and the pureblooded serpent-stallion known as the schinga shikou—the "pride of Makem Te."

At first, the Republic considered Makem Te a quaint curiosity. It changed its tune when a pair of geologists, saddled with a long layover at the Republic's orbital fueling station, visited a rock quarry producing Tract stone and realized that Makem Te was rich in metals and medical-grade spice. Republic industrialists greedily signed a contract with the planet's ruling Congress of Caliphs and built dozens of mines. In short order, off-worlders and advanced technology became commonplace on Makem Te, leading to cultural confusion among a people hidebound by tradition.

Environmental damage from the dust-spewing mines made the hard life of the Swokes Swokes people even harder. A number of hostile splinter religions sprang up, including the fanatical and violent sect known as the Temple of the Beatific Razor. Led by eleven High Mystics, the Razor Penitents soon attracted enough followers to threaten Makem Te's Congress of Caliphs. Fearing a coup, the caliphs petitioned the Republic Judicial department for protection. Armed Republic security officers put down the uprisings, which only swelled the ranks of the sect.

During the Clone Wars, an emboldened Beatific Razor launched an attack that exterminated the Republic peacekeeping force. Unable to devote further resources to Makem Te, the Republic pulled out, and the Congress of Caliphs brokered a new protection deal with Count Dooku's Separatists. Techno Union ships soon became common sights in the desert plain near Thousand Thousand, standing upright on beds of smoke as they took on cargo.

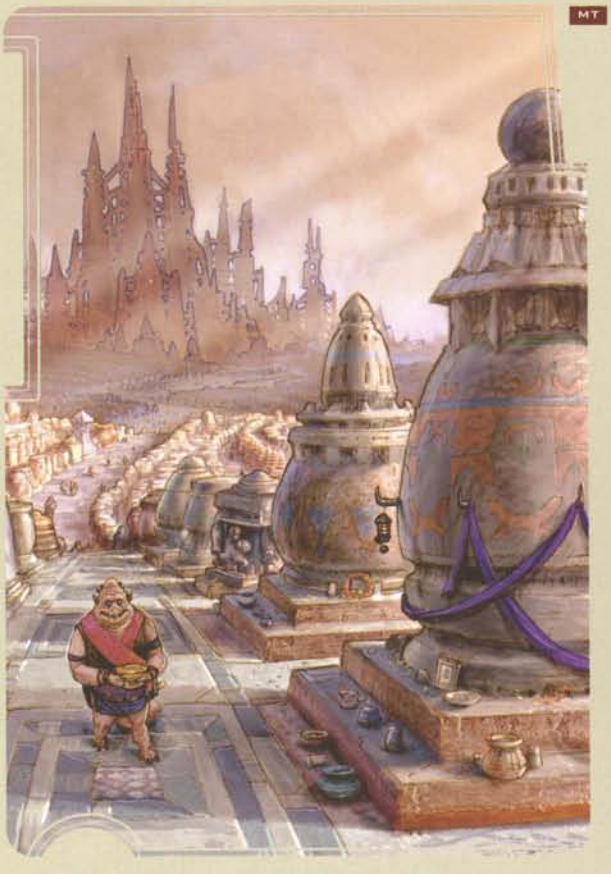
The Empire honored the agreement between Makem Te and the Separatists, supplying blaster rifles to the caliphs but rarely dispatching stormtroopers to directly confront the Beatific Razor threat. The relationship was so comfortable that Makem Te remained an Imperial world for nearly twenty years following the Battle of Endor, long after the Empire dried up into a trifling flake of territory far from the Perlemian.

Though Makem Te is now officially neutral in galactic politics, the Yuuzhan Vong raided the world as part of their plan to disrupt traffic along the Perlemian. Battleships shelled the ancient Republic fueling station, knocking it out of orbit and into a fiery collision with the planet's northern hemisphere—barely missing the Tract.

People

A Swokes Swokes looks like a nightmare, with pasty, rubbery flesh, a crown of horns, two expressionless fish-eyes, and a mouthful of fangs. Their nervous systems are remarkably primitive, more like those of flatworms than those of sentient beings. Swokes Swokes are nearly impervious to pain, since they lack the receptors that communicate sensitive touch. Their slow-flowing "blood" is more like watery sap, and they can regenerate lost limbs. Swokes Swokes are demons on the battlefield, and there have been many battles on Makem Te.

The Swokes Swokes government is hereditary—caliphs from prominent families rule each city—but the pursuit of personal power is greatly encouraged. Many natives adopt the double-name convention that distinguishes Swokes Swokes of note. Monetary rewards await those who excel, and high status is also exemplified by the surgical implantation of jewelry next to internal organs. These adornments are visible only when a Swokes Swokes is screened by a bioscanner, but such devices are found in most buildings on Makem Te. Naturally, masquerading as someone of higher rank is risky and painful.



Locations

The following locations are so prominent that they are almost inescapable by any visitor to Makem Te.

The Tract

The Tract is Makem Te's most famous feature and is considered one of the Twenty Wonders of the Galaxy. The vast grid is a massive undertaking, requiring tremendous expenditures in labor and capital to keep it expanding. Millions of Swokes Swokes work for the Tract Conviction as recordkeepers and death accountants. The bodies of deceased Swokes Swokes are incinerated or chopped up for good-luck charms; it is the stone square laid in the Tract that is believed to be the repository of the spirit.

Thousands of flatstenders crisscross the Tract in landspeeders, aiding lost supplicants and scanning for imperfections. Supplicants making a pilgrimage to a specific square must register at one of several approved entry points and pay a fee (up to 500 credits) for the necessary sacraments, which include piebald supplicant robes whose colors permit passage through the appropriate zones. Even those who obey every custom sometimes die in the Tract from sunstroke, dehydration, or schinga attack.



Thousand Thousand

Home to more than two million Swokes Swokes, Thousand Thousand is Makem Te's most powerful city. With its spires and domes, the city resembles a fairy-tale illustration, although the use of iron as a building material has allowed the city to survive the planet's frequent wars with little exterior damage. A dozen caliphs reside in Thousand Thousand and often have work for off-worlders who come to their palaces bearing gifts.

Mining Machine No. 9

One of hundreds of similar constructions on Makem Te, Mining Machine No. 9 is a complex of barracks and driller garages located south of Thousand Thousand. An abyss plunges deep into geologic strata on one side of the complex, cutting deeply through spice veins and ore deposits and curving away to form a half-moon canyon seventy-five kilometers from tip to tip. The Mining Machines were built and owned by the Republic (later falling under the control of the Empire) with a percentage of the profits going to the Congress of Caliphs. Because of their off-world allegiances, Makem Te's Mining Machines are often victimized during uprisings by the Temple of the Beatific Razor.

Technology

This section features technology that players might come across while traveling on or near Makem Te.

New Equipment: Coiling Tack

Swokes Swokes who ride schingas outfit their mounts with special accouterments collectively known as coiling tack. A standard set of coiling tack includes a gold-inlaid saddle, a bit, bridle and reins, and a long-handled electropole. Coiling tack provides a +2 equipment bonus on a character's Ride skill when dealing with any rideable schinga or a +5 equipment bonus if the mount is a schinga shikou. The electropole, used to administer mild shocks to the schinga when riding, can be a potent weapon when set to its highest intensity.

Schinga Coiling Tack

Cost: 1,000	**Weight:** 10 kg
Availability: Specialized	**Era:** ✪ ✦ ◉

Schinga Electropole

Weapon Type: Melee weapon		
Proficiency Group: Exotic		**Cost:** 100
Damage: 1d8		**Critical:** 20
Weight: 1.8 kg		**Type:** Piercing
Stun Fort DC: 12		**Size:** Medium
Hardness: 10	**WP:** 4	**Break DC:** 18
Availability: Specialized	**Era:** ✪ ✦ ◉	

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Makem Te is a harsh world, and its natives aren't too friendly, either. The following adventure seeds offer a taste of life among the Swokes Swokes.

A Grave Situation

By interrogating a Swokes Swokes debtor, a crime lord has learned of a packet of firegems buried beneath the stela that memorializes the dead caliph Azook of Denden. Hired to retrieve the firegems, the heroes must obtain a map to Azook's square from a flatstender and make their way to it on foot as dictated by supplicant protocol. (Flying directly to the stela will bring down the wrath of planetary defense.)

The trek takes days, and fatigue is not the heroes' only enemy. Beatific Razor penitents, offended by the presence of off-worlders in the Tract, will try to kill the heroes. And if word gets out that they have uprooted a sacred stela to dig for treasure, all of Makem Te will turn against them.

Snake Handlers

In the dead of night, Razor penitents breached the compound of Woorta Woorta and made off with six of her thoroughbred schinga shikous—a crippling blow to her finances and her honor. Within hours, the heroes are hired to recover her property and take revenge on the rustlers.

Since the animals can track one another by scent, Woorta Woorta gives the heroes prize schinga shikou steeds outfitted with coiling tack. The chase begins during Makem Te's long, moonless night. If they survive the Razor penitents and the local wildlife long enough to rescue the stolen schingas, heroes with questionable motives may decide to take on the risk—and potential riches—of selling the steeds themselves.

War Zone

Makem Te is in uprising. Assigned to an era-appropriate military unit (Republic or Empire) or simply caught in the crossfire, the heroes must defend Mining Machine No. 9 long enough for reinforcements to arrive. The good guys are packing military-grade firepower, but the advancing Swokes Swokes army is huge and seemingly unstoppable. Unless the heroes are unusually resourceful, the fighting will degenerate into chaotic hand-to-hand brawling in the last few minutes before rescue.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Makem Te.

Woorta Woorta

Daughter of the Sassa district caliph in Thousand Thousand, Woorta Woorta (who used to be known as Woorta Cent before she adopted a double name) used her wealth to become a successful importer. She is known on Makem Te as a schinga breeder, owning 29 private stables and hundreds of pureblooded schinga shikou, some worth more than a million credits. Due to her off-world ties, Woorta Woorta is a frequent target of Beatific Razor penitents, and she answers their aggression by hiring brutal killers of her own.

Woorta Woorta: Female Swokes Swokes Noble 8; Init –1; Defense 15 (+5 class, –1 Dex, +1 natural); Spd 10 m; VP/WP 25/14; Atk +6/+1 melee (1d3, unarmed strike) or +5/+0 ranged; SQ Limb regeneration, favor +3, inspire confidence, resource access, coordinate +2; SV Fort +5, Ref +3, Will +7; SZ M; FP 1; DSP 0; Rep +3; Str 10, Dex 8, Con 14, Int 12, Wis 12, Cha 16. Challenge Code C.

Equipment: Comlink, credit stick, inlaid metal jewelry.

Skills: Appraise +11, Bluff +5, Diplomacy +15, Gather Information +5, Handle Animal +16, Intimidate +5, Knowledge (Makem Te) +6, Knowledge (schingas) +11, Profession (schinga breeder) +13, Read/Write Basic, Read/Write Swoken, Ride +13, Sense Motive +11, Speak Basic, Speak Swoken, Speak Muun, Survival +5.

Feats: Animal Affinity, Influence, Persuasive, Trustworthy, Weapon Group Proficiency (simple weapons, blaster pistols).

Fabswa the Mutilated

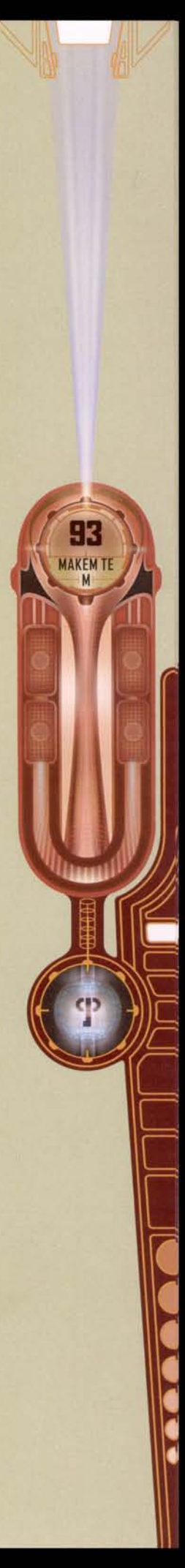
Fabswa has achieved the rank of First Glorious Assassin of the Temple of the Beatific Razor. He is half the bulk of a typical Swokes Swokes, having cut away great strips of tissue in fanatical acts of self-improvement. Fabswa has various Beatific Razor adornments implanted inside his body, including a comlink in his head that allows him to receive instructions and hourly devotionals from his Temple superiors. Fabswa wears a dead schinga picai around his neck like a scarf.

Fabswa the Mutilated: Male Swokes Swokes Scoundrel 7/Soldier 5; Init +6 (+2 Dex, 4 Improved Initiative); Defense 21 (+8 class, +2 Dex, +1 natural); Spd 10 m; VP/WP 55/14; Atk +10/+5 melee (1d3, unarmed strike) or +10/+5 melee (2d4, vibrodagger) or +12/+7 ranged (3d6/19–20, blaster pistol) or +12/+7 ranged (DC 15/12 stun, stun grenade); SQ Limb regeneration, illicit barter, lucky (2/day), precise attack +1; SV Fort +9, Ref +8, Will +5; SZ M; FP 0; DSP 0; Rep +3; Str 10, Dex 15, Con 14, Int 12, Wis 14, Cha 9. Challenge Code D.

Equipment: Blaster pistol, implanted comlink, vibrodagger, 4 stun grenades, schinga shikou steed, coiling tack.

Skills: Bluff +11, Climb +5, Disguise +10, Demolitions +10, Forgery +6, Gather Information +10, Handle Animal +11, Hide +11, Knowledge (Makem Te) +5, Listen +9, Move Silently +11, Pilot +10, Read/Write Basic, Read/Write Swoken, Repair +9, Search +8, Speak Basic, Speak Swoken, Spot +9, Survival +6.

Feats: Armor Proficiency (light, medium), Dodge, Heroic Surge, Improved Critical (blaster pistol), Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Skill Emphasis (Disguise), Stealthy, Weapon Group Proficiency



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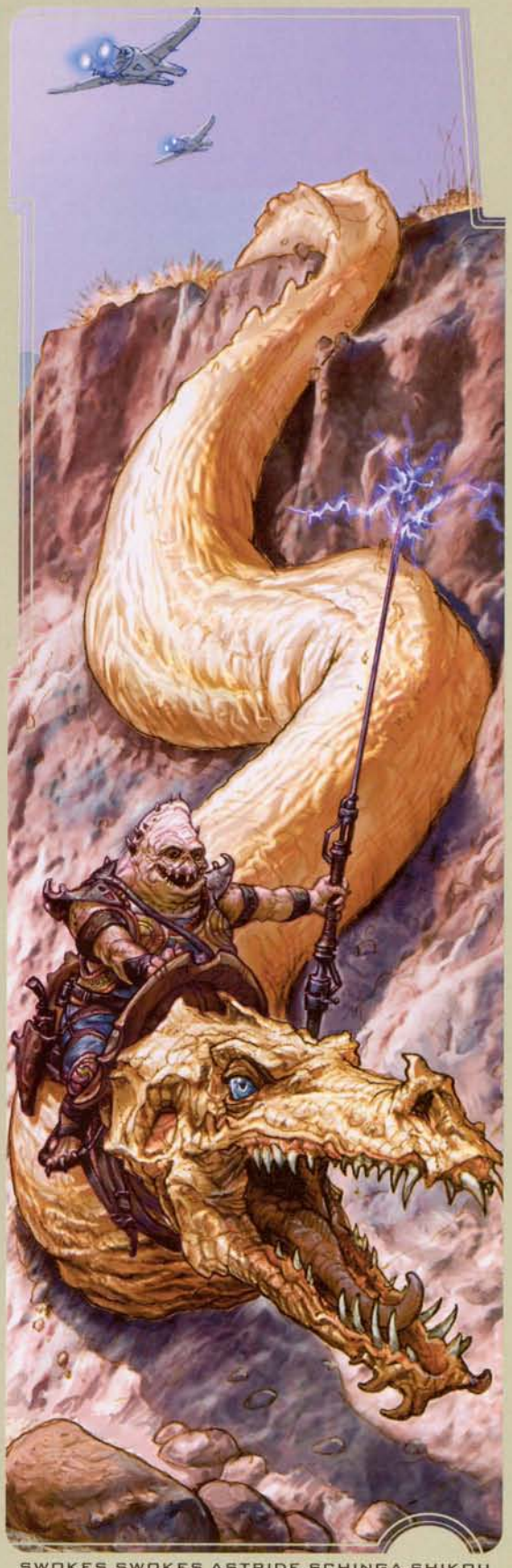


SWOKES SWOKES ASTRIDE SCHINGA SHIKOU

(simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

Burba of Strekk

Burba is a proud flatstender of the Tract, skimming over the monotonous expanse 36 hours of every day in a battered speeder, searching for damaged squares, lost supplicants, or schinga carcasses. Although young, Burba is an able scout and will report or apprehend anyone who violates the sanctity of the Tact by traversing it without proper sacraments.

Burba of Strekk: Male Swokes Swokes Fringer 4; Init +0; Defense 15 (+4 class, +1 natural); Spd 10 m; VP/WP 16/14; Atk +4 melee (1d3+1, unarmed strike) or +3 ranged (3d6, blaster pistol); SQ Limb regeneration, trailblazing, heart +1, uncanny dodge (Dex bonus to Defense); SV Fort +8, Ref +2, Will +3; SZ M; FP 0; DSP 0; Rep +1; Str 12, Dex 10, Con 14, Int 8, Wis 14, Cha 8. Challenge Code C.

Equipment: Comlink, blaster pistol, landspeeder.

Skills: Knowledge (Makem Te) +4, Listen +6, Pilot +6, Repair +4, Ride +4, Search +5, Speak Basic, Speak Swoken, Spot +7, Survival +8.

Feats: Rugged, Stamina, Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles).

New Species: Swokes Swokes

Swokes Swokes seem like a throwback to a more primitive form of life. Although their society remains underdeveloped by galactic standards, they can easily hold their own against better-equipped enemies due to their unique physiology. Their simple bodies lack all but the most critical pain receptors, and they can regenerate lost limbs. These features make them nearly unstoppable in a fight.

Personality: Swokes Swokes are properly recognized as ruthless bullies and contemptible tyrants who crave some combination of wealth, fame, and power. Most members of the species are devoutly religious and, as such, wear small pouches that contain dried remains of their dead ancestors—usually fingers, gallstones, or teeth.

Physical Description: Swokes Swokes are bulky bipeds with nightmarish, fanged faces, horned heads, lidless eyes, and rubbery skin that varies in hue from green-gray to glistening off-white. They stand 1.4 to 2 meters tall.

Homeworld: Makem Te, located in the Outer Rim.

Language: Swoken, a harsh and gutteral language with a crudely rendered alphabet.

Example Names: Chako Chako, Gragra, Kruke Kruke, Machug, Sorpaat, Wruuta Wruuta.

Age in Years: Child 1–8; young adult 9–13; adult 14–44; middle age 45–60; old 61–74; venerable 75+.

Adventurers: Swokes Swokes adventurers are typically soldiers who find work as mercenaries, bodyguards, and bounty hunters. The few nobles and scoundrels that exist among the species often advance to become crime lords residing on other backwater worlds.

Swokes Swokes Species Traits

- Ability Modifiers: +2 Strength, –2 Dexterity, +2 Constitution, –2 Intelligence, –2 Charisma.
- Medium-size: As Medium-size creatures, Swokes Swokes have no special modifiers due to their size.
- Speed: Swokes Swokes base speed is 10 meters.
- Natural Armor: A Swokes Swokes' rubbery hide grants a +1 natural armor bonus to Defense.
- Limb Regeneration: With ten days of rest, a Swokes Swokes can completely regrow a lost limb or organ.
- Resilient: Swokes Swokes become hardier as they age. Adults gain a +1 species bonus on Fortitude saves. The bonus increases to +2 at middle age, +3 at old age, and +4 at venerable age.
- Free Language Skills: Read/Write and Speak Swoken and Speak Basic.

Swokes Swokes Commoner (Adult): Init –1; Defense 10 (–1 Dex, +1 natural); Spd 10 m; VP/WP 0/12; Atk +1 melee (1d3+1, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +2, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +1; Str 12, Dex 8, Con 12, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 or Knowledge (any one) +1, Profession (any one) +1, Survival +1, Read/Write Basic, Read/Write Swoken, Speak Basic, Speak Swoken.

Feats: None.

New Creature: Schinga Shikou

A proud and beautiful creature, the schinga shikou is the most intelligent of Makem Te's ubiquitous schinga varieties. Like all schingas, it has a serpentine body covered in smooth scales and a wide mouth filled with white fangs. The pureblooded schinga shikou is gigantic—8 meters long on average—and carries its head high in the air as it slithers, allowing trained Swokes Swokes to saddle and ride it. Schinga shikou breeding is big money on Makem Te, with red, gold, and white specimens fetching high prices from agents of the caliphs.

Schinga Shikou: Huge desert predator 4; Init +4 (+4 Improved Initiative); Defense 13 (+5 natural, –2 size); Spd 20 m; VP/WP 46/50; Atk +12 melee (1d6+10, slam) or +12 melee (2d8+10, bite) or +2 ranged; SQ Constrict 1d8+10, scent; SV Fort +11, Ref +4, Will +2; Face/Reach 4 m by 10 m/6 m; Str 31, Dex 10, Con 25, Int 5, Wis 12, Cha 11. Challenge Code C.

Skills: Intimidate +4, Move Silently +7, Spot +8, Survival (desert) +5.

Feats: Improved Initiative, Track.

Special Qualities: The following provides additional information on a schinga shikou's special qualities.

Scent—In addition to having the normal benefits of the scent ability, schingas gain a +6 species bonus on Spot and Search checks whenever scent could play a role.

Mon Calamari

Planet Type: Terrestrial ocean
Climate: Temperate
Terrain: Oceans, reefs
Atmosphere: Breathable
Gravity: Standard
Diameter: 11,030 km
Length of Day: 21 standard hours
Length of Year: 398 local days
Sentient Species: Mon Calamari, Quarren
Languages: Mon Calamarian, Quarrenese, Basic
Population: 27.5 billion
Species Mix: 49% Quarren, 46% Mon Calamari, 4% Humans, 1% other
Government: Representative council
Major Exports: Seafood, high tech, starships, weapons
Major Imports: Foodstuffs, medicine, technology
System/Star: Calamari/Daca

Planets	Type	Moons
Mol Luxu	Rocky planetoid	0
Mon Calamari	Terrestrial	1
Iceberg One	Icy planetoid	1
Iceberg Two	Ice ball	0
Mon Eron	Terraformed terrestrial	2
Sep Elopon	Ringed gas giant	32
Iceberg Three	Captured comet	0
Iceberg Four	Frozen rock	0

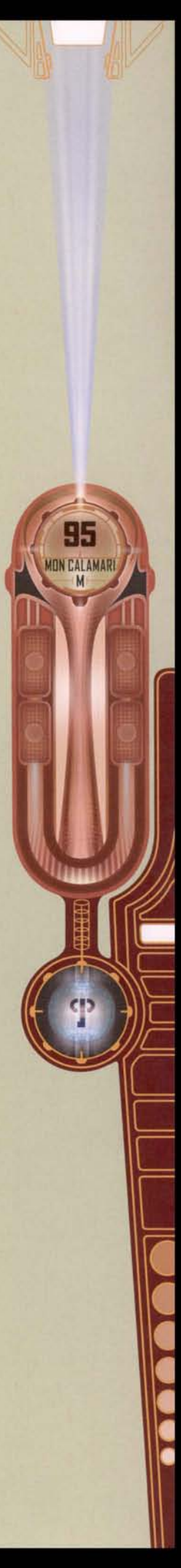
Description

Mon Calamari is a cerulean planet that wears a shallow ocean from pole to pole. Unlike similar waterworlds, such as Aquaris and Kamino, Mon Calamari rarely experiences tropical storms. The placidity of the setting contributed to the gentle natures of the native Mon Calamari species, whose awed voyages of discovery ultimately resulted in a vast web of orbital shipyards—one of the premier starship construction facilities in the galaxy.

The orbital dockworkers use the phrase "going waveside" to describe their shore leaves on Mon Calamari itself. For these weary greasejockeys, the spawnworld of the goggle-eyed Mon Cals and squid-faced Quarren offers mild seas, sparkling reefs, and self-contained cities that lazily bob atop the surf. It's hardly surprising that dockworker meetings sometimes erupt in fistfights over who gets to shuttle down to Mon Calamari for supplies.

History

To the Mon Calamari who first dreamed of leaving their homeworld and exploring space, the stars were islands in the galactic sea. Their first stop on their journey of exploration, many hundreds of years before the current era, was Mon Calamari's orbit. There, poised above the blue-green glow of their homeworld, these early explorers and their Quarren partners built a ring of habitats and science labs from which they could plan their voyages of discovery.



For more than a century, the Mon Cals remained in their orbital habitats, which they likened to the artificial barrier islands formed to protect shore settlements' fish farms. There, they studied everything from zero-gravity manufacturing to starship propulsion, until they felt ready to set forth into the unknown.

Starliners from Mon Calamari explored the nearby stars in relative peace, establishing colony worlds such as Ruisto and Mantan, as well as asteroid mining operations where Quarren engineers dug greedily for metals to supplement Mon Calamari's relatively thin yield of useful ores. During this peaceful period of expansion, the two species escaped all contact with the outside Republic. Though the system had long been catalogued and surveyed by Republic probes, it was deemed one of the countless thousands of habitable planets too far from the boundaries of civilized space for further exploration.

Eventually, Republic ships crossed paths with Mon Cal starliners. But while the Mon Cals eagerly embraced the Republic and its vast store of knowledge about the galaxy, the Quarren responded more cautiously, counseling discretion about the strangers and their motives. In the last decades of the Republic, Mon Calamari sent delegates to Coruscant, having won the right to honorary senatorial representation. Individual Mon Cals and Quarren explored the galaxy, and enterprising scouts, merchants, and adventurers from the Republic plumbed Mon Calamari Space. But overall, Mon Calamari and its colonies were visited infrequently, resisting entreaties to formally join the Republic. The planet and its great shipyards remained rumors to much of the galaxy.

That began to change with the rise of Count Dooku's Separatist movement. Dooku, a collector of obscure alien starships, visited Mon Calamari during this period and judged the shipyards to be nearly as sophisticated as the Republic yards at Fondor and Gyndine. When the Calamarian Council refused Dooku's offer to join the Confederacy of Independent Systems, Dooku knew he needed to neutralize this potential threat. During the Clone Wars, Dooku attacked Mon Calamari with the Dark Reaper superweapon, killing millions and crippling shipyard production. The devastation frightened many Mon Cals and Quarren into cooperating with Dooku, including some who viewed this as an opportunity to win glory away from their tiny corner of space. Among those who willingly joined the Separatist cause was Commander Merai, decorated hero of the Quarren War. Commander Merai perished while leading Separatist troops against Republic forces in the Battle of Kamino.



After the fall of the Republic and the ascension of the Empire, the New Order's forces saw Mon Cals and Quarrens as ideal slaves and the Mon Calamari shipyards as a rich prize. With control of the shipyards, the Empire could maintain a substantial military presence with which to cow the worlds of the Tion and check the ambitions of worlds along the outer reaches of the Perlemian Trade Route. The Mon Cals' attempts to negotiate with the Empire failed, and a few disgruntled Quarren lowered Mon Calamari's defensive shields when an Imperial armada arrived. The planet fell quickly, and the shipyards became an Imperial possession.

Yet the Empire's victory proved hollow. Imperial engineers encountered nightmares in adapting the shipyard facilities to produce standardized Imperial warships. Everything from smelting techniques to arcfusers reflected the physiologies of Mon Cals and Quarren. Mon Calamari was deemed too distant from major trade routes to justify the vast expenditure of credits needed for a complete overhaul. A few experiments in producing Calamarian-style ships for Imperial crews were dismal failures; display monitors and command chairs proved incompatible with Human crews. Meanwhile, the Mon Cals launched a campaign of passive resistance against the Empire. For nearly two decades, Imperials assigned to Mon Calamari battled sabotage, industrial slowdowns, and other nagging instances of defiance. The Empire struck back first with propaganda campaigns designed to minimize any sense of connection between Mon Calamari and the Republic. The work of the xenobiologist Obo Rin is remembered with particular anger on the planet for his claims that *Imperial* scouts were responsible for Mon Calamari's first galactic contact.

But with resistance apparently intractable, the Empire decided to make an example of the planet. Orbital bombardments resulted in the incineration of three floating cities. But what happened next astonished the Imperials. Mon Cals and Quarren alike fought back, first with nothing more than kitchen implements and hand tools, then with caches of weapons secreted away over the years. Workers sabotaged Imperial warships brought in for repairs, diverted material to secret ship-construction sites beneath the planet's seas, and outfitted privateer craft that plagued the Imperial fleet. Imperial forces abandoned Mon Calamari entirely.

The Mon Calamari victory became a beacon of freedom for the galaxy's downtrodden peoples. But Mon Calamari didn't formally join the Rebel Alliance, because the Calamarian Council feared the Quarren reaction to a treaty with yet another Human-dominated group. On the battlefield, however, things were different. Captains of

Mon Cal warships entered Alliance service, Rebel warships were dispatched to protect the sector, and the legendary Ackbar served as an unofficial member of the Alliance's high command following his rescue from enslavement at the hands of Grand Moff Tarkin. Meanwhile, the shipyards began turning out warships at dizzying speed, mindful of the Imperial attack that all Mon Cals feared.

Imperial forces harried the fringes of the Calamari Sector but shied away from a showdown, wary of committing too many forces to such a remote region with the Rebels causing trouble across the galaxy. Following the Battle of Yavin, the Calamarian Council reversed itself and agreed to become part of the Rebellion. Nearly four years later, Admiral Ackbar led Mon Calamari's finest warships to victory at the Battle of Endor.

Six years after Endor, the reborn Emperor brought destruction to Mon Calamari on a scale not seen since the reprisals that triggered the planet's uprising, as World Devastators slaughtered Mon Cal and Quarren cities. A year later, Admiral Daala raided the world with a small fleet of Star Destroyers, destroying the floating city of Reef Home.

By the time the Yuuzhan Vong invaded the galaxy, the Mon Calamari shipyards had become a symbol of idealism and determination. The invaders bypassed Mon Calamari but cut it off from the rest of the New Republic by seizing the majority of the Perlemian Trade Route. The planet's shipyards continued to produce warships, however, which made their way to the front lines via roundabout hyperspace lanes. Because of Mon Calamari's isolation and military strength, the New Republic Provisional Council made it the new galactic capital following the fall of Coruscant. Governmental officials, including newly elected Chief of State Cal Omas, operated out of the floating city of Heurkea.

Mon Calamari is home to two distinct intelligent species: the Mon Calamari and the Quarren. Mon Cals are curious and outgoing. They live at the surface of their world and typically devote themselves to exploration and the development of high technology. Quarren are cold and reactionary, dwelling far beneath the waves where most find work as seafloor miners.

Although the Mon Cals and the Quarren have clashed in the past—including the short-lived Quarren War occurring two decades before the Clone Wars—they joined forces to drive the Imperial slavers from their world and stood together against the Empire's retaliations despite their mutual mistrust. The damage inflicted upon the planet in the post-Endor era (first by the resurrected Emperor's World Devastators, then by Admiral Daala's Imperial fleet) widened the gap between the two populations. Mon Cals painted themselves as front-line warriors and criticized the Quarrens' relative safety in the planet's depths, calling the squid-faces "head-in-the-surf isolationists." In return, the Quarren political radicals known as the Dac Extremists increased their activities, actively working against Mon Cals and off-worlders to fulfill their improbable dream of a Quarren-only planet. The ongoing rivalry between the two species is generally nonviolent, but visitors to Mon Calamari's cantinas are warned never to discuss local politics.

"DAC" OR "CALAMARI" OR "MON CALAMARI"?

Characters who operate in and around Mon Calamari will on occasion hear the world or system referred to as Dac, the native species' name for their planet. Both the Quarren and the Mon Calamari tongues use the term to refer to their world, but Republic contacts (primarily Basic-speaking Humans) termed the world Mon Calamari after the "dominant" species, and that name has since fallen into common use in Basic. (The world is sometimes simply referred to as Calamari.) The new name for their world is, to the Quarrens' thinking, another example of the Mon Calamari penchant for securing glory for themselves at the expense of the Quarren people.

Locations

The waterworld of Mon Calamari has a number of interesting locations for heroes to visit, including those described below.

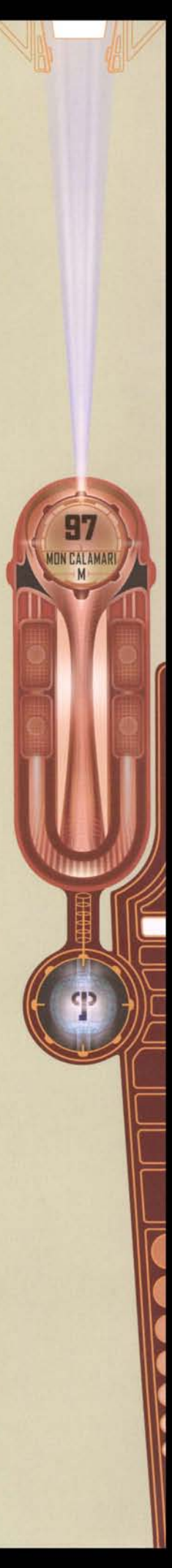
The Floating Cities

Mon Calamari's population is concentrated in thousands of floating cities. Some industrial communities support only a few thousand tenants, while residential megalopolises are large enough to house tens of millions. Though the cities are not anchored, they usually drift within a predetermined circle so arriving ships will know where to find them. The Mon Calamari tend to inhabit the airy top levels of the massive constructs, while the Quarren prefer the darkened sublevels extending below the waves.

Coral City and Foamwander are two of the most prosperous floating cities—the former is the planet's political capital, and the latter its high-tech defense headquarters. Small cities such as Morjanssik and Pisces Base subsist on local industries, including mining, fishing, and tourism. A few unlucky floating cities bore the brunt of Imperial attacks during the post-Endor wars—Heurkea and Kee-Piru are still repairing the damage caused by Palpatine's World Devastators, while Reef Home cracked into fragments when Admiral Daala hammered it with turbolaser fire.

The Sunken Cities

Some cities on Mon Calamari don't float at all. Hikahi is a major shipbuilding center on the edge of an island, while the submerged community of Coral Depths is half hidden inside a wrinkled reef. Some Mon Cal cities, such as Aquarius, sit within air-filled domes on the ocean bed, but most seafloor constructions are controlled by Quarren. Almost all the deep-crust excavation along the mineral-rich Alopia



Rift is undertaken by hardy Quarren miners who don't fear the skull-crushing water pressure.

Mkbuto

The Mkbuto Seatree Preserve extends for hundreds of kilometers, supporting a delicate ecosystem of needlefish and tumblebaskers amid a forest of waving seatree fronds. The Mkbuto region contains no floating cities, and many of the planet's inhabitants consider it sacred ground. The Mon Calamari believe their species came of age on the ancient Mkbuto island chains, which sank beneath the waves centuries ago during an ocean-churning seaquake. Archaeologists on the few remaining Mkbuto islands have recently started sifting the sands for building foundations, buried artifacts, and other clues to Mon Cal prehistory.

When Admiral Ackbar retired from New Republic service following the Emperor's World Devastator attacks, he researched the Mkbuto region's tectonic plate activity from a floating habitat in the Seatree Preserve. Later, during Borsk Fey'lya's tenure as chief of state, Ackbar returned to his cozy seapod to complete his memoirs.

The Knowledge Bank

Located near the Quarren reef city of Coral Depths, the Knowledge Bank is an unassuming collection of mollusks sitting on a protected coral shelf 12 meters deep. Only a few Mon Cals and Quarren, most of them high-ranking leaders or lifelong ecclesiastics, know that these clams make up a communal overmind. For millennia, the Knowledge Bank has passively recorded the ocean's history through its Force-bond with all of Mon Calamari's lifeforms. Those who desire information from the Knowledge Bank must phrase their requests in a rhythmic, hypnotic language in which only a handful are fluent. The mollusks communicate telepathically by transmitting images and sounds from the requested event directly into the callers' brains.

Using the Knowledge Bank

Characters who wish to consult the Knowledge Bank must find someone willing to reveal the location of this sacred resource, then enlist someone who speaks the mollusks' language (usually a scholar or a priest) to translate the information request. A Force-sensitive character may communicate with the Knowledge Bank directly, by using the Force skill Telepathy (DC 10 to establish a link). Characters can make one request per day and must be in open water (in other words, not in a submersible or similar vehicle) to communicate with the Knowledge Bank.

DC	Request
10	The information is readily available and pertains to an event less than a week old
15	The information is moderately obscure and pertains to an event less than a year old
20	The information is highly obscure, or pertains to any event more than a year old
30	The information is virtually unknown, or pertains to any event more than a century old

The Knowledge Bank is aware only of events that have taken place in Mon Calamari's oceans, and its information may have been distorted by time. The requester must succeed with the appropriate Sense Motive check to receive a response from the Knowledge Bank.

Algae Sward and Seascape

The equatorial sea known as the Algae Sward blooms with simple one-celled plants each year, coloring the currents with swirls of green. Beneath this emerald blanket sits the World Devastator *Nullifier-5*, its conning tower submerged in 20 meters of water and its inactive repulsorlifts resting on the sea floor nearly a kilometer and a half down. The *Nullifier-5* sank during the Battle of Mon Calamari and was deemed too expensive to salvage; after stripping the machine of its control systems, the Calamarian Council left it to rust. Krakanas, sussimis, and nano-stars have made their homes in the *Nullifier-5*'s flooded corridors, and sport divers have started mapping the ship's labyrinthine interior.

Just south of the Algae Sward are the Seascape Mountains, a colossal range of underwater peaks whose summits pierce the surface to form the Hakawa island chain. The Seascape region is the domain of whaladons, and those who wish to see the huge creatures "feeding and breeding" can hire one of the many tour operators in the sunken city of Aquarius.

Technology

This section features technology that players might come across while traveling on or near Mon Calamari.

New Vehicle: Mon Cal Submersible

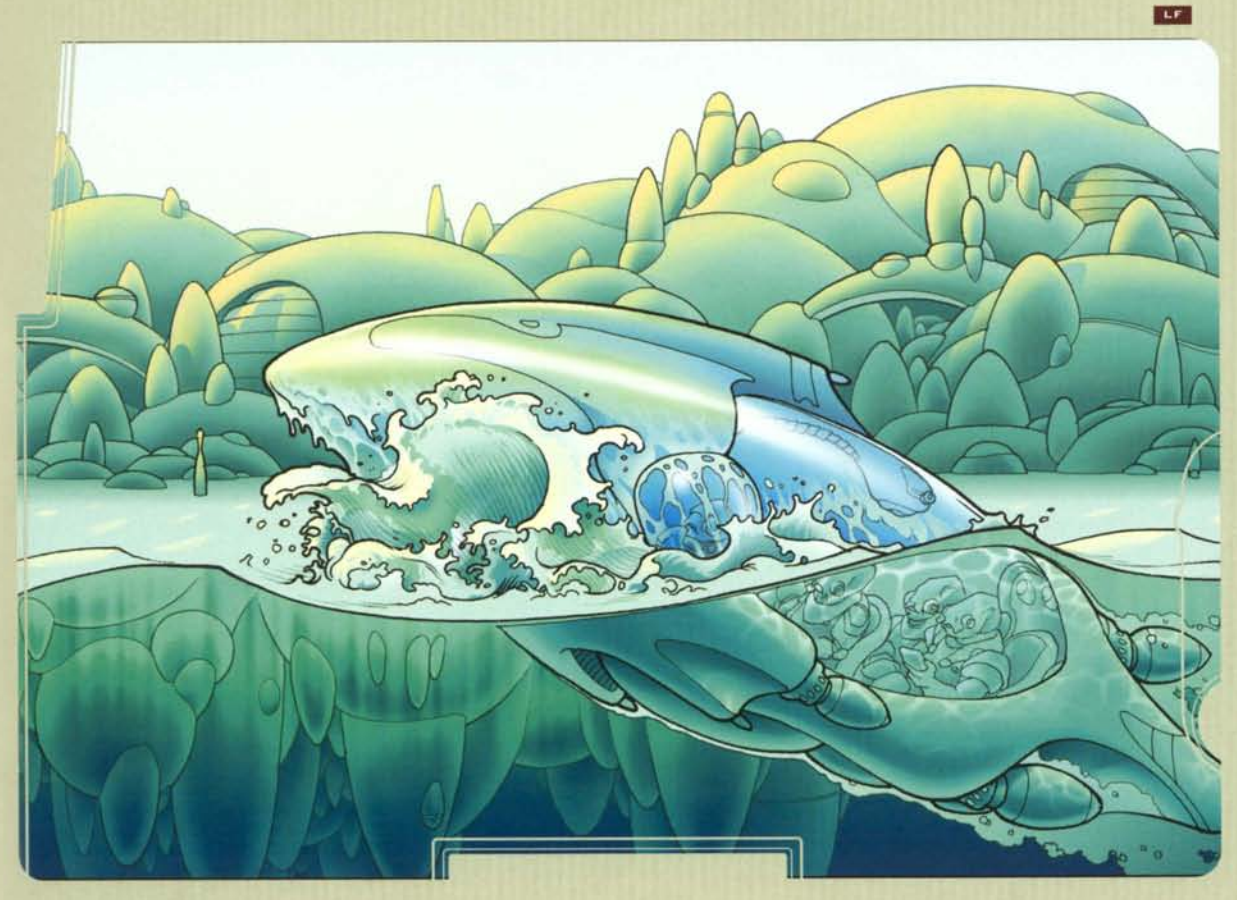
Submersibles are the vehicles of choice on Mon Calamari, capable of skimming the waves or diving down to the Quarren communities on the ocean floor. Submersibles are available for sale or rent in most floating cities, and no piloting license is required to operate one. Like many Mon Cal creations, no two are exactly alike. A typical submersible seats between two and six passengers and is covered with an iridescent skin that resembles fish scales. Military models come equipped with torpedoes.

Mon Cal Submersible

Class: Aquatic (submarine)	**Crew**: 1 (Normal +2)
Size: Huge (9 m long)	**Initiative**: +0 (–2 size, +2 crew)
Passengers: 2–6 (depending on interior layout)	**Maneuver**: +0 (–2 size, +2 crew)
Cargo Capacity: 500 kg	**Defense**: 12* (–2 size, +4 armor)
Speed: 80 m	**Shield Points**: 0
Max Velocity: 220 km/hr	**Hull Points**: 35 (DR 5)
Cost: 18,000 (new), 7,000 (used)	

Weapon: Torpedo launcher (1, 3 missiles); **Fire Arc**: Front; **Attack Bonus**: +0 (–2 size, +2 crew); **Damage**: 3d10; **Range Increment**: 300 m (15-meter burst radius).

** A submersible provides full cover to its pilot and passengers.*



New Vehicle: L9 Crestrunner

The Mon Calamari Crestrunner is a high-pressure submersible that features both propulsion and "walker" modes, the latter made infamous by Kuat Drive Yards' fearsome Imperial AT-series walkers. The spiderlike Crestrunner far exceeds the capabilities of most military submersibles, with great speed and firepower and a maximum depth range of twelve kilometers.

L9 Crestrunner

Class: Walker (ground)/ Aquatic (submarine)	**Crew**: 4 (Skilled +4)
Size: Colossal (20 m long)	**Initiative**: –4 (–8 size, +4 crew)
Passengers: 38	**Maneuver**: –4 (–8 size, +4 crew)
Cargo Capacity: 1 ton	**Defense**: 12* (–8 size, +10 armor)
Speed: 20 m (ground), 50 m (water)	**Shield Points**: 0
Max Velocity: 60 km/hr (ground), 150 km/hr (water)	**Hull Points**: 160 (DR 15)
Cost: Not available for sale	

Weapon: Blaster cannons (4, fire-linked); **Fire Arc**: Front; **Attack Bonus**: +2 (–8 size, +4 crew, +6 fire control); **Damage**: 5d10; **Range Increment**: 200 m.

Weapon: Torpedo launchers (2, 5 missiles each); **Fire Arc**: Front; **Attack Bonus**: +2 (–8 size, +4 crew, +6 fire control); **Damage**: 7d10; **Range Increment**: 500 m (15-meter burst radius).

** A Crestrunner provides full cover to its crew and passengers.*

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

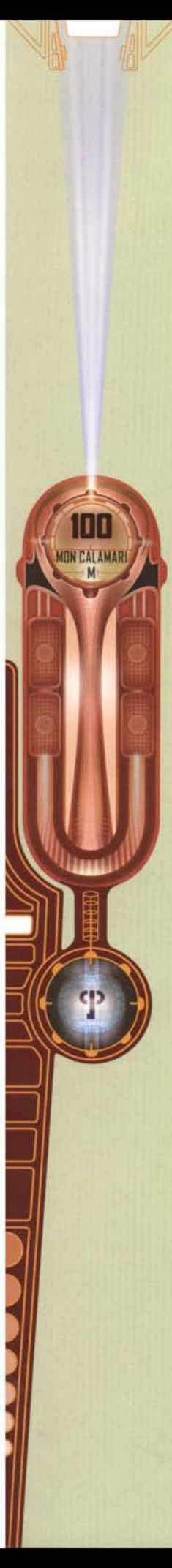
Adventures

Excitement is easy to find on Mon Calamari. Following are a few adventure seeds to get you started.

Into the Briny Blue

The Calamarian Council begs the heroes to locate Administrator Seegree, whom they fear has been kidnapped by Imperial agitators. No one seems to have witnessed her disappearance, and the Knowledge Bank may hold the only clue to her whereabouts. Krakanas and blossoming gulpers are but two of the natural hazards in the warm currents swirling around the Knowledge Bank, and Imperial submersibles are on close patrol.

The trail leads to the underwater city of Aquarius near the Seascape Mountains. There, Imperial forces have converted the city's industry to the processing of whaladon meat and oil. Even now, the massive cetaceans are ramming the base's protective shell in a coordinated effort of vengeance. As time runs out before the whaladons succeed in flooding the city, the heroes must find Administrator Seegree. But has she really been kidnapped, or will she betray the heroes as soon as an opportunity presents itself?



Wreck Diving

The *Nullifier-5*, a World Devastator sunk during the reborn Emperor's attacks, is leaking toxins. The Calamarian Council fears that the Algae Sward may soon be poisoned unless steps are taken to seal the leaky reactor tanks.

Armed with patching equipment, the heroes must reach the World Devastator's reactor room through hundreds of meters of dark, flooded corridors. Some rooms are choked with the floating corpses of the original Imperial crew. Others are home to schools of dangerous marine life. A few airtight chambers still possess working computers (and malfunctioning security droids). Any disturbances inside the rusted, water-filled passageways could trigger a collapse, blocking the only escape route.

Depth Charge

Quarren miners are in revolt! Angered by what they call the "brackish, fathomless arrogance of the Mon Calamari," an underwater mining colony has launched a determined attack on the seafloor city of Aquarius. Its rallying cry? "Dac forever!"

The heroes are dispatched to help the Mon Calamari defenders of Aquarius (or they could find themselves trapped there after making a delivery). The Quarren hope to crack the city's air-filled shell with torpedoes fired from their mining submersibles. Only the heroes, working with Aquarius's motor pool of L9 Crestrunner walkers, can prevent the city from becoming a watery grave.

Sunken Treasure

All of Mon Calamari is abuzz with the news that a planetary repulsor chamber, identical to those found on the Corellian worlds, has been discovered beneath the sand of the largest island in the Mkbuto chain. The find has captivated the news media, who have descended on the Mkbuto islands like minnows at a kelp-bloom. Colonel Guarran has been tasked with keeping order at the excavation site, and the high-profile assignment—coupled with his longstanding death mark—has caused him to beef up his personal security.

Employed as part of Colonel Guarran's security contingent (or working as hunters hoping to collect the bounty themselves), the heroes are drawn into the carnival atmosphere that has overtaken the Mkbuto islands. Haum Do and her intrusive holocam crew will unintentionally interfere with any plan the heroes make, and the pressure-suited killer Bringe is one of several potential assassins gunning for Guarran.

The truth of the Mkbuto archaeological site is that the repulsor chamber is a poorly constructed fake. It will collapse, burying anyone inside of it, if it is weakened by a simple explosive charge.

Nice Doing Business With You

An off-world employer wants one of Malgio the Quarren's starships—not to fly it, but to reverse-engineer it and steal the renowned starshipwright's trade secrets. The heroes are hired to contact Malgio and purchase one of his rarest models, on a restricted credit line supplied by their employer.

Malgio, however, knows all about the ruse, and has built a bomb into the ship that will explode when the vessel clears Mon Calamari's atmosphere. If the heroes survive, will they fulfill their contract by stealing a second ship, or take their revenge on Malgio with blasters blazing?

Allies and Antagonists

Following are a few inhabitants of Mon Calamari who might cross paths with the heroes during their adventures.

Colonel Guarran

Guarran is Mon Calamari's Director of Shipyard Defense. In the early years of the Empire's occupation, the pock-marked Guarran (one of the infamous "Foamwander Five") organized resistance units and gained a reputation for daring, violent action against the Imperial oppressors. Never formally recognized by the Calamarian Council during his combat years, Guarran's appointment was an affront to some Mon Cal officers who protested turning a guerrilla leader into a legitimate figure within the Mon Calamari government.

Colonel Guarran: Male Mon Calamari Scoundrel 6/Solider 2; Init +7 (+3 Dex, +4 Improved Initiative); Defense 18 (+5 class, +3 Dex); Spd 10 m, swim 6 m; VP/WP 58/14; Atk +7/+2 melee (1d3+1, unarmed strike) or +9/+4 ranged (3d6, blaster pistol); SQ Breathe underwater, illicit barter, low-light vision, lucky (2/day), precise attack +1; SV Fort +7, Ref +8, Will +1 (dry environments) or +3 (moist or watery environments); SZ M; FP 1; DSP 2; Rep +5; Str 12, Dex 16, Con 14, Int 10, Wis 9, Cha 13. Challenge Code D.

Equipment: Blaster pistol, comlink.

Skills: Astrogate +6, Bluff +6, Craft (electronics) +4, Gather Information +8, Hide +9, Intimidate +9, Knowledge (Mon Calamari) +11, Listen +3, Pilot +13, Profession (officer) +3, Read Mon Calamari Blink Code, Read/Write Basic, Read/Write Mon Calamarian, Read/Write Quarrenese, Repair +6, Search +4, Sign Mon Calamari Blink Code, Speak Aqualish, Speak Basic, Speak Mon Calamarian, Speak Quarrenese, Spot +5, Swim +5, Survival +5.

Feats: Fame, Improved Initiative, Point Blank Shot, Skill Emphasis (Gather Information), Spacer, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons).

Haum Do

This stilt-legged Kaminoan is a true standout in Foamwander City, and many residents aren't even sure what species she is. The few who are familiar with Kaminoans are invariably surprised to find one so bubbly. An orphan, Haum Do grew up in Foamwander's information-rich Datum District and now works as the Mon Calamari correspondent for TriNebulon News. She is a busybody who can be counted on to stick her long neck where it doesn't belong.

Haum Do: Female Kaminoan Expert 4; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP 0/12; Atk +3 melee (1d3, unarmed strike) or +3 ranged; SQ Adaptable; SV Fort +2, Ref +1, Will +5; SZ M; FP 0; DSP 0; Rep +1; Str 10, Dex 10, Con 12, Int 14, Wis 12, Cha 18. Challenge Code B.

Equipment: Holocam, surveillance equipment, comlink.

Skills: Bluff +12, Computer Use +7, Craft (holo-footage segments) +3, Gamble +8, Gather Information +14, Knowledge (Mon Calamari) +3, Profession (reporter) +2, Read/Write Basic, Read/Write Mon Calamarian, Read/Write Quarrenese, Sense Motive +6, Speak Basic, Speak Bothan, Speak Mon Calamarian, Speak Quarrenese, Survival +3, Swim +1.

Feats: Skill Emphasis (Bluff), Skill Emphasis (Gather Information), Trick.

Bringe

Encased in a pressure suit from head to flippers, Bringe is a Mon Cal bounty hunter operating out of Aquarius and Foamwander City. A childhood accident suffered in the Alopia Rift left his body unable to function at normal atmospheric pressures. The powered suit allows Bringe to function equally well underwater or in space, but he can remove it only when in a pressurized environment (such as the cabin of his Action VI bulk transport, the *Bathysphere*). Years ago, Bringe accepted a long-term contract on the life of Colonel Guarran, and he has been quietly awaiting the right moment to make his kill.

Bringe: Male Mon Calamari Scout 4/Scoundrel 2/Bounty Hunter 6; Init +5 (+1 Dex, +4 Improved Initiative); Defense 17 (+6 class, +1 Dex); DR 6; Spd 6 m, powered swim 8 m; VP/WP 62/12; Atk +12/+7 melee (1d3+2, unarmed strike) or +12/+7 melee (2d6+2, vibroblade) or +11/+6 ranged (3d8, heavy blaster pistol); SQ Breathe underwater, low-light vision, trailblazing, heart +1, uncanny dodge, illicit barter, lucky (1/day), target bonus +3, sneak attack +3d6, unique physiology; SV Fort +4, Ref +9, Will +6 (dry environments) or +8 (moist or watery environments); SZ M; FP 3; DSP 6; Rep +5; Str 14, Dex 12, Con 8, Int 13, Wis 14, Cha 10.

Equipment: Action IV bulk transport *Bathysphere*, heavy blaster pistol, vibroblade, datapad, Bounty Hunters Guild membership badge, armored pressure suit.

Skills: Astrogate +8, Bluff +7, Computer Use +10, Craft (explosives) +5, Gather Information +10, Hide +4, Intimidate +9, Knowledge (Mon Calamari) +4, Listen +10, Move Silently +7, Pilot +10, Profession (bounty hunter) +5, Read/Write Basic, Read/Write Mon Calamarian, Read/Write Quarrenese, Repair +4, Search +8, Speak Basic, Speak Mon Calamarian, Speak Quarrenese, Spot +10.

Feats: Armor Proficiency (light, medium, heavy), Improved Initiative, Point Blank Shot, Track, Starship Operation (space transport), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Special Qualities: *Unique Physiology*—Bringe can survive only in a high-pressure atmosphere. For every round spent in "standard" or lighter air pressure (including a breach in his pressure suit), he takes 1d6 points of damage. A successful Fortitude save (DC 20) will reduce the damage by half, but a new save is required for each round of exposure.

Malgio

Malgio the Quarren is a starshipwright who works in the submerged caves beneath the port city of Hikahi. He is enormously fat—nearly twice the girth of a typical Quarren—and the swollen tentacles around his mouth resemble plump sausages. Malgio is a brilliant craftsman who takes an artist's arrogant pride in his creations; his Quarren employees are all expert mechanics.

Those looking for a custom-built vehicle or exotic modifications to an existing vehicle sometimes seek out Malgio. Though his prices are exorbitant, he can be bribed with sculptures and curios. Malgio will entertain prospective customers only in his water-filled sanctum. Nonaquatic species wishing to meet with the Quarren artist must first obtain breathers, dive suits, and underwater communication devices.

Malgio: Male Quarren Expert 7; Init –1; Defense 11 (+2 class, –1 Dex); Spd 10 m, swim 6 m; VP/WP 0/12; Atk +5 melee (1d3, unarmed strike) or +4 ranged; SQ Amphibious, low-light vision; SV Fort +3, Ref +1, Will +5;



BRINGE

SZ M; FP 0; DSP 0; Rep +1; Str 10, Dex 8, Con 12, Int 16, Wis 11, Cha 13. Challenge Code D.

Equipment: Starshipwright's tool belt, encrypted datapad.

Skills: Appraise +13, Bluff +6, Computer Use +5, Craft (starships) +14, Craft (vehicles) +13, Knowledge (vehicle design) +14, Knowledge (Mon Calamari) +13, Profession (starshipwright) +10, Read/Write Basic, Read/Write Quarrenese, Repair +15, Search +5, Sense Motive +7, Speak Basic, Speak Bothan, Speak Huttese, Speak Kaminoan, Speak Mon Calamarian, Speak Quarrenese, Swim +3.

Feats: Gearhead, Sharp-Eyed, Weapon Proficiency (simple weapons, blaster pistols).

Seegree

Seegree is the administrator of Foamwander City and a key member of the Calamarian Council. She is a slender Mon Cal with skin mottled emerald and turquoise, and her sharp wit has earned her a mischievous reputation among her fellow Council members. Disgusted with the "ebb tide" thinking of groups like the Dac Extremists, Seegree goes out of her way to make deals with off-world businesspeople.

Seegree: Female Mon Calamari Expert 12; Init +0; Defense 14 (+4 class); Spd 10 m, swim 6 m; VP/WP 0/8; Atk +8/+3 melee (1d3–1, unarmed strike) or +9/+4 ranged (3d4, hold-out blaster); SQ Amphibious, low-light vision; SV Fort +3; Ref +4; Will +9 (dry environments) or +11 (moist or watery environments); SZ M; FP 1; DSP 1; Rep +6; Str 9, Dex 10, Con 8, Int 12, Wis 11, Cha 16. Challenge Code B.

Equipment: Datapad, comlink, concealed hold-out blaster.

Skills: Bluff +11, Computer Use +8, Craft (computers) +6, Diplomacy +18, Knowledge (bureaucracy) +18, Knowledge (Mon Calamari) +10, Profession (administrator) +15, Read/Write Basic, Read/Write Mon Calamarian, Read/Write Quarrenese, Sense Motive +13, Speak Basic, Speak Mon Calamarian, Speak Quarrenese, Speak Aqualish, Swim +3.

Feats: Dodge, Fame, Iron Will, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [bureaucracy]).



MN

MALGIO

New Creature: Sussimi

The sussimi is a nearly transparent crustacean with a wicked pinch and a nasty habit of spraying caustic ink. The half-meter, transparisteel-like creatures are only noticed immediately after feeding, before their stomachs have transformed their food into see-through intestinal goo. Sussimi colonies nest inside reefs and shipwrecks, snaring fish with their hooked claws. If frightened, they spray clear, skin-burning acid clouds. The crystalline shells of sussimis fetch a high price among Mon Calamari's transparisteel artists.

Sussimi: Tiny aquatic predator 3; Init +6 (+2 Dex, +4 Improved Initiative); Defense 14 (+2 Dex, +2 size); Spd swim 14 m; VP/WP 13/5; Atk +4 melee (1d3–1, 2 claws) or +7 ranged; SQ Acidic ink, breathe underwater, camouflage, low-light vision; SV Fort +3, Ref +5, Will +2; Face/Reach 1 m by 1 m/0 m; Str 8, Dex 14, Con 10, Int 3, Wis 12, Cha 8. Challenge Code A.

Skills: Hide +9, Listen +7, Spot +7, Swim +3.

Feats: Improved Initiative, Skill Emphasis (Hide).

Special Qualities: The following provides additional information on a sussimi's special qualities.

Camouflage—Sussimis gain a +6 circumstance bonus on Hide checks if they are not currently digesting a meal (up to one hour after feeding).

Ink—Three times per day, a sussimi can spray a cloud of colorless acidic ink that covers a roughly spherical area with a diameter of 3 meters. Anyone caught in the cloud must make a Fortitude save (DC 12) or take 1d4 points of damage for each quarter of his body directly exposed to the ink (for example, 2d4 for a character with half his body unprotected, and 4d4 for a completely unprotected character). Aquatic characters who inhale the ink must make a Fortitude save (DC 16) or take 1d8 points of internal damage. The ink dissipates within 10 rounds.

New Creature: Blossoming Gulper

One of the key predators of the Algae Sward and Mkbuto regions, the blossoming gulper is a mimic that closely resembles the seatree fronds in which it hides. A typical gulper has a sac-shaped body with an opening that is

actually a sharp-toothed mouth. Surrounding the mouth are four to ten fan-shaped fronds that can each reach sizes of 6 meters in length. The blossoming gulper buries itself in the sand on the ocean floor, leaving its petal "arms" to wave naturally in the current. Creatures who brush up against the fronds are seized by the plantlike appendages and drawn into the gulper's elastic mouth.

Blossoming Gulper: Huge aquatic predator 6; Init +0 (–4 Dex , +4 Improved Initiative); Defense 14 (–2 size, –4 Dex, +10 natural); Spd swim 2 m; VP/WP 69/50; Atk +12/+7 melee (1d4+8, frond) or +12/+7 melee (2d8+8, bite) or +0/–5 ranged; SQ Blindsight, breathe underwater, camouflage, improved grab, swallow whole; SV Fort +12, Ref +1, Will +3; Face/Reach 4 m by 4 m/6 m; Str 26, Dex 2, Con 25, Int 1, Wis 12, Cha 8. Challenge Code C.

Skills: Hide +8, Listen +3, Spot +12, Swim +16.

Feats: Alertness, Improved Initiative, Skill Emphasis (Hide).

Special Qualities: The following provides additional information on a blossoming gulper's special qualities.

Camouflage—Blossoming gulpers gain a +8 circumstance bonus on Hide checks when in an environment with underwater plant life.

Swallow Whole—A swallowed creature takes 2d6+8 points of bludgeoning damage and 1d8 points of acid damage per round. A swallowed creature can cut or shoot its way out by dealing 20 points of wound damage to the stomach (Defense 15). Any attack that hits automatically deals wound damage.

A gulper's stomach can hold 1 Large creature, 2 Medium-size creatures, or 4 Small or smaller creatures.

New Creature: Nano-Star

Years ago, Mon Cal boaters sailing the currents near Foamwander City reported seeing a colossal metallic sphere descend from the sky, drop something into the ocean, then vanish back into space. Soon after, fish-catchers netted their first nano-star. The "animal" is clearly a droid, but its alien, water-sealed microcircuitry has baffled visiting experts. The body of each nano-star is a flat pentagon a half meter in diameter, with five metallic tentacles extending from each corner. Dangling from the body-plate are a number of long, flexible screws that propel the nano-star through the water.

Nano-stars don't seem to eat, but they will protect themselves by zapping the water with an electric current if they feel threatened by an interloper. The creatures appear to be capable of constructing new nano-stars, though the process has never been observed. Several million nano-stars are now believed to exist in the Mon Calamari seas.

Nano-star: Tiny aquatic herd animal 2; Init +5; Defense 17 (+5 Dex, +2 size); Spd swim 14 m; VP/WP 7/6; Atk +0 melee (1d2–3, 5 tentacles) or +8 ranged (1d6 plus stun, ionization); SQ Blindsight, breathe underwater, ionization; SV Fort +4, Ref +5, Will +1; Face/Reach 1 m by 1 m/0 m; Str 4, Dex 20, Con 12, Int 4, Wis 12, Cha 5. Challenge Code A.

Skills: Hide +9, Spot +5, Swim +4.

Special Qualities: The following provides additional information on a nano-star's special qualities.

Ionization—Nano-stars can attack with a natural charge of electricity. In addition to taking damage from this attack, the target must make a Fortitude save (DC 10) or be stunned for 2d6 rounds.

New Creature: Whaladon

Highly intelligent cetaceans, whaladons swim in the deep trenches of the Seascape Mountains and surface for air only three times per day. Whaladons subsist on schools of minnows and can grow as long as 30 meters; their language is a sing-song infusion of high whistles and low booms. After the Battle of Endor, an off-world crew of Aqualish established a processing center on Mon Calamari to package whaladon meat for export. Though peaceful by nature, whaladons will ram submarines and capsize boats if sufficiently provoked.

Whaladon: Colossal aquatic herd animal 5; Init –1; Defense 11 (–1 Dex, +10 natural, –8 size); Spd swim 20 m; VP/WP 37/160; Atk +6 melee (4d6+12, slam) or –7 ranged; SQ Low-light vision; SV Fort +9, Ref +0, Will +1; Face/Reach 18 m by 18 m/2 m; Str 35, Dex 8, Con 20, Int 8, Wis 11, Cha 8. Challenge Code C.

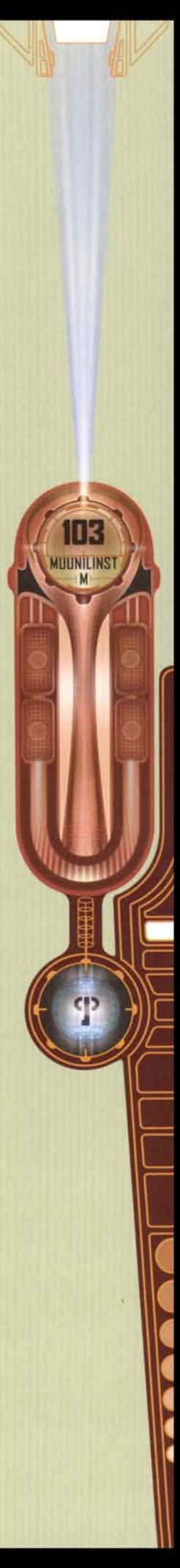
Skills: Listen +4, Spot +4, Survival +6, Swim +16.

Feats: Power Attack.

Muunilinst

Planet Type: Terrestrial
Climate: Temperate
Terrain: Plains, forest, mountains
Atmosphere: Breathable
Gravity: Standard
Diameter: 13,800 km
Length of Day: 28 standard hours
Length of Year: 412 standard days
Sentient Species: Muuns
Languages: Muun, Basic
Population: 5 billion
Species Mix: 99% Muun, 1% other
Government: United clans
Major Exports: Metals
Major Imports: Consumer goods, processed foods
System/Star: Muunilinst

Planets	Type	Moons
Varhus	Searing rock	0
Trinciuum	Acidic space clouds	1
Muunilinst	Terrestrial	2
Godsspire	Asteroid field	–
Havath Prime	Gas giant	32
Havath Minor	Gas giant	11



Description

Muunilinst, often nicknamed Moneylend, has been a financial center of galactic civilization for millennia. The planet's longstanding prominence in galactic affairs is a testament to the skill of the gawky Muuns at what they call "the greatest game"—using their financial talents and reputation to keep themselves among the galaxy's leading powers.

Muunilinst is a world of lush forests, rolling plains and jagged mountain peaks. It remains volcanically active, and its shallow oceans are studded with "smokers"—conical mountains built up by outflows from volcanic vents in the planet's crust. Though few off-worlders realize it, those smokers are the source of the Muuns' wealth and their unrivaled ability to back any number of galactic currencies.

After rising to prominence in the Rim, the Muuns became one of the bulwarks of an increasingly rotten Republic. But they also did business openly with the Separatists threatening to topple the Republic, proving once and for all that Muunilinst would always put its own interests ahead of any other considerations.

History

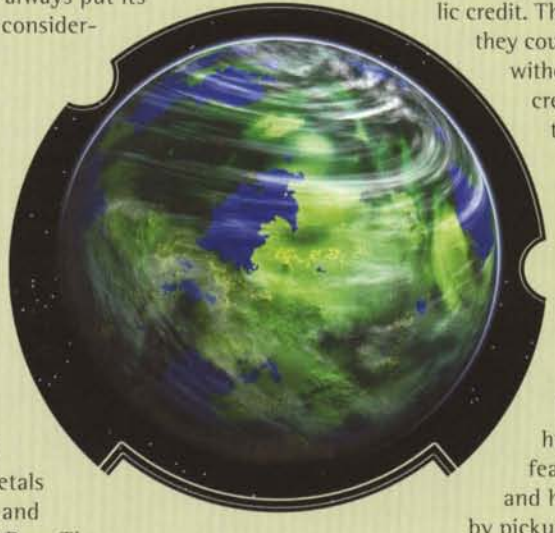
Ironically, the Muuns first became galactic players by becoming the financial muscle behind Sartinaynian, a nearby colony founded by Humans who left the Republic because they thought hateful alien influences had degraded the Core Worlds. Muunilinst's ruling Council of Banking Clans simply shrugged off such prejudices and used its vast stores of precious metals to bankroll colonies, trade guilds and other concerns along the Braxant Run. The Muuns became famous as supremely disinterested galactic brokers, happily backing competing companies and even both sides of interstellar wars.

Eventually, the resurgent Republic incorporated a reluctant Sartinaynian, as well as Muunilinst and the worlds of the Run. Soon Muunilinst was a galaxywide financial power untarnished by the scandals on the centuries-old balance sheets of the Core's banking centers. When the Republic established a standard currency, it turned to the InterGalactic Banking Clan (IGBC)—a union of the Muuns and several other banking powers—as the credit's guarantor and distributor.

As the Republic rotted, the Muuns moved to guard their interests. With the rule of law breaking down, they bought thousands of fearsome Hailfire Droids to ensure customers thought twice about defaulting on their loans. While continuing to fulfill its duties to the Republic, Muunilinst also backed the currency of the Confederacy of Independent Systems during the Clone Wars. Over the Muuns' objections, Separatist forces established munitions factories on the planet, leading to a series of furious battles with Republic forces led by the Jedi. The Republic attacks devastated Muunilinst's cities, sparing none.

After the fall of the Republic, Muunilinst escaped the full brunt of the Emperor's anti-alien bias: Palpatine knew an Imperial credit not backed by Muun wealth wouldn't be accepted. Imperial decrees did hurt the Muuns' lending business and other operations, helping Human-controlled Core Worlds such as Brentaal and Sestria, and the Muuns had to accept the presence of monitors fearful that they might throw their financial muscle behind the Rebel Alliance. But having accepted their responsibility as the Imperial credit's guarantors, the Muuns never considered undermining that trust. Besides, the clans reasoned that the Alliance, if it somehow prevailed, would also be forced to keep doing business with Muunilinst.

They were right; after Palpatine's death, the Muuns became the guarantors of the New Republic credit. That infuriated the moffs, but they couldn't move against the IGBC without destabilizing the Imperial credit. The Yuuzhan Vong devastated Sartinaynian and harassed Muunilinst before annihilating its orbital defenses. The invaders unleashed a devastating bombardment from space, reducing the Muuns' cities to rubble.



People

Muuns are tall, rail-thin humanoids with elongated, almost featureless heads. They see poorly and have squeaky voices amplified by pickups built into their robes. Muuns are famous for their mathematical talents; a Muun child can calculate the most intricate formulas as quickly as the smartest Human. They're also reviled as greedy pursuers of profit, a characterization that's generally all too true: Muuns see other species as hotheaded juveniles to be exploited, and they compete ferociously over the smallest advantage even among themselves.

Muuns regard contracts as a near-sacred trust and follow them to the letter of the law, if not always the spirit. They are expert financiers, lawyers, and engineers. Muun society is divided into a strict hierarchy of clans, with the most-promising Muuns chosen as honorary members of superclans that specialize in off-world affairs. "Common" Muuns rarely leave Muunilinst.

Locations

Muunilinst has a number of interesting locations for heroes to visit, including those described below.

Harnaidan

One of the greatest of the Muun cities and the headquarters of the IGBC, Harnaidan is built around a collection of great spires whose uppermost towers reach four kilometers in height. Those towers, in turn, serve as anchors for a skyhook connecting Harnaidan with High Port, in orbit above.

Harnaidan is built above a series of underground lakes heated by deep magma vents; common Muuns descend into the warm, rich waters beneath the city to harvest algae and mollusks. The city itself is a collection of gleaming marble edifices, with more than fifty million Muuns dwelling within its stately chambers. Its soaring central spires are the exclusive domain of the IGBC.

High Port

The view from High Port is spectacular: The stars and the running lights of ships glitter above, while Muunilinst sprawls underneath, its white and gray clouds seeming to glow with light reflected from its sun. A thin ribbon of shimmering silver vanishes into those clouds, connecting the port to Harnaidan.

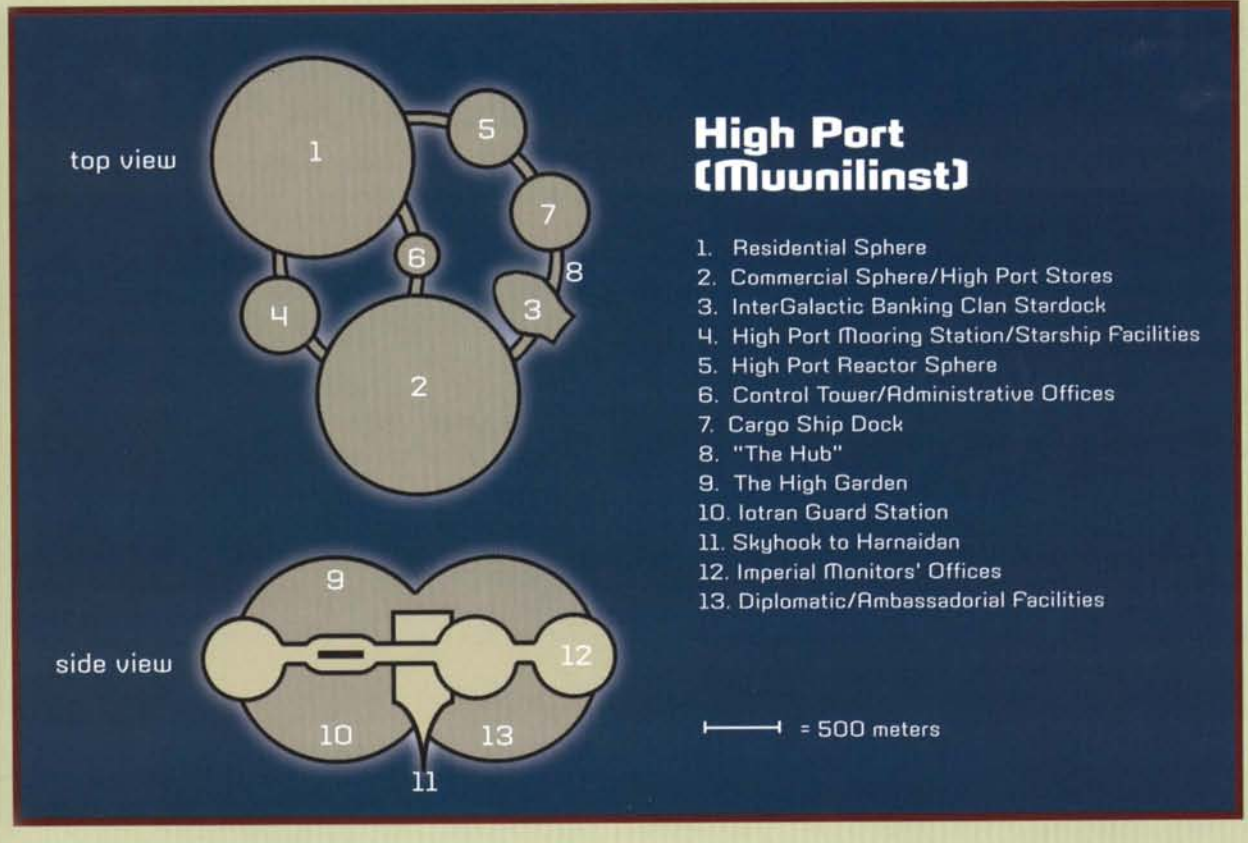
During the Rise of the Empire era, High Port was a lively, sometimes-dangerous place, with species from Hutts to Herglics taking up uneasy residence while awaiting meetings with IGBC officials. Back then, the IGBC's feared Iotran Guard kept order in High Port; after the Republic fell, Imperial monitors took over much of the station, and the peace was kept by stormtroopers. The Guard returned after the Emperor's death, as did some of High Port's raffish charm.

Visitors to High Port can look out a viewport and see one of the two giant Golan Defense Platforms that guard Muunilinst from attack.

Mariunhus

Rising from the waves of Muunilinst's oceans is Mariunhus, one of the planet's several "vault-spires"—small cities at sea whose foundations are built around undersea smokers.

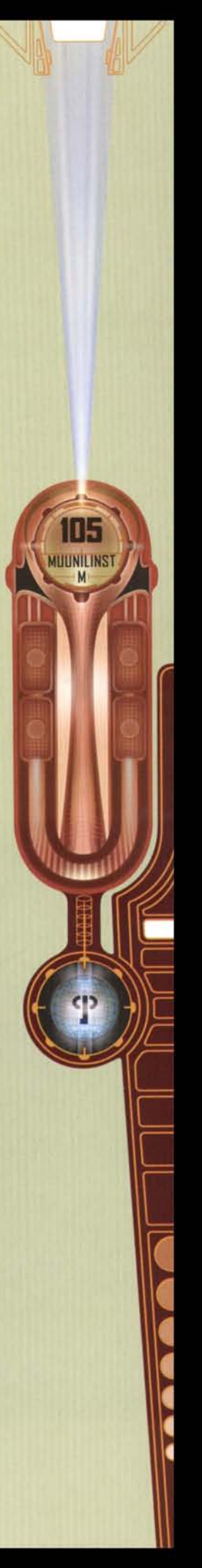
The strange truth about Muunilinst's wealth is on display in Mariunhus. The vault-spire is built around a smoker that spews out superheated gases rich with precious metals of astonishing purity. Over the eons, a conical mountain of gold, platinum, and other metals has formed and been blanketed by mollusks, tube-worms and bioluminescent ferns. Hundreds of these metal-rich smokers dot the ocean floor. Some produce industrial metals that are mined for export (and guarded by "mine-spires"); others pour out precious metals in quantities that dwarf most planets' output. While Muunilinst does have traditional vaults, many off-worlders are amazed to discover their currencies are ultimately guaranteed by underwater mountains covered with sea life. Yet these reserves are completely safe: Escaping the underwater depths of a vault-spire such as Mariunhus with a mountain of metal is, for all intents and purposes, impossible.

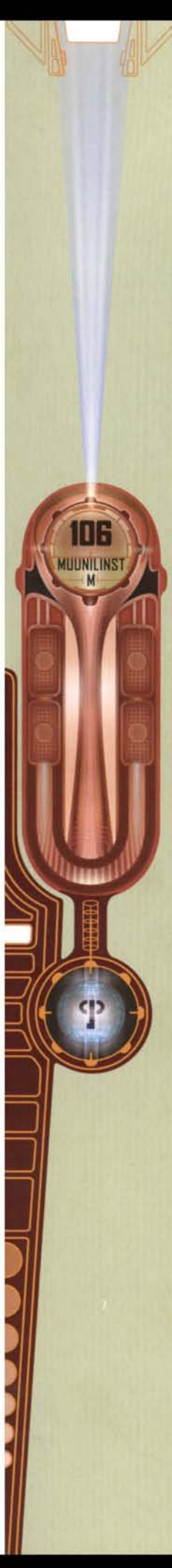


High Port (Muunilinst)

1. Residential Sphere
2. Commercial Sphere/High Port Stores
3. InterGalactic Banking Clan Stardock
4. High Port Mooring Station/Starship Facilities
5. High Port Reactor Sphere
6. Control Tower/Administrative Offices
7. Cargo Ship Dock
8. "The Hub"
9. The High Garden
10. Iotran Guard Station
11. Skyhook to Harnaidan
12. Imperial Monitors' Offices
13. Diplomatic/Ambassadorial Facilities

= 500 meters





THE IOTRAN GUARD

Famous for their gleaming black-and-red body armor, the Iotran Guard began as Muunilinst's army and now serves a largely ceremonial function. That doesn't prevent them from being devastating fighters with their signature weapon, the Iotran rifle-ax. Guards are trained from birth; all are descended from Iotrans who entered Muun service more than a millennium ago.

Typical Iotran Guard: Iotran Soldier 6/Elite Trooper 2; Init +1; Defense 18 (+7 class, +1 Dex); DR 4; Spd 8 m; VP/WP 54/13; Atk +11/+6 melee (2d10+2, rifle-ax) or +10/+5 ranged (3d6, rifle-ax); SQ None; SV Fort +9, Ref +5, Will +3; SZ M; FP 0; DSP 0; Rep +3; Str 13 (15 in armor), Dex 13, Con 13, Int 9, Wis 9, Cha 8. Challenge Code D.

Equipment: Iotran rifle-ax, Iotran Guard powersuit, code cylinder, comlink.

Skills: Intimidate +10, Repair +4, Sense Motive +7, Spot +7, Treat Injury +4.

Feats: Armor Proficiency (light, medium, heavy, powered), Cleave, Exotic Weapon Proficiency (rifle-ax), Great Cleave, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (Iotran rifle-ax), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons).

The Iotran rifle-ax is an exotic combination weapon: One end is a vibro-ax, the other a blaster pistol. Iotran Guards are deadly with either end.

Iotran Rifle-Ax

Weapon Type: Melee and ranged weapon
Proficiency Group: Exotic
Cost: Not for sale
Damage: 2d10 (slashing) or 3d6 (energy)
Critical: 20
Range Increment: 20 m
Weight: 3 kg
Fort DC: 15
Type: Slashing/Energy
Multifire/Autofire: M
Size: Large
Hardness: 8
WP: 5
Break DC: 17
Availability: Specialized
Era:

Technology

This section features technology that players might come across while traveling on or near Muunilist.

New Vehicle: Amphibious Speeder

Amphibious speeders are rare and pricey: They're essentially two vehicles in one, requiring both repulsorlifts and turbothrust engines. They break down a lot and require expensive repairs, but they're essential on Muunilinst, given how much of the planet's wealth and key facilities are found underwater.

SoroSuub AQ-1 Submersi-Speeder

Class: Speeder (aquatic)	**Crew:** 1 (Normal +2)
Size: Huge (7.4 m long)	**Initiative:** +0 (–2 size, +2 crew)
Passengers: 10	**Maneuver:** +0 (–2 size, +2 crew)
Cargo Capacity: 150 kg	**Defense:** 10* (–2 size, +2 armor)
Speed: 40 m (surface), 80 m (submerged)	**Shield Points:** 0
Max. Velocity: 100 km/h	**Hull Points:** 40 (DR 5)
Cost: 30,000 (new), 15,000 (used)	
Weapon: None.	

** Provides full cover to passengers and crew.*

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

High Port Hijinks

A delegation from the trade world Tlactehon in the Expansion Region is due at High Port to prepare for a meeting with the IGBC. The New Republic suspects the delegation is a front for a murderous gang of Hutt-backed smugglers and is determined to wreck the proceedings. The Empire *knows* the delegation is a front for a murderous gang of Hutt-backed smugglers and is equally determined that they succeed.

The delegation's starship is delayed by a burnout on the Braxant Run; the heroes limp into the system for repairs to their hyperdrive a day later, unaware that their group is quite similar in makeup to the delegation. The heroes find themselves the object of a game of felinx and rodus between agents from New Republic Intelligence and the Imperial Security Bureau, with the Iotran Guard keeping a tight leash on both sides. Will the heroes survive until the case of mistaken identity is sorted out, or do they see opportunities to be gained by playing along?

This adventure can be adapted for the Rebellion era by substituting Rebel agents for their NRI successors and stormtroopers for the Iotran Guard. The stormtroopers won't interfere with the ISB agents if they can identify them as such.

Dress Rehearsal

The Iotran Guard hires the heroes to test security at one of Muunilinst's mine-spires. The heroes' job is to break in, stun the Guard units stationed there, and plant dummy explosives in the spire's heart. The heroes are given phony demolitions and amphibious speeders and teamed with another group of pretend saboteurs. What neither they nor the Iotran Guard realize is that the other team is a band of *real* saboteurs, with explosives that work. Will the



heroes realize their peril in time? And what happens when the Iotran Guard learns of the plot and rushes to the spire, with orders to kill all the off-worlders and sort out who was who later?

Murder at 4,000 Meters

Three high-ranking IGBC members have died in curious accidents in the last month, leaving the Iotran Guard on edge and sending rumors flying throughout Harnaidan and High Port. The heroes find themselves on the trail of the killers, but that trail leads the last place anyone on Muunilinst would suspect: the boardrooms of the IGBC itself. The heroes had better make sure they have an airtight case before accusing anybody, though. On Muunilinst, even the best-behaved off-worlders are viewed with suspicion, and those who spin wild tales about Muuns might find themselves suddenly accident-prone.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on or above Muunilinst.

Riklon Tost

The captain of the Iotran Guard is one of the few non-Muuns admitted to the inner ranks of the planet's IGBC offices. Tost helped IGBC Chairman San Hill escape the debacle at Geonosis and commanded Hailfire Droids during the Clone Wars—experiences that taught him Muun power was better wielded in the boardroom rather than on the battlefield. After the Empire's rise, Tost served as a liaison between the New Order and the Muuns, helping the IGBC placate the Emperor without surrendering any real power. He remained a key advisor to the IGBC executive board in The New Jedi Order era.

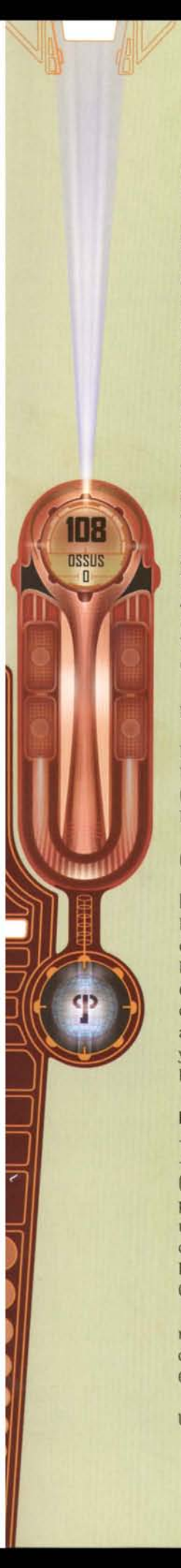
Tost is a thickly built Iotran with deep white scars on one side of his dark brown face.

Riklon Tost: Male Iotran Soldier 6/Elite Trooper 6; Init +2; Defense 20 (+8 class, +2 Dex); DR 5; Spd 8 m; VP/WP 89/13; Atk +16/+11/+6 melee (2d10+6, rifle-ax) or +15/+10/+5 ranged (3d6+3, rifle ax); SQ Uncanny dodge (Dex bonus), weapon specialization (Iotran rifle-ax); SV Fort +11, Ref +7, Will +5; SZ M; FP 0; DSP 0; Rep +5; Str 14 (16 in armor), Dex 14, Con 13, Int 11, Wis 11, Cha 10. Challenge Code F.

Equipment: Iotran rifle-ax (mastercraft +1), Iotran Guard powersuit (Mastercraft +1), code cylinder, comlink, datapad.

Skills: Diplomacy +4, Intimidate +15, Knowledge (Finance) + 6, Read/Write Muun, Repair +6, Sense Motive +12, Speak Muun, Spot +12, Treat Injury +6.

Feats: Armor Proficiency (light, medium, heavy, powered), Cleave, Exotic Weapon Proficiency (Iotran rifle-ax), Far Shot, Great Cleave, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (Iotran rifle-ax),



Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons).

Aemont Sillib

The towering Sillib is one of the IGBC's many loan officers, charged with sizing up potential customers once they pass muster with the Clan's computers. Sillib is diplomatic for a Muun, meaning he has learned to be silent about delicate matters rather than blurting out a frank appraisal of the situation. Born into a low-caste clan, Sillib started as the overseer of a mine-spire near Muunilinst's frigid south pole, worked his way up through the ranks to supervise several vault-spires, and has now finally found his way to the upper levels of Harnaidan. He doesn't intend to stop until he reaches the chairman's office, and he's willing to do anything to get there.

Aemont Sillib: Male Muun Diplomat 6; Init –1; Defense 11 (+2 class, –1 Dex); Spd 10 m; VP/WP 0/11; Atk +2 melee (1d3–1, unarmed strike) or +2 ranged (3d4+1, hold-out blaster pistol); SQ None; SV Fort +2, Ref +1, Will +6; SZ M; FP 0; DSP 0; Rep +7; Str 9, Dex 9, Con 11, Int 16, Wis 13, Cha 14. Challenge Code A.

Equipment: BlasTech HSB-200 hold-out blaster, datapad, cred stick (2,000 credits).

Skills: Appraise +11, Bluff +9, Computer Use +8, Diplomacy +7 (+11 when haggling over price), Gather Information +10, Knowledge (Business) +13, Knowledge (Muunilinst) +12, Sense Motive + 11, Speak Duro, Speak Herglic, Speak Huttese, Speak Tranese.

Feats: Fame, Influence, Persuasive, Skill Emphasis (Sense Motive), Weapon Group Proficiency (blaster pistol).

Esa Parna

Everyone in High Port knows that this pint-sized, gray-eyed Corellian isn't really just an aide to Lon Kinnik, the New Republic's delegate to the IGBC. But proving it is difficult: Parna has led the ISB's agents on many a merry chase through High Port's cantinas and sublevels. Parna *is* an intelligence agent, but her skills haven't been required yet. Given all the intrigues that surround Muunilinst, New Republic Intelligence figures that can't last forever.

Esa Parna: Female Human Scoundrel 9; Init +6 (+2 Dex, +4 Improved Initiative); Defense 20 (+6 class, +2 Dex, +2 dodge); Spd 10 m; VP/WP 49/12; Atk +6/+1 melee (1d4, unarmed strike) or +8/+3 ranged (3d8, heavy blaster pistol) or +6/+6/+1 ranged (3d8, heavy blaster pistol using Rapid Shot); SQ Illicit barter, lucky 2/day, precise attack +2; SV Fort +4, Ref +8, Will +5; SZ M; FP 0; DSP 0; Rep +2; Str 11, Dex 14, Con 12, Int 15, Wis 14, Cha 14. Challenge Code E.

Equipment: BlasTech DL-44 heavy blaster pistol, breath mask, cred stick (900 credits), datapad, glow rod, Mastercraft security kit, SoroSuub Hush-98 comlink, stylus and 6 Culcanis Microinstruments taggers.

Skills: Astrogate +5, Balance + 7, Bluff +10, Computer Use +11, Demolitions +9, Diplomacy +5, Disable Device +12, Disguise +9, Escape Artist +9, Gather Information + 8, Hide + 10, Knowledge (Finance) +6, Listen +11 [includes +3 Skill Emphasis], Move Silently +12 [includes +3 Skill Emphasis], Read/Write Muun, Sleight of Hand +7, Speak Muun, Speak Tranese, Tumble +9.

Feats: Defensive Martial Arts, Improved Initiative, Martial Arts, Point Blank Shot, Rapid Shot, Skill Emphasis (Listen), Skill Emphasis (Move Silently), Weapon Group Proficiency (blaster pistols, simple weapons).

Ossus

Planet Type: Terrestrial
Climate: Temperate
Terrain: Hills, mountains, gorges, forests
Atmosphere: Breathable
Gravity: Standard
Diameter: 29,000 kilometers
Length of Day: 31 standard hours
Length of Year: 299 standard days
Sentient Species: Any
Languages: Basic, Classical Ossan, Ysannan
Population: 250 million
Species Mix: 99% Ysanna, 1% other (after Cron cataclysm)
Government: Jedi hierarchy; tribal
Major Exports: None
Major Imports: High tech
System/Star: Adega/Adega Prime and Adega Besh

Planets	Type	Moons
Kassa	Searing rock	0
Tarassi	Barren rock	1
Ossus	Terrestrial	2
Colsassa	Gas giant	11
Missarassa	Ice ball	7

Description

Ossus is the third planet in the twin-star Adega system (one of six systems in the Auril Sector). Pinched between the Cron Cluster and the Tion Cluster, the planet became difficult to approach after the Cron Cluster went supernova and was later renamed the Cron Drift. Ion storms and rogue asteroids in the Drift vex even the best astrogator, and much of the debris from the Cron Drift veils the Adega system even four thousand years after the fact. While the other planets of the Adega system orbit the twin suns' collective center of gravity, Ossus maintains a near-perfect figure-eight orbit.

Before the Cron supernova, Ossus was a rugged world with soaring mountain ranges and deep rift canyons, two-thirds covered by water and rife with flora and fauna. During the Old Republic, the world was the temperate home of thousands of diverse Jedi Knights and their Padawans, as well as Force learners of dozens of other cultures.

After it was ravaged by the Cron supernova during the height of the Great Sith War, Ossus became an irradiated

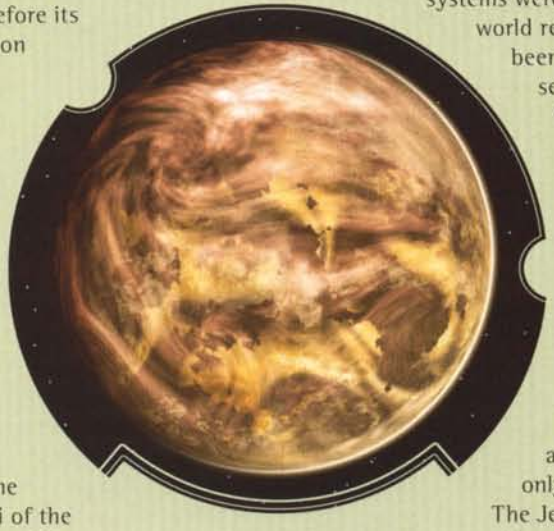
world caustic to most beings, plagued by violent electrical storms. Very little surface life remains, and the magnificent buildings and architecture that defined the world were blasted by the force of the supernova's shockwave. Almost none of the former civilization remains, though some ruins of the Jedi facility are obvious, and some of the docking bays of the spaceport are still level enough to land craft. (Otherwise, pilots must land on the open plateaus, desert pans, and other natural terrain.)

The world has two moons, Mim and Nerit. Mim is a rocky, airless globe used on occasion for zero-gravity training of various Jedi outbound expeditions; Nerit is a temperate moon with gravity 125 percent that of galactic standard. Nerit's life is varied, but most notable is a clan of expatriate wood-and-sap Neti.

History

Ossus' history has been a wrenching legacy of long periods of peace punctuated by great catastrophes and loss.

Since ancient times a Jedi stronghold and training world, Ossus was the vibrant center of Jedi academia, even more respected before its destruction than the Jedi Library on Coruscant. Many historians have put forth the theory that the Jedi Order actually originated on Ossus, but without actual records such theories remain idle conjecture. What cannot be contested is the world's key role in the history of the Order and its legacy as a great world of learning. Its library held tens of thousands of tomes, and thousands of Jedi from all around the galaxy traveled to Ossus to find enlightenment. A voyage to Ossus became something of a pilgrimage to Jedi of the Republic, something every Knight or Master tried to achieve at least once in his or her life. Though typically a quiet world where Jedi trained and meditated, during the Sith War, Ossus also served as the staging ground for numerous offensive operations for the Jedi-Republic forces.



Ossus changed dramatically during the Great Sith War. Former Jedi Crado and Aleema Kato, working with Ulic Qel-Droma and Exar Kun, succeed in igniting the ten stars of the nearby Cron Cluster. The resulting shockwave rendered the world into something almost unrecognizable from its former glory. Given the proximity of Ossus to what later became known as the Cron Drift, the resident Jedi had only a few standard days to evacuate the world and salvage what treasures they could. With such little notice, the thousands of years worth of accumulated historical wealth was largely lost, especially the contents of the Great Library; only a fraction was saved. (See below for more about the Great Library's fate.)

The shockwave that struck Ossus decimated the Adega system and three other systems in the sector. A handful of Jedi and students, unable to get off-world in time, took refuge below ground in the vast subterranean caverns that run beneath the mountain ranges immediately northwest of the spaceport and library. (Their descendants, over the centuries, constitute the Ysanna society that Luke Skywalker and Kam Solusar encounter some years after the Battle of Endor.) The aged Neti Jedi Master Ood Bnar also stayed behind to protect Ossus' lightsaber vaults from the plundering Sith and Krath looters. Exar Kun and his followers succeeded in stealing some relics and dark side lore, but even they had to flee the pending destruction. Master Bnar, however, survived the intense radiation rained on the world's surface and, nearly four thousand years later, was still able to assist Skywalker and Solusar in their struggle against Executor Sedriss. (For more information about Master Ood Bnar, refer to the *Power of the Jedi Sourcebook*.)

During The New Jedi Order era, Ossus narrowly avoided the Yuuzhan Vong invasion. Nearby systems were ravaged, but the former Jedi world remained unmolested and, it's been said, served as a waypoint for secret strike teams infiltrating Yuuzhan Vong-held territory.

People

The denizens of Ossus prior to the Cron shockwave are an eclectic mix, representing nearly every Republic species. Though most are members or students of the Jedi Order or the ways of the Force, others are on-world to attend to academic research that only the vast Ossus libraries hold. The Jedi Knights residing on-world serve in various capacities; many are instructors, others part of the police force that maintains order at the spaceport and elsewhere.

After the Cron Cluster's explosion, few beings remain on Ossus. Most who do are members of the Ysanna tribe. These beings are descendants of the Jedi, who—over the course of generations—have forgotten their Jedi heritage and use their latent Force abilities as a form of atavistic magic.

Locations

Ossus has a number of interesting locations for heroes to visit, including those described below.

Knossa Spaceport

The teeming waypoint for traffic onto and away from Ossus, Knossa Spaceport is a bustling facility situated at the foot of the Eocho Mountains. With very few

exceptions, all interstellar traffic uses Knossa Spaceport to enter or depart from Ossus.

Located in the far southern latitudes of Ossus against the Eocho mountain range, the spaceport is patrolled by several Jedi Guardians specifically assigned to the security of all those who visit Ossus. In addition to the docking bays, repair ports, and other typical facilities and services available at most spaceports, Knossa Spaceport offers lodging, dining, and several research branches for those visiting the world to conduct academic research. The central plaza of Knossa features two obelisks, the apexes of which are inlaid with Adegan crystals. Every tri-season, Ossus' two moons align along the obelisks, forming a spectacular light show known the galaxy over. The event is a sacred day among the world's Jedi: Adegan crystals are the same as those used in most lightsabers, and the beams that shine from Knossa's two obelisks are a reminder of Jedi lost in combat. Over the centuries, the term "Ossus Day" comes into Republic vernacular as a time of reflection and remembrance. (During the Galactic Civil War, the Alliance operates a Mon Calamari cruiser called the *Ossus Day* in homage to the pilots lost in the Rebellion.)

Knossa Security Knight: Male or Female Ysanna Jedi Guardian 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 30/13; Atk +7 melee (2d8+2/19–20, lightsaber) or +7 ranged (3d6, blaster pistol); SQ Deflect (defense +1), deflect (attack +4, redirect 2/day); SV Fort +5, Ref +7, Will +2; SZ M; FP 3; DSP 0; Rep +1; Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8. Challenge Code C.

Equipment: Lightsaber, blaster pistol.

Skills: Computer Use +4, Intimidate +2.

Force Skills: Battlemind +8, Enhance Ability +7, Force Stealth +5, Move Object +6.

Feats: Exotic Weapon Proficiency (lightsaber), Improved Initiative, Force-Sensitive, Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Sense.

Great Jedi Library

The Jedi Library of Ossus was a revered center of knowledge for a thousand years before its destruction by the Cron supernova. The library's construction was initiated by Odan-Urr shortly after he helped Empress Teta unify the planet Kirrek to her system, and it quickly became a repository for knowledge of all sorts and a training facility for Jedi Knights from across the Republic.

The expansive library contains four above-ground levels, all with soaring ceilings and utilitarian, thick-walled stone architecture. Within are the reading and instruction rooms (Level 1), the data card and reader tape stacks (Level 2), and the Archives that occupy Levels 3 and 4. Four primary towers jut from Level 4, containing materials that are stored based on the dating catalog devised by Master Odan-Urr: Pre-Hyperdrive, Pre-Republic, Early Republic, and Mature Republic.

Three sublevels house oft-discussed but seldom-viewed treasures of the library. The Chamber of Antiquities, especially, contains material that would thrill any Jedi academic, but much of it is Sith and dark side lore, to which access is restricted. A researcher seeking to learn of the dark side must have the permission of both the Jedi Council and Master Odan-Urr himself.

During the Sith War, Exar Kun comes to Ossus to recruit other Jedi to the dark side. While there, he slays Master Odan-Urr and steals a Sith holocron from the Chamber of Antiquities. Later, cronies of Kun and Ulic Qel-Droma cause the Cron Cluster to go nova. While the Jedi work to rescue as much of Ossus as they can, a special group of Jedi work to save the contents of the library. They are able to salvage only a fraction before the supernova consumes Ossus and its grand library, but what is saved is transferred to the Exis Station on nearby Teedio, where a temporary library is assembled.

Over the centuries, much of the material is eventually transferred to the Jedi Archives on Coruscant as (ironically) the Teedio star begins to disintegrate, but, again, some materials are left behind as the Jedi Knights focus their attentions on the Clone Wars. By the time the conflict is over, so few Jedi remain that none return to Exis to retrieve the remaining records. It's not until six years after the Battle of Endor that Luke Skywalker and Tionne retrieve a small number of records before the station is completely consumed by Teedio.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Archaeological Campaigning

After Luke Skywalker and Kam Solusar defeat Sedriss and establish relations with the Ysanna, the ruins of Ossus are a key archaeological site for the New Republic and for the new order of Jedi.

Under the auspices of the Obroan Institute for Archaeology (Jedi Department), the Hanna Institute of Antiquities, and the hastily created New Republic Archeological Corps (NRAC), archaeological projects are undertaken throughout Ossus. Excavations of the Great Library, the Chamber of Antiquities, and other sites attract xenoarchaeological teams from across the galaxy.

Before Master Skywalker's adventures on Ossus after the Battle of Endor, archaeological pursuits on the planet can meet with a varying degree of success and hardships. During the reign of the Old Republic, some agencies (again, the Hanna Institute of Antiquities, as well as the Academy of Jedi Archaeology) will sponsor research on Ossus and other worlds of interest to the Jedi and Republic. The University of Agamar, however, home to perhaps the largest xenoarchaeology department in all the Republic (both Old and New), is involved in nearly every large excavation and/or study—and Ossus is no exception.

During the New Order, archaeological study receives little funding from the Empire, unless it specifically benefits Human High Culture. Most other site archaeological research is supported and pursued by private interests or universities, though even those entities must be careful not to cross the Emperor's will. Those interested in researching and locating archaeological treasures relevant to the ancient Jedi Order must exercise extreme discretion or face the wrath of the Empire (perhaps even by the hand of Darth Vader himself).

Once Luke Skywalker opens Ossus to the New Republic, the world is ripe for study as never before. The tenacity of researchers is even greater than it was during Ossus' heyday because there is a sense of urgency: Lore of the Jedi will help the New Jedi Order find direction, instruction, and history—things sorely lacking as the Jedi try to rebuild. Other worlds the galaxy over are also searched in an attempt to locate Jedi relics.



YSANNA NOMAD
ASTRIDE BEAST

The arrival of the Yuuzhan Vong into the galaxy brings most study to a grinding halt. It's all most academics can do just to survive, let alone conduct digs and research. The revered library world of Obra-skai is scoured clean, a crushing blow to academia. As the invaders cut a wide swath through the Republic, Ossus becomes largely isolated from the Core Worlds and proves difficult to reach from the Core and Inner Rim for all but the most capable starfighters and warcraft.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign. They are intended for archaeological adventurers but can be tweaked to suit nearly any kind of player group.

Deep Research—Part I

Before the Sith War, a contingent of Jedi stored artifacts and recordings in the bathymetric survey offices occupied by Mairan Jedi Master Gar Anstak, the multitentacled archivist who worked under the direction of Odan-Urr (the Keeper of Antiquities). Jedi records indicate that Master Anstak had long been something of an outcast among his own kind. It is generally assumed that this was due to his Force abilities, something perhaps frowned upon in light of the general disdain for the Jedi on some worlds in the Hapes Cluster.

Master Anstak's offices were situated deep in the submarine caverns of Imhar Canyon, and the small collection was eventually considered an unofficial annex to the Great Library. The artifacts were aquatic in nature, relics from Drexel, Issor, Iskalon, and other obscure water-dominated worlds with sentient inhabitants. The survey offices were left undamaged by the nova, but the resulting landslides buried the submarine facilities, trapping the obstinate Master Anstak in a watery tomb. The bathymetric survey offices and library annex rested for thousands of years, unknown to the native Ysanna and inaccessible by the tunnel networks beneath the Eocho Mountains. Only with modern technology were they detected, and the characters have been sent to investigate.

While exploring these submerged supplemental archives, the heroes make three major discoveries. First is Master Anstak's skeleton, resting in the murky waters of the survey offices. Second is the holorecording he made for those who would ultimately find him. In the recording—which the characters will need a droid or linguist to translate—the characters learn of the third item: a map of an underwater city, and records showing that several relics were relocated to a remote world called Kamino. This "Kamino" is said to be the site of ancient submerged cities deemed ideal for the storage of certain files and artifacts that Coruscant, Exis Station, and other locations were not equipped to accommodate. To complete their quest, the characters must travel to Kamino and locate the Derem City ruins and the archives therein.

The ease with which the characters can locate and travel to Kamino will vary, depending on era. Before Obi-Wan Kenobi's encounter with the Kaminoans just prior to the Battle of Geonosis, Kamino will prove very difficult to find. Once the Clone Wars have begun, it will prove difficult to enter the heightened security of the world (during the Battle of Kamino, such a venture would prove exceptionally dangerous).

This adventure hook continues in "Deep Research—Part II" in the Kamino entry.

And None Shall Pass

Typically, archaeology is a peaceful endeavor, one in which the dangers can be boredom and fatigue rather than death or enslavement. Of course, well-documented exceptions speak of archaeologists fighting for their survival among hostile natives, foiling traps set by long extinct-species, and avoiding great pit-beasts left to guard ancient tombs.

But with the Yuuzhan Vong invasion, everything changes.

The characters are dispatched by the New Republic Archaeological Corps and the Jedi Knights to investigate rumors that the Yuuzhan Vong are looking to unearth secrets about the *Jeedai*. The invaders intend to uncover weaknesses that will help them to eradicate the Jedi forever.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Ossus.

Ysanna Nomads

The descendants of the surviving Jedi, the native Ysanna roam the desert tracts of Ossus' blasted land, surviving on the crippled biosphere's scant foodstuffs and recounting the legends of the great magicians of generations past. They are masters of large quadrupedal beasts and patrol their lands in fearsome masks that later researchers theorize were inspired by various dark side warrior masks left behind in the Chamber of Antiquities.

The Ysanna live very simply, with no modern conveyances or technology and weapons no more advanced than Force-assisted projectile weapons and rudimentary spear-throwing devices. Descended from the Jedi who sought refuges in the subterranean caverns deep within Ossus' mountains, nearly all Ysanna are Force-sensitive and have rudimentary abilities, though no real training. Two Ysanna, sister and brother Jem and Rayf, are among those taken under Luke Skywalker's tutelage to learn the ways of the Force.

Ysanna Nomad: Male or Female Ysanna Fringer 1; Init +0; Defense 13 (+3 class); Sped 10 m; VP/WP 7/12; Atk +1 melee (1d3+1, unarmed strike) or +1 melee (1d8+1, spear) or +0 ranged; SQ Alertness, +2 species bonus on Survival checks in desert conditions; SV Fort +3, Ref +1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Spear, desert clothes, variety of personal belongings.

Skills: Hide +5, Knowledge (Ossus) +3, Move Silently +5, Speak Classical Ossan, Survival (desert) +7.

Feats: Alertness, Armor Proficiency (light), Force-Sensitive, Weapon Group Proficiency (simple weapons).

Roon

Planet Type: Terrestrial
Climate: Temperate
Terrain: Mountains, plains, ocean
Atmosphere: Breathable
Gravity: Standard
Diameter: 6,093 km
Length of Day: Special (tide-locked)
Length of Year: 414 standard days (tide-locked)
Sentient Species: Human
Languages: Basic, Bocce, Durese
Population: 665,000
Species Mix: 55% Humans, 12% Twi'lek, 11% Duros, 7% Sullustans, 3% Koboks, 12% Other
Government: Dictatorship (temporarily Imperial-aligned during the Rebellion era); Representative Democracy (during New Republic)
Major Exports: Flame jewels, spice
Major Imports: Technology
System/Star: Roon

Planets	Type	Moons
Kaloo	Searing rock	0
Roon	Terrestrial	1
Iqoon	Barren rock	2

Description



A self-sufficient world long the stuff of spacer legend, Roon is a small, tidal-locked planet hidden within the dense gas and debris cloud commonly referred to as the Cloak of the Sith. Used as a staging area for spice smugglers coming from Ryloth, the world is officially classified as inaccessible given the difficulty of navigating the Cloak (though fringe pilots and smugglers know better).

Roon is lightly populated, and most denizens are descended from various explorers and treasure seekers who have arrived over the centuries in search of fortune and glory. As the world only rotates on its axis once per local year, one side of the planet is permanently lit and maintains a fairly comfortable mean temperature. The dark side of the world is a misty, shadow-dominated region in which the only natural light is that of Roon's single moon, the annual passing of the Rainbow comets, and the few blinking stars that peek through the Cloak of the Sith on occasion.

The world is also encircled by a thick ring of small asteroids and meteors, which would typically cause some nervousness in the average navigator but seems almost a weak attempt at one last joke to any pilot who has just survived the approach.

Like the sentient population, Roon's population of wild and domesticated beasts traces ancestry from all corners of the galaxy. Banthas, mogos, kalaks, monstrous shamunaar, and semisentient mudmen all inhabit the world, though none are believed to be native. Huge flocks of mynocks darken the skies during annual migrations. The world's mineral wealth is substantial and the cause for its place in space lore: flame jewels, Roon spice, and—most importantly—Roonstones augment the world economy. These natural resources enable the world to survive and even prosper in its own fairly backwater manner.

History

Roon has long stood apart from galactic affairs. For centuries, the few files that actually contained information about the Roon system were often not only incomplete but also inaccurate. Some, including those of the Baobab Merchant Fleet's archives on Manda, were accurate in what they contained but barely held enough information to make the passage to the world.

Roon's first inhabitants discovered the world a millennium or so prior to the Battle of Yavin, and there has been a slight but steady trickle since that first arrival. The planet conducted nominal trade with various independent interests during the Old Republic. In the early years of the Empire, the Roon system was still largely unexplored by the outside galaxy, all ties to Republic-aligned trading interests having been severed after Palpatine's ascension. Shortly before the Battle of Yavin, ties were informally renewed when the eccentric Imperial Admiral Screed formed a loose alliance with the Roon system's self-appointed Governor Koong in an effort to locate the source of the fabled Roonstones.

Some Rebel groups managed to find haven in-system, and two separate cells are suspected to have operated from Roon at different times, but until Admiral Screed took interest in the world, Roon had little to do with outside affairs. Once the merchant Mungo Baobab helped establish the trade route from Manda to Roon, the "back door" used primarily by Twi'lek smugglers became the exclusive province of those Ryloth syndicates until Hutt interests interposed. After the Battle of Endor, competing criminal groups vied for supremacy for the smuggler's route commonly known as the Death Wind Corridor (a nomenclature derived from the Twi'leks' penchant for naming things relative to storms and wind and the high casualties incurred there by all sides). The Death Wind remains a dangerous route, one not to be traveled lightly or without sufficient armament.





The Manda-Roon Merchant Route, on the other hand, has become reliable, though still challenging. Several "lightstations" (beacons placed along the route) assist astrogators in the approach to Roon. Piracy is a problem, but it's nowhere near as bad as along other trade routes. The increase in Roon's traffic has been welcomed by most; those who are indifferent or would rather not be bothered have thus far been able to keep to themselves, since most explorers and traders stick to the main port cities along the Roon Sea coast. Mining of Roonstones by off-worlders is outlawed; the Roonstones are to be retained for the benefit of the Roonan economy and labor force.

During The New Jedi Order era, Roon is fortunate enough to avoid Yuuzhan Vong invasion, likely provided some degree of buffer by its position within the perilous Cloak. As the Rebel Alliance proved during the Galactic Civil War, its relative obscurity makes for an ideal hideout. In fact, it's not unlikely that Resistance cells have been activated to combat the New Republic's appeasement policies after Coruscant's fall.

People

The inhabitants of Roon are largely Humans, descendants of disparate explorer or colonial parties. A smattering of aliens—largely Duros, Sullustans, and other typically space-faring folk—augment the hardy population. The denizens of the small world are a hardened lot; space-level technology exists on-world but is mixed with simple animal labor, and spacecraft abounds but equally represented are oar-driven wooden galleys and other "archaic" forms of transport and technology. The world and its people are an eclectic mix of the technological wonders of the galaxy and the sustenance technology required of a planet largely shut out from external influence and progress.

Most beings on Roon are content to lead their lives and not involve themselves in one another's affairs. During the Rebellion era, most chafe under the tyranny of Governor Koong, but few Roonans have the means to fight back, so they typically avoid trouble and do not offer any resistance. The upstart Umboo province is the exception and resists Koong's attempt at domination over the years. The beautiful, resource-rich province leads the way to representative government following Koong's fall.

Locations

Roon has a number of interesting locations for heroes to visit, including those described below.

Tawntoom Citadel

Governor Koong's base of operations, also known as the "Frozen Citadel," is an intimidating fortress situated within the caldera of a dormant volcano in Roon's Tawntoom province. Guarded by molecular disruptors and a contingent of Koong's lackeys, the massive structure contains Koong's private residence and command centers and has an open docking bay large enough to accommodate several container ships.

About the lip of the caldera hang massive ice stalactites, and forming a perimeter around much of the docking facilities is a river of molten lava. For years, Koong ruled Tawntoom and most of the Roon system from this facility, unaware that the greatest source of the much-coveted Roonstones were embedded within the caldera's perimeter.

A few years before the Battle of Yavin, Governor Koong's rivalry with the merchant Mungo Baobab climaxed at the facility. When the Empire's representative, Admiral Screed, reneged on a deal that would have granted Koong an Imperial charter, a legion of stormtroopers, and a Star Destroyer, the governor went into a rage. Already suffering from having inadvertently infected himself with the Rooz germ strain that he'd sprayed over neighboring Umboo province, Koong launched a volley of heavy blaster cannon fire into the caldera's cache of Roonstones, causing a massive avalanche and crushing icefall. While the Imperial forces and Baobab's freighter (the *Caravel*) managed to escape, Koong perished from the Rooz infection and was left with his prized fortress, buried beneath tons of ice and glacier floe.

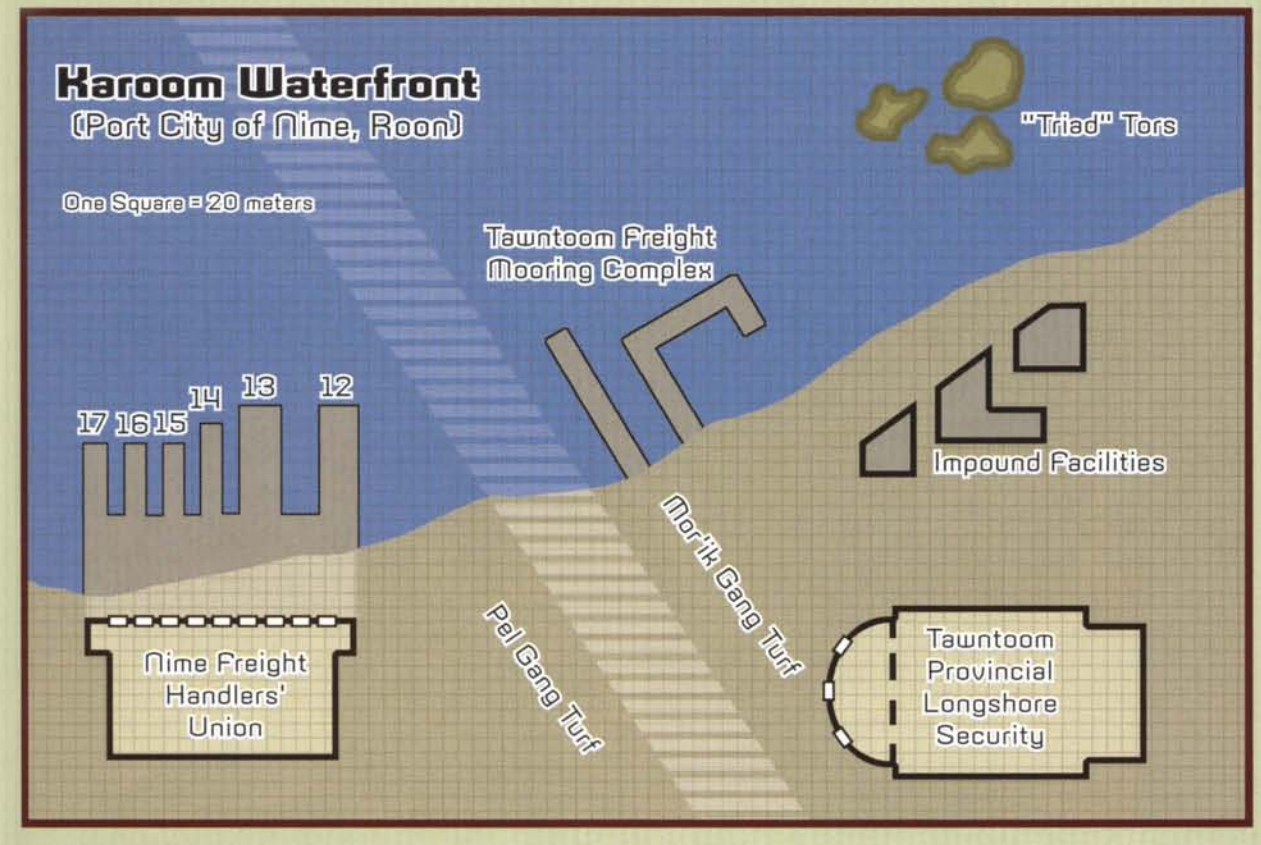
The volcanic activity of the southeastern Tawntoom province is considerable, and within months, the icefall that doomed the Citadel had been melted. After Koong's demise, the facility houses the Council of Confederated Provinces, where representatives of the various Roon provinces convene and legislate. Before the Citadel was cleared for use, scouting crews from the newly formed Umbool Provincial Patrol surveyed the area and removed the many traps Koong had in place around the volcano. They were not, however, able to find any trace of Koong's henchman, the Kobok assassin Gaff. It is believed Gaff somehow survived the avalanche and has since found passage off-world.

Roon Lightstations

Vital to the Roon trade routes, the Roon system lightstations guide travelers coming from the Manda approach (through the Cloak of the Sith) along the route that formerly was navigable only once a year when the Rainbow comets passed through the region. Though still a navigatory challenge, the route has been made far safer with the advent of the Baobab Merchant Fleet lightstation system.

The Umboo Lightstation is the primary beacon that assists travelers in intra-system navigation; it was a relieving sight for those who followed the Rainbow comets in the years before the route was formally established. Though most lightstations in the region—installed after the establishment of the Manda-Roon Merchant Route shortly before the Battle of Yavin—are completely automated, Umboo Lightstation, named for the rugged province on Roon, is manned by an aging Human male by the name of Noop.

From time to time, the lightstations have been the targets of pirates and other unsavories. On more than one occasion, they have been illegally diverted to lead merchant vessels astray to render them easy prey. Roon Trade



Guild patrol craft now ply the route regularly to prevent such rogue activity.

Bantha Graveyard

The eerie boneyard known locally as the "Bantha Graveyard" lies within Roon's event horizon, just off Umboo province. For reasons no one on Roon can explain, aging Umboo banthas leave their pack when they sense death approaching and make the pilgrimage to the Graveyard, a journey that can take weeks.

The Bantha Graveyard is seldom traveled. Those few who've braved the dark, wind-swept plains and the creatures rumored to lurk therein—and have survived to tell the tale—report extensive spacecraft wreckage of freighters, escort vehicles, and even antiquated starfighters. One, it has been learned, was piloted by Ogger Baobab, who survived aboard his freighter for sixty years before succumbing to old age.

Some theorize that Roon's event horizon somehow attracts craft and adversely influences their basic navigation or sensors, often resulting in deadly mishaps. During the later Rebellion era, the area around the Bantha Graveyard is designated a no-fly zone.

Technology

This section features technology that players might come across while traveling on or near Roon.

New Vehicle: Ubrikkian Floater-935

An offshoot of the Ubrikkian single-occupant Desert Sail-20 skiffs, the Floater-935 is a stripped-down repulsor transport ideal for use at high altitudes. Though not armed, the craft is nimble and typically serves as a personal transport in large industrial centers.

Ubrikkian Floater-935

Class: Speeder (Ground)	**Crew**: 1 (Normal +2)
Size: Medium (1.75 m)	**Initiative**: +2 (+2 crew)
Passengers: 0	**Maneuver**: +2 (+2 crew)
Cargo Capacity: 10 kg	**Defense**: 12* (+2 armor)
Speed: 100 m	**Shield Points**: 0
Max Velocity: 300 km/h	**Hull Points**: 20 (DR 5)
Cost: 900 (new), 350 (used)	
Weapon: None.	

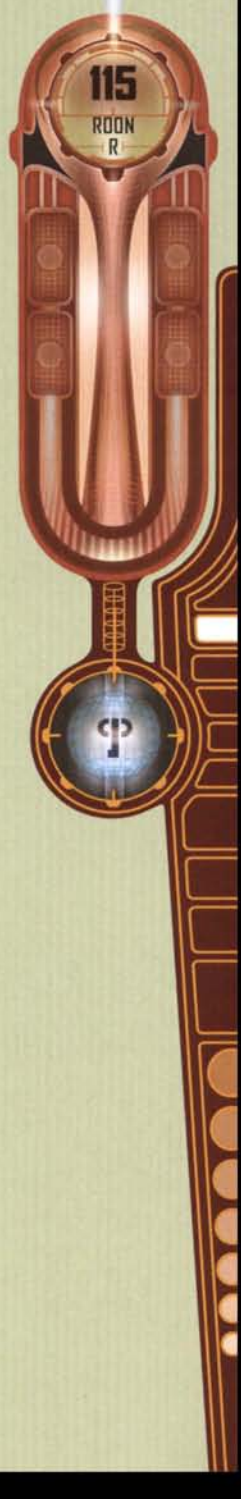
** Provides no cover to pilot.*

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.





Spicing Things Up—Part I

The "little-known" Ryloth approach to Roon is turning into one of the most vicious smuggler's runs—not for its dangers or anomalies, but for the half-dozen or so underworld organizations vying for control of the route. Hutt syndicates, spice-jackers, and rival Twi'lek clans all jockey for supremacy, because whoever holds Roon holds the most secure staging area for the ryll spice runners.

Before all the commotion comes to the attention of the Empire (or the Republic, or whomever the characters oppose), the heroes are hired by representatives of the Ku'amar clan to broker some form of truce between the warring interests. Attempts on Roon to meet with various groups prove dangerous, and, ultimately, the intrepid adventurers must journey to Ryloth for an audience with the clans—and that means running the Death Wind Corridor.

This adventure hook continues in "Spicing Things Up—Part II" in the Ryloth entry.

Opportunity Thaws

When Governor Koong's Tawntoom Citadel was buried in an icefall, a unique object was frozen as well—a device that allowed for remote control of the Roon lightstations. Supposedly created by Gaff, Koong's Kobok assassin, the device was freed as the ice melted and ended up somewhere in the Bantha's Graveyard.

A representative of the Council of Confederated Provinces quietly hires the characters to ride kalaks into the dark plains and recover the device. They must keep its existence under wraps, or else hordes of opportunists would scour the Graveyard for a chance to be able to disrupt and control trade routes from a safe distance. Rumor is, though, that Gaff himself has returned to Roon to find the device.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Roon.

Auren Yomm

A dark-skinned, athletic Human, Auren Yomm is an adventurous woman who, in her mid and late teens, was a four-time drainsweeper champion at the Colonial Games, a contest in which representatives from the provinces compete against one another in varied contests of skill, bravery, and strength. A skilled kalak handler, she was raised in the rural regions of Umboo province.

During the Rebellion era, after she and Mungo Baobab defeat Governor Koong, Auren Yomm is an active member of Rebellion-allied resistance groups, inciting animosity toward the Empire through various means (all the while dedicated to her love, the dashing Baobab).

Yomm has gained considerable respect within the Rebellion for training the infamous "Caldera's Crest" guerrilla fighters on New Bornalex. In addition to teaching survival

techniques, she helped train the Crest fighters to handle the world's indigenous bluffbeasts, creatures similar to Roon's mogos.

Auren Yomm: Female Human Fringer 6; Init +2; Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 31/14; Atk +5 melee (1d4+1, knife) or +6 ranged (3d6, blaster pistol); SQ Barter, jury-rig +2, survival +2; SV Fort +7, Ref +5, Will +3; SZ M; FP 2; DSP 0; Rep +1; Str 12, Dex 14, Con 14, Int 14, Wis 12, Cha 13. Challenge Code C.

Equipment: Blaster pistol, knife.

Skills: Bluff +3, Knowledge (Roon) +12, Knowledge (streetwise) +9, Read/Write Basic, Ride +10, Spot +10, Survival +13.

Feats: Endurance, Skill Emphasis (Ride), Weapon Group Proficiencies (blaster pistols, simple weapons, slugthrowers).

Gaff

The Kobok assassin Gaff is a sly killer who works in the direct employ of Governor Koong of Tawntoom province. Born on Roon, Gaff has actually traveled throughout the galaxy extensively and is well-regarded in underworld circles. The yellow-skinned insectoid typically wears a Koboth Insurgent Mantle, a short blue cape usually awarded to Koboks who earned distinction in a serious of skirmishes during the Mavvan Conflict years before the Battle of Yavin. It isn't known if Gaff actually earned the Mantle, or if he simply wears one acquired from a true Mavvan warrior. Like most of his kind, Gaff has three eyes (two set in front and one in back) and foreclaws along his arms and legs that can render a victim unconscious.

Despite Gaff's competency, working for Governor Koong was a low point in his career. After the merchant Mungo Baobab and his companions foiled Koong's plans at the Tawntoom Citadel, Gaff was trapped in the Tawntoom highlands for some time, but he managed to survive and eventually made it back to the port city Nime. There, he is believed to have secured passage off-world via the Roon-Ryloth spice corridor and sought employment elsewhere in the galaxy.

During the early years of the Rebellion era, Gaff represents a danger to any characters who cross Governor Koong. After the governor's demise, Gaff can appear in any corner of the galaxy.

Gaff: Male Kobok Soldier 6/Elite Trooper 2; Init +2; Defense 21 (+7 class, +2 Dex, +2 natural); Spd 10 m; VP/WP 42/10; Atk +9/+4 melee (1d4+1 plus poison, claw) or +11/+6 ranged (3d8/19–20, blaster staff) or +7/+7/+7/+2 ranged (3d8/19–20, blaster staff with multifire); SQ Poison, radiation resistance, 360° vision; SV Fort +8, Ref +6, Will +5; SZ M; FP 1; DSP 1; Rep +6; Str 12, Dex 15, Con 10, Int 12, Wis 12, Cha 8. Challenge Code C.

Equipment: Blaster staff.

Skills: Computer Use +3, Demolitions +6, Disable Device +3, Hide +6, Knowledge (streetwise) +3, Knowledge (Roon) +5, Listen +2, Move Silently +6, Pilot +8, Profession (Kobothi S-Corps Agent) +5, Read/Write Basic, Search +6, Speak Basic, Spot +6, Survival +5, Treat Injury +3.

Feats: Armor Proficiency (heavy, light, medium), Dodge, Infamy, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Stealthy, Weapon Focus (blaster staff), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons).

New Species: Kobok

The Koboks are an uncommon species with a penchant for mercenary work. For millennia, the species kept to their homeworld Koboth and outlying systems along the border of the Tingel Arm, warring among themselves until a planetary legislative body, the Koboth Union, was formed in the centuries before the Empire's rise. Though never members of the Old Republic, the Koboks did broker trade agreements with the nearby Trianni colonies and the Hitt clan aeries, and also engaged in minor disputes with the Corporate Alliance.

Approximately a decade before the Battle of Yavin, the Koboks became embroiled in a territorial dispute with the ever-expanding Corporate Alliance. This turn toward combat readiness prepared the Koboks for a number of skirmishes during the Mavvan Conflict, which engendered the creation of the Kobothi S-Corps, an elite unit of security forces charged with the protection of Kobothi space and interests. The Mavvan Conflict has defined the Koboks' image as capable warriors.

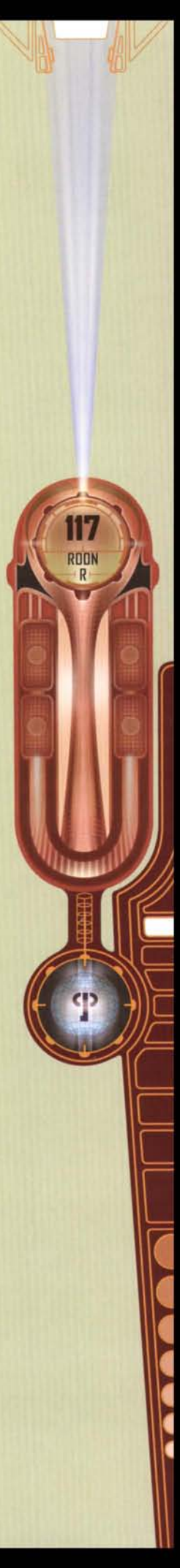
Personality: Koboks are largely perceived as cunning killers by the galactic population. Most who find employ in the galaxy further reinforce this notion. Koboks are a calculating people, bred to endure the hardships of their homeworld.

Physical Description: Koboks are thin, bipedal insectoids with carapaces that range from cream/beige to dark yellow and orange; some black and dark green Koboks also inhabit Koboth's lower Kuurok Peninsula. Koboks possess three eyes—two in the front of their head and one in the back. Their forearms and lower legs possess four envenomed claws, the poison of which can render victims unconscious.

Koboks typically stand between 1.3 and 1.8 meters in height, but because of their lithe builds, they seldom weigh more than 60 kilograms.

Homeworld: Koboth, on the fringe of the Outer Rim Territories' Tingel Arm along the border of the Corporate Sector, is a solar flare-scoured world. The planet is orbited by three dead moons, which are also subjected to the tempestuous storms of Koba Prime. Corellian and Duro explorers first opened Koboth to trade via spurs of the Hydian Way, centuries before the rise of the Empire. This contact, however, came some time after the Koboks had already developed intra-system and short-range interstellar travel, as well as their relations with the Hiit and Trianni. The planet is divided into six primary continents. Several rocky strings of islands also jut from the roiling seas of the southern hemisphere, which receives the most punishment from the sun.

Language: Koboks speak and read Kobothi, a pitched, hissing language that does not translate well into Basic. In addition, some "code" languages are known only to S-Corps



agents and other secretive organizations. Researchers know very little of the languages or their nature.

Example Names: Gaff, Kasj, Koas, Tiska, Slis.

Age in Years: Child 1–8, young adult 9–16, adult 17–40, middle age 41–65, old 66–75, venerable 76+

Adventurers: Though not very visible in the galaxy, most Koboks encountered serve in some military or quasi-similitary function. As mercenaries, assassins, and general bonebreakers, the Koboks have earned something of a vicious reputation (akin to that of the Rodians). Force-users are rare (but not unheard of), scouts are occasionally encountered, and soldiers are the most commonly encountered Koboks off their homeworld.

Kobok Species Traits

- Ability Modifiers: +2 Strength, –2 Constitution, –4 Charisma.
- Medium-size: As Medium-size creatures, Koboks have no special modifiers due to their size.
- Speed: Kobok base speed is 10 meters.
- Natural Armor: The Koboks carapace provides a +2 natural armor bonus to Defense.
- Natural Weapon: A Kobok can choose to attack with a claw instead of making a normal unarmed strike. Its claw deals 1d4 points of slashing damage plus the Kobok's Strength modifier. This attack does not provoke an attack of opportunity.
- Poison: When a Kobok deals wound damage with its claw, the target must make a Fortitude save (DC 10 + the Kobok's Con modifier) or take initial damage of 2d8 wound points. Secondary damage is paralysis for 1 minute.
- Radiation Resistance: Koboks receive a +2 species bonus on Fortitude saves against radiation.
- 360° Vision: Koboks cannot be flanked.
- Bonus Feat: Koboks gain the bonus feat Infamy.
- Free Language Skill: Speak Kobothi.



Kobok Commoner: Init +0; Defense 12 (+2 natural); Spd 10 m; VP/WP 0/8; Atk +1 melee (1d4+1 plus poison, claw) or +0 ranged; SQ Species traits; SV Fort –1, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +3; Str 12, Dex 10, Con 8, Int 10, Wis 10, Cha 6. Challenge Code A.

Equipment: Blaster pistol.

Skills: Knowledge (any one) +2, Read/Write Kobothi, Speak Basic, Speak Kobothi.

Feats: Infamy.

New Creature: Kalak

The ubiquitous Roon mount, the kalak is a nimble, four-legged beast that can reach speeds of sixty kilometers per hour at full gallop, unladen. These beasts have numerous teeth protruding at odd angles from their mouths, used to chew leaves from low-lying trees. Because of their speed and agility, kalaks often are used by messengers.

Kalak: Large herd animal 2; Init –1; Defense 12 (–1 Dex, +4 natural, –1 size); Spd 18 m; VP/WP 13/18; Atk +3 melee (1d4+3, bite) or –1 ranged; SQ –; SV Fort +7, Ref –1, Will –1; Face/Reach 2 m by 4 m/2 m; Str 17, Dex 9, Con 18, Int 2, Wis 8, Cha 4. Challenge Code B.

Skills: Listen +5, Survival +6.

New Creature: Mogo

The ten-legged mogo is a sturdy, heavily furred pack animal used by the residents of the rural Umboo province for transport over treacherous terrain. The creatures, usually orange-brown or black in color, undulate as they walk, and first-time riders often have trouble adjusting to the movement. Seasoned mogo handlers, however, have adapted very well and make great use of the beast. A typical mogo can usually carry three Medium-size beings comfortably.

The traditional breeding grounds for mogo packs are around the foothills of the Pinnacles of Thelm, a rocky region littered with angular boulders and steep cliffs.

Mogo: Large herd animal 6; Init +1; Defense 20 (+1 Dex, +10 natural, –1 size); Spd 12 m; VP/WP 57/25; Atk +6 melee (2d6+4, bite) or +3 ranged; SQ –; SV Fort +12, Ref +3, Will +2; Face/Reach 4 m by 6 m/2 m; Str 18, Dex 13, Con 25, Int 4, Wis 10, Cha 5. Challenge Code B.

Skills: Climb +10, Listen +9, Survival +14.

Feats: Endurance, Run.

Ryloth

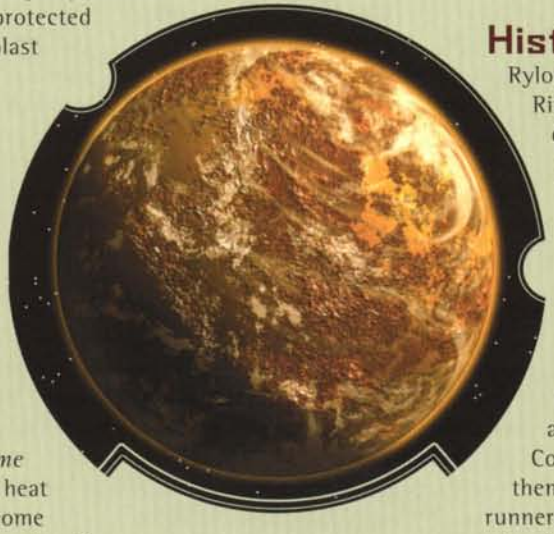
Planet Type: Terrestrial
Climate: Varied (subarctic, temperate, and arid)
Terrain: Mountains, deserts, and tundra
Atmosphere: Breathable
Gravity: Standard
Diameter: 10,600 km
Length of Day: 305 standard days
Length of Year: 305 standard days
Sentient Species: Twi'lek
Languages: Basic, Ryl (Rylothean), Lekku
Population: 1.5 billion
Species Mix: 76% Twi'lek, 24% Other
Government: Feudal meritocracy
Major Exports: Ryll spice, slaves
Major Imports: Foodstuffs, medicine, technology
System/Star: Ryloth

Planets	Type	Moons
Mon Bala	Molten rock	0
Ryloth	Terrestrial	5
Or Tuma	Frozen rock	0

Description

Ryloth's identical day and year length mean that one side of the planet permanently faces its sun. One side, known as the Bright Lands, constantly basks in daylight, while the other lies in perpetual darkness. Both sides are continually swept by high winds up to 500 kilometers per hour, and heat storms get as hot as 300 degrees centigrade in the Bright Lands. As a result, the surface is deathly harsh on all but the most protected creatures.

The native Twi'leks protect themselves by living in city-caves along the planet's dusk terminator between the light and dark halves of the planet. These independent city-states exist almost entirely underground. Only landing pads and vehicular bays open onto the surface, and even those are protected with enormous, vacuum-grade blast doors to keep out the punishing wind and heat. A large number of the population has never bothered to visit the surface. Some Twi'leks live and die having only seen pictures of Ryloth's terrain.



Some call the atmosphere thin, but it's perfectly breathable. Still, the thin air combined with the heat makes outdoor operations difficult. (See The Environment in Chapter 12 of the *Star Wars Roleplaying Game* for rules on dealing with extreme heat and thin air.) Heat storms can become so extreme that they penetrate the planet's surface, extending far below ground. When this happens, cities usually go on alert and withdraw their population deep into the bottom layers, sometimes even into emergency shelters below the inhabited areas.

Located on the far end of the Corellian Run, Ryloth has the dubious distinction of being even farther out of the galaxy than Tatooine. But the world is worth the trip for many traders because of its two famous and desired exports: ryll spice and slaves.

Ryll is an addictive spice mined on Ryloth. It has both medicinal and hallucinogenic properties, depending on its preparation. One of its most popular recreational uses is a mix with glitterstim, creating a synthetic spice known as glitteryll. Glitteryll is illegal on most worlds, but crime lords swear by it for the sheer profit.

Slavery is acceptable on Ryloth as long as it's not flaunted; dancers are bought and sold in an active gray market. The practice is frowned upon in many parts of the planet, but it's technically legal. Ryloth's economy is heavily subsidized by the slave trade, so until antislavery crusaders are willing to restructure the entire planetary economy, slavery continues. As a flimsy dodge around antislavery laws in some parts of the galaxy, Twi'lek slaves are often sold by means of a "contract." Owners hold contracts on a dancer's exclusive service, usually for a period of thirty years. If a dancer is resold, the contract period resets.

Twi'lek dancing girls are admired galaxywide for their sensuous bodies and dancing skills. By the end of the Old Republic, female Twi'lek companions were considered something of a fashion must by the rich and decadent. Even powerful Twi'leks usually had at least two female companions who accompanied them as part of their entourage.

Despite Ryloth's unsavory economy, the planet retains a domesticated veneer for visitors. Anyone who comes to Ryloth for innocent purposes can move about freely in the upper city levels and never encounter anything shadier than the parasols at a tapcaf.

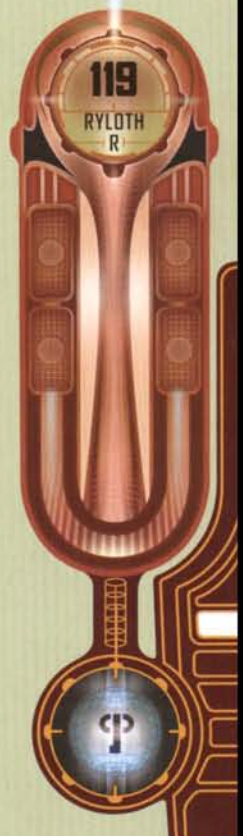
History

Ryloth was one of the first Outer Rim planets discovered by explorers, more than ten thousand years before the Battle of Yavin. Ryloth was found in a relatively primitive state, but the Twi'leks quickly talked their way to the stars. Large Twi'lek societies popped up on most planets along the Corellian Run, and headtails became a common sight around the Senate buildings on Coruscant as Twi'leks ingratiated themselves into galactic politics as runners, interns, administrators, and speechwriters for representatives from many planets beyond Ryloth. At the same time, Twi'lek traders began dealing in spice and slaves, and others spread themselves throughout criminal circuits as smugglers, snitches, and go-betweens.

Due to diplomatic skill and a remote location, Ryloth stayed out of the various wars and conflicts that flared up throughout the Old Republic. Even playing both sides of galactic law didn't seem to affect the cunning Twi'leks very much. At the same time, very little technological sophistication rubbed off on the homeworld.

When the Clone Wars began, the Twi'leks attempted to sidestep the matter with less than their usual success. Ryloth wasn't sucked into the conflict like other planets were, but as the Empire closed its fist around the galaxy, the Twi'leks were one of the first species to see what was coming. Political foresight didn't stop the Emperor's crushing grip, however.

Opportunistic as ever, the Twi'leks protected Ryloth during the Rebellion era by appearing nonthreatening and continuing to play both sides. The strong Human bias



of the Empire wasn't lost on the Twi'leks, but as long as Ryloth played the part of a loyal servant, they were left to their own devices. Many of those devices went immediately to support the Rebellion, not because of idealism or a sense of justice, but because many Twi'leks felt that a successful Rebellion offered more opportunities to Ryloth than an uncontested Empire.

When The New Jedi Order came, Ryloth returned as a member in good standing in the New Republic. Up until the Yuuzhan Vong invasion, life continued much as it had in the cave-cities. The fanatic invaders proved resistant to the Twi'leks' standard business tactics, so Ryloth offered its wholehearted support to the New Republic during the invasion. Unlike previous wars, the current conflict is bad for business and could hurt Ryloth in the long run. Twi'lek leaders believe it prudent to oppose the invaders rather than suffer through an even worse occupation than the original Empire's domination.

People

Twi'leks have been spread throughout the galaxy for thousands of years and are welcomed everywhere, if not entirely trusted. Cunning and subterfuge are prime traits in a respectable Twi'lek. Direct conflict or violence is considered distasteful. A common Twi'lek aphorism is, "One cannot defeat a heat storm. One must ride it." Of course, having someone else on hand to perpetrate violence is sometimes a necessary precaution, but certainly never the preferred solution.

This outlook makes Twi'leks excellent business people, administrators, and politicians. Twi'leks also thrive in the underworld, and some infamous examples such as Bib Fortuna color people's perception of the species. It would be negligent to overlook the hundreds of millions of legitimate Twi'lek business people, however. Just because a Twi'lek can be deceptive doesn't mean he necessarily chooses to be. Principled Twi'leks can easily be found, if the seeker isn't too picky about her definition of "principled."

Technology is not very interesting to most Twi'leks. Even during the Rise of the Empire era, native technology of Ryloth was merely equivalent to a late industrial era society. Twi'leks generally don't see a need to dabble in technology. Other worlds and societies already make the items Twi'leks want or need. It's much easier for them to bargain or trade for ships, droids, and fuel cell technology than to bother developing it themselves. When something breaks, a Twi'lek worth his head-tails can convince someone else to fix it or just find a new one.

The Twi'leks' head-tails account for some of their diplomatic success. Most Twi'leks can carry on conversations in Lekku and a verbal language simultaneously, and can communicate among themselves smoothly in social situations. Although Lekku isn't a secret, few Twi'leks go out of their way to teach it to non-Twi'leks, and fake Lekku lexicons dissuade casual inquiry.

Unlike many other species, Twi'leks have a wide and vivid variety of skin coloration. Colors ranging from white, lavender, green, and blue to the rarest shades of red all appear naturally in Twi'lek skin coloration.

Female Twi'leks are prized for their sensuous bodies and dancing. Many young girls are captured, taught to dance, and sold off-world. Orphanages on Ryloth are virtually equivalent to slave trade facilities, and sadly, some parents see daughters as investments more than family members.

Rylothian government is a uniquely Twi'lek affair. Head-clans, consisting of five related Twi'leks, hold power over each city. A family's head-clan generally ascends when enough family members with ambition and ability rise to leadership. As a head-clan becomes more competent and successful, they rise in the ranks of government, gaining control and influence over more than just their family. However, as a head-clan rises, so does its family. Families become tightly knit and supportive of their head-clan because of this.

In larger communities, less powerful head-clans often control districts, under the auspices of a chief head-clan, who might or might not be of the same family. Head-clans rule absolutely until one member dies. Then, the remaining head-clan members are exiled to the Bright Lands, where their traditional fate is a quick death among the heat storms.

This sort of retirement plan tends to make government officials exceptionally coordinated, not to mention very concerned about each other's well being. Assassination is a common means for advancement, but rarely does a head-clan member have to worry about his or her own clanmates. All members of a head-clan are united by a pressing need for common defense and effective rule.

In practice, of course, not many exiled leaders die in the Bright Lands. Anyone in a powerful position for any length of time can arrange for supplies to be cached out in the desert and wait a day or two for a ship to come pick him or her up. An exiled Twi'lek who doesn't have the good graces to die isn't welcome on Ryloth, but he or she might still have a comfortable life elsewhere in the galaxy.

Locations

Visitors don't stay bored for long on Ryloth. Cities are active marketplaces, and someone is willing to buy or sell almost anything.

Kala'uun

This large city with a permanent population of 100,000 is located beneath the famous rock cluster known as "the Lonely Five." Its starport is quite large for an underground facility; anything short of a capital ship can land there when the heat storms are calm, and the port can easily accommodate more than a hundred ships.

Kala'uun is the center of interplanetary commerce for the Twi'leks, and city planners have worked to make it the most accessible example of Ryloth life for visitors.

On an average day, the upper layers of the city host perhaps three times the number of residents. Shops, tourist attractions, schools, and business opportunities draw



visitors from around the galaxy. Two large businesses in Kala'uun are Galactic Exotics, which cultivates orchids and other exotic flowers on other planets, and SchaumAssociates, an advertising agency that works heavily in the Corporate Sector.

Visitors rarely see the lower levels of Kala'uun, which mainly feature residential areas and shops catering to locals. The largest and most opulent houses are closest to the surface, leading many to believe that all Twi'leks live in luxury. In reality, the expensive houses only last for a little more than kilometer. Afterward, more modest housing and excellent restaurants featuring authentic Twi'lek food (very spicy) are the norm. Slums are located at the very bottom and in side caverns, where the poorest Twi'leks tend to rycrit cattle and raise algae for a living. Some of the poorest Twi'leks have never even seen the upper levels of the city.

Nonresidents are not allowed to enter the lower levels without a special pass or accompaniment by a resident. In crisis, especially during particularly fierce heat storms, this restriction may be lifted, when everyone from the upper levels are crowded down into emergency quarters. But except in these circumstances, a non-Twi'lek in the lower levels always draws stares, intrusive questions, and rude business offers.

Sienar Fleet Systems Offices

This galactic corporation has its Outer Rim offices in Kala'uun. The Sienar campus takes up several cubic kilometers of space, and practically consists of the Dyroma clan, which works and lives within its reach.

Sienar trades in technologies to Twi'leks and surrounding star systems in the Outer Rim. During the Republic, they began a new business venture involving the technological education of primitive worlds and societies. The beauty of the venture was that the Twi'leks sold surplus and obsolete technology from advanced worlds as "starter" technologies, designed to help the primitive cultures get up to speed slowly toward more modern technologies. The Dyroma clan has excelled as a sales force for this venture.

Floating Rock Gardens

A curious atmospheric effect in the tunnels creates this garden, where rocks float on the wind like clouds. Visitors can move the small, colorful rocks within the blasting wind and arrange them to taste. However, the wind slowly moves them out of whatever configuration people create for them, into ever-changing natural shapes.

Most people find a tranquility contemplating the forms that are created when the wind blows the rocks naturally. Allowing objects to find their own configuration is a repeated tenet of Twi'lek philosophy, though most of them don't live up to it.

Neb Trys Orphanage and Dance School

Tens of millions of Twi'lek slave dancers were raised and taught their craft at the Neb Trys orphanage over the years. Orphanage directors pay a caretaking fee to poor mothers and assume responsibility for their daughters. Girls who lose their parents also are typically sent to Neb Trys or a similar orphanage on Ryloth. They raise the girls, teach them the art of seductive dance, and then sell them in yearly auction/recitals held in the school's performance hall.

In the underworld, a Neb Trys slave is a mark of good breeding and social grace. Neb Trys girls have danced for nobility and powerful patrons all around the galaxy, and more than a few have influenced planetary policy with a well-timed word or gesture.

Ryll Mines

Most cities on Ryloth were built around ryll mines. Many have diversified, but ryll mining remains one of the staples of the planetary economy. Mines are usually quite spacious, taking up cubic kilometers of space. Unlike ores that run in veins, ryll tends to "bloom" within rock, requiring miners to hollow out large caverns to collect it all. After sounding out the size and shape of a ryll field, miners usually approach it from the bottom and bore their way up and into the bloom.

Ryll mines are generally large and well lit. In the larger ones, only the edges of the mine are lit, leaving the center dark and open. Once miners have cleared away the bottom of the bloom, they set up offices and temporary residences on the floor. More miners flood into the work place to get at the ryll overhead, creating temporary shantytowns at the work site.

This facilitates city growth, since miners tend to stay on site for decades. By the time a mine is tapped out, multiple families have moved into the space, and a small town has grown up in the cavern. Sometimes, auxiliary businesses jump-start the town and allow it to live on after the spice runs out. In cases where several ryll blooms lie in close proximity, large cities have sprung up and continue alongside working mines.

Other times, the end of the spice means the end of the town. No one knows how many ryll mine ghost towns still honeycomb the rock under Ryloth's surface, or who's using them.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Adventures on and around Ryloth involve double-dealing and hidden agendas. It's a good idea to follow the money to see what's really going on.

Faux Pearls Before Swine

Sienar Fleet Systems needs a trade ship to carry some emergency supplies—food and medical equipment, mostly—to Gamorr, and they hire the heroes to do the job. The supplies are old and outdated, some of them even spoiled, but the Twi'leks figure that the Gamorreans won't notice.

But the Gamorreans do notice, and they're not happy. They mean to take it out on the delivery people unless the heroes talk fast.

Sienar will happily correct the oversight when the heroes bring it to their attention. They'll even offer to pay for repairs and medical expenses the heroes incur—as long as they're willing to take on another shipping assignment, which will assuredly be much less trouble. The "company" needs someone to move some glitterstim over to a buyer on Ammuud. The heroes are assured that Corporate Sector Authority won't be any trouble.

Hot Time in the Old Town

An extreme heat storm drives upper layers of Kala'uun into the lower layers, allowing many non-Twi'leks to see the lower levels of the city of the first time. There's no big secret down in the lower levels, but not everyone is convinced of that.

A Human scoundrel named Sesh Durgo thinks that the Twi'leks keep the "good stuff" down in their secret city. In the confusion, he plans to dig it out. Unfortunately, the door he thinks is guarding the big score (even Sesh doesn't know what's behind it, but it must be something big) is a blast door that opens onto a tunnel to the surface. If he gets it open, a killing wave of heat could wash into the lower city, along with a wandering lylek.

In the meantime, everyone is crowded in the lower levels, and even fools without visions of Twi'lek treasure are taking the opportunity to pick up a little something on the side. After only a few hours, looting becomes a popular pastime. The local Twi'lek authorities are battened down, determined to ride this out rather than fight. The heroes might well be the only people in the city willing to use force against the unrest—and the lylek.

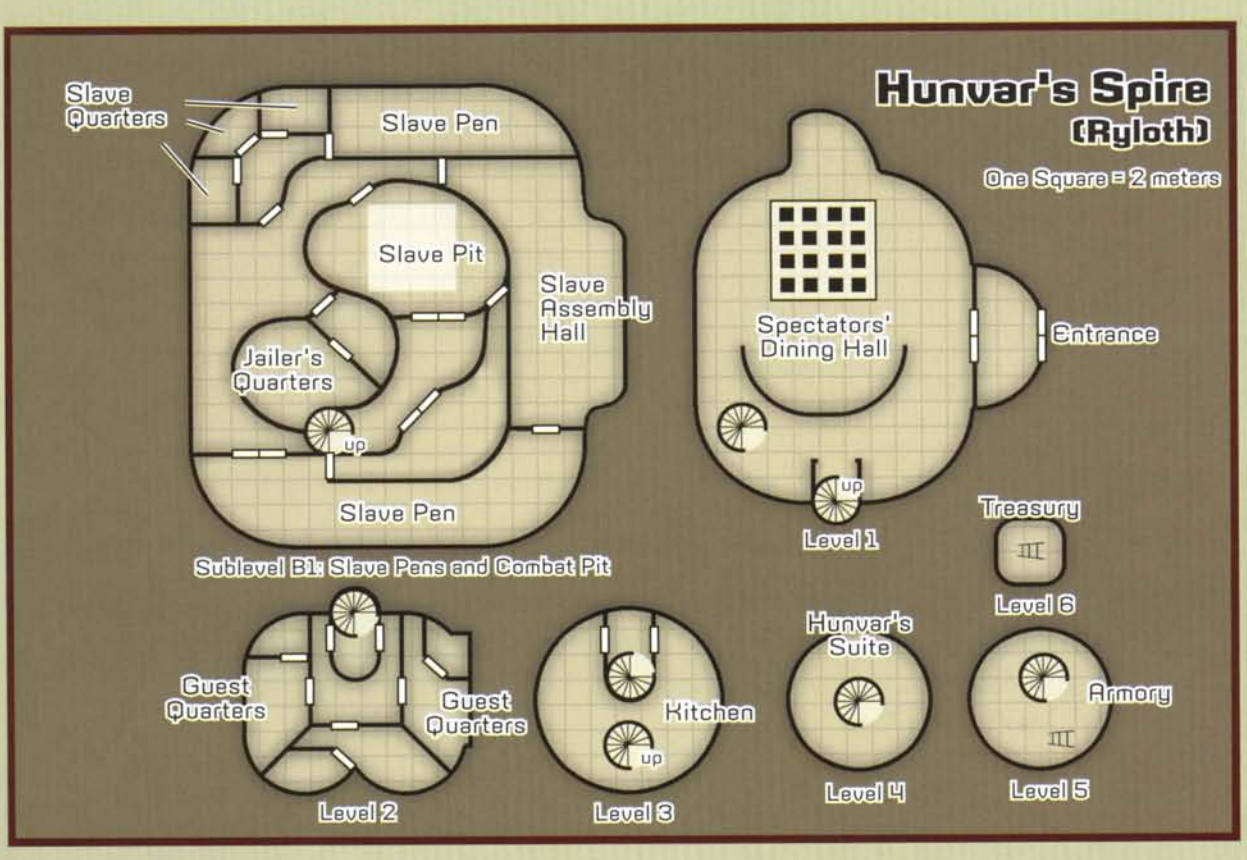
Hunters of the Lost Holocron

A lost Jedi holocron has been found by ryll miners and fallen into the hands of the vile slaver Hunvar the Hutt, who is based in Kala'uun. This news is already making its way among the various factions, and the race is on to recover the valuable artifact. The heroes will find that the holocron story is a ruse disseminated by slavery opponents to draw public attention to the trade in sentient Twi'lek females. The success of the ruse and the outcome of the adventure will depend upon the success, or criminal tendencies, of the heroes.

See the Hunvar's Spire map for the Hutt slaver's abode.

Going Coup Coup

Two rival communities, Lohema and Joreikna, are attempting to overthrow each other's government over a spice mining disagreement.



The relatively small town of Lohema is a prosperous mining community digging up ryll spice and other precious ores. Their Rooshan clan is small, but they work their miners hard and sell high. The larger city of Joreikna mines in the same area. They draw less spice but are less dependent on it for income. The lazy Ku'rys clan oversees the city.

The clans have clashed for years. Recently, they independently decided to take each other out. The famously greedy Emen Rooshan plans to hire one or more assassins to take out the weakest link in the Ku'rys head-clan, indecisive Ged Ku'rys. Meanwhile, the entire Ku'rys head-clan has decided to incite the overworked population on Lohema to revolt and overthrow the Rooshan clan.

The heroes can be inserted into the situation as agitators, brought in to convince the long-suffering citizens of Lohema to rise up against their bloated oppressors, or hired to stop Ged from breathing so much. Or, perhaps, the heroes are simply in the area when one of these attempts happens, and they must deal with the fallout.

But this isn't complicated enough for a *real* Twi'lek scheme yet. The inscrutable Pon Rooshan, Emen's cousin and head-clanmate, has hired her own assassin to arrange a near miss on Emen. If the heroes are not embroiled in the story yet, she hires them as protection since she has "gotten word" that someone will try to kill her cousin. When caught, Pon's assassin claims he was hired by the Ku'rys clan.

Pon secretly hates her family. In the middle of political instability, she hoped to stage an assassination to bring the two clans to open conflict. She plans to be the only survivor of her head-clan in the ensuing carnage, and then escape with the family fortune to some Core World where she'll change her identity and live the rest of her life in luxury.

Documentary Footage

A Human holovid director, Kel Dandu, wants to make a documentary on the lives of young Twi'lek girls who will be sold as slaves. He sees it as a powerful indictment of slave trading in the galaxy. The Twi'leks see Dandu as a nuisance who wants to tear down their way of life.

Kel's antislavery bias comes from his own childhood as a slave. He doesn't just want to make condemning documentaries, though—he wants to set up an underground railroad to help young girls escape. Kel faces two main problems in his quest: First, outsneaking Twi'leks isn't a job for amateurs. Second, many Twi'lek girls don't see slavery as an evil. It's just their life.

A few would like to escape if they could, but they don't trust in Kel's ability to accomplish anything. Kel's good intentions will likely buy him a one-way ticket to the Bright Lands if the heroes don't help him, and the handful of Twi'lek girls who want to escape will scatter, missing their opportunity.

Spicing Things Up—Part II

Before you read this, see "Spicing Things Up—Part I" in the Roon entry.

The Ku'amar clan has hired the heroes to negotiate terms among half a dozen organizations who want a piece

of the spice trade between Ryloth and Roon. However, the Ku'amar clan isn't anybody's white knight. They stand to gain a lot by having various factions in one place—so they can blow them all up seconds before the heroes arrive.

Of course, Hutts are not going to come in person, and Twi'lek clans will send representatives, not actual head-clan members. But the important thing is that a motley collection of Hutts, spice-jackers, and Twi'lek families will think that the heroes tried to eliminate them for some reason.

The Ku'amar clan also sent a representative to the meeting to die along with everyone else to make it look good. Officially, they're as shocked as anyone at this untimely tragedy. But the Ku'amar clan's agenda is to shift attention away from their family so they can quietly negotiate export rights for an enormous new mine that has recently been found. When operational, this mine alone is expected to increase Ryloth's yearly ryll output by 15 percent. Then, the Ku'amar clan won't care who hauls the spice between Ryloth and Roon, because they'll get a cut no matter what.

Meanwhile, the heroes are taking heat. Half a dozen organizations—including the Ku'amar clan— want their heads. The heroes need to discover and expose the clan's motivation for setting them up before every bounty hunter in the sector starts shooting at them.

Party Town

A rowdy crew of Trandoshan traders is staying in a city on Ryloth while they wait for supplies to arrive so they can repair their ship. Until the supplies come, the Trandoshans seem to view Kala'uun as a playground. The aliens get intoxicated every night and run through the streets, yelling and causing minor property damage.

The Trandoshans are quite large and powerful, and Twi'lek security would rather not put themselves at risk by violently opposing their "guests." However, the spacers are in the direct patronage of a notable Trandoshan noble. Their behavior is troublesome, but because of their diplomatic connections, they're immune to standard Twi'lek diplomacy, negotiations, or manipulations.

Therefore, the local head-clan decides to try nonstandard manipulation. Since the heroes are on planet anyway, the local head-clan asks them to deal with the problem. It will be a week before the parts arrive. The head-clan asks the heroes not to kill anybody publicly. Otherwise, anything they want to do will get at least token approval, as long as the local head-clan retains deniability.

If the heroes do kill any of the Trandoshans, the locals have never even heard of the crazy vigilantes marauding in town, killing welcome guests. If the heroes harm the captain, Hurrssk, they earn the enmity of the Trandoshans' patron, who is displeased that ruffians have damaged one of her favorites.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Ryloth.

Reelov Hooth

Reelov is a high-ranking official at Kala'uun's main customs office. He also runs a large, ongoing pool among the various officials at the starport, betting on the ships and crews that funnel through the port. Though technically a bookie, Reelov is genial and courteous. His access to various databases in government capacities means he can do far worse to a person than break his legs.

He makes a point to learn about all off-worlders who come through the port so he knows how to place odds on their behavior. A particularly popular betting category is how long a ship will stay in port, and whether its occupants will be involved in a fleeing firefight on the way back to their vessel. If they look the type, Reelov might suggest to the heroes that it would be worth the appropriate "processing fee" for exceptionally quick take-off times when their business is done on Ryloth. If the heroes pay the fee, a flurry of inter-office betting will take off based on the characters' behavior while in port. Reelov isn't above helping or hindering the heroes to make sure that he doesn't have to pay out too much later on.

Reelov Hooth: Male Twi'lek Diplomat 4; Init +4 (+4 Improved Initiative); Defense 11 (+1 class); Spd 10 m; VP/WP 0/11; Atk +2 melee (1d3, unarmed strike) or +2 ranged (3d6, blaster pistol); SQ Lekku, low-light vision; SV Fort +2, Ref +1, Will +3; SZ M; FP 0; DSP 0; Rep +1; Str 10, Dex 10, Con 11, Int 14, Wis 8, Cha 15. Challenge Code A.

Equipment: Blaster pistol, cred stick (containing 400 credits), datapad.

Skills: Appraise +9, Bluff +11, Diplomacy +9, Gamble +2, Intimidate +4, Profession (customs official) +6, Read/Write Basic, Read/Write Huttese, Read/Write Ryl, Sense Motive +6, Speak Basic, Speak Geonosian, Speak Huttese, Speak Ryl, Speak Zabrak.

Feats: Improved Initiative, Lightning Reflexes, Persuasive, Weapon Group Proficiency (blaster pistols).

Eelie

Eelie is a middle-aged Twi'lek woman who teaches dance to young girls in Kala'uun. In her own youth, Eelie danced for a veritable who's who of important galactic personages and earned enough money to buy her freedom while still fairly young. Afterward, she embarked on a series of adventures wild enough to straighten the head-tails of all who hear them. A party girl with no fear, Eelie sprang from one crazily dangerous circumstance to another, causing one Quarren smuggler captain to name his ship *Eelie's Luck* in hopes that a little would rub off.

Settled now, but no less wild at heart, Eelie's dancing glories are behind her. Bored with her take-no-chances planetmates, she's still up for any half-cocked adventure she can find, and she has an impressive array of skills for getting into and out of trouble. Since heroes are often forces of change and unpredictability, Eelie is naturally drawn to them, happy to use her skills in any way that sounds exciting. If the heroes get conservative, though,

Eelie won't stick around. She might even tip off opposing factions just to keep things interesting.

Eelie: Female Twi'lek Noble 1/Scoundrel 9; Init +4; Defense 20 (+6 class, +4 Dex); Spd 10 m; VP/WP 37/10; Atk +7/+2 melee (1d3+1, unarmed strike) or +10/+5 ranged; SQ Favor +1, illicit barter, Lekku, low-light vision, lucky (2/day), precise attack +2; SV Fort +4, Ref +11, Will +4; SZ M; FP 2; DSP 0; Rep +6; Str 12, Dex 18, Con 10, Int 14, Wis 8, Cha 17. Challenge Code C.

Equipment: Grappling spike launcher, holorecorder, security kit.

Skills: Balance +10, Bluff +15, Diplomacy +10, Disable Device +16, Disguise +9, Entertain (dance) +11, Escape Artist +16, Hide +15, Jump +3, Listen +10, Move Silently +15, Profession (teacher) +4, Read/Write Basic, Read/Write Ryl, Sleight of Hand +17, Speak Basic, Speak Durese, Speak Huttese, Speak Ryl, Spot +10, Tumble +17.

Feats: Acrobatic, Dodge, Fame, Heroic Surge, Nimble, Skill Emphasis (Balance), Skill Emphasis (Disable Device), Weapon Group Proficiency (blaster pistols, simple weapons)

Tensh Ly'alu

Available during either of the Republic eras, Tensh is a newly minted Jedi Knight assigned to represent Jedi interests and scout for Twi'lek prospects on Ryloth. Tensh thought that he was good at playing mind games with people, but after only a few months here, he's learning that he could well be in over his head.

Like any Bothan, Tensh is good at collecting information and using others to get what he needs. It has only recently dawned on him that his complete ignorance of Lekku means that the Twi'leks around him are carrying on conversations about which he knows nothing. Tensh is scrambling to catch up without looking foolish—which, of course, sometimes makes him look very foolish.

Tensh Ly'alu: Male Bothan Jedi Consular 7; Init +1; Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 49/14; Atk +6 melee (3d8+1/19–20, lightsaber) or +6 ranged; SQ Deflect (defense +1, attack –4, extended); SV Fort +7, Ref +5, Will +8; SZ M; FP 4; DSP 0; Rep +2; Str 12, Dex 13, Con 14, Int 15, Wis 16, Cha 16. Challenge Code C.

Equipment: Lightsaber, 3,000 credits.

Skills: Bluff +15, Computer Use +12, Diplomacy +13, Gather Information +15, Intimidate +5, Read/Write Basic, Read/Write Bothese, Read/Write Ryl, Search +4, Sense Motive +15, Speak Basic, Speak Bothese, Speak Ryl, Spot +5.

Force Skills: Affect Mind +15, Friendship +13, Illusion +15.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Sharp-Eyed, Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Control, Force Mind, Knight Mind, Mind Trick, Sense.

Dren Kuu'la

Dren is a bodyguard who travels as a Twi'lek companion. She's a mediocre dancer, but from childhood she displayed a remarkably un-Twi'lek violent streak. She was a bully as a child, growing out of that behavior when she crossed an angry Barabel bounty hunter as a young adult. Now she sticks to Ryloth, where she understands the rules and is usually the most violent person in the room.

Professionally, Dren has come to specialize in antias-sassination techniques. She poses seductively at her employer's side but scans obsessively for guns, ambushes, and shady characters. Non-Twi'leks are always likely targets, and any hero who even acts like he or she has a gun within 50 meters of Dren's client will get a visit from a somewhat slinky dancer who means to make sure that gun stays holstered.

Dren Kuu'la: Female Twi'lek Soldier 4/Scoundrel 2; Init +3; Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 39/12; Atk +6 melee (2d4+1, unarmed strike) or +8 ranged (3d6, blaster pistol); SQ Illicit barter, Lekku, low-light vision, lucky (1/day); SV Fort +6, Ref +7, Will +5; SZ M; FP 0; DSP 0; Rep +1; Str 13, Dex 17, Con 12, Int 12, Wis 14, Cha 10. Challenge Code B.

Equipment: Blaster pistol, comlink.

Skills: Disable Device +5, Entertain (dance) +4, Intimidate +7, Listen +7, Move Silently +8, Read/Write



DREN KUU'LA



Basic, Read/Write Ryl, Search +8, Speak Basic, Speak Ryl, Spot +7, Treat Injury +9, Tumble +8.

Feats: Armor Proficiency (light), Dodge, Improved Martial Arts, Iron Will, Martial Arts, Point Blank Shot, Precise Shot, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Ru'up Benpo

Ru'up is a head-clan member in Kala'uun, part of the Benpo head-clan. Ru'up isn't the top of the heap in Kala'uun, but he's only a few assassinations away from it. Not that Ru'up would do such a thing; he's exactly where he wants to be—in the number two spot. Being in a second-tier head-clan gives him all the power of a leader without being a prime target.

Thus, Ru'up has no designs on political advancement; he just wants to make sure things go smoothly in Kala'uun. This stance causes problems within his head-clan, since other members are more ambitious to be in the spotlight. But Ru'up carefully stands by his position, confident that no matter how unpopular his opinions are among his own head-clan, the other members can't afford to remove him.

Ru'up allows himself to be seen as a goof-off dilettante, but he's as sharp as any Twi'lek politician (and more than most). He has a Wookiee bodyguard named Urrooogh and some lively female Twi'lek companions who work as his agents. He has special loathing for Hutts, which he hides behind an especially wide smile. From his inauspicious position, he works behind the people who work behind the scenes, keeping order and calm so smoothly that no one realizes who's really pulling the strings.

Ru'up Benpo: Male Twi'lek Noble 13; Init –1; Defense 16 (+7 class, –1 Dex); Spd 10 m; VP/WP 48/11; Atk +8/+3 melee (1d3–1, unarmed strike) or +8/+3 ranged (3d6, sporting blaster pistol); SQ Coordinate +3, favor +4, inspire confidence, Lekku, low-light vision, resource access; SV Fort +5, Ref +5, Will +10; SZ M; FP 0; DSP 0; Rep +7; Str 8, Dex 9, Con 11, Int 20, Wis 15, Cha 17. Challenge Code F.

Equipment: Datapad, recording rod, sporting blaster pistol.

Skills: Appraise +21, Computer Use +21, Diplomacy +19, Disguise +21, Entertain (impersonation) +21, Knowledge (business) +13, Knowledge (forensics) +13, Knowledge (history) +13, Knowledge (politics) +13, Knowledge (streetwise) +13, Read/Write Basic, Read/Write Geonosian, Read/Write Huttese, Read/Write Ryl, Read/Write Shyriiwook, Read/Write Sullustese, Search +10, Sense Motive +20, Speak Basic, Speak Bothese, Speak Cerean, Speak Dosh, Speak Geonosian, Speak Huttese, Speak Rodese, Speak Ryl, Speak Shyriiwook, Speak Sullustese, Speak Zabrak.

Force Skills: Empathy +18, Friendship +19.

Feats: Fame, Force-Sensitive, Influence, Mimic, Quick Draw, Sharp-Eyed, Skill Emphasis (Search), Weapon Group Proficiency (blaster pistols, simple weapons).

New Creature: Lylek

Surprisingly, a few creatures have survived the harsh surface of Ryloth. These creatures are difficult to kill and monstrously dangerous to anything that even remotely smells like prey. The armored, tentacled, spear-footed lylek meets these exacting standards.

Lyleks strike first with a ruthless array of bite, piercing feet, and tail attacks. Any single one of these can kill a normal Twi'lek in one blow.

Lyleks can survive easily in the Bright Lands, and they weather heat storms with minimal cover. However, in search of food, they have been known to crawl deeply into the cave systems of Ryloth and threaten city dwellers. Blast doors and traps prevent a majority of lylek attacks, but in some poorly policed cave-cities, break-ins occur. A rampaging lylek in the city is a major incident.

Lylek: Large armored subterranean predator 8; Init +5 (+1 Dex, +4 Improved Initiative); Defense 22 (+1 Dex, +12 natural, –1 size); DR 7; Spd 12 m; VP/WP 84/22; Atk +15 melee (1d4+3, 2 tentacles) and +11 melee (1d8+7 plus poison, tail) or +15 melee (2d4+3, 2 spear-feet) and +10 (2d6+7, bite) or +9/+4 ranged; SQ Blindsight, darkvision, improved grab, poison; SV Fort +12, Ref +7, Will +6; Face/Reach 4 m by 2 m/4 m; Str 24, Dex 13, Con 22, Int 3, Wis 18, Cha 15. Challenge Code F.

Skills: Climb +12, Hide +6, Listen +9, Move Silently +7, Spot +9.

Feats: Improved Initiative, Track, Weapon Focus (tail).

Special Qualities: The following provides additional information on lylek's special qualities.

Poison—When a lylek deals wound damage with its tail attack, the target must make a Fortitude save (DC 24) to negate the poison or take initial damage of 2d4 wound points. Secondary damage is 1d4 temporary Con.

Sriluur

Planet Type: Terrestrial
Climate: Temperate to arid
Terrain: Desert, rocky badlands
Atmosphere: Breathable
Gravity: Standard
Diameter: 6,591 km
Length of Day: 22 standard hours
Length of Year: 270 standard days
Sentient Species: Weequay
Languages: Sriluurian, Houkese, Huttese
Population: 460,000 (on-world); 27,000 (rest of Sriluur system)
Species Mix: 82% Weequay, 8% Houk, 10% other
Government: Clans (Imperial governorship during Galactic Civil War)
Major Exports: None
Major Imports: None
System/Star: Sriluur

Planets	Type	Moons
Chaitun	Searing rock	0
Weitun	Searing rock	0
Alcrue	Searing rock	0
Quay Lyn	Asteroid field	—
Lyntra	Barren rock	2
Sriluur	Terrestrial	5
Siquay	Gas giant	18

Description

It's a common smuggler's expression that Sriluur is the source of every foul wind that blows through the galaxy.

Few would disagree. A harsh desert planet located strategically along the lawless Sisar Run in the Periphery, Sriluur is best known as the homeworld of the Weequay and as one of the Outer Rim worlds where Hutt interests fare well.

Much of the world is covered by dry scrub-land and semiarid deserts. Standing water on Sriluur (most notably the Meirm Sea) has a very high acid content, and prolonged exposure is lethal to most species. The northern hemisphere is dominated by the Greater Cueva Expanse (often referred to as the Cueva Desert). This wasteland is marked with massive craters and relentless sandstorms over which wind-scoured tors and towering volcanic upthrusts stand sentinel.



The southern hemisphere is where nearly all sentient inhabitants reside, and where most settlements have been built. This portion of the planet is dominated by eons-dormant volcanoes and dotted with forests of sheer black obsidian spires intersected by canyons of black transparisteel. These canyons carry water from mountain wells into the Meirm and lesser seas. Along the equator, in an only slightly less hostile region known as the Lesser Cueva, reside the tens of thousands of Houk colonists who came to the world from Lijuter more than two centuries before the Battle of Naboo.

A dangerous world in many regards, Sriluur is plagued with Hutt criminal endeavors, rife with Black Sun influence, and a hotbed of Rebel activity. Rebel cells, pirate boltholes, and smuggler hideouts are distributed throughout the wastelands and within the cities. Droids are typically unwelcome (though extant), and most technology is simpler, industrial fare. Many internal combustion vehicles roam the world aside the more modern repulsorlifts.

History

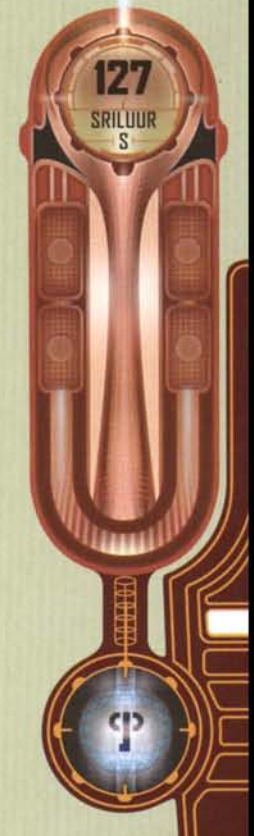
Sriluur's fractured landscape bears testimony to its geologic and tectonic history. The volcanoes had gone dormant and the magma floes had cooled long before the Third Battle of Vontor, and even before the Hutts arrived to press their influence on the Weequay.

The world has changed little over the centuries and was largely left to its own devices, visited only by occasional traders (legitimate and otherwise) throughout the years. Some two hundred and fifty years before the Battle of Naboo, a group of Houk colonists arrived and settled in the remote Lesser Cueva region along the world's equator, and many Weequay see that as the beginning of the calamitous changes that have been the cause of constant conflict ever since.

Though Sriluur's extensive copper reserves are largely untapped, other worlds and asteroid fields along the Sisar Run and outlying regions are heavily mined. Shortly before the Battle of Yavin, Palpatine's forces brought Sriluur under Imperial control, and the world's orbit became a staging area for the distribution of the region's raw materials bound for Kuat Drive Yards. (The nearby Ka'Dedus and Verde systems are both heavily mined, and Sriluur is the most accessible waypoint from those worlds back toward the Core.)

During the Republic era, Sriluur and the surrounding Sisar Run were rampant with piracy and smuggling and, in the waning years of the Republic, harassed especially by a group of brutal cutthroats known as the Disac pirates. The situation doesn't change much during the formative years of Palpatine's New Order, and Sriluur enjoys some autonomy, all the while combating piracy in its space lanes and smuggling on-world. Hundreds of small groups take refuge in the vast wastelands and are not pursued to much extent by local law enforcement officials. Houk-Weequay hostilities reach their worst points in decades, with the Houk Territories under constant martial law and Houk militants attacking other Weequay cities south of the Territories.

Shortly after the Battle of Yavin, a large portion of the Disac group is eliminated, and evidence indicates that organized criminal interests had a hand in arranging the pirates' removal. Other groups ply the route, and though trade isn't excessively disrupted, travelers in the region must take care. The Imperial presence in the sector is represented primarily by two patrolling *Imperial*-class Star Destroyers: the *Annihilator*, assigned to the Rimward edge of Hutt Space, and the *Ruthless*, assigned to patrol the Periphery. As Rebel and smuggling activity increases and the two Destroyers are dedicated to patrol, an Imperial outpost is established, and the Imperial presence becomes slightly more noticeable. Criminal activity does not wane, however; the lawless simply act with greater discretion.



The sector governor, Newen Streeg, is largely ineffective, and Captain Barsse Neomen, commander of the governor's flagship—the *Strike*-class cruiser *Ion Storm*—has been on the Black Sun payroll for years. The aforementioned Imperial presence on-world consists of an outpost south of the Q'ojo idol ruins (which is a fraction of the size of an Imperial garrison); this facility maintains a light presence despite the ethnic strife in the area. A standard garrison exists in Meirm City, along with another just inland from the northern Copper Coast at the mouth of Boneglass Canyon, which feeds some twenty-five kilometers from Dnalvec in the northeast.

In The New Jedi Order era, Sriluur is overrun by the Yuuzhan Vong with little trouble; the limited technology of the Weequays is no match for the invaders' onslaught. It, like Hutt Space and the surrounding systems, is scoured and its people enslaved.

People

The inhabitants of Sriluur are a hardy, varied breed. While the overwhelming majority of the world's denizens are Weequays, the Houk represent a sizeable fraction of the population, and numerous other species abound. Given its proximity to Hutt Space, the world has its share of major (and minor) Hutt crime lords, Nimbanese lieutenants, and Toydarian loansharks. Henchmen of the "servant" species guard dark alleys and bully nosy cantina patrons, and the greatest concentrations of Humans are without question at the Imperial stations.

Most Weequays are polytheistic and worship well over a hundred deities, the most powerful of which is Quay, the moon god. Most Weequay settlements are in the southern hemisphere with easy access to the various *thal* (centuries-old obsidian shrines), so pilgrimages are frequent. Al'Campur, Sriluur's administrative capital, was built around the thal honoring Am-Shak, the god of thunder.

When the Yuuzhan Vong arrive on Sriluur, the entire population is enslaved in a matter of days.

For more information about the Weequays, refer to the *Ultimate Alien Anthology*.

Locations

Sriluur has a number of interesting locations for heroes to visit, including those described below.

Dnalvec

Dnalvec is Sriluur's main port city, where three of the world's four stellar-class spaceports are found. The Bureau of Ships and Services (BoSS) offices that attend to most Sisar Run-specific shipping issues are headquartered here, and the city is considered one of the best places to hire a pilot or buy information anywhere along the Run. Whereas Meirm City is the gritty industrial center where it's safest to hold onto your credits with a fist, Dnalvec is the frontier where even both fists might not be enough. Some have likened it to "Mos Eisley in a bad mood."

The Houk population is considerable in and around Dnalvec; the Houk Territory borders are less than thirty kilometers from the northern city limits. As a result, Dnalvec is also home to the Dnalvec militia, easily the most respected military unit the Weequays have ever assembled. The militia has provided many well-trained mercenaries to the Hutt organizations and the Rebellion. (After establishing a presence on Sriluur, the Empire bombed most militia outposts in the Lesser Cueva in an attempt to curtail the militia's indirect support of the Alliance.)

Meirm City

While Dnalvec is the main port city of Sriluur and Al'Campur the administrative center, Meirm City is the heart of Weequay culture. Situated on the shores of the Copper Coast (along the Meirm Sea's eastern edge), Meirm City is the hub of the world's transportation network and home to most off-worlders. Criminal organizations are plentiful, and criminal opportunities even moreso. The Gricul Salvage Yards is one of the best-known chop-shop and repair yards in the Outer Rim; it is owned by Xizor Transport Systems (XTS), the massive Black Sun front company.

Residents must take care to protect themselves against Meirm City's predawn fog; the high acidity of the nearby Meirm Sea makes the incoming fog banks very uncomfortable to susceptible species. That fog, combined with copper-dust particles of the Copper Coast's sands, leave a corrosion-green film on most stationary items (such as the numerous totems the city contains). Tributes to a multitude of Weequay gods can be found on nearly every Meirm City street corner.

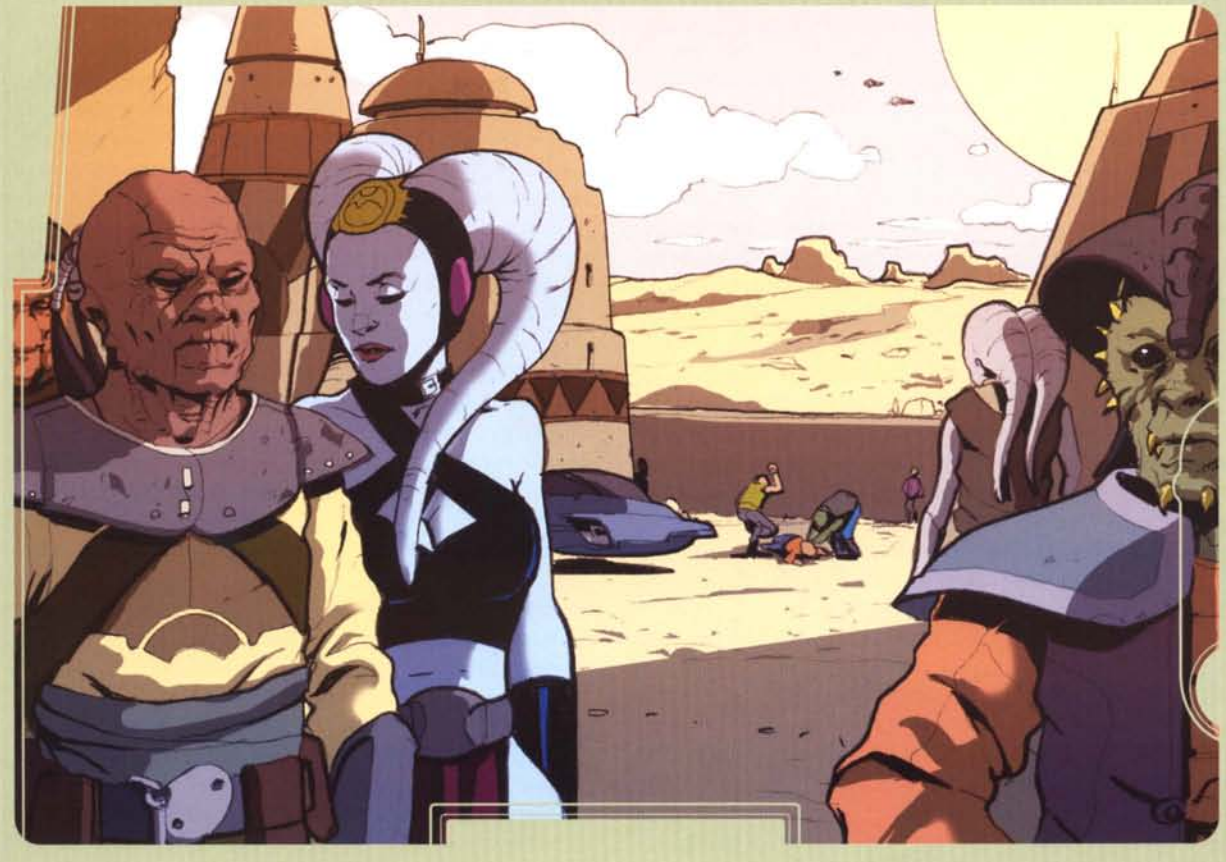
Ruul

Though minuscule when compared to Quay (Sriluur's primary moon), Ruul is the only one of the five moons that can sustain life. Best known as the site of Master Sora Bulq's betrayal of the Jedi Knights during the early months of the Clone Wars, Ruul is a lush, green-blue globe still young in its development. Devoid of any large oceans, the world is nearly three-quarters land, and the surface water consists primarily of small lakes and numerous rivers.

The lineage from which the Jedi Master Sora Bulq descends—a wealthy Weequay trading clan—owns much of the moon, and the temperate northern latitudes are home to numerous stone structures and outbuildings that constitute the clan's estate. Many of the ruins that can be seen about the grounds of the Bulq clan's main compound were brought from various religious sites on Sriluur, in strict violation of Weequay religious edict.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.



Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

A Cult Wind Blows—Part II

This adventure continues from "A Cult Wind Blows—Part I" in the Kintan entry.

The heroes and Master Ma'kis'shaalas make their way to Sriluur, where agents of the Cult of M'dweshuu have killed a crew of Republic-sanctioned Vaathkree traders. This most recent attack prompts the Jedi Council to send a task force led by a second Jedi Master (Sora Bulq before his betrayal, Kossex before the Battle of Kamino, or another that best suits the group) to augment the heroes' investigation. Along with Master Ma'kis'shaalas, the heroes and Jedi combat this latest incarnation of the Cult in the slick volcanic canyons of Sriluur's deserts.

One might think having a Jedi or three accompany the group would be a boon, but the heroes might actually find it to be a hindrance. Jedi Knights are news. Cult killings are big news. The M'dewshuu situation has generated a lot of press, and tracking down and neutralizing the Nikto fanatics is almost easier than dealing with the HoloNet News, TriNebulon News, and other agencies' reporters and "investigative holojournalists."

Drop 'n' Chop

The heroes are hired to find a stolen ship, and the trail leads to Sriluur—specifically, to the Gricul Salvage Yards, the chop shop owned by Xizor Transport Systems, the Black Sun front organization. The characters must recover the pilfered vessel before it's hacked to pieces that will be fitted in other ships, and before the acidic fog of Meirm Sea corrodes the exterior. (The thieves don't take much care to protect ships meant only for disassembly.)

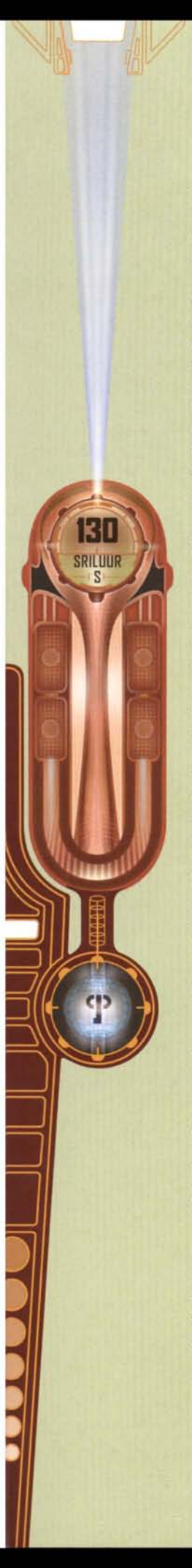
To complicate matters further, the heroes get wind of an impending attack by Houk militants seeking to topple idols in Meirm City and undermine Weequay faith. Will the characters try to stop the assault or ignore it and concentrate on their primary mission?

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Sriluur.

Sora Bulq

Though Weequay Jedi are not very common, a few have risen through the Order and some—among them Kossex and Sora Bulq—have gone on to greatness. Master Bulq is perhaps the best-known of those handful of Weequay Jedi: a fierce combatant (he, along with Master Windu, developed the Vaapad style), a highly regarded trainer, and a thoughtful philosopher.



Master Sora was always an introspective being, one who took the decisions that weighed upon him very seriously. He was diligent in shouldering his responsibilities, but he refused to be rushed in making decisions he knew would affect the fate of many.

The corruption of the Senate caused a great deal of uneasiness in Master Sora. For decades, he'd fought for the values and mores of the Republic, only to see that progress eroded by the infighting, back-stabbing, and self-serving Senate and other bloated bureaucracies. After cheating death at the Battle of Geonosis, as much as it pained him, he became convinced that even the Jedi Council was failing in its duties to the people of the Republic. Approached by Count Dooku after the battle, Sora agreed with Dooku's argument that if the Republic were to change, it was up to the Jedi to see that change through.

Though Sora Bulq's intentions may have been pure some years previous, his research into the dark side of the Force, compounded by Dooku's persuasive arguments, were enough that he succumbed to the dark side. Though the plan he laid out to frame Mace Windu for the deaths of Jedi killed by the assassin Assaj Ventress failed, Sora Bulq survived a fierce lightsaber duel with Master Windu when Windu and the other Jedi were forced to flee Ruul.

Now a Dark Jedi in league with Count Dooku, Sora Bulq remains a potent adversary: formerly one of the greatest protectors of the Republic, now one of its greatest threats.

Sora Bulq: Male Weequay Jedi Guardian 9/Jedi Master 3/Jedi Weapon Master 3; Init +2; Defense 23 (+11 class, +2 Dex); Spd 10 m; VP/WP 111/15; Atk +17/+12/+7 melee (1d4+2, unarmed) or +14/+14/+9/+4* melee (5d8+2/17–20, lightsaber) and +10 melee (5d8+1/17–20, shortened lightsaber) or +17/+12/+7 ranged; SQ Pheromonal communication, Force secret (Force Stealth +1, Force Defense +1), deflect (defense +3), deflect (attack –4), weapon mastery (rapid strike); SV Fort +12, Ref +12, Will +11; SZ M; FP 7; DSP 2; Rep +12; Str 14, Dex 14, Con 15, Int 14, Wis 15, Cha 9. Challenge Code G.

Equipment: Two lightsabers*, Jedi robes.

** Sora Bulq has constructed his own lightsabers; one of "standard" length and one used as a parrying daggerblade (the shorter blade is approximately .35 meters in length). Neither are dual-phase, and their lengths are static.*

Skills: Balance +7, Craft (lightsaber) +8, Intimidate +10, Jump +5, Listen +7, Pilot +6, Read/Write Sriluurian, Speak Basic, Speak Sriluurian, Spot +7, Survival +5.

Force Skills: Affect Mind +14, Empathy +11, Force Defense +12, Force Stealth +24, Force Strike +5, Heal Self +6, Illusion +6, Move Object +5, See Force +10, Telepathy +6.

Feats: Combat Expertise, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Martial Arts, Skill Emphasis (Force Stealth), Stealthy, Two-Weapon Fighting, Weapon Finesse (lightsaber), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons), Whirlwind Attack.

Force Feats: Alter, Control, Knight Defense, Lightsaber Defense, Master Defense, Sense.

Disac Pirates

The leader of the Disac pirate group—Stano Hapin—is killed by Ket Maliss during the Galactic Civil War, but remnants of the group continue on for decades after Hapin's demise. They are a brutal crew, given to spacing victims, destroying craft (even if it means losing the booty), and general mayhem. It is a wonder to some that the group survives at all, given their seemingly unorganized methods.

In truth, the Disac gang is quite organized and more than a crazed bunch of cutthroats. Its lower-level groups are allowed to raise as much a ruckus as they desire. The low-brow activity of those ruffians keeps attention away from other activities, of which even the local Black Sun Vigo, the Nalroni Sprax, is unaware: a lucrative smuggling operation coming out of Hutt Space under the auspices of the Besadii Clan. (The real trick here is that Besadii is the clan to which another Black Sun Vigo, Durga the Hutt, belongs.)

Disac Pirate: Thug 4; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP 0/15; Atk +6 melee (1d6+2, baton) or +5 ranged (3d6, blaster pistol); SV Fort +5, Ref +1, Will 1; FP 0; DSP 1; Rep +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code B.

Equipment: Blaster pistol, baton.

Skills: Intimidate +5.

Feats: Armor Proficiency (light), Toughness, Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons).

New Creature: Bandigo

Bandigos are tenacious omnivores who anchor their territory around a large freshwater pool in the east end of Temptation Canyon (a sacred area south by southwest of Meirm City, halfway to the Quay'kizac religious retreat). Though cunning hunters, bandigos are somewhat cowardly and will flee prey that puts up any real resistance. The creatures typically throw rocks at the intended prey from a distance.

Bandigos are long-necked quadrupeds with wrinkled skin reminiscent of the Weequays'. They have long, hooked claws and typically stand 1.2 to 1.5 meters at the shoulder. They hunt and live in packs of up to twenty, and often lay in wait buried only centimeters beneath the sands. Their howling at night is nothing less than sinister. Bandigos have a seemingly inbred hatred for the other, more common predator of Sriluur, the dark wolves.

Weequay tradition holds that the foul temptresses of Uurutche'zediev tricked the moon god Quay into entering the canyon, and then turned into bandigos and attacked him. Weequays therefore view the bandigos with a degree of disdain.

Bandigo: Medium-size desert predator 4; Init +2; Defense 22 (+2 Dex, +10 natural); Spd 16 m; VP/WP 26/14; Atk +9 melee (1d6+5, 2 claws) and +7 melee (1d8+2, bite) or +6 ranged; SQ pounce, rake 1d6+2, scent; SV Fort +6, Ref +6, Will +1; Face/Reach 2 m by 2 m/2 m;

Str 21, Dex 15, Con 14, Int 3, Wis 10, Cha 7. Challenge Code C.

Skills: Climb +8, Hide +10*, Jump +8, Listen +3, Move Silently +10*, Spot +3, Survival +4 (desert only).

*Includes a +5 species bonus.

Feats: Multiattack, Track.

Special Qualities: The following provides additional information on a bandigo's special qualities.

Pounce—If a bandigo charges a foe, it can make a full attack, including two rake attacks.

Rake—A bandigo gains two extra claw attacks against a grappled foe or against a foe it has charged. Each claw rake is treated as a secondary attack (+7 melee) that deals 1d6+2 points of damage. A bandigo can't begin a grapple and rake in the same turn—it must begin its turn grappling to use its rake.

New Creature: Dark Wolf

Known as *raquor'daan* among the Weequays, the creatures commonly called Sriluurian dark wolves are the stuff of a child's nightmare. Stealthy, nocturnal canines, these creatures prowl the obsidian formations of Sriluur's southern hemisphere. Dark wolves are wicked killers with poison-laden claws and a tripionlike stinger tail. Their shoulders and upper back are covered in a thick layer of hardy, leathered skin, which protects them from their own stinger as well as the blasting sandstorms of the Sriluur badlands. They are able climbers, and though Sriluur has few trees, dark wolves taken off-world have shown remarkable agility among boughs and branches. Some suspect they are analogous or related to the nightdwellers of Kashyyyk.

Dark wolves are considered the natural enemy of the bandigo, and Weequay lore maintains that the God of Night, Ra'quor, took the shape of a dark wolf when traversing the Sriluur wastes under the watch of Quay and the minor moons. As such, the Weequay regard the creatures with a good measure of respect. (The fact that dark wolves have been known to attack the equatorial Houk Territories doesn't hurt their popularity, either.)

Dark Wolf: Medium-size desert predator 4; Init +8 (+4 Dex, +4 Improved Initiative); Defense 23 (+4 Dex, +9 natural); Spd 16 m; VP/WP 26/15; Atk +9 melee (1d6+5 plus poison, 2 claws) and +4 melee (1d8+2, bite) and +4 melee (1d6+2 plus poison, stinger) or +8 ranged; SQ Darkvision, poison, scent, +4 species bonus on Survival checks when tracking at night or in total darkness; SV Fort +6, Ref +8, Will +3; Face/Reach 2 m by 2 m/2 m; Str 20, Dex 18, Con 15, Int 6, Wis 15, Cha 14. Challenge Code D.

Skills: Climb +8, Hide +7, Jump +8, Listen +5, Move Silently +7, Spot +5, Survival +6 (desert only; +10 when tracking at night).

Feats: Improved Initiative, Track.

Special Qualities: The following provides additional information on a dark wolf's special qualities.

Poison—For its claw poison, Fortitude save (DC 14) negates, initial damage none, secondary damage paralysis for 1d4 hours. For its stinger poison, Fortitude save (DC 14) negates, initial and secondary damage 1d6 temporary Str.

Sullust

Planet Type: Terrestrial
Climate: Superheated
Terrain: Mountains, volcanoes, rocky deserts, caves
Atmosphere: Toxic (surface), breathable (underground)
Gravity: Standard
Diameter: 12,780 km
Length of Day: 20 standard hours
Length of Year: 263 standard days
Sentient Species: Sullustan
Languages: Basic, Sullustese
Population: 18.5 billion
Species Mix: 96% Sullustan, 2% Human, 1% Bith, 1% other
Government: Corporate
Major Exports: Starships, computers, droids, hyperdrive and astrogation technology
Major Imports: Foodstuffs, water
System/Star: Sullust

Planets	Type	Moons
Sullumun	Gas giant	18
Lununmo	Gas giant	34
Sululluub	Asteroid field	—
Sullust	Terrestrial	2
Mumunubb*	Ice ball	0
Munumubb*	Ice ball	0

**These planetoids share an orbit.*

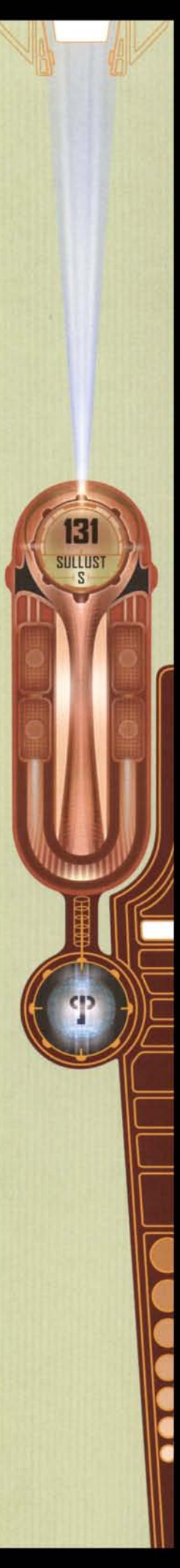
Description

A volcanic planet with a dangerously volatile surface, Sullust is a planet of geological instability contrasted with a bedrock society. The Sullustans are a species of pilots and business people who work together well, making Sullust one of the most prosperous and socially healthy worlds in the Outer Rim.

Although Sullust is popularly billed as "the volcano planet," only certain portions of the world contain active volcanoes, and residents tend to stay away from these hot spots. Though the geology is poorly understood, the mantle between Sullust's core and thick crust seems semipermeable, allowing liquid elements to erupt onto the surface of the planet with alarming frequency.

Sullust's atmosphere is barely breathable. Hot, thick clouds of toxic gases spewed by volcanic eruptions make the surface uncomfortable for short visits and lethal for extended habitation. Most of the opaque substances tossed up by volcanoes remain in the upper atmosphere, keeping visibility on the surface high, while heavier gases flow back down, making the surface air noxious.

To survive, the Sullustans dug down. Very early in their development, Sullustans built cities in lava tubes and within extinct volcanoes. As their society grew, they discovered how to live in bafflingly large networks of underground caves and tunnels. Cities of millions of people are enormous collections of tunnels, lava



tubes, natural formations, and artificial caves sprawling hundreds of kilometers in all directions.

Because of Sullust's volcanic unpredictability, the Sullustans learned top-notch civil engineering to safeguard their cities. Few volcanoes are reliably extinct on Sullust, so Sullustan engineers built high-temperature shunts in tubes beneath their cities to redirect pressure and lava toward acceptable surface outlets.

These shunts also channel lava and gases through enormous turbines, harnessing the planet's geothermal energy to power Sullustan machinery. Part of Sullust's success is its bountiful access to these natural energy sources. More than 85 percent of the Sullustans' energy needs are met by geothermal power, drawn from the ground beneath their cities. The rest is found in more traditional energy sources.

The SoroSuub Corporation is an overwhelmingly large part of every Sullust resident's life. Originally a mining and energy production company, SoroSuub now employs more than 90 percent of the planet's population and manufactures nearly everything from starships to skin conditioner. SoroSuub has posted growth every year of its existence, and the executive directors still see more growth opportunity in the galaxy.

Most of SoroSuub's consumer-grade product is intended for sale on Sullust. However, SoroSuub's reach extends far beyond the system. The corporation maintains offices and production centers on several planets and has a thriving business in numerous galactic markets. Off-world, SoroSuub is known for a more limited array of goods, notably force pikes, vibro-axes, landspeeders, space transports and capital class starships, and a variety of industrial and civilian sector droids.



History

Despite their remote Outer Rim location, the Sullustans have been an active part of the galaxy for thousands of years. They helped pioneer the Rimma Trade Route, and their planet has served as the jumping-off point from the Inner Rim for billions of sentient creatures. SoroSuub has been a part of the planet's economy and government for as long as Sullust has had interstellar travel.

During the Republic, Sullust was an honored member of the Galactic Senate. Through the centuries, SoroSuub played an increasingly large role in the planet's diplomacy as the corporation aided the government while introducing its products to new markets on other worlds. During the Clone Wars, SoroSuub practically eclipsed the planetary government body known as the Sullustan Council.

When the Empire rose to prominence, many Sullustans were sympathetic to the Rebellion. However, as an appeasement tactic and business decision, SoroSuub issued Corporate Proclamation 137d, dissolving the Sullustan Council and taking over Sullust. Subsequently, SoroSuub declared its allegiance to the Empire and began using its sizeable manufacturing facilities to help fuel the Imperial war machine.

As the Empire became more corrupt, Sullustans became disenchanted with its militaristic style and second-class treatment of non-Humans. Sympathy for and identification with the Rebellion grew. This attitude seeped up through the layers of management, until late in the Rebellion, Sullust formally seceded from the Empire and joined the Rebel Alliance. Just before the Battle of Endor, the Alliance fleet assembled near Sullust before making their final assault on the second Death Star.

After the Rebels overthrew the Empire, Sullust was one of the founding members of the New Republic. Corporate Proclamation 137d was rescinded, and the Sullustan Council was restored as a separate entity from SoroSuub Corporation. During The New Jedi Order era, the Council began overseeing planetary issues such as public health, legislative and law enforcement duties, and tourism. SoroSuub held less power over day-to-day life on Sullust, although it still shared many civic responsibilities with the Council. The corporation also continued to be the dominant business on Sullust and the default representative of Sullustans throughout the galaxy.

Like the rest of the galaxy, SoroSuub and the Council were caught unaware by the Yuuzhan Vong assault. Sullust remains one of the few unconquered planets, but the Council is overwhelmed by maintaining order in the face of galactic disorder, and SoroSuub has no strategy for restoring a good business environment. Overrun by refugees, the Sullustans cobble together whatever defensive forces they can in an attempt to defend their planet against the predations of the Yuuzhan Vong invaders.

People

The Sullustans are well known throughout the civilized galaxy. They have a distinctive appearance, with large black eyes and large ears. They are generally shorter than most Humans; the average Sullustan stands 1.5 meters high and weighs 67 kilograms. Their rapid, clipped language is distinct in galactic lexicology, although they are perfectly capable of speaking Basic.

Sullustans are an amiable people. They welcome visitors on their ships and their planet, and most are good

natured and easy conversationalists. This trait, along with their reputation for quality, allows them to quickly spread their ships and pilots throughout the galaxy, and opens new markets for SoroSuub where other businesses have had difficulty.

Family is very important to most Sullustans. Homes are typically multigenerational, and ship crews sometimes have several family members working aboard closely. Just as commonly, single Sullustan pilots and navigators hire themselves out to crews of mixed species. Unless they've shamed their families or are high-profile criminals, though, they return to Sullust as often as possible to share earnings and travel stories with their families.

Sullustans are famous for having a near-flawless sense of direction. If a Sullustan has followed a route once, he or she can always remember how to follow it again, whether walking a path in the dark or plotting an astrological trajectory. Part of this remarkable ability is natural, but part of it is learned behavior. Even as children, Sullustans learn to weave through the buried tunnel cities of their homeworld.

Because of this species ability, Sullustan streets and buildings are rarely marked. Only the planet's tourist sections and starports have clear signs and directional equipment to help visitors navigate. Residential areas and SoroSuub sectors where visitors are not expected can be dangerously labyrinthine to non-Sullustans.

Sullustans are also capable business people. Outsiders consider their relationship with SoroSuub somewhat puzzling. For such an independent species, they seem paradoxically willing to allow their lives to be thoroughly directed by a single corporation. However, SoroSuub is not a profit-driven monstrosity like corporations on some other worlds. Profit is one motive, but a greater motive of the corporation is the strength and well being of the Sullustan people. Though it isn't perfect, the corporation has a strong record of commitment to the principle of serving Sullust, even taking losses in some divisions to ensure the well being of Sullustans who could be negatively affected by business decisions.

As a result, Sullustans have a great deal of trust in the goodwill of the corporation and are willing to cede personal liberties and occasionally even government functions to SoroSuub. As history showed during the Rebellion, though, if Sullustans disagree with a decision made by the corporation, they are willing to commit civil disobedience against its wishes. Fortunately, SoroSuub is usually flexible enough to amend or reverse policy when a number of their employees and customers disagree.

Locations

Sullust is home to quite a few remarkable structures and natural phenomena. Many people from the Core and Inner Rim consider Sullust a prime tourist spot. Since a small but significant part of Sullust's economy is tourism, they make visitors as welcome as possible.

Piringiisi

A popular resort known for its hot springs and mud baths, vacationers from all over the galaxy come to rest and bathe in the rejuvenating green mud of Piringiisi. The hot springs are natural, but the Sullustans have "improved" upon nature by creating private bathing pools and steps down into the deeper pools for guest safety. Massage and other relaxation treatments are also available.

The exact mineral composition of the green mud at Piringiisi is a secret, but it has measurable rejuvenative effects. A fatigued character who spends at least one minute within 6 meters of a mud pool takes no penalties for being fatigued. An exhausted character who spends 10 minutes immersed in the mud recovers from exhaustion. Finally, anyone who rests at the spa overnight regains vitality as though a healer had successfully used the long-term care option of the Treat Injury skill. Someone also using Treat Injury on a character resting at the resort has no effect.

LavaRide Enterprises

This thrill ride sports entertainment company places customers inside transparent, heat-resistant bubbles and drops them into active volcanoes. The oozing lava keeps the bubbles afloat, and occasional bursts of steam can fire bubbles high into the air. Transport ships with tractor beams hover overhead to catch anyone who flies out of



the caldera or pull out anyone who begins to sink into the lava. Riders can choose a volcano slope and ride down on a lava slide.

Organizers have begun to create a sport around LavaRide, placing several riders in the volcano's caldera, setting up goalposts on two ends, and releasing an empty bubble for the riders to knock around. The activity is gaining an audience, but many feel that this "sport" is still too dangerous. It's gaining in popularity with off-world interests, though—particularly a few crime lords who want to organize betting pools around the games.

SoroSuub Headquarters

In other times, this city has been known as Byllurun, the capital city of Sullust. However, for most of Sullust's history, SoroSuub has annexed the entire city for its corporate headquarters, allowing the government to operate in buildings leased for 1 credit per year, and letting employees live in corporate housing for reasonable rates. The city is sometimes still called Byllurun, but it's usually referred to as SoroSuub Central.

SoroSuub Central is more visitor-friendly than most Sullustan cities, since business associates from other worlds regularly visit. Guest quarters can accommodate most known species, even those from aquatic worlds or those with unusual respiratory needs. Signs exist to help people find where they're going, and the tunnels and caves have been worked to make them more smooth and predictable. Additionally, the city is beautified by several botanical gardens containing nonnative plant life. The parks are both educational for Sullustan children and relaxing for visitors, who can spend time in miniature approximations of their homeworlds.

The main purpose of the headquarters is business, though. No manufacturing is done in SoroSuub Central, but roughly four million employees take care of payroll, accounting, and billing, as well as various executive functions.

In eras when the Sullustan Council rules separately from SoroSuub, the Council meets in council chambers in the city. Planetary judicial services are also administered from the SoroSuub Central, and a few of the larger law enforcement organizations have major offices in the city.

Sulon

Sullust has two moons. One of them is a small, unremarkable hunk of spinning rock named Umnub, from which the Sullustans mined all the useful materials perhaps a millennium before the Battle of Yavin. In stark contrast, the other moon, Sulon, is a large, inhabited planetoid with a breathable atmosphere.

Roughly two hundred million of Sullust's inhabitants live on Sulon, and most of them are directly or indirectly involved with the thriving agriculture program. From the air, the entire moon looks like a neat set of cross-hatched fields, tended by rugged agriculture droids.

This appearance is deceiving, however. Sulon also houses Sulon Incorporate, a subsidiary of SoroSuub. Sulon Incorporate uses the moon as a production, manufacturing, and starport facility. Using construction techniques learned from their planetary cousins, SI civil engineers house manufacturing facilities in underground caves. They prefer to leave as much arable surface for farming as possible.

The most dangerous production work is performed in these factories by sensitive droid workers, keeping volatile manufacturing off Sullust. Explosives, weapons testing, bacterial experiments, and similarly hazardous technology are generally built and shipped out from here. Though this is dangerous, SoroSuub catastrophe experts agree that a disaster on Sulon is preferable to one on geologically unstable Sullust.

Finally, Sulon is home to Sullust's best-equipped starport. Some business partners who would be uncomfortable or are physically incapable of traveling within the buried cities of the planet below prefer to remain in the domed starport on Sulon. Many visitors to Sullust have never actually been to the planet proper. Instead, they commit their transactions in the spacious, luxurious starport on Sulon. Daily shuttles ferry corporate negotiators and executives from SoroSuub Central to Sulon to conduct business.

SoroSuub Research & Development

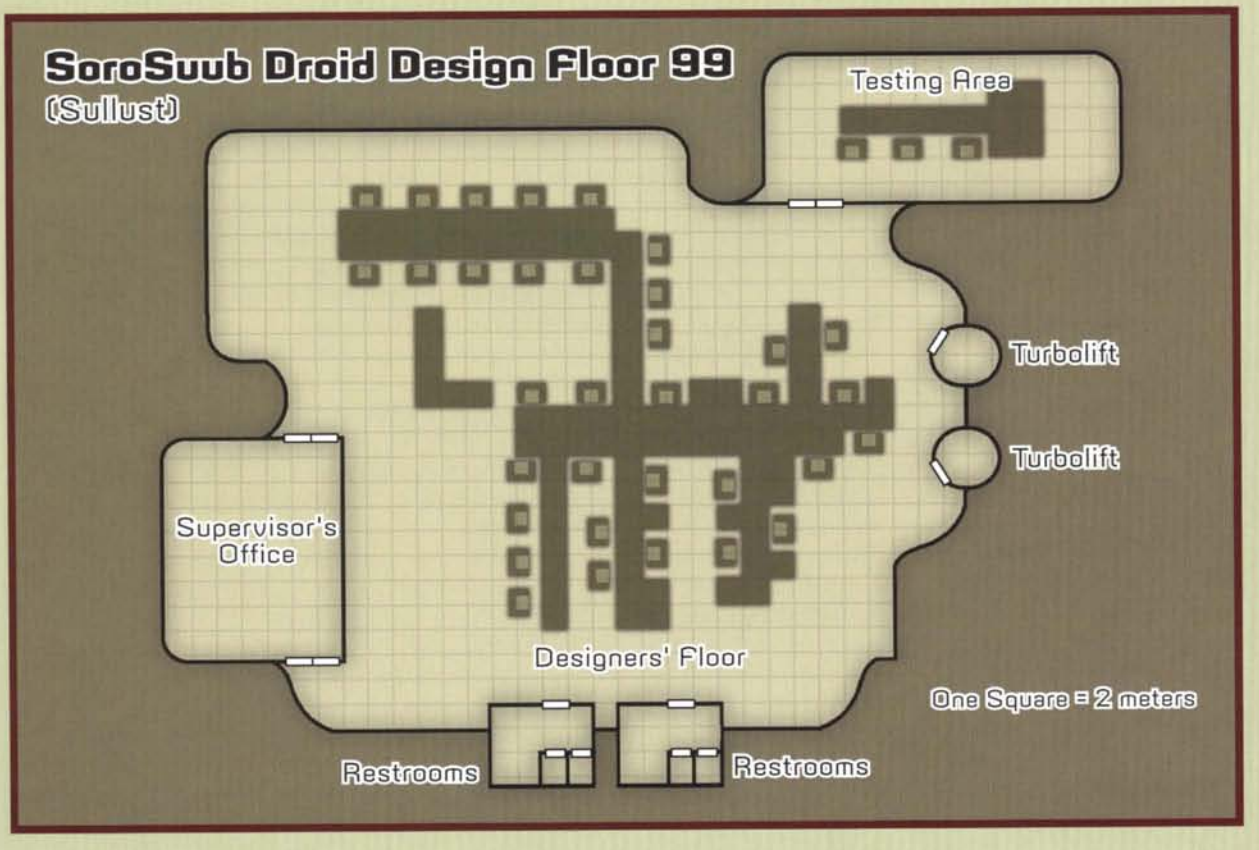
Some employees consider SoroSuub Research & Development a charmed existence. This division of the corporation actually encompasses several smaller skunkworks teams, each of which has the job generating new ideas and figuring out how to implement them. The teams have yearly budgets, but they aren't accountable for producing anything, as long as they're working on *something*.

A few layabouts have managed to weasel their way into R&D, but the teams also contain hard workers and unconventional thinkers striving to expand SoroSuub's products and services into completely new areas. The teams are scattered all over Sullust, and a few are located on other planets where SoroSuub has a major presence. R&D believes that if they spread their thinking out, they're more likely to find unconventional solutions.

One of the most successful groups is known as the Black Hole team, generally located on Sulon. In the past, the Black Hole team has documented research into alternate theories of hyperdrive development, mass mind control, droid nanotechnology, and Force-powered astrogation computers. The Black Hole team goes even further than other R&D teams because its membership and budget are complete secrets, and the engineers, philosophers, artists, and programmers who work on the team answer to no one.

Fulluusub

The largest independent settlement on Sullust, less than 30 percent of the city's half-million inhabitants are employed by SoroSuub. The rest make up a loose artist's colony or serve in support roles catering to artistic endeavors. Fulluusub also attracts inventors who work outside the corporate structure, along with a disproportionate number of Sullustan crackpots who can't seem to get along in normal society.



Many Sullustans have been taken aback by the gusto with which residents have embraced this community. The residents of Fulluusub aren't particularly anti-SoroSuub, but they are interested in trying life outside the corporation—a mindset that seems vaguely sinister to the average Sullustan. When Fulluusub residents travel to other parts of Sullust, they usually try to keep their origins quiet to avoid awkward silences and distrustful stares.

It doesn't help that Fulluusub harbors Sullustans who truly are opposed to the corporation, and some non-Sullustans who have ties to competitors or anticorporate terrorist groups. For Fulluusubians, it's all part of the free-thinking style of the city, but the more reasonable among them understand and accept the cost of being different.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

SoroSuub practically writes its own adventures, with business deals gone wrong, under-the-table negotiations, and corporate espionage blossoming into consequences that can't be solved by writing a check.

Business is Business

Sullustans have a reputation for being easy-going and fans of the underdog. This is only partially correct. In the boardroom, many Sullustans have learned to quell their natural tendencies and play dirty against hostile business opponents.

A mid-level negotiator named Ivis Bibrull has chosen to default on paying Trandoshan subcontractors the agreed-upon 300,000 credits for their failure to deliver quality sheet metal to a factory on Eriadu. The Trandoshans claim they met the terms of the agreement and give Ivis thirty days to cough up the money before they move to "interpersonal arbitration."

In fact, Ivis doesn't even have the money in his budget. From the beginning, he assumed that the Trandoshans he hired would do a substandard job, and he never intended to pay them. If it came down to it, Ivis has a discretionary fund he could use to hire "troubleshooting independent contractors" (in other words, the heroes) to solve the problem for much less money. If he pulls this off, Ivis could save his division quite a bit of money and possibly earn a promotion.

Tourist Trap

The green mud of Piringiisi draws millions of tourists every year to soak in its gloopy comfort. Recently, someone released a baby dianoga (Medium-size) into one of the private mud pools. After the first patron disappeared, the owners assumed she had slipped out without telling anyone. Once the second one disappeared, they got suspicious.

The third person to encounter the dianoga was an excitable squib who managed to get away. He ran through

the spa screaming bloody murder, trailing the blood to prove it.

Piringiisi has been shut down for the last two days as the spa managers decide what to do. Some of the mud pools are connected by underground vents, so no one knows where the dianoga is, exactly. An attempt to drain the mud has already cost them two droids as the dianoga dragged both under the surface. What they really need is a group of people with weapons and a take-charge attitude to go in there and do a dirty, dangerous job.

Assuming the exterminators survive, the Sullustan authorities might also ask them to help track down the villain who released a dianoga into a popular tourist attraction in the first place.

Bad Moon Rising

The New Growth sector of SoroSuub has proposed bringing a large asteroid out the Sululluub ring and dropping it into orbit as a new satellite production facility. Sullustan astrophysicists think this is a bad idea, with unknown consequences for the geologically unstable planet below. But the New Growth sector is thinking in terms of credits, not ecology. They're forging ahead with the plan.

Since the New Growth sector is impervious to reasoning and going through the proper channels could take too long, the astrophysicists have decided to act directly. They put out a call for a group of people with demolitions skills and commission the team to blow up the asteroid in question before the New Growth sector can get their hands on it.

The asteroid is quite large, requiring timed charges in several different locations to break it up into smaller pieces. Finding the correct spots to place explosives requires a successful DC 15 Knowledge (geography) check. (The astrophysicists can supply a scientific expert if the heroes are short one.) Then, the demolitions expert must place explosives carefully enough to destroy 15 centimeters of stone at five separate locations (an average damage result from a devastating explosion with a ×3 multiplier will do the trick).

This would all be academic for a demolitions expert, except that New Growth survey teams are on the asteroid at the same time. They'll try to run the heroes off and sabotage any explosives they find. The heroes must somehow deal with the New Growth survey teams to get the job done, and even if they complete the assignment, they'll have earned an enemy within SoroSuub.

Event Horizon

The Black Hole R&D team of SoroSuub is recruiting. They want part-time extraplanetary employees who don't ask permission or forgiveness when they're getting something done. Either through a previous relationship, or through good references, they're considering some or all of the heroes for the position.

Before they can be offered the job, the heroes must pass an interview. The interview consists of a review of the heroes' past accomplishments and a check of their references. But the most important part of the interview is the hands-on portion: Anub Byus, acting subdirector of the team, wants them to retrieve coordinates and photos of the secret hideout of Obdulla the Hutt.

Obdulla is a minor crime lord in the Outer Rim, but the Hutt is obsessed with security. He has holocams and guards everywhere in his palaces, and he stays on the move to confuse his enemies.

The trick of this assignment is to learn that Obdulla has three major hideouts. Heroes must use all the Gather Information, Intimidate, Bluff, and Knowledge (streetwise) skills at their command to wrestle this information out of their underworld contacts. Otherwise, bringing back coordinates and photos for just one hideout doesn't pass the interview. Worse, Obdulla is very angry that his security has been breached. He sends bounty hunters after the heroes, sometimes in twos and threes, in an attempt to make an example of them.

On the other hand, if they do find all of the Hutt's hideouts, news will get back to Obdulla, who will furiously begin cleaning house of his inept guards and establishing new hideouts. Punishing the heroes for ruining his secrets will be pretty far down on his list.

If the heroes pass the interview, they become privy to a world of strange assignments to distant places for excellent pay. Their assignments will seem strange and sometimes nonsensical, but the Black Hole team specializes in dubious experiments. Anub Byus never tells them what the Black Hole team does with holorecordings of Obdulla's various lairs, but they probably won't ever have to worry about the Hutt again afterward, because the Sullustans seem to be confident that they can "take care of him."

Flower Power

Prince Geben Arrulis is a near-Human from the newly discovered planet of Bursoll II. That world has heavy deposits of a rare radioactive mineral that SoroSuub would like to use in various manufacturing processes. They're shmoozing up the prince in SoroSuub Central, but Arrulis is despondent. He sees all the plants from other worlds, but none from his own. The executives in charge of landing the Bursoll account feel it would be advantageous to get a few flowering rurylis plants from his home to cheer him up.

Someone hastily tracks down the heroes and asks them to make a quick trip to Bursoll to pick up a few plants. The heroes need to be back in under a week, before the prince's trip to Sullust ends.

Unknown to almost everyone, the rurylis flower has pollen that disperses harmlessly in its native atmosphere but creates a disorienting psychoactive effect in enclosed spaces for all creatures who breathe normally. After a day cooped up with the plant, anyone trapped in a relatively small space with it (such as a space transport starship) must succeed at a DC 25 Fortitude save or take a –5 penalty on all skill checks and attack rolls for the next 72 hours.

The heroes will probably be well into a hyperspace jump before they notice the plant's effects—and still under the influence when they emerge. If they're lucky, no old enemies will be waiting for them back on Sullust.

Even if the heroes deliver the rurylis flowers safely, the same ill effects begin striking Sullustans in the cavern where they're eventually planted. The ventilation underground isn't strong enough to keep the pollen from infecting everyone in an entire district of the city. If the heroes don't find a diplomatic way to appease the prince, thousands of Sullustans could be nonfunctional, or perhaps even a danger, while under the flowers' effects.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Sullust.

Sollos Benmub

Sollos Benmub holds the dubious distinction of being one of the few Sullustans ever fired from SoroSuub—which is exceptionally difficult to do. Theft, graft, assault, and even murder are grounds for transferal, but not termination. Sollos's crime was accounting sabotage in the employ of another corporation, an act tantamount to treason on Sullust.

Sollos has never revealed who his employer was, although some think that his current job as a manager in the tiny Sienar Fleet Systems office on Sullust is telling. He has also been seen in the company of furtive Rodians on occasion. He doesn't mention his meetings or his firing, but if confronted, he doesn't seem particularly upset.

The grounds for Sollos's termination were never disclosed, so he tells the story that he left for the challenge of working to improve SoroSuub through legitimate competition. Now he's the "Sullustan Relations Manager" at Sienar Fleet Systems, but his former coworkers in accounting remember what he did and avoid dealing with him in any situation.

Sollos Benmub: Male Sullustan Noble 3/Scoundrel 3; Init +2; Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 17/8; Atk +4 melee (1d3, unarmed strike) or +6 ranged; SQ Darkvision, favor +2, illicit barter, inspire confidence, lucky (1/day), precise attack +1, resource access; SV Fort +3, Ref +7, Will +4; SZ M; FP 0; DSP 1; Rep +5; Str 10, Dex 15, Con 8, Int 15, Wis 11, Cha 14. Challenge Code B.

Equipment: Datapad, 1,500 credits.

Skills: Appraise +4, Bluff +7, Climb +2, Computer Use +11, Diplomacy +8, Forgery +7, Gather Information +7, Knowledge (business) +11, Knowledge (streetwise) +11, Listen +7, Pilot +7, Profession (accounting) +9, Read/Write Basic, Read/Write Rodese, Read/Write Sullustese, Speak Basic, Speak Rodese, Speak Sullustese, Sense Motive +9, Spot +5.

Feats: Great Fortitude, Infamy, Starship Operation (space transport).

Anub Byus

Anub is the acting subdirector of SoroSuub Research and Development and is listed as a charter member of the Black Hole team. Anub has the authority and budget to hire contract employees for any reason. He can be a patron to heroes, an opponent, or, enigmatically, both.

Anub is a mysterious Sullustan. He dresses well and always speaks in a smooth, well-modulated voice. He knows a variety of obscure facts and is happy to be a source of information or contacts for the heroes. The Sullustan makes a point of knowing things, and if he can't find something out personally, he'll hire someone who can.

Though helpful, Anub is only available at odd times—usually in the middle of the night or late afternoon. Despite being (presumably) busy, any time the heroes encounter him, he seems to have nothing else to do but sit in a comfortable room and discuss whatever the heroes want to discuss. He never reveals how he gains his information, and he never discusses business aside from that directly relating to the heroes.

Anub has a great deal of latitude as acting subdirector. However, Anub never reveals who his director is, or whom he's filling in for as "acting" subdirector. He isn't listed in any public directory, and he's never seen entering or leaving his office block. Anub's actual day-to-day role within SoroSuub R&D is a secret, and he pleasantly redirects questions about himself to other avenues.

Anub carries a modified holdout blaster that does as much damage as a normal blaster. He keeps it hidden in his sleeve for easy access.

Anub Byus: Male Sullustan Noble 14; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 51/10; Atk +10/+5 melee (1d3, unarmed strike) or +11/+6 ranged (3d6, holdout blaster pistol); SQ Coordinate +3, darkvision, favor +4, inspire confidence, inspire greatness, resource access; SV Fort +6, Ref +7, Will +10; SZ M; FP 2; DSP 1; Rep +4; Str 10, Dex 12, Con 10, Int 15, Wis 12, Cha 16. Challenge Code F.

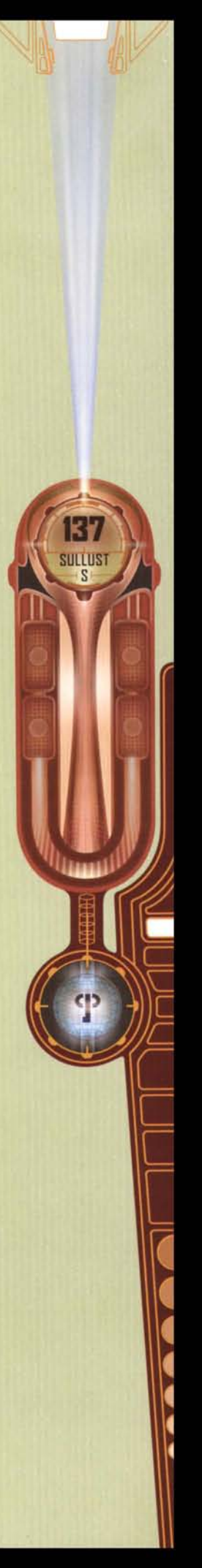
Equipment: Datapad, modified holdout blaster, 5,000 credits.

Skills: Bluff +6, Climb +2, Computer Use +19, Diplomacy +23, Gather Information +6, Intimidate +23, Knowledge (architecture) +7, Knowledge (bureaucracy) +7, Knowledge (business) +18, Knowledge (Jedi lore) +7, Knowledge (physics) +7, Knowledge (politics) +7, Knowledge (technology) +7, Knowledge (world lore) +7, Listen +5, Profession (business) +18, Read/Write Basic, Read/Write Sullustese, Speak Basic, Speak Bith, Speak Ryl, Speak Sullustese, Sense Motive +18, Spot +3.

Feats: Alertness, Combat Expertise, Great Fortitude, Influence, Persuasive, Point Blank Shot, Trustworthy, Starship Operation (space transport), Weapon Group Proficiency (blaster pistols, simple weapons).

Syv Bullnumull

Syv got her start as a pilot whipping around the Sulon shipyards in tugs that moved the half-finished transports and capital ships. Like many Sullustans, her career as a pilot seemed practically preordained. Her supervisor in the shipyards thought she was too wild and began assigning her manifest-checking jobs in an attempt to calm her down.





ULL MURUB

A mandatory transfer to a desk job for a year was not what Syv had in mind. The next time a ship large enough to stow away on left Sullust, she went with it.

Syv's career as a pilot hardly took off in the following years. She was resigned to demeaning crew jobs on different ships as she hopped across the galactic trade routes looking for new opportunities. Eventually, she landed on a smuggling ship called the *Rabid Nek Dog* and became its leader overnight when she and the crew staged a quick mutiny, stranding the captain and his mate on Hok, a little-known Colonies planet. The crew all hated the former captain and liked the fun-loving Syv, so they easily adapted to the new regime.

While being a smuggler is very exciting, Syv mainly enjoys the thrill of flying fast ships in unpredictable circumstances. The business end of smuggling is mainly an annoyance. She prefers to avoid plainly evil cargo and business associates, but they can't be entirely avoided in her line of work. She has a good crew, a fast transport, and only a few people who want to kill her. It's a good life, more or less.

Syv Bullnumull: Female Sullustan Scoundrel 4/Scout 4/Starship Ace 1; Init +7 (+3 Dex, +4 Improved Initiative); Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 47/12; Atk +5/+0 melee (1d3–1, unarmed strike) or +9/+4 ranged (3d6, blaster pistol); SQ Darkvision, heart +1, illicit barter, lucky (1/day), precise attack +1, trailblazing, uncanny dodge; SV Fort +5, Ref +11, Will +5; SZ M; FP 2; DSP 1; Rep +2; Str 8, Dex 16, Con 12, Int 16, Wis 13, Cha 11. Challenge Code D.

Equipment: Blaster pistol, modified YT-1300 freighter, 200 credits.

Skills: Astrogate +15, Climb +5, Forgery +10, Gamble +8, Hide +14, Knowledge (streetwise) +11, Listen +14, Pilot +18, Profession (smuggler) +9, Read/Write Basic, Read/Write Dosh, Read/Write Durese, Read/Write Sullustese, Repair +15, Search +10, Speak Basic, Speak Dosh, Speak Durese, Speak Shyriiwook, Speak Sullustese, Spot +13.

Feats: Improved Initiative, Skill Emphasis (pilot), Starship Dodge (space transport), Starship Operation (starfighter, space transport, capital ship), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Umum Yulluruub

Umum was raised on a string of worlds by parents who were traveling market scouts for SoroSuub. Her parents opened more than dozen new markets by dropping into isolated worlds, seeing what they needed that SoroSuub could sell, and setting up a shop. Then they moved on. Umum learned an unusual combination of self-reliant survival and people skills that allowed her to live and make friends in almost any environment.

In her adulthood, Umum has fallen into the family business. She's not as successful as her parents were, so she sometimes hires herself out as an independent contractor working as a guide for people trekking into remote parts of the Outer Rim. She's primarily in the "adventure tourism" business, but she's willing to charter other groups. Her standard business practice is to drop her customers off for a week in the middle of nowhere and spend the intervening days hunting in or near the system for new market opportunities.

Umum Yulluruub: Female Sullustan Fringer 7/Noble 3; Init +0; Defense 15 (+5 class); Spd 10 m; VP/WP 45/10; Atk +9/+4 melee (1d3+2, unarmed strike) or +7/+2 ranged (3d8/19–20, blaster rifle); SQ Barter, darkvision, favor +2, inspire confidence, jury-rig +4, resource access; SV Fort +7, Ref +6, Will +8; SZ M; FP 1; DSP 0; Rep +2; Str 14, Dex 10, Con 10, Int 16, Wis 17, Cha 15. Challenge Code C.

Equipment: Blaster rifle, macrobinoculars, field kit, YT-1300 transport.

Skills: Astrogate +13, Computer Use +8, Climb +4, Diplomacy +8, Entertain (storytelling) +5, Gather Information +4, Jump +12, Knowledge (alien species) +13, Knowledge (wilderness lore) +9, Knowledge (world lore) +13, Listen +9, Pilot +13, Read/Write Basic, Read/Write Sullustese, Repair +9, Speak Barabel, Speak Basic, Speak Dug, Speak Sullustese, Speak Toydarian, Spot +16, Survival +15, Swim +8, Treat Injury +11.

Feats: Gearhead, Rugged, Starship Operation (space transport), Track, Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Ull Murub

Ull Murub is a Jedi Guardian Padawan who longs for someone to guard. His life has been calm (boring, Ull would say). During the Rise of the Empire era, Ull is stationed with his master on Sullust, while during The New Jedi Order era, he's an Academy dropout, returned home to figure out what to do next.

Ull hasn't yet learned the truth behind Yoda's admonition, "Wars make not one great." The young Padawan would be quite interested in involving himself in a war, deflecting some blaster bolts, and maybe saving a few princesses. He's excited by what he can do with the Force and wants to use it on things. So far, all he's managed to use the Force for is to help people find lost cred sticks.

A dark Jedi consular, hidden among the Human population on Sullust, has taken a special interest in Ull. If she can encourage his brash desire to be a hero, she can turn him to less admirable emotions and drag the Sullustan down the path to the dark side.

Ull Murub: Male Sullustan Jedi Guardian 4; Init +4; Defense 18 (+4 class, +4 Dex); Spd 10 m; VP/WP 22/11; Atk +8 melee (2d8/19–20, lightsaber) or +8 ranged; SQ Darkvision, deflect (defense +1, attack –4); SV Fort +4, Ref +8, Will +1; SZ M; FP 3; DSP 0; Rep +1; Str 10, Dex 18, Con 11, Int 11, Wis 9, Cha 12. Challenge Code B.

Equipment: Comlink, lightsaber.

Skills: Climb +5, Jump +4, Knowledge (Jedi lore) +3, Listen +1, Read/Write Basic, Read/Write Sullustese, Speak Basic, Speak Sullustese, Tumble +8.

Force Skills: Battlemind +9, Enhance Ability +4, Force Defense +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Weapon Finesse (lightsaber), Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Control, Mettle, Sense.

Thule

Planet Type: Terrestrial
Climate: Arid
Terrain: Rocky plains and hills
Atmosphere: Breathable
Gravity: Standard
Diameter: 27,539 km
Length of Day: 38 standard hours
Length of Year: 459 standard days
Sentient Species: Human
Languages: Basic
Population: 790 million
Species Mix: 91% Human, 9% other
Government: Military hierarchy
Major Exports: None
Major Imports: None
System/Star: Thurra

Planets	Type	Moons
Thule	Terrestrial	1
Enenpa	Gas giant	40

Description

This used-up husk of a world steeped in the dark side served as a base of operations by the Sith more than four thousand years before the Battle of Yavin. It was also occupied by militant Republic Separatists under the sway of Count Dooku during the Rise of the Empire and the site of several skirmishes during the Clone Wars. The rest of the time, it has been ignored or forgotten, a sleeping Sith asset in the vast space of the Outer Rim.

For most of the year, Thule is dry and arid. Gray rock and fine sand cover most of the surface, while tall, natural spires topped with bioluminescent moss accentuate the landscape. Despite the thick clouds that coat the sky, rain falls on fewer than fifty days out of the year. Colored lightning flickers among the clouds and frequently strikes the spires. Windstorms blow across the surface of Thule regularly, eroding canyons and hollows into the hilly landscape.

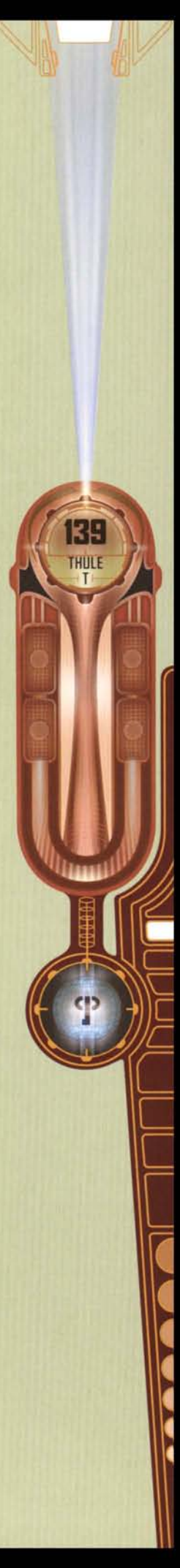
The dark side looms over the planet, and ancient Sith traditions are practiced by the Force-sensitive and non-Force-sensitive alike. The Sith temple in the capital city of Hurom sees daily use, and even the ancient Sith language is still spoken by the populace. Because of the strength of the dark side and the planet's atmospheric conditions, anyone who uses the Force Lightning skill outdoors on Thule receives a +4 circumstance bonus on the check.

If Thule ever had indigenous life, it was killed or frightened away by the current residents long ago. Now, residents stay clustered in urban areas, while outside the cities, military training camps and farms take up much of the inhabitable terrain. Sometimes, troops on long-term survival jaunts spend up to a month in the wilderness, but otherwise, staying outside the cities is a sure way to remain concealed.

Thule's moon, Sivvi, is little more than a trapped asteroid. Covered with craters and tunnels, it has no atmosphere. Military leaders run zero-gravity training drills inside the moon, and pilots practice vehicle skills on the surface.

History

In the ancient days of the Old Republic, Thule was inhabited by a Sith stealth regiment. They set up on Thule, masked by its remote location and the overwhelming power of the dark side. After the Old Republic repelled the Sith incursion about five thousand years before the Battle of Yavin, a small number of Sith devotees and dark side adherents retreated to Thule to regroup alongside the Sith special forces. They lost the fight but expected the defeat to be temporary. Together, they set themselves up as an advance force for the time when the Sith would return and have revenge.



Millennia passed, and no revenge was in sight. Sith loyalists occasionally remained in touch with forces on Thule, and generations of soldiers were kept sharp by the power of hate. During this time, the planet's population dropped precipitously. At its low point, Thule had a population of roughly half a million people. The remaining die-hards were loyal but disgruntled with their misuse.

When Darth Bane reduced the number of Sith Lords to two, Thule swore allegiance to the lords who remained in the galaxy, believing that they would give the armies and students of the dark side a purpose again. Over the next thousand years, the Sith masters and apprentices did indeed use the resources on Thule for various schemes. Human troopers were siphoned off in small groups for various purposes.

Roughly a hundred years before the ascendance of Emperor Palpatine, dark side prophets at the Sith temple began receiving violent prophecies of Thule's place in the Empire to come. The prophets saw that millions of soldiers would descend on Thule to help the Sith regain their place of honor and power.

Just before the Clone Wars, as foretold, millions of Separatists came to Thule under the direction of Count Dooku. Equipment and troops from the Techno Union also began appearing in the skies, and the planet was abuzz with activity and preparation. Count Dooku and the Separatists held pieces of an ancient Sith weapon known as the Dark Reaper, and they were assembling it for use in the coming wars. The Dark Reaper was demolished when part of the wars came to Thule, destroying the weapon before it could be properly deployed.

This was horribly demoralizing for the soldiers, who felt their destiny was thwarted. Thule did provide a staging ground for soldiers who fought in other parts of the galaxy during the Clone Wars, but it never experienced the glory its leaders wanted. Afterward, upon Palpatine's ascent to Emperor, he purged knowledge of Thule from histories and the few sources that documented its existence. Thule's role as a hidden planet was to continue as a resource for the Sith, not the Empire.

Thule continued as a hiding place during The New Jedi Order era. Its dark side cover had hidden the planet from more skilled Jedi during the Old Republic, and the new batch had no hope of piercing its shroud. Not even the Yuuzhan Vong seem to know about its existence, though whether they care, given the planet's noninterference, is another matter.

People

For an Outer Rim planet, Thule boasts a surprisingly large Human population. Residents who aren't Human are usually near-Human species such as Chiss or Ubese. Several near-Human species who remained undiscovered by the larger galaxy until the Rebellion (or later) had a number of representatives on Thule under Sith rule during the Old Republic. How they got there—and why there was such a large concentration of "unknown" species—is yet another mystery of the dark side.

Thule's population largely consists of soldiers and militia, and the society is overtly militaristic. Unlike most civilized planets, blasters and other weapons are carried openly, and unusual weapons such as vibropikes or equipment such as powered armor are accepted. The mix of military systems from different eras and allies makes uniforms common, but inconsistent. Any military garb is considered "normal" dress.



Leadership on Thule changes depending on the era, but military rule under the shadow of the dark side is constant. Government consists of a strict military hierarchy, led by a single general. The general has a wide staff and is expected to consult with Sith priests before making major decisions. Though the planet contains noncombat families and residential areas, no one is allowed to be a "civilian."

During the Clone Wars, the population vaulted to record highs. Insurgents from the thousands of Separatist worlds arrived under the leadership of Count Dooku, and an influx of Techno Union soldiers boosted the population. Regardless of era, Thule's population is pitifully small compared to the surface area of the planet. Residents cluster in the world's large cities, leaving enormous swaths of land open, tended only by agricultural droids. Soldiers frequently go on maneuvers into the unpopulated parts of the planet, staying there for days or weeks at a time. During wartime, every citizen, whether directly involved as a soldier or not, is expected to fight. Even shopkeepers know how to fire blaster rifles, and many know how to operate larger weapons as static defense points.

Locations

Most of the important locations on Thule are located in a one-hundred-kilometer radius of the capital metropolis, Hurom. Dozens of other population centers also dot the globe.



Hurom

The capital city of Thule is filled with buildings older than many civilizations. The construction and architecture are reminiscent of a city designed to repel assault. Straight, wide streets and large open plazas that house antipersonnel weaponry provide defense against ground assault, while antiaircraft turbolasers crisscross the metropolis in a tight grid system. Buildings extend below the surface as well as above, and many are connected by underground tunnels.

Hurom contains the largest population concentration on the planet, housing more than twenty million people. The majority do not belong to the military, but every adult has a blaster weapon and attends bimonthly training sessions to keep his or her skills honed. Planetary government is traditionally housed here, although leaders rule from off the planet as often as on.

Sith Temple

This large, imposing building at the center of Hurom covers more than a block and dominates the cityscape. The dark side is so strong here that anyone who is Force-sensitive, but not at least tainted by the dark side, takes a –2 penalty on attack rolls, saving throws, and skill checks while inside. The temple is a meeting place for government leaders and Sith priests, and it serves as a commissioning center for all outgoing troops.

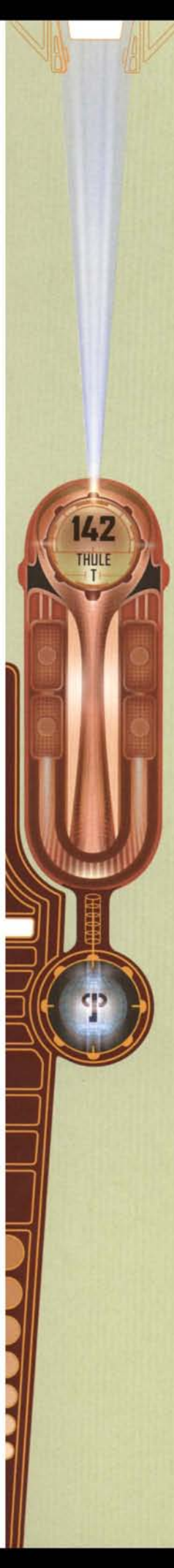
Armory

The collection of buildings near the troop training center forty kilometers outside Hurom is a cross between a working weapons cache and a weapons museum. Thousands of blaster pistols and rifles of every make occupy long racks, and large storage rooms containing nothing but power packs thrum with energy. One heavily secured building near the center of the compound contains shelves of lightsaber parts, including crystals and special power packs.

The armory also contains plans for hundreds of ancient Sith weapons and vehicles, along with some working models ready for action. The Dark Reaper, seen only briefly during the Clone Wars, was assembled in a hangar here. Even deadlier weapons await the technician with the will and authorization to build them.

Farms

Farms on Thule are enormous affairs. Only about a fifth of any given harvest is useable because of the poor, dry soil. To compensate, agricultural planners sow enormous fields, hundreds of square kilometers per crop, just to grow enough to feed the population of the planet. People almost never go into the fields, counting on threshing droids the size of sand crawlers to take care of planting, maintenance, and harvesting.



For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Adventures on Thule invariably involve discovering it first. The planet's location is a secret until the Clone Wars, and afterward, the Emperor hides it again.

Believe the Hype

When flying about the Outer Rim, the heroes unexpectedly have a difficult Astrogate check. An unknown gravity shadow forces the heroes to drop out of hyperspace before they reach their destination.

The problem is a capital ship of unknown make orbiting a gas giant in an unknown system. A successful DC 20 Knowledge (history) check reveals that the ship is an ancient Sith design, unseen in the galaxy for thousands of years. The capital ship hails the heroes and requests clearance codes.

Force-sensitive heroes can feel the overwhelming drag of the dark side in this system. When they fail to procure proper codes, the capital ship deploys starfighters to escort the heroes' ship to a nearby terrestrial planet, where they will be questioned by Thule inquisitors in the Sith temple.

Suicide Run

Transport ships of unknown design appear in populated locations around the galaxy. They offload Human soldiers, who attack targets with fanatical intensity. The ships then disappear before the soldiers can even finish the job, abandoning the fighters to their missions.

If heroes attempt to question or probe prisoners, all they can learn is that the soldiers are filled with overriding hate for their target. Without extreme restraints, prisoners continue to fight until they're unconscious or dead.

The trajectory of the ships doesn't make sense, either. They seem to hop from system to system before disappearing to a section of space with no known coordinates. If the heroes follow blindly, they exit hyperspace near three capital ships that immediately open fire. Leaving the way they came in is exceptionally difficult (DC 30 Astrogate check). The other option is to head for a nearby terrestrial planet and look for some cover. Once on the planet, survival becomes the heroes' new objective, followed by escape to tell the galaxy about what is hiding in the depths of the Outer Rim.

Allies and Antagonists

The following supporting characters are designed for use in your campaign.

Galo Thriven

Galo is thoroughly claimed by the dark side. A Separatist commando fighter, Galo is fully committed to breaking free of the archaic chains of the Old Republic and claiming the right of rule under Palpatine and his army of clones.

Based on Thule, Galo and his unit strike at vulnerable targets in the Republic. These are not grunts—Galo's unit is trained to hit specific targets and get back out alive. (Galo's stats can be used for other members of his unit, too.) He and his team fight with smarts, precision, and ruthless tenacity. However, if they slip up and get captured, they'll kill themselves before voluntarily revealing information about Thule.

Galo Thriven: Male Human Soldier 6/Elite Trooper 3; Init +7 (+3 Dex, +4 Improved Initiative); Defense 20 (+7 class, +3 Dex); DR 3; Spd 10 m; VP/WP 81/16; Atk +11/+6 melee (2d6+2, vibroblade) or +13/+8 ranged (3d8/19–20, blaster rifle) or +9/+9/+9/+4 ranged (3d8/19–20, blaster rifle with multifire); SQ Uncanny dodge; SV Fort +11, Ref +7, Will +5; SZ M; FP 2; DSP 2; Rep +3; Str 14, Dex 17, Con 16, Int 10, Wis 12, Cha 10. Challenge Code E.

Equipment: Blaster rifle, combat jumpsuit, detonite (5 charges), electrobinoculars, frag grenades (4), medpac, timers (2), vibroblade.

Skills: Demolitions +12, Hide +3, Knowledge (tactics) +12, Listen +4, Move Silently +3, Pilot +12, Read/Write Basic, Read/Write Sith, Repair +9, Speak Basic, Speak Sith, Spot +4, Treat Injury +13.

Feats: Armor Proficiency (light, medium, heavy), Dodge, Heroic Surge, Improved Initiative, Martial Arts, Multishot, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Weapon Focus (blaster rifle), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Drevveka Hoctu

A powerful Jedi Guardian turned to the dark side, Drevveka is the headmaster at the Thule Sith Arts Academy. She drags her students out into the gray back country for weeks, abusing and depriving them, forcing them to rely on hate and fear for sustenance. She teaches them to use the Force to absorb heat, electricity, and even radiation to keep going when everything else is taken away.

Though powerful and well versed in the dark side, her masters rarely include her in their plans, thinking of her more as a sharp knife than a sharp planner. Drevveka resents this slight, and she means to make them pay for their exclusionary behavior. Until then, staying out in the cold is something she does very well.

Drevveka Hoctu: Female Human Jedi Guardian 12/Scout 4; Init +2; Defense 25 (+9 class, +2 Dex, +4 dodge); Spd 10 m; VP/WP 120/14; Atk +20/+15/+10 melee (4d8+3/17–20, lightsaber) or +17/+12/+7 ranged (3d8, heavy blaster pistol); SQ Deflect (attack –3, defense +2), heart +1, trailblazing, uncanny dodge; SV Fort +12, Ref +12, Will +9; SZ M; FP 1; DSP 8; Rep +4; Str 16, Dex 14, Con 14, Int 13, Wis 13, Cha 8. Challenge Code G.

Equipment: Heavy blaster pistol, electrobinoculars, field kit, lightsaber.

Skills: Climb +7, Hide +6, Intimidate +10, Jump +9, Listen +5, Move Silently +6, Pilot +9, Read/Write Basic, Read/Write Sith, Speak Basic, Speak Sith, Spot +5, Survival +8, Tumble +6.

Force Skills: Battlemind +19, Enhance Ability +15, Force Defense +10, Force Lightning +10, Force Stealth +14, Heal Self +14.

Feats: Acrobatic, Combat Expertise, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Power Attack, Skill Emphasis (survival), Weapon Focus (lightsaber), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Attuned, Control, Dissipate Energy, Knight Defense, Lightsaber Defense, Mettle, Sense.

Captain Hurnoj Arqu'uthun

The Arkanian species has a long, cluttered history with the Sith, and many of these arrogant scientists occupy military science posts of Thule. One of the higher-ranking Arkanians is Captain Arqu'uthun, an officer held in high regard by his troops. Arqu'uthun has a firm grasp of both scientific and warfare principles, along with an extraordinary breadth of knowledge concerning the various species and worlds in the galaxy. This knowledge makes him an ideal commander to oversee biological warfare operations. He directs his corps of biological weaponry specialists with a certainty born from expertise and pride.

Though arrogant, Captain Arqu'uthun is possibly the least tainted officer on Thule. Secretly, he feels uneasy about some of the nonmilitary targets his Sith commanders entrust him with destroying. The captain attempts to minimize civilian casualties and tries to find acceptable rationalizations when things go poorly. He might not be beyond redemption if someone can show him a better way. His commitment to the Thule military is absolute, however.

Hurnoj Arqu'uthun: Male Arkanian Soldier 4/Noble 4/Officer 5; Init +5 (+1 Dex, +4 Improved Initiative); Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 63/11; Atk +11/+6 melee (2d6+1, vibroblade) or +11/+6 ranged (3d6, blaster pistol); SQ Coordinate +1, favor +2, inspire confidence, leadership, requisition supplies, resource access, tactics; SV Fort +9, Ref +7, Will +10; SZ M; FP 4; DSP 1; Rep +9; Str 12, Dex 12, Con 11, Int 18, Wis 15, Cha 14. Challenge Code F.

Equipment: Blaster pistol, code cylinder, comlink, vibroblade, 45 credits.

Skills: Astrogate +11, Bluff +13, Computer Use +16, Diplomacy +15, Gather Information +7, Intimidate +14, Knowledge (biology) +10, Knowledge (alien species) +10, Knowledge (genetics) +10, Knowledge (tactics) +16, Knowledge (world lore) +13, Pilot +13, Read/Write Arkanian, Read/Write Basic, Read/Write Bith, Read/Write Sith, Repair +11, Ride +5, Search +8, Sense Motive +13, Speak Arkanian, Speak Basic, Speak Bith, Speak Sith, Spot +15, Treat Injury +9.



CAPTAIN HURNOJ ARQU'UTHUN

Feats: Armor Proficiency (light), Dodge, Force-Sensitive, Improved Initiative, Infamy, Low Profile, Persuasive, Point Blank Shot, Precise Shot, Sharp-Eyed, Starship Operation (capital ship), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Vorzyd V

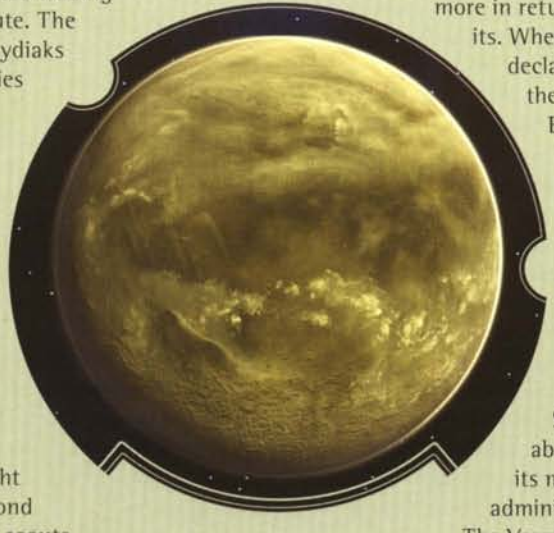
Planet Type: Terrestrial
Climate: Temperate
Terrain: Urban, plains
Atmosphere: Breathable
Gravity: Standard
Diameter: 14,900 km
Length of Day: 22 standard hours
Length of Year: 277 standard days
Sentient Species: Vorzydiaks
Languages: Basic
Population: 2 billion
Species Mix: 63% Vorzydiaks, 10% Hrakians, 8% Humans, 6% Kilmaulsi, 4% Selonians, 9% other
Government: Democracy
Major Exports: None
Major Imports: Consumer goods, industrial goods, foodstuffs
System/Star: Vorzyd

Planets	Type	Moons
Vorzyd I	Searing rock	0
Vorzyd II	Gas giant	8
Vorzyd III	Terrestrial	1
Vorzyd IV	Terrestrial	1
Vorzyd V	Terrestrial	0

Description

Vorzyd V is a small, largely urban world that has remade itself by building casinos in its capital city, Efavan, and marketing them relentlessly to a galaxy eager to forget its troubles. Even its orbital traffic lanes are marked by dazzling holographic advertisements. Few gawking visitors know the bulk of Vorzyd V's gambling profits go to the Empire's war machine, the legacy of a deal struck with the region's cheerfully corrupt governor.

Vorzyd V's wealth makes it a leading system of the Commonality, a confederacy of nine sectors governed from Columex, a Human-dominated trading world on the Perlemian Trade Route. The Commonality is home to the Vorzydiaks and several other intelligent species that have lived together harmoniously for centuries. Under Columex's leadership—called exploitation by some—the Commonality has emerged as an economic power in the Outer Rim.



History

More than a millennium before the Republic's fall, traders pushing beyond the Rim spotted the Vorzyd Cluster as a smudge of light burning in unexplored space beyond the Perlemian Trade Route. When scouts pierced the cluster's edges, they found eleven star systems inhabited by the Vorzydiaks, a near-Human species of unknown origin that had developed primitive hyperdrive capabilities. The gift of Republic technology let the Vorzydiaks explore their cluster; they quickly made peaceful contact with four other species: the burly, avian Kilmaulsi; the lanky, sagacious Paiguns; the Seftek system's lost colony of Selonians; and the Hrakians, near-Humans with several colonies of their own.

The Vorzyd Cluster soon grew into a well-traveled region thrumming with commerce. Vorzyd IV and the other Vorzydiak worlds became industrial powerhouses, aided by the Paiguns' abilities as inventors and management theorists. Kilmaulsi and Selonians left their worlds to serve as laborers, booking passage on hulking container ships from Hraki that carried vast quantities of goods along the tightly packed spacelanes. Within a century, the five species formally joined their holdings in a loose confederacy known as the Commonality.

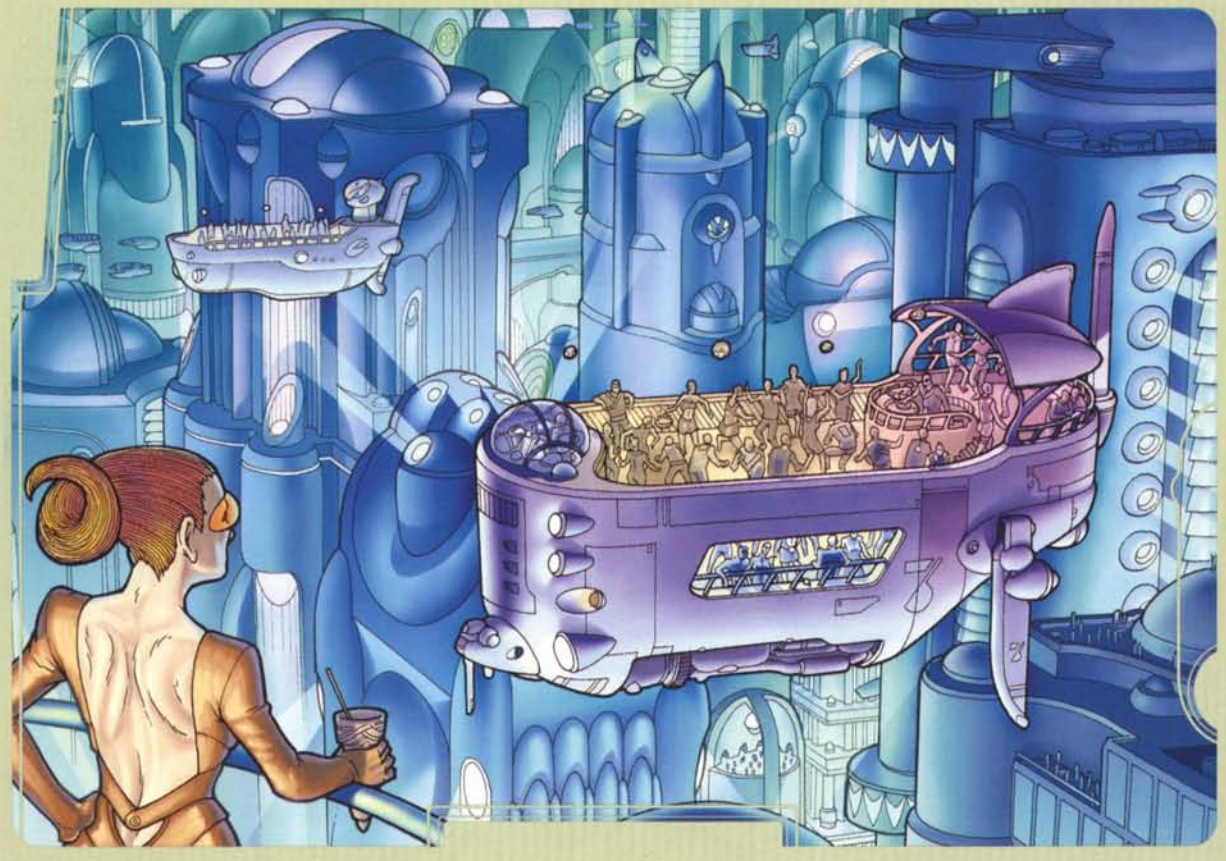
Despite the Commonality's newfound wealth, the flow of goods between it and the Republic outpost on nearby Columex remained small. Five centuries after first contact, a consortium from Commenor led by the Greyshade family acquired the rights to Columex, which they poured credits into and transformed into a major trade world. The Columexi traders moved aggressively into the Commonality, offering extremely generous terms for minority stakes in Vorzyd IV's Multycorp, Hraki Intracluster Transport, Kilmauls' Central Labor Collective, Paigu's Inner Systems Bank, and Seftek's Selonian dens. Within a few generations, Columex was a boom world raking in credits as the sole link between the Republic and the Commonality. Soon after that, it had won membership in the Commonality and brought the cluster into the Republic as a quintet of sectors under Columexi rule.

In the Republic's last years, Columexi businesses chose the capital city of Vorzyd V, then an mismanaged industrial world, as the site of a number of lavish casinos. After the gambling palaces proved popular, Senator Simon Greyshade convinced the Republic to invest in many more in return for a majority of the profits. When the Republic fell, Greyshade declared a state of emergency in the Commonality and allowed the Empire to seize much of its gambling profits. In return, Imperial troops stormed the Wheel, a notoriously lawless space station on the Perlemian in the Mid Rim. It was turned over to a Columexi company controlled by Greyshade, who made it into a gambling paradise of his own. When the Senate was disbanded, Greyshade abandoned the Commonality to its moff and became the Wheel's administrator.

The Vorzydiaks chafed under Imperial rule, but contacts between the cluster and the Alliance proved fleeting. After the Empire fell, the Commonality spurned the New Republic's overtures and became independent. Columex was seized by the Yuuzhan Vong and razed; whether the Commonality's worlds shared its fate is unknown.

People

Vorzydiaks are a near-Human species with long antennae that droop or lash back and forth depending on their moods. Other species admire their dedication, loyalty, and amazing work ethic but pity them as rigid thinkers who can be reduced to near-catatonia by the unexpected. Vorzyd V is a telling example: A serious industrial disaster forced it to incur debts for reconstruction, but its leaders unaccountably failed to adjust their spending to account for the loss of production, a mistake that plunged the planet into centuries of disarray. Vorzydiak history is marked by long periods of such stagnation, broken by sudden, wrenching shifts in philosophy and culture.



All Vorzydiak societies wrestle with an underclass of youths hostile to their elders' conformity. These rebellious youths are derided as freeloaders, a tag they've shortened to "Freelies" and wear as a badge of pride. The Freelies of Efavan include youths from a number of other species. They have become a serious nuisance, harassing, robbing, and even killing those who venture too far from the casinos.

Locations

Vorzyd V has a number of interesting locations for heroes to visit, including those described below.

The Casino Royale

The Royale is Vorzyd V's biggest and best-known casino, a kilometers-long jumble of gaming halls, restaurants, and stadia in central Efavan offering games from sabacc to Cosmic Chance and the chance to wager on everything from shockball to Podracing. The Royale's fleet of open-air, droid-piloted hover-taxis make the rounds of the spaceport and of hotels offering accommodations suitable for virtually any species.

The only mechanicals allowed inside the Royale are droid pit bosses; the casino's sophisticated detectors even sniff out cybernetic implants. Hundreds of hulking Kilmaulsi provide security. They are extraordinarily polite to even unruly patrons, who generally take one look at the big avians' red eyes and armored thoraxes and decide not to cause trouble. Security around the Royale is the responsibility of Vorzyd V's legions of R-series police droids.

Felana Spaceport

Named for Vorzyd V's dominant family, this port is a huge circular expanse of landing pads connected by spokelike service halls and overseen from a towering traffic-control hub. In the spokes, refueling facilities and repair gantries alternate with cantinas, flitter-cab rental joints, and cheap bunkhouses. Spacers of many different species hurry this way and that, eager to complete their tasks and take shore leave in Efavan's casinos.

Security at Felana Spaceport is light; police droids respond only to emergency calls. Starship captains are expected to arrange protection for their own vessels. Some hire Columexi or Kilmaulsi security details, while others rely on their own crews to stand watch. Intoxicated spacers are often seen staggering between pads, and fights between rival crews—as well as between spacers and Freelies—are nightly events.

Hu's Emporium

With crime increasingly a problem, a brisk quasilegal trade in supposedly defensive weaponry has sprung up in Efavan's underlevels. The city's warrens are a maze of hovels, dingy eateries, and dim shops built in and

among the foundations of the city's soaring buildings. Here, those seeking protection can buy a range of gear and weapons. One of the undercity's newest trades is in weapon harnesses for droids, which are often stolen by Freelies and rogue spacers.

Kitak Hu, an old Paigun, specializes in gear for droids, some of which descend into the depths for fittings. Hu's most popular items are tiny locators, but he also sells harnesses outfitted with gas grenades, sonic charges, and stun bombs, as well as a huge assortment of sensors. (Let the buyer beware: Hu is known to exaggerate these sensors' capabilities.) Thieves best beware, too: The Paigun uses his own shop as a test bed for his latest inventions, and an arsenal of automated devices defends it and him.

Technology

This section features technology that players might come across while traveling on or near Vorzyd V.

New Vehicle: Flitter Cab

Flitter cabs are miniature airspeeders just big enough for one person, rented out by the hundreds to visitors to Efavan. Most are preprogrammed to follow a given route up to 10 kilometers long; sightseers fly them to a safe altitude, then turn things over to the autopilot and its sophisticated detection-and-avoidance systems. Some tour operators program flitter-cabs for stomach-churning loops, dives, and climbs in a bid to lure young tourists. Children of privilege know to slip the rental-lot attendants a few discreet credits if they want sedate flight programs surreptitiously tweaked to provide more excitement.

Hraki Adventure Motors Flitter

Class: Airspeeder	**Crew**: 1 (Untrained –4)*
Size: Medium (1.5 m)	**Initiative**: –4 (–4 crew)*
Hyperdrive: None	**Maneuver**: –4 (–4 crew)*
Passengers: 0	**Defense**: 13** (+3 armor)
Cargo Capacity: 10 kg	**Shield Points**: 0
Maximum Altitude: 1,000 m	**Hull Points**: 20 (DR 5)
Cost: 4,000 (new), 900 (used)	
Maximum Speed in Space: Not applicable	
Atmospheric Speed: 300 km/hr (5 squares/action)	
Weapon: None.	

**The flitter's autopilot has a crew rating of Skilled (+4), an initiative modifier of +4, and a maneuver modifier of +4.*

***Provides full cover to pilot.*

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

A Royale Mess

The Casino Royale has been open for business for less than a month, and police droids and Kilmaulsi bouncers alike have been busy chasing away Efavan's undesirables. The heroes are in the casino on business (or possibly on a well-earned vacation) when a desperate CZ-series unit taps one of them on the shoulder. The droid can't speak—its vocoder has been tampered with. If the heroes repair it (or succeed at an impromptu game of galactic charades), they discover that angry Freelies have stolen a dozen protocol droids, wired them with thermal detonators, and programmed them to wander the crowded casino until they detonate. The heroes have less than half an hour to track down the booby-trapped droids in the crush of biological and mechanical guests.

This adventure is intended for the Rise of the Empire era and precedes the Royale's ban on droids. If the GM wishes to play in a latter era, the plot can unfold in a casino with lax security or in any crowded building.

The Hrakian Gambit

Vorzyd V has become a dangerous place for Rebel agents: Imperial intelligence knows there's a plot afoot to disrupt the flow of credits from the planet's casinos and foment Rebel sympathies among the Vorzydiaks. Because Coruscant has always doubted the Greyshades' loyalties, the Imperial agents are on the planet secretly, using a Hrakian freighter as a combination base of operations and interrogation center. Diedrich Greyshade, the Commonality's moff, is wise enough not to pick a public quarrel with the Imperial Security Bureau, but he's also not about to see his family's status belittled. He hires the heroes to find the intelligence agents and expose them publicly, but warns that under no circumstances are their efforts to be traceable back to Columex. Diedrich doesn't tell the heroes that he's set a band of assassins on their tails to ensure the Greyshades' treachery will never be revealed.

Any Unoccupied Snackquarium

After the fall of the Empire, the credits from Vorzyd V go into the Commonality's coffers. In the view of Quaffug the Hutt—crime boss of the Mid Rim's Blimph system—that is temporary. Quaffug lands his space yacht at Felana Spaceport and begins openly recruiting disaffected Kilmaulsi who've worked in the planet's casinos. His hope is that the Vorzydiaks will realize they hold a weak hand and deal him in for a cut of the profits without any further unpleasantness. That panics the governors of the Casino Royale, who know an open battle between Columex and a Hutt organization will ruin tourism. The governors hire the heroes to drive the Hutt off Vorzyd V. Any successful stratagem will be celebrated, subject to one condition: No violence.

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with on Vorzyd V.

Simon Greyshade

Courtly, oily, and openly corrupt, Greyshade represents all that's wrong with the Republic as it threatens to disintegrate. Despite his relative youth, the smooth-talking Columexi is a master of senatorial procedure and has an almost-preternatural ability to find the hidden figures who hold the true levers of power. Greyshade's one redeeming feature (which he sees as a melodramatically tragic flaw) is a romantic streak—his head is easily turned by beautiful women with grit and spunk. Such infatuations leave Greyshade lamenting his misdeeds and lack of character and vowing to reform, at least until they pass and leave him the same unapologetic reprobate he's always been.

Greyshade died aboard the Wheel shortly after the Battle of Yavin.

Simon Greyshade (as of the Battle of Yavin): Male Human Noble 6; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 20/10; Atk +4 (1d3, unarmed strike) or +5 ranged (3d4–1/19–20, hold-out blaster); SQ Favor +4 (3/week), coordinate +1, inspire confidence, resource access; SV Fort +2, Ref +3, Will +7; SZ M; FP 0; DSP 1; Rep +7; Str 10, Dex 10, Con 10, Int 15, Wis 14, Cha 17. Challenge Code D.

Equipment: Personalized Merr-Sonn Model B22 "Imperial" hold-out blaster, code cylinder, SoroSuub Hush-98 comlink, credit chip (43,000 credits), datapad.

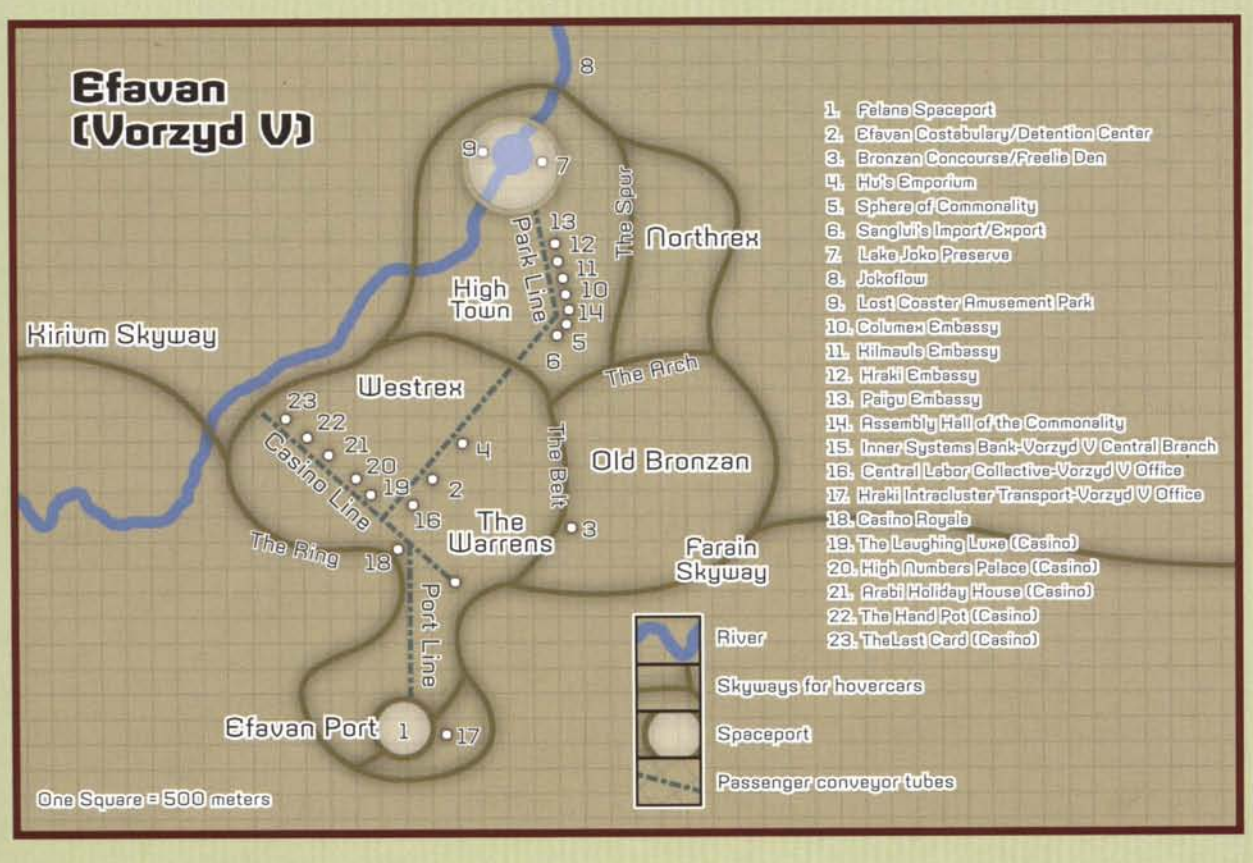
Skills: Computer Use +5, Diplomacy +14, Entertain (Storytelling) +7, Gamble (bonus class skill) +8, Gather Information +7, Intimidate +6, Knowledge (Commonality) + 11, Knowledge (Coruscant) +9, Knowledge (The Wheel) +10, Ride +2, Sense Motive +9, Sleight of Hand +3 (+5 with blaster), Speak Hrakian.

Feats: Infamy, Influence, Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Sanglui

A portly Squalris from Ifmix VI, Sanglui runs a thriving import-export business from a richly appointed suite of offices in a skyscraper near the center of Efavan. A common sight in Vorzyd V's top social circles, he is generally dismissed as a docile, amiable glutton and dandy. And why not? Sanglui is never seen without bright luxurious robes, at least six jeweled rings from his extensive collection, and his beloved pet—Farnak, a tame husk lizard from Herego who perches on his master's arm and yips beseechingly whenever food is near. No one suspects that Sanglui is the leader of Efavan's Rebel cell, or guesses that his dream is to wrest Vorzyd V's wealth away from the Empire and return it to the planet's people.

Sanglui: Male Squalris Diplomat 3/Noble 2; Init –1; Defense 14 (+4 class, –1 Dex, +1 natural); Spd 10 m; VP/WP 12/12; Atk +3 melee (1d3+1, unarmed strike) or +1 ranged (3d6, blaster pistol); SQ +2 bonus on Diplomacy and Sense Motive checks, favor +3 (1/week), inspire confidence; SV Fort +2, Ref +2, Will +8; SZ M; FP 0; DSP 0; Rep +4; Str 12, Dex 9, Con 12, Int 14, Wis 15, Cha 15. Challenge Code B.



Equipment: SoroSuub ELG-3A blaster pistol, cred stick, datapad, pet husk lizard, rings, robes.

Skills: Appraise +10, Bluff +14, Computer Use +6, Diplomacy +11, Gather Information +9, Knowledge (Commonality) +8, Sense Motive + 6, Speak Hrakian, Speak Kilmaulsi, Speak Paigun.

Feats: Influence, Persuasive, Skill Emphasis (Bluff), Trustworthy, Weapon Group Proficiency (blaster pistols).

Hathox Greb

Most Hrakian spacers are neutral to a fault when it comes to galactic politics, wanting nothing more than to know where their next cargo and mug of Elba beer are coming from. Not Greb. The captain of the bulk freighter *Niax* is an unapologetic devotee of the New Order, and he considers it his duty to keep his eyes open for activity by the Rebels and smugglers he's certain infest the Commonality. Greb burns to uncover an Alliance plot that will bring him a higher-profile role in Imperial service, and he's always on the lookout for the opportunity to play hero.

Hathox Greb: Male Hrakian Soldier 4; Init +5 (+1 Dex, +4 Improved Initiative); Defense 16 (+5 class, +1 Dex); DR 2; Spd 10 m; VP/WP 34/14; Atk +5 (1d4+1, knife) or +5 ranged (3d8, heavy blaster pistol); SQ None; SV Fort +6, Ref +2, Will +1; SZ M; FP 0; DSP 0; Rep +1; Str 13, Dex 13, Con 14, Int 14, Wis 10, Cha 11. Challenge Code C.

Equipment: BlasTech DL-44 heavy blaster pistol, breath mask, Fabritech PAC20 visual wrist com, cred stick (1,100 credits), padded flight suit, knife, Neuro-Saav holorecording macrobinoculars, tool kit.

Skills: Astrogate +11, Computer Use +8, Intimidate +3, Knowledge (Commonality) +6, Pilot +10, Profession (Spacehand) +7, Repair +6, Speak Kilmaulsi, Speak Paigun.

Feats: Armor Proficiency (light), Gearhead, Improved Initiative, Starship Dodge (Space Transport), Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons).

New Species: Hrakian

Tough fighters and avid spacers whose hulking transports are common sights throughout the Vorzyd Cluster, Hrakians aren't a sophisticated species socially or technologically. They show little interest in galactic politics. Give them a job to do with the promise of credits and a boisterous cantina at the end of the task, and they're happy. Although their homeworld remains the central hub for trade with neighboring species, Hrakian colonies exist throughout the Vorzyd Cluster, and Hrakians intermingle easily with other species of the Commonality.

Personality: Hrakians are daring and intrepid beings known for their reliability and perseverance. They prefer simplicity over complexity, and though they can accomplish a great deal when they set their minds to a task, their sometimes lazy or lackadaisical nature leads them to choose the easiest route or solution.

Physical Description: Hrakians have feathery ruffs that crown their bald skulls and eye ridges in lieu of hair. They average 1.8 meters tall.

Homeworld: Hraki, a planet in the Outer Rim dominated by jagged, soaring mountains and dense, steaming jungles.

Language: Hrakians read, write, and speak Hrakian, which has evolved to incorporate a lot of Basic syntax and idioms, so much so that few Hrakians feel the need to learn Basic as a separate language.

Example Names: Drex Vahgr, Gruxl Obbin, Hathox Greb, Thazhia Yexel.

Age in Years: Child 1–11; young adult 12–15; adult 16–44; middle age 45–69; old 70–84; venerable 85+.

Adventurers: Hrakian adventurers are scattered throughout the Outer Rim. They can take levels in any heroic class, although Hrakian tech specialists are rare (and highly prized by Hrakian ship captains).

Hrakian Species Traits

- Ability Modifiers: +2 Constitution, –2 Intelligence, –2 Wisdom.
- Medium-size: As Medium-size creatures, Hrakians have no special modifiers due to their size.
- Speed: Hrakian base speed is 10 meters.
- Free Language Skills: Read/Write and Speak Hrakian.

Hrakian Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +1, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 12, Int 8, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Profession (any one) +2, Read/Write Hrakian, Speak Hrakian.

Feats: None.

New Species: Kilmaulsi

Religious wars among rival tribes threatened to annihilate the Kilmaulsi eons ago. However, the wars ended abruptly when ships carrying Vorzydiaks, Paiguns, and Hrakians visited the Kilmauls system and established peaceful contact with the Kilmaulsi leaders. Smitten with the possibilities of space travel and offworld exploration, the Kilmaulsi ended their bitter rivalries. Many have since migrated offworld in search of fortune among the stars.

The war-forged Kilmaulsi relish contact with other peaceful species. On their homeworld, the wars of religion and ideals have taken a back seat to technological development and a widespread desire to explore the stars. Among the other species native to the Vorzyd Cluster, Kilmaulsi are prized as warriors, transforming into terrifying blurs of color in battle.

Kilmaulsi are frequent sights throughout the Commonality, generally serving as soldiers or manual labor. Kilmaulsi soldiers often wear ornate green armor similar in all technical respects to battle armor.

Personality: Kilmaulsi are devout, curious, and resolute. Other species often find them direct and somewhat lacking in humor.

Physical Description: Kilmaulsi are burly, muscular humanoids descended from avians. Although they have long since lost their wings and the ability to fly, they retain brilliantly colored feather ruffs beneath their jaws. An average Kilmaulsi adult stands 1.7 meters tall.

Homeworld: The Kilmaulsi inhabit several planets in the Kilmauls system, the largest of which is a canyon-riddled forest world named Kilmaulsias.

Language: Kilmaulsi read, write, and speak their own language (Kilmaulsi) as well as Basic.

Example Names: Aryllan, Dawre, Eshalak, Kir, Lykern, Prakk, Thilvera, Zarlia.

Age in Years: Child 1–11; young adult 12–17; adult 18–55; middle age 56–74; old 75–89; venerable 90+.

Adventurers: Many Kilmaulsi satisfy their curiosity by exploring the galaxy. Kilmaulsi adventurers are typically soldiers, although they can belong to any heroic class (including Force-using classes).

Kilmaulsi Species Traits

- Ability Modifiers: None.
- Medium-size: As Medium-size creatures, Kilmaulsi have no special modifiers due to their size.
- Speed: Kilmaulsi base speed is 10 meters.
- Battle Frenzy: Three times per day, but no more than once per encounter, a Kilmaulsi can enter a battle-frenzied state. In this state, the Kilmaulsi gains a +1 bonus on melee attack rolls, a +2 bonus on melee damage rolls, and +2 vitality points per character level (+0 for commoners). During the battle frenzy, the Kilmaulsi cannot use skills or abilities that require patience or concentration. The battle frenzy lasts for a number of rounds equal to 5 + the Kilmaulsi's Constitution modifier. A Kilmaulsi can end the battle frenzy at any time voluntarily (as a free action) and suffers no ill effects afterward.
- Free Language Skills: Read/Write and Speak Kilmaulsi and Basic.

Kilmaulsi Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Intimidate +2, Profession (any one) +1, Read/Write Basic, Read/Write Kilmaulsi, Speak Basic, Speak Kilmaulsi.

Feats: None.

New Species: Paigun

Paiguns are experts at mathematics and logic, traits that have made their homeworld of Paigu a center for innovation for the Commonality. Their world also boasts some of the most impressive architecture found anywhere in the Vorzyd Cluster, with massive towers that hold thousands of people and rise for miles to touch the storm-wracked sky of their homeworld.

Personality: Paiguns are adroit theorists who spurn violence and shows of emotion, preferring to let others do their fighting for them. Their sagacity and calculated arrogance doesn't always sit well with their neighbors in the Vorzyd Cluster.

Physical Description: Paiguns are rail-thin bipeds with thick, warty gray-green skin and shriveled, prune-like faces. They stand between 1.7 and 2.4 meters tall, although males are generally shorter than females.

Homeworld: Paigu, a world ravaged by fierce lightning storms. The Paiguns have learned to tap into electrical storms as a source of power for their great cities.

Language: Paiguns read, write, and speak their own language (Paigun) and Basic. Their native language boasts a precision few other tongues can match and includes virtually no imagery, metaphors, or euphemisms.

Example Names: Hydek Ro, Kaithu Oka, Kitak Hu, Orik Supan, Ousak Nin, Vikra Tha.

Age in Years: Child 1–11; young adult 12–16; adult 17–44; middle age 45–69; old 70–84; venerable 85+.

Adventurers: Paiguns lack the adventurous spirit that drives so many other species, but a few recognize the need to discover new ideas and explore what the galaxy has to offer. These more daring Paiguns are usually tech specialists, although they can take levels in any heroic class. Paigun Force-users are rare.

Paigun Species Traits

- Ability Modifiers: –2 Strength, +2 Intelligence.
- Medium-size: As Medium-size creatures, Paiguns have no special modifiers due to their size.
- Speed: Paigun base speed is 10 meters.
- Natural Armor: A Paigun's tough hide provides a +1 natural armor bonus to Defense.
- Skill Bonuses: Paiguns are avid tinkerers. They gain a +2 species bonus on all Craft, Disable Device, and Repair checks.
- Free Language Skills: Read/Write and Speak Paigun and Basic.

Paigun Commoner: Init +0; Defense 11 (+1 natural); Spd 10 m; VP/WP 0/10; Atk –1 melee (1d3–1, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 10. Challenge Code A.

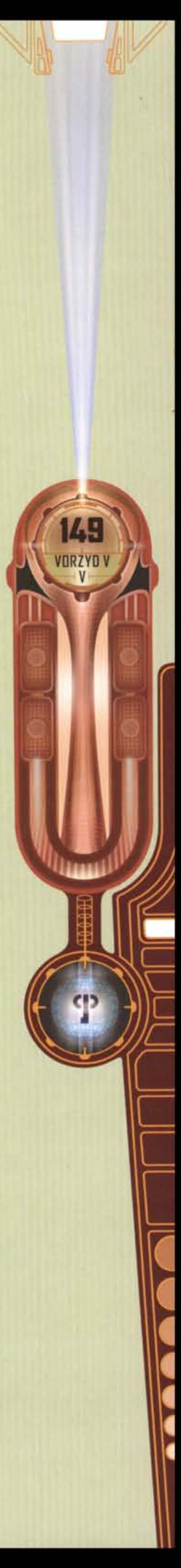
Equipment: Variety of personal belongings.

Skills: Craft +4 (any one), Disable Device +4, Knowledge (any one) +2, Profession (any one) +1, Read/Write Basic, Read/Write Paigun, Repair +4, Speak Basic, Speak Paigun.

Feats: None.

New Species: Squalris

Hailing from the Colonies world of Ifmix VI, Squalrises have become common sights in spaceports and trade depots along the Perlemian Trade Route and beyond. They crave success, relish social interaction, and desire



to increase their personal wealth, status, and holdings. In fact, Perlemian traders often use the phrase "slick as a Squalris" to describe canny merchants who haggle and negotiate relentlessly.

Personality: Squalrises are capitalists famous for their love of making deals and "pressing the flesh." Generally peaceable and good-natured, they can shed their amiability in a flash when their business interests are threatened.

Physical Description: Squalrises are bristly, portly, thick-skinned humanoids averaging 1.6 meters tall.

Homeworld: Ifmix VI, a planet in the Colonies region known for its terrific windstorms and tornadoes.

Language: Squalrises read, write, and speak their own language (Squalris) and Basic.

Example Names: Feemus, Irallish, Klabelon, Muaago, Sanglui, Thurm, Zlorr Uluj.

Age in Years: Child 1–10; young adult 11–18; adult 19–54; middle age 55–74; old 75–89; venerable 90+.

Adventurers: Squalris adventurers are typically nobles and scoundrels who prowl the space lanes looking for opportunity and profit.

Squalris Species Traits

- Ability Modifiers: –2 Dexterity, +2 Constitution, +2 Charisma.
- Medium-size: As Medium-size creatures, Squalrises have no special modifiers due to their size.
- Speed: Squalris base speed is 10 meters.
- Natural Armor: A Squalris's thick skin provides a +1 natural armor bonus to Defense.
- Skill Bonuses: Squalrises are born glad-handers. They gain a +2 species bonus on Diplomacy and Sense Motive checks.
- Wealthy: Squalris characters roll an extra die when determining starting credits. For example, a 1st-level Squalris noble starts play with 2d4×1,000 credits instead of the standard 1d4×1,000 credits.
- Free Language Skills: Read/Write and Speak Squalris and Basic.

Squalris Commoner: Init –1; Defense 10 (–1 Dex, +1 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or –1 ranged; SQ Species traits; SV Fort +1, Ref –1, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 8, Con 12, Int 10, Wis 10, Cha 12. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Bluff +2, Diplomacy +3, Gather Information +2, Profession (any one) +2, Read/Write Basic, Read/Write Squalris, Sense Motive +3, Speak Basic, Speak Squalris.

Feats: None.

New Species: Vorzydiak

Vorzydiaks had already mastered sublight technology by the time Republic scouts encountered them in the Vorzyd Cluster. The Republic's gift of hyperdrive technology enabled the Vorzydiaks to further explore their region of space, and this new pursuit helped end centuries of social and political upheaval on nearly a dozen Vorzydiak worlds.

Vorzydiaks form close-knit families, which only heightens the agitation of young Vorzydiaks who rebel against their stifling, stagnant society.



Personality: Vorzydiaks are widely regarded as hard workers, but also as inflexible thinkers almost comically set in their ways. Rebellious and unruly Vorzydiak youths commonly rail against the rigidity of their society with acts of vandalism or violence that border on the shockingly brutal.

Physical Description: Physically similar to Humans, Vorzydiaks are notable for their yellow skin and long antennae, whose motions serve as barometers for their moods. They average 1.8 meters tall.

Homeworld: Vorzydiaks have colonies throughout the Vorzyd Cluster, although their largest population can be found on Vorzyd IV.

Language: Vorzydiaks read, write, and speak their own language (Vorzydiak) and Basic.

Example Names: Jolos Aarn, Kel Razda, Segra Bezu, Tyko Mez.

Age in Years: Child 1–12; young adult 13–24; adult 25–49; middle age 50–72; old 73–89; venerable 90+.

Adventurers: Vorzydiaks frequently leave home to escape a stagnant way of life and make their mark on the galaxy. Such intrepid Vorzydiaks can belong to any heroic class.

Vorzydiak Species Traits

- Ability Modifiers: +2 Intelligence, –2 Wisdom.
- Medium-size: As Medium-size creatures, Vorzydiaks have no special modifiers due to their size.
- Speed: Vorzydiak base speed is 10 meters.
- Bonus Skill Points: Vorzydiaks with heroic or professional class levels are capable and versatile. They gain 4 extra skill points at 1st level and 1 extra skill point at each additional level.
- Bonus Feat: Vorzydiaks with heroic or professional class levels are quick to master specialized tasks and are varied in their talents. A Vorzydiak gains 1 extra feat at 1st level.
- Hidebound: Vorzydiaks have trouble accepting alien ideas and customs. Other species suffer a –2 penalty on Charisma-based skill checks made to convince Vorzydiaks of something not traditional to their culture or to improve Vorzydiak attitudes toward members of other species.
- Free Language Skills: Read/Write and Speak Vorzydiak and Basic.

Vorzydiak Commoner: Init +0; Defense 10; Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will –1; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 12, Wis 8, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +3, Knowledge (any one) +2, Profession (any one) +1, Read/Write Basic, Read/Write Vorzydiak, Speak Basic, Speak Vorzydiak.

Feats: None.

Yavin

Planet Type: Gas giant
Climate: Hostile (chemical and magnetic storms)
Terrain: Gas giant
Atmosphere: Toxic
Gravity: Heavy (400% standard)
Diameter: 198,500 km
Length of Day: 24 standard hours
Length of Year: 4,818 standard days
Sentient Species: None
Languages: None
Population: Indigenous floating gasbag creatures (living in the upper atmosphere)
Species Mix: None
Government: None
Major Exports: None
Major Imports: None
System/Star: Yavin

Planets	Type	Moons
Fiddanl	Searing rock/mercury	0
Stroiketcy	Captured comet	0
Yavin	Gas giant	26

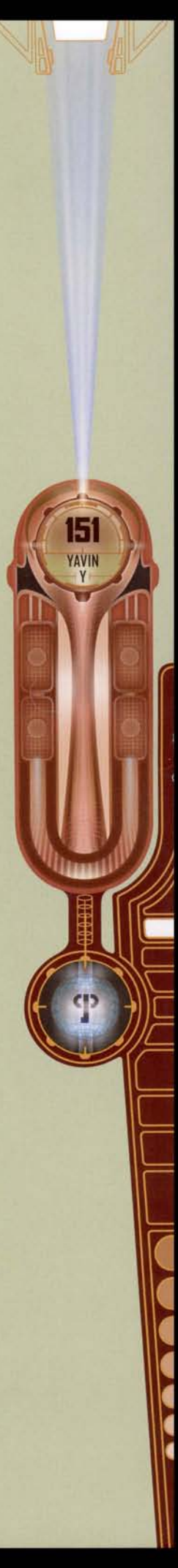
Yavin 4

Planet Type: Terrestrial (moon)
Climate: Temperate to tropical
Terrain: Jungle, rainforest
Atmosphere: Breathable
Gravity: Standard
Diameter: 10,200 km
Length of Day: 24 standard hours
Length of Year: 4,818 standard days
Sentient Species: None
Languages: Basic
Population: Varies from zero to about 1,000
Species Mix: 95% Humans, 5% others
Government: Military hierarchy or none
Major Exports: None
Major Imports: Consumer goods, industrial goods, foodstuffs
System/Star: Yavin

Description

Yavin 4 is a jungle moon in an unremarkable system far from the galaxy's most-traveled spacelanes. But if the Force has a will, Yavin 4 must be one of its favorite fulcrums. Several events have taken place there that shook the galaxy.

Explorers from the Sith worlds originally charted Yavin 4, and temples built by their servants dotted the moon's jungles for millennia. The Rebel Alliance won its first great victory at Yavin, as the Force helped a Jedi orphan destroy the first Death Star, constructed at the order of a latter-day Sith Lord. Yavin 4 was the birthplace of a new order of Jedi—and nearly the site of their demise at the hands of a Sith spirit. The Force's hand was even visible when Yavin 4 fell to



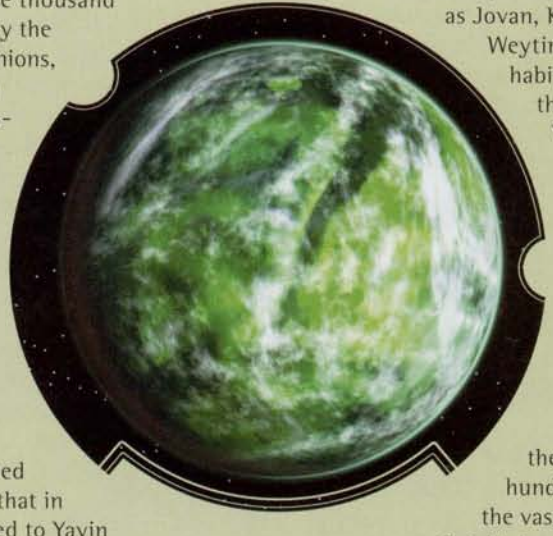
the Yuuzhan Vong; it was there that the invaders' underclass first sensed the Jedi might be liberators instead of enemies.

If not for its history, Yavin 4 would be notable chiefly for the teeming life of its lush rainforests and steaming jungles. The dominant flora of Yavin 4 are the Massassi trees, with their distinctive wide crowns and upsweeping branches. Climbing ferns and brilliantly colored nebula orchids drape the trees, whose purplish-brown bark supplies thick mulch that nourishes dense thickets of fragrant blueleaf shrubs.

The Massassi trees' upper branches are home to families of chattering woolamanders, flocks of whisper birds, and packs of hungry stintarils, while the lower branches are prowled by spiderlike anglers that hang over the rainforest's muddy brown rivers, waiting to spear unwary fish or mucous salamanders. All fear swarms of iridescent blue piranha beetles, whose razor-sharp mandibles can strip prey to the bone in minutes. The forest floor is home to runyips, which are shaggy, ornery beasts that root in the mulch for fungi, nuts, and shoots. Stranger creatures—the twisted descendents of ancient Sith experiments—dwell in Yavin 4's secret places.

History

Yavin 4 was first settled some five thousand years before the Battle of Yavin by the Sith Lord Naga Sadow and his minions, among them members of the Sith warrior species known as the Massassi. Sadow forced the Massassi to construct great temples and used Sith sorcery to place himself in suspended animation. Six centuries later, the Jedi Knight Freedon Nadd discovered Sadow's resting place, guarded by the Massassi's degenerate descendents, and learned the Sith arts on the jungle moon.



A Jedi named Exar Kun awakened Nadd's spirit four centuries after that in the Onderon system. Kun was lured to Yavin 4, where the Massassi captured him. Kun fought free, annihilated Nadd, and proclaimed himself Dark Lord of the Sith. He then launched the fury of the Sith War against the galaxy; when the tide turned, the Jedi chased him back to Yavin 4. In a final spasm of Sith magic, Kun drained the Massassi's life energies in order to preserve his own spirit.

The Jedi expunged all record of the Yavin system, hoping to break the chain of evil. But other forces were at work in the galaxy. In time, civilization raced up the spacelanes of the Hydian Way and spilled out from it along a host of new hyperspace routes. One such route was the Gordian Reach, which during its brief heyday meandered some fifteen thousand light years from the Hydian Way to its terminus rimward of the Cron Drift on the Perlemian Trade Route. Probe droids investigating the Reach's various spurs and byways rediscovered the Yavin system some eight hundred years after the Sith War; it was given a cursory survey and catalogued as unsuitable for Human settlement and likely devoid of life.

Some seven centuries later, prospectors discovered that the great pressures of Yavin's core fused hydrogen and carbon into Corusca stones, valuable as both decorative and industrial gemstones. Rival mining companies set up space stations above Yavin's atmosphere; from these stations, daring "fishers" in tiny ships dipped into the gas giant's raging storms to harvest the whirling stones. The Corusca rush burned out when the first synthetic stones were produced less than a century later, making all but the finest natural gems too expensive to retrieve and leaving Corusca fishers a rare sight in the system.

The Corusca fishers realized that Yavin did, in fact, boast life—the occasional pirate band used the strange ruins dotting Yavin 4 as bases. By the time the Corusca rush ended, the galaxy's shifting star patterns had erased most of the Gordian Reach, leaving a scattered handful of splintered routes. Reduced to a minor spur off the Hydian Way, the once-mighty Reach lent its name to a lone sector, governed from the lackluster industrial world Torque and including sleepy systems such as Jovan, Krylon, Pinoora, Glade, and Weytin's Colony, as well as uninhabited systems such as Yavin and the jumbled proto-stars of the Vallusk Cluster. (The greater Gordian Reach does live on in spacer tradition, however: An arc of thousands of systems along the old route is still sometimes referred to by that name, even though no spacelane remains to connect those stars with Yavin and its neighbors.)

During the Galactic Civil War, the Gordian Reach was one of hundreds of sectors assimilated into the vast Bright Jewel priority sector. Bright Jewel, the responsibility of Governor-General Nox Vellam, included a number of Rimworld trouble spots, among them Ord Mantell, Kwenn Space Station, and two of Yavin's neighbors: Toprawa and Junction, a lawless port on the Hydian Way. Toprawa was devastated by the Empire, but Imperial warships saw no reason to investigate the Yavin system. If they had, the course of the Galactic Civil War might have turned out differently: Rebel forces had evacuated their base on Dantooine and established themselves in the abandoned Great Temple of the Massassi, ignorant of its history. The Death Star tracked Princess Leia Organa to Yavin 4, but Luke Skywalker (aided by the Force) destroyed the battle station with a well-placed shot from his snubfighter.

The Alliance evacuated most of its heavy equipment immediately, but the base's command and support staff

were trapped by an Imperial blockade overseen from Jovan. The Empire maintained the blockade while Darth Vader awaited the completion of the starfleet's first Super Star Destroyer, the *Executor*, but the blockade's effectiveness was undermined by infighting between forces loyal to Vader, the disgraced Vellam and the House of Tagge. Some six months after the Death Star's destruction, the *Executor* finally pressed the attack—only to see most of the Rebel flotilla escape as Vellam's forces and Vader's once again competed instead of cooperating.

The Empire searched Yavin 4 and established a salvage operation to recover debris from the Death Star, but the civil war soon moved on. Yavin was left to Corusca fishers and curiosity seekers for more than a decade, until Luke Skywalker returned to establish his Jedi academy on Yavin 4. The new Jedi Master didn't know the spirit of a Sith Lord slumbered nearby; when Skywalker's students awakened Exar Kun, the Dark Lord nearly destroyed the academy before he was himself destroyed.

The academy endured for more than ten years, surviving assaults by remnants of the Empire and the Sith trainees of the Shadow Academy. After the Yuuzhan Vong invaded the galaxy, they and their Peace Brigade allies stormed Yavin 4. The Yuuzhan Vong wiped Yavin 8 and Yavin 13 clean of life and obliterated all traces of the Jedi academy, turning Yavin 4 into a colony for their Shaper caste. Yet the Force still wasn't done with the jungle moon: Before escaping Yavin 4, Anakin Solo helped redeem Vua Rapuung, one of the Yuuzhan Vong's Shamed Ones. Word of Rapuung's redemption spread like wildfire through the Yuuzhan Vong underclass, giving rise to a *Jeedai* cult that would one day shake the invaders to their very core.

People

Yavin 4's isolation and lack of easily obtainable natural resources have kept settlers from making permanent homes there. The ancient Massassi's descendents lived in the region settled by the Sith refugees for a millennium, eking out a tribal existence before Exar Kun sacrificed their lives to preserve his own spirit.

Since the Massassi vanished, few have stayed for long: Temporary residents have included pirates, naturalists, archaeologists, Corusca fishers, Rebels, Imperial agents, and Jedi apprentices. The Corusca fishers stick to their orbiting space stations; the others have sought shelter in the ruined temples. Scientists and shipwrecked spacers are among the few to explore Yavin 4's hinterlands.

Only a handful of beings have willingly dwelled on Yavin 4 long enough to consider it home. The Sullustan naturalist Dr'uun Unnh cataloged its lifeforms and penned odes to two striking phenomena: the cold "dark nights," during which the gas giant Yavin eclipses the system's sun, and the "rainbow storms" created by sunlight bent by the limb of Yavin and jungle mists and refracted by ice crystals high in the moon's atmosphere. Years later, the Kushiban Jedi Master Ikrit and the Jedi Knights Kam Solusar and Tionne lived there as three members of the Jedi academy's small permanent staff.

Locations

The Yavin system offers any number of interesting locations for adventures, including the following.

Yavin 8

Yavin 8 is a cold, arid world marked by vast expanses of brown tundra and bands of purple mountains. Before the Yuuzhan Vong ravaged the moon, it was home to the Melodies, a primitive but intelligent species living in the lakes and rivers of the moon's uplands. The Melodies are a galactic oddity, beginning their lives as land-dwelling bipeds before becoming water breathers with powerful tails. The transformation is dramatic and dangerous, leaving Melodies in its throes nearly helpless and vulnerable to Yavin 8's many predators: huge snakelike reels, great avril birds, and giant purella spiders.

Many xenobiologists argue that Melodies and predators alike are the product of Sith alchemy, noting the presence on Yavin 4 of clearly unnatural creatures such as the two-headed battle hydra. Such scientists cite the Force abilities displayed by some young Melodies as support for this hypothesis.

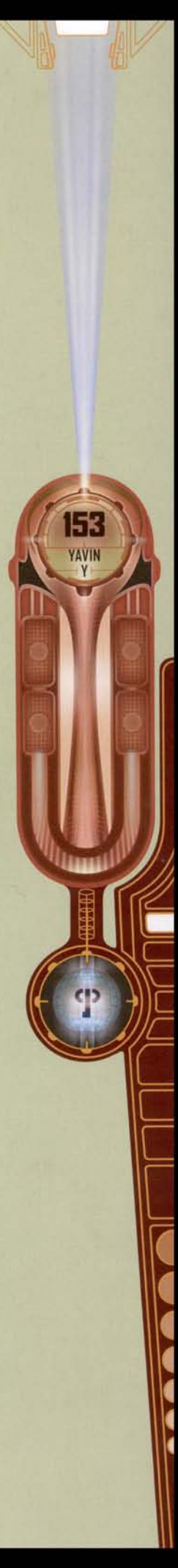
Yavin 13

Yavin 13 is a desert world teeming with lifeforms adapted to its harsh extremes of heat and cold, from burning snakes that literally glow with energy to huge tripions with three venomous stingers. Two of the moon's species are apparently intelligent. The Slith are a limbless reptilian species with venomous fangs that live in nomadic bands and communicate by rubbing their jagged scales across the ground. The Gerbs are small, furry creatures with huge ears, long hind legs, and tails for balance; they live in communal burrows.

Yavin 13 was also rendered lifeless by the Yuuzhan Vong.

The Great Temple of the Massassi

The largest and best-preserved of Yavin 4's ancient constructions, the Great Temple is a giant ziggurat with four above-ground levels and a labyrinth of passages and chambers underground. The Rebels set to work turning it into a base, scouring away plant life and dividing the ancient chambers into barracks, machine shops, sensor rooms, and the like. The temple's ground floor became a launch bay, with a lift platform raising shuttles and starfighters from a deep hangar beneath the main body of the temple. A war room, sensor rooms, machine shops, and barracks took up much of the second level, with a command center surrounded by computer-processing centers, briefing rooms, and military offices one level up. The temple's uppermost level housed the impressive but little-used Grand Audience Chamber, lit by tall, narrow skylights. Beneath the temple, a hot mineral spring bubbled up from the bedrock, and narrow passages connected the temple with nearby ruins. When the temple became the Jedi academy, it included far more space than Luke Skywalker needed. Because of this, the Jedi Master never found



the Sith glyphs and carvings that might have made him suspect the temple's evil origins.

Achtnak Turbine Station

The scientist Silas Tagge dreamed up a design for a base that would hide in the troposphere of a gas giant and generate a vortex that starfighters could use as a launch corridor. After the Empire dismissed the idea, Baron Orman Tagge committed millions of credits to make his brother's design a reality, naming it after a stealthy forest predator from the Tagge homeworld of Tepasi. Tagge ships towed the station into the Yavin system through a part of the Imperial blockade overseen by a third brother, General Ulric Tagge, and they used the station to harass the Rebels until Luke Skywalker destroyed it in a captured TIE fighter.

Achtnak Station is a turbine the size of a Star Destroyer, attached to nine repulsorlift engines that keep it steady in Yavin's howling winds and dense atmosphere. It has a small TIE fighter hangar, a command deck, basic living quarters, and a dock that can accommodate a single large space transport. It is otherwise unarmed, relying on its fighters and its location within the gas giant for protection.

The Dark Temple

Some Rebels suspected Yavin 4 had an evil history. General Jan Dodonna ordered the Temple of the Blueleaf Cluster sealed, wary of the crystal pyramid lit with a strange, pulsating cold blue light that stood in its foreboding main chamber. But the strangest of the Massassi temples stood on a small island in a circular lake with a flat, mirrorlike surface. Submerged stone pillars ended just below the surface, forming stepping stones for visitors. The temple was made of polished dark transparisteel, with a split apex topped by a ebon statue of an ancient lord. Inside, pictographs and hieroglyphics etched the obsidian walls, the panels broken by priceless Corusca gems. The temple was built as a private retreat for Exar Kun; when Skywalker's students discovered the place, they couldn't know that the Sith Lord's spirit still survived.

GemDiver Station

On a visit to Yavin 4 after the fall of the Empire, Lando Calrissian hit upon the idea of using technology developed by the Imperial war machine to reinvent Corusca fishing. He refurbished an old space station, christened it GemDiver, and set up shop above Yavin's atmosphere. Lando hired some traditional Corusca fishers, but his big innovation was the Submersible Mining Environment, a diving-bell-like craft whose quantum armor allowed it to withstand Yavin's atmospheric pressure and descend nearly to the planet's core. An SME's operator used electromagnetic trolling cables controlled by joysticks to snag Corusca stones; an energy tether allowed controllers at GemDiver Station to reel the SME back in when its task was complete. GemDiver Station is a 400-meter-diameter welter of control rooms, docking bays, sensor stations, and living quarters, guarded by a grid of security satellites. In the station's launching bays, droids packed Corusca stones into automated pods programmed to deliver their precious cargo to buyers across the galaxy.

For the GM

The adventure hooks and supporting characters described in this section are meant for GMs only. If you're a player, stop reading now.

Adventures

Feel free to use or adapt the following adventure hooks for your home campaign.

False Fishing

The Yavin system has become unsafe: Snubfighters are ambushing transports and reducing them to space dust. But where are they coming from? The Corusca fishers who arrived in-system a month ago are terrified and desperate for assistance, all too aware that their four dilapidated space stations are vulnerable.

What the heroes don't know is that the Corusca fishers and the pirates are one and the same. The Imperial governor of the Gordian Reach has hired them to prey on the Alliance's supply lines. The pirates have done their homework: They know Corusca fishing, and they really do send trawlers and skiffs out on fishing cruises through Yavin's troposphere. (The trawlers go out with a skeleton crew and the skiffs are never deployed, but that will be hard to prove.) The space stations' cargo holds have been combined into large bays for an ugly (but well-maintained) fleet of Z-95s, Y-wings, and other fighters. The Corusca fishers refuse to let any visitors into these bays, explaining apologetically but firmly that they don't trust anyone near their stocks of Corusca stones.

This adventure is designed for the Rebellion era between the Battle of Yavin and the evacuation of the Rebel base on Yavin 4, but it can be adapted for any era of play. In the Rise of the Empire era, the pirates prey on transports resupplying legitimate Corusca-fishing stations. In The New Jedi Order era, the pirates are hired to cut the Jedi academy's supply lines.

Treasure Hunt

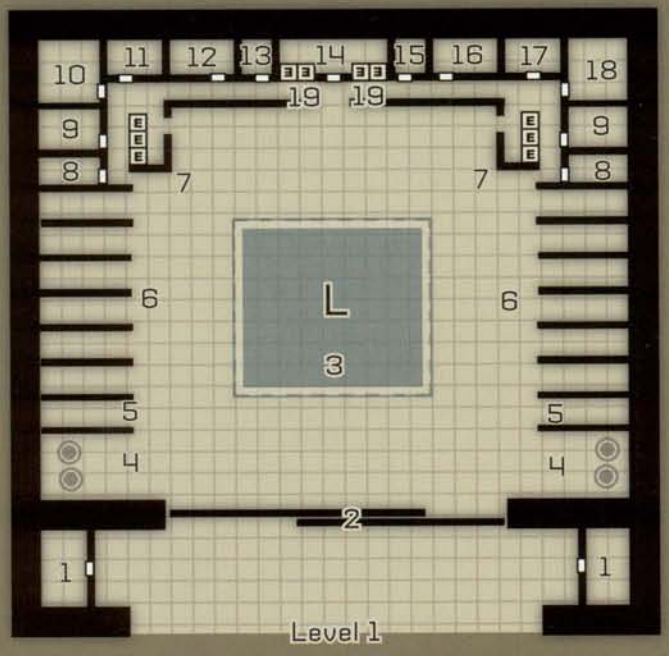
The heroes find a datacard with an interesting tale: A thousand years ago, a band of pirates fled their base in a small Yavin 4 temple, leaving behind a priceless cache of booty. Some of the datacard's files are corrupt, but the heroes extract enough information to determine the hideaway's general location. If the heroes can find the temple under a millennium's worth of jungle, they discover that the treasure is still there. But as a general rule, pirates don't leave riches behind. Something sent them running for their lives—and on Yavin 4, dark things can survive a long time.

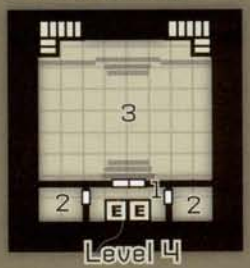
A Lost Lambda

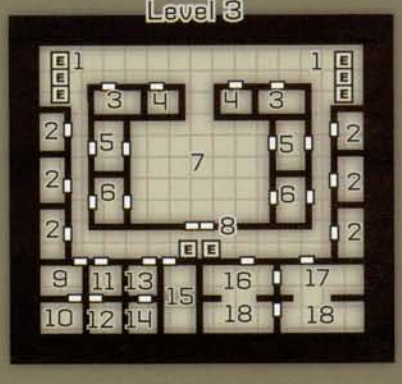
During the Battle of Yavin and its drawn-out aftermath, a handful of TIE pilots survived crash-landings on Yavin 4. The Alliance didn't worry too much about these rogue

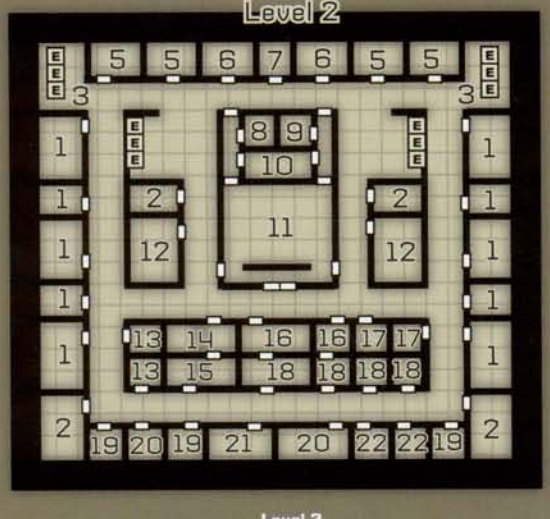
Great Temple (Yavin 4)

One Square = 2 meters









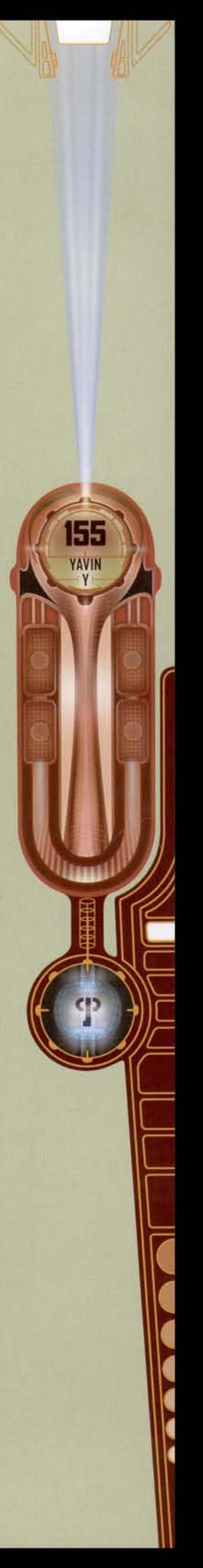


Level 1
1. Guard Rooms
2. Hangar Blast Doors
3. Starship Lift to Lower Hangar
4. Fusion Generators
5. Repair Bays
6. Fighter Bays
7. Elevator Banks (up)
8. Pilot Ready Rooms
9. Barracks/washroom
10. Diagnostics Lab
11. Astromech Maintenance
12. Postflight Analysis Lab
13. Armory
14. Machine Shop
15. Storage
16. Techs' Break Room
17. Mission Modeling Lab
18. Sickbay
19. Elevator Banks (down)

Level 2
1. Barracks
2. Washrooms/Freshers
3. Elevator Banks (down)
4. Elevator Banks (up)
5. Machine Shops
6. Sensor Suites
7. Sensor Analysis Office
8. Audio-Visual Operations
9. Computer Support
10. Briefing Room
11. War Room
12. Rec Rooms
13. Droid Supplies
14. Droid Repair-Astromechs
15. Droid Repair-Other
16. Commissaries
17. Officers' Commissaries
18. Kitchens/Food Storage
19. Weapons Lockers
20. General Supplies
21. Personal Effects Lockers
22. Storage

Level 3
1. Elevator Banks (down)
2. Officers' Quarters
3. Maintenance
4. Command Ctr. Ready Rooms
5. Briefing Rooms
6. Analysis Labs
7. Command Center
8. Elevator Banks (up)
9. Security Station
10. Brig
11. Personnel
12. Bank
13. Communications Office
14. Encrypted Communications
15. Washroom/Fresher
16. Operating Room
17. Recovery Ward
18. Bacca Tanks

Level 4
1. Elevator Banks (down)
2. Storage
3. Grand Audience Chamber
4. Stairs Up to Roof



CORUSCA FISHING

At least until Lando Calrissian tried to revolutionize it, Corusca fishing was a dangerous business requiring daring pilots to work together at the controls of a variety of vessels, adapting ancient fishing methods used on the oceans of countless planets to the atmosphere of a gas giant.

The largest fishing vessels are called trawlers and carry a crew of twelve, as well as eight one-man vessels (called skiffs) and a five-kilometer-long purse seine of flexible durasteel cables that crackle with electromagnetic energy. The trawler descends into Yavin's upper atmosphere until its captain finds what appears to be good fishing grounds—a practice Corusca fishers admit owes far more to superstition than science. The pilots then man their skiffs, deploying them in a long arc behind the trawler and fighting to keep them steady amid Yavin's unpredictable winds. The purse seine is released and the skiffs clamp onto its cables, keeping the net spread out and monitoring the energy flowing through it.

A change in the resistance of the energy currents indicates something has been caught. During the original Corusca rush, that was reason enough for the skiffs to close the seine, trapping anything within, and for the trawler crew to reel the net in and investigate. After the development of synthetic stones, fishers developed new monitoring equipment that allowed the skiffs to appraise Corusca stones without reeling in.

A typical fishing cruise lasts ten days; the vast majority of them end with nothing to show for the crew's hard work. The development of synthetic stones meant most fishing consortiums quickly went broke even if they did find stones. But a very few lucky crews found natural stones of great purity and almost-inestimable worth in their nets, and the fortunes thus made ensured that Corusca fishing never entirely died out.

Corusca fishing is perilous. Stones accelerated by the wind can punch through a ship's hull, leaving a pilot disoriented or hurt and his ship out of control—a dangerous situation, as Yavin's atmospheric pressure increases rapidly as one descends and soon becomes powerful enough to crush a ship. Turbulence can toss trawlers and skiffs around, hurling them into the energy net or each other. Finally, the lifeforms known as floaters drift on Yavin's winds. Floaters sometimes get tangled in energy nets and panic; worse, the muscular, finned subspecies known as hunter-floaters actually seem attracted to the seines.

pilots: Some died in the wilderness, some lived desperately as hermits, and some were hunted down by Alliance forces. But a long-overdue analysis of the Battle of Yavin reveals something interesting: An Imperial shuttle fled the Death Star during the fighting, but it was damaged by a blast from a Y-wing before it could escape to hyperspace and crashed on the far side of Yavin 4.

Who—or what—could the shuttle have been carrying? The answer is up to the GM. It could be someone or something relatively unimportant, such as a low-ranking officer or an analysis of the Alliance's attack. Or it could be something or someone that could change the course of the Galactic Civil War: a member of the Death Star's command structure or some secret technology developed by Grand Moff Tarkin.

Sifting Through the Wreckage

Luke Skywalker's proton torpedo shattered the Death Star into a vast field of wreckage that Yavin's immense gravity immediately began to pull into a faint orbital ring. Just hours after the battle, bands of Ugors arrived, expecting to pick through the remnants of Yavin 4. They fell on the battle station's fragments instead, carrying off several of the largest surviving chunks before the Alliance chased them off. After Yavin 4 was evacuated, the Empire established a salvage operation of its own. While Yavin was blockaded, the debris field saw frequent skirmishes between Rebel starfighters, scavengers of all stripes, and stealthy Imperial recovery units.

Alliance technicians warn that the explosion that tore apart the Death Star may have left one or two of the battle station's twelve superlaser stations relatively intact. While the force of the explosion almost certainly ruined any superlaser station's crystal or actuator, the state-of-the-art targeting computers could have survived. The heroes are sent into the debris field to find any surviving stations amid the wreckage and either remove or destroy their computers. Unfortunately, the Empire has performed a similar analysis and reached the same conclusion. An Imperial recovery team backed up by a quartet of spacetroopers is also searching for the stations amid the whirling remains of the Death Star.

Dark Riddles

Yavin 4 is a dangerous place with a dark history, and every potential apprentice who comes to the Jedi academy is warned of the perils of delving too close to the dark side of the Force. But Padawans by nature are young, curious, and eager to develop their powers—and the dark side can be a seductive master.

One of the academy's students discovers an underground grotto carved from obsidian and polished to a mirror finish. The grotto is ringed by a labyrinth of passages and chambers, many of which can only be opened by solving riddles or using the Force to complete tasks. A teaching tool for apprentices? Yes—but not in the way the apprentice who discovers the grotto may believe. The riddles and Force tasks used to instruct rely increasingly on the dark side, but the change is so gradual that an unwary learner may not awaken to his danger until it's too late. And what does the last chamber of the grotto hold?

Allies and Antagonists

The following characters are just a few of the interesting or dangerous personalities heroes might interact with in the Yavin system.

Q-7N

An ancient droid of unknown manufacture, Q-7N is a shiny ball of black durite with a trio of red photoreceptors, a set of speedy repulsors, and a brace of hidden appendages and

sensors. Some two millennia before the Battle of Yavin, Q-7N was in charge of security for a band of pirates based in one of Yavin 4's temples. He went into hibernation when his masters were driven off; if awakened, he finds himself in a changed galaxy about which he knows next to nothing. Q-7N is inquisitive and chatty, sometimes to a fault. He is ignorant of his origins; a diagnostic scan indicates much of his memory remains intact, but somehow inaccessible. (The little droid was built eons ago by the inhabitants of Malagarr, a planet in the Unknown Regions, and a signal from his homeworld to its droid servants will unlock his memories and certain abilities.) Q-7N can be encountered in any era of play.

Q-7N: Hovering Security Droid Scout 4; Init +2; Defense 17 (+3 class, +2 Dex, +2 size); Spd 16 m; VP/WP 22/10; Atk +3 melee (2d6–2, electroshock probe) or +7 ranged (3d4, blaster arm); SQ Amenable, heart +1, talkative, trailblazing, uncanny dodge; SV Fort +2, Ref +4, Will +2; SZ T; Face/Reach 1 m by 1 m/1 m; FP 0; DSP 0; Rep +1; Str 6, Dex 14, Con 10, Int 10, Wis 10, Cha 10. Challenge Code C.

Equipment: Integrated blaster pistol, electroshock probe, sensors (improved sensor package, low-light vision, motion sensors, sonic sensors, telescopic vision), comlink, gripper claw, recording unit (holorecorder), repulsorlift unit, vocabulator.

Skills: Escape Artist +7, Hide +9, Knowledge (Malagarr) +6 (accessible only after signal from Malagarr), Listen +11, Move Silently +9, Read Basic, Read Malagarrian (accessible only after signal from Malagarr), Search +11, Speak Basic, Speak Binary, Speak Malagarrian (accessible only after signal from Malagarr), Spot +11.

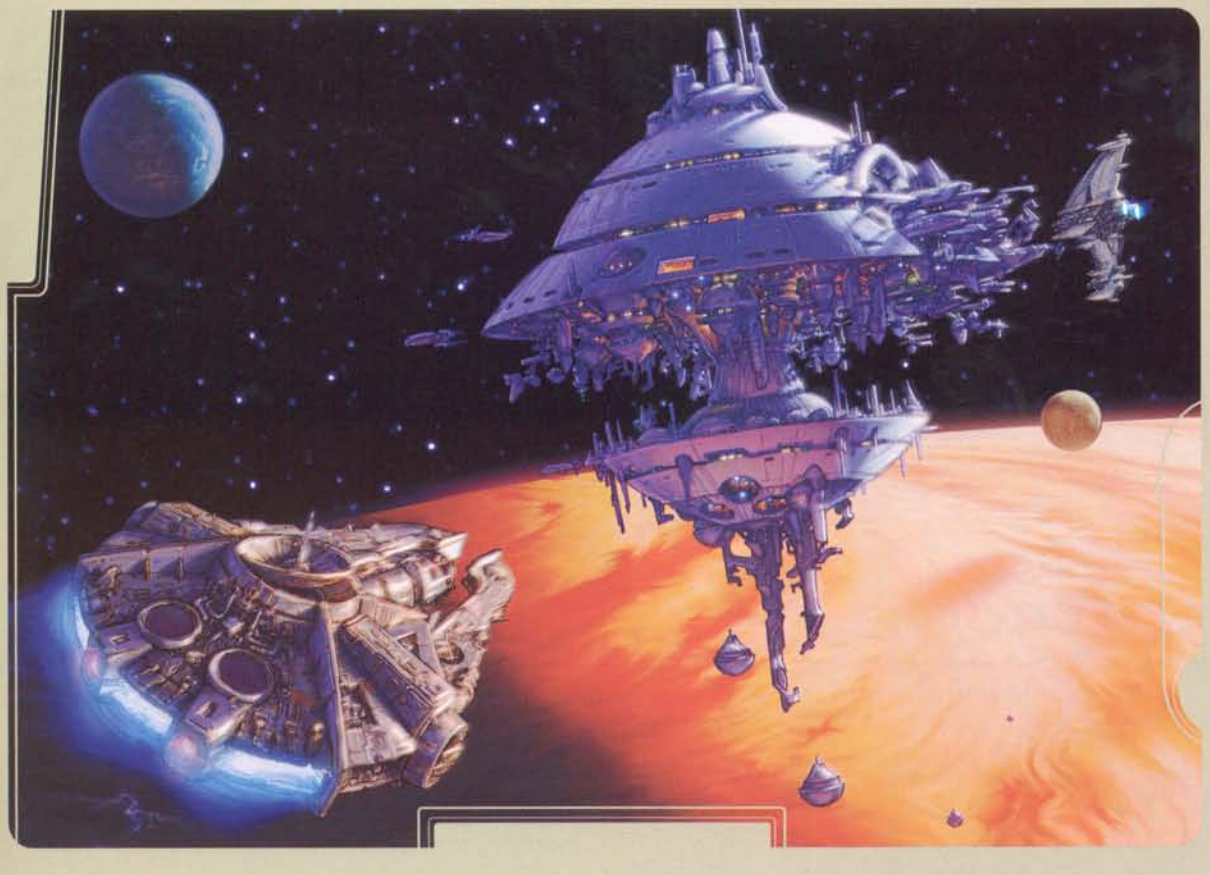
Unspent Skill Points: 0.

Feats: Ambidexterity, Dodge, Sharp-Eyed, Weapon Group Proficiency (blaster pistol).

Bash Fateau

Corusca fishing is for the desperate, the daring, and the dreamers—and Bash Fateau is all three. Born on Montitia, a poor world in the Expansion Region, Fateau grew up flying agriflitters, then spent all his savings to sign on as a skiff pilot with a fisher crew bound for Yavin. He dreams his crew will find a priceless Corusca stone or two in its energy seine, allowing him to retire to a beach somewhere in the Core. Fateau thinks highly of his piloting skills, and any endeavor that lets him show them off will appeal to him. He can be encountered in any era of play.

Bash Fateau: Male Human Fringer 3; Init +1; Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 24/15; Atk +2 melee (1d4, knife) or +3 ranged (2d6, blaster pistol); SQ Barter, jury-rig; SV Fort +5, Ref +3, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 11, Dex 13, Con 15, Int 12, Wis 9, Cha 13. Challenge Code B.



Equipment: Elamainin Armaments SBP-200 blaster pistol, credit chip (345 credits), flight suit, knife, tool kit.

Skills: Astrogate +5, Handle Animal +5, Intimidate +7, Knowledge (Corusca fishing) +4, Pilot +9, Profession (Corusca fisher) +2, Profession (farmer) +3, Repair +7, Ride +5, Survival +3.

Feats: Spacer, Weapon Group Proficiency (blaster pistols, primitive weapons, simple weapons).

Amise Griff

Handsome and polished, Griff earned his admiral's rank insignia as the right hand of Nox Vellam, the governor-general of the Bright Jewel Cluster. Vellam's promotion to grand moff of the newly created Bright Jewel priority sector seemed to ensure great things for Griff, but it all fell apart when the Alliance destroyed the Death Star in an obscure part of Vellam's priority sector. Both men were disgraced. Griff's luck seemed to turn when he was reassigned to Darth Vader's command and placed in charge of part of the Yavin blockade, but he soon realized he was simply marking time until the Sith Lord and his Super Star Destroyer were ready to lead the attack. Griff sulked at the Jovan Station command post, drinking and scheming how to restore his and Vellam's fortunes. When the Empire finally did attack, he correctly guessed the Rebels' escape route and tried to beat Vader to the kill with a risky hyperspace microjump. The bet cost him his life: His Star Destroyer emerged from hyperspace just meters from the *Executor*'s shields.

Amise Griff: Male Human Noble 6/Officer 2; Init +0; Defense 16 (+6 class); Spd 10 m; VP/WP 52/12; Atk +5 (1d3, unarmed strike) or +5 ranged (3d6, blaster pistol); SQ Favor +2 (3/week), coordinate +1, inspire confidence, leadership, requisition supplies; SV Fort +5, Ref +5, Will +11; SZ M; FP 0; DSP 0; Rep +7; Str 10, Dex 11, Con 12, Int 16, Wis 16, Cha 16. Challenge Code D.

Equipment: Merr-Sonn Model 44 blaster pistol, SoroSuub Hush-98 comlink, cred stick (9,200 credits), rank cylinders, cape with nerf-wool lining.

Skills: Astrogate +7, Bluff +14, Diplomacy +15, Gather Information +10, Intimidate +15, Knowledge (Galactic history) +13, Knowledge (Imperial Navy) +14, Pilot [Bonus class skill] +8, Ride +6, Sense Motive +15.

Feats: Fame, Headstrong, Persuasive, Starship Operation (Capital Ship), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Kufra Ahara

A gangly Murachaun from Nahsu Minor, Ahara is a roughneck and ace starship mechanic whose modifications helped the Sanjin Green Hawks take Laakteen Depot, a pirate base located just off the Giju Run in the Colonies. After the Battle of Yavin, Ahara's invaluable skills earned her a trip through the blockade to the Yavin 4 base. Ahara's pilots tolerate the Murachaun's practical jokes, knowing she spends many a sleepless night tinkering with their fighters to keep them in optimum condition.

Kufra Ahara: Female Murachaun Soldier 2/Tech Specialist 4; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 40/14; Atk +6 melee (2d6+1, vibroblade) or +5 ranged (3d8, heavy blaster pistol); SQ Mechanic specialty, research, species bonuses; SV Fort +6, Ref +2, Will +3; SZ M; FP 0; DSP 0; Rep +2; Str 13, Dex 11, Con 14, Int 13, Wis 13, Cha 9. Challenge Code C.

Equipment: BlasTech DL-44 heavy blaster pistol, vibroblade, comlink, credit chip (712 credits), datapad, flight suit, glow rod, tool kit.

Skills: Astrogate +9 [instant mastery], Computer Use +17, Craft +2 (starship construction), Demolitions +6, Intimidate +5, Pilot +8, Profession (starship mechanic) +9, Repair +17, +19 with items of a technical nature.

Feats: Armor Proficiency (light), Skill Emphasis (Computer Use), Skill Emphasis (Repair), Spacer, Starship Operation (Starfighter), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Ulric Tagge

Ulric Tagge grew up on the Core World of Tepasi surrounded by his ancient family's wealth and luxury, and overshadowed by three older brothers: Orman, groomed from birth as the next baron; Silas, a born scientist with no interest in worldly concerns; and Cassio, a cautious, plodding strategist. Orman and Silas awed Ulric, who was happy only in the company of his sister Domina. He followed Cassio into Imperial service and was content to be thought of as a competent if unimaginative officer. But after Cassio died aboard the Death Star, Ulric found himself a pawn in his eldest brother's plots to gain the Emperor's favor. Orman's machinations won Ulric a major generalship and temporary command of a flotilla of Tagge warships sent to take part in the Yavin blockade. When Orman and Silas were reported killed in a skirmish with Rebel forces near Junction, Ulric found himself the new Baron Tagge. He visited his sister on the cloistered world of Monastery, and then retired from military service to take command of the family industries.

Ulric Tagge: Male Human Soldier 2/Noble 3/Officer 2; Init +1; Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 48/12; Atk +6 melee (1d3+1, unarmed strike) or +6 ranged (3d6+3, blaster pistol); SQ Favor +2 (1/week), inspire confidence, leadership, resource access; SV Fort +6, Ref +5, Will +5; SZ M; FP 0; DSP 0; Rep +6; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 15. Challenge Code D.

Equipment: SoroSuub ELG-3A blaster pistol (mastercraft +3), comlink, cred stick (17,500 credits), datapad, rank cylinders, ring with House of Tagge seal.

Skills: Astrogate +4, Bluff +6, Diplomacy +8, Gamble (Bonus class skill) +4, Gather Information +4, Intimidate +9, Knowledge (Core culture) +8, Pilot +6, Repair +1, Ride +6, Sense Motive +6.

Feats: Armor Proficiency (light), Fame, Persuasive, Starship Operation (Capital Ship), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Redkihl Rokk

An ancient, nearly hairless Huralok from the blasted volcanic world of Djurmo in the Inner Rim, Rokk and his crew have haunted the Outer Rim for decades in a modified Carrack light cruiser known as the *Hungry Ghost*. Rokk is sadistic even for a pirate: His favorite tactic is to disable a ship with the *Ghost*'s complement of red-hulled fighters, reel it in with tractor beams, and send in dozens of small, spider-armed droids with stun blasters to knock out the crew and strip the ship clean. He then destroys the engines and communication systems and abandons the ship and its luckless crew in deep space. Rokk has extended his life with nutrients and drugs pumped into his failing body; he is permanently tethered to life-support systems built into the *Ghost*'s bridge. He wears an armored flight suit fitted with repulsors that let him float beneath his tethers like a bloated puppet.

Redkihl Rokk: Male Huralok Soldier 4/Scoundrel 9; Init +2 (–2 Dex, +4 Improved Initiative); Defense 9 (+4 maximum due to armor, –5 immobile); DR 3; Spd 0 m; VP/WP 71/8; Atk +6/+1 melee (DC 15 stun, electroshock probe) or +8/+3 ranged (3d8, heavy blaster pistol); SQ Intimidating, illicit barter, lucky 2/day, precise attack +2; SV Fort +4, Ref +0, Will +6; SZ M; FP 0; DSP 9; Rep +6; Str 3, Dex 6, Con 5, Int 14, Wis 15, Cha 18. Challenge Code F.

Equipment: Combat jumpsuit (with integrated heavy blaster pistol, integrated electroshock probe, and integrated repulsorlift unit), modified Carrack light cruiser.

Skills: Astrogate +22, Bluff +17, Computer Use +11, Demolitions +11, Gather Information +18, Intimidate +22, Pilot +18, Profession (Spacehand) +7, Repair +9, Speak Huralok, Speak Huttese, Spot +10.

Feats: Armor Proficiency (light), Combat Expertise, Frightful Presence, Improved Initiative, Skill Emphasis (Gather Information), Skill Emphasis (Intimidate), Spacer, Starship Operation (Capital Ship, Space Transport, Starfighter), Toughness, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons).

R-92

Arninetoo began life as a police droid on Columex, but from the day of its activation anyone could see something was wrong with its programming. It routinely wandered off its assigned patrol routes and used deadly force during even routine arrests. Arninetoo went rogue and smuggled itself off-planet, turning up as a member of a slaver crew operating out of Kazarak in the Outer Rim's Mahrusha Sector. After the Yuuzhan Vong invaded the galaxy, Arninetoo augmented its weaponry and enrolled in the Peace Brigade. Its bemused compatriots have been too frightened to tell the hulking droid that the Yuuzhan Vong hate mechanicals.

R-92: Walking R Series Security Droid Thug 2/Soldier 5; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+6 class, +2 Dex, –1 aggressive); DR 7; Spd 6 m; VP/WP 42/13; Atk +10/+5 melee (2d10+2, integrated vibro-ax) or +10/+5 ranged (3d8, integrated heavy blaster pistol) or +10/+5 ranged (3d8, integrated heavy blaster rifle) or +10/+5 ranged (3d6, integrated flamethrower); SQ Aggressive; SV Fort +8, Ref +3, Will +0; SZ M; FP 0; DSP 0; Rep +1; Str 15, Dex 14, Con 13, Int 10, Wis 8, Cha 6. Challenge Code D.

Equipment: Integrated heavy blaster pistol, integrated heavy blaster rifle, integrated flamethrower, integrated vibro-ax, integrated comlink, diagnostics package, heavy armor, sensors (improved sensor package, infrared vision, motion sensors), vocabulator.

Skills: Demolitions +4, Intimidate +5, Listen +5, Read Basic, Repair +7, Search 6, Speak Basic, Speak Binary, Spot +10.

Unspent Skill Points: 0.

Feats: Armor Proficiency (heavy), Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons, vibro weapons).

New Species: Huralok

Huraloks are a reptilian species known for their viciousness, vast capacity for grudges, and extremely long lives. They accept their foul reputation in the galaxy and generally remain hidden away, leaving dealings with other species to their minions when at all possible. The Imperial Navy's running battles with Huralok pirates have long been popular fare for holodramas.

Personality: Ruthless, opportunistic, and horribly vindictive bullies, Huraloks possess few (if any) scruples or virtues. They are master manipulators who love nothing better than weaving webs of deceit and misdirection to ensnare the unwary. Fortunately for the galaxy, they also loathe their own kind, coming together only to mate and in times of grave danger to their species.

Physical Description: Huraloks are reptilian bipeds with triangular heads, widespread eyes, and stocky physiques. Black stripes adorn their scaly hides. A typical Huralok adult stands 1.5 meters tall.

Homeworld: The volcanic Mid Rim world of Djurmo.

Language: Huraloks read, write, and speak their own language (Huralok). Most also learn to speak Basic.

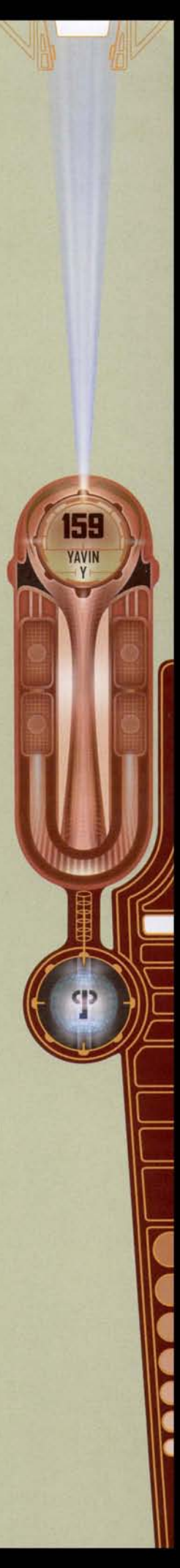
Example Names: Ergihl Threk, Fehkla Gorr, Krad Dokahr, Liirk Ranguhl, Redkihl Rokk.

Age in Years: Child 1–15; young adult 16–44; adult 45–120; middle age 121–240; old 241–330; venerable 331+.

Adventurers: Huralok adventurers are rare and tend to be self-serving scoundrels or soldiers. Although they can be Force-sensitive, Huraloks lack the dedication and selfless nature necessary to join the ranks of the Jedi.

Huralok Species Traits

- Ability Modifiers: None.
- Medium-size: As Medium-size creatures, Huraloks have no special modifiers due to their size.
- Speed: Huralok base speed is 8 meters.
- Natural Weapons: Huraloks have razor-sharp claws and can make a single claw attack in place of a



normal unarmed attack. The claw attack deals 1d6 points of slashing damage plus the Huralok's Strength modifier. The claw attack does not provoke attacks of opportunity. Huraloks' claws become dull and brittle when they reach old age, making them useless in combat.

- Skill Bonus: Huraloks' innate viciousness frightens other creatures, giving them a +2 species bonus on Intimidate checks.
- Free Language Skills: Read/Write and Speak Huralok.

Huralok Commoner: Init +0; Defense 10; Spd 8 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 melee (1d6, claw) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1, Intimidate +2, Knowledge (any one) +1, Profession (any one) +1, Read/Write Huralok, Speak Basic, Speak Huralok.

Feats: None.

New Species: Murachaun

Murachaun are gregarious descendents of herbivores from a temperate, grassy world contacted by scouts in the final days of the Republic. The scouts found a peaceable industrial society spread across a network of cities, towns, and farming belts. The Murachaun demonstrated that they were strong, hardy workers and handy machinists—traits that later caught the eye of the Empire. Thousands of Murachaun were taken off-world and used as slave labor, fanning the flames of rebellion on Nahsu Minor. The Murachaun were wise enough to keep their dissent quiet, even as thousands slipped off-world and joined the Rebel Alliance.

Personality: Murachaun are outgoing, forthright, and orderly. They have little tolerance for injustice and turn fierce when threatened. They crinkle their noses when forced to watch carnivores eat, for they find the consumption of meat disgusting.

Physical Description: Murachaun are lanky saurians with spotted hides that range in color from azure to burgundy to deep red. They move with grace and gesture while speaking. Murachaun adults stand 1.8 to 2.3 meters tall.

Homeworld: The temperate, grassy world of Nahsu Minor, located in the Inner Rim.

Language: Murachaun read, write, and speak Murachau, which incorporates both words and gestures. They also speak Basic.

Example Names: Earsulo Osso, Fajiri Feravi, Kufra Ahara, Saffi Ufadi, Sofassu Jaradu.

Age in Years: Child 1–12; young adult 13–24; adult 25–54; middle age 55–84; old 85–109; venerable 110+.

Adventurers: Murachaun crave new experiences and adventure. Many are also drawn to righteous causes, for Murachaun generally dislike injustice. They can belong to any heroic class.

Murachaun Species Traits

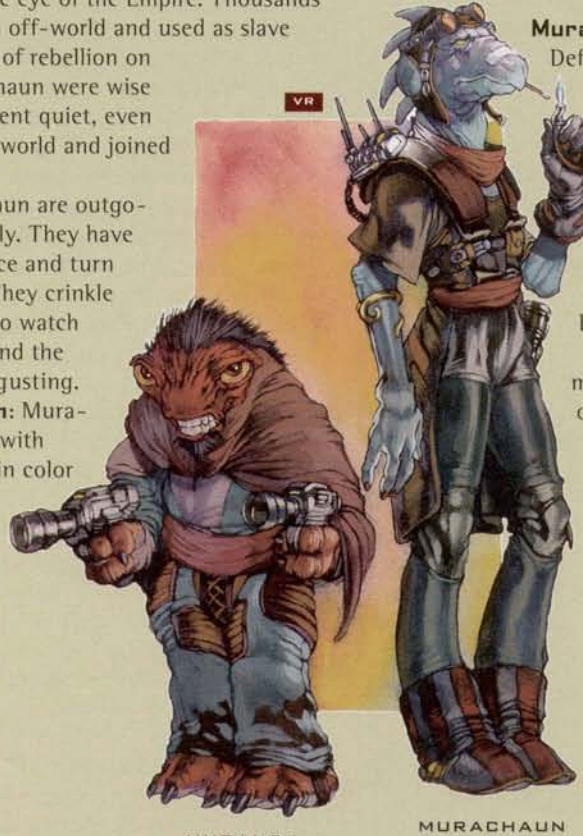
- Ability Modifiers: None.
- Medium-size: As Medium-size creatures, Murachaun have no special modifiers due to their size.
- Speed: Murachaun base speed is 10 meters.
- Natural Armor: A Murachaun's scaly hide provides a +1 natural armor bonus to Defense.
- Skill Bonuses: Murachaun receive a +2 species bonus on Craft checks and Repair checks when working with items of a mechanical nature, such as computers, droids, and starfighter engines.
- Free Language Skills: Read/Write and Speak Murachau and Speak Basic.

Murachaun Commoner: Init +0; Defense 11 (+1 natural); Spd 10 m; VP/WP 0/10; Atk +0 melee (1d3, unarmed strike) or +0 ranged; SQ Species traits; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; DSP 0; Rep +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code A.

Equipment: Variety of personal belongings.

Skills: Craft (any one) +1 (+3 for mechanical items), Knowledge (any one) +1, Profession (any one) +1, Repair +1 (+3 for mechanical items), Read/Write Murachau, Speak Basic, Speak Murachau.

Feats: None.



HURALOK MURACHAUN

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