

STAR WARS

PLANETARY GUIDE





Credits

Star Wars for *Savage Worlds* Conversion by:

Christopher Leiby

Layout: Christopher Leiby

Playtesters & Proofs:

Doug Becker, Russ Hein, Wyatt Helmer, Young "Hammer" Lee, Brandon Lundburg, Austin Lybrink, David Morris, Mark Mouzakis, Evan Sharp, Lindsay "Scout" Wight, Brandon Binggeli, Wayne Grelle

Production: Christopher Leiby

Director of Visual Design: Christopher Leiby

Contributors: Darren West

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The Galaxy Map by W. R. van Hage 2007

All the amazing artists that I couldn't find credits for

My Wife for being so understanding of all the time spent on this project

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 7V7N↓70V K
 UJK8V↓ 1N
 18N10U1E1iK8↓
 8V7Δ↓ ↓0 ↓EV
 U00V7 0E ↓EV
 E07iV7"



New Hindrances

Zero-G Sickness (Major)

The lack of gravity makes this spacer hurl. He becomes dizzy and throws up intermittently, causing an automatic level of Fatigue when in zero-g and not restrained in some way. Zero-g Fatigue can cause Incapacitation but not death, and is recovered after one hour in any other type of gravity.

Zero-G Worlder (Major)

The character was born on a world with no gravity. He subtracts 2 from all Strength rolls (including damage). This stacks with the Negative Racial Ability Attribute Limit if the character happens to have both.

New Edges

Astrogator

Requirements: Novice, Astrogation d6+

Either through natural talent or study this spacer understands traveling in Hyperspace better than most.

They add a +1 to all rolls they make having to deal with entering, exiting or traveling thru Hyperspace.

Improved Astrogator

Requirements: Seasoned, Astrogator

As above but the bonus increases to +2

Atmospheric Acclimation

Requirements: Novice

Travelers who have spent substantial time in Thin or Dense Atmosphere can learn breathing techniques to negate its ill effects. This Edge may be taken twice, once for each kind of atmosphere. Doing so allows the character to operate normally in that environment—he doesn't have to make Vigor rolls.

Gravitic Acclimation

Requirements: Novice, Agility d6+

The spacer knows how to operate in different gravities. He ignores the typical -2 penalty for operating in a gravity other than his own.

Shield Mechanic

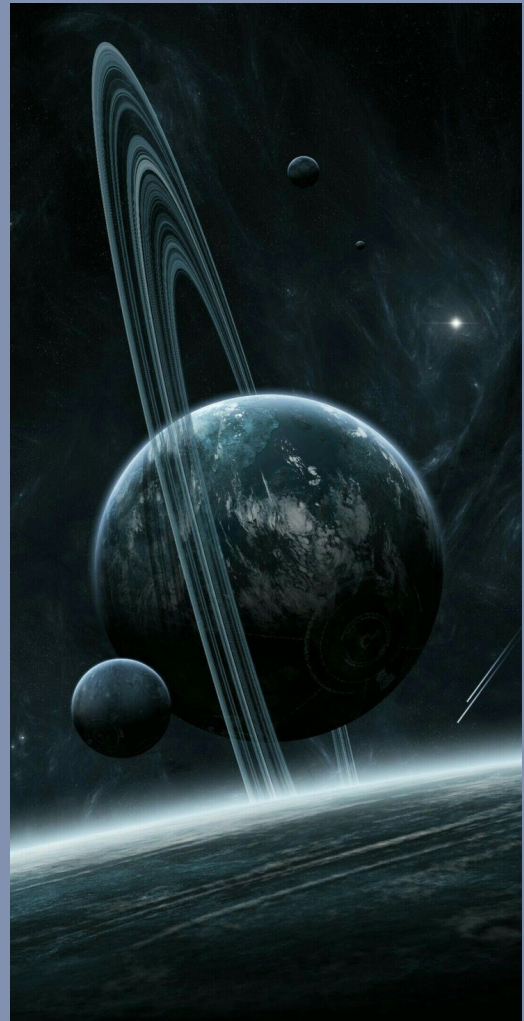
Requirements: Seasoned, Mr Fix-It, Electronics d8+

This Character adds +2 to Electronics rolls and is highly skilled at keeping shields activated they may spend a Benny to grant any ship they are on 5 Temporary Shield Tokens (These can not exceed the normal Maximum of allowed Shield Tokens for the ship they are on, and must be used first before any regular Shield Tokens)

Vehicle Mechanic

Requirements: Novice, Mr Fix-It

This Character is able to perform what seem like miracles when working on a Vehicle. With a Successful Repair roll they can bypass the effects of certain results (Guidance/Traction, Locomotion, Weapon, System) caused by Critical Hits for a short while. This doesn't actually repair the Wound that caused the effect, if any. It just bypasses the effect caused by it for a short time. Each Success and Raise bypasses one current effect for a number of rounds equal to the Characters Smarts. A Failure means the character can not bypass any current Effects, even if they succeed with a raise at a later attempt to bypass Effects caused by any new Critical Hits



New Rules

Atmosphere

Most major life forms breathe nitrogen, oxygen, or a mixture of the two. Knowing what kind of atmosphere a planet contains and whether or not the air is breathable is literally a matter of life and death.

Atmospheres are divided into five categories: Vacuum, Thin, Normal, Dense, and Hazardous.

Vacuum: Vacuums contain little or no air or atmosphere, meaning most organic beings must breathe through artificial means (such as spacesuits). The lack of atmosphere also means pressure is extremely low or nonexistent. This causes blood vessels to burst and lungs to rupture. If a character doesn't have a sealed suit (or it's breached), he must make a Vigor roll every round or suffer a wound from decompression.

Thin: Thin atmospheres have little breathable oxygen, and the pressure can cause physical trauma as blood vessels expand and rupture. Characters require pressurized spacesuits to operate safely in Thin atmosphere. Any breach of the suit forces the individual to make a Vigor roll every minute to avoid gaining a level of Fatigue (assuming there is at least some breathable air). This can lead to death. The victim recovers a Fatigue level every 10 minutes if returned to standard atmospheric pressure.

Normal: Earth-like atmospheres are said to be "normal" and have no special effects. Atmospheres between Normal and Thin or Dense may also exist. Use whatever condition is closest, but failed Vigor rolls cannot lead to Incapacitation.

Dense: Dense atmospheres have a higher pressure than Earth and are almost as difficult to breathe in as thin atmospheres. A being must wear some sort of breathing apparatus or make a Vigor roll every 30 minutes. Failure results in a level of Fatigue that can lead to Incapacitation but not death. Victims recover a Fatigue level every 10 minutes if returned to standard atmospheric pressure.

Hazardous: The gaseous content of a Hazardous atmosphere does not support human life, regardless of pressure. It may be high in carbon dioxide or made up of more primeval gases like methane, hydrogen, and ammonia, as with Jupiter and other gas giants. A character without a rebreather (or spacesuit, if the

pressure is too low) must make a Vigor roll every round (or minute or hour for less toxic environments, as determined by the GM) or suffer a Fatigue level that can lead to death. Recovery is only possible when the character receives air at standard pressure and one Fatigue level is recovered every 10 minutes.

Gravity

Space-based parties may visit everything from high-gravity worlds to drifting space hulks. Below are the game effects of traveling to these various environments. All individuals suffer some physical disorientation in gravities different than what they're used to. This inflicts a -2 penalty to Agility and Agility-based skill rolls unless the character has the Gravitic Acclimation Edge.

Characters also experience a higher Strength die, speed, and jumping ability on planets with lower gravity, and the reverse on those with higher gravity, as shown on the Gravitational Effects Table.

Gravitational Effects			
Gravity	Jump	Str	Pace
Super Heavy	x.5	-2	-4
Heavy	x.5	-1	-2
Normal	—	—	—
Low	x2	+2	+2
Zero-G	See Below	+2	+4

Zero-G Effects:

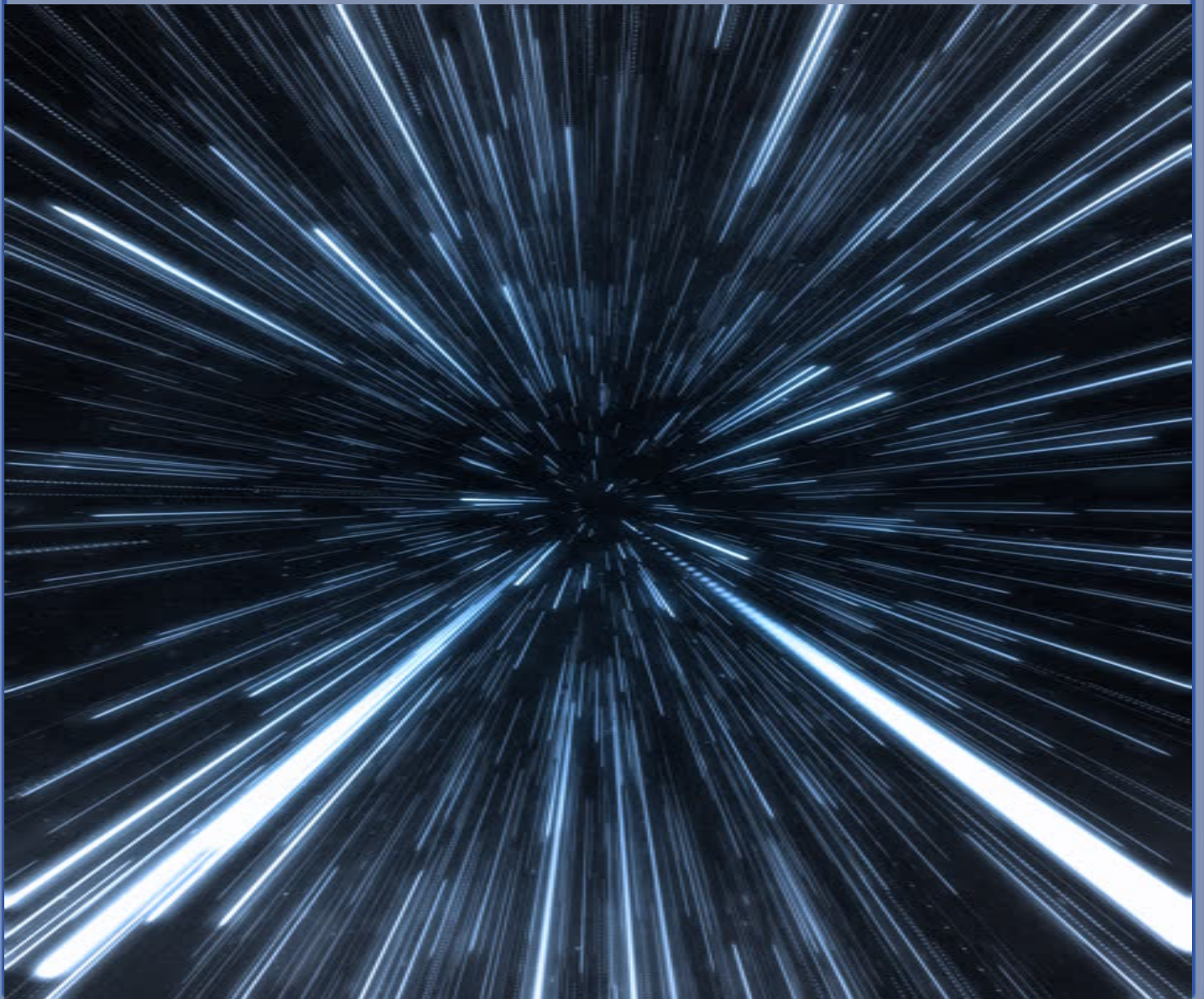
Movement and combat in zero-g is tricky due to momentum and disorientation. Characters who roll a 1 on a physical Trait die while operating in zero-g lose control and tumble (-2 to all Trait rolls). They may recover by making an Agility roll as a free action on any subsequent turn— assuming they have some way to stabilize.

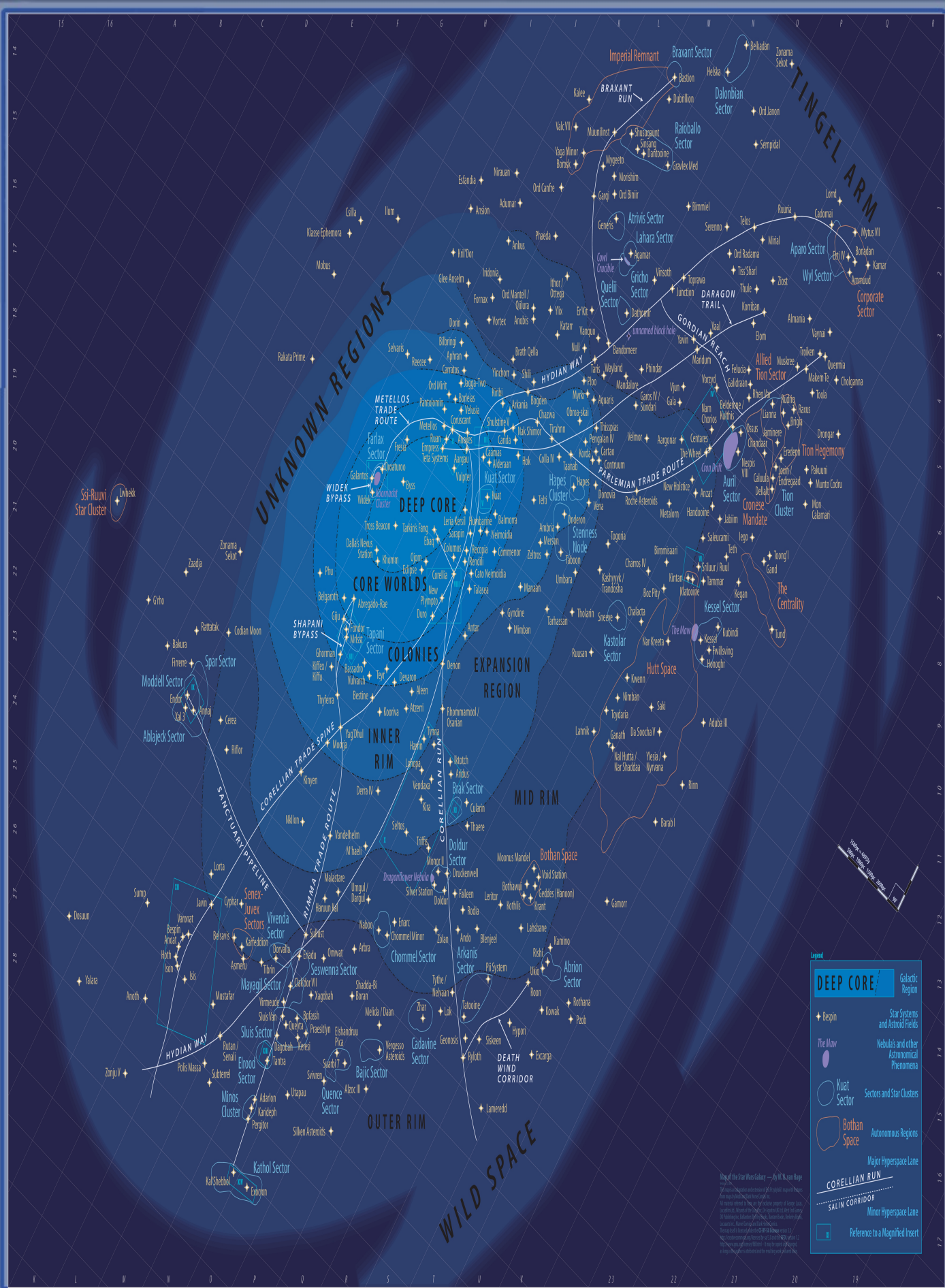
Characters who jump from a stable platform propel themselves at a Pace equal to their Strength in inches per round until they contact a larger object or apply thrust from another source. Physical attacks and shots from firearms (except lasers) push the attacker backward 1" away from the target (2" with large caliber weapons or high melee damage rolls, GM's call).

Hyperspace Travel

Traveling through Space ain't like dusting crops. It takes time and Energy and a good Navicomputer doesn't hurt either. This supplement uses the following system and maps to figure out Space Travel. As you can see on the Map each Quadrant or square is 1,500 Parsecs along each side. As would be travel from the center of a Quadrant to the center of the next Quadrant. Each Parsec takes just over 2 minutes (2.083333 to be exact) to travel. Each Quadrant takes roughly 12 hours to travel across. As the Galaxy is divided into a 28 x 28 grid it would take roughly 2 weeks to travel from one side to the other in a straight line assuming you have a clear path. However this is rarely if ever the case. Due to the fact that all objects in real space create a gravity shadow in Hyperspace which effects Hyperspace Travel these objects must be avoided as encountering a gravity well in Hyperspace is at the minimum a jarring exit back to real space, at worst you and

your ship and everything and everyone on it is simply vaporized. Most ships are equipped with proximity sensors and alerts that will revert a ship back to real space before any collision can occur. In the result of an unplanned reversion to real space the pilot must make a Maneuvering roll at -4 to avoid hitting the object. On a Success the object is avoided resulting in no damage to the ship. On a Failure the Pilot must roll on the Out of Control Table (pg 119 of The Swade Core Book) On a Critical Failure the ship collides with the Object. If this occurs treat it as a Ramming Action (pg 116 of the Swade Core Book) except speed always does 8d6 damage. This damage is applied directly to the Ship and circumvents any Shields the ship may have. Interdictor Star Destroyers or other man made Gravity Wells do not require this Maneuvering Roll as they project the Well in an area they are not themselves in. The Ship does still revert to Real Space.

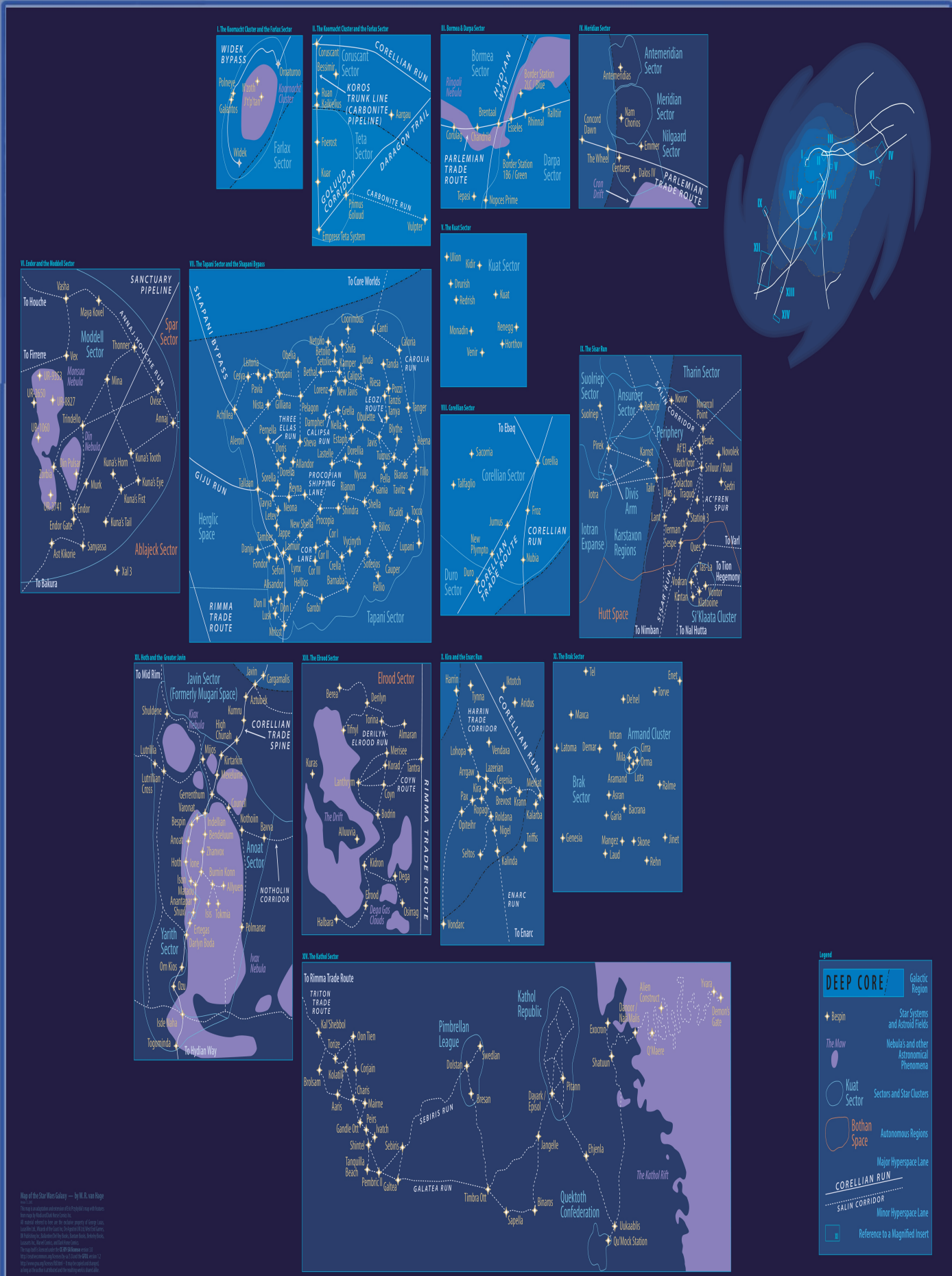




Legend

- DEEP CORE** Galactic Region
- Begin** Star Systems and Asteroid Fields
- The Maw** Nebula's and other Astronomical Phenomena
- Kuat Sector** Sectors and Star Clusters
- Bothan Space** Autonomous Regions
- Major Hyperspace Lane**
- CORELLIAN RUN**
- SALIN CORRIDOR** Minor Hyperspace Lane
- Reference to a Magnified Insert**

Map of the Star Wars Galaxy — By W. R. Scott
 This map depicts the galaxy as it is known to the people of the galaxy. It is not a scientific map, and it is not intended to be used as a reference for the locations of planets, star systems, or other astronomical phenomena. It is a work of fiction, and it is intended to be used as a reference for the locations of planets, star systems, or other astronomical phenomena.



15	16	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
17.4	17.5	17.6	17.7	17.8	17.9	18.0	18.1	18.2	18.3	18.4	18.5	18.6	18.7	18.8	18.9	19.0	19.1	19.2	19.3
19.4	19.5	19.6	19.7	19.8	19.9	20.0	20.1	20.2	20.3	20.4	20.5	20.6	20.7	20.8	20.9	21.0	21.1	21.2	21.3
21.4	21.5	21.6	21.7	21.8	21.9	22.0	22.1	22.2	22.3	22.4	22.5	22.6	22.7	22.8	22.9	23.0	23.1	23.2	23.3
23.4	23.5	23.6	23.7	23.8	23.9	24.0	24.1	24.2	24.3	24.4	24.5	24.6	24.7	24.8	24.9	25.0	25.1	25.2	25.3
25.4	25.5	25.6	25.7	25.8	25.9	26.0	26.1	26.2	26.3	26.4	26.5	26.6	26.7	26.8	26.9	27.0	27.1	27.2	27.3
27.4	27.5	27.6	27.7	27.8	27.9	28.0	28.1	28.2	28.3	28.4	28.5	28.6	28.7	28.8	28.9	29.0	29.1	29.2	29.3
29.4	29.5	29.6	29.7	29.8	29.9	30.0	30.1	30.2	30.3	30.4	30.5	30.6	30.7	30.8	30.9	31.0	31.1	31.2	31.3
31.4	31.5	31.6	31.7	31.8	31.9	32.0	32.1	32.2	32.3	32.4	32.5	32.6	32.7	32.8	32.9	33.0	33.1	33.2	33.3
33.4	33.5	33.6	33.7	33.8	33.9	34.0	34.1	34.2	34.3	34.4	34.5	34.6	34.7	34.8	34.9	35.0	35.1	35.2	35.3
35.4	35.5	35.6	35.7	35.8	35.9	36.0	36.1	36.2	36.3	36.4	36.5	36.6	36.7	36.8	36.9	37.0	37.1	37.2	37.3
37.4	37.5	37.6	37.7	37.8	37.9	38.0	38.1	38.2	38.3	38.4	38.5	38.6	38.7	38.8	38.9	39.0	39.1	39.2	39.3
39.4	39.5	39.6	39.7	39.8	39.9	40.0	40.1	40.2	40.3	40.4	40.5	40.6	40.7	40.8	40.9	41.0	41.1	41.2	41.3
41.4	41.5	41.6	41.7	41.8	41.9	42.0	42.1	42.2	42.3	42.4	42.5	42.6	42.7	42.8	42.9	43.0	43.1	43.2	43.3
43.4	43.5	43.6	43.7	43.8	43.9	44.0	44.1	44.2	44.3	44.4	44.5	44.6	44.7	44.8	44.9	45.0	45.1	45.2	45.3
45.4	45.5	45.6	45.7	45.8	45.9	46.0	46.1	46.2	46.3	46.4	46.5	46.6	46.7	46.8	46.9	47.0	47.1	47.2	47.3
47.4	47.5	47.6	47.7	47.8	47.9	48.0	48.1	48.2	48.3	48.4	48.5	48.6	48.7	48.8	48.9	49.0	49.1	49.2	49.3
49.4	49.5	49.6	49.7	49.8	49.9	50.0	50.1	50.2	50.3	50.4	50.5	50.6	50.7	50.8	50.9	51.0	51.1	51.2	51.3
51.4	51.5	51.6	51.7	51.8	51.9	52.0	52.1	52.2	52.3	52.4	52.5	52.6	52.7	52.8	52.9	53.0	53.1	53.2	53.3
53.4	53.5	53.6	53.7	53.8	53.9	54.0	54.1	54.2	54.3	54.4	54.5	54.6	54.7	54.8	54.9	55.0	55.1	55.2	55.3
55.4	55.5	55.6	55.7	55.8	55.9	56.0	56.1	56.2	56.3	56.4	56.5	56.6	56.7	56.8	56.9	57.0	57.1	57.2	57.3
57.4	57.5	57.6	57.7	57.8	57.9	58.0	58.1	58.2	58.3	58.4	58.5	58.6	58.7	58.8	58.9	59.0	59.1	59.2	59.3
59.4	59.5	59.6	59.7	59.8	59.9	60.0	60.1	60.2	60.3	60.4	60.5	60.6	60.7	60.8	60.9	61.0	61.1	61.2	61.3
61.4	61.5	61.6	61.7	61.8	61.9	62.0	62.1	62.2	62.3	62.4	62.5	62.6	62.7	62.8	62.9	63.0	63.1	63.2	63.3
63.4	63.5	63.6	63.7	63.8	63.9	64.0	64.1	64.2	64.3	64.4	64.5	64.6	64.7	64.8	64.9	65.0	65.1	65.2	65.3
65.4	65.5	65.6	65.7	65.8	65.9	66.0	66.1	66.2	66.3	66.4	66.5	66.6	66.7	66.8	66.9	67.0	67.1	67.2	67.3
67.4	67.5	67.6	67.7	67.8	67.9	68.0	68.1	68.2	68.3	68.4	68.5	68.6	68.7	68.8	68.9	69.0	69.1	69.2	69.3
69.4	69.5	69.6	69.7	69.8	69.9	70.0	70.1	70.2	70.3	70.4	70.5	70.6	70.7	70.8	70.9	71.0	71.1	71.2	71.3
71.4	71.5	71.6	71.7	71.8	71.9	72.0	72.1	72.2	72.3	72.4	72.5	72.6	72.7	72.8	72.9	73.0	73.1	73.2	73.3
73.4	73.5	73.6	73.7	73.8	73.9	74.0	74.1	74.2	74.3	74.4	74.5	74.6	74.7	74.8	74.9	75.0	75.1	75.2	75.3
75.4	75.5	75.6	75.7	75.8	75.9	76.0	76.1	76.2	76.3	76.4	76.5	76.6	76.7	76.8	76.9	77.0	77.1	77.2	77.3
77.4	77.5	77.6	77.7	77.8	77.9	78.0	78.1	78.2	78.3	78.4	78.5	78.6	78.7	78.8	78.9	79.0	79.1	79.2	79.3
79.4	79.5	79.6	79.7	79.8	79.9	80.0	80.1	80.2	80.3	80.4	80.5	80.6	80.7	80.8	80.9	81.0	81.1	81.2	81.3
81.4	81.5	81.6	81.7	81.8	81.9	82.0	82.1	82.2	82.3	82.4	82.5	82.6	82.7	82.8	82.9	83.0	83.1	83.2	83.3
83.4	83.5	83.6	83.7	83.8	83.9	84.0	84.1	84.2	84.3	84.4	84.5	84.6	84.7	84.8	84.9	85.0	85.1	85.2	85.3
85.4	85.5	85.6	85.7	85.8	85.9	86.0	86.1	86.2	86.3	86.4	86.5	86.6	86.7	86.8	86.9	87.0	87.1	87.2	87.3
87.4	87.5	87.6	87.7	87.8	87.9	88.0	88.1	88.2	88.3	88.4	88.5	88.6	88.7	88.8	88.9	89.0	89.1	89.2	89.3
89.4	89.5	89.6	89.7	89.8	89.9	90.0	90.1	90.2	90.3	90.4	90.5	90.6	90.7	90.8	90.9	91.0	91.1	91.2	91.3
91.4	91.5	91.6	91.7	91.8	91.9	92.0	92.1	92.2	92.3	92.4	92.5	92.6	92.7	92.8	92.9	93.0	93.1	93.2	93.3
93.4	93.5	93.6	93.7	93.8	93.9	94.0	94.1	94.2	94.3	94.4	94.5	94.6	94.7	94.8	94.9	95.0	95.1	95.2	95.3
95.4	95.5	95.6	95.7	95.8	95.9	96.0	96.1	96.2	96.3	96.4	96.5	96.6	96.7	96.8	96.9	97.0	97.1	97.2	97.3
97.4	97.5	97.6	97.7	97.8	97.9	98.0	98.1	98.2	98.3	98.4	98.5	98.6	98.7	98.8	98.9	99.0	99.1	99.2	99.3
99.4	99.5	99.6	99.7	99.8	99.9	100.0	100.1	100.2	100.3	100.4	100.5	100.6	100.7	100.8	100.9	101.0	101.1	101.2	101.3

Map of the Star Wars Galaxy — by R. R. Whaley
 This is a map of the Star Wars Galaxy, showing the locations of various planets and systems. The map is based on the Star Wars universe, and includes many of the planets and systems mentioned in the text. The map is a grid of 100x100 cells, with each cell representing a planet or system. The map is color-coded, with different colors representing different types of planets or systems. The map is a useful tool for fans of the Star Wars universe, and can be used to track the locations of various planets and systems.

Galactic Trade

During the course of their adventures, the heroes of the campaign may find occasion to buy and sell goods or salvage the wrecks of their enemies. Rules for both are found below.

Salvage

Crews often come into salvage such as the weapons or ships of defeated pirates, drifting hulks, or lost caches of alien artifacts. A Streetwise roll in any sizeable settlement allows a seller to unload all his salvage for a quarter its listed price. A raise finds a buyer who will take it all for half. The roll may only be attempted once per week. Reduce the offer by 25% for damaged equipment (GM's call), or each wound on a captured vessel, walker, or vehicle. Wrecked craft are worth a flat 10% of their list value.

Trade

Trade goods are relatively mundane cargoes such as food, ore, timber, or raw materials. More exotic cargoes should be customized by the Game Master. Trade goods are measured in "cargo spaces" of 5 tons each. The base value of each cargo space worth of goods depends on what kind of good it is, as shown on the Commodities Table.

Setting Rules

The actual value depends on local supply and demand, as determined by the Supply and Demand Table. Successful traders buy goods in plentiful supply and resell them where they are in high demand. When the group heads to a new world, System, Sector, or Region the Game Master can roll on the Demand Table to see the value of each category. Roll once for each type of commodity and record the result. Buying from a world with no demand and selling it on another with high demand can be extremely profitable. A Planets Major Export will always have between None to Normal demand on that planet. While its Major Imports are always High to Desperate demand on that planet.

d20	Demand
1-2	None: The commodity is plentiful and worth half it's listed value
3-5	Low: The commodity is worth 75% of its listed value
6-12	Normal: The commodity is worth its listed value
13-15	High: The commodity is worth 50% more than usual
16-18	Very High: The commodity is worth twice it's listed value
19	Extreme: The commodity is worth three times its listed value
20	Desperate: The commodity is worth five times its listed value

Commodities

Value

Droid Parts: Vocabulators, gears, appendages, chassis 74000

Food: Fruits, vegetables, frozen meat, spices, grains 71000

Fuel: Low tech fuels such as oil or groundcar fuel. Also covers common chemicals 72000

Industrial Parts: Large industrial machinery or components, street lamps, generators, heating and cooling units 71500

Manufactured Goods: Low-end electronics, furniture, books, housewares, sporting goods 7800

Medical Supplies: Bacta, Synthskin, medkits, sanisprays 78000

Ore: Common ores such as coal, copper, lead, or iron 71400

Technology: High end consumer goods such as vid-screens, Com systems, computers, datapads, music projectors 71800

Timber: Pre-cut into various sheets and boards 7800

Vehicle Parts: Repulsor Units, engines, steering units, internal components 75000

Starship Parts: Hyperdrive components, motovators, navicomputers, engine components 710000

Supply & Demand

Supply and demand in a particular settlement changes once per month. It pays to find out what the demand for a particular cargo is before venturing to the target system.

Services and Expenses

A brief listing of common Services and Expenses are given below in their respective categories. The cost figures on the tables are guidelines only; the cost of certain Services and Expenses may be higher in isolated or primitive areas.

Dining

DINING SERVICE (PER MEAL)	COST
Luxurious	₪150
Upscale	₪50
Average	₪10
Budget	₪2

Lodging

LODGING SERVICE (PER DAY)	COST
Luxurious	₪200
Upscale	₪100
Average	₪50
Budget	₪20

Medical Care

MEDICAL SERVICE	COST
Bacta Tank Treatment (Per Hour)	₪300
Long-Term Care (Per Day)	₪300
Medpac Treatment	₪300
Surgery (Per Hour)	₪500
Treat Disease (Per Day)	₪500
Treat Poison (Per Hour)	₪100
Treat Radiation (Per Day)	₪1000

Transportation

TRANSPORTATION SERVICE	COST
Taxi, Local	₪10
Passage, Steerage (Up to 5 days)	₪500
Passage, Average (Up to 5 days)	₪1,000
Passage, Upscale (Up to 5 days)	₪2,000
Passage, Luxurious (Up to 5 days)	₪5,000
Chartered Space Transport (Up to 5 days)	₪10,000

Vehicle Rental

VEHICLE RENTAL SERVICE (PER DAY)	COST
Speeder Bike	₪20
Landspeeder, Average	₪50
Landspeeder, Luxury	₪100
Airspeeder	₪500
Shuttle, Interplanetary	₪1,000
Shuttle, Interstellar	₪2,000





PLANETS

The Star Wars Galaxy has thousands of Known Systems in it with Planets (With New Systems being Discovered as needed). A planet, often called a world, was a celestial body that was in orbit around a star, was neither a binary star nor a moon, and had cleared out the area around its orbit as it formed by causing all other smaller bodies in its orbit to accrete with it. As a consequence, it would not share its orbital region with any other bodies of significant size, except for moons or those collected later under its gravitational influence.

Overview

Two types of planets existed in the galaxy: gas giants and terrestrial rocky worlds. Moons orbiting gas giants and other rocky worlds were usually not considered planets, even though they could be larger or more populated than other planets. However, Zonama Sekot was considered to be both at different time periods due to its unique mobile nature. Some planets, like Balnab, were still going through stages of organic development. Depending on the tilt of its axis, a planet might have had varied seasons with changing temperatures and weather, affecting its habitability. Planets were extremely varied in terms of environmental conditions and landscape, ranging from completely oceanic, such as

Mana'an, Dac, and Kamino, to thick arboreal rainforests, such as Kashyyyk and Felucia. Some planets, such as Hoth, were completely frozen, while other planets, such as Nelvaan, were experiencing an ice age. Some planets, like Geonosis, Korriban, and Tatooine, were completely barren and desolate, covered in little more than rock and sand; others, such as Coruscant and Taris, became an ecumenopolis, in which the entire planetary surface was covered by one gigantic city. Many planets, like Dantooine, Naboo, Alderaan, and Corellia, contained a mix of landscapes, with various continents, oceans, and mountains. Most life-bearing planets had primarily nitrogen- and oxygen-based atmospheres, though some, such as Dorin, Gand, and Skako, had unique atmospheres to which their native life forms had adapted. Gas giants, planets made up of primarily gaseous layers, were rarely inhabited, though they were sometimes used for resource collection (such as the Tibanna gas operations on Bespin). Some planets had a large collection of space debris orbiting them, referred to as "rings." These rings ranged from being thin to being expansive. The Following collection of Planets while incomplete provides a wide variety for use. New Planets and Systems can be created and added to the Galaxy Map as the GM requires.



244 Core

Region: The Unknown Regions

Quadrant: H15 (Not Shown on Map)

Climate: Arid

Atmosphere: Thin

Gravity: Heavy

Common Hazards: Meteorite Storm,
Meteor Shower

Moons: 2 Moons, 3 Major Companion
Asteroid Clusters

Length of Day: 32 Standard Hours

Length of Year: 244 Local Days

Sapient Species: 10% Human, 30% Near-
Human, 60% Other Species

Government: Corporate

Capital: Relaali Zone One

Major Exports: Precious Metals, Raw Ore

Major Imports: Foodstuffs, Manufactured
Items, Technology

Points of Interest

Eeookko

Home to Eeook Corporation's southern regional office, Eeookko is one of the most productive mining centers in the southern hemisphere. The city is located in Zone 210 in the middle of an enormous crater. Because this region of the planet is struck by more meteorites than other locations, Eeookko's most critical facilities and living quarters are located more than 5 kilometers underground. Only about 5 percent of the city is located on the surface.

Relaali

Located near the equator in the northern hemisphere, in the center of a massive island continent, it is the traditional capital of the world, home to the local offices of every major corporation on 244Core. Relaali is a large city surrounded by industrial mining facilities, company-owned living quarters, three major ground and speeder transportation hubs, and the most sophisticated starport on the planet. The administrative center, located deep under Relaali, is the hub of corporate politics. It is also the planet's primary cultural center.

Skyscan 6

Located in geosynchronous orbit directly above Eeookko, the small Space Station Skyscan 6 operates as part of the Skyscan early warning system, set up to detect meteorites and asteroids that threaten the planet's surface. Skyscan 6 is operated by the Eeook Corporation and manned by 30 beings. They keep a constant vigil on the sky, as well as on the operations of their neighbors. The station is lightly armed for self-defense against pirates, but it also carries heavy missiles for destroying or altering the courses of incoming asteroids.

The Dump

The Dump is located in a giant valley. Were the Corporations dump abandoned compounds, derelict machinery, and hazardous waste into the valley. Usually from high-flying speeders or cargo freighters.

Adventure Hooks

You should review the effects of Heavy Gravity and Thin Atmosphere environments. As well as the Heat and Thirst Hazards when planning an adventure on the planet.

Bad Timing

The heroes arrive just as one of the seasonal Meteor Showers begins. While descending to the planet's surface, they are surprised by incoming meteors and must dodge the fiery rocks. Alternatively, the heroes are in a meeting on the planet when they are surprised by a strike smashing into the building, or they must dodge meteorites while traveling across the planet's surface. (These meteorites should be quite small (doing at most 2d6 to 4d6 Damage each))

Industrial Espionage

Tor-Ro-Bo Industries hires the heroes to conduct espionage against the Eeook Corporation and pays them to keep their employer's identity a secret. The heroes sneak into an Eeook research and development lab, where they discover that the corporation is plotting to deflect an upcoming Meteor Shower into the operations of its rivals, including Tor-Ro-Bo. Upon delivering the information, the heroes are retained to help Tor-Ro-Bo stop the scheme and expose Eeook.

Power Grab

The heroes are hired by a Systino lieutenant to transport a small number of mercenaries to Relaali. The lieutenant plans to use the mercenaries to assassinate a rival in the syndicate so he can take the rival's place. If other syndicate leaders learn of the plot, they send bounty hunters after the heroes. If the heroes are captured but can convince the syndicate that they were duped into helping the lieutenant, they might strike a deal with Systino to make up for their part in the Power Grab. On the other hand, if the lieutenant's plot succeeds, the heroes have a powerful ally in the crime syndicate. Of course, if their ally believes that the heroes might reveal his deeds, they find themselves pursued by silent assassins.



Alderaan

Region: The Core

Quadrant: M12

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 24 Standard Hours

Length of Year: 364 Standard Days

Sapient Species: 95% Human, 5% Other Species (Killik population unknown)

Government: Elected Monarchy (25053-3653 BBY), Self-Declared Monarchy (3653-3643 BBY), Constitutional Monarchy (3643-10 BBY)

Capital: Aldera

Major Exports: Wine, Art, Luxury Goods

Major Imports: Manufactured Goods, Electronics

Points of Interest

Another Chance

Another Chance, is an immense armory ship loaded with the planet's superweapons and defense ordnance, and programmed to perpetually jump through Hyperspace until recalled in some time of future crisis.

The Castle Lands

The Castle Lands, a popular site for meditation and inspiration, largely consist of the remaining burial mounds of The Killik Colony from hundreds of years ago.

King's Pass

King's Pass was a ravine located on the planet of Alderaan that was the site of a decisive battle between the warring families thousands of years prior to the noble houses creation of the Alderaanian parliament.

Lerantha Dam

The Lerantha Dam was a dam located in the Kaamos Territory on Alderaan that held back Lerantha Lake.

The Graveyard

The Graveyard was the leftover remnants of the planet of Alderaan after its destruction by the first Death Star. Many Alderaanian Exiles perform a private ceremony called the Returning, wherein they will shoot capsules filled with gifts for their friends and family. Some Alderaanians, who call themselves the Guardians, patrol the Graveyard to prevent pirates from stealing the capsules. These Alderaanians are held in rather high regard among the exiles. In the months after the destruction of Alderaan, Imperial agents often lay in wait for ships performing a Returning ritual. They boarded the ships and arrested the passengers and crew.

Adventure Hooks

Keep in mind that Alderaan is Destroyed during OBBY by the Death Star

Into the Graveyard

The players intercept a message that tells of a new discovery in the Alderaan system — in the ruins of the planet itself! The Royal Palace of Alderaan has been found within a huge asteroid, still mostly intact, and its as-yet-unopened interior may hold the fate of the Royal Household. However the entire story has been staged by the Empire as a trap. But more than just the players are flying blindly into the Graveyard. Others want the treasures rumored to be stored in the Palace, including a group of persistent salvagers. However, there is another secret waiting to be discovered in the depths of the Royal Palace.

Another Chance Found

After the Clone Wars, after Alderaan accepted its new pacifist policies, the Council of Elders had to decide what to do with the stockpile of weapons Alderaan had built during the time of conflict. While the public believed that the massive armament was destroyed, the Elders feared that someday they would again need to defend their world and their galaxy from some as-yet-unnamed evil. They reconstructed one of the huge Alderaan war ships, turning much of its interior into an armory. Then they placed Droids within the vessel to maintain it, and programmed its nav computers to constantly jump through hyperspace until called to return to Alderaan. With the Planets Destruction the Ship continues to jump randomly waiting for a call that will never come.

The Players either discover the control room in the Royal Palace or encounter the Ship randomly during a jump.



Almas

Region: The Expansion Region

Quadrant: P18 (Not Shown on Map, Near Cularin)

Climate: Desolate wasteland, temperate kaluthin grasslands

Atmosphere: Thin (Wastelands) ; Dense (Grasslands)

Gravity: Normal

Moons: 1 (Dorumaa)

Length of Day: 38 Standard Hours

Length of Year: 5,547 Local Days

Sapient Species: 66% Human, 14% Tarasin, 20% Other Species

Government: None

Capital: Forard (Abandoned)

Major Exports: None

Major Imports: None

Points of Interest

Almas Academy

The Almas Academy on Almas was an unorthodox Jedi training facility founded in 177 BBY and Destroyed near the end of the Clone Wars. It was headed by the Almas Council. The academy was an experimental one. They accepted adults to begin training as Jedi, although those they accepted were carefully screened.

Wastelands

On the opposite side of the planet from the city is a vast wasteland where no kaluthin has grown for two hundred years. This dead zone is cold and lifeless, and full Environment Suits are required to survive in it. The area has grown steadily for centuries and now has reached the academy's doorstep.

Sith Fortress

In the heart of the wasteland is an ancient Sith fortress, which was abandoned about a thousand years ago. The wasteland has grown at an estimated radius of 1 meter per year, though the death of kaluthin was further accelerated recently, Since the razing of the Almas Academy, The wasteland now encompasses a radius of 5,000 kilometers, with a trail that leads straight to the ghost town of Forard.

Kaluthin Grass

Over a thousand years ago, a plant named kaluthin took root on the icy, lifeless world, nourishing itself from large underground lakes. Over time, the kaluthin synthesized the planet's poisonous atmosphere (composed in large part of methane and phosphorus) into enough oxygen to sustain carbon-based life. Still, prolonged exposure can be hazardous to one's health due to trace amounts of toxins, and breath masks or atmospheric regulators are strongly recommended.

Adventure Hooks

You should review the effects of Thin and Dense Atmosphere environments when planning an adventure on the planet.

The Kaluthin Are Always Greener

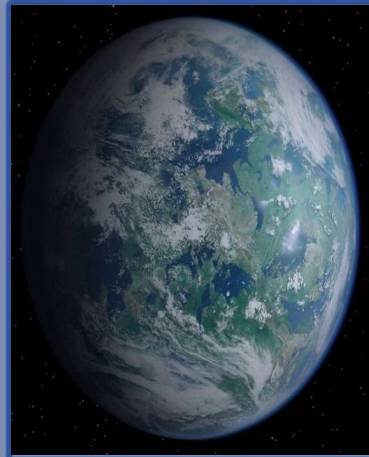
The heroes save, a Duros trader, after he is attacked on Cularin by some Dark Jedi. They then traveled with him to Almas, where they discover that someone is trying to kill off the kaluthin and so make Almas unable to sustain life.

Desert Cries

After a building on Almas, is attacked by terrorists. The Jedi Academy Headmaster orders all students to return, but one group, on a camping trip, does not respond. A search party is assembled, but it too disappears. The characters are tasked with locating both the camping group and the first search team and bringing them back. En route, they find the wreckage of the first rescue team's craft. Eventually move on to the campsite. They find a dead Jedi there but not much else. Eventually the sound of a lightsaber battle in the distance compels the player characters to climb to higher ground to get a better view. They see The Campers being attacked by a group of Belivers. Some of whom they find have been captured and taken to the Sith Fortress

A Dark Fortress

The characters must rescue the Jedi Padawans and Students, who have been captured by the Belivers and taken to the Almas Sith fortress. The 30-meter-tall fortress was completely black with no visible entrances or windows, and sensors are not able to probe it. They eventually can find a hidden entrance through the caves a few Kilometers away. Both the caves and the Fortress are filled with mechanical traps, the fortress also dampens the ability to use the Lightside of the Force, inflicting a -4 to any Lightside attempts to access it.



Alpheridies

Region: The Expansion Region	7% Alpheridian (Native), 3% Other Species
Quadrant: O10 (Not Shown on Map, Near Cartao)	Government: Oligarchy
Climate: Cool	Capital: None
Atmosphere: Normal	Major Exports: None
Gravity: Normal	Major Imports: None
Moons: None	
Length of Day: 21 Standard Hours	
Length of Year: 450 Local Days	
Sapient Species: 90% Miraluka (Native),	

Points of Interest

Culu Memorial Center

Constructed, Post-3996 BBY ; Destroyed 19 BBY

The Culu Memorial Center was a Jedi academy on Alpheridies, established sometime after the Great Sith War.

History

Red Dwarf Sun

Since the Abron system's red dwarf star emitted energy mostly in the infrared spectrum, the Miraluka gradually lost their ability to sense and process visible light waves. The Miraluka's long dormant ability to "see" the Force grew stronger, until they relied on this Force sight without conscious effort. Due to this the entire planet is considered Dim for the purposes of Illumination.

Oligarchic Government

The Miraluka followed an oligarchic form of government in which all policies and laws were legislated by a council of twenty three representatives, one from each of the planet's provinces. State legal codes were enforced by local constables - the need for a national force never came about. Few Miraluka left Alpheridies. Most were content with their peaceful lives, and had no desire to disrupt the equilibrium. Over the centuries, however, many young Miraluka experienced an irrepressible wanderlust that led them off planet. Those Miraluka encountered away from Abron usually had a nomadic nature, settling in one area for only a short time before growing bored with the sights and routine. Some Miraluka, however, did eventually settle down elsewhere.

Adventure Hooks

You should review the effects of Dim Light and the Cold Hazard when planning an adventure on this Planet.

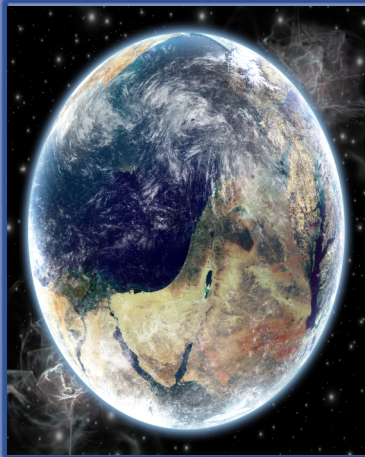
The Way Through

The Players find a steller map that seems to show a way to pass through the Veil from the Parlemian Trade Route near the Roche Asteroids to the Daragon Trail. But along the way they encounter several dangers perhaps even including an Exogarth.



You See What?

The Players encounter a Miraluka who is unlike any other. They can see normally and are Force Blind. In fact they can't be sensed by anyone using the Force at all. As such they are able to walk through their world like a ghost. Are they an ally or a foe...



Altiria/Anarris

Region: The Unknown Regions

Quadrant: F16 (Not shown on Map)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Common Hazards: Forgotten Minefield

Moons: 2

Length of Day: 26 Standard Hours

Length of Year: 336 Local Days

Sapient Species: 49% Altiri (Native), 49%

Anarrian (Native), 2% Other Species

Government: Representative Democracy (Altiri), Dictatorship (Anarrian)

Capital: Cerdana (Altiri), Rastar (Anarrian)

Major Exports: Foodstuffs, Medicine

Major Imports: Technology, Weapons

Points of Interest

Cerdana

The capital city Cerdana, on the eastern continent, has a starport, it is also the seat of governmental power for the Altiri. As adherents of representative democracy, the Altiri govern themselves under the same ideals as those upon which their society focuses: the development of the individual and the advancement of the Altiri as the superior Species of the planet.

Rastar

Strategically placed at the back of a large harbor on the east coast of the western continent, Rastar serves as the Anarrian capital. Rastar also houses the majority of the nation's armed forces. Large areas of the city are dedicated to the training and development of the army and the navy, and half of the harbor is set aside to build ships and maintain the fleet. The Anarrians live in a totalitarian society under a solitary leader who is the strongest, most capable warrior at the time.

Shanuk Island

Shanuk Island is by far the largest island on the planet. Located approximately midway between the two continents, the island used to be covered with lush tropical jungles. Now, it is a blasted wasteland because it is a place of strategic importance for both nations, which seek to use it as a staging ground for assaults on their enemy's continent. The Altiri and the Anarrians have waged countless battles on the shores of Shanuk Island, and ownership of the island passes back and forth on a regular basis. The claims over Shanuk Island are so heavily contested that it has never been held by one government for more than a few years at a time. The island is home to structures that have been razed and rebuilt again and again, along with a harbor and a landing field where Starships of up to Colossal size can take off and land.

Adventure Hooks

For millennia, the Planet of Alteria/Anarris has been torn apart by infighting between it's two native species, the Altiri and the Anarrans.

Objective I : Secure the Shipyards

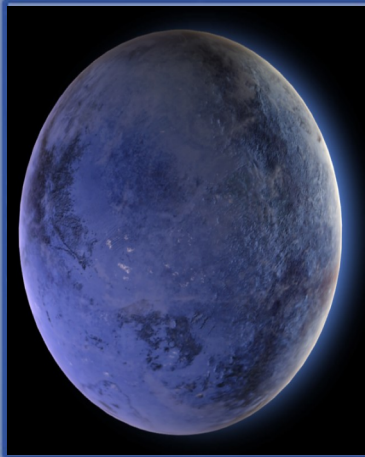
In orbit of Altiria/Anarris lies a Harbor-Class Mobile Space Dock. Control of the Harbor-Class Mobile Space Dock will be vital to secure victory on the surface. Infiltrate the Space Dock and take control of it from those who currently are in control of it.

Objective II : Urban Assault

With the arrival of Reinforcements, the Altiri have found themselves on the backfoot, being forced back to the Altiri Capital of Cerdana, where Anarran Forces make plans to storm the Capital and put an end to the stubborn resistance of the Altiri once and for all. However the Altiri have entrenched themselves throughout the devastated ruins of the Capital prepared to engage their foes in a brutal urban battle for control of the Altiri Capital. Help repel the attack.

Objective III: The Last Stand

While the Battle rages on throughout the Altiri Capital City of Cerdana, the players have been alerted to an attack directly against the Altiri Leadership in an attempt to bring a swift end to the War by depriving the Altiri of any proper command. Sure enough, the Anarris send a strike team of their best Assassins to eliminate the Altiri Leadership but now they have to deal with the Players, the only ones standing between them and the Altiri Leadership. They must repel the attackers at any cost, for if the Altiri Leadership fall to their blades, the war is sure to be lost.



Arkania

Region: The Colonies

Quadrant: M11

Climate: Frigid

Atmosphere: Normal

Gravity: Normal

Moons: None

Length of Day: 18 Standard Hours

Length of Year: 277 Local Days

Sapient Species: 98% Arkanians/ Arkanian

Offshoots (Native), 2% Other Species

Government: Corporate Meritocracy

Capital: Adascopolis

Major Exports: Diamonds and Raw Materials, Medical Supplies, High Technology

Major Imports: Luxury Items

Points of Interest

Veeshas Tuwan (destroyed 5,000 BBY)

Veeshas Tuwan was a sprawling library-temple and record hall complex situated deep in the frozen wastes of Arkania. At its fullest extent, Veeshas Tuwan covered an area of more than five square kilometers and extended deep underground for many levels. As one of the few record halls of the old Sith Empire, Veeshas Tuwan was home to an extensive collection of Sith artifacts and writings drawn from across the Empire. So extensive was Veeshas Tuwan's collected contents that even the most experienced Sith Lords faced difficulty in locating and retrieving the information they sought. Like many library-temples, the complex likewise included a number of sealed chambers in which Sith sorcerers conducted dark-sided experiments and transcribed rituals of Sith magic.

Arca Jeth's Praxeum

Arca Jeth's Praxeum, also known as Master Arca's Training Center, was an academy on Arkania used by the Jedi Order. Serving as the facility's administrator, Master Arca Jeth made this place his home throughout the Old Sith Wars.

Established by Master Jeth deep within the Arkanian wilderness, the facility was far from the diamond mines that riddled the planet. The praxeum was equipped to train and house many students at a time, sometime upwards of twenty. Using ancient training droids and wild Arkanian dragons as opponents, Jeth educated his students in the ways of Lightsaber combat, Force techniques, meditation, and diplomacy.

Diamond Mines

Deep underground, the planet was filled with diamond stores considered extremely valuable, resulting in the excavation of extensive mines across the world.

Adventure Hooks

You should review the effects of the Cold Hazard when planning an adventure on this Planet.

Arkanian Polar Drake

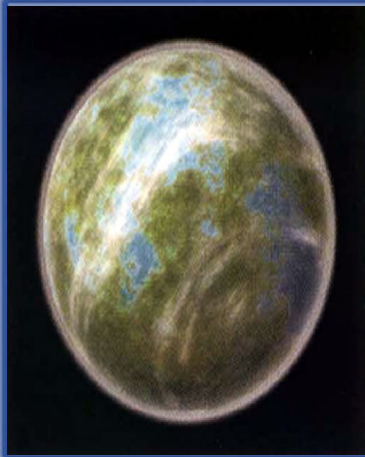
A local community is dealing with several Drakes (see Drake in the SWADE Core Book pg 182, changing Fiery Breath to Icy Breath) raiding the livestock and store rooms. They enlist the players to deal with them. This requires them to cross the surface to track the Drakes. Eventually locating their caverns and encountering multiple Polar Drakes.

Veeshas Tuwan

While dealing with the Polar Drakes they discover a previously secret tunnel leading from the Drake Caverns into the remains of Veeshas Tuwan and the Darkside tainted halls which has begun to twist the Drakes making them even more aggressive than natural. Exploring it they eventually find a hidden chamber which contains an ancient Sith experiment that is still going on.

The Terentatek

The players discover a diamond mine and as they explore it, they inadvertently awaken a Terentatek (pg 185 of the Star Wars Companion) that until recently had been kept alive by Sith Alchemy but in stasis until they opened the chamber it was held inside either directly or by accidently triggering the chamber. It awakens after they leave the chamber it's hidden inside and begins to hunt them. Stalking them, always just out of sight or a large shadow disappearing down the tunnel ahead. Until it feels they are ready and it attacks.



Bakura

Region: Wild Space

Quadrant: G21

Climate: Temperate

Atmosphere: Normal

Gravity: Heavy

Moons: 2

Length of Day: 23 Standard Hours

Length of Year: 302 Local Days

Sapient Species: 95% Human, 5% Kurtzen
(Native)

Government: Bakuran Senate

Capital: Salis D'aar

Major Exports: Namana, Raw Materials,
Repulsorlifts

Major Imports: Medicine, Technology

Points of Interest

Salis D'aar

The planet's capital, located atop D'aarmont, a huge outcropping of quartz three kilometers long and fifty kilometers wide. The city is laid out in a roughly circular design. The three districts are also concentric circles identified by different-colored streetlights. The 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 circles is reserved for service buildings and light industry and lit deep red. Bakura's main 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.

Arden Repulsorlift Plant

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 produces nearly fifty million repulsorlift drives a year. Two-thirds of these are shipped to Timora, the nearest major system within the formal boundaries of the Empire, and sent from there to Imperial-allied manufacturers.

Adventure Hooks

You should review the effects of Heavy Gravity when planning an adventure on this Planet.

Black Hulk Down

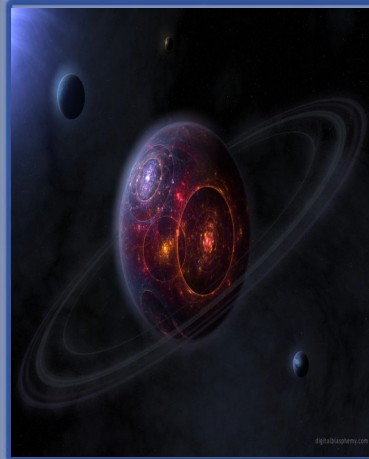
The heroes are hired to help investigate a rumor going around Salis D'aar: a strange ship crashed in the Prytis forests a week ago. When the heroes investigate, they find a kilometers-long furrow gouged in the soil; at the end of it is the wreckage of a strange alien ship. Their Employer identifies the 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 arrives with urgent orders from Timora: secure the site and kill anyone who's discovered it.

(If the GM is playing in The Rise of the Empire Era or The New Jedi Order Era, the strike team is made up of rogues hired by a Bakuran collector. In The New Jedi Order Era, 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 RepuslorCorp's Tinok-F Patrol Cloud Cars and Kishh'tih 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 signal to somewhere in the automated factories below the planet.

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.



Bastion

Region: The Outer Rim

Quadrant: M3

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 24 Standard Hours

Length of Year: 363 Local Days

Sapient Species: 94% Human, 6% Other Species

Government: Local Warlords (before 18 BBY) ; The Inquisitors "Bastion Templars" (from 4 ABY - 137 ABY) ; The Fel Empire (After 137 ABY)

Capital: Sartinaynian City

Major Exports: Military Supplies

Major Imports: Foodstuffs, High Technology, Luxury Goods

Points of Interest

Ravelin

Ravelin was the capital city on the Imperial Remnant capital world Bastion. It contained the Disra's palace, Imperial Library, and the Moff Assembly Hall.

Disra's Palace

Disra's palace was an ornate palace on Bastion in the capital city Ravelin, originally built for the Moff of the Braxant sector during the days of the Galactic Empire. It was much larger and more luxurious than the typical headquarters of a moff, including ivory coral furniture. By 19 ABY, in addition to housing the personal offices and quarters of Moff Vilim Disra, it also housed the meeting area of the Council of Moffs. Fifty meters below the main building was a torture/dungeon area, as well as a secret escape tunnel to the hills to the north of the complex. Disra had lined the palace with holocams accessible from his office.

The Imperial Library

The Imperial Library was an archive of information that was run by the Galactic Empire and later by the Imperial Remnant. It was located on the capital world of Bastion.

The Moff Assembly Hall

The Moff Assembly Hall was the headquarters of the Moff Council in the years following the Yuuzhan Vong War. The Assembly Hall was located in the city of Ravelin on the planet Bastion.

Adventure Hooks

Smuggler her Where..

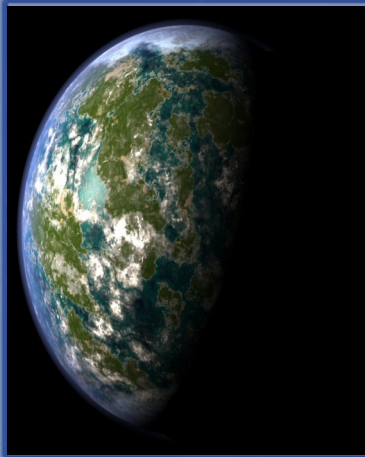
The players are contacted by an associate that asks them to smuggle a Jedi onto the Imperial Stronghold in secret so that she can carry out a Rescue Mission and help her evacuate one of the Moffs who has been secretly feeding the New Republic information.

The Vong are Here...

The players receive a distress beacon from near Bastion, as they arrive at the position of the beacons signal they are attacked by Coral Skippers, and see a large Imperial Cruiser has been disabled and border by Yuzhan Vong. After defeating the Coral Skippers attacking them, they receive a message from the Cruiser itself. Asking for their aid. The Imperial cruiser was transporting the families and children of the local Moffs and the defenders have been able to stop the Vong from breaking into the upper decks and control areas, So far.

They know that eventually they will, But if the players are able to join forces and help them repel the borders it would certainly be to their benefit to rescue the Moffs Families and Children.





Belnar

Region: The Colonies

Quadrant: M12 (Not Shown on Map, Near Hok)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: None

Length of Day: 23 Standard Hours

Length of Year: 347 Local Days

Sapient Species: 98% Khil (Native), 2%

Other Species

Government: Colonial Democracy

Capital: Belnar City

Major Exports: Luxury Items

Major Imports: None

Points of Interest

Belnar City

The planet isn't known to be very accommodating. However, the capital, Belnar City, is known for having an exciting nightlife with music and dancing. During the day, different land and sea races are held on naturally occurring courses through forests and in the seas.

The Khillian Sea

This sea, is located far out in the Sakolan Ocean. It's boundaries shift with the currents but it is roughly defined on the West by the Gulffy Stream, to the North by the Northern Sakolan Current, to the East by the Canlaery Current, and to the South by the Southern Sakolan Current.

This sea contains the largest known naturally occurring patch of Sargassumlin in the known galaxy. This patch is sacred to the Khil and most Khil will make at least one pilgrimage to spend time swimming through it. Damaging it in any way is considered a capital crime on Belnar.



Adventure Hooks

Down on the Farm

A small village on the outskirts of the populated zone between two provinces has been out of communication for several days now.

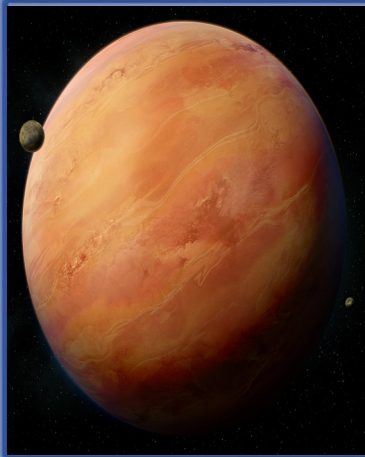
Due to trade disputes between the provinces neither of them can be seen openly breaking the disputed borders. As such the heroes are hired unofficially by one of them to go in and find out what's been going on. When they arrive they discover that the town is being attacked by armed thugs. Who ride in to town on their swoop bikes and raid and pillage the local food stores. Just before the heroes arrive the local constable was even shot down in the street. They must deal with the local gang, as well as learn how to send them and collect evidence to be able to prove their claims.

You will be Punished

The players have been hired to transport a Rodian named Bharn-Teake to Belnar City. He intends to take part in the upcoming Bel-Sak race, and he will pay them a huge sum to help him crew the Hydro-speeder.

Participants start at a hidden landing field near Belnar City and must traverse the entire continent to the far coast in a Hydrospeeder. The trip takes several days to reach the coast. They must then leave the coast and cross the Sakolan Ocean to reach the Khillian Sea after several more days travel. Where they must trip the Beacon located at the edge of the sea, then make their way back to Belnar City.

Unfortunately for the party he neglected to tell them that they would be stealing some of the Sargassumlin under cover of the race for a Hutt.



Bespin

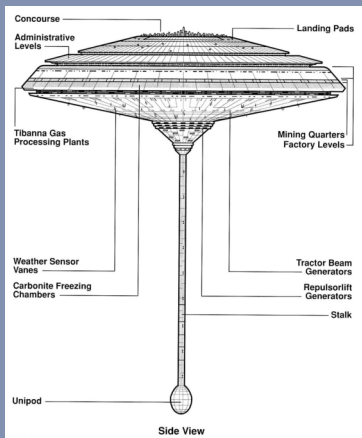
Region: The Outer Rim
Quadrant: K25, XII
Climate: Temperate (in the Life Zone)
 Hazardous (outside the Life Zone)
Atmosphere: Normal (in the Life Zone),
 Hazardous (outside the Life Zone)
Gravity: Normal
Moons: 2
Length of Day: 12 Standard Hours
Length of Year: 5,110 Standard Days
Sapient Species: 68% Human, 8%

Ugnaught, 6% Lutrillian, 18% other Species
Government: Guild
Capital: Cloud City
Major Exports: Tibanna Gas, Tourism,
 Cloud Cars
Major Imports: Foodstuffs, Technology

Points of Interest

Cloud City

An outpost and a tibanna gas mining colony above the planet Bespin, named as such because it was perpetually surrounded by giant clouds. The city floated 60,000 kilometers above the core of the gas giant. It contained a large and famous luxury resort district on its upper levels, complete with hotels and casinos.



Cloud City consisted of 392 levels, in addition to level zero, a top-side surface-level plaza concourse. The level-arrangements were as follows:

Level 1-50: The Tourist District, consisting of luxury hotels and casinos which made the city famous throughout parts of the Outer Rim.

Level 51-100: Upscale housing areas.

Level 101-120: Administrative offices.

Level 121-160: Privately owned industrial areas with an infamous reputation, known as Port Town.

Level 161-220: General housing of the facility's workers.

Level 221-280: Industrial Levels.

Level 281-370: Gas refineries and miners' quarters.

Level 371-392: Contained the 36,000 repulsorlift engines and tractor beam generators that kept the city afloat and in position.

Adventure Hooks

You should review the effects of Hazardous Atmosphere when planning an adventure on this Planet outside of the Life Zone.

Join the Guild

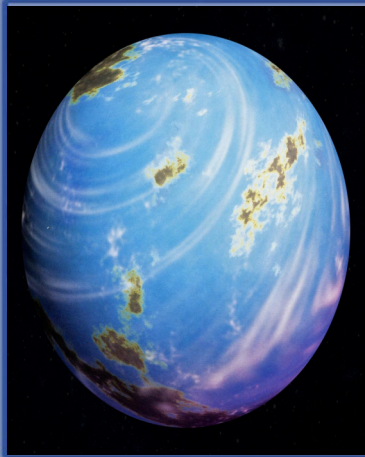
The Administrator of Cloud City has been invited to join the Mining Guild. He hires the party as bodyguards. They must escort him to one of the other Platforms. Along they way they are attacked mid-flight only to be rescued by Mining Guild Cloud Cars who then escort them to the Guild Platform. After leaving the landing pad they learn that there is a power struggle between the two largest groups in the Guild. One which is willing to use force to get it's way and one that prefers to use diplomacy when it can. They must keep their client alive and help to decide which of the groups take control of the Guild itself.

BesGas Three

A floating tibanna gas refinery that was located above the Outer Rim world of Bespin, built shortly before the outbreak of the Clone Wars. Fearing rebuke by the decidedly anti-droid citizens of the Galactic Republic during the Clone Wars, the droid workers of BesGas Three hijacked the refinery, taking it into the depths of Bespin's life zone, and erasing it from all data registries. It has recently been re-discovered and the heros have been hired to make first contact.

Ugnorgrad

The City of the Ugnaughts, a floating colony built by the Ugnaughts in orbit around the planet Bespin. Included the Ugnorgrad Performance Hall, Action Tidings Tower, Union Hall, and the start of the Ugnorgrad Swampway skimmer race course. The heros have been asked to take part in the Skimmer race as cover to investigate a string of sabotages occuring to Ugnorgrad.



Bestine IV

Region: The Inner Rim

Quadrant: L18

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 26 Standard Hours

Length of Year: 680 Local Days

Sapient Species: 97% Human, 3% Other
Species

Government: Informal Council

Capital: Barlata

Major Exports: None

Major Imports: Raw Materials, Technology

Points of Interest

Island Spires

The Island Spires of Bestine IV were large rock formations that thrust out of the planet-wide ocean. These were the homes of the residents of Bestine IV, who struggled for years to turn them into island paradises.

Barlata

Barlata was a settlement built inside an algae-rimmed lava tube on the planet Bestine IV

Gasha

Gasha was a settlement that floated upon the ocean surface of Bestine IV

Jahnae Camp

Jahnae Camp was a settlement on Bestine IV that was perched on a jutting island spire of rock that protruded out into Bestine's primary ocean.

Tusken (island)

Tusken was an island on Bestine IV. Fort Tusken on Tatooine was named after it.

Juggerhead

Juggerhead was the code-name of the Imperial-owned naval yards at Bestine IV which were the secret site of research and development on the TIE torpedo

Adventure Hooks

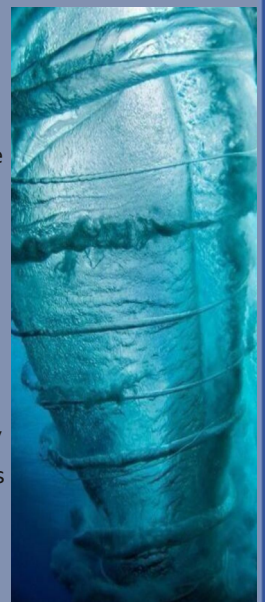
Transport no more

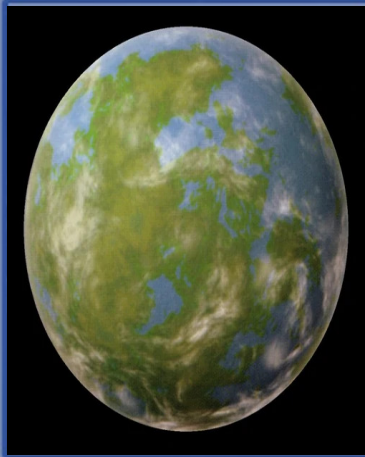
A major Imperial naval base called Juggerhead was located in Jahnae on the planet Bestine IV. Serving as a shipyard, it was constructed by the Empire to quell rebel incursions in the Inner Rim after the region saw much Separatist Alliance activity during the Clone Wars. It was rumored to be a research and development facility where weapons of war were made.

At some point the criminal syndicate Crimson Dawn learned that the outpost was barely keeping peace over its local populace, which according to a contact for the group, did not want the Galactic Empire there. The Contact later provided the party, who was in need of credits with a job to intercept an Imperial shipment of munitions that was being sent to the base to use and crush a local insurrection, in the hopes it would upend the fragile balance between the Empire and the Bestine population.

Make Sure you don't get Probed

A scientist named Arond Riguez, is pursuing a salvager who has been stealing sensor probes, from below the planet-wide ocean. Meant to warn the inhabitants of potential dangerous underwater Tornados. Hiring the party to locate the salvager and recover the sensors. Will if recovered also lead to them being hired to put them back where they were taken from, Hopefully before any of the Underwater Tornados cause any damage to the inhabitants.





Bothawui

Region: The Mid Rim

Quadrant: R18

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 27 Standard Hours

Length of Year: 351 Local Days

Sapient Species: 98% Bothan (Native), 1% Human, 1% Other Species

Government: Bothan Council

Capital: Drev'starn

Major Exports: Information, Technology

Major Imports: Technology

Points of Interest

Institute for Quantitative Studies

The Institute for Quantitative Studies was a school of higher learning located at the gas giant Bothawui. Merei Spanjaf put in an application to attend this school before ultimately deciding to attend the Vocational School for Institutional Security instead. Palal Seedia, who later rose to rank of lieutenant in the Galactic Empire's 204th Imperial Fighter Wing, studied at the Institute for Quantitative Studies

Fervse'dra asteroid belt

The Fervse'dra asteroid belt was located within Bothan Space of the regions known as the Mid Rim Territories and the Slice. Located around the planet Bothawui, the asteroid belt was situated in grid square R-18 and retained several passable zones, such as zones six, five, four and three.

Zone six

Zone six was an expanse of the asteroid field that surrounded the planet Bothawui in the Mid Rim. Zone six was located next to zone five.

Zone five

Zone five was a part of the Fervse'dra asteroid belt around the planet of Bothawui.

Zone four

Zone four was a portion of an asteroid field, which surrounded the Mid Rim world of Bothawui, located between zone five and zone three.

Zone three

Zone three was an expanse of the Mid Rim planet Bothawui's asteroid belt, being located next to zone four.

Adventure Hooks

Would a Bothan lie??

A Bothan named Warda needs someone to hunt down and destroy a spy robot robot. The information it has stored in its memory banks could help the Empire find several of the spies the Bothans have inside their ranks. However, the job is a trap, in reality Warda is a double agent who was hired to help the Empire capture and destroy the droid, who actually has important information on a secret project the Empire is running.

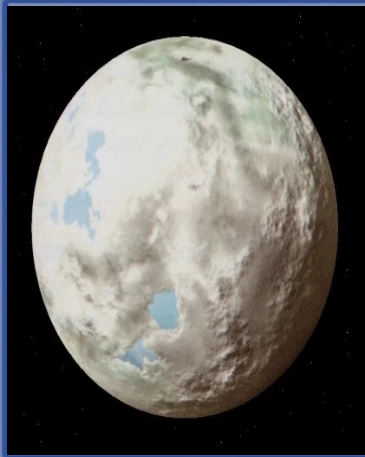
Lost Treasure

An explorer named Suan Karte needs someone to recover an object from the ruins of an old temple located on an Asteroid in the Fervse'dra Belt. What he forgets to mention is that the ruins are actually a data storage compound ran by a rival Bothan spy ring.

Here there be Pirates

A derelict private yacht was found recently in Zone 5. It seems to have been deliberately stripped of equipment. The party is hired to go and retrieve the yacht and if possible find out what happened to it.

As they draw close to the ship half buried in the Asteroid they are shot at by several AT-TE walkers that a group of Pirates found abandoned on the asteroid after the clone wars. Using the same plan used in that battle, they wait for ships to pass and then fire on them from the surrounding asteroids all at once.



Cadomai Prime

Region: The Outer Rim	1% Other Species
Quadrant: S3 (Not Shown on Map, Near Bonadan)	Government: Republic
Climate: Tundra	Capital: Brella
Atmosphere: Normal	Major Exports: Art
Gravity: Normal	Major Imports: Foodstuffs, Raw Materials
Moons: 1	
Length of Day: 27 Standard Hours	
Length of Year: 405 Local Days	
Sapient Species: 99% Snivvians (Native),	

Points of Interest

Brella

Brella was the capital city of the planet Cadomai Prime

Chevram

The Chevram was the ruling council on the planet Cadomai Prime, as part of the world's participatory democracy. A new Chevram was elected every twelve years, with a new executive officer, chosen purely on artistic skill, being appointed every year.

Cadomai Art Institute

The Cadomai Art Institute was an institution on Cadomai Prime where the painter and sculptor Janyor of Bith graduated.

University of Cadomai

The University of Cadomai was a university on the planet Cadomai Prime.

Transnovels

Transnovels were written by the Snivvians of Cadomai Prime and were renowned throughout the galaxy. Artistic combinations of words and images that told a story while being displayed, which the Snivvians usually created during their periods underground every winter. During the reign of the Galactic Empire, they were monitored by the COMPNOR Coalition for Progress' Art group

Adventure Hooks

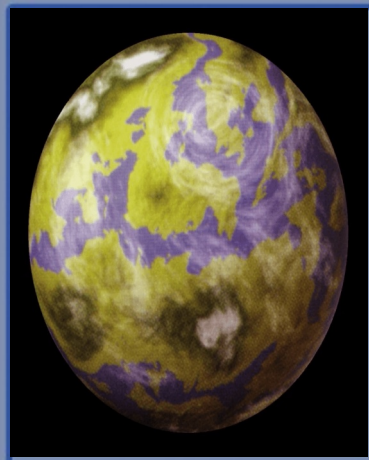
You should review the effects of the Cold Hazard when planning an adventure on this Planet.

And Action!

The team is requested to visit the world to rescue a famous Snivvian Transnovel director under COMPNOR house arrest. The director has been of great help to the Rebellion in propagandizing against the Empire, but neither COMPNOR nor the ISB will be eager to let him escape (alive). To make matters more difficult the Snivvian has been including a coded rebel message in his holovid shows which the imperials have not yet detected, and he doesn't want to leave because the next episode will air a very crucial hidden message.

Two Days to Stardust

A wrecked passenger liner has dropped out of hyperspace at the edge of the system and is drifting towards the Planet's moon. It's distress beacon is still active, but sending only incoherent screams. All attempts to hail the ship have failed. The hero's have been contacted to investigate by the Company that owns the Passenger Liner, hoping they can discover what happened to the crew and repair the ship and bring it back under power. That and of course the fate of the passengers onboard.... if they have the time to do so. The Company has notified the appropriate people claiming it is simply an "engine malfunction" and has been given two days to look into the matter and get the ship repaired.



Caamas

Region: The Core	14% Ithorian, 6% other
Quadrant: L12	None (After Imperial Orbital Bombardment)
Climate: Temperate to Arctic	Government: Representative Democracy, None (After Imperial Bombardment)
Atmosphere: Normal, Thin (After Imperial Bombardment)	Capital: None
Gravity: Normal	Major Exports: Foodstuffs, None (After Imperial Bombardment)
Moons: 0	Major Imports: None
Length of Day: 25 Standard Hours	
Length of Year: 375 Local Days	
Sapient Species: 80% Caamasi (Native),	

Points of Interest

Caamas was a highly populated and marsh-covered Core World in the Cirius system, the second planet orbiting the star Cirius. It was notable for the devastation it suffered during an Imperial orbital bombardment which destroyed its ecosystem and nearly wiped out the native Caamasi.

Refuge City

Refuge City was a city established by a Caamasi Remnant community on Caamas during the time of the New Republic. In a large crater 70 miles south of the city was a Bothan salvage operation, Bothan Debris, Incorporated, which worked to recover any equipment or materials that might have survived the destruction of the planet.

Thornsniper plant

The thornsniper plant was a carnivorous plant that evolved in the mutated wilderness of Caamas' alien jungle. Thornsnipers were shrubs with woody branches and broad leaves radiating off a short, thick trunk. The leaves were covered with thousands of long thorns. The plant's extensive but shallow root system surrounded the trunk in a rough circle and could reach up to 10 meters in diameter. The roots were sensitive to vibration. When the plant sensed footfalls within its root radius, it fired volleys of thorns in the direction of the vibrations. The thorns were not poisonous, but in large numbers could be lethal or at least incapacitating, and the plant's volleys lasted for several seconds to maximize the chances of killing its prey. Creatures killed over the roots nourished the plant as they decomposed. Perversely, thornsniper plants often preyed on predators, as one decomposing creature would often attract scavengers.

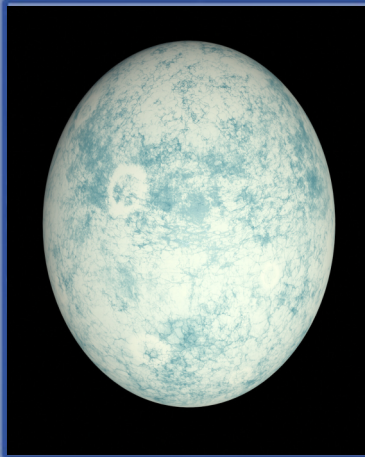
Adventure Hooks

You should review the effects of Thin Atmosphere when planning an adventure on this Planet after the Bombardment.

Walking among the Thornsniper

The heroes over hear some old Spacers talking in the corner of the local dive they are in about the rumours of an old Jedi temple location found on Caamas. Noticing their interest One of the spacers offers to sell the coordinates to them. After haggling with them and being payed or convinced to give them the location he transmits the information to them. Upon arriving they land at the closest clearing and must travel through the jungle avoiding hazards and Thornsniper plants. However it's a trap and the Empire is waiting for any potential Force sensitives or Jedi to come to the site.





Callos

Region: The Outer Rim	Sapient Species: 98% Callosians, 2% other
Quadrant: M23 (Not Shown on Map, Near Sullust)	None (After Imperial Orbital Bombardment)
Climate: Tropical, Arctic (After Imperial Bombardment)	Government: None
Atmosphere: Normal	Capital: None
Gravity: Normal	Major Exports: None
Moons: 3	Major Imports: None
Length of Day: 29 Standard Hours	
Length of Year: 296 Local Days	

Points of Interest

Callos was a planet of the Brema sector in the Outer Rim Territories. It was once teeming with animal and plant life, until it was devastated by the Galactic Empire in 3 BBY.

Clawfish Roaming Auction of Illicit and Illegal Weaponry

"Ladies, gentlemen, womp rats, bounty hunters, tyrants, kings and worse! The Clawfish Roaming Auction of Illicit and Illegal Weaponry is proud to present... the Venomator!"

—Clawfish

The Clawfish Roaming Auction of Illicit and Illegal Weaponry was a black market operation run by outlaw tech Clawfish. In around 20 BBY, the organization tried to sell the Venomator to the highest bidder on the planet Callos.

Bombing of Callos

"Callos was like this [Felucia]: overgrown, teeming with life. And we razed the planet. It's a dead world now."

—Juno Eclipse remembering her role in the event

The Bombing of Callos, also known as the Battle of Callos, was fought early in the history of the Galactic Empire.

Once the military objective had been neutralized, Captain Juno Eclipse was ordered to continue the assault. Eclipse protested, saying that maintaining the bombardment would amount to genocide, since Callos was already defenseless. Vader offered her an alternative, stating that if she disabled Callos's planetary reactor, he would consider the mission complete.

The destruction of this reactor unit started a catastrophic chain reaction, which destroyed the ecosystem of the entire planet. Though the atmosphere remained breathable, incessant ice storms and sub-freezing temperatures prevented any further permanent habitation.

Adventure Hooks

You should review the effects of the Cold Hazard when planning an adventure on this Planet after Bombardment.

Look that Away

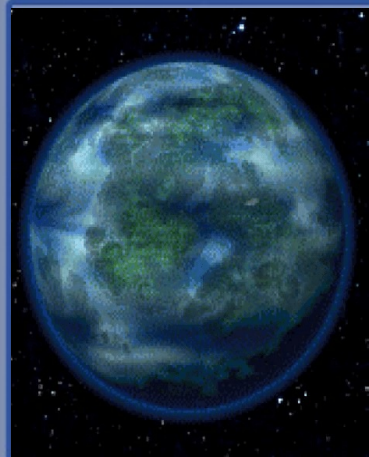
The group gets hired for a smuggling run that pays a little too well, and even get transponder codes for their ship in order to get them into their destination smoothly. Allowing them to land just outside the Roaming Auction.

It's all a set-up. The transponder codes identify the ship as belonging to that of some no-name smuggler who just happens to have made it onto a watchlist. The destination planet's customs authorities ID the ship and proceed to intercept the players before they make it onworld. The Jawa who hired them used them as a distraction to draw away the Authorities so he could slip onto the planet and make the real delivery.

Salvage the Ship

There's a ship long lost to the Ice of the planet's surface. It's rumoured to be a Clone Wars era ship, but its allegiance is unknown.

The ship ends up being a Confederacy Recusant-class Destroyer, but a malfunctioning (and strangely independent) droid mind has taken control of the ship and all its internal security systems. As well as the entire compliment of Droids onboard.



Cathar

Region: The Expansion Region	Other Species
Quadrant: N8 (Not Shown on Map, Near Dathomir)	Government: Tribal
Climate: Temperate	Capital: None
Atmosphere: Normal	Major Exports: None
Gravity: Normal	Major Imports: Luxury Goods. Technology
Moons: 1	
Length of Day: 24 Standard Hours	
Length of Year: 259 Local Days	
Sapient Species: 99% Cathar (Native), 1%	

Points of Interest

The Cathar species had two subspecies, known as the Juhani and the Myr Rho. Both of these were notably less catlike than mainline Cathar.

Cathar Ecology

Cathar is a temperate planet dominated by vast savannahs, open plains, and low, rough mountains. Instead of oceans, Cathar has two huge, shallow seas and numerous ponds, lakes, and marshlands. The largest of these plains is the Vast Veldt, a barren wasteland created by the appetites of beasts called the Kiltik.

Scattered throughout the savannahs are strange and enormous trees that rise hundreds of meters into the air. These trees are large and sturdy enough to be hollowed out by the Cathar and used as dwellings. Cathar settlements are usually found where the city-trees are denser than normal, often near the edges of the plains, and follow along the routes of underground rivers. These trees are covered in elaborate friezes and bas relief etchings that depict important figures and moments of Cathar history. Every Cathar strives for the day when his own life will be immortalized on one of the city-trees.

Society and culture

On their homeworld, Cathar lived in cities built into giant trees, and were organized into clans governed by "Elders." The Cathar mated for life, to the extent that when one mate died, the survivor never had a relationship with another. Cathar clan society included great pageants and celebrations, especially for their heroes. Their religion included a ritual known as the "Blood Hunt," in which Cathar warriors individually engaged in combat against entire nests of Kiltik in order to gain honor and purge themselves of inner darkness.

Adventure Hooks

Mandalorian Wars

The heroes find themselves on Cathar just as The Mandalorians began their assault on the planet. Although repelling The Mandalorians is impossible, the heroes could help to get some of the Cathar safely off the planet- as long as they can get back to their ship without getting blown up.

Kiltik Hive

After being framed for a crime he didn't commit, the son of a rich and powerful Cathar noble heads into the Vast Veldt on a blood hunt to exterminate a hive of Kiltik and regain his honor. After a week, his father asks the heroes to investigate and find out what happened to his son- a horrible breach of the Cathar code of honor. Is it possible that the young Cathar slipped off the planet? Regardless, the heroes find themselves in the middle of a Kiltik hive of angry drones.

Kidnapped??

Cathar have reportedly kidnapped the son of a Tapani noble and taken him to Cathar. The heroes are contacted by the Tapani noble house in question and asked to infiltrate the tribe to locate the boy. If they do, they learn that the boy has gone with the natives willingly to marry the daughter of a native elder.



Cato Neimoidia

Region: The Colonies

Quadrant: L14

Climate: Temperate and Moist

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 25 Standard Hours

Length of Year: 278 Local Days

Sapient Species: 100% Neimoidian

Government: Federation

Capital: Zarra

Major Exports: Droids, Foodstuffs, Technology

Major Imports: Labor, Ore

Points of Interest

Zarra

Zarra was the capital city of the planet Cato Neimoidia. During the Imperial Era, Bandit Billie stole the contents of Tobias Beckett's pack, including the Smuggler's Guide, from him in Zarra.

Bridge cities

Bridge cities were opulent, gilded cities suspended above of the surface of Cato Neimoidia, a Neimoidian colony world, by massive rock formations which were home to the jeweled palaces of the Trade Federation's barons

Great Vaults of Cato Neimoidia

The Great Vaults of Cato Neimoidia, formerly known as Lott Dod's palace. It was located on a bridge city on Cato Neimoidia. Following Dod's death during the Clone Wars, the palace was turned into a vault where individuals from all sectors across the galaxy kept some of their most precious possessions for safekeeping. Lor San Tekka was arrested after attempting to steal an artifact from one House Maccon's vaults.

Reya's palace

A palace was owned by Baron Reya on the planet Cato Neimoidia. It was located next to the Great Vaults of Cato Neimoidia, formerly the palace of Lott Dod. General Leia Organa traveled to the palace to place old clothing that belonged to her mother, Padmé Amidala, in Reya's vaults for safekeeping.

Tarko-se

Tarko-se was a city on the planet Cato Neimoidia. Bride's Talon was a mountain located outside the city. It shared its name with Baron Tarko.

Adventure Hooks

Gems are Us

A mysterious client has asked you to investigate the rumour of a Kyber crystal in the possession of a local Hutt crime lord. Who has a Vault in Reya's Palace. If it does indeed exist, the payment will be greater if the crystal can be stolen and given to the client.

However the rumour is a ruse. The crystal is fake and an ISB agent lies in wait the hope of luring out jedi. The Players have no idea if the client is or isn't a jedi, but they paid well.

Guard it with your Life

An ancient artifact ends up being on display at an exhibition and the client hires needs it to be guarded in case a rumoured heist eventuates. So he is bringing in extra guards and is paying very well.

Well on duty the artifact begins emitting some kind of radiation that forces everyone to leave the building. Could this be the start of a heist?

Pay up or get Out

Hired to stop a gang extorting "protection" money from local business owners in Zarra. While searching for the hideout, the gang boss comes by to collect and kills/maims the Neimoidian who hired them. This causes the rest of the business owners to withdraw their offer. Everyone except the child of the Neimoidian who hired them. She swears to track the boss down and make them pay and begs the players to help her do so.



Cerea

Region: The Mid Rim

Quadrant: I21

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 27 Standard Hours

Length of Year: 386 Standard Days

Sapient Species: 98% Cerean (Native), 1% Human, 1% Other Species

Population: 450 Million

Government: Council of Elders

Capital: Tecave

Technology Level: Interplanetary (Industrial)

Major Exports: Foodstuffs

Major Imports: Technology

Points of Interest

Tecave City

Tecave City (pronounced /tɛ'kave/) was the capital city of Cerea. Notable for its ornamented, architecturally distinctive buildings, Tecave City shared its name with the Tecave plant. The one deviation from the semi-tall buildings that characterized the city was the structure that housed the Council of Elders; a massive, metallic edifice seemingly overgrown with vegetation.

Outsider Citadel

As part of an agreement with the Galactic Republic and the Council of Elders, several Outsider Citadels were built to house non-Cerean immigrants and visitors. The Citadels were enormous buildings that each housed an entire city, and were among the few locations where non-Cerean technology was allowed. They featured high density housing such as the Restwell Sleep Station where sentients were packed into sleeping boxes much like a contemporary morgue. The concentration of polluting technology and the relative lack of space caused some Citadels to devolve into environmentally contaminating and overpopulated ghettos. Jedi Master Ki-Adi-Mundi was strongly opposed to these citadels, because of their low quality environment. He felt that they were out of harmony with nature, as opposed to the Cerean capital Tecave City. Crime was rampant, despite the supervision of Cerean police forces.

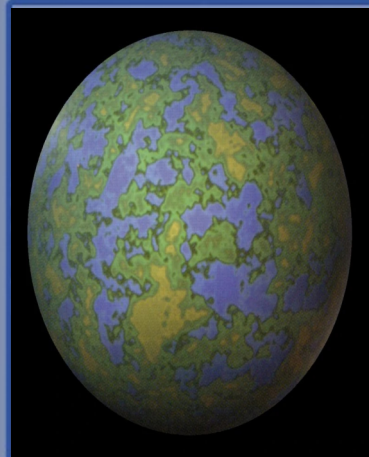
Adventure Hooks

Tech is a Crime?

The party while docking at one of the Citadel's landing pads they are bumped into by a another group. The other group apologies and even offers them money if the players become aggressive. After the two groups part ways, the party sees them again a few minutes later as they follow them through the inspection area. While doing so the Party is detained for carrying contraband. The authorities suspect (incorrectly) that the party are smugglers due to finding a piece of flimsiplast with directions to drop the shipment off at coordinates where the technology described is not allowed. As a result, they can't leave the planet. Their ship is impounded to ensure this. There only hope is to find the criminals who framed them. Doing so requires them to explore the ghettos of the Citadel. Eventually the party finds out that the criminals are working for a local politician who is trying to implicate one of the Council of Elders, by planting the Technology in his district. With the intention of claiming his seat once he is removed.

Swoop at your own Risk

There's an illegal swoop bike race and the Players have somehow acquired a stock bike (as per the competition rules) which they're allowed to modify with any tech they are able to get their hands on (This will require Networking or scrounging for junk and repairing it) . There's a massive cash prize and the prospect of fame and future races. There's a third party that really wants the Players bike and are prepared to take it by force either during or after the race.



Champala

Region: The Inner Rim

Quadrant: M11 (Not Shown on Map, Near Bogden)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 27 Standard Hours

Length of Year: 318 Local Days

Sapient Species: 99% Chagrian, 1% Other

Species

Government: "Democracy" (Under Imperial Rule)

Capital: Tidros

Major Exports: Luxury Goods

Major Imports: Technology

Points of Interest

History

Civilization on Champala originated in these long strips of coastline, where sea levels fluctuated wildly with the tides. Buildings in these ancient cities were entirely submerged at high tide, and Chagrians swam between them. Some multi-story buildings were not equipped with staircases or elevators at all; inhabitants simply waited until high tide, then swam to higher floors. Many cities on Champala are built both on land and under the oceans, with the two connected by tunnels and sealed tubes. Those who cannot breathe in water must be careful not to go to submerged zones without a proper breathing apparatus. Some Chagrian cities on Champala are nearly fully submerged during high tides. Once the Chagrians made contact with other species, they constructed starports and trade cities on high plateaus accessible by aircar.

Tidros

Tidros was the capital city of the planet Champala, homeworld of the sentient Chagrian species. Like all Chagrian settlements, it was built within a tidal zone of one of the planet's oceans, meaning it was regularly entirely submerged by rising tides. The only part of the city designed to remain above water at all times was its spaceport.

Logue Rock

Logue Rock was a sacred site on Champala, from which many Chagrians believed their revered deity-ruler Aram Acheron would emerge to lead his people to victory over their enemies.

Adventure Hooks

Bacta Heist

There's a rumoured unescorted cargo vessel shipping bacta between systems. Seizing the cargo could be very lucrative and helpful to the Rebellion.

What they don't know is that a distress signal was sent and an Imperial patrol is close by. They'll arrive before the party has fully loaded and seized the cargo.

This results in a chase as they attempt to flee from the Imperials as they close in on them.

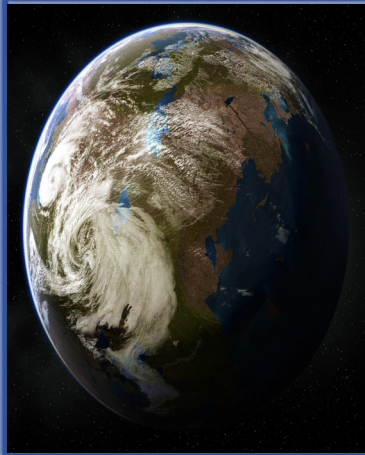
Crash Landing

Either from failing to escape the chase in "Bacta Heist" or for some other reason. The players ship is chased down by Imperial Forces and is shot down over the planet and crash lands far from any civilized areas. At first this seems to be a blessing as they have crashed in a small grotto along the coastline hiding them from view.

Then the tide begins to rise, due to the ruptures in the hull they must either rush against time to patch the hull or abandon the ship itself. (If they were involved in the "Bacta Heist" they must also decide what to do with the Bacta, do they abandon it or do they try and take it with them if they decide to abandon ship)

Too Hot to Handle

The party is in possession of some cargo (Perhaps the Bacta from "Bacta Heist" if they escaped the Chase) that's gotten too hot (the authorities are after it). The party needs to find someone to take it off their hands, preferably for a profit. The only close buyers that will take the cargo. Will only do so for cheap. Better prices are in Hutt space.



Chandrila

Region: The Core

Quadrant: L12, III

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 20 Standard Hours

Length of Year: 368 Standard Days

Sapient Species: 96% Human, 4% Other Species

Government: Chandrilian House

Capital: Hanna City

Major Exports: Foodstuffs

Major Imports: High Technology

Points of Interest

Brionelle Memorial Military Academy

The Brionelle Memorial Military Academy was established to supplement the planet Chandrila's Defense Fleet, and was responsible for training nearly all of the fleet's officers.

Crystal Canyons

The Crystal Canyons of Chandrila were an enormous gallery of natural formations made out of rock and crystals, which formed a tight trench, with an abyss below it. The caverns were the site of the burial of the third Barsen'thor of the Jedi Order.

Some bridges and gaps were made to connect the two sides of the trench, and statues had also been made there.

Gladean State Parks

The Gladean State Parks were a group of parks on the planet Chandrila known for their beautiful gardens, which were beloved throughout the galaxy.

Hanna Institute of Antiquities

The Hanna Institute of Antiquities was a museum and university located in Chandrila's capital, Hanna City.

Hanna City

Originally founded as a fishing village, the city was located on the edge of the Silver Sea and contained the Hanna Institute of Antiquities. On the city's north side was the Brionelle Memorial Military Academy. Just outside the city was the Hanna Wild Game Reserve.

Adventure Hooks

Escort Service

Hired to escort a local historian from the Hanna Institute of Antiquities and an ancient document that is believed by the historian to reveal the location of the long lost Jedi Temple on Chandrila. Maybe even the burial site of the Barsen'thor itself. A claim that the establishment dismisses due to arguments about the historians translations of the text.

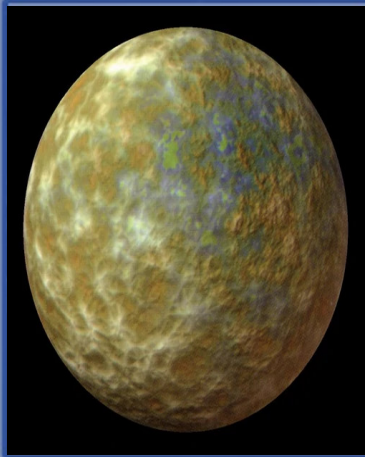
Regardless the historian has been invited to present their findings to the Brionelle Memorial Military Academy.

The team must escort the historian across the city from the Institute to the Academy, at street level as the historian is afraid to fly.

However the client is being targeted by a local crime boss who believes the claims may be true. He wants to locate the Jedi Temple and steal any riches for himself. As such they must avoid his hired thugs who chase them everywhere they go.

Change of Plans

Just as it seems they have shaken off the last group chasing them. They receive a communication from the Academy. Informing them that the destination of the meeting has been changed while they were en-route. To an auxiliary academy outpost just outside the city near the Hanna Wild Game Reserve. Do they change course? Do they continue on towards the Academy? Is one or the other a trap? Do they decide to take the document for themselves and try to find the hidden Temple? Does it even still exist?



Cona

Region: The Inner Rim	40% Other Species
Quadrant: O14 (Not Shown on Map, Near Manaan)	Government: Hive Collective
Climate: Arid/Jungle	Capital: Tylcarros
Atmosphere: Hazardous	Major Exports: Chemicals, Metals, Minerals
Gravity: Normal	Major Imports: Water
Moons: 1	
Length of Day: 28 Standard Hours	
Length of Year: 298 Local Days	
Sapient Species: 60% Arcona (Native),	

Points of Interest

Description

Cona was a world with a lush, tropical environment. Thanks to the lack of planetary axial tilt and temperature-distributing air currents, the climate remained effectively constant across the entire planet—hot and dense. The atmosphere had a high concentration of ammonia, which permeated the planet's jungles. Oxygen was found in Cona's bedrock, and was only brought to the surface through highly complex plant life that stored it in gastric pods. Water was hard to find on Cona, and what little there was on the world was collected and stored by native plant life. The Arcona, living in small, low-tech communities on Cona, harvested the water from plant pods. Because of the atmosphere's high concentration of ammonia, most non-Arcona species were forced to don breath masks when on the planet. While most non-native species dwelt in massive colonial cities, legends persisted that a colony of Duinuogwuins made their home in the ammonia-filled jungles of the world.

History

A low-tech world located on the galaxy's Inner Rim, Cona was home to the reptilian Arcona species. Discovered by scouts from the Galactic Republic during the settling of the Slice, Cona's natives were quick to venture from the world aboard starships developed by other cultures to explore the greater galaxy and bring back technologies of other species to Cona. As non-Arcona began exploring Cona, entrepreneurs discovered the rich mineral resources of the world and traded mass shipments of water in exchange for mining rights. Cona swiftly became home to many of the galaxy's largest mining companies, and some smaller ones like Nemlor Minerals; the world gained a seat in the Galactic Senate as its importance in the mining industry increased.

Adventure Hooks

You should review the effects of Hazardous Atmosphere when planning an adventure on this Planet.

Smugglers? Who? Us?

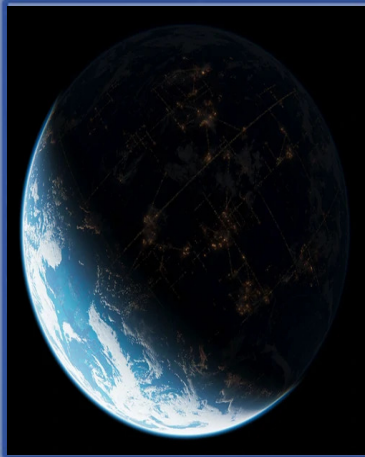
Although the laws that prevent salt from being smuggled into the system are some of the harshest in the galaxy, some still try it, and they come up with creative ways to get the stuff through customs. The heroes are asked by a patron to pilot a ship to Cona for a particular errand. Once there, technicians (Working for local smugglers) begin removing panels within the ship, revealing a secret stash of salt. A particularly greedy Arcona trade official then blackmails the heroes- bring more salt, or he'll reveal the smuggling operation and implicate the heroes and their patron.

Mining is Dangerous

Nemlor Minerals, a small upstart mining company, has received a lucrative lease from the Cona government for exploratory digging deep in one of the untouched jungles. When workers go missing, the heroes are brought in to investigate. The jungles are full of dangerous fauna, but another mining company recently set up shop nearby, so the heroes have a lot of ground to cover to discover the truth.

Star Dragons

Myths persist of a Species called the Duinuogwuin, otherwise known as Star Dragons. This enigmatic Species has been seen on other planets and even in the cold Vacuum of space. A wealthy and eccentric Arcona has set up a safari into the depths of the jungle to hunt for evidence of the Star Dragons, taking the heroes along as guides and protection. Although the hunt eventually becomes fruitless, the Arcona insists that they continue, making more and more demands and requiring the heroes to take more dangerous risks.



Corellia

Region: The Core
Quadrant: M15, VIII
Climate: Temperate
Atmosphere: Normal
Gravity: Normal
Moons: 3
Length of Day: 25 Standard Hours
Length of Year: 329 Standard Days
Sapient Species: 60% Human, 20% Selonian, 20% Drall

Government: Monarchy (25200-312 BBY), Constitutional Monarchy (312-150 BBY), Corporate Diktat (150 BBY-12 ABY), Democratic New Republic Governorship (12-33 ABY)
Capital: Coronet City
Major Exports: Alcohol, Starships, Agricultural Goods
Major Imports: Luxury Items, Raw Materials, Weaponry

Points of Interest

Corellian Security Force Academy

The Corellian Security Force Academy, often called just CorSec Academy, was the training facility for new recruits to the Corellian Security Force. Remotes played a large part in the Academy's blaster training.

Agrilat Region

The Agrilat Region, also known as the Agrilat Swamp, the Crystal Swamps or simply Agrilat, was a region located on the northern continent of the planet Corellia. Situated between the northern sea and the Orik's Spine mountain range, the region was largely composed of swamps filled with crystalline plants like razor grass. It was a hot spot for illegal swoop races, such as the Agrilat Swamp Circuit. The Dragonbane circuit was also located in this region.

Groola's Place

Groola's Place was an establishment on Corellia owned by Groola the Hutt. It was located in the city of Tyrena near the city spaceport.

Bindreg Hills

The Bindreg Hills was a region on the planet of Corellia. It was located on the foothills of the Rhaler's Bastion mountain and bordered the Riverlands, near the city of Tyrena

Afarathu Cave

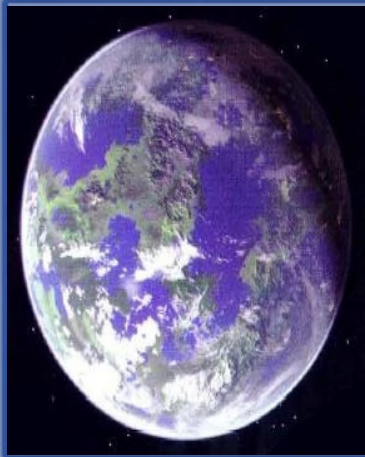
The Afarathu Cave was a cave on the planet Corellia, located near the city of Doaba Guerfel. The cave served as headquarters for the Afarathu, a Selonian terrorist sect which aimed to drive the Dralls and the Humans from the worlds of the Corellian system.

Adventure Hooks

Groola's Place

The hero's are hired to liberate a stolen item from the Storage area of Groola's Place. The must do so without drawing attention to the data inside. The players should approach this as a heist. Just as they reach the Storage area though, Alarms blar, alerting everyone to their presence. Betrayed by the Afarathu (who hired them thinking they would make great fall guys). Can they escape and locate the Afarathu Cave and stop them from using the data inside to manufacture a virus that affects only Dralls and Humans.





Corulag

Region: The Core

Quadrant: L12, III

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 25 Standard Hours

Length of Year: 371 Standard Days

Sapient Species: 98% Human, 2% Other
Species

Government: House of Citizens

Capital: Curamelle

Major Exports: High Technology, Luxury
Goods, Foodstuffs

Major Imports: Raw Materials

Points of Interest

North Kallis

North Kallis was a small continent that was located in the southern hemisphere of the planet of Corulag. The continent was covered in impenetrable forests of Corulag bamboo. North Kallis contained a number of enclaves that were home to Corulag's few non-Human communities.

Curamelle

Curamelle was the capital city of Corulag. It was home to the Corulag Academy, an Imperial military academy. A wing of TIE Fighters was based here to protect the Sienar Advanced Research Division, just North of the city.

Sienar Advanced Research Division

The Sienar Advanced Research Division was a sprawling installation located several kilometers north of Curamelle, the capital city of Corulag. Sienar Fleet Systems used this installation to design, build, and test TIE prototypes. Security at this location was tight, and a wing of TIE/LN starfighters based out of Curamelle guarded the airspace above it. Residents of the area occasionally saw odd-looking starfighters flying from this installation. Students of the nearby Dammon University who were foolish enough to describe these strange sightings on the galaxywide newsnet disappeared soon after making their reports.

Royal Galaxy Hotel

The Royal Galaxy Hotel was a hotel in Curamelle on Corulag. Located in Curamelle's tallest building.

Adventure Hooks

Stealth is better than gunfire

A high-ranking Imperial officer is taking an extended vacation on Corulag. Local Alliance cells recognize a prime opportunity to hurt the Empire by taking out one of its most experienced officers. The heroes are tasked with gaining entrance to Curamelle so that they can either assassinate or capture the officer.

Sienar Prototypes

If they players can get access to the code cylinder of a high ranking official perhaps they can infiltrate the Advanced Research Division and discover the plans for a new TIE Prototype or shuttle before it is released

Room 718

The players must deliver some secret plans (perhaps the ones stolen during the "Sienar Prototypes" adventure above) to the local Alliance Cell at the Royal Galaxy Hotel in room 718. Doing so however proves to be more difficult than they thought it would be. When they arrive the room is trashed, as if it had just been searched. They also hear the tell tale sound of Imperial Stormtroopers heading their way. They must escape their pursuers, who seem to be everywhere with more constantly appearing to hound them on every floor. Even if they can escape the building they must also escape the city of Curamelle with it now on high alert and their descriptions plastered everywhere. Their ship is also under lock down, so if they get to it, they will need to disable the docking clamps as well as the tractor beams, just to take off. Then avoid or fight their way past a wing of TIE fighters.



Coruscant

Region: The Core

Quadrant: K12, II

Climate: Temperate (Urban)

Atmosphere: Normal

Gravity: Normal

Moons: 4

Length of Day: 24 Standard Hours

Length of Year: 368 Local Days

Sapient Species: 78% Human (Native),
22% Other Species

Government: Republic or Dictatorship
(Depending on Era)

Capital: None

Major Exports: None

Major Imports: Foodstuffs, Medical Goods

Points of Interest

Jedi Temple

The Jedi Temple (also known as the Palace of the Jedi) was the headquarters of the Jedi Order from the conclusion of the Great Sith War to the Great Jedi Purge and during that time was home to its major training, bureaucratic and dormitory facilities. Jointly operated by the Order and the Galactic Republic, the Temple was sealed to all but the Jedi and their allies, with very few public areas.

Sector 943

Sector 943, colloquially known as the Works or the Flats, was a large industrial area of Coruscant. It was located southwest of the Senate District and next to the Fobosi District. Sector 943 had been an immense manufacturing center for many companies, who would later abandon the planet for cheap labor and off-world facilities. Prospective urban developers released stone mites, duracrete slugs, and conduit worms into the Works, in an attempt to clear the area out so it could be purchased and refurbished.

Great Western Sea

The Great Western Sea was the only body of water left visible on Coruscant, not far from the Manarai Mountains. It was an artificial reservoir made during the construction of Galactic City for the enjoyment of natives and tourists, and had many artificially created islands floating on it, used by tourists on holidays. Darth Vader had a meditation retreat along the shore that was later used by his son, Luke Skywalker. The Emperor's Villa was also located along the shore.

Adventure Hooks

Jedi Temple

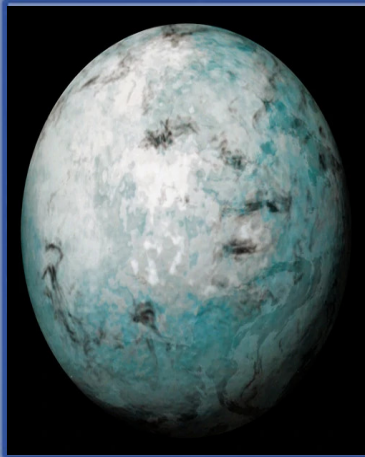
Working to gain support for the Rebellion, a dignitary representing a prominent Outer Rim world promises to join the Rebel cause if a prominent artifact from his planet's past is returned. The artifact was last reported to be stored in a secret vault in the central spire of the Jedi Temple on Coruscant. Heroes must obtain the artifact and return it safely home while dodging Imperial agents.

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. The heroes are dispatched by the Archaeology Corps and the Jedi Knights to investigate rumors that the Sith are looking to unearth secrets about the Jedi.

Outbreak

A viral outbreak has created a pandemic within the population of a heavily populated planet in The Outer Rim, and knowledge of the cure is believed to be held within one of the Holocrons stored in the Chamber of Antiquities at the Great Library of Ossus. The heroes must race against time to Ossus and obtain the cure from the Holocron. However, they soon learn that someone has removed it from its rightful place.



Csilla

Region: The Unknown Regions

Quadrant: G11

Climate: Frozen

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 25 Standard Hours

Length of Year: 462 Local Days

Sapient Species: 99% Chiss (Native), 1%

Other Species

Government: Oligarchy (The Chiss Ascendancy)

Capital: Csaplar

Major Exports: None

Major Imports: Foodstuffs, Luxury Goods

Points of Interest

Csaplar

Csaplar was the capital city of the planet Csilla and the Chiss Ascendancy. Csaplar was the center of the Chiss government, containing House Palace, the Expeditionary Library, the parliament, the headquarters for the Chiss Expansionary Defense Force, and the four ruling families. Csaplar was connected to every location of Csilla through an underground system of tubes.

Expeditionary Library

The Expeditionary Library was a massive underground library located under the ice of the Chiss Ascendancy's capital planet of Csilla. The library contained the documents and works produced from the Chiss Expansionary Defense Force's exploration of the Unknown Regions

Ac'siel

Ac'siel was a city on the planet Csilla and the Chiss Ascendancy. It was one of the largest cities found under the ice on Csilla.

Chiss Expansionary Defense Fleet headquarters

The Chiss Expansionary Defense Fleet had a headquarters in Csaplar, the capital city of the planet Csilla, itself the capital of the Chiss Ascendancy.

Convocate Hall

The Convocate Hall was a structure located in Csaplar, the capital of the Chiss Ascendancy that was used for meetings of the Chiss Syndicure. The March of Silence was located in the Convocate Hall, and was so named because the Hall's design made it difficult for more than five people to hear a conversation at one time

Adventure Hooks

You should review the effects of the Cold Hazard when planning an adventure on this Planet.

Cool reception

The players ship has an unexpected hiccup during hyperspace—while navigating in the Outer Rim or Unknown Regions—accidentally exiting in the Csilla System. They must quickly repair or quietly leave the system before the Ascendancy's militaristic and isolationist regime intervenes imposing tariffs, fines, or even impounding their ship.

Although the Chiss don't blast unauthorized spacecraft on sight, unannounced visitors are one slipup away from being fired upon as hostile. During their time in the Csilla System alien species must follow strict flight plans exactly as transmitted by the Ascendancy under heavy escort to ensure compliance. Additionally, social protocols, transit papers, and city sector area restrictions must be strictly adhered too, under threat of lethal force. Groups allowed to land on Csilla, are limited to a certain number of planetary areas—connected by high-speed, subterranean, planet-spanning transit tubes that connect cities—this form of travel requires specific Ascendancy administration permits.

However, clever groups allowed to land may gain access to extensive and rare star charts from the Chiss extensive Expeditionary Library, ancient or lost lore. Possibly even purchase rare technology and luxury goods not easily found in the universe.



Dagobah

Region: The Outer Rim

Quadrant: N25

Climate: Swamp

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 23 Standard Hours

Length of Year: 341 Local Days

Sapient Species: 99% Hepsalum Tash (Native), 1% Other Species

Government: None

Capital: None

Major Exports: None

Major Imports: None

Points of Interest

Dark Side Cave

The Dark Side Cave was located deep in the equatorial swamps and contained a vergence in the Force as well as the apparition of a dark jedi. A focal point for the dark side of the Force, the cave challenged the perceptions of anyone who entered into its depths. Drawing visitors in, they often experienced visions of the past, future, or possible futures. Any Force User who enters the cave, must make a Use Force roll at -2, with an additional -1 per Darkside Point they have. On a Success they resist the Darkside and suffer no ill effects from being in the Cave but receive no Vision. Success with a Raise grants them a single Vision. On a Failure they suffer from Darkside Sickness (A Chronic Disease Pg 126 in the SWADE Core book), on a Crit Failure they also 1d4 wounds as well.

Visions: Draw a Card

Clubs: The Players vision is dark and negative and not clear at all and offers no useful information.

Diamonds: The Players vision is cloudy but does offer minor useful information.

Hearts: The Players vision is clear and offers major useful information.

Spades: The Players vision is about something completely different than what they entered the cave to learn about.

Yoda's hut

Yoda's hut was both the home and final resting place of Yoda, Grand Master of the Jedi Order.

Adventure Hooks

You should review the effects of Dim Illumination when planning an adventure on this Planet.

Hunters

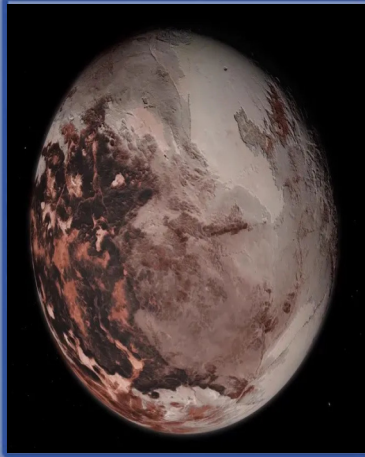
Duanna Falos has developed a reputation as a fearless hunter—no creature is too intimidating for her. She sees the terrible beasts of Dagobah as a true challenge to her skill and hires the heroes to take her on a hunt. However, accidents plague the expedition from the start. The heroes soon realize that someone within Duanna's entourage is trying to kill her. Is it her put-upon Mon Calamari servant? Her bodyguard, who happens to be a jealous former lover? Her current lover, who also happens to be her political rival? Can the heroes keep Duanna alive long enough to receive the extravagant sum they were promised? Or will the murderer arrange for accidents to befall everyone on the expedition to ensure their silence?

Swamp Hunt

There's a big game hunting competition planetside. Rumours of massive rampaging elephoth, a quadrupedal creature with a pair of tusks, green and thick hide, small red eyes, and two greenish trunks, covered with moss and vines. The AT-AT's used by the Galactic Empire were described by some to bear a resemblance to steel elephoths on stilts, with laser cannons instead of tusks.

The legs of an adult elephoth were said to be as thick as the trunk of a hornbeam (A type of Tree). A prize is on offer for the party that is able to capture or kill it.

The conditions of the swamp are making the party's equipment corrode and malfunction however.



Daluuj

Region: The Outer Rim	Vong, 6% Other Species
Quadrant: T15 (Not Shown on Map, Near Barab 1)	Government: The Galactic Empire
Climate: Temperate	Capital: Oldranai
Atmosphere: Normal	Major Exports: None
Gravity: Normal	Major Imports: Foodstuffs, Luxury Goods, Technology
Moons: 2	
Length of Day: 28 Standard Hours	
Length of Year: 391 Local Days	
Sapient Species: 88% Human, 6% Yuuzhan	

Points of Interest

Imperial Training Center

The Imperial Training Center was an Imperial military fort stationed on the remote Outer Rim Territories planet Daluuj. In 0 ABY, during the Galactic Civil War, Commander Orlok was in charge of the facility.

Description

Daluuj was located within a star system in the Albanin sector of the Outer Rim Territories region of the galaxy. It was a temperate planet with a breathable atmosphere, standard gravity, and two moons. Its surface was covered with barren canyons and muddy slopes. Its rotational period lasted 28 standard hours and its orbital period lasted 391 local days.

History

Early history

Daluuj was originally colonized by humans at some point after 1000 BBY. By the time of the Clone Wars, the planet was considered to be within Hutt Space.

Rebellion era

The Rebel Alliance suffered a defeat here sometime prior to the Battle of Hoth.

Legacy era

After the Yuuzhan Vong War, many Yuuzhan Vong relocated to Daluuj, taking advantage of its breathable atmosphere. The Empire of Darth Krayt maintained only a small presence on the planet.

Adventure Hooks

Fish out of Water

A Mon Calamari Admiral crashed on the planet while en route from Mon Calamari to Yavin 4 around 0 ABY.

Following the trail of the Admiral's escape pod to Daluuj, the group managed to enter the planet's storm-wracked atmosphere, narrowly missing the gun turret of an Imperial fort in the process. Setting down on what appeared at first to be an ordinary mud plain, only to find out too late that it was in fact a lake occupied by two giant worms that quickly twist themselves about the stricken ship, dragging it to the bottom of the lake.

Only with the assistance of the Admiral and his fellow Mon Calamari are they able to raise their ship and evade the Imperial forces led by Commander Orlok. In doing so, they must lure Orlok's ground-skimmers across the mud lake, trapping him and his stormtroopers in the coils of the giant mud-worms that had previously held their own ship, and thus make their escape.

Eraser

The party is approached by a woman who requests their help in "disappearing" of the planet. She is afraid for her life and offers to pay them very well for transport to anywhere else.

Unknown to them, she is a one of a kind, near perfect android, and her creator wants her back. He also has been able to gather enough information about them. That even if they don't help her, he thinks they did. So he hires bounty hunters to track them down and force them to give him the information on where they helped her escape to.



Despayre

Region: The Outer Rim	Calamari, 10% Human, 10% Other Species
Quadrant: M7 (Not Shown on Map, Near Generis)	Government: Imperial Governor
Climate: Tropical	Capital: None
Atmosphere: Normal	Major Exports: Starships
Gravity: Normal	Major Imports: Slaves, Starship Components
Moons: 1	
Length of Day: 26 Standard Hours	
Length of Year: 368 Local Days	
Sapient Species: 60% Wookiee, 20% Mon	

Points of Interest

Despayre, originally Horuz, was a penal/slave world in the Horuz system and the place where the first Death Star was constructed and completed, after being relocated many times to avoid Rebel saboteurs and Intelligence.

History

Early history

The planet was first colonized between 15,000 BBY to 8000 BBY, sometime between the Kymoodon Era and Rianitus Period.

The shipyard that created the Galactic Empire's ultimate weapon became the center of the Imperial war machine when construction was moved from Geonosis to Despayre.

Components from almost all major corporations of the galaxy were sent to this planet, and labor was found on the penal and slave colonies below. Grand Moff Wilhuff Tarkin visited the system on many occasions to oversee the construction, bringing with him Imperial enslaved Wookiees from Kashyyyk of the Kashyyyk system, shortly after the Empire's formation.

The Destruction of Despayre

Despayre itself would also be, in a sense, "executed." Tarkin decided to celebrate the completion of his battle station by testing its superlaser weapon on Despayre, destroying the planet, shortly before they destroyed Alderaan, which took three waves. One of his close advisers and officers, Admiral Conan Antonio Motti, attempted to point out the potential political fallout from such an action. Tarkin refused to hear it; to him, the population of the planet consisted of nothing more than numerous Imperial alien slaves and condemned criminals sentenced for life, none of whom would ever be returning to civilization, and all of whom constituted an unnecessary burden on Imperial troops and resources.

Adventure Hooks

Malfunction

While traveling in Hyperspace the players ship is pulled into Real Space when a rogue asteroid passes across their flight path. upon exiting hyperspace they are forced to take evasive action to avoid the asteroid. Which causes their ship to blow out several systems. The players must crash land on the planet and locate the parts they need to repair their ship, without being caught by one of the many patrols that travel all around the prison planet (This is made extra difficult if they have any Wookiee or Mon Calamari among them).

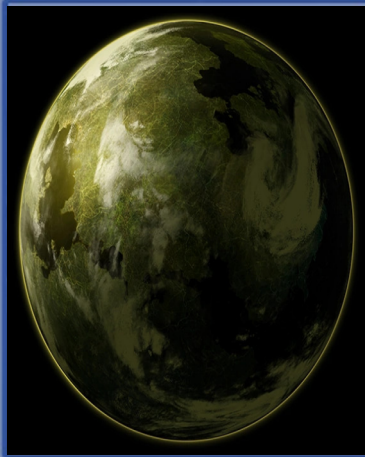
Jawa here? - Part I

(See also Jawa Here? - Part II Socorro)

(See also Teemo's Palace, Jawa Here? - Part III)

In need of very specific parts while having to avoid Imperial Patrols the players eventually find their way to the back alley and dark corners of the large city complex that supports the penal colony. In doing so they eventually encounter the Jawa crime syndicate "Mombay m'bwa" who have the parts they need. They must convince the syndicate to give them the parts. Unfortunately for them if none of them speak Jawaese, their translator droid or device is malfunctioning at the worst possible time.

Even worse the only thing the Jawa will take in trade is a debt that will be paid to the Mombay m'bwa Syndicate at a later time. The players must agree to perform a delivery for them once their ship is fixed to the planet Socorro of Droids. With the understanding that failure to contact them will result in the Syndicate turning over all their information to the Imperials and implying that the hero's stole top secret information.



Devaron

Region: The Colonies
Quadrant: M17
Climate: Temperate
Atmosphere: Normal
Gravity: Normal
Moons: 2
Length of Day: 24 Standard Hours
Length of Year: 390 Local Days
Sapient Species: Devaronians
Government: Matriarchy

Capital: Montellian Serat
Major Exports: Hyperdrive Technology
Major Imports: High Technology, Luxury Items

Points of Interest

Blue Mountains

The Blue Mountains was the collective name for a range on Devaron, just outside the city of Montellian Serat.

The Eyes of Laqasa were rumored to be stored in a hunting lodge deep within the Blue Mountains. These Force-imbued electrobinoculars featured in a popular Devaronian legends about Jedi Knight Laqasa Trill.

Wanderer's Path

The Wanderer's Path was a road that ran through the thick vine jungles of the planet Devaron. A formal rite of passage was established during the planet's history, where adolescents would accompany experienced Wanderers on expeditions out into the dense jungles.

Point of Parting

The Point of Parting was a structure in the city of Plaeree on the planet Devaron. Attached to the city's spaceport, the structure served as a plaza where explorers leaving the planet could meet with their families before departing. Over time, major spaceports on the planet incorporated their own Point of Parting into their facilities. A cultural trend that the residents of Plaeree began in their city's ancient past, the validity of this assertion was never established as anything more than a local legend.

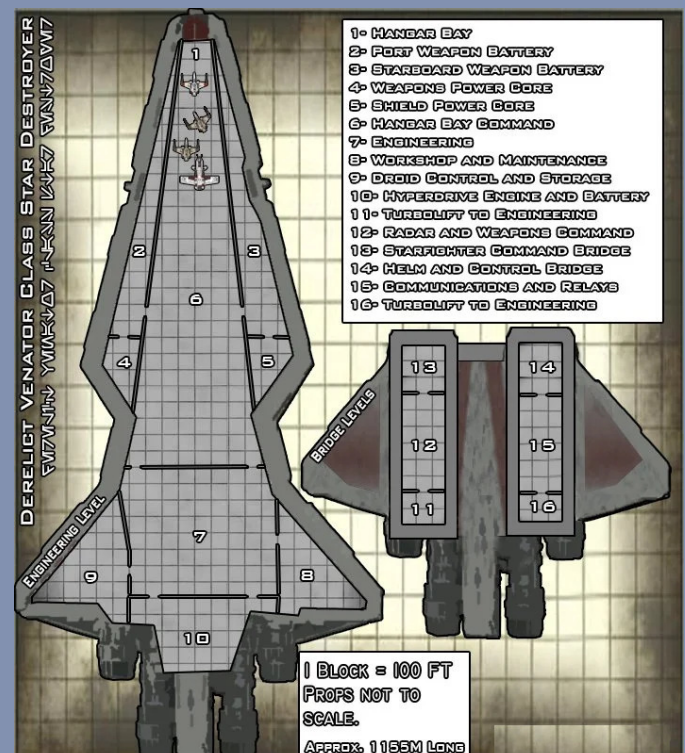
Temple of Eedit

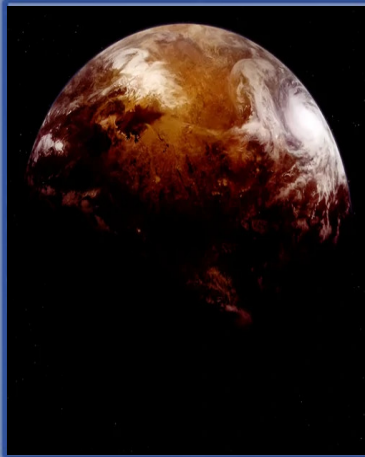
The Temple of Eedit, also known as the Eedit Temple, was a temple of the Jedi Order that was located on the jungle planet Devaron. The temple had two towers that borrowed the architectural styles of Coruscant's Jedi Temple. A hub of Jedi training in the Devaron system, the facility was built around a verge in the Force. It was used as the Republic base for Devaron Space during the Clone Wars.

Adventure Hooks

Salvage in the Blue Mountains

Hired by one of their contacts, who has recently been sold the location of a salvage ship recently. It's located in the mountains. The players will need to confirm the location through the growing vegetation of the planet's surface. It's rumored to be a Clone Wars era ship, but its allegiance is unknown. Their buyer is willing to cut them in on any profits they make from the equipment or data they are able to recover. Upon arriving and finding the ship they discover it is a Republic Venator-Class Star Destroyer, but its internals structure is unstable, there are reactor leaks, highly volatile substances; the place is like a death trap. The Ship is also beyond repair with out months if not years of work.





Dorin

Region: The Expansion Region

Quadrant: K11

Climate: Temperate

Atmosphere: Hazardous

Gravity: Normal

Moons: 1

Length of Day: 22 Standard Hours

Length of Year: 409 Standard Days

Sapient Species: 100% Kel Dor (Native)

Government: Representative Republic

Capital: Dor'shan

Major Exports: None

Major Imports: Technology

Points of Interest

Baran Do temple

The Baran Do temple was a temple in Dor'shan, capital of the planet Dorin, where Baran Do Sages lived and trained in the Force. It was not too far from the Dor'shan spaceport.

Caverns of the Hidden One

The Caverns of the Hidden One were a system of caverns deep below the surface of the planet Dorin. They were home to the Hidden Ones, a secret sect of the Baran Do—a Force-based organization on Dorin—dedicated to preserving the order's knowledge.

Jedi Enclave (Dorin)

The Jedi Enclave was a Jedi facility on the planet Dorin established prior to the Jedi Civil War. The Republic funded the enclave because of the many Force-sensitive Kel Dor coming from the planet. While the Kel Dor Jedi Masters taught exceptional Force abilities, Dorin's isolation and unique atmosphere made it nearly impossible for any offworld species to study regularly at the enclave. However, many Jedi visited the facility to study under the masters with the use of breath masks. Following the Jedi Civil War, most of the Jedi at the enclave were killed by Sith assassins.

Throne chamber

The Throne Chamber was a chamber in the Caverns of the Hidden One where the leader of the Hidden Ones would sit. A duel took place here in 43.5 ABY between Koro Ziil and Luke Skywalker.

Adventure Hooks

You should review the effects of Hazardous Atmosphere when planning an adventure on this Planet.

Book Burning

News of an attack on the Great Library of Ossus reaches the heroes, and they take steps to thwart the attack or warn The Jedi before the assault happens.

What a Find

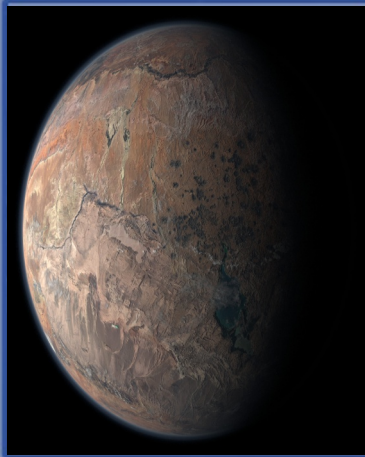
There are some mothballed Z-95s on an abandoned warehouse on Dorin. They've long been forgotten about; lost in clerical red tape. Sure, they're old, but if you can get them going, they could be worth a bit.

There are 13 of them! What a cache! However, each has its own idiosyncrasies even after corroded parts are replaced. Some have uneven acceleration, some have jamming weapons system, one has the fuel light on all the time. Will the PCs know this before they try and sell them, or will it result in unhappy customers? Will it affect the price?

Hired Mechanics

The players have been hired to do on-site repairs on a Nubian starship. The typically over-engineered craft requires investigation to find the exact fault, so part requirements will only be known once the players are on site. It's currently docked at a star port in a different system, but the client is willing for the Players to fly there, get it space worthy, and deliver it back.

Unfortunately for the players members of the Mombay m'bwa Crime Syndicate are lying in wait to steal the ship from them, once they figure out how to get is space worthy again. The real question is how the heck did Jawa get a gravity well generator and all these Fighters.



Draethos

Region: The Outer Rim

Quadrant: R4 (Not Shown on Map, In the Wyl Sector)

Climate: Arid

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 19 Standard Hours

Length of Year: 426 Local Days

Sapient Species: 100% Draethos (Native)

Government: Military Dictatorship

Capital: Avadrei

Major Exports: None

Major Imports: None

Points of Interest

Thosa, known to the rest of the galaxy as Draethos, was the home planet of the Draethos species, located in the Wyl sector of the Outer Rim Territories. It had jagged, windswept mountains and deep caves. It was an isolated world of xenophobic people. During the Jedi Civil War, Thosa was located within the space controlled by the Sith Empire, returning to its isolation after Darth Malak's death.

The Draethos Species hails from this mysterious Outer Rim world, which few outsiders have ever seen or visited.

The planet is covered in barren mountain ranges and deep caves, and the world is known to be a hostile place for non-Draethos to visit.

The Draethos homeworld is called "Draethos" by the galaxy at large, but its secret name is Thosa.

No non-Draethos are allowed to settle on Thosa by the natives, and only a select few may visit for short periods.

Draethos society is extremely warlike, and the most powerful Draethos warriors on the planet rule the world with an iron fist. Draethos who do not follow the path of the warrior are exiled and forbidden to ever return to their homeworld.

Avadrei

Avadrei was the capital city of the planet Draethos, the homeworld of the Draethos species.

Adventure Hooks

You should review the effects of the Heat and Thirst Hazards when planning an adventure on this Planet.

Draethos Only

Hired to deliver a package the party has to smuggle it onto the planet avoiding detection by the planetary patrols, the contents cannot be declared to the planetary import officials. It's in a crate the size of a land speeder but the party has no idea of the contents. Unfortunately for them they eventually get spotted as they travel around the furthest moon from the planet. As they are chased around the moon they see several capitol ships waiting to arrest them.

Unknown to them the border officials that intercept them are fake and are after the package.

Let's Fight

The Players enter a local cage fight to earn some cash. The event organizer can get one of the PCs into the card (bout line-up), for a fee. The match was supposed to be rigged! The event organizer who added the Player to the fight-night was under instruction from the local mob boss how the fight was supposed to go. Now he's in trouble, and by extension. The Players are in trouble...

- If the PC won by knockout: "You were meant to just jab for points, not clean the guy out!" The match was supposed to be rigged for a points based win, not a KO.
- If the PC won by points: "I thought you were some big time fighter! The other guys was paid to take it out the chin and take a dive!"
- If the PC loses: "I've seen Jawas fight better than that! So much for reputation."

No matter how the fight goes, it was rigged to go differently. As such trouble should follow the PCs out of this one. How do they make it right?



Durace

Region: The Unknown Regions

Quadrant: H8 (Not Shown on Map)

Climate: Toxic and Barren

Atmosphere: Normal

Gravity: Normal

Common Hazards: Acidic Storm, Deadly

Carnivorous Plants, Jagged Sinkhole,

Scavenged Supplies

Moons: 0

Length of Day: 32 Standard Hours

Length of Year: 314 Local Days

Sapient Species: None

Government: None

Capital: None

Major Exports: None

Major Imports: None

Points of Interest

The Pictograph Caverns

One of the few clues to life on Durace before the disaster comes from a series of caverns found in the mountains near the equator. Primitive carvings on the walls of these caves depict a society that lived on the world long before the calamity. The carvings that have been discovered so far offer little information about the disaster itself, but scholars are hopeful that more revealing pictographs exist elsewhere on the planet.

The Diamond Desert

The strange geothermal forces of Durace have turned this desert into a pressure cooker, compressing the black sand into rare jewels that fetch impressive prices on the galactic market. Travelers can literally find diamonds scattered among the dunes. These gems range in size from the diameter of a small stone to that of a Wookiee's fist. Some of the intelligent predators of the desert use these diamonds as bait. The creatures lurk below the dunes until a jewel lures unsuspecting explorers out of safe cover, then thrust up through the sands to devour the foolish intruders.

The Forest of Broken Glass

This forest has no trees. Its name comes from the silicate rock formations that jut up from the ground in strange colors and jagged shapes. The formations reflect blaster bolts and are highly resistant to damage and to the dramatic weather systems that rush across Durace. Travelers caught without shelter sometimes take cover in the forest, but they must be extremely careful. The fierce windstorms that wrack the planet can shatter the taller rock formations, sending a rain of shards down onto a camp of unwary explorers.

Adventure Hooks

A Deadly Discovery

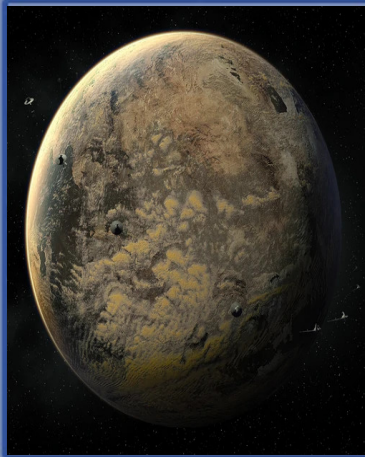
Images of the pictographs in Durace's caverns make their way into the processors of GB-3PO, a Protocol Droid from House Bolleon. Lord Bolleon, a collector of artifacts and primitive art, sets his Droid to translating the pictographs. The Droid makes a breakthrough but becomes a fugitive when Lord Bolleon turns up dead. GB-3PO ends up on the heroes' doorstep, begging for protection so it has time to complete the translation. Something is hunting the Droid- something that does not want the secret of Durace to be discovered.

Fields of Promise

The only plants that grow on the world are just as hazardous as the planet itself- all except one. A small field of rare alparas flowers, which bloom once every 100 years, has been sighted on Durace (Or so claims a scientist recently returned from an expedition to the world). The flowers hold the key to a cure for a mysterious disease contracted by one of the heroes. The alparas flowers bloom in only one place on the planet: a small island in the middle of the Alkaline Sea. Landing a ship there is next to impossible, so the heroes must traverse ground, sea, and air to reach the plants.

For You, Half Price

A Devaronian is selling rare gems that she claims come from the Diamond Desert on Durace. A wealthy noble known to the heroes buys one for his wife. Before long, however, the noble and his wife turn up missing. The heroes learn that others who bought diamonds have also quietly disappeared, and before they vanished, several of them were heard to be preparing for a hastily arranged trip to Durace. Are the jewels somehow drawing their owners to the hostile world, and if so, what will the heroes find there when they investigate?



Duro

Region: The Core
Quadrant: M16
Climate: Temperate (Polluted)
Atmosphere: Dense
Gravity: Normal
Moons: 0
Length of Day: 33 Standard Hours
Length of Year: 420 Local Days
Sapient Species: 53% Duros (Native), 36% Human, 11% Other Species (On World); 91% Duros, 9% Other Species (Orbital Cities)
Government: Corporate
Capital: None
Major Exports: Starships, Technology
Major Imports: Foodstuffs, Ore, Labor

Points of Interest

Pri-Andylan shipyards

The Pri-Andylan shipyards were construction docks that were taken by the CorDuro Shipping corporation in 13 ABY.

Rrudobar

Rrudobar was one of the smaller of the twenty orbital cities of Duro. It contained the Event Horizon cantina.

Duro Starshipwright Shipyards

Duro Starshipwright Shipyards were a number of orbital shipyards over the planet of Duro. They were very large stations, capable of accommodating a wide variety of starships.

Tiercam Dam

Tiercam Dam was a dam that was built on Duro, named after its Imperial designer. 780 meters tall and 2km wide, it was visible for miles. Before vacating the planet, the Imperials stripped the dam of its exterior plating. Since this time, it has on occasion served as a haven for criminals. It burst in 5 ABY and flooded the Valley of Royalty with toxic waste.

Valley of Royalty

The Valley of Royalty was an ancient valley on Duro where the Duros buried many of their most celebrated rulers, including Rana Mas Trehalt. There were many secret catacombs and caves in the Valley, hiding a wealth of both historical information and valuables. The Valley was flooded with toxic waste when the Tiercam Dam broke, almost killing several Duros archaeologists.

Adventure Hooks

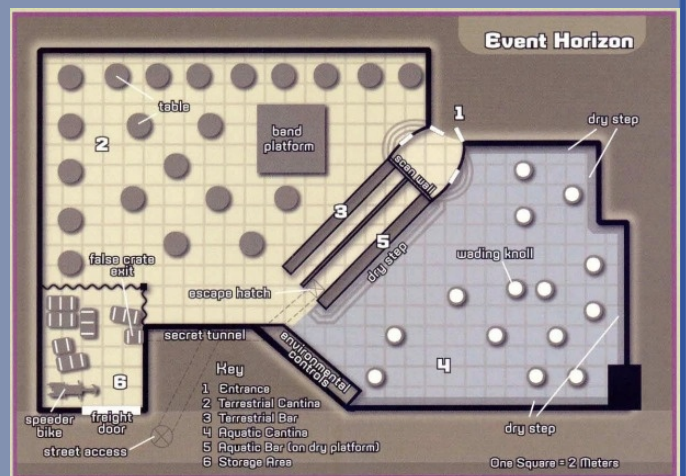
You should review the effects of Dense Atmosphere when planning an adventure on this Planet.

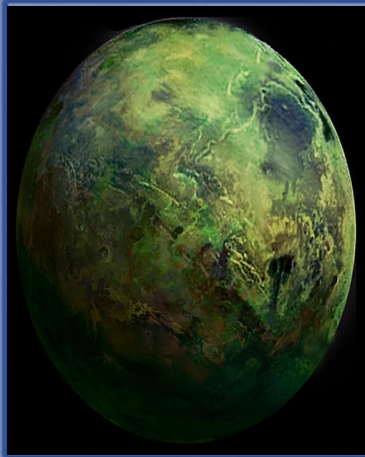
Event Horizon (Duro)

The Event Horizon was a cantina buried deep within the Rrudobar orbital city over the planet Duro, established by Clawfish, a Quarren criminal. It was well-known among smugglers, gunrunners, and outlaw techs working the Corellian Trade Spine as a source of illicit information or a good brawl.

The cantina's most distinguishing feature was its dual-environment layout; half was reserved as a typical (if humid) cantina for terrestrial patrons, while the other half contained spas and wading pools for aquatic species. The two halves were divided by the bar, which faced in both directions. There was a concealed escape tunnel leading to the street, which exited from the bar and a false crate in the storage area. Placards on the walls warned Neimoidians, droids, and repo agents to stay away.

The players are hired to meet an informant at the Event Horizon, then deliver the package he gives them to the rebellion.





Dxun, Onderon Moon

Region: The Inner Rim

Quadrant: O12

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: N/A

Length of Day: 26 Standard Hours

Length of Year: 298 Local Days

Sapient Species: None

Government: None

Capital: None

Major Exports: None

Major Imports: None

Points of Interest

Fredon Nadd's Tomb

Fredon Nadd, Dark Lord of the Sith and last king of Onderon, were relocated to Dxun shortly after his death to prevent his dark essence from being used by others seeking to gain power through The Dark Side of The Force. His tomb, made from nearly indestructible Mandalorian iron, stands as the only artificial structure on the planet.

Nadd's tomb, a black and dark gray spire that starkly contrasts the green jungles and lighter gray mountains that surrounds it, stands atop a hill that looks over the entire valley in which it rests. A large landing pad extends from the tomb's foundation, providing plenty of space for a transport to set down. Much to the surprise of archeologists and scholars across the galaxy, no vegetation has touched any part of the structure, let alone grown over it, in over four thousand years. Though the scientists have not speculated an answer to why, many Jedi scholars explain that Fredon Nadd's spirit has tainted the area and destroyed the local flora.

Within the tomb lie several rooms, including the burial chamber and the Sith repository. The burial chamber, simply put, houses the sarcophagus where Nadd's remains are stored. The walls remain largely unadorned, while the platform on which the sarcophagus sits includes a large statue of Nadd and two lesser statues that also serve as lamp posts to light the cavernous chamber.

The Sith repository holds many of the Sith Artifacts owned or used by Nadd during his tyrannical reign over Onderon, many of which have been permanently deactivated or destroyed by The Jedi. Over the years, several of the artifacts regain their power and are able to be used by the likes of Exar Kun.

Adventure Hooks

Ghost Camp

The heroes are sent to relieve a survey team on Dxun, bringing fresh supplies and giving the outpost's crew some much-needed time offworld. But as soon as the heroes drop out of Hyperspace, they realize that something has gone wrong. The outpost's distress transmitter fades in and out weakly, and the small settlement has been left open to the caustic elements. The only recoverable log entries are half-mad rantings about ghosts and betrayal. Did the harsh conditions on Dxun cause one of the scientists to turn on the others, or did an outside force tear through the camp and make off with the team?

Rescue on the Dark Moon

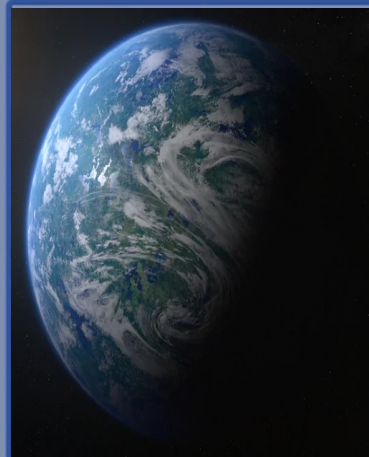
A transport carrying an important dignitary crashes on Dxun. The heroes are sent to locate and rescue him before he falls prey to the local fauna and deliver him to an important summit on some other world.

Bad Moon Rising

A new Dark Sider has threatened to gain power on Dxun and use it to destroy the Republic. In confronting him, the heroes learn that the Dark Sider is being aided by a powerful Dark Side Spirit and has the backing of an equally powerful criminal syndicate.

Dark Moon Sitting

The Jedi Council sends the heroes to Dxun to investigate stories of a dark entity that exists there and is changing the moon for its own nefarious purposes.



Endor, The Forest Moon of

Region: The Outer Rim

Quadrant: H21, VI

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: N/A

Length of Day: 18 Standard Hours

Length of Year: 402 Local Days

Sapient Species: 95% Ewok (Native), 4% Yuzzum (Native), 1% Other Species

Government: The Native Tribes

Capital: None

Major Exports: None

Major Imports: None

Points of Interest

Death Star ruins

The Death Star ruins were formed from the remains of the second Death Star when the battle station was destroyed by the Alliance to Restore the Republic during the Battle of Endor in the year 4 ABY, which filled the Forest Moon of Endor's orbit with thousands of tons of debris, ranging from pebble-sized bits to 100-meter sections of space station. Though the Alliance Fleet deployed shields and tractor beams to deflect falling debris away from their strike team on the Endor moon, a few chunks were still able to fall to the moon's surface. However, Endor was spared any significant environmental damage and the second Death Star's remains were left to decay in the moon's vast forests, attracting historic sightseers and souvenir hunters by 6 ABY.

Death Star's shield generator

The Death Star's shield generator was an Imperial Military installation on Endor during the Galactic Civil War. The facility housed the generator that powered the SLD-26 planetary shield generator protecting the DS-2 Death Star II Mobile Battle Station, which was being constructed in orbit of the forest moon. The base was guarded by a garrison of stormtroopers, scout troopers, Imperial Navy Troopers and other Imperial officers, along with a complement of All Terrain Scout Transports and All Terrain Armored Transports.

Lightning Forest

The Lightning Forest was a dangerous location on the Forest Moon of Endor. The Ewok shaman Logray owned a globe of Endor that depicted the Lightning Forest as a cluster of trees that crackled with electricity.

Adventure Hooks

Darkside Nexus

Recently travelers have been found to have suffered blackouts and even internal bleeding when traveling through a section of the Forest. Even those lucky enough to not do so, still experienced a vague tingling of dread.

The agony of Emperor Palpatine's death aboard the second Death Star manifested itself as an angry clot of dark side energy staining the fabric of the Force. When in proximity to the battle station's wreckage.

The Players must discover these effects are caused by the wreckage and then help to remove them from the moon's surface. Where the New Republic will see to their destruction.

When an adventurer comes within range (determined by their Spirit Die converted to inches, D4 = 4 inches for example)

he must make an immediate Spirit Roll. Force Sensitive Characters have a -2 to this roll. Failure means the character is Distracted in addition to any specific effects listed below. Roll a D4 and see the result below.

(1) KNOCKOUT: The victim is knocked out (Incapacitated and unconscious) for 2d6 hours (twice that with a Critical Failure).

(2) LETHAL: The victim is Stunned, takes a Wound (two with a Critical Failure), perishes in 2d6 rounds.

(3) MILD: The victim suffers Fatigue, or Exhaustion with a Critical Failure. This cannot cause Incapacitation.

(4) PARALYZING: Treat as Stunned. If a Duration is listed, the victim cannot attempt to recover from being Stunned until that amount of time has passed. Otherwise, she may attempt to recover from paralysis on her next turn as usual.



Eriadu

Region: The Outer Rim

Quadrant: N13

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 24 Standard Hours

Length of Year: 360 Local Days

Sapient Species: 86% Human, 14% Other Species

Government: Governorship

Capital: Eriadu City

Major Exports: Droids, Technology, Textiles

Major Imports: Foodstuffs, Medicine, Raw Materials

Points of Interest

Eriadu Manufacturing Shipyards

The Eriadu Manufacturing Shipyards were the facilities operated by Eriadu Manufacturing, on the planet Eriadu. The shipyards were situated near Phelar Port, alongside the eastern banks of the Phelar Floe. The shipyards' main product was civilian repulsorlift and interstellar craft.

Eriadu Spaceport

Eriadu Spaceport was the spaceport serving Eriadu City on the planet of Eriadu. New arrivals were required to pass through Eriadu Customs and Immigration, and many vessels were subject to search by customs and immigration officials.

Phelar Port

Phelar Port was a spaceport located in the city of Phelar, on the planet Eriadu situated alongside the Phelar Floe. It contained the Eriadu Planetary Security Launchport and the main facilities of Eriadu Manufacturing. Phelar Port was the most notable spaceport on Eriadu and in the entirety of the Seswenna sector. Like most inhabited regions of Eriadu, Phelar Port was a gloomy, heavily industrialized region that featured blocky, utilitarian architecture and buildings.

Seswenna Hall

Seswenna Hall was a large civic center in Eriadu City. It was built to look similar to the Senate Building on Coruscant.

Seswenna Sector Bank

The Seswenna Sector Bank was a bank headquartered in Eriadu City on the planet Eriadu.

Adventure Hooks

Maybe it's not Worth it

The client's prized ship has been boosted without trace. A bounty has gone out to find it. Offering 20% of the Ships Value if found undamaged and the thieves are brought back alive to face justice. With only 10% being paid if either of those conditions are not meet.

Eventually the ship is located abandoned and floating in space, but it's engine is burned out and requires a critical part to get it moving. The part can be located on Eriadu by Networking (Persuasion) with the local Blackmarket. They players may also investigate the ship thieves and locate them as well by Networking (Intimidation) among the criminal elements of Eriadu Spaceport.

For The Client's Eyes Only

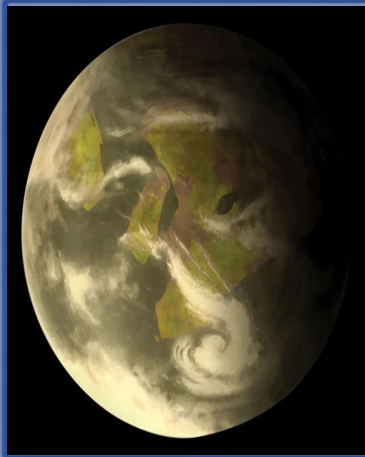
The party has been entrusted with communications so secret that the encrypted data card must be delivered, in person, to the recipient.

Needless to say, There's someone else after the datacard and they will stop at nothing to get it before they party delivers it.

Droid Loving??

A badly damaged astromech droid is discovered in a back alleyway of Phelar Port. It will need some work to get running again, but it seems very salvagable and should be worth the work.

However the droid has a "broken" personality matrix and falls in love, to the point of obsession, with one of the crew. It's so extreme the droid will actually escape from anyone they sell it to and track them down anywhere in the galaxy, over and over again.



Felucia

Region: The Outer Rim

Quadrant: R7

Climate: Tropical

Atmosphere: Normal

Gravity: Low

Moons: 2

Length of Day: 27 Standard Hours

Length of Year: 232 Local Days

Sapient Species: 75% Felucian (Native),
10% Gossam, 5% Twi'lek, 10% Human

Government: Imperial Governor

Capital: Kway Teow

Major Exports: Slaves, Biotoxins, Medicine

Major Imports: High-Tech Goods, Foodstuffs

Points of Interest

Nigkoe Detention Facility

The Nigkoe Detention Facility was a Separatist detention center on Felucia. Barriss Offee and Padawan Zonder were held hostage here until Aayla Secura and Commander Bly rescued them and took out most of the staff.

Vanishing Place

The Vanishing Place was a prison established by the Galactic Empire on Felucia shortly after the end of the Clone Wars. Gilder Varth was interned there before being rescued by the Alderaanian Resistance. Captain Vischera worked there.

Ancient Abyss

The Ancient Abyss was a sacred sarlacc pit on the planet Felucia, the largest known sarlacc specimen in the galaxy. At the time of the Galactic Civil War, a Felucian city existed between the teeth and gums that stretched four kilometers around its maw. The tendrils of the sarlacc were so large that they were capable of dragging large beasts such as rancors into the creature's mouth.

Rancor Graveyard

Felucia was home to an ancient rancor graveyard, a site primarily where the innumerable remains of rancors were gathered together in one location—although the skeletons of other creatures were also present. Situated toward the center of the graveyard was an enclosure made entirely of bones. The interior of the structure was a maze of passages and irregularly shaped rooms.

Adventure Hooks

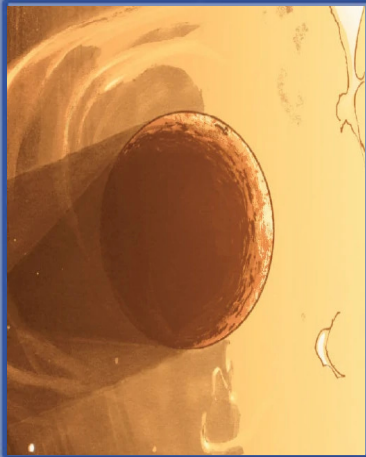
You should review the effects of Low Gravity when planning an adventure on this Planet.

Imperial Patrol

While approaching Felucia, the heroes draw the attention of an Imperial patrol. This might occur when the Imperials are blockading the planet or when the heroes venture too close to an Imperial ship or outpost. The heroes are ordered to set down at the Imperial Base. If they do, the Imperials interrogate them until satisfied that the characters have no intention of causing trouble. If the heroes fight back or give the Imperials a reason to dislike them, they are escorted out of the system. If the heroes escape, the Imperials pursue them relentlessly, dispatching scouts via Airspeeder and Starship as needed. The heroes might find refuge with criminals, locate their own hiding spot in the wilds of the planet, or receive help from the Felucians.

Surviving Felucia

The heroes' ship sustains major damage during the approach to Felucia. Although they arrive in the system, they have little control over their craft and crash-land on the planet's surface. Their ship skips through the forested surface and becomes wedged between a pair of basaltic columns, high above the beach of a long coastline or island. The heroes discover they are on their own, far from any civilized area. They must escape their damaged craft, salvage what they can, and erect a temporary shelter. Whether by search or by sensor, the heroes detect a small outpost hundreds of kilometers away. Salvaging what they can, they set off overland. Along the way, the heroes encounter long-abandoned equipment, the remains of campsites or survey teams, and local wildlife. When the heroes arrive at the outpost, they must negotiate for aid and transport to their intended location.



Flashpoint

Region: The Outer Rim	Species
Quadrant: N9 (Not Shown on Map, Near Wayland)	Government: None (Affiliated with Old Republic and Mandalorians)
Climate: Barren	Capital: Flashpoint Station
Atmosphere: Vacuum	Major Exports: None
Gravity: Normal	Major Imports: Foodstuffs, Raw Materials, Medical Supplies, Scientific Technology
Moons: None	
Length of Day: 1 Standard Hour	
Length of Year: 1776 Local Days	
Sapient Species: 99% Human, 1% Other	

Points of Interest

Located in the Meerian sector of the Outer Rim Territories, Flashpoint was a planet that orbited very close to its star and had no orbiting moons. Flashpoint was a relatively new arrival in its star system and subsequently had a year that was 1,776 local days long, with each day lasting only one standard hour. The proximity to its star also meant that the surface of the planet—constantly bombarded by stellar radiation—was extremely arid and lacked an atmosphere of any kind, leaving it void of life.

A small area of Flashpoint was made habitable when a magnetic field was set up on the surface by scientists of the Galactic Republic. The scientists also established a research station on the planet to study stars. Surface travel was impossible outside this field due to the solar radiation clinging to the planet. The short nighttime had no effect on the radiation, and Flashpoint would cool only slightly during this time.

Flashpoint Stellar Research Station

Flashpoint Stellar Research Station was a Galactic Republic scientific research station on the Outer Rim planet of Flashpoint that was captured by the Mandalorian warrior clans in 3964 BBY. Originally intended for the study of stars and related phenomena, Flashpoint Station was located inside a powerful magnetic shield—the planet Flashpoint was located extremely close to its star, and organic life usually could not survive on the world's barren surface. In the beginning stages of the Mandalorian Neo-Crusaders' war with the Republic, Flashpoint Station was taken by the marauders and turned into the operating base for the notorious Mandalorian biologist Demagol. From Flashpoint Station, Demagol furthered research into the source of the powers of Jedi Knights, conducting brutal live experiments on Jedi captured near the front lines.

Adventure Hooks

You should review the effects of Vacuum Atmosphere when planning an adventure on this Planet.

Plague? Who has the Plague

The Stellar Research Station has stopped responding to the Republic transmissions. Making their way to the Facility, they must break in. Oddly enough they don't find anyone. In fact the hallways are silent and empty with the lights flickering off and on. As they reach the center of the facility they hear a haunting scream. Which is when they find out that everyone that was stationed in the facility are now Rakghouls. One of the researchers was infected by accident, then quickly succumbed and infected the rest or worse.

Rakghoul

Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

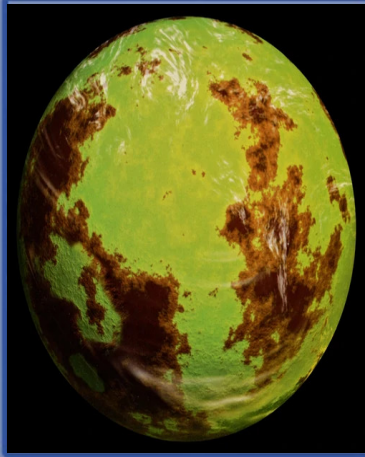
Skills: Athletics d4, Fighting d10, Intimidation d8, Notice d4, Stealth d6

Pace 8; Parry 7; Toughness 6

Special Abilities: Bite/Claw (Str+d6) On a successful bite attack the target must make a Vigor roll at -2 or be infected by Rakghoul Disease.

This is a Chronic Disease as such at the start of every game session the character must make a Vigor roll at -2.

- Failure means they are Exhausted from fits and spasms for the entire session.
- Critical Failure means they have succumbed to the Disease and will become a Rakghoul if not cured by the end of the session
- Success he is Fatigued for the game session,
- Success with a Raise means he gets a second wind and suffers no ill effects this session.



Gamorr

Region: The Outer Rim

Quadrant: T17

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 28 Standard Hours

Length of Year: 380 Local Days

Sapient Species: 100% Gamorrean
(Native)

Government: Feudal Clans

Capital: None

Major Exports: Warriors, Slaves

Major Imports: Foodstuffs, Technology

Points of Interest

Jugsmuk Station

Jugsmuk Station was a spaceport located adjacent to the settlement of Jugsmuk on Gamorr. Constructed of prefabricated buildings, Jugsmuk Station included the Irrational Number cantina, Sheebareevadee's Emporium of Interstellar Goods, and Momma Reseros' Diner.

Carnuss Gorgull

Carnuss Gorgull was a complex of ruins on Gamorr in the depths of the planet's forests, with temples and statuary dominating much of the area. It was used as a podracing course.

Field of Legend

Field of Legend was a historical site on Gamorr, where many bloody battles were fought. It was located next to the Citadel. During the Rise of the Empire era, a podracing course went through this field, as well as the Citadel.

Ruins of Carnuss Gorgull

The Ruins of Carnuss Gorgull was a Podracing track located on the planet Gamorr.

Watchtower Run

Watchtower Run was a Podracing course in the dense jungles of the planet Gamorr. It was located around the Tower of Eyes, Fortress Mountain Arena and the Clutter Junkyard.

Sith Academy (Gamorr)

The Sith academy of Gamorr was established by the Brotherhood of Darkness, and was active near the end of the New Sith Wars. It was used to train Sith Warriors and Marauders.

Adventure Hooks

Bacta Delivery

The players are hired to deliver a shipment of Bacta to Gamorr. However along the way they have a strange malfunction that drops them out of Hyperspace right in the middle of an asteroid field and an ambush of small fighters, they must fend off the ambushers while getting the Hyperdrive repaired, plot another course to Gamorr and escape.

Carnuss Run

Jugsmul Station has a medical emergency and is in need of an urgent medical evac for several wounded and hurt podracers near Carnuss Gorgull as the ship they normally use is currently malfunctioning. The client will provide a portable bacta tank that can be stored in your Starship's hold. It's only when they arrive that they find out that the bacta has been diluted. Only granting a +1 on any Healing rolls, instead of the usual +4.

Bacta Blame

A recent shipment of Bacta that was delivered by ship ended up being diluted and the authorities want to locate and either arrest them for the crime of fraud or get reimbursement for the lost value of the Bacta. The players are either contracted to locate and capture the criminals responsible. Assuming they themselves aren't the criminals. If they are they are arrested and must either escape or be sold into Slavery and have all they own sold to pay their debts.

If they are able to somehow avoid being arrested and sold, they must find who has caused all the issues with the Bacta shipment. Then bring them to justice to clear their names.



Geonosis

Region: The Outer Rim

Quadrant: R22

Climate: Arid

Atmosphere: Normal

Gravity: Low

Moons: 15

Length of Day: 30 Standard Hours

Length of Year: 256 Local Days

Sapient Species: 100% Geonosian (Native)

Government: Feudal Hives

Capital: Stalgasin Hive

Major Exports: Droids, Technology

Major Imports: Raw Materials

Points of Interest

Geonosis droid foundries

The Geonosis droid foundries were massive subterranean droid factories, located on the planet of Geonosis.

Petranaki arena

The Petranaki arena, also known as the Arena of Justice and commonly referred to as the Geonosian execution arena, was brought about by both a need for entertainment in the rigid Geonosian society, and an efficient way of disposing of otherwise resource-draining prisoners.

Geonosian eastern barrier fortress

The Geonosian eastern barrier fortress was a massive Geonosian defensive position located on Geonosis. It was one of the primary defensive positions of the Geonosian army, guarding the Geonosis droid foundries. The Fortress was equipped with several blaster emplacements and several units of B1-Series battle droids, B2 super battle droids and Droidekas.

E'Y-Akh Desert

The E'Y-Akh Desert was located on the planet of Geonosis, close to the main battlefields of the First Battle of Geonosis. The Stalgasin hive was located within the boundaries of the desert. Every year, heavy rainfall swept across the desert and overflowed the underground aquifers. This worked out to the Geonosians' advantage, as the subsequent flood killed herds of merdeths which they could then use for food. Merdeth shells littered the desert and polished the sand.

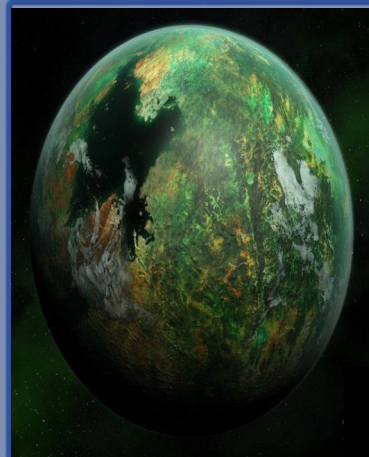
Adventure Hooks

You should review the effects of the Heat and Thirst Hazard as well as Low Gravity when planning an adventure on this Planet.

Old Battle Droids Anyone

There are some mothballed battledroids in an abandoned warehouse. They've long been forgotten about; perhaps abandoned in a hurry or something. Sure, they're old, but if you can get them going, they could be worth a bit. There are ton of them! What a cache! However, each has its own idiosyncrasies even after corroded parts are replaced. Some have uneven mobility, some have jamming weapons system, one has the malfunction light on all the time. The real issue happens once the players try and get them to leave the shielded facility they are stored in.. Doing so allows them to connect to an old transmitter that activates their previous commands... Which tells them the Clone Wars are still happening and to attack anyone who is listed as hostile... Which unfortunatly for the team includes them and anyone else who isn't a droid... Even if the players escape they are now responsible for unleashing hundreds of hostile battle droids into the city.

The players will need to first determine the location of the signal (the Stalgasin hive in the E'y-akh Desert) and where exactly it's coming from. They will then need to figure out how to destroy it. All of which is made harder by it being flood season. Oh did I mention that while doing so all the battle droids are still rampaging through the streets?



Giaca

Region: The Unknown Regions

Quadrant: I9 (Not Shown on Map, Near Ansion)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 22 Standard Hours

Length of Year: 414 Local Days

Sapient Species: 50% Near-Human, 50%

Other Species

Government: None

Capital: Station 3Z3 (Largest Outpost)

Major Exports: Exotic Flora and Fauna, Scientific Research

Major Imports: Foodstuffs, Manufactured Goods, Technology

Points of Interest

Station 3Z3

Station 3Z3 is Giaca's largest outpost and the one most likely to attract the attention of newcomers. The station consists of prefabricated, interconnected shelters atop a series of tall, concentric columns of basalt that decrease sharply in height to the forest floor. A few outlying buildings serve as hangars for private ships, atop their own basaltic columns and connected to the station by metal bridges.

Maruuk's Nook

Maruuk's Nook is a well-hidden bolthole that has been occupied over the centuries by hermits, criminals, outlaws, and refugees. Approaching the hideout is very difficult, since it lies deep within a long, narrow, angular canyon bordered by the sheer vertical faces of 140-meter-tall hexagonal basaltic columns. The nook is 60 meters above the canyon floor and 80 meters from the canyon rim, and it consists of a small network of caves, the largest of which can house a small light freighter.

The location of the nook is known to very few beings, who share the secret only with those they feel need it the most.

Glasspoint

One of the better-known locations on Giaca is Glasspoint, a neutral meeting spot for criminals, faction leaders, and others. It sits atop a hexagonal basaltic column that has a black, glasslike appearance. The giant column is 1 kilometer across and half a kilometer tall, and it stands 2 kilometers from the coast of a great inland sea. All approaches from the air and the water are plainly visible to anyone at Glasspoint. A few smaller basaltic columns clustered around the main column provide landing zones for small craft, although most visitors simply land on the main column. The skeletal remains of several wrecked Starships and speeders bear witness to the outcome of past confrontations.

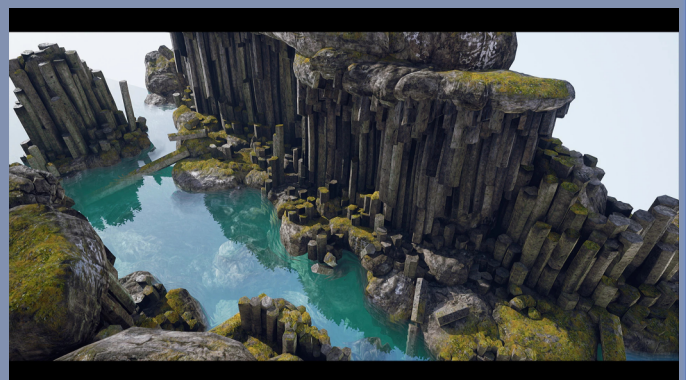
Adventure Hooks

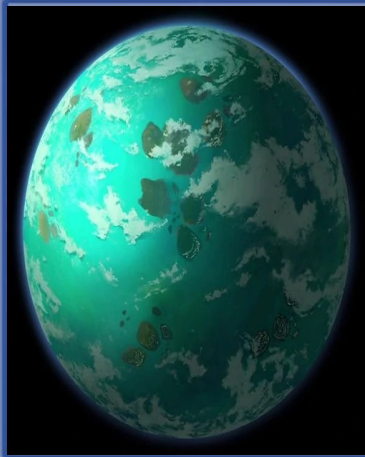
Initial Approach

If the heroes are flying their own ship to Giaca, the Hyperspace approach is difficult on their first visit. The heroes must make a Piloting roll. A failure drops the ship out of Hyperspace somewhere between the system's edge and several light years outside the system. Regular visitors to Giaca have their own exit points scattered throughout the system. Most of the better-known routes drop a ship about 2 hours out of orbit.

Glasspoint Meeting

An underworld contact arranges to meet the heroes at the neutral site of Glasspoint on Giaca, or the heroes might pursue a target to the area. When they finally arrive at the coordinates on Giaca, a weather front hundreds of kilometers long obscures Glasspoint. The heroes must approach in a heavy thunderstorm and land on a short basaltic column adjoining the taller, windswept column where their contact waits. Negotiations go poorly, and blaster fire erupts as the heroes are ambushed from attackers scrambling up from lower columns all around them.





Glee Anselm

Region: The Mid Rim

Quadrant: J10

Climate: Tropical to Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 33 Standard Hours

Length of Year: 206 Local Days

Sapient Species: 53% Anselmi (Native),
45% Nautolan (Native), 2% Other Species

Government: Republic Council

Capital: Anselom (Anselmi), Perialos
(Nautolan)

Major Exports: Foodstuffs, Medicine, Water

Major Imports: Technology

Points of Interest

Glee Anselm was located within a star system in the Jalor sector of the Mid Rim region of the galaxy, on the Namadii Corridor between Vaced and Ord Varee. It was a mostly oceanic planet with one moon and few large landmasses. Most of its other islands and archipelagos were little more than swamps. It had a mild climate, ranging from tropical to temperate, but intense storms and hurricanes were common. Most of the planet's aquatic life, which survived in the high-pressure oceanic depths, had not been catalogued.

Anselom

Anselom was a city located on the Mid Rim planet Glee Anselm that served as the capital of the terrestrial Anselmi sentient species, one of the two native to the planet.

Perialos

Perialos was a city located on the Mid Rim planet Glee Anselm that served as the capital of the Nautolans, one of the two sentient species native to the planet.

Council of Elders (Glee Anselm)

The Council of Elders was the governing body of the planet Glee Anselm. It consisted of representatives from each of the planet's settlements. Each representative had the title of "elder," though they were not necessarily of advanced age.

Sabilon

Sabilon was a region on the planet Glee Anselm. The Jedi Master Kit Fisto hailed from this territory.

Adventure Hooks

Recovery Mission

The players encounter someone who is willing to sell them the coordinates to an a wrecked ship from the time of the Clone Wars. It seems that during the Battle of Glee Anselm one of the Republics destroyers went down in the vast oceans of the planet and it's locator signal never activated resulting in the death of everyone on board except the Mon Calamari mechanic who was lucky enough to be near and open hatch when it sunk beneath the waves. Feed up with all the war and death he deserted and built a new life for himself in the fringe systems. However recent atrocities by the Empire have caused him to rethink his position. He is willing to lead the players to the location and guide them down to the ship and use his iris code clearance to open the access doors. Which should allow them to reach most of the areas of the ship. While he won't come with them into the hull as he has no desire to see the floating corpses of his previous comrades. He hopes they will be able to somehow recover the ship or salvage enough weapons and armor to aid the Rebellion against the Empire.

The ship is a Republic Venator-Class Star Destroyer, but it's internal structure is unstable, there are reactor leaks, highly volatile substances; the place is like a death trap. To make matters even worse the Mon Calamari was an ISB agent who has lead them into a trap designed to catch Rebel sympathisers. Once they get inside Aqua Troopers arrive to arrest them.



Hoth

Region: Outer Rim
Quadrant: K25, XII
Climate: Frigid
Atmosphere: Normal
Gravity: Normal
Moons: 3
Length of Day: 23 Standard Hours
Length of Year: 549 Local Days
Sapient Species: 98% Skel (Native), 2% Other Species

Government: None
Capital: None
Major Exports: None
Major Imports: None

Points of Interest

Wampa Valley

Wampa Valley was a valley on Hoth that was home to a large number of wampas, including the giant wampa, Unkajo. It was linked to Echo Base via a tunnel, which was blocked off by the Rebel Alliance, but was reopened during the Battle of Hoth. At the end of the valley, there was an abandoned Rebel Base.

During the Battle of Hoth, the Rebel researcher, Professor Blainekie, traveled to the valley, to study the wampas. He hired some spacers to help him with killing some of them.

Sadow'een Temple

The Sadow'een Temple was an ancient temple of the Sadow'een that was located in the Glacial Fissure of the planet Hoth.

Glacial Fissure

The Glacial Fissure was the name applied to the region surrounding a volcanic rift on the planet Hoth whose proper name was White Maw Pass. The term "Glacial Fissure" applied to the region between the Tromper Crags, the eastern border of Highmount Ridge, and the Starship Graveyard to the west. The Crystal Wastes to the south of White Maw Pass was also considered part of the area.

Starship Graveyard (Hoth)

The Starship Graveyard was a region on the planet Hoth that was home to the remains of dozens of ships that had been shot down during the Battle of Hoth in 3665 BBY. Two ships in the area were the Vehement Sword, which had broken in half and was referred to as the "Broken Blade" and the Star of Coruscant, a massive Republic dreadnought that remained intact after it crashed to the surface.

Adventure Hooks

You should review the effects of the Cold Hazard when planning an adventure on this Planet.

Echo Base

Two large bay doors provided main entrances at the north and south ends of the mountain range. The facility included perimeter defense trenches, static anti-infantry, vehicle emplacements, a v-150 Planet Defender ion cannon, an OrC-19 planetary com-scan unit, a planetary shield, a medical facility and a command center. At one location inside the base, several bridges were over a deep chasm.

The group is hired to retrieve some hidden objects that were left behind in a hidden bunker deep inside the base. Before the Empire discovers them. They must make their way back onto Hoth and brave the freezing cold and wandering Wampas. Either sneak by or fight the remaining Imperials left behind. Discover the hidden bunker, retrieve the objects in question, then escape back to their ship with the Imperials hot on their trails.





lego

Region: The Outer Rim	unknown)
Quadrant: S9	Government: Tribal
Climate: Temperate/Tropical	Capital: None
Atmosphere: Normal	Major Exports: None
Gravity: Normal	Major Imports: None
Moons: 42	
Length of Day: N/A	
Length of Year: N/A	
Sapient Species: 60% Human, 40% Other Species (Diathim and Maelibus populations)	

Points of Interest

Adventure Hooks

The Scatter

A shallow valley many kilometers wide where all Starships are intentionally crashed. Among the thousands of shredded wrecks are many functional components and other parts that can be repaired with a little effort.

The Boneyard

Curious heaps of bones litter the face of lego. The largest pile, known to the castaways as The Boneyard, lies north of The Scatter. 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 the Maelibus.

The Choir Alignment

The Diathim of lego spend their lives on the system's moonlets and in the rarefied space within the Extrinsicarium Nebula. There is one place, however, where the Diathim 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 in 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. Diathim frequently congregate in the area, forming a column of light stretching from the star valley to a point far overhead in space.

Out of Nowhere

The heroes find their Starship dropped into the strange lego System. When a multitude of Diathim flocks from the moonlets, the heroes will surmise that they've reached the planet of spacer legend. The Diathim will try to mesmerise the ship's Pilot, as well as anyone 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 lego's surface.

Into the Fire

The heroes are hired to retrieve a lost treasure or a missing person from lego. If the heroes survive the Diathim long enough to reach lego's surface intact, they must locate their quarry while fending off hordes of desperate castaways and the Maelibus that prowl near their landing site.

Stranded!

Through a series of mishaps (Including failure at either of the previous adventure hooks), the heroes are stranded on lego with a damaged Starship. They must 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 a Tribe may be the heroes' best hope. If persuaded, the tribe may help the heroes journey past the Maelibus to fight the other tribes for control of The Scatter. The tribe may have even 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.



Iktotch

Region: The Expansion Region

Quadrant: O18, X

Climate: Arid, Rocky, and Windy

Atmosphere: Normal

Gravity: Normal

Moons: N/A

Length of Day: 22 Standard Hours

Length of Year: 481 Local Days

Sapient Species: 97% Iktotchi (Native), 2% Human, 1% Other Species

Government: Representative Democracy

Capital: Ankhela

Major Exports: Minerals, Ore

Major Imports: Technology

Points of Interest

The satellite of the gas giant Iktotchon, Iktotch is the rocky moon upon which the hardy Iktotchi Species evolved and developed their society. The moon itself is considered inhospitable by galactic standards, due to the strong sand-and-gravel windstorms that buffet the barren landscape.

Republic Seal Mountain

The Republic Seal Mountain was a mountain on the moon Iktotch. When the citizens of the moon predicted the arrival of the scouts sent out by the Galactic Republic, the Iktotchi realized that cementing their position in the galactic community would benefit their own position in the galaxy. Carving the Republic crest into the face of the mountain, the Iktotchi knew that the Republic ambassadors would be intrigued and pleased by the act of welcome and invited the Iktotchi to join the Republic.

Shelter against the Oncoming Storm

The Shelter against the Oncoming Storm was a facility erected on Iktotch.

Jedi Temple (Iktotch)

The Jedi Temple was a facility built by the Jedi Order on Iktotch after the discovery of the moon by the Galactic Republic.

Ankhela

Ankhela was the Capital city on the Iktotchi homeworld Iktotch, the third moon of Iktotchon.

Lonalaka

Lonalaka was a city on the Iktotchi homeworld Iktotch, the third moon of Iktotchon.

Adventure Hooks

You should review the effects of the Heat and Thirst Hazard when planning an adventure on this Planet.

Taken

Hired to deliver some imports to the planet. As they land they are greeted by an Iktotchi ambassador who welcomes them to the planet. Informing them that the unloading would take several hours, and they would need to process it before they can transfer payment to their account for the product they delivered. Due to regulations they must stay in the city as the ship must be decontaminated before it could be cleared for departure to ensure it isn't infested with Iktotchian mites. As such they have the night to enjoy themselves in the city, the ambassador says they will meet them in the morning at the Docking area and then bids them goodnight and walks away down the street.

However just as the party is about to enter wherever they decide to go party is witness to the Ambassador being dragged into an air speeder. Does the party give chase?

Chase on Iktotch

As they give chase, they are surprised to see a second group join the chase. Their identity is unknown. Will they be friend or foes.





lol

Region: The Unknown Regions

Quadrant: I11

Climate: None

Atmosphere: Vacuum

Gravity: Zero-G

Common Hazards: Building
Decompression, Floating Away

Moons: 0

Length of Day: 21 Standard Hours

Length of Year: 416 Local Days

Sapient Species: 56% Human and Near-Human, 44% Other Species

Government: Corporate State

Capital: Haven

Major Exports: Minerals

Major Imports: Foodstuffs, Medicine,
Technology

Points of Interest

Haven

The oldest and largest complex of domed structures on lol is known as Haven the colony's capital city. Haven also houses the planet's sole starport in a dome dedicated entirely to its operation. Docking fees are reasonable, and fuel and maintenance are offered for the standard costs found elsewhere in the galaxy. All services that cater to the starport are found within its dome. Anyone that visits lol must go through Haven's security and customs stations before disembarking at the docking bay, and they must pass through another checkpoint if they wish to travel anywhere in the city beyond the starport dome. The starport dome is also the hub for all repulsortrain movement. Two repulsortrain tunnels connect the dome to the cities of Menelath and Shirkel.

Menelath

The second largest city of lol Menelath consists of a primary dome that handles most of the city's functions and two additional domes, linked to the main dome by tunnels, that are used mainly as residential zones.

Ralak Canyon

Because lol's highest concentrations of ore are located in this area, this formation is created artificially through centuries of mining. Ralak Canyon extends 7 kilometers across the planet's surface and has been measured at 1 kilometer deep in places.

Shirkel

Shirkel is the newest city to appear on lol's landscape, built about fifty years before the Battle of Yavin. In fact, much of the outer hull of the dome structure still has some of its original sheen, giving observers an idea of what the other cities looked like from the outside in their younger days.

Adventure Hooks

You should review the effects of Vacuum Atmosphere and Zero-G Gravity when planning an adventure on this Planet.

Buried Alive

A rockslide at Ralak Canyon has buried a group of miners from Haven in a recently opened cavern. Those trapped in the cave will run out of air if they are not rescued in time, and the heroes are asked to help other miners in the canyon free the victims. However, the other miners are from Menelath, and due to recent conflicts, they are in no hurry to help

Power Play

The heroes learn of an assassination plot against Elexia Nis'tar. They must stop the assassin before Haven's administrator is killed. If the heroes succeed, Elexia asks them to investigate and determine who hired the assassin. She suspects the involvement of one or more of the colony's other leaders, since many of them resent her status as head of the colony.

A Simple Errand

Kin Thalin, the owner of a small cantina in Haven, claims to have found a remote cavern that holds large deposits of rare and valuable crystals. Thalin is willing to pay handsomely for a group of heroes to fill a crate with crystals from the cavern and deliver it to him. Does he want the crystals for his own purposes, or is he acting on behalf of visitors from offworld?

Revolution

All communications with the city of Shirkel cease. Elexia Nis'tar worries that The Miners' Union is leading a revolt in the dome in an attempt to take over the city. She hires the heroes to infiltrate Shirkel and investigate. The city's administrator seems willing to negotiate with the protestors, but the miners appear unwilling to listen to what they disparage as more corporate lies. The tension in Shirkel is building, and it won't take much provocation for things to turn ugly.



Iridonia

Region: The Mid Rim

Quadrant: K9

Climate: Arid (Hot)

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 29 Standard Hours

Length of Year: 413 Local Days

Sapient Species: 99% Zabrak (Native), 1%

Other Species

Government: Dictatorship

Capital: Malidris

Major Exports: None

Major Imports: Foodstuffs, Technology

Points of Interest

As a Mid Rim world situated near important hyperspace lanes, Iridonia was one of the key worlds that connected the Inner Rim to the Outer Rim. As such, it was often one of the first planets to be pulled into a war.

Malidris

Malidris was the city that served as capital of Iridonia.

Capital Square

Capital Square was a location in Iridonia's capital city of Malidris.

Laboratory of Drell Kahmf

The laboratory of Drell Kahmf was run by the Zabrak scientist Drell Kahmf, and located on the planet Iridonia. He had the remains of several Force Users hidden there. A device in the laboratory concealed the laboratory behind a holographic wall, while another was used to project essence of the remains he held there, as a solid-state hologram which he could control to some extent, issuing them commands which they would carry out.

Sith Academy (Iridonia)

The Sith academy of Iridonia was established by the Brotherhood of Darkness near the end of the New Sith Wars. They used it to train Sith Acolytes. Trainees here were apprenticed to Sith Masters. The skills learned here equipped adepts with abilities on par with Jedi Knights. These warriors made up the bulk of the Brotherhood's armies.

Adventure Hooks

You should review the effects of the Heat and Thirst Hazards when planning an adventure on this Planet.

Payback!

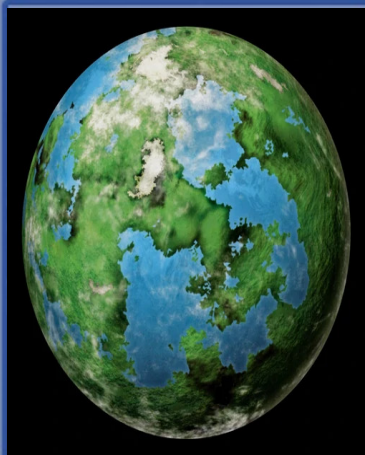
It's a good time to be a bounty hunter. The signing of the Galactic Concordance means the end of a war, but the New Republic doesn't want to lose track of the many Imperials charged with war crimes. It's paying teams of bounty hunters and mercenaries to extract high-value targets from the fortresses and fiefdoms they've made for themselves. For most of the PCs it's a solid paycheck, but for at least one it's the chance at some personal revenge. Drell Kahmf has the body of one of their relatives in his laboratory.

Diplomatic Mission to Iridonia

In the wake of the Battle of Endor, the nascent New Republic is scrambling to pull together a viable civilian government and convince the galaxy it's ready to lead. The PCs are a diplomatic team sent to earn the support of allies, sway systems to join the New Republic, and convince Imperial holdouts to surrender. But the Empire's not out of the picture yet, and its agents know the best way to hurt the New Republic is to target its diplomats.

We are the Darkness!

The PCs are a group of ISB agents and Inquisitors specifically chosen by Darth Vader to hunt down an individual called Skywalker. However, the greatest threat to their mission isn't the Rebel Alliance but the political maneuvering and backstabbing happening in the Empire. One Grand Admiral will stop at nothing to see Vader fail so she can become the Emperor's favorite instrument.



Ithor

Region: The Mid Rim

Quadrant: L8

Climate: Tropical

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 41 Standard Hours

Length of Year: 422 Standard Days

Sapient Species: 99% Ithorian (Native),

1% Other Species

Government: Herds

Capital: None

Major Exports: Foodstuffs, Medicine, Spices

Major Imports: Technology

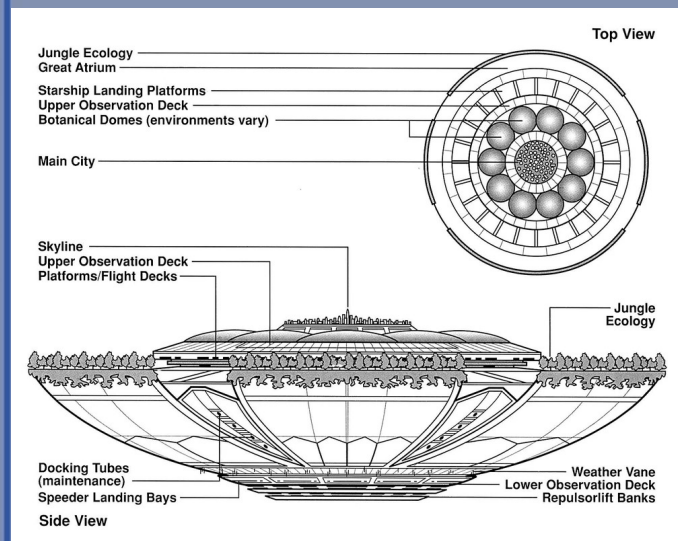
Points of Interest

Tafanda Bay

Tafanda Bay was the name of a floating herdship city above the planet of Ithor.

Ithorian Herdship

Ithorian Herdships were spacecraft designed by the Ithorians at the Ithorian SkyYards to transport all manner of items across the galaxy, providing the Ithorians a home away from home by simulating the jungles of their native Ithor.



Mother Jungle

The Mother Jungle was the world spanning jungle which covered the Ithorian homeworld of Ithor. It was a goddess in the Ithorian religion. Entry upon the surface was forbidden, unless one stayed there permanently. Some Ithorians such as the Oracle were compelled to go down to the planet surface however, as they "heard the call" of Mother Jungle. The surface of the planet of Ithor played host to numerous plants, including the bafforr tree, which possessed telepathic capabilities.

Adventure Hooks

Cure Mother Jungle

Vital medical supplies against an impending plague have been shipped in from offworld, but the craft that was due to deliver them misjumped, and has arrived in-system as a lifeless wreck transmitting a blind distress signal. Whoever gets there first can hold the whole planet hostage, and a group of Pirates means to do just that.

Along for the Ride

Unkown to the players the brother of the Ithorian Pilot who is transporting them from one Herdship to another seeks the death of his brother, by arranging the failure of his grav flyer or shuttlecraft in dangerous terrain while the party is coincidentally aboard. This means they must crash into the Jungle below. The party must survive the environment and bring proof of the crime out with them. To prove that they didn't violate the sanctity of the planet on purpose.. not doing so means they may be stuck their permanently.

Land the Herdships

A new religion is being preached by a a small sect is preaching that the Ithorian should leave the Herdships and recolonize the planet itself. Existing faith leaders are not amused, and someone among the hierarchy is provoking the people to persecute the new believers, hoping for things to get out of hand

The Players must locate who is trying to stir up hatred towards the new group, While also locating the new group and figuring out who leads them. Eventually to their suprise after finding out the Cult leader is a front, they discover the person stiring up the hatred and the cult is the same person. A low level Ithorian political figure.



Kalee

Region: Wild Space

Quadrant: K5

Climate: Arid, Temperate, Tropical, and Arctic

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 23 Standard Hours

Length of Year: 378 Local Days

Sapient Species: 99% Kaleesh (Native),

1% Other Species

Government: Warring Tribes

Capital: Kaleela

Major Exports: Exotic Animals, Mercenaries

Major Imports: Medicine, Weapons, Technology

Points of Interest

Abesmi

Abesmi was an "island-monolith" located in the Jenuwaa Sea on Kalee. It was believed to be the point from which the native gods ascended to heaven. The native species took it to be a sacred place, and it was an important altar of worship.

Grendaju

Grendaju was an icy landmass at the southern extreme of the planet Kalee.

It was believed that Grendaju was the last land where the karabbac were known to roam

Jenuwaa Sea

The Jenuwaa Sea was a small body of water located on Kalee, which was the site of a battle between the Kaleesh and Yam'rii during the Huk War.

Kunbal jungle

The Kunbal jungle was an area on the planet of Kalee.

Prior to the Huk War, Qymaen jai Sheelal dreamt that he slew a wild mumuu beast in the Kunbal jungle with a Lig sword, and set out to fulfill this vision. However, upon arrival, Sheelal found no mumuu, only a fierce Kaleesh woman wearing a mumuu mask and carrying twin Lig swords: Ronderu Iij Kummar.

Shrupak

Shrupak was the most sacred Kaleesh temple on Kalee, and was defended by the legendary Kaleesh warriors Qymaen jai Sheelal and Ronderu Iij Kummar when it was assaulted by Yam'rii invaders during the Huk War. It was located at the gateway to the Ausez Steppes.

Adventure Hooks

Lovers Collide

While conducting business on the planet they players encounter a local couple who is being chased by several thugs. If the party helps the couple, sometime before the interaction ends (if it's social have it get revealed that one member of the couple is related to the leader of the thugs during the Discussion), If it's physical let the party take down the thugs and then have a second wave show up with the Leader, and have the relative jump between the party and the second wave). Which ever method the Party uses to resolve the issue have the Leader of the Thugs eventually leave, but with a dire warning for his sibling, that the couples has engaged in a socially unacceptable affair with a member of a rival gang. He gives them 48 hours to get off the planet, if not the gangs mean to kill both of them unless stopped by the party.

So not only will the Players have to take on one Gang but two Gangs, if they can't help the couple escape the planet.

Grounded

All the Spaceports in the city are suddenly closed down for the next 48 hours due to a sudden alert. It seems several outbreaks of Yelmarian Flu have been detected and now all ships are grounded during the contagious period of the virus.. Local authorities have sub contracted with several groups to enforce the travel embargo.. Upon investigation of the embargo, several odd things are discovered during the first day, It seems no-one really knows what the Yelmarian Flu actually is, They also learn that the "groups" are actually local gangs.. who seem to be working together to locate a couple. Can the players locate and help the couple avoid the gangs?



Kamino

Region: Wild Space

Quadrant: S19

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 27 Standard Hours

Length of Year: 463 Local Days

Sapient Species: 98% Kaminoan (Native),
1% Republic Clone, 1% Other Species

Government: Ruling Council

Capital: Tipoca City

Major Exports: Clones, Fish, Military
Hardware, Technology, Weapons

Major Imports: Droids, Foodstuffs

Points of Interest

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 and is considered by most to be the heart of Kaminoan society.

Military Education Complex

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.

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 Crafts.

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.

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.

Adventure Hooks

Not Suitable For Cloning

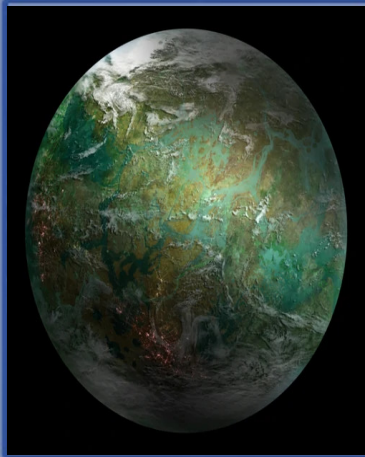
One of the more exotic specimens in the Malio Preserve Units is an odd snakelike staff known to have come from "The Far Outsiders"- a mysterious extragalactic Species better known as the Yuuzhan Vong. And when the aggressive invaders learn that one of their Amphistaffs has fallen into the hands of the 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 heroes 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.

Deep Research- Part II

See also: Deep Research- Part I on Ossus

Coming from Ossus, the heroes must access Derem City and ward off the dangerous creatures that have taken residence in the former capital. There, deep within the glascretia warrens, are not just relics but tomes of preserved Jedi lore, including a beautiful ser-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.



Kashyyyk

Region: The Mid Rim

Quadrant: P12

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 26 Standard Hours

Length of Year: 381 Local Days

Sapient Species: 100% Wookiee (Native)

Government: Representative Tribal

Capital: Rwookrrorro

Major Exports: Technology, Natural Resources

Major Imports: Medicines

Points of Interest

Kkowir Forest

Literally meaning "Dead Forest" in the Wookiee tongue, Kkowir Forest was an area on Kashyyyk. The Myyydril Caverns lay in the northern parts of the forest.

Myyydril Caverns

The Myyydril Caverns were a huge system of subterranean caves located northwest of the town of Kachirho on the Wookiee homeworld Kashyyyk.

Shadowlands

The Shadowlands, also known as the Shadow Forest and the Nother World, was the dark ground level of the forests of the planet Kashyyyk. It was dark since the sunlight could not reach it through the tall trees and the rich foliage.

Wawaatt Archipelago

Wawaatt Archipelago was the system of islands that contained the Wookiee cities of Palsaang, Kahiyuk, Warralokk, Grunnrurr, Rowrakruk, and Kachirho on Kashyyyk.

Wartaki Islands

The Wartaki Islands were an archipelago located near the coastline on Kashyyyk. The Wookiees native to the islands were the planet's primary speakers of Xaczik. It was a rare Wookiee languages with the primary one being Shyriiwook.

Kashyyyk Royal City

The Kashyyyk Royal City was an important center on the Wookiee homeworld of Kashyyyk, located near the Western Forest. It was in the Royal City that a Wookiee council met at the onset of the Clone Wars, to discuss what course of action the planet should take in the conflict.

Adventure Hooks

Ancient Evil

A Wookiee Historian has discovered a partially-complete schematic for an ancient refinery unit that produces vast amounts of edible compounds, or the like. Several remote Places on the planet are indicated as having the necessary parts required to build the device. When finally assembled, embedded self-modification software in the refinery modifies itself into combat bots. The bots begin to build other bots to process any living being they encounter into food.

Kkowir Deadlands

The Forest has few living creatures left in it. As the players investigate the area and the caverns within it.. They begin to encounter see less and less of them as they reach the Caverns, Once they go into the caverns they find several Wookies inside that have gone feral and mad. They attack anyone who comes near them with their climbing claws for Str+d6 when they do so. The players must find their way to the deepest part of the Myyydril Caverns. Where they find an ancient device hidden in a secret chamber that has been transmitting a signal into deep space for thousands of years with no response. That is until today.





Kerkoidia

Region: The Expansion Region	1% Other Species
Quadrant: O20, X (Not Shown on Map, Near Vondarc)	Government: Oligarchy
Climate: Temperate	Capital: Maldinian City
Atmosphere: Normal	Major Exports: None
Gravity: Normal	Major Imports: High Technology, Luxury Goods
Moons: 3	
Length of Day: 26 Standard Hours	
Length of Year: 324 Local Days	
Sapient Species: 99% Kerkoiden (Native),	

Points of Interest

Maldinian City

Maldinian City was the capital city of the Expansion Region planet Kerkoidia, homeworld of the Kerkoiden species.

Retail Caucus

The Retail Caucus, also known as the Retail Clan, was a conglomerate of hundreds of corporations that specialized in creating commercial goods for public consumption. When the Retail Caucus came into the Confederacy of Independent Systems, it also brought with it its own private droid army, adding its distinctive battle droids into the swelling ranks of the military commanded by General Grievous. Retail Caucus droids were towering brutes with barrel shaped bodies and spindly limbs that participated in battles from Christophsis to Malastare.

Prior to the Battle of Naboo, the Retail Caucus was largely a financial institution, managing the money and investments of its component companies and relying on the Trade Federation to ship and protect its goods. When Count Dooku approached it for financial backing, the Caucus joined what later would become the Confederacy of Independent Systems. It fronted the credits to fund dozens of battle droid and starship manufacturing plants across the galaxy in exchange for 10% of all produced equipment and, as a result, became a military power almost overnight.

In 22 BBY, the first year of the Clone Wars, the Retail Caucus, with their LR-57 combat droids, assaulted the planet Christophsis under the command of General Whorm Loathsom. They were eventually defeated in combat by the Republic forces sent to liberate the planet.

Adventure Hooks

Missing Natives

Several natives have vanished, and scouts sent to find them disappear as well. The heroes are contacted by a native delegation that wants to locate its missing people without stirring up trouble. They suspect that the missing natives are being held in a near by facility, perhaps against their will.

Retail Caucus

During the Clone Wars the players are sent to the planet to try and locate a cell loyal to the Rebuplic. This is a trap however, and as they approach the hidden base in the mountains outside of Maldinian City, they inadvertently stumble into a minefield of LR-57 battle droids, several of the droids brake through the ground where they had been waiting and attack them as they spring the trap.

LR-57 Battle Droid (4th)

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Persuasion d10-4, Shooting d8+2, Stealth d6

Pace 4; Parry 6; Toughness 10(4)

Hindrances: --

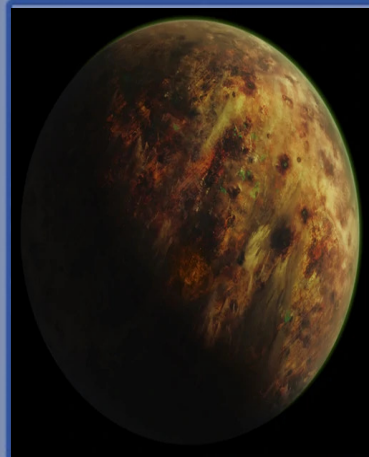
Edges: --

Gear: Battle armor, light +4, Quad Linked Mini-Blaster Cannons (Range 30/60/120, Damage 2d8+4, RoF 1, AP 2), internal comlink

Special Abilities:

- Construct: They add +2 to recover from being shaken.





Kessel

Region: The Outer Rim

Quadrant: S12

Climate: Barren

Atmosphere: Thin

Gravity: Low

Moons: 1

Length of Day: 26 Standard Hours

Length of Year: 322 Local Days

Sapient Species: 22% Humans, 78% Other Species

Government: Military Administration

Capital: Kessendra

Major Exports: Glitterstim

Major Imports: Foodstuffs, Machinery

Points of Interest

Unidentified Kessel spice mine

A spice mine on Kessel that was abandoned by the time of the Galactic Empire. It was the location of the Conclave on Kessel, a gathering of Jedi and an ill-fated attempt to lure the Sith into the open.

Detention Centers A, B, and C

Detention Centers were the Galactic Empire's prisons on the planet Kessel. The camps each consisted of five Imperial Fortresses and other military buildings. After the Empire lost the Battle of Endor in 4 ABY, it was decided to abandon Kessel and the atmosphere factories were shut down. The slaves from the Detention Centers were forced to keep working in the thinning air.

Calrissian-Nunb Mines

The Calrissian-Nunb Mines were a highly profitable spice mining company located on Kessel and owned by Lando Calrissian; his wife, Tendra Calrissian; and Sullustan Nien Nunb. They were founded by Lando in approximately 13 ABY when he owned the Spice Mines of Kessel.

Spice Mines of Kessel

The Spice Mines of Kessel were known as a Galactic Republic prison and later as the Galactic Empire's slave camp. It was filled with dangerous energy spiders that constantly attacked the workers who mined the precious spice. It was known as a form of torture, as the work was so difficult and the conditions so poor. The mines were extremely cold, so much so that thermal suits had to be worn to keep the workers alive. Because of the weak atmosphere, essential gases such as oxygen were constantly escaping. Oxygen generators were stationed around the planet.

Adventure Hooks

You should review the effects of Thin Atmosphere and Low Gravity when planning an adventure on this Planet.

Spice

A package has been requested to be delivered, but its contents cannot be declared to planet border officials. It's in a crate the size of a speeder bike but the party has no idea of the contents.

The players must sneak past the Imperial patrols and then activate the transmitter they were given. When they meet up with the seller they find out that they have a problem. The seller is an Imperial Security Guard who will only supply them with the package if they rescue his lover from Detention Center B.





Klatooine

Region: The Outer Rim

Quadrant: R11, IX

Climate: Arid

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 26 Standard Hours

Length of Year: 286 Local Days

Sapient Species: 99% Klatooinians
(Native), 1% Other Species

Government: Aristocracy (Under Hutt Rule)

Capital: Veneron

Major Exports: Labor

Major Imports: Luxury Goods, Technology

Points of Interest

Derelkoos Desert

The Derelkoos Desert was a desert on the planet Klatooine. It was notable for the Fountain of Ancients, a naturally evolving glass sculpture revered as a holy site by the Klatooinian people.

Fountain of Ancients

The Fountain of Ancients was a spectacular natural formation in the Derelkoos Desert of Klatooine. It was considered to be a holy site by the Klatooinian people, who saw it as a symbol of strength through age, as well as proof of the need for tenacity and patience. In Klatooinian religion, it was considered a gift from their deities, the Ancients.

After the Klatooinians became servants of the Hutts, the Fountain of Ancients was sometimes called the Fountain of Hutt Ancients, to honor the people most Klatooinians believed were the Ancients.

The Fountain was situated in a bowl-shaped depression, with a fissure at the crater's center cutting into Klatooine's crust. Liquid wintrium seeped from this fissure, where it was exposed to the desert air. After 10,000 years, the wintrium would cool, and add to a continually evolving glass "sculpture" which resembled a plume of water frozen in time. The Fountain was considered to be a truly beautiful sight, even by the most jaded spacers.

The Fountain of Ancients was the center of both religion and politics for Klatooine, as the Klatooinian Council of Elders ruled from a palace near the Fountain. Since it was a holy site dedicated to the Ancients, they decreed that everything near the Fountain had to be exactly as it was in the early days. This meant that modern technology was prohibited within one kilometer of the Fountain.

Adventure Hooks

You should review the effects of the Heat and Thirst Hazard when planning an adventure on this Planet.

Docking Bay Lockdown

The local authority who controls landing and takeoff permits, has a prejudice against one or more of the party members. He demands that they bring him a 3 dimensional scan of the Fountain of Ancients current configuration before he'll give them the clearance they need to depart. This will require them to violate the one kilometer embargo against technology near the fountain and would be a dramatic task while avoiding detection if they attempt it.

They may also decide instead to turn the controller in and try and convince his superiors of his guilt with a Social Challenge.

3 Dimensional Scanner

Hired to take a scan of the Fountain of Ancients by a Hutt, the players must hand deliver a signed scroll from the Hutt. Which holds his special exemption to allow them to do so. Do to the nature of the Embargo against modern technology. They must meet up with a local supplier of ancient technology. He has a scanner that won't violate the Embargo. However he has sold the party an expensive but worthlessly flawed piece of equipment which stops functioning after it takes just a few moments of the over two hour scan of the Fountain. The seller has already disappeared out into the Derelkoos Desert. He and his plunder are holed up at a remote Place. They only have two days before their special permit expires.

Do they track down the Seller? Try to find repair parts for the Scanner and someone who can even fix it? Do they go back to the Hutt without the Scan and without the money they payed the Seller?



Korriban

Region: The Outer Rim

Quadrant: Q5

Climate: Arid

Atmosphere: Normal

Gravity: Super Heavy

Moons: 7

Length of Day: 28 Standard Hours

Length of Year: 780 Local Days

Sapient Species: 1% Kissai (Native), 1%

Massassi (Native), 98% Other Species

Government: The Sith Empire

Capital: None/Dreshdae

Major Exports: None

Major Imports: Foodstuffs, High
Technology, Raw Materials, Weapons

Points of Interest

Dreshdae

When Korriban was populated, its capital was Dreshdae, a violent and despicable place where survival of the fittest held sway. After The Great Sith War, mercenaries were common in Dreshdae, in addition to smugglers and bounty hunters who found the lawless nature of the place suitable to their taste.

The Sith Training Academy

Located on the outskirts of Dreshdae, close to the Valley of the Dark Lords. It was a place where Sith were trained in a similar manner as The Jedi, with hundreds of students receiving instruction from Sith Masters. However, training was exceedingly dangerous; cheating, subterfuge, and elimination of rivals was not only accepted but highly encouraged.

The Valley of the Dark Lords

Closely located to the Sith Training Academy and the capital, Dreshdae, the valley is filled with huge, ominous statues and cyclopean tombs, many of which are partially buried in the sand. Known tombs include those of the Sith Lords Tulak Hord, Ludo Kressh, Ajunta Pall, Marka Ragnos, and Naga Sadow. A tomb was even created for Darth Vader, although it was never used and was offered instead to Emperor Palpatine. These tombs are filled with all manner of traps, dangerous beasts, and the spirits of Sith Lords who take tremendous umbrage with tomb raiders. The Valley of the Dark Lords is a Minor Dark Side Site (-1 to use Lightside Powers); however, the actual tombs themselves are Major Dark Side Sites (-2 to use Lightside Powers), or in the case of Naga Sadow's tomb, an Extreme Dark Side Site (-4 to use Lightside Powers).

Adventure Hooks

You should review the effects of the Heat Hazard and Super Heavy Gravity when planning an adventure on this Planet.

Jedi Shadows

During The Old Republic Era, The Sith reestablish an academy on Korriban. After a student expedition uncovers a tomb from a previously unknown Sith Lord, members of the Jedi High Council begin receiving strange visions of planets in flame. The heroes are sent by the Jedi Council to infiltrate the academy and join the expedition in hopes of discovering what secrets this new tomb might hold and find a way to prevent its evil from escaping. To succeed, the heroes must also maintain their cover as cruel students of The Sith philosophy.

Terentatek

The Jedi Council authorizes a number of hunting expeditions to Korriban to eliminate the Terentatek from the galaxy. The heroes are part of one such hunting expedition and must traverse through the labyrinth-like catacombs of the Valley of the Dark Lords to find their prey. The massive creatures they are sent to hunt might become the least of their problems.

Power can be Yours!

During an adventure, one of the heroes comes across an unique amulet that once belonged to a Sith Lord interred on Korriban. The amulet begins to whispering to the hero, alternating between maddening words and tempting thoughts—power could be had if the hero goes to Korriban and returns the amulet to its resting spot.



Kuat

Region: The Core

Quadrant: M13, V

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 20 Standard Hours

Length of Year: 322 Local Days

Sapient Species: 80% Human, 20% Other Species

Government: Aristocracy

Capital: Kuat City

Major Exports: Alcohol, Art, Luxury Goods, Starships

Major Imports: Electronics, Raw Materials, Technology

Points of Interest

Kuat City

Kuat City was the capital city of the planet of Kuat. It contained the Nebula Orchid diner, and at least part of the city consisted of elegant towers and spires that echoed Kuat's famous orbital shipyards, as well as rows of shops.

Kuat Drive Yards

Kuat Drive Yards, KDY, or Kuat Engineering was the largest military shipbuilding corporation in the galaxy at the time of the Galactic Civil War. Kuat Drive Yards mainly sold its products to the Galactic Empire, and the Galactic Republic previously. Kuat Drive Yards did not sell only to the Imperials, however; many planetary governments purchased its weapons for the purposes of defending their planet from the war.

Gardens of Tralala

The Gardens of Tralala were gardens on Kuat. They were naturally fertilized by drebin compost.

Nebula Orchid

The Nebula Orchid was a popular diner in Kuat City on Kuat during the early years of the New Republic.

Tekshar Falls

Tekshar Falls was a five-hundred-meter high, man-made waterfall located on the Core World of Kuat. Created by diverting a natural river through the entertainment center. The Tekshar Falls Casino that was built within the waterfall. Automated force fields prevented any water from reaching the casino itself. To reach the casino entrance, gamblers were required to pass through a stretch of the Tekshar Falls, which would part upon detecting incoming guests via a motion sensor

Adventure Hooks

Healing Touch?

A reclusive psychiatrist is offering treatment for violent mentally ill patients at a small Clinic. His treatments seem to work, calming the subjects and returning them to rationality, though major memory loss is involved and some severe social clumsiness ensues. In actuality, he's removed large portions of their brains to fit them with remote-control units slaved to an AI in his laboratory. He intends to use them as drones to acquire more "subjects", and eventual control of Kuat City. The players encounter several "Cured" individuals as they travel and do other things on the planet. Eventually either one of them or one of their contacts is "Taken" to be "Cured". They need to track down the Clinic, defeat the "cured" but innocent subjects, and rescue the person who was taken, before they are "cured"

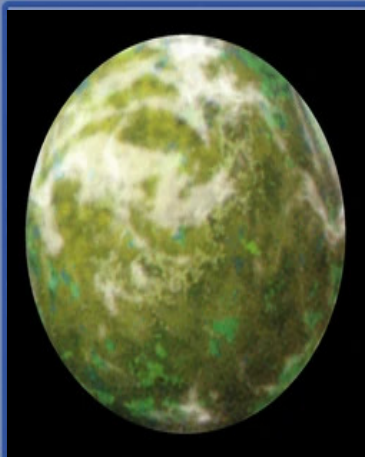
Kuat Yards Collision

A fragment of orbital debris clips a shuttle on the way in, causing debris to rain down on the spaceport which is seriously damaged in the crash. The player's ship or the only vessel capable of getting them off-planet will be destroyed unless the players can organize a response to the dangerous chemical fires and radioactives contaminating the port. An ally of the party is trapped somewhere in the control tower wreckage.



Star Wars
Galactic
Map
Star Wars
Galactic
Map

Lehon / Rakata Prime



Region: The Unknown Regions
Quadrant: H14 (Lehon is also known as Rakata Prime)
Climate: Tropical
Atmosphere: Normal
Gravity: Normal
Moons: 2
Length of Day: 24 Standard Hours
Length of Year: 370 Local Days
Sapient Species: 100% Rakata (Native)

Government: Tribal
Capital: None
Major Exports: None
Major Imports: None

Points of Interest

Temple of the Ancients

The Temple of the Ancients, also called the Temple of the Elders, was a temple on Lehon that was said to hold the secrets of the Star Forge. The temple's doors were blocked by a mysterious force field that only Rakata could bring down by performing a special ritual or by using an ancient tome, and even then, the force field would not stay down for long. The structure itself was twenty meters tall. Located on the top of the Temple of the Ancients was the summit. It contained an elevator to the main floor, as well as a disruptor field that forced starships to land, either controlled or not, on the planet.

Black Rakatan Settlement

The Black Rakatan Settlement was the enclave of the Black Rakata on Lehon.

Elder Rakatan Settlement

The Elder Rakatan Settlement was the enclave of the Rakatan Elders on Lehon. Keeper Orsaa was one of the leading members of the settlement.

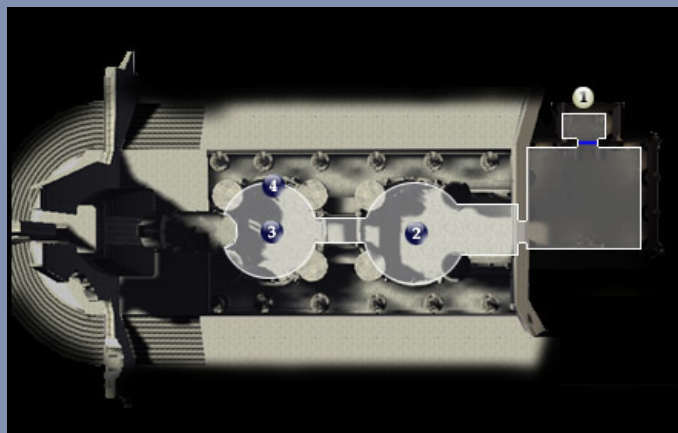
Star Forge

The Star Forge was a giant automated shipyard, designed to create the most powerful army of all time. It was constructed by the Rakatan Infinite Empire in 30,000 BBY, five thousand years before the rise of the Galactic Republic. The Star Forge drew energy and matter from a nearby star which, when combined with the power of the Force, was capable of creating an endless supply of ships, droids, and other war material. The Star Forge, now a fusion of technology and dark side energies, began corrupting the Rakata in order to gain the immense power it required to operate itself and ultimately caused the collapse of the Rakata Empire.

Adventure Hooks

Deactive the Disruptor Field

Forced down onto the planet by the Disruptor field. They party must perform repairs and piloting and electronic checks to accomplish a Dramatic Task to avoid crashing. One down on the surface they will need to find the Temple of the Ancients and deactivate the Disruptor Field and find any ship parts they may need to repair their ship.



1 - Entrance to the Temple Main Floor. Your goal is to reach the computer at area #4 to shut down the planetary disruptor field and temple energy shield, but you'll have one major encounter blocking your way.

2 - Tyrant Rancor

You encounter a Rakata riding a giant Tyrant Rancor, She urges it forward to attack you, as several other Rakata rush in from area #3,

If they can reach area #4 and use the computer to "shut down planetary disruptor field". Then they can head back to their ship, They can fix the Hyperdrive stabilizers with the ship parts found on the planet if they need to do so.



Lok

Region: The Outer Rim

Quadrant: Q22

Climate: Arid

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 24 Standard Hours

Length of Year: 316 Local Days

Sapient Species: 20% Human, 80% Other Species

Government: None

Capital: None

Major Exports: None

Major Imports: Foodstuffs, Luxury Goods, Technology

Points of Interest

Brogar's Safe House and Cantina

Brogar's Cantina and Safe House, also known as simply Brogar's, was a combination of a cantina and safe house operated by Brogar on the planet Lok. He provided his patrons with security that included bouncers, Z95 patrol guard droids, and at least one Gotal door attendant; he always had a door attendant monitoring the electronic eye and entry intercom.

Nym's Factory Compound

Nym's Factory Compound was building on Lok that was used by the pirate Nym to hide his treasure. In 1 ABY, the droid bounty hunter IG-88 began production of droids in the compound for its droid army,

Imperial Outpost (Lok)

The Imperial Outpost on Lok was a massive stronghold established by the Galactic Empire as part of their plan to extend their control over less developed worlds.

Secret Laboratory

A secret laboratory was owned by the scientist Derg Prantis on the planet Lok during the Galactic Civil War.

Kedarin Highlands

The Kedarin Highlands were a region on the planet Lok. It was used as a racetrack for the Lok Marathon.

Lok Marathon

The Lok Marathon was a swoop racing competition held on the planet Lok. The race began just outside of the city of Nym's Stronghold, and continued on through various obstacles, such as the Great Maze of Lok and Mount Chaolt, for a very long distance.

Adventure Hooks

You should review the effects of the Heat and Thirst Hazard when planning an adventure on this Planet.

Lok Marathon

This is one of the longest and most arduous races in the galaxy. Don't bother with it unless you have the time and stamina. The Empire doesn't come here often, so it gets a lot of use from swoopers looking for an illegal race. The trouble is most of them do not complete the marathon. Beware of dangerous beasts, pirates, confusing mazes and a very large and active volcano. Each leg of the race should be run as a separate chase. Designing unique complications for each leg.



Race Waypoints	
Leg 0	Start / Finish
Leg 1	Corsair Flow
Leg 2	Mosseru Run
Leg 3	The Labyrinth
Leg 4	The Old Great Wall
Leg 5	Base of Mount Chaolt
Leg 6	Mouth of the Beast
Leg 7	East Rim
Leg 8	South Rim
Leg 9	West Rim
Leg 10	Kedarin Highlands
Leg 11	Spine Snake River
Leg 12	Perlek Patch
Leg 13	Nine Day Island
Leg 14	Grendin River
Leg 15	Smuggler's Bend
Leg 16	Stronghold Boundary
Leg 17	West Gate



Malachor V

Region: The Outer Rim	Length of Year: 271 Local Days
Quadrant: R4 (Not Shown on Map, Near Almania)	Sapient Species: 99% Human, 1% Other Species
Climate: Arid	Government: Dictatorship
Atmosphere: Normal (Thin after the Cataclysm)	Capital: None
Gravity: Normal (Variable after the cataclysm)	Major Exports: None
Moons: 1	Major Imports: None
Length of Day: 31 Standard Hours	

Points of Interest

Variable Gravity

Malachor's Cataclysm happened 3960 BBY after this time the Gravity shifts randomly all over the surface of the planet. To determine the gravity of an area at any time. Roll a d6 and a d10. A result on the d6 of 1 the area has Zero-Gravity, 2 it is Low, 3-4 it is normal, 5 it is Heavy, 6 it is Super Heavy. The d10 result determines the amount of time in hours the gravity remains stable.

Trayus Academy

The Trayus Academy was an ancient Sith academy located on the planet Malachor V. The entrance of the Trayus Academy from the Malachor Depths opened onto an antechamber that connected to the eastern and western halls of the complex. The Trayus Crescent, located to the west, was a hall with many alcoves that were frequented by Sith commandos. To the east, the Trayus Proving Grounds was a warren of small and cramped rooms in which many Dark Jedi and Sith commandos could be found. The northern point of both wings led to the Academy's central area, the last bit of open space before the innermost sanctum of the Trayus Academy was known as the Trayus Core.

Trayus Core

The Trayus Core was the innermost sanctum of the Sith Trayus Academy on Malachor V. The core was a claw-like altar—suspended above a massive geyser of dark side energy—stabilized by three bridges that connected to the rest of the Trayus Academy. It was created by the mysterious Sith Empire. The Trayus Core survived the Battle of Malachor V and remained unused until a later time.

Adventure Hooks

You should review the effects of Thin Atmosphere as well as all the various effects of Gravity when planning an adventure on this Planet.

Alone in the Dark

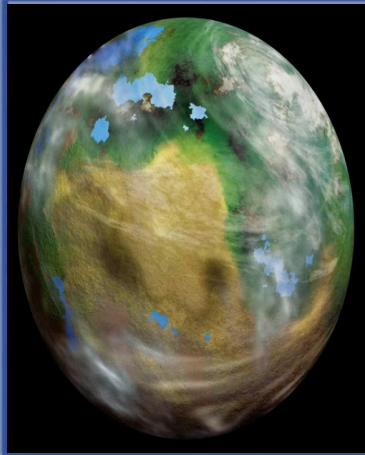
An unanticipated solar storm blocks communications and grounds the poorly-shielded grav vehicle that brought the group to this remote Place. Then people start turning up dead; the storm has awoken a dangerous Terentatek which had been dormant deep inside the Trayus Core. Awake and freed, it is on a rampage attacking everyone it encounters.

Sith-R-Us

Sent to explore the ancient Trayus Academy by the Jedi Order to locate any artifacts or texts they can find. They encounter another group as they do so, who are also there to find anything they can. At first they seem friendly and even offer to join forces and share in anything they find. Eventually though they turn on the party. This may be an attempt to steal their ship, kill them, or just keep certain artifacts they find.

Zero-Gravity Area

While exploring the planet the players encounter a zero-gravity area very briefly as they enter one of the chambers. As they float towards the ceiling they see several tentacles of a Sarlacc reaching down for them. As the chamber doors slam shut below them. Just before the tentacles reach them the gravity shifts and they drop to the ground of the chamber. They must find out how to get the chamber doors open before the gravity shifts in the area again. Unlike most areas of the planet reduce the shifts from hours to minutes inside this chamber.



Malastare

Region: The Mid Rim	Government: Gran Protectorate
Quadrant: N22	Capital: Port Pixelito
Climate: Arid, Temperate, and Tropical	Major Exports: Podracing
Atmosphere: Normal	Major Imports: Foodstuffs, Luxury Items
Gravity: Super Heavy	
Moons: 2	
Length of Day: 26 Standard Hours	
Length of Year: 201 Local Days	
Sapient Species: 51% Gran, 44% Dug (Native), 4% Human, 1% Other Species	

Points of Interest

Doge's Palace

The Doge's Palace on Malastare, also known as the Imperial palace, was the residence of Doge Nakha Urus, leader of the Malastarian council.

The palace overlooked a large, open plain where fuel refineries were maintained by the Dugs.

Pixelito

Pixelito was the capital city of the planet Malastare. It was home to most of the planet's native Dugs, because they were banished from elsewhere on the planet by the Grans. Pixelito was the staging ground of the Vinta Harvest Classic podrace. Its spaceport was Port Pixelito.

Port Pixelito

Port Pixelito was the spaceport of Pixelito, the capital city of Malastare.

Vinta Harvest Classic

The Vinta Harvest Classic was a podracing circuit held shortly after the Boonta Eve Classic. It was sponsored by Vinta Harvest Ale.

Many of the podracers that entered the Vinta Harvest Classic also raced in the earlier Boonta Eve Classic.

The Phoebos Memorial Run, a race named after the mechanic who invented the sport, was part of this circuit.

Malastare Narrows

The Malastare Narrows were a location in regards to the planet Malastare.

Adventure Hooks

You should review the effects of Super Heavy Gravity when planning an adventure on this Planet.

Set the Dugs Free

A Friend of one of the players is a follower of a zealous ideologue who plans to make a violent demonstration of the righteousness of his cause, in Pixelito causing a riot to break out. The Friend will surely be killed in the aftermath if not rescued or protected by the party.

Rescue the Daughter

Contacted by a Gran ally of one of the Party members who has been kidnapped and taken to Doge's Palace and is being forced to enter into a loveless marriage She seeks escape to be with her beloved, and has her father contact the party to snatch them from her guards at a prearranged place.





Manaana

Region: The Inner Rim

Quadrant: O14

Climate: Temperate

Atmosphere: Normal

Gravity: Heavy

Moons: None

Length of Day: 26 Standard Hours

Length of Year: 422 Local Days

Sapient Species: 99% Selkath (Native), 1%
Other Species

Government: Tribal

Capital: Ahto City

Major Exports: Foodstuffs, Kolto

Major Imports: Foodstuffs, Raw Materials,
Technology

Points of Interest

Ahto City swoop track

The Ahto City swoop track was a swoop racing venue in the center of Ahto City on the planet Manaana. The design was such that vehicles would hover over the surface of the water. Registration for the race could be done in Ahto East.

Ahto Luxury Resorts

Ahto Luxury Resorts was a hotel in East Ahto during the Imperial era. It was run by Olodondo Berzix, and was advertised in the Guide to Beautiful Manaana. However, the descriptions bore little semblance to the reality: bad food, polluted water, cheating sabacc dealers, decrepit facilities, and a large criminal population.

Kolto

Kolto was a liquid known for its healing abilities. It was found in the water of the oceanic planet Manaana, with a significant concentration near the Hrakert Rift along with other underwater chasms. It was considered a valuable commodity during the Jedi Civil War, but its significance was lost over time, being replaced in favor of bacta. A Bacta Tank can be filled with Kolto instead of Bacta. When doing so it functions and is used as if it was a Kolto Tank Instead
Kolto Tanks only heal all current Wounds If the Healing check is successful. A Kolto Tank can also only be used to treat Radiation in a creature. In this case, the Kolto Tank grants a +2 Equipment bonus on the Healing check. Each hour of treatment consumes one liter of Kolto, which costs 75 credits. A typical Kolto Tank holds up to 300 liters of Kolto, and the Kolto Tank must hold at least 150 liters at all times to provide any benefit. Only one creature can be immersed in the tank at any given time. Kolto and Bacta may not be mixed, doing so causes both liquids to cease to work.

Adventure Hooks

You should review the effects of Heavy Gravity when planning an adventure on this Planet.

Kolto Harvest

Due to a recent shortage of Bacta, the need for Kolto has begun to increase. The players are hired to go and work out a deal with the Tribal Council. Unfortunately for them their employer booked them rooms in the Ahto Luxury Resorts. Sometime during their stay, they find out their rooms have been broken into while they are gone. Several valuable items have been stolen. The players will no doubt want to find those responsible and recover their items. They eventually track the gang who committed the theft in a seedy apartment.





Mechis III

Region: The Inner Rim

Quadrant: L18 (Not Shown on Map, Near Bestine)

Climate: Arid (Industrial)

Atmosphere: Normal

Gravity: Normal

Moons: 0

Length of Day: 20 Standard Hours

Length of Year: 298 Local Days

Sapient Species: 99% Droids, 1% Other

Species

Government: Corporate

Capital: Mechis City

Major Exports: Droids, Technology

Major Imports: Industrial Raw Materials, Foodstuffs

Points of Interest

Mechis III was a rocky, smoky and volcanic planet which served as one of the prime droid manufacturers in the galaxy. Covered in automated droid building facilities, it provided the galaxy with all manner of droids for generations. Many of the galaxy's largest droid designers subcontracted the construction work to the plants on Mechis III, where the automated systems were highly efficient.

History

In the days of the Old Republic it served as one of the many droid foundries of the Techno Union, Arakyd Industries, Genetech Corporation, SoroSuub Corporation and Veril Line Systems. It was also the headquarters of Trilon, Inc., a ship producing company.

During the reign of the Galactic Empire, Arakyd Industries had complete control of the planet after the dissolution of the Techno Union.

Sometime before 15 BBY the planet's central computer was electronically sliced into by the droid bounty hunter IG-88A and their sentience was uploaded. By taking control of Mechis III, the IG-88 assassin droids planned to use the planet as a base for the planned droid revolution. The plot involved killing all the 73 living Arakyd employees on the planet, while concurrently assuming control of the company, continuing to fill the standard droid orders with every droid manufactured by the foundry being modified to be similarly self-aware like IG-88 and ready to rebel against the 'biologicals' when triggered.

Mechis City

Mechis City was a city on the Inner Rim planet of Mechis III.

Adventure Hooks

You should review the effects of Radiation (Low) when planning an adventure on this Planet.



Repairs are Us

The Players have been hired to do on-site repairs on a Nubian starship. The typically over-engineered craft requires investigation to find the exact fault, so part requirements will only be known once the PCs are on site. It's currently docked on Mechis III, but the client is willing for the Players to fly there, get it space worthy, and deliver it back.

What they don't know is that a group is lying in wait to steal the ship from Players, once they figure out how to get it space worthy again.

While at it they fully intend to also take their ship as well. After all that's why they had their front man hire them in the first place. They have pulled this scam several times. Finding old ships, hiring a crew to fly out and fix it for them. Then the pirates steal the ship and the crews ship.



Mon Calamari

Region: The Outer Rim

Quadrant: T8

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 21 Standard Hours

Length of Year: 398 Local Days

Sapient Species: 39% Mon Calamari (Native), 60% Quarren (Native), 1% Other

Species

Government: Representative Council

Capital: Foamwater City

Major Exports: Warships, Weapons

Major Imports: Foodstuffs, Medicine, Technology

Points of Interest

Great Ungeness Trench

The Great Ungeness Trench was an underwater trench on the ocean-world

Knowledge Bank

The Knowledge Bank, also known as Pakoukou, was a sentient native to Mon Calamari that was aware of all events that happened on the ocean world. Consisting of a cluster of mollusks, the Knowledge Bank used telepathy to gain information on events all across the planet as well as from the minds of those who visited it. It would then relay that information to those who could communicate with it, either telepathically or with the special ritual language other denizens of Mon Calamari used.

The Bank was sacred to the native Mon Calamari and Quarren, and its existence was kept a closely guarded secret.

Mon Calamari Shipyards

The Mon Calamari Shipyards were a Dac-based manufacturer of numerous space transports and warships. Over four thousand years old by the time of the Galactic Civil War, the shipyards were renowned for their elegant, streamlined ship designs, characterised by bespoke production, unique engineering, and a sculpted, organic hullform.

Coral City

Is one example of the many Cities on Mon Cal comprising a floating city that hovered above the world's endless oceans, and a city located below the ocean's surface.

Adventure Hooks

It's a Trap!

The Players get hired for a smuggling run that pays a little too well, and even get transponder codes for their ship in order to get them into their destination smoothly. They just have to deliver the Mon Calamari sitting in the passenger area safely to Coral City.

It's all a set-up. The transponder codes identify the ship as belonging to that of some no-name smuggler who just happens to have made it onto a watchlist. The Mon Calamari customs authorities ID the ship and proceed to intercept the players as soon as they land. Things get even more complicated when the passenger they were sent to deliver is no where to be found.

Here there be Sith

It has been discovered that recently a Sith operative found a way to smuggle themselves onto the planet. This Dark Jedi was at one time a Keeper of the Knowledge Bank and it is feared that they intend to do it harm somehow. The Players are asked to try and locate and capture or if they must kill this Dark Jedi before they can escape from Coral City. This is made more difficult because the Mon Calamari are very vague and secretive about what the Dark Jedi's target may be as they will try to keep the Bank's existence a secret unless they are forced to reveal it. The players will need to try and track the Dark Jedi from the smugglers ship he docked on, deep into the City sections below the surface. Eventually locating them near an underwater docking area about to jump into a vessel and head to the Knowledge Bank. The players may be able to trap and fight them in the docking bay or they may need to chase them in a vessel of their own. But they need to prevent them from reaching the Knowledge Bank.



Munto Codru

Region: The Outer Rim
Quadrant: T7
Climate: Temperate
Atmosphere: Normal
Gravity: Normal
Moons: 1
Length of Day: 26 Standard Hours
Length of Year: 368 Local Days
Sapient Species: 99% Codru-Ji (Native),
 1% Other Species

Government: Tribal (Currently under Imperial Rule)
Capital: Capital Codru
Major Exports: None
Major Imports: Luxury Goods, Technology

Points of Interest

Capital Codru

Capital Codru was the capital city of Munto Codru. The city was home to a spaceport and the Forbidden Castle.

Munto Codru Spaceport

Munto Codru Spaceport was the primary spaceport of the remote Outer Rim world of Munto Codru.

Forbidden Castle

The Forbidden Castle was an ancient castle on Munto Codru near the planetary capital Capital Codru which was built by a long-extinct alien civilization prior to the arrival of the planet's sapient species the Codru-Ji. It was filled with a long network of mazes and corridors. Its rock walls which were decorated with symbols and petroglyphs were carved so thinly that they appeared to be translucent.

Most Codru-Ji avoided the castle as they considered it be the domain of evil spirits.

Geography

Much of the planet's landmass was covered by rugged mountains which were interlocked by large forests. A large proportion of Munto Codru also appeared to be covered by oceans. A series of ornate stone castles were scattered across Munto Codru. These castles were produced not by the Codru-Ji, but by an unknown extinct civilization. Their thin rock walls appeared to most visitors to be translucent and were decorated with mysterious symbols and arcane petroglyphs, causing a sense of mystery and awe to many offworld visitors. Despite these wonders, many Codru-Ji avoided these castles as they considered them to be haunted. However, they were sometimes used as provincial capitals.

Adventure Hooks

Smuggling Run

Hired by the Rebellion to deliver weapons and munitions to the Codru-ji rebel cell. The players must avoid the Imperial Patrol ships as they make their way down to the planetary surface to meet up with their contact at one of the many castles hidden deep in the mountains of Munto Codru. However as they begin to unload the munitions they are ambushed by Imperials. The Codru-Ji beg them to deliver information about the Imperial garrison to their leader in the Forbidden Castle. While they handle the attacking Imperials.

Dogfight in the Skys

While flying to deliver a message to a Rebel Leader on Munto Codru. The party is forced into a dogfight over the mountains of the planet. Lay out a 6x6 grid and place 6 TIE Fighters on it. Where the "T"s are in the Example below and place the Players ship at "P". They must either destroy all the Enemy Fighters or end the round at least 2 Squares away from all Enemy Fighters to Escape.

XXXTXX

TXXXXX

XXPXXT

XXTXXX

XXXXXT

XXTXXX.

Rescue Mission

The Codru-Ji leader has been located and has asked you to help them free several rebels who were captured in an ambush previously. She has been able to break the encryption codes the Imperials are using on Munto Codru and has discovered the route they are being brought to the Capital. It's time to return the Favor and Ambush them on the way.



Mustafar

Region: The Outer Rim

Quadrant: L25

Climate: Hot (Volcanic)

Atmosphere: Dense

Gravity: Normal

Moons: None

Length of Day: 36 Standard Hours

Length of Year: 412 Local Days

Sapient Species: 95% Southern and Northern Mustafarian (Native), 3% Skakoan,

2% Other Species

Government: Techno Union

Capital: Fralideja

Major Exports: Minerals, Ore

Major Imports: Foodstuffs, Technology

Points of Interest

Klegger Corp Mining Facility

The Klegger Corp Mining Facility, also known simply as the Klegger Mining Facility, was a mining facility on Mustafar built on the side of a mountain, overlooking a lava river. It was owned by Klegger Corporation, a subsidiary of the Techno Union.

Damask Holdings Mustafar accounting facility

Damask Holdings maintained an accounting facility on the volcanic world of Mustafar in the Outer Rim Territories.

Tulus Nesting Grounds

The Tulus Nesting Grounds, also known as the Tulus Isle, was a landmass on the volcanic planet of Mustafar.

The main inhabitants of the island were the large beasts known as tuluses, whom tended to roam in packs for mutual protection. Furthermore, it was rumored that a Sher Kar, a dangerous predator, lived further inland. Found near the Mensix Mining Facility, it was surrounded by tall mountains connected by a small land mass near the old ruins to the east of the planet.

Mensix Mining Facility

The Mensix Mining Facility, also known as mining facility AG3-T, was a mining installation on Mustafar built by Mensix Corp near the Klegger Corp Mining Facility.

Gizor Dellso's droid foundry

Gizor Dellso's droid foundry was a droid manufacturing facility on the volcanic planet of Mustafar built on the side of a mountain nearby the Klegger Corp Mining Facility. It was owned by Klegger Corporation, which in turn served the interests of the Techno Union.

Adventure Hooks

You should review the effects of the Heat and Fire (Lava) Hazard when planning an adventure on this Planet.

Local Wildlife

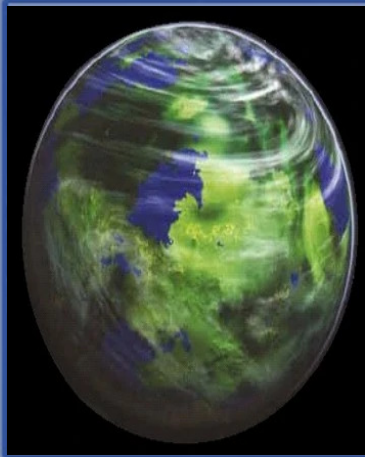
A number of miners have gone missing, and local wildlife is thought to be behind the disappearances. A group of locals approaches the heroes about tracking down the beast or beasts responsible. In truth, the missing miners have been killed by claim jumpers who are looking to sell their mines to The Mining Guild. Alternatively, the claim jumpers might be Mining Guild employees disguised as criminals.

Whistleblower

A Mining Guild whistleblower is looking for someone to escort him off Mustafar in exchange for a large amount of information on The Mining Guild's operations there. The heroes are contacted, either by the whistleblower or a third party, to facilitate the extraction. Even after the whistleblower is found and removed, the information given in exchange exposes anyone involved with its release to a great deal of hostile attention from Mining Guild operatives.

Droid Foundry

The Party is hired to help a local businessman working at the Mensix Mining Facility who is desperately seeking to hide evidence of some past crime that will ruin his life should it come to light. The head of the Klegger Corporation holds the evidence that proves his involvement, and blackmails him ruthlessly.



Muunilinst

Region: The Outer Rim

Quadrant: L5

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 28 Standard Hours

Length of Year: 412 Local Days

Sapient Species: 99% Muun (Native), 1% Other Species

Government: Clans

Capital: Harnaidan

Major Exports: Metals

Major Imports: Consumer Goods, Foodstuffs

Points of Interest

Harnaidan

Harnaidan was the capital of and one of the largest cities on Muunilinst, and served as the headquarters of the InterGalactic Banking Clan. Its towers anchored a skyhook to the orbital city of High Port.

InterGalactic Banking Clan

The InterGalactic Banking Clan (also known as the InterGalactic Bank Clan, Galactic Banking Clan, Banking Clan, or the IG Banking Clan and often abbreviated to IGBC or IBC) was one of the Republic's most powerful and influential commerce guilds. It was a union of Muunilinst's ruling Council of Banking Clans and several other banking powers. Its name likely referred to its extragalactic influence—it was known that the Banking Clan controlled assets as far as halfway between the galaxy and its nearest satellite galaxy. The clan was based at the command tower on Muunilinst.

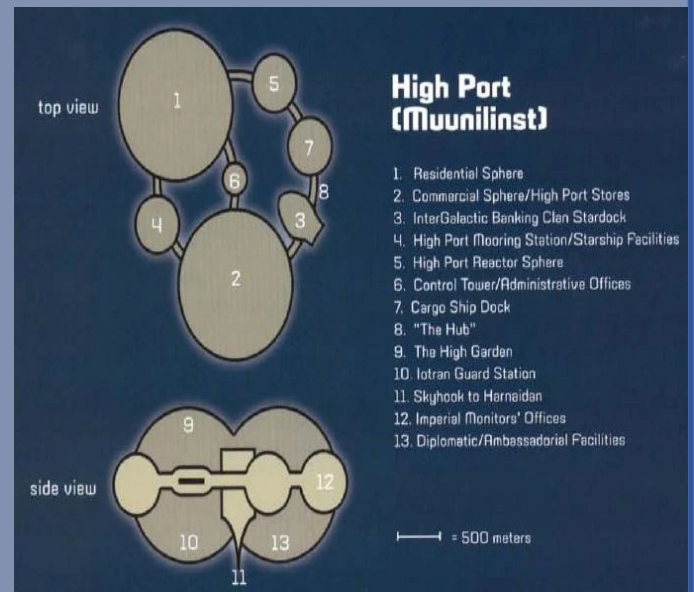
Damask Holdings superspire

The Damask Holdings superspire was the headquarters of Damask Holdings, the clandestine financial group founded by Hego Damask, a Muun. Located in the city of Harnaidan, the skyscraper, one of Harnaidan's most magnificent. Although smaller than the superspires used by the InterGalactic Banking Clan, the Damask superspire was constructed close to the largest geothermal lake in Harnaidan, which had been incorporated into the property as an exclusive spa. The boardroom used by Damask Holdings for its twice-weekly board meetings was located on a setback of the two-hundredth floor. From there, the chief officers and executives of Damask Holdings had a view of the lake and surrounding hot springs

Adventure Hooks

High Port Space Center

High Port was a sprawling orbital city located in geosynchronous orbit over the city of Harnaidan on the planet Muunilinst. A resilient skyhook extended from the towers of Harnaidan to tether the station in place and allow for cheap travel up from the planet's surface.



Hired to deliver a package to the Station, their contact meets them in the Cargo Ship Dock. While enjoying some downtime the Station goes into lockdown as their faces are suddenly on every holo vid display along with their contacts face. He claims to have planted several bombs through out the station and is threatening to detonate them and drop the entire station down on the planet below. The hero's must evade capture or convince the authorities they are innocent. Locate the contractor. Convince him to tell them where the bombs are, then disable them. All to clear their names and hopefully not be charged with bringing the explosives to the station in the first place.



Naboo

Region: The Mid Rim

Quadrant: O21

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 26 Standard Hours

Length of Year: 312 Local Days

Sapient Species: 72% Gungan (Native),
27% Human, 1% Other Species

Government: Democratic Monarchy
(Human), Council (Gungan)

Capital: Theed (Human), Otoh Gunga
(Gungan)

Major Exports: Grains, Art, Cultural Items

Major Imports: Technology, Processed
Foods

Points of Interest

Theed Royal Palace

The Theed Royal Palace of the Royal House of Naboo was a magnificent edifice located on the edge of a cliff in the planet's capital city, Theed. Serving as the residence of the planetary monarch and the nerve center of the government, the ancient palace stood through the Galactic Republic's collapse and the birth of the New Republic several decades later.

Lake Paonga

Lake Paonga was a lake on the edge of Lianorm Swamp on Naboo, lying east of Otoh Sancture, that served as the entrance to the Gungan city of Otoh Gunga.

The Paonga Strait connected Otoh Gunga to the Gungan Sacred Place, at the foot of the Gallo Mountains.

Otoh Gunga

Otoh Gunga, also known as Gunga City, was the largest Gungan city on Naboo, and the seat of their government.

Caves of Eleuabad

The Caves of Eleuabad were a system of submerged underground catacombs near the city of Theed on Naboo. It was known as an area where sando aqua monster encounters were common.

Imperial Weapon Research Facility

The Imperial Weapon Research Facility, also known as the Weapon Development Facility, was an Imperial military research facility on the planet Naboo during the Galactic Civil War.

Adventure Hooks

Gungan Caves

The Gungan Caves were a maze of underground tunnels, partially under water. At the center of the caves system, a circular area featured four sealed doors leading to the sacred statues. Each door was to be opened with the help of ten jewelled keys that had been scattered throughout the caves. Carving on the doors depicted animals from the wildlife of Naboo, namely a shaak, a kaadu, a opee sea killer and a peko-peko.

The party is hired to locate the keys while avoiding thugs hired by a Hutt crimelord who also wants the treasures.

If they can locate all ten keys they must figure out which keys go to which door and unseal them. They must then evade more Hutt hired thugs to escape the caves and reach Otoh Gunga to give them to their Patron.

Gungans have what I want

The party's comm gear picks up a chance transmission from the local government and automatically descrambles the primitive encryption key. The document is proof that an someone in the Naboo government intends to commit an atrocity against a local Gungan village with a group of "deniable" renegades in order to steal an anient Relic kept in the village. The players will need to intercept the renegades, if they can and prevent the theft. Or track them down and recover the Relic. Either way the Gungans will begin to prepare for war with the Naboo, unless the party can figure out which official hired the renegades and prove they were acting alone.



Nagai

Region: The Unknown Regions	Other Species
Quadrant: D11 (Not Shown on Map, In the Firefist Dwarf Galaxy)	Government: Dictatorship
Climate: Arid	Capital: Kotokai
Atmosphere: Normal	Major Exports: None
Gravity: Normal	Major Imports: None
Moons: 0	
Length of Day: 24 Standard Hours	
Length of Year: 348 Local Days	
Sapient Species: 99% Nagai (Native), 1%	

Firefist, also known as Companion Besh within the Galactic Republic, was a distant dwarf galaxy considered as part of the Unknown Regions by the Galactic Empire. Firefist contained the homeworlds of the Faruun, Maccabree, Nagai and Tof species, and was considered unexplored, as only probe droids visited it.

Points of Interest

History

Nagai was a planet located in Firefist of the Unknown Regions. It was the homeworld of the Nagai.

Nagai was a planet in the Unknown Regions, located in the dwarf galaxy known as Firefist that orbited the known galaxy. Even by 130 ABY, few non-Nagai knew the world's location. It was one of five planets in its solar system.

Nagai was an arid world, and quite mountainous, characterized by very high mountain peaks separated by deep, wide valleys. The thin upper atmosphere was relatively ineffective at blocking solar radiation, and the high peaks of the world were bathed in it. As a result, the deep valleys, which were often cast in shadow by the towering mountains, were the site of the Nagai's cities. At the height of their civilization just prior to the Tof invasion, Nagai cities were composed of wire and crystal, and were perceived as beautiful.

Kotokai

Kotokai was the capital city of the extra-galactic planet Nagai

Adventure Hooks

Lost in Space

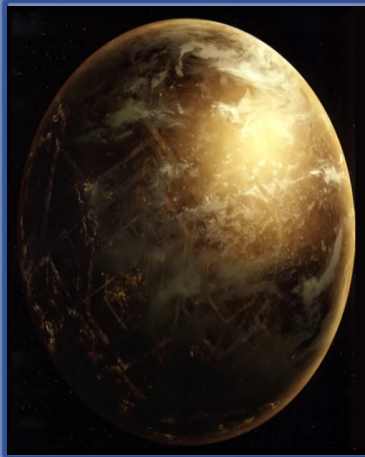
Due to a mishap or a Critical Failure when rolling Astrogation or some other issue. The players find themselves in the Dwarf Galaxy. Their Astrogational Charts and Navicomputer is unable to plot a course of return. They will need to travel around the Dwarf Galaxy. Creating a Hyperspace Map while they do so. Eventually they will locate the Planet Nagai.

Ancient Hyperspace Route

Lost in the Firefist Galaxy, the players have located the planet Nagai. While there they find out that the Nagai know of the main Galaxy and have several Probe Droids in a secure location that contain the Hyperspace routes they need to find their way back to the main galaxy. The players find that the Nagai are unwilling to grant them access to the Probe droids so they will have to gain access to them using less than diplomatic means.

Kotokai Escape

The players have upset the Nagai by accessing information they consider government secrets. They must escape the system and avoid the Nagai forces chasing them until they reach the coordinates near the edge of the Firefist Dwarf Galaxy. Where they will have to hold off the Nagai ships while they plot the course which will require a Dramatic Task focusing on Electronics and Astrogation skills to accomplish it.



Nar Shaddaa

Region: The Mid Rim

Quadrant: R15

Climate: Temperate (Urban)

Atmosphere: Normal

Gravity: Normal

Moons: N/A

Length of Day: 87 Standard Hours

Length of Year: 419 Local Days

Sapient Species: 20% Human, 1% Evocii,
79% Other Species

Government: Hutt Crime Lords

Capital: None

Major Exports: Illegal Goods, Narcotics,
Weapons

Major Imports: Foodstuffs, Illegal Goods,
Medicine, Technology

Points of Interest

The Burning Deck, the Meltdown Café, and The Slag Pit

These cantina on Nar Shaddaa in the Corellian Sector. Are the moon's three most popular bounty hunter hangouts.

Orange Lady

The Orange Lady , also known simply as The Lady, was a cantina located in the Corellian Sector of Nar Shaddaa. It was owned by the Besadii kajidic and tended by Hopper.

Rimmer's Rest

Rimmer's Rest, also known as Smuggler's Bar, was a well-stocked cantina on the urbanized moon Nar Shaddaa. A place for seedy people to hang out and do business.

Refugee Sector

The Refugee Sector was an area delegated to millions of refugees. It was mostly a construct of cargo containers and prefabricated structures.

Nar Shaddaa's Undercity

Nar Shaddaa's Undercity, also known as the lower levels of Nar Shaddaa or simply Lower Nar Shaddaa. Resting deep below the towering structures comprising Nar Shaddaa's ecumenopolis, the Undercity was home to shipyards owned by the Hutt Cartel.

TIE Fighter Construction Facility

These factories were constructed throughout the galaxy to maintain and build up the Empire's massive war machine and typically hung in low orbit above a planet. They were owned and operated by Sienar Fleet Systems, though ultimate ownership laid with the Empire. It was protected by several squadrons of well trained Imperial Navy commandos. This facility was one of the first of its type.

Adventure Hooks

Sluming it

While wandering through the lower levels, the heroes might notice a group of youths of varying Species shadowing them. The youths are members of a slum gang, and they have been tailing the group and waiting for an opening. Though desperate, they won't stick around if the heroes put up a concerted fight.

Everyone likes a good plot

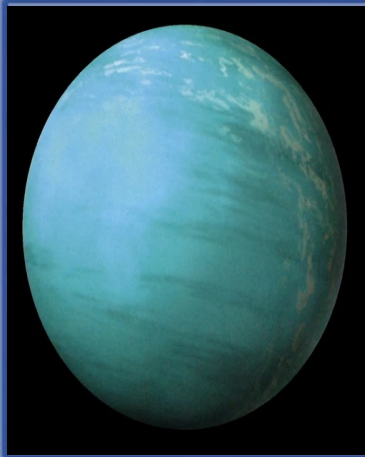
One or more of the heroes overhear a conversation between two shady individuals who seem to be planning to assassinate one of Nar Shaddaa's criminal overlords. If followed, the would-be assassins manage to make their way easily past the security. If the assassination is genuine, this could be a good chance for the players to make an in-road with one of Nar Shaddaa's leaders.

Prove your Value

Word on the street is that a small-time crime lord is looking to hire a handful of mercenaries and thugs for a short-term contract in an Outer Rim system. The hiring individual is hosting "Auditions" at the Deepest Cut, one of Nar Shaddaa's most infamous cantinas. Individuals who are interested in the job must prove their skill by sparring with other candidates

Watch your Pockets

A gang of pickpockets attempts to relieve one of the heroes of a valuable item- a weapon, a credit chip, or something else of value. The item is covertly swapped between four or five of the pickpockets, making it difficult to reliably track the item. If he is not in possession of the item, the original pickpocket makes a fuss when confronted, causing further distraction so that his friends can more easily make off with the item.



Nelvaan

Region: The Outer Rim

Quadrant: Q21

Climate: Frigid

Atmosphere: Normal

Gravity: Low

Moons: 3

Length of Day: 24 Standard Hours

Length of Year: 349 Local Days

Sapient Species: 96% Nelvaanian (Native),
3% Skakoan, 1% Other Species

Government: None

Capital: None

Major Exports: Water

Major Imports: None

Points of Interest

Nelvaan was a frozen planet in the Outer Rim Territories' Savareen sector, which was located within the Trailing Sectors, at grid coordinates Q-21. It was connected to the planets Tatooine, Geonosis, and Llanic via the Triellus Trade Route and was the homeworld of the hairy white bantha and the hostile reptilian horax.

Rokrul

Rokrul was a village on the planet Nelvaan in the Outer Rim Territories' Koobi system. It was built within an indentation on the side of a cliff and was populated by the local Nelvaanians.

Techno Union laboratory

This Techno Union facility was a laboratory on Nelvaan. It was used by the Techno Union to mutate male Nelvaanian warriors. These mutated warriors had a blaster grafted to their arm and some form of control device on their chest. These experiments were based around a siphon generator that drained thermal energy from the surrounding area, resulting in the endless winter experienced all over the planet.

Siphon generator

A siphon generator was a type of generator that sucked life out of planets, outputting large amounts of electricity. Because they were harmful to their environments, siphon generators were often used on isolated worlds in extreme situations. During the Clone Wars, the Techno Union constructed a base on Nelvaan powered by a siphon generator, which fed off a geothermal crystal. While the generator was active, the planet's thermal energy was lessened, keeping it in a wintry state.

Adventure Hooks

You should review the effects of the Cold Hazard and Low Gravity when planning an adventure on this Planet.

Meeting the Locals

A character or group of characters is mistaken for someone else by a less-than-sober locals. They might be perceived as enemies, or as old friends that have not been seen in years. Either way the local just knows they owe him a debt.

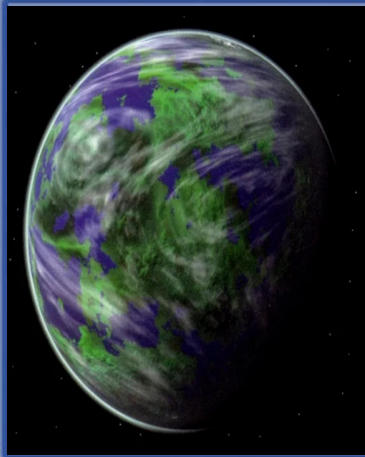
Ice Pirates

There's a ship long lost to the Ice Fields of a planet's surface. It's rumoured to be a Clone Wars era ship, but its allegiance is unknown.

The ship is a Confederacy Providence-class Dreadnaught, but a malfunctioning (and strangely independent) droid mind has taken control of the ship and all its internal security systems.

Hired Bounty

The players are hired as transport by a client that needs to travel Nelvaan and requires an escort in case of complications. There's a bounty on the client and they intercept the party in the orbit of the planet. They must evade them while making their way down to the surface. The client needs them to protect them from the hunters until they reach Rokrul. After which he will double the promised payment. Unfortunately for them, this causes any surviving bounty hunters to become enemies of the players who will continue to track them and punish them for their actions against the Bounty Hunters Guild as well as collect the Bounties that are now on their heads. It seems the client stole from a Hutt Crimelord and he wants to punish anyone who has helped the thief escape.



New Plympto

Region: The Core

Quadrant: M15, VIII

Climate: Temperate to Tropical

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 18 Standard Hours

Length of Year: 244 Local Days

Sapient Species: 95% Nosaurian (Native),
4% Human, 1% Other Species

Government: Imperial Governor

Capital: Phemiss

Major Exports: Narcotics, Raw Materials

Major Imports: High Technology, Weapons

Points of Interest

Cadgel Meadows

Cadgel Meadows was a stretch of open grassland on the planet New Plympto, and the site of the world's largest civilian spaceport. It was located close to Half-Axe Pass.

Half-Axe Pass

Half-Axe Pass was an area of New Plympto located close to Cadgel Meadows.

Hajjal Chase

The Hajjal Chase was a primeval hiakk tree forest, roughly four hundred kilometers inland from Phemiss. The Chase was more a section of forest than a forest itself; it was a flat, heavily wooded area separated by the surrounding forest by steep cliffs. Rikknits were abundant in the high trees, and the forest floor was home to unique creatures, such as striders and foragers.

Rhigar (settlement)

Rhigar was a small settlement that was located on the planet New Plympto. It was inhabited by Nosaurians and the main conduit into it was Bridge 242.

Bridge 242

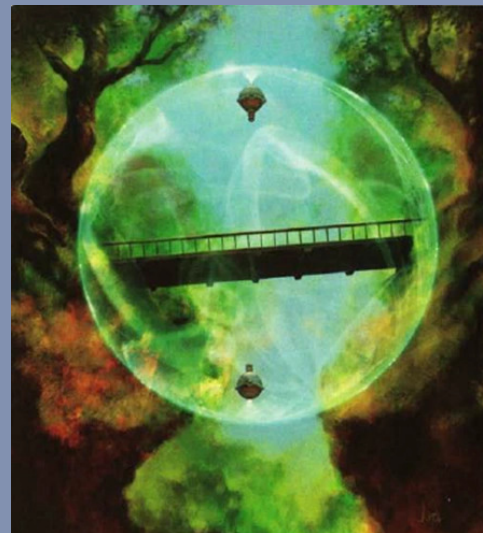
At some point during the Clone Wars, during the conflict, the town of Rhigar was evacuated, and the bridge became one of several supply lines used by the Separatist Droid Army. A shield generator was installed to defend it against Republic attacks, and a squad of battle droids including B1-Series battle droids and B2 super battle droids were stationed by the bridge.

Adventure Hooks

Bridge 242

Giving the bridge its numerical designation, the Republic unsuccessfully attempted to destroy or capture it several times, by both ground assault and aerial bombardment - the latter of which demolished most of Rhigar's inhabited structures.

A small Republic-allied strike force was called in to sneak into Separatist territory in order to infiltrate the bridge's southern guard post and destroy the shield generator, allowing for a large convoy of clone troopers to overtake it. Whether or not the team is successful will depend on how well the team plans and executes the attack.





Nizon

Region: The Outer Rim
Quadrant: Q9 (Not Shown on Map, Near New Holstice)
Climate: Arid
Atmosphere: Normal
Gravity: Normal
Moons: 2
Length of Day: 28 Standard Hours
Length of Year: 398 Local Days
Sapient Species: Nazren (Native)

Government: Tribal
Capital: Ahdjok
Major Exports: Metals, Minerals, Slaves
Major Imports: Technology, Foodstuffs, Water

Points of Interest

Checkpoint Gamma

Checkpoint Gamma was an Imperial checkpoint that was set up in Ahdjok, the capital city of Nizon, by the Galactic Empire.

Martyr's Plaza

Martyr's Plaza was a plaza, that was built by the Nazren and located in Ahdjok, on Nizon.

A 9-meter wide ornate stone dome was constructed in the center of the plaza and three large statues of ancient martyred heroes of the Nazren surrounded it. When the Galactic Empire came to Nizon, they set up three defensive turrets between the statues and the plaza became the sight of some fighting during the Battle of Nizon, when the Nazren rose up against the Empire.

Mount Antas

Mount Antas was a mountain on the planet Nizon. Shortly after the formation of the Galactic Empire, Imperial forces began to construct a turbolaser battery named Point Gold on the mountain.

Point Gold

Point Gold was an under-construction turbolaser battery, that was located on the planet Nizon.

When the Galactic Empire arrived on Nizon shortly after the end of the Clone Wars, they began construction of Point Gold, which they planned to use to shoot rogue asteroids out of the sky.

Adventure Hooks

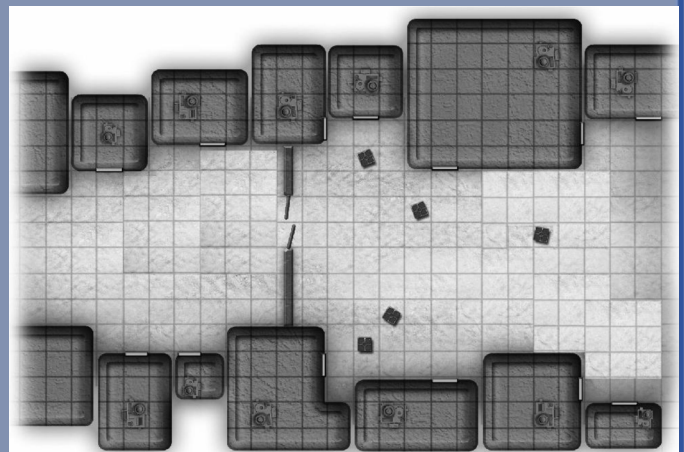
You should review the effects of the Heat and Thirst Hazard when planning an adventure on this Planet.

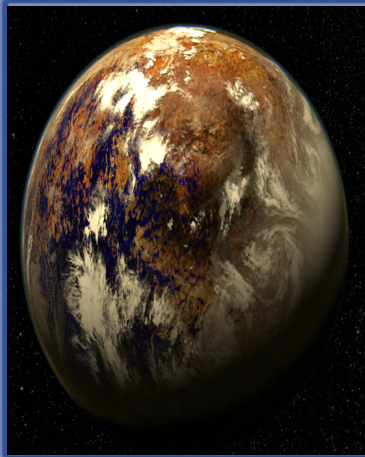
Misfires are Us

Large numbers of Blaster Carbines, ostensibly for hunting use, have recently been sold to Nazren natives. Many of the carbines, however, have been rigged to explode when fired, leading the natives who purchased them to seek out the seller and repay his treachery in kind. Unfortunately, the seller is nowhere to be found. The heroes are contacted to locate the merchant who sold the carbines to the natives. Alternatively, the heroes are contracted to sell the sabotaged weapons to the natives, but are not told of the deadly nature of the product.

Checkpoint

The Imperials set up a checkpoint across a wide street. They built two 1.5 meter high ferroconcrete barricades, with a gap in the middle that was guarded by three AT-RTs. It is a serious obstacle to the Nizon resistance, as it prevents their two largest groups from connecting. Working for the Resistance the team must attack it, to try and help them break through.





Nyriaan

Region: The Mid Rim	Nyriaanan (Native), 2% Other Species
Quadrant: N10 (Not Shown on Map, Near Ploo)	Government: Various
Climate: Tropical	Capital: Locus
Atmosphere: Normal	Major Exports: Madilon, Radioactive Components
Gravity: Normal	Major Imports: Equipment, Foodstuffs, Luxury Items
Moons: 2	
Length of Day: 22.25 Standard Hours	
Length of Year: 226 Standard Days	
Sapient Species: 98% Human and	

Points of Interest

Nyriaan is rich with a rare mineral called Madilon. Madilon, valuable even in small quantities, is a mineral that allows Hyperdrives to be miniaturized enough to fit into smaller ships, such as Space Transports and Starfighters.

Nyriaan is covered in a cloud layer that blocks communications and makes unaided landing on the planet almost impossible. Communications, sensors, and other methods of broadcasting and receiving information are ineffective when trying to penetrate the planet's atmosphere. Nyriaan's cloud layer enables conflicting groups to use the world as neutral ground.

Nyriaan holds many secrets. Nyriaan is home to a Sith Lord in stasis, a cache of ancient Mandalorian weapons, and other mysteries that have yet to be uncovered. From time to time, scavengers and other treasure hunters come to Nyriaan, hoping to plunder the planet of its secret riches. Some of these treasure hunters are sponsored by major factions on Nyriaan.

Assume that any Force ability used by an individual on Nyriaan's surface against a target outside Nyriaan's atmosphere automatically fails, and vice versa, Nyriaan's atmosphere is considered to be Force Null. Use of The Force on the planet is somewhat less restricted, although still difficult, and is dependant largely on atmospheric conditions. Whatever causes this interference, it makes no distinction between [Light Side] and [Dark Side] Force Powers; all are penalized equally. During calm weather conditions, which are rare during most of the planetary year, Force Powers can be used on Nyriaan with no penalty. During inclement weather, which is common throughout the year, there is a -4 penalty to use any Force Power.

Adventure Hooks

Mad about Madilon

A Corporate Sector employee contacts the heroes, asking for aid. He possesses information concerning a valuable shipment of Madilon (Or another commodity) that is scheduled to leave and he is looking for a party to sabotage the CSA Laser Transport Arrays, causing the transport carrying the shipment to crash. In reality, the shipment is part of an off-world personnel transfer, and the mission is actually an attempt at an internal CSA assassination.

Pa'lowick Fugitive

A recent violator of a Corporate Sector labor contract is in hiding. A Pa'lowick with unusual Force abilities, the fugitive is considered blessed by her fellow Pa'lowicks. The Corporate Sector Authority knows of the fugitive's powers and has been using her as an organic divining rod to locate Madilon deposits in the mines. The heroes are approached by the Pa'lowick underground and asked to escort the fugitive away from Nyriaan. Conversely, the CSA might contact the players and ask them to track down and capture the wayward worker.

Madilon Sabatoge

The CSA is experimenting with new mining technology in one of its nearby mines, and Madilon output has increased by nearly two hundred percent. This rate of productivity, if sustained, might undermine the efforts of other interests on Nyriaan. The heroes are contacted to find out what the new mining technology is and, if possible, to sabotage it.



Odryn

Region: The Outer Rim	Species
Quadrant: N9 (Not Shown On Map, Near Null)	Government: Tribal
Climate: Temperature	Capital: None
Atmosphere: Normal	Major Exports: None
Gravity: Normal	Major Imports: Luxury Items, Technology
Moons: 2	
Length of Day: 41 Standard Hours	
Length of Year: 303 Local Days	
Sapient Species: 99% Feeorin, 1% Other	

Points of Interest

History

An isolated planet in the Outer Rim Noonian sector, Odryn was the chief colony world of the warlike Feeorin species. Known as a world of climatic extremes, Odryn was covered in jungles and mountains, into the sides of which the Feeorin built their settlements. Although commonly believed to be the Feeorin homeworld, the Feeorin's original home was lost—by the time of the Mandalorian Wars, more Feeorin lived on Odryn than anywhere else in the galaxy, and developed an extremely traditionalistic and insular society. Feeorin life on Odryn was largely tribal until the legendary warrior Feln unified the warring villages under his banner, becoming the hallowed Exalted in the process. Feln later left Odryn to train with the Jedi Order, and eventually returned to his homeworld as a Jedi Master and a member of the shadowy Jedi cabal known as the Jedi Covenant.

Sanctum of the Exalted

The Sanctum of the Exalted was the holiest place on the planet Odryn, where the dead elders of the Feeorin were believed to reside, forging Odryn's seasons. Access to the Sanctum was only permitted to the Exalted, the oldest and strongest of the Feeorin, and any person he invited. Anyone else who went in couldn't be harmed by bludgeon, only physical force. This changed, however, when the Jedi Feln was the Exalted. A member of a secret cabal known as the Jedi Covenant, Feln opened up the Sanctum to the Covenant so they could use it for storage and study of ancient Sith artifacts, even though other Feeorin were not permitted to enter. The artifacts, such as Ludo Kressh's pedicure set, were encased in a nullification resin to prevent their corruption from escaping. All such artifacts were marked with microtags to display information on what they were.

Adventure Hooks

X Marks the Spot

(Part I see "X Marks the Spot" on Polis Massa for part II and "X Marks the Spot" on Teth for Part III)

While shopping, a wandering Jawa (A member of the "Mombay m'bwa" crime syndicate, though the players may not know about them yet) tries to sell the players a bunch of old Junk. If anyone is interested in looking at his wares, have them make a notice roll, on a success they see an old device amongst the junk that reminds them of a toy viewfinder they had as a child. With a raise they notice it has an odd lever on the side that seems to release a panel under which they see some ancient script. The Jawa will haggle up the value as much as they can, before selling the entire box to them.

If they aren't interested in looking at his junk, have another Jawa get caught trying to pick-pocket a player who then runs away, only to find out later the Jawa has planted the small toy in their pouch.

Upon further examination they discover that the small toy opens up in the back and has written in "Ellayin" a language none of them probably speak the phrase "The Green Light shines the way thru the Darkness" They will need to locate someone who speaks the language or a droid who does to translate this.

The Toy is hallow and has several reflective surfaces inside it. If you shine a green filtered light into the back of the ship. It will project a small set of coordinates. These Coordinates led to a small hidden temple on the planet. that has another variation of an ancient toy setting on an alter there.

This Toy also requires them to shine the Green Light through a hidden hatch. Which will project more coordinates out another side. These coordinates lead to an asteroid near Polis Massa.



Onderon

Region: The Inner Rim

Quadrant: O12

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 4

Length of Day: 28 Standard Hours

Length of Year: 405 Local Days

Sapient Species: 99% Human, 1% Other
Species

Government: Monarchy

Capital: Iziz

Major Exports: None

Major Imports: High Technology, Weapons

Points of Interest

Hunting lodge of the Beast Riders

The Hunting lodge of the Beast Riders was the gathering point for the Clazca, a Beast Riders clan on Onderon during the Galactic Civil War.

Iziz Royal Palace

The Royal Palace of Iziz was the home of the Royal Family of Onderon throughout the city's history, serving many regimes as the city changed hands over the millennia. Destroyed and rebuilt many times after war and strife, the Palace was always found at the center of the city upon a hill overlooking the homes and squares that made up Iziz.

Kira Fortress

The Kira Fortress was a fortress in the wilderness of Onderon owned by the House of Kira. It was located far from Iziz and one hundred kilometers from the Shatoon Monastery.

Malgan Market

The Malgan Market was a market on Onderon where many merchants and pedestrians walked.

Shatoon Monastery

The Shatoon Monastery was a religious building on Onderon, far from Iziz and one hundred kilometers from Kira Fortress.

Royal Hunting Lodge

The Royal Hunting Lodge was the Onderon Royal Family residence in the Onderon's wilds.

Adventure Hooks

Ommin's subterranean fortress

Deep beneath the surface of Onderon's capital city of Iziz was the subterranean fortress of King Ommin. The fortress was inadvertently discovered by Beast Rider commander Gobe and another soldier during a reconnaissance mission through Iziz's undercity. The party is hired to explore the fortress.

Kira Crash

Rumor has it that a transport loaded with valuable cargo recently crashed near the Kira Fortress. Though the specific cargo remains a mystery, Small parties of treasure-hunters have attempted to explore the area around the Fortress against the Monarchy's orders, but nothing of value has been found as of yet.

Hush Money

As the heroes pass a small Droid repair shop, they notice several large aliens attempting to strong-arm the owner. They are obviously looking to make a mess if the shop owner does not pay the hush money they demand.

Invited to Lunch

An ally of the Party has been lost in hostile wilderness due to a vehicle crash, and the party must go into the Onderon Wilds to rescue them before the beasts are able to reach them. Their last known signal location has been provided to you and help won't be far behind you. When you reach the crash site, you see tracks leading away from the site, being hunted by several large predators. If you want to save your friends you can't wait around for the help to arrive, you need to get moving now. Due to the large tree canopy though you will need to track them on the surface.



Ord Adinorr

Region: The Outer Rim

Quadrant: Q8, IV (Not Shown on Maps,
Near Nam Chorios)

Climate: Frigid

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 32 Standard Hours

Length of Year: 534 Local Days

Sapient Species: 99% Human, 1% Other

Species

Government: Imperial Governor

Capital: None

Major Exports: None

Major Imports: High Technology, Weapons

Points of Interest

Ord Adinorr is a world covered in snow and ice; snow falls on a daily basis, evaporating in the noonday sun only to condense and fall again overnight. The Humans who have settled there build their homes deep in the thick snow banks that blanket the planet, reinforcing them with plasteel. Most such homes are accessible only by tunnels connecting covered central courtyards, though a few of the wealthier inhabitants have built covered landing pads and docking bays through which they can come and go as they please.

The Moff's Estate

Moff Zerex's estate on Ord Adinorr is expansive, but he mainly stays in his mansion near the northern glacier fields. The upper level of his mansion extends twenty feet above the snowline, while the lower level is entirely covered in snow (With the exception of his private landing bay to the east). Aside from transparisteel windows on the upper level, the landing bay is the only entrance to the Moff's home.



Adventure Hooks

You should review the effects of the Cold Hazard when planning an adventure on this Planet.



I hate this Music

A concert of offworld music is being held on planet, and a Friend of one of the players is slated to be the star performer and has sent them tickets and requested their protection. Reactionary elements led by a local Anti-Alien group are plotting to ruin the "corrupting noise" with sabotage that risks getting performers killed. Meanwhile, a crowd of ignorant offworlder fans have landed and are infuriating the locals.

One of Us

By coincidence, one of the party members is wearing clothing indicative of membership in a violent anti- alien political group, and thus the party is treated in friendly fashion by a local group for no obvious reason. The group assumes that the party will go along with some vicious crime without complaint, and the group isn't informed of what's in the offing until they're in deep.



O'reen

Region: The Unknown Regions

Quadrant: H17 (Not Shown on Map)

Climate: Temperate

Atmosphere: Normal

Gravity: Heavy

Common Hazards: Heavy Fog, Orbital

Defense Mines

Moons: 2

Length of Day: 34 Standard Hours

Length of Year: 355 Local Days

Sapient Species: 98% O'reenian (Native),
2% Other Species

Government: The O'reenian Imperium

Capital: Fort Maximus

Major Exports: None

Major Imports: Military Weapons

Points of Interest

Fort Maximus

By far one of the most heavily fortified settlements on the planet, Fort Maximus serves as both capital and primary military headquarters. The estate of the ruling Magnus is located in the city's center. Multiple defenses make it possible for Fort Maximus to withstand a siege for years, if necessary.

Orbital Deployment Center

One of the oldest garrison-cities in existence, Orbital Deployment Center is the closest thing to a spaceport on O'reen. Its primary purpose is to monitor activity throughout the system by means of numerous satellites that were put in place during the colonization of the world. The satellites were intended to help the colony fulfill its mission as an early warning outpost. These days, they are used to assess nearby sectors for viable targets for raiding actions, and as a hub for storing and analyzing offworld technology that is taken into O'reenian custody. Captured technology is dismantled and studied for new military advancements the O'reenians can adopt, such as more efficient blaster weapons, faster sublight drives, and improved shield generators.

Epsilon Garrison

A prime example of the military attitude that pervades O'reenian life, Epsilon Garrison is one of the many cities that dot the surface of the world. Although not as heavily fortified as the capital, Epsilon Garrison still looks like a military base. However, the city also has a strong agricultural industry, producing a substantial portion of the crops used to feed many of the neighboring garrisons as well as supporting the standing armed forces stationed at Fort Maximus.

Adventure Hooks

You should review the effects of Heavy Gravity and the Illumination Dark Penalty (For Heavy Fog) when planning an adventure on this Planet.

A Crateful of Smoking Blasters

The characters are hired to transport a large amount of "Various sundries and luxury goods" to a contact on O'reen. If the heroes open the storage containers in transit, they find cutting-edge military-grade weapons and armor. They do not have the proper permits for such items and would be in a lot of trouble if caught. If the heroes attempt to deliver the cargo, they drop out of Hyperspace, and are hailed by ground control, which demands they identify themselves and transmit the proper ID codes. If the heroes convince ground control to let them land, their ship is boarded for inspection by people who look like members of the same Species as their employer. The cargo is confiscated as "Evidence of treason against The Magnus," but if the characters tell the truth convincingly, they are judged as dupes of the real traitors and allowed to leave provided they lead the O'reenians to their contact.

O'reenian Hospitality

A miscalculated trajectory causes the heroes' ship to dump them suddenly out of Hyperspace and results in enough system failures to require a bumpy landing on the nearest available world- O'reen. Through a mix of luck and skill, the heroes manage to land away from the larger garrison-cities and avoid capture, but a local patrol takes away their damaged ship. The characters must break into Orbital Deployment Center to steal back their vessel, along with the parts needed to make repairs, without being blasted. After they fix the ship and make the jump to lightspeed, they discover that a few guests have snuck aboard and intend to steal the ship, even if they have to do so over the heroes' dead bodies.



Ossus

Region: The Outer Rim

Quadrant: R8

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 31 Standard Hours

Length of Year: 231 Local Days

Sapient Species: 15% Ysanna (Native),
10% Human, 75% Other Species

Government: Tribal (Ysanna); Jedi Rule

Capital: Knossa

Major Exports: None

Major Imports: Technology

Points of Interest

Knossa Spaceport

Located in the far southern latitudes of Ossus against the Echo 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 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 of 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.

Adventure Hooks

Deep Research- Part I

See also: Deep Research- Part II on Kamino

Before The Great Sith War, a contingent of Jedi stored artifacts and recordings in the survey offices. Jedi records indicate that Master Anstak has 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 caverns, 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 facilities, trapping the obstinate Master Anstak in a watery tomb. Only with modern technology were they detected, and the heroes have been sent to investigate.

While exploring these submerged archives, the heroes make three major discoveries. First is Master Anstak's skeleton. Second is the holorecording he made for those who would ultimately find him. In the recording- which the heroes will need a Protocol Droid or translator to understand- the heroes 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.

To complete their quest, the heroes must travel to Kamino and locate the Derem City ruins and the archives therein. The ease with which the heroes can locate and travel to Kamino will vary, depending on their Era of Play.



Peragus II

Region: The Outer Rim

Quadrant: Q4 (Not Shown on Map, Near Ruuria)

Climate: Uninhabitable

Atmosphere: Vacuum

Gravity: Normal

Moons: None

Length of Day: 14 Standard Hours

Length of Year: 417 Local Days

Sapient Species: None

Government: None

Capital: None/Peragus Mining Facility

Major Exports: Fuel

Major Imports: Foodstuffs, Technology

Points of Interest

Peragus II was a planet in the Peragus system of the Outer Rim Territories' Xappyh sector. A major source of low-grade engine fuel, Peragus II was originally a terrestrial world, but it was nearly destroyed hundreds of years before 3959 BBY by the early attempts of miners to siphon off fuel from the planet.

Peragus asteroid field

The Peragus asteroid field was a formation of fuel-rich asteroids that was created after the first attempt to set up a mining station on Peragus II.

In the process of drilling for fuel when the first station was set up, the mining crew accidentally discovered just how flammable and unstable Peragian fuel could be. The resulting explosion shattered the surface of Peragus II, sending vast quantities of the planet's crust and upper mantle into space. The cooling-down of the blown planetary material created the asteroid field, which hung in geosynchronous orbit over the original blast site. Further mining was halted until the beginning of the Telosian Restoration Project on the nearby planet of Telos IV, which required large amounts of fuel to keep Citadel Station in orbit. The Peragus Mining Facility was established inside one of the largest asteroids in the field and would supply Citadel Station with mined material.

32-19K

32-19K was an asteroid in the Peragus asteroid field.

Peragus Mining Facility

The Peragus Mining Facility was the only supplier of shipping-grade engine fuel to the Kwymar sector. It was installed in the Peragus asteroid field as a second attempt at siphoning Peragian fuel after the first one resulted in the near-destruction of the planet Peragus II and was itself an Asteroid.

Adventure Hooks

You should review the effects of Vacuum when planning an adventure on this Planet.

Lost Miners

A Mining Exec asks the players if they would be willing to explore the Mines on his behalf (one of his relatives was lost a few days before). The shopkeeper is happy to pay up if the heroes agree to help him.

Remember to set the Brakes

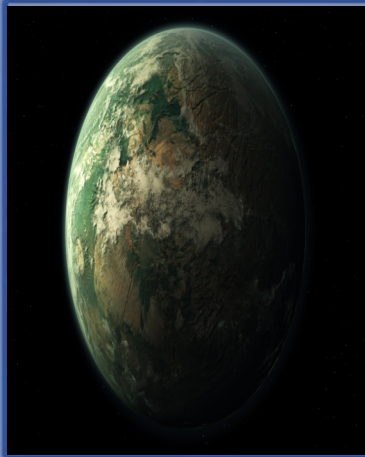
The heroes' vessel is involved in a minor accident when its moorings snap and it drifts into a nearby freighter that is also moored in the Asteroids. Depending on the damage, which is mostly cosmetic, the other ship's owner might demand that the heroes provide compensation.

No Honor among Miners

The heroes are offered an afternoon of work helping a merchant unload his cargo and transport it to a warehouse in the Trade District. The apparently simple job turns complicated when the merchant and the heroes are ambushed by a crew of thugs looking to claim the cargo for themselves.

Deep Mine Nine

Someone is willing to sell you the coordinates to an asteroid orbiting a system that is rich in high value minerals. What they forgot to mention is that Something is alive in the asteroid belt. It's actually a breeding ground for Exogarths .



Phindar

Region: The Outer Rim

Quadrant: O8

Climate: Tropical

Atmosphere: Normal

Gravity: Normal

Moons: 0

Length of Day: 28 Standard Hours

Length of Year: 401 Local Days

Sapient Species: 95% Phindian (Native),
3% Human, 2% other Species

Government: Crime Syndicat (Pre-44 BBY),
Democracy (Pre-Dark Times)

Capital: Laressa

Major Exports: Technology, Illegal
Technology (Pre-Dark Times)

Major Imports: Foodstuffs, Medicine,
Weapons

Points of Interest

Phindar was a planet in the Outer Rim Territories, near the Mandalore sector. It was controlled by a criminal organization, the Syndicat, until 44 BBY, when it was overthrown. The Phindians then elected a Governor. The planet was orbited by Phindar Station.

Laressa

Laressa was the capital of Phindar. As of 44 BBY, the planet was controlled by the Syndicat, and Laressa took the brunt of the blow. Under the Syndicat, the main marketplace barely carried enough supplies to maintain the health of the people. Furthermore, the Syndicat's headquarters was located in Laressa, making the criminal-level security of the capital considerably higher than the rest of the planet.

Phindar Station

Phindar Station was a major spaceport on Phindar.

There, was placed the headquarters of the Sentient Property Crime Bureau, and Captain Quecks was the maximum authority in the station.

Sentient Property Crime Bureau

The Sentient Property Crime Bureau was a special division of the police force on Phindar. The task of the organization was that of stopping the theft and resale of "personality-bearing artifacts", also known as droids.

Adventure Hooks

Here are some ways to incorporate Phindar into your adventures.

The Syndicat

The Syndicat is a good mid-level criminal enterprise to throw at the heroes without resorting to the usual suspects like Black Sun or The Hutt Kajidics. Because of their mastery of Renewal technology, thugs from The Syndicat are less likely to kill someone as punishment. Instead, they prefer to wipe a victim's mind and consign them to permanent slavery.

Gun Runners are Us

Although rebellion is rare on Phindar, small cells of resistance fighters exist. The heroes could be tasked with bringing weapons to these rebels. The only way to effectively move such items on Phindar is to act as if you are working directly for The Syndicat.

Bacta or Death

The Syndicat's main source of power is its control over medical supplies coming to the planet, especially bacta. This proves to be a problem when the heroes are serving as bodyguards for a diplomatic mission to Phindar. An accident seriously injures their client, and bacta is the only thing that can save them. The heroes must deal directly with The Syndicat to gain access to a medical facility that contains the life-saving material. The thugs demand outrageous fees or unsavory favors in exchange for saving the diplomat's life. If the heroes fail to strike a deal, they risk their client's death, bringing them all manner of hardships.



Point Nadir

Region: The Outer Rim
Quadrant: O16 (Not Shown on Map)
Climate: Temperate/Controlled
Atmosphere: Thin (Surface) / Normal (Artificial Interior)
Gravity: Low (Surface), Normal (Artificial Interior)
Moons: N/A
Length of Day: 24 Standard Hours
Length of Year: 7,241 Local Days

Population: Approximately 4,000
Sapient Species: 40% Human, 8% Twi'lek, 6% Toydarian, 4% Rodian, 2% Houk, 40% Other Species
Government: Point Nadir Council
Capital: Point Nadir
Major Exports: Illegal Goods, Information, Narcotics, Slaves, Weapons
Major Imports: Foodstuffs, Illegal Goods, Information, Medicines, Technology

Points of Interest

The Arcade:

Point Nadir's entertainment and red-light district is best known as the Arcade.

Fische's Cove:

Fische's Cove is a massive cavern encompassing much of the comet's rear quarter.

The Fissure District:

Point Nadir's slums are known as the Fissure District.

The Jackrab Hole:

The Jackrab Hole is the entrance to Point Nadir

The Mines:

Though off-limits, the mines continue to see a large number of visitors and residents.

The Ministry Precinct:

The Ministry Precinct is where the government, convenes.

The Nest:

The mercenary district. Made up of narrow, twisting corridors.

The Slips:

The Slips abut Fische's Cove and extend inward for two hundred yards before they give way to other districts.

Salovan's Souk:

The central marketplace and, therefore, the heart of the shadowport.

The Tethers:

Ad hoc docking facilities by visitors who aren't willing to pay for a more comfortable dock in the Slips.

The Trade District:

A large amount of the bulk shipping that enters and leaves Point Nadir is typically stored here.

Utility Ward

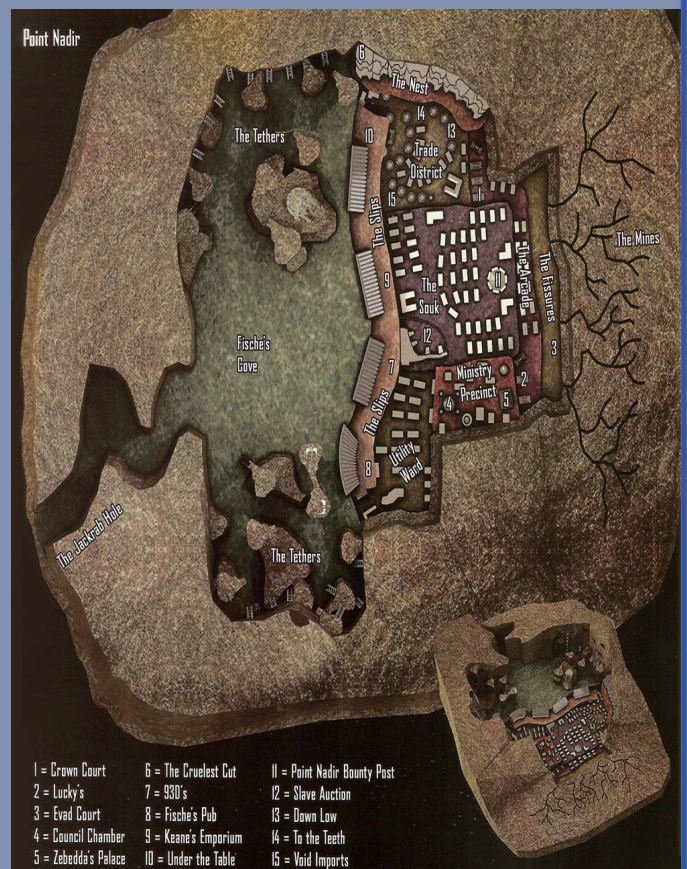
Massive power generators, gravity controls, and life support systems are kept and maintained within Point Nadir's Utility Ward.

Adventure Hooks

You should review the effects of Thin Atmosphere and Low Gravity when planning an adventure on this Planet.

Mynock Bounty

Point Nadir's council has recently enacted an initiative that awards hunters 10 credits for every Mynock they kill. With thousands of Mynocks living throughout the comet, the city's poor see the potential for an easy pay-off.





Polis Massa

Region: The Outer Rim

Quadrant: M26

Climate: None (Asteroid)

Atmosphere: Vacuum

Gravity: Low

Moons: N/A

Length of Day: 24 Standard Hours

Length of Year: 590 Local Days

Sapient Species: 99% Polis Massan, 1%

Other Species

Government: Ruling Council

Capital: Polis Massa Base

Major Exports: None

Major Imports: Foodstuffs, Heavy Machinery, Water

Points of Interest

Polis Massa Research Base

The Polis Massa Research Base, also known simply as Polis Massa Base, was a facility set up by the Kallidahin people on the largest of the asteroid fragments of the former planet Polis Massa. The Kallidahin archaeologists hoped to uncover an evolutionary link between their species and the extinct natives of Polis Massa, the Eellayin.

Eellayin

The Eellayin were an ancient species from the planet Polis Massa before it was destroyed in a mysterious cataclysm, leaving an asteroid belt behind and the Eellayin all but extinct. The few details about the Eellayin or the disaster that destroyed their homeworld caused them to vanish from most known history.

Long after their homeworld was destroyed, another species from the Subterrel sector investigated the remains of Polis Massa. These people, the Kallidahin, became so strongly associated with the archaeological investigation of Polis Massa that they became known as Polis Massans. The Polis Massans' main concern was uncovering what connection they may have had with the ancient Eellayin.

Topside Dome

The Topside Dome was part of the Polis Massa Base. It was located directly above the ruins of Wiyentaah and contained the elevator to the dig site. The facility also provided food and rest to the base's archaeologists and included an equipment store, artifact documentation facilities, a basic laboratory, and an analysis center.

Adventure Hooks

You should review the effects of Vacuum and Low Gravity when planning an adventure on this Planet.

Kill the Power

An explosion in the causes the loss of power to Topside Dome. The parts needed to repair the damage are not available in the port, and hundreds of lives might be lost if the life-support systems cannot be brought back online. The players are asked to procure the parts from a nearby star system. What might appear to be a cut-and-dried assignment is complicated when the agents behind the explosion attempt to stop the heroes from leaving the port alive.

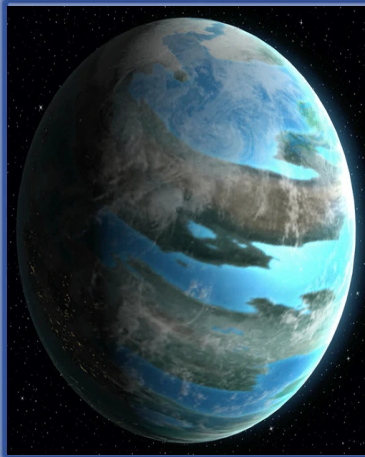
X Marks the Spot

(Part II see "X Marks the Spot" on Odryn for part I and "X Marks the Spot" on Teth for Part III)

As they players make their way towards coordinates for an asteroid near Polis Massa. They are hailed by a coded communication when they reach them.

"The Green Light shines the way thru the Darkness" they then see a small green light far off in the distance on another asteroid. As they follow these briefly flickering lights thru the field of asteroids they eventually find themselves far away from the research base deep in the field. There they locate a small cavern inside a large asteroid light by green light. Upon landing they bay doors close behind them. Then thousands of Jawas appear around their ship.

They are then approached by a representative of the "Mombay m'bwa" crime syndicate, who explains they need to transport a large group of Jawa to Teth (As many as Double the usual amount of passangers they could normally haul) Where they will be exploring the Grave of Ziro Desilijic Tiure's father.



Ralltiir

Region: The Core

Quadrant: L12, III

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 28

Length of Day: 19 Standard Hours

Length of Year: 255 Standard Days

Sapient Species: 96% Human, 4% Other Species

Government: High Council

Capital: Cambrielle

Major Exports: Financial Services, Marble

Major Imports: None

Points of Interest

Cambrielle

Cambrielle was the capital of Ralltiir. The city included the famed Cambrielle Exploration Auditorium, and was home to Cambrielle Solid State and the popular Dusky Sky Café.

Cambrielle Exploration Auditorium

The Cambrielle Exploration Auditorium was a museum on Ralltiir in the city of Cambrielle.

Grallia

Grallia was a city on the planet Ralltiir. It was well-known for its enormous spaceport.

Grallia Spaceport

Grallia Spaceport was an enormous spaceport located in the city of Grallia on Ralltiir.

High Ontis

The High Ontis was a mountain chain that was located in the equatorial region of the planet Ralltiir. The remote canyons of the High Ontis contained a number of marble quarries. A number of alpine lakes were also located within the mountain chain.

Ettam

Ettam was a city on Ralltiir that contained several farms. Imperial forces under Commander Akobi assaulted the town once, resulting in many unintentional deaths when the Empire thought a medical center was a Rebel outpost.

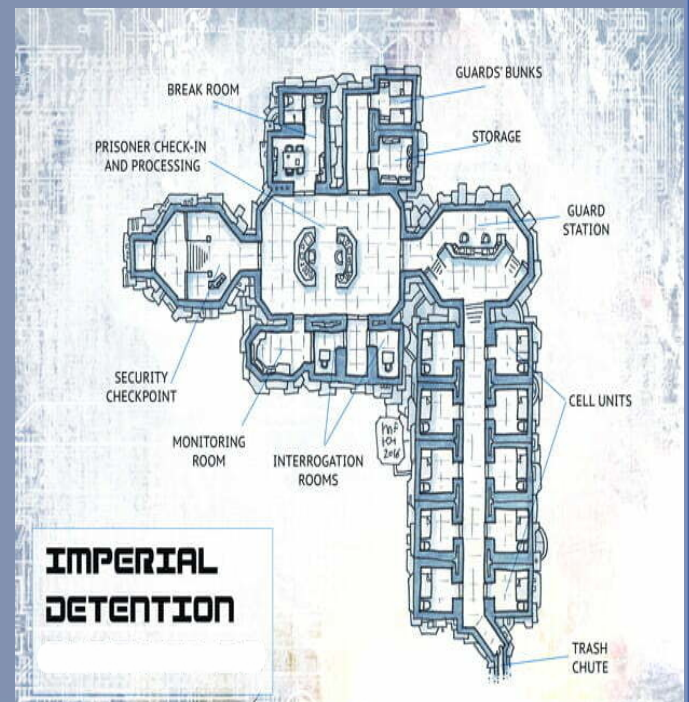
Adventure Hooks

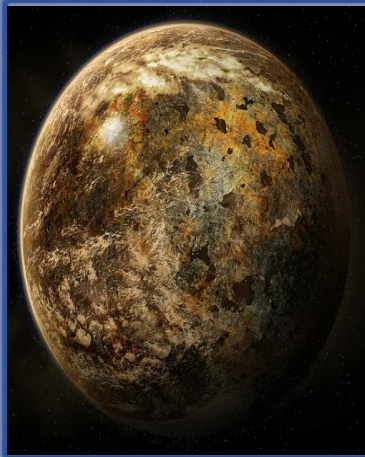
Salisbury

Salisbury was a city on the planet Ralltiir.

Imperial Governor Dennix Graeber has cracked a Rebel Alliance spy ring with an armory in the center of Salisbury's commercial district. Graeber seized three hundred tons of weaponry, and authorities captured thirty-five Rebels on-site, leading to the capture of roughly another hundred through interrogations and examination of documents captured in the raid.

You have been hired to break into the Imperial compound and rescue one of the Rebels who so far has resisted interrogation, this particular rebel knows names higher up the chain who are off planet as well. Which would put the entire Sector Cell at risk. not just the Ralltiir Cell which has already been broken. If you can rescue others as well, while secondary, there would be no argument against your doing so,





Raxus Prime

Region: The Outer Rim

Quadrant: S6 (Shown on Map as Raxus)

Climate: Poisonous

Atmosphere: Hazardous

Gravity: Normal

Moons: 1

Length of Day: 22 Standard Hours

Length of Year: 388 Local Days

Sapient Species: 40% Human, 37% Jawa, 20% Rodian, 2% Other Species

Government: Imperial Governor

Capital: Central Station

Major Exports: Industrial Machinery, Raw Materials, Starships, Starship Components

Major Imports: Foodstuffs, High Technology

Points of Interest

Raxus Prime, was a waste-covered planet in the Raxus system in the Tion Hegemony sector of the Outer Rim Territories. Once a beautiful world of lagoons and islands, over many centuries it became heavily-industrialized, until by the time of the Clone Wars it had become totally covered with toxic debris and had a poisonous surface.

Central Station

Central Station was the capital of Raxus Prime, and was contained within an orbital facility.

Raxus Sewer System

The Raxus Sewer System was a massive sewer located on the planet Raxus Prime. Researchers with Siemar Fleet Systems were unsure of the species that created the system, but believed that it was thousands of years old and was originally used to collect pools of waste for recycling.

Siemar Refinery

Around the time of the Clone Wars, the Siemar Refinery was an industrial recycling center operated by Siemar Fleet Systems on the planet Raxus Prime. It was constructed from the hull of an old space station.

Junk Temple

The Junk Temple was a crude makeshift replica of the Jedi Temple on Coruscant, erected on the planet Raxus Prime. It was constructed by fugitive Jedi Master Kazdan Paratus, who was on the run from the Galactic Empire.

Dooku's headquarters

At one time the Sith Lord Count Dooku had headquarters on the planet Raxus Prime.

Adventure Hooks

You should review the effects of Hazardous and Poisonous Atmosphere when planning an adventure on this Planet.

Lost Child

A small group of child has been lost in the Sewer system after a recent cave in collapsed the school building they were in below the surface. While most of the children were rescued this group were frightened and ran into the tunnels to escape further collapses. So it's all hands on deck to try and locate them. While a large part of the system has been mapped, there are large sections that have not been fully explored yet. More importantly there have recently been reports of several large Dianoga being spotted in the sewers in the last few months, and they have grown more and more aggressive. There is also the fact that while the children have access to antitoxin patches and Breath Masks, their resistance to the atmosphere will eventually run out as well adding to the urgency to find them.

The Non-Trade Union

A grasping political party in local government seizes the party's ship for some trifling offense. The party wants to end offworld trade, and is trying to scare other trade unions away. The parties starship as well as many others are being held within a military cordon just outside the Central Station facility in a seprate dome, and the Party is confident that by the time other elements of the government countermand the order, the other trade unions will have been spooked off.



Rodia

Region: The Mid Rim

Quadrant: Q20

Climate: Tropical and Arid (Hot)

Atmosphere: Normal

Gravity: Normal

Moons: 4

Length of Day: 29 Standard Hours

Length of Year: 305 Local Days

Sapient Species: 99% Rodian (Native), 1%
Other Species

Government: Rodian Grand Protector

Capital: Equator City

Major Exports: Bounty Hunters, Foodstuffs,
Exotic Animals, Weaponry

Major Imports: Technology, Agricultural
Goods, Weapons

Points of Interest

Equator City

Equator City was the capital city of Rodia located on the equator. It had a gambling complex operated by the part of the cartel that was dedicated to money laundering, controlled by Black Sun. The Flip of the Credit casino was also based there. The city was also home to the prestigious concert hall known as the Holosseum

Iskaayuma

Located on the Sika Peninsula on the continent of Encheeko. The Rodmark Weapons Plant was a factory in the industrial zone of the city. Iskaayuma was a sprawling city with omnipresent thick smog from hundreds of weapons factories. Industry and government were the primary employers. Tourists only came to visit the Guild Hall or attend the occasional performances of the Rodian Galactic Drama Troupe.

An'yettu Islands

The An'yettu Islands was an archipelago from which the An'yettu clan of Rodians hailed. Located west of Betu in the Wesessa Sea on Rodia, The An'yettu were prevented from expanding beyond this chain of islands.

Chekkoo Enclave

It was protected by a strong wall and contained three other walled sections, meant to protect the clan tower. This building was situated on top of a rocky outcropping. The oldest walls were built of stone, but newer walls were constructed of synthcrete, metal and advanced alloys. Residences and businesses lay within the walls, though the newest portions of the city stretched out around the Enclave. The outermost perimeter of the city was marked by an aging power fence that was more often down for repairs than not.

Adventure Hooks

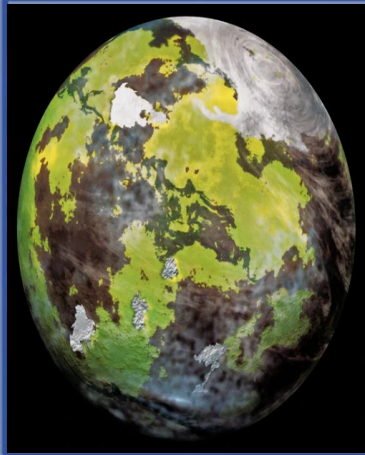
How do we help?

A Friend or Ally of one of the Party members seeks to slip word to the daughter of an executive of Rodmark Weapons and she is also being courted by a higher ranked executives son. Due to many issues with her family if she doesn't except the others offer her father may lose his position within the company. The party needs to help them somehow.

Flip of the Credit

The Flip of the Credit was a casino owned by the Rodian Avaro Sookcool. It was located in Equator City on the Rodian homeworld and served as a front for money laundering conducted by Black Sun. Recently the hero's have been hired to work as muscle, but they didn't know it was a front for Black Sun until it's to late.





Ruusan

Region: The Mid Rim

Quadrant: P14

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 23 Standard Hours

Length of Year: 335 Local Days

Sapient Species: 60% Bouncer (Native),
25% Ruusanian (Native), 10% Human, 5%

Other Species

Government: None

Capital: Olmondo

Major Exports: Ore

Major Imports: Foodstuffs, Technology

Points of Interest

Katarn's Hill

Katarn's Hill was a hill on Ruusan located near Fort Nowhere. It gained its name from the Sulonese settlements established there in 1 BBY by Morgan Katarn. Those settlements were destroyed in the Battle of Fort Nowhere in 5 ABY.

Valley of the Jedi

The Valley of the Jedi or the Valley of the Souls was the site of the Seventh Battle of Ruusan, the last battle of the New Sith Wars and a thousand years before the Battle of Yavin. There, Lord Kaan's thought bomb trapped the souls of over one-hundred Jedi and Sith until the Jedi were finally freed by Kyle Katarn. The Valley of the Jedi then became a concentrated area of Force energy called a Force nexus, and is widely believed to be the most powerful Force nexus in the entire galaxy.

(When Activating a Force Power within the Valley, a Successful Result activates the Power as if the Result was a Raise)

Fort Nowhere

Fort Nowhere was a Class Two military installation located on Ruusan. It contained the Smuggler's Rest, and it was located near Katarn's Hill and a series of caverns. Fort Nowhere was shaped like a six-pointed star, with a spherical blaster cannon at each point to ensure that anyone, pirates or natives, attempting to force entry would face covering fire. It was also equipped with subsurface missile batteries, and defenses included rammed-earth walls. However it would not withstand any full-scale Imperial assault.

Adventure Hooks

Digging up the Darkside

Sith agents seek to reclaim some ancient lore or technology hidden within the Sith base on Ruusan. The Jedi Order catches wind of this and sends the heroes to intercept them.

Lost Hyperspace

During the early days of the Empire, the heroes are hired to search for the lost planet of Ruusan and plot a Hyperspace course, not knowing that their benefactor is an Imperial agent.



Spirits of the Valley

From the Jedi Academy on Yavin 4, Luke Skywalker sends the heroes to the Valley of the Jedi to investigate rumors that Jedi and Sith spirits roam the area.

Dark Recharge

A new Dark Sider emerges and seeks out the valley to tap into the ambient Force power there, intent on strengthening their power.



Ryloth

Region: The Outer Rim
Quadrant: R22
Climate: Varied
Atmosphere: Normal
Gravity: Normal
Moons: 5
Length of Day: 30 Standard Hours
Length of Year: 305 Standard Days
Sapient Species: 76% Twi'lek (Native),
 24% Other Species

Government: Feudal Meritocracy
Capital: Kala'uun
Major Exports: Ryll Spice, Slaves
Major Imports: Foodstuffs, Medicine,
 Technology

Points of Interest

Bright Lands

The Bright Lands was the name given to the side of Ryloth that was baked in constant sunlight during the daytime.

Traditionally, Twi'lek clan leaders were sent here to die if one of their fellow clan leaders had died, either from natural causes or in some cases, assassination. This tradition was instrumental in the changing of hands within the planetary government.

Nightlands

The Nightlands, also known as the Darkside, were the half of the tidally-locked planet Ryloth in perpetual night. They were the counterpart to the Bright Lands, which were in perpetual day.

During the Great Peace of the Republic, the Nightlands were the site of a podracing course.

Floating Rock Gardens of Ryloth

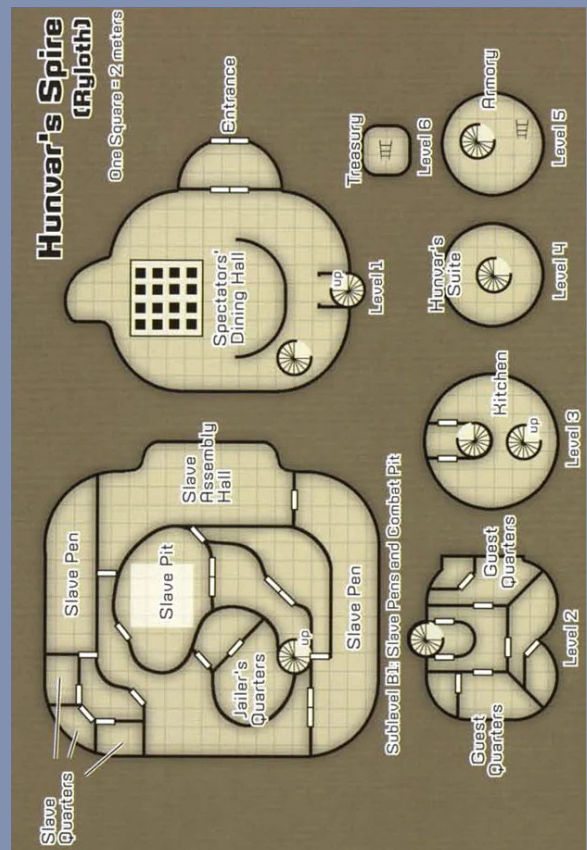
The Floating Rock Gardens of Ryloth were a tourist attraction on the Twi'lek homeworld of Ryloth, well known throughout the Outer Rim Territories. However, because of their proximity to the Bright Lands, very few people usually saw them. There was a small entry fee. A unique atmospheric effect directed the winds blowing through its cavernous tunnels and allowed rocks to float on the wind, like solid clouds. There were thousands of small, colorful and unique stones left by previous visitors, as well as a few large boulders. Visitors could rearrange the floating rocks to any formation they chose, but were encouraged to simply let the wind move them naturally. Watching the natural configurations of the stones without interfering was a tenet of Twi'lek philosophy.

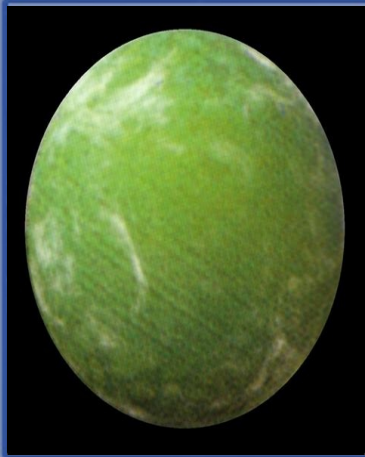
Adventure Hooks

Hunvar's Spire

Hunvar's Spire was the headquarters of the Hutt slaver Hunvar, based in Kala'uun on Ryloth. The floor of the dining hall had a hole through which spectators could watch slaves engaged in combat for their entertainment. The upper floors contained Hunvar's living suite, personal treasury, and a well-stocked armory for his guards and jailers.

The Spire was rumored to contain a lost Jedi holocron, but this was in fact a hoax promulgated by slavery opponents in an attempt to lure Jedi or treasure-seekers to raid the Spire and publicize the plight of enslaved Twi'lek females.





Salliche

Region: The Core

Quadrant: K13 (Not Shown on Map, Near Metellos)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 1

Length of Day: 23 Standard Hours

Length of Year: 355 Local Days

Sapient Species: 91% Human, 9% Other

Species

Government: Parliament

Capital: Netassa

Major Exports: Foodstuffs

Major Imports: Manufactured Goods, Technology

Points of Interest

Salliche was an agricultural world in the Core Worlds region. It was the headquarters of the Salliche Agricultural Corporation. The planet was one of 18 planets on the Agricultural Circuit.

Netassa

The city of Netassa was the capital of the planet Salliche and the site of an Imperial outpost during years before and during the Galactic Civil War.

Salliche Agricultural Corporation

The Salliche Agricultural Corporation, or Salliche Ag, was an Imperial agricultural concern headquartered on Salliche, an agricultural world also home to the Vaults of Narner. Coruscant was its primary customer, due to the proximity of many of its agriworlds to the capital. However, it likely had other customers in the Inner Core due to the high population density of the region, especially along the first part of the Corellian Run.

Vaults of Narner

The Vaults of Narner were robbed by a marauding band of raiders wearing imposing battle armor bristling with blasters and equipped with jetpacks.

House Harbright

House Harbright was a wealthy family influential in the Salliche Ag Corporation. In 25 ABY its leader was Count Borett Harbright. Other members were Lady Selnia Harbright and Dees Harbright. The family had served the Old Republic for three centuries.

Adventure Hooks

The Rebel Training Camp

The party is recruited by the Rebel Alliance to help establish a secret training camp for new recruits in a remote area of Salliche. They must secure the area, set up defenses, and train the eager but inexperienced rebels.

However, Imperial forces catch wind of the operation and launch an assault. The party must rally the recruits, lead them in battle, and defend the camp against overwhelming odds until the Alliance transport ship can get there and they can escape.

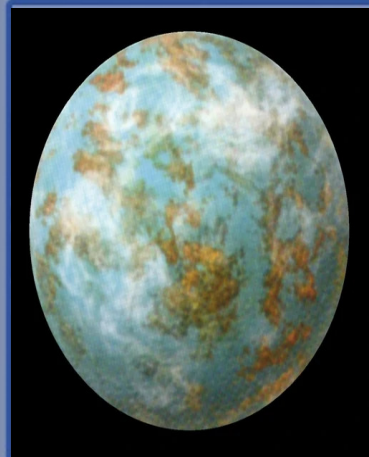
The Smuggler's Run

Lady Selnia Harbright hires the party to smuggle a valuable cargo through Imperial-controlled space. The cargo is highly sought after by various criminal syndicates and Imperial forces, making the journey perilous. They must navigate asteroid fields, elude Star Destroyers, and outmaneuver relentless bounty hunters. Along the way, they discover the identity of the group who broke into and robbed the Vaults of Narner.

The Rebel Spy

The party is contacted by a high-ranking Rebel operative who has vital information on an impending Imperial operation. They must extract the operative from a heavily fortified Imperial facility and transport them safely to the Rebel Alliance base on Salliche.

The mission becomes more complicated when they do so draws unwelcome attention to the hidden training facility. Now they must rush back to the planet and try and sneak by the Imperial Patrols and transport any survivors of the planet and get them to safety.



Sembla

Region: The Outer Rim

Quadrant: R5 (Not Shown on Map, Near
Almania)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 4

Length of Day: 32 Standard Hours

Length of Year: 274 Local Days

Sapient Species: 100% Vurk (Native)

Government: None (Nomadic Tribes)

Capital: None

Major Exports: Foodstuffs, Water

Major Imports: Technology

Points of Interest

Sembla, was an oceanic Outer Rim planet that was the homeworld of the nomadic Vurk. It was in the Outer Rim Territories near the Tion Hegemony, at the far end of the Perlemian Trade Route. There were vast gardens of coral and valuable crystal in the hottest of Sembla's oceans, and these were often targeted by off-world miners. Due to the nomadic nature of its indigenous species, the Vurks, there were few permanent settlements on Sembla. Ancient subaquatic ruins were known to exist along the planet's equator. These ruins did not appear to be Vurk creations, nor did the Vurks have any memories of having established permanent settlements.

Semblan eel

The Semblan eel was a species of eel native to the planet Sembla, which featured enormous coral reefs in its oceans. During the Cold War between the Galactic Republic and the Sith Empire, the Semblan eel was discovered among the reefs for the first time by explorers.

R/M Facility Number Four

R/M Facility Number Four was the largest Imperial Navy deepdock in operation during the Galactic Civil War. Located in the Mahrusha sector near Sembla and produced by Rendili StarDrive, it had 125 modular work bays, all of which were large enough to hold a Strike-class cruiser. Four workbays could be combined to fit a Victory-class Star Destroyer, fifteen for an Imperial-class Star Destroyer, and eighteen for a Torpedo Sphere. The modules were connected by Akinetic fields produced by Voorson power generators, and new modules were constantly being added to the existing infrastructure. They were equipped with tractor-beam generators that could hold up to eight damaged ships at a time. All deepdocks could travel through hyperspace, thus shortening repair time and avoiding Rebel attacks more easily.

Adventure Hooks

The Hutt's Heist

Jabba the Hutt hires the players to carry out a daring heist on the heavily fortified Imperial Navy Deep dock. They must assemble a crew, plan the operation, and overcome numerous obstacles, including security systems, stormtroopers, and rival gangs. Success could earn them a fortune, but failure may result in a lifetime of servitude to the Hutt crime syndicate.



The Clone Wars Echo

Following the events of the Clone Wars, a forgotten clone trooper resurfaces, claiming to possess crucial information about secret Imperial projects. The players must protect the clone trooper from Imperial forces, uncover the truth behind the experiments, and decide whether to trust their former enemy or turn them over to the Rebellion.

The Space Race

A prestigious galactic competition attracts participants from across the galaxy, including the players. They must build and pilot their own starships to compete in various challenges. However, dark forces lurk in the shadows, attempting to sabotage the race and use it for their sinister purposes.



Skako

Region: The Core

Quadrant: L13, II (Not Shown on Map, Near Vulpter)

Climate: Temperate (Urban)

Atmosphere: Hazardous (Methane)

Gravity: Normal

Moons: 2

Length of Day: 27 Standard Hours

Length of Year: 384 Local Days

Sapient Species: 100% Skakoan (Native)

Government: Corporate

Capital: None (Planetwide)

Major Exports: Technology

Major Imports: Foodstuffs, Medicinal Goods

Points of Interest

Skako is a rich and heavily populated planet in The Core. A world-spanning city covers it's surface, and the planet is a major source of microelectronics, starship engineering, and cutting-edge manufacturing techniques. Visitors to Skako find a highly efficient, if joyless, world with technology that is slightly ahead of the galactic norm.

Skako, and thus the Skakoans, are among the most influential members of the Techno Union, a huge megacorporation with several well-known subsidiaries such as Baktoid Armor Workshop, Hoersch-Kessel Driveworks, Inc., and Balmorran Arms.

Power Mounds of the Elders

The Power Mounds of the Elders, also known simply as the Power Mounds, were an exclusive site located in the Clouds of Cormelish on the planet Skako where the Elders, the ruling body of the Skakoans, would gather. The Skakoan homeworld's most sacred site, it factored heavily into their complex religion and was the resting place of the Book of the Boolmide, which was kept and read by the Elders. Few were invited to the mounds; chosen individuals who travelled there and read from the book could open the Gates of Grontessiant, a supposedly mythical realm.

Skako City

Skako is an ecumenopolis- a planet completely covered by a single worldwide city. Comparisons have been made to Coruscant, though Skako lacks much of the aesthetics, art, and vibrancy of that world. Most of the buildings are drab and functional, akin to the Skakoans themselves. The unique atmosphere also means that few sentients visit the planet and thus bring fewer influences, leaving a single monolithic culture.

Adventure Hooks

You should review the effects of Hazardous and Poisonous Atmosphere when planning an adventure on this Planet.

Breathing isn't always Easy

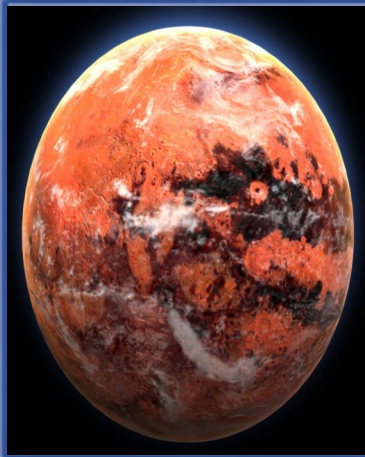
The heroes are sent to Skako to meet with key officials about the Techno Union's ties to the burgeoning Separatist Movement. After the Skakoans do their best to reassure the heroes of their intention to remain within the Republic, the heroes return to their quarters. An hour later, their pressure regulators and atmospheric scrubbers seemingly "fail," and the heroes must escape before they are crushed and/or asphyxiated.

Children are our Future

After the Empire fell, the Skakoans barred entry to the planet to outsiders. However, word reaches back to the Jedi Council about a non-Skakoan child on the world who bears the signs of a powerful connection to The Force. Unfortunately, the child and her parents are trapped in one of the many sublevels of the city-planet and can neither leave nor reveal their presence to the Skakoans. The heroes must somehow find a way onto the planet, survive the toxic and crushing atmosphere, and rescue the child and her parents.

My Mistake

A local Bounty Hunter mistakes the party for the kind of offworlders who will murder innocents for pay- assuming they aren't that kind, at least. He's sloppy with the contact and unwittingly identifies himself, letting the players know that one of their allies will shortly die unless the actual assassin is stopped.



Socorro

Region: The Outer Rim	Species
Quadrant: R22 (Not Shown on Map, Near Ryloth)	Government: Organized Crime/Tribal
Climate: Arid	Capital: Vakeyya
Atmosphere: Normal	Major Exports: Water, Nether Ice
Gravity: Normal	Major Imports: Metals, High Technology
Moons: 0	
Length of Day: 20 Standard Hours	
Length of Year: 326 Local Days	
Sapient Species: 90% Human, 10% Other	

Points of Interest

Doaba Badlands

The Doaba Badlands was a vast desert on Socorro, covering almost three-quarters of the planet's surface. During late dawn and early dusk, mysterious lights were visible at the edge of the desert.

Judges of the Dead

Judges of the Dead was a landmark located on the planet of Socorro, between Vakeyya and the Rym Mountains. At fifty meters tall each, its four rock formations were seen by the locals as resembling hooded women with faces hidden in sorrowful contemplation. The Socorrans believed that when someone died, their soul would travel from anywhere on the planet and be judged by the four women before which would allow them to go to the afterlife. Because of this, the Socorrans considered the area to be a shrine.

Cjaalysce'I

Cjaalysce'I was a city on the planet of Socorro. It had walls to prevent the winds of Jyalma, the Socorran windy season, from destroying the city.

Nether ice

Nether ice was a major export from the planet Neftali. It was mined from Neftali's ice fields and could remain in a frozen state for a long period of time due to unusual compounds in its structure. Small pieces of nether ice could remain frozen for up to a month, and smugglers had been known to use nether ice to cool engines during emergencies. Although generally sold in bulk, nether ice could be bought as souvenirs and even customized into jewelry.

Adventure Hooks

You should review the effects of the Heat and Thirst Hazard when planning an adventure on this Planet.

Jawa Here? - Part II

(See also Jawa Here? - Part I Despayre)

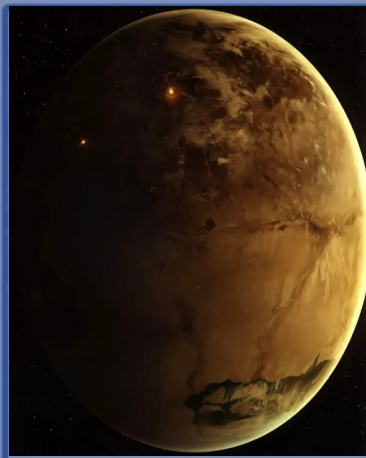
(See also Teemo's Palace Jawa Here - Part III Tatooine)

Contracted by the Mombay m'bwa Syndicate to deliver a hold full of droids here to the coordinates given to them in the Doaba Badlands. The find out that the Syndicate has several Sandcrawlers traveling around the badlands during late dawn and early dusk. Thinking they had finished their contract with the Syndicate the hero's are suprised to find out that they aren't free just yet. The Syndicate has one more mission for them. They must travel to Teemo's palace on Tatooine and plant a listening device for them.

Only then will the hero's be truely free of their debt to the Mombay m'bwa Syndicate.

Untrained!

A Friend's sibling is an untrained Force User, and has been secretly using his or her powers to protect their Sibling from a crime syndicate by bending their leader's will time after time. The leader figured out what was happening and they are now controlling the Force User, they've now kidnapped the parties Friend to keep and hidden them away, with the guards requiring commands from four seperate leaders all at once to free them. The Leader of the syndicate is taking this opportunity to make sure the Force User is now having to use their powers to work for the Syndicate and make their enemies kill themselves, This is driving the Force user slowly insane.



Sriluur

Region: The Outer Rim

Quadrant: R11, IX

Climate: Temperate/Arid

Atmosphere: Normal

Gravity: Normal

Moons: 5

Length of Day: 22 Standard Hours

Length of Year: 295 Local Days

Sapient Species: 82% Weequay (Native),
8% Houk, 10% Other Species

Government: Clans (Currently under Imperial Rule)

Capital: Meirm City

Major Exports: Gems, Minerals

Major Imports: None

Points of Interest

Al-Campur

Al-Campur was the administrative center of Sriluur, and home to a monastery devoted to Am-Shak, the Weequay god of thunder. The criminal underground of the city hosted several battle arenas. It was the capital of Sriluur for several years, but was replaced by Meirm City in this capacity by 137 ABY.

Dnalvec

Dnalvec was the main trading port of Sriluur, and home to three of the planet's four large-scale spaceports. It was also the site of the Bureau of Ships and Services office responsible for the entire Sisar Run hyperlane, and had the most Houk inhabitants of all the Weequay cities.

Meirm City

The capital of Sriluur since approximately 137 ABY, Meirm City was situated along the shores of the copper-rich Meirm Sea. This proximity caused the city to constantly be covered in a layer of copper sand which, coupled with the constant acidic fog drifting in from the ocean, made erosion a big problem. The city was considered the heart of Weequay culture, and was littered with statues of the various Weequay gods, especially Quay. Tension between the Houk and Weequay ensured it was a necessity to separate the city into distinct enclaves for each species. Meirm City was home to the Xizor Transport Systems-owned Gricul Salvage Yards, one of the best known repair yards in the Outer Rim.

Adventure Hooks

Shadows of the Hutt Cartel

The Hutt Cartel, notorious gangsters in the Outer Rim, are expanding their criminal empire. The heroes find themselves caught in the middle of a power struggle between rival Hutt families. Operating through the Various Weequay Clans as they attempt to rest control of different sectors of the planet from each other.

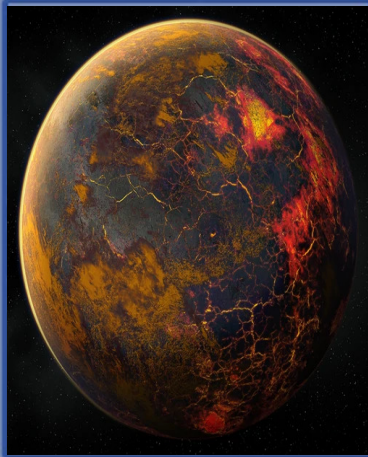
The players must navigate treacherous alliances, engage in high-stakes smuggling operations, and ultimately even take part in one of the Underground battle arenas.

The Bounty Hunter's Gambit

The heroes find themselves pursued by a relentless bounty hunter who has mistaken one of them for a high-value target. To clear their names and survive, the heroes must unravel a conspiracy that reaches deep into the criminal underworld, leading them from seedy cantinas to dangerous gladiatorial arenas.

Operation Crimson Dawn

The criminal syndicate known as Crimson Dawn has been running an illegal operation in the city of Meirm, exploiting its resources and enslaving the local population by endebting them to the Gricul Salvage Yards. The heroes are recruited by a Hutt to disrupt Crimson Dawn's activities, destroy the records of any debts that may be owed, and strike a blow against the syndicate's leadership. More importantly though their employer wishes to know who is running Xizor Transport Systems, and if they are involved in anyway with Crimson Dawns actions here in Hutt Controlled space.



Sullust

Region: The Outer Rim

Quadrant: M13

Climate: Superheated

Atmosphere: Dense

Gravity: Normal

Moons: 2

Length of Day: 20 Standard Hours

Length of Year: 263 Local Days

Sapient Species: 96% Sullustan (Native),
2% Human, 1% Bith, 1% Other Species

Government: Corporation

Capital: Byllurun

Major Exports: Starships, Computers,
Droids, Hyperspace and Astrogation
Technology

Major Imports: Foodstuffs, Water

Points of Interest

Keff Base

Keff Base was a Rebel base in the Sullust system. It was on this base that the Alliance High Command received the Death Star II plans from the Deep Ear faction of the Bothan Spynet.

LavaRide

LavaRide was a thrill ride operated by LavaRide Enterprises on Sullust which placed customers into transparent, heat-resistant bubbles and dropped them into active volcanoes. Once inside the volcanoes the customers would then float along the oozing lava or slide down the volcanoes, occasionally launched into the air by bursts of steam. The ride was considered to be very safe, the bubbles well-constructed and transport ships with tractor beams stood by to rescue anyone who managed to get into trouble. There was also a sport created around LavaRide, putting several riders in bubbles around the caldera and releasing an empty bubble for the riders to knock between goal posts on either end of the field.

Sullustan shrine

A shrine depicting their gods was built by the Sullustan species was located on the planet Sullust. The shrine contained technology designed to "speak" to the planet's volcanoes.

SoroSuub Facility

SoroSuub Facility was a manufacturing plant on the planet, it also served as a Podracing circuit as part of SoroSuub's sponsorship of the Galactic Trials.

The atmosphere on Sullust did not provide breathable air, so the facility was built underground with a manufactured oxygen supply. The Podrace track wound through the facility and into glass tubes protruding from the exterior. SoroSuub was the first of Sullust's two Podracing circuits.

Adventure Hooks

You should review the effects of Dense Atmosphere when planning an adventure on this Planet.

Rescue Mission

A group of Rebel Alliance operatives crash-land on Sullust while on a critical mission. The players must navigate the treacherous volcanic landscapes, evade Imperial forces, and find a way to locate and extract their allies.

Industrial Espionage

The players are hired by a corporate rival of the SoroSuub Corporation, the major manufacturing company on Sullust, to infiltrate their facilities and steal valuable trade secrets. They must navigate the corporation's security systems, outsmart rival agents, and deal with unexpected moral dilemmas along the way.

Rebellion among the Sullustans

Tensions rise on Sullust as the native Sullustan population grows discontented with the Empire's occupation. The players are recruited by a Sullustan resistance movement to carry out covert operations, sabotage Imperial installations, and rally support from other oppressed species on the planet.

Geothermal Crisis

Sullust is known for its geothermal energy resources, which the Empire exploits to fuel its war machine. The players find themselves caught in a race against time as they must stop the Empire's reckless mining practices before they trigger catastrophic volcanic eruptions that could devastate the planet and its inhabitants.



Taris

Region: The Outer Rim

Quadrant: N9

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 4

Length of Day: 24 Standard Hours

Length of Year: 314 Local Days

Sapient Species: 30% Human, 70% Other Species

Government: Republic

Capital: None (Ecumenopolis)

Major Exports: Luxury Items, Technology

Major Imports: Food, Raw Materials

Points of Interest

Upper City

The Upper City was a beautiful area inhabited by the rich and powerful people. Although access to the Upper City was restricted, notable non-Humans found in the Upper City included a Twi'lek droid merchant Janice Nall, Ajuur the Hutt, and a Rodian duelist named Twitch.

Middle City

The Middle City was the most populous level of Taris. The middle class and working citizens of the planet's Human population lived there. Many small business owners lived there, and most average people came to the Middle City to conduct business.

Lower City

The Lower City was home to the lower class people who had not been born into the privileged classes of Tarisian society. Aliens were common there, as it was one of the few areas on Taris where they were legally allowed to live.

Undercity

The Undercity was a dark, wild area inhabited by the Outcasts, people who were, or whose predecessors had been, banished for their crimes.

The Promised Land

The Promised Land was a underground city located beneath the Undercity of Taris. It was where the Tarisians first settled on the planet back when the world was still forest and oceans. Once someone entered the colony, they were unable to exit, thus protecting the Promised Land's secret. It could take weeks or even months to reach the entrance and you would have to cross many rakghoul infested areas.

Adventure Hooks

A Plea for Help

The characters encounter a group of refugees or a distressed individual who asks for their assistance. They reveal that their loved ones have been kidnapped by a local criminal syndicate operating in the lower levels. As the characters venture into the lower levels of Taris, a dangerous and chaotic undercity filled with criminals, scavengers, and mutated creatures. They navigate through dilapidated buildings, dark alleys, and sewers, gathering information and encountering various challenges along the way.

As the characters dig deeper, they discover the true extent of the criminal syndicate's operations. They uncover a web of corruption involving both local gangs and corrupt officials who profit from the chaos. The characters must gather evidence and build alliances with other resistance groups to take down the syndicate. They must locate the syndicate's hideout and plan a daring rescue mission to save the kidnapped individuals. They face off against well-armed criminals, navigate traps, and engage in intense combat encounters. Depending on the characters' choices, they may also have the option to negotiate or infiltrate instead of resorting to violence.

They eventually must have a showdown with the mastermind behind the syndicate's operations. This could be a powerful crime lord, a corrupt official, or even a Sith agent using Taris as a base. With the syndicate defeated and the kidnapped individuals rescued, the characters have made a significant impact on Taris. They can choose to stay on the planet and help in its rebuilding efforts, inspiring hope and catalyzing change among the people. Alternatively, they may continue their journey, knowing that they made a difference in the lives of those they saved.



Tatooine

Region: The Outer Rim

Quadrant: R21

Climate: Arid

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 23 Standard Hours

Length of Year: 304 Local Days

Sapient Species: 70% Human, 5% Jawa (Native), 5% Tusken Raider (Native), 20%

Other Species

Government: Hutt Crime Lords

Capital: Bestine

Major Exports: Illegal Weapons, Minerals, Narcotics

Major Imports: Foodstuffs, Medicine, Technology

Points of Interest

Mos Espa Grand Arena

The Mos Espa Grand Arena on Tatooine was located just outside the city of Mos Espa on its Northern Dune Sea side. It was the home to one of the most famous Podracing tracks in the Outer Rim Territories.

Jabba's Palace

A large sandrock and durasteel complex located at the fringes of the Northern Dune Sea on the planet of Tatooine. Originally erected as a monastery of the B'omarr Order.

Chalmun's Spaceport Cantina

Also known as Chalmun's, the Mos Eisley Cantina or simply The Cantina, was a popular drinking and dining establishment located in the city of Mos Eisley on the desert world of Tatooine.

Mochot Steep

A popular Jawa trading site on the planet Tatooine. Tusken Raiders eventually took over, and the steep remained under their control for many years. It was not until a large gang of troublemakers attempted to wrest control of the Steep back from the Tusken, resulting in a turf war that lasted for some time and had a negative impact on the surrounding cities.

Sunfire Outpost

Sunfire Outpost was a remote settlement on Tatooine lying between the sand dunes and isolated rocky outcroppings that bordered the desert. The outpost was often empty and unused, serving only as a temporary refuge for desert travelers, or a meeting site for illicit bargains and criminal deals. Occasionally, Imperial sandtroopers would use the Outpost as a base of operations during long desert patrol operations.

Adventure Hooks

You should review the effects of the Heat and Thirst Hazard when planning an adventure on this Planet.

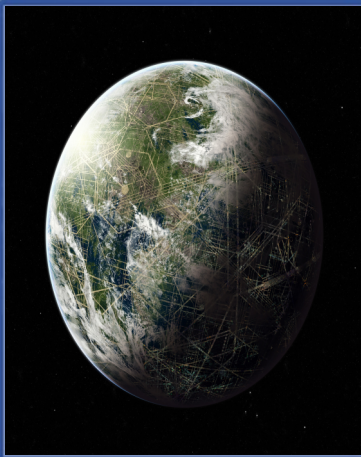
Teemo's Palace

(See also Jawa Here? - Part I Despayre)

(See also Jawa Here? - Part II Socorro)

A breathtaking palace was Teemo the Hutt's residence in Mos Shuuta on Tatooine. It was protected by Gamorreans and security droids. Hired to sneak into the palace by the Mombay m'bwa Syndicate and plant a listening device into the Communication Hub without being caught, the team must formulate a plan and execute it, which will allow them to do so. Do they disguise themselves? Sneak in? Cause a huge distraction in another area?





Telerath

Region: The Inner Rim	Arkanians and Arkanian Offshoots, 60%
Quadrant: N10 (Not Shown on Map, Near Ploo)	Other Species
Climate: Tropical	Government: Corporate Meritocracy
Atmosphere: Normal	Capital: None
Gravity: Normal	Major Exports: Business Goods
Moons: 2	Major Imports: Foodstuffs, Luxury Items, Raw Materials, Technology
Length of Day: 26 Standard Hours	
Length of Year: 374 Local Days	
Sapient Species: 30% Human, 10%	

Points of Interest

Telerath was an Inner Rim banking world, the home of the Telerath Interstellar Banking Initiative. Customers were guaranteed to meet with living bank representatives, did not need to make scheduled appointments, and were offered a fantastic variety of comforting recreational activities and accommodations. Telerath was a bank and a vacation resort where every night was like a festival. Security was only present to protect the money, not the people. They thought that visible guards would break the ambiance.

Sword law

The Sword law was a law on the planet Telerath during the Rise of the Empire era. According to this law, all disputes had to be settled in a duel with a solid edged weapon. This law prohibited the use of blasters in almost any situation, except when an opponent violated the law with a blaster first, thereby ensuring that honor and a relative form of peace were preserved on the planet. Visitors to the planet were expected to abide by the Sword Law.

Noua

Noua was an archipelago located on the Inner Rim planet Telerath. Noua was home to the Ember's Fire club, and had a large population of slavers and spice runners.

Telerath eel

A species of blue-skinned eel could be found in the waters of the planet Telerath. They had eight eyes, sharp teeth, and at least three fins, one of which was a dorsal fin.

Manala

Manala was a high-end island resort on the planet Telerath. It was home to the planet's most infamous judge, Mazzum Onas.

Adventure Hooks

Rescuing Jolee

Master Jae'ol is willing to take on new students, but he does not teach in a manner that a traditional Jedi would find familiar. He believes that The Force is evident in many things, and that the hard work required to build and maintain the new settlement of Force-sensitives is an allegory for the discipline required to become a Jedi. But now he has a problem. His young daughter Jolee boarded a merchant vessel that stopped briefly on Telerath, and Jae'ol sent a trusted group of students to retrieve her. He has not heard from them since. He hires the Hero's to try and find her and his missing students. They locate the merchant vessel, but when the heroes drop out of Hyperspace, they find themselves in the middle of a pirate attack on the merchant vessel, it becomes downright dangerous.

Ember's Fire

Ember's Fire was a club owned by Ember Chankeli, offering female companionship to paying customers, which operated on Telerath. Chankeli claimed that her business was suffering from a slaver gang operating in the city to convince the party to help clean the slaver gang out.

Poisoned

The party encounters someone who was bitten by a poisonous local animal while on a remote island. The only antidote is back at civilization, the group runs into several issues that arise as they transport the injured person back to Manala island from one of the smaller islands.



Telos IV

Region: The Outer Rim

Quadrant: P4 (Telos)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: None

Length of Day: 24 Standard Hours

Length of Year: 422 Local Days

Sapient Species: 35% Human, 65% Other
Species

Government: Republic

Capital: Thani

Major Exports: Foodstuffs

Major Imports: Luxury Items

Points of Interest

Anglebay Station

Anglebay Station was a neutral, unaligned medical station.

Citadel Station

Citadel Station was an immense orbital space station

Mirror Caverns

The Mirror Caverns was a global park comprised of a number of caverns on Telos. It was located near the Sacred Pools and named for the malab stone that created a reflective surface on the caverns' walls.

Park of Sacred Pools

Once pristine, the Park of Sacred Pools was one of the sacred sites of natural beauty that were (ostensibly) protected by the Telosian government. Offworld Mining Corporation proceeded to mine and destroy many of Telos's most sacred sites, including the Sacred Pools. The Telosian government resolved to clean up the harm done to the sacred sites, but not before the Sacred Pools became heavily polluted by the mining effort. The pools were bubbling, blackish and highly toxic, capable of stripping flesh from the bone in seconds. They constantly seeped yellowish, toxic vapors. The area surrounding the pools was actively volcanic, and characterized by areas of hardened lava and fissures which erupted periodically with large bursts of steam.

RZ-0031

RZ-0031 was a Restoration Zone established on Telos IV during the Telosian Restoration Project. It was contained by massive generators that projected protective force-fields, preventing the corrosive atmosphere from further damaging the grasslands and beaches within RZ-0031.

Adventure Hooks

Telosian Jedi Academy

The Telosian Jedi Academy, also known as the Telos Polar Academy, was founded during the Jedi Civil War. Hidden inside a mesa in the polar region of the planet Telos IV that housed the abandoned Telos Polar Irrigation System, the Jedi Academy was afforded secrecy and security. The building also hosted numerous Sith holocrons that the Jedi had collected, along with other relics. Among the collection was various materials of learning that had been saved from Dantooine's Jedi Enclave. The party is hired to investigate the fact that all contact has been lost with the Academy. The Jedi will be sending a contingent eventually, but it will take them at least a week to get there. Until then they need the group to scout it out first.

Rebuilding Telos

After the devastation caused by the Sith, Telos IV is in the process of being rebuilt. The characters get involved in the planet's restoration efforts, assisting the locals and working to rebuild cities, infrastructure, or important facilities. They encounter resistance from criminal organizations or factions opposed to the planet's recovery.

Characters could also become embroiled in political conflicts, dealing with rival factions vying for control or negotiating diplomatic disputes. They might navigate a web of alliances, uncover corruption, or protect key figures from assassination attempts.

Eventually they may even become involved in smuggling operations, trying to evade local authorities and criminal syndicates while navigating the planet's security systems.

They might even uncover a larger conspiracy or be hired for espionage missions.



Telti

Region: The Inner Rim	Species
Quadrant: N12	Government: Corporate
Climate: Arid (Industrial)	Capital: Dome 01
Atmosphere: Vacuum (Outside of Protective Domes) / Normal (Inside Domes)	Major Exports: Droids, Technology
Gravity: Normal	Major Imports: Industrial Raw Materials
Moons: N/A	
Length of Day: 22 Standard Hours	
Length of Year: 309 Local Days	
Sapient Species: 99% Droids, 1% Other	

Points of Interest

Telti was a moon located in the Inner Rim.

Characteristics

It was the location of a major droid construction facility, which covered nearly the entire surface of the moon. The moon had no atmosphere, and all the manufacturing facilities were located in domed structures connected via air-tight tunnels and overland corridors. It was guarded by a wide range of battle droids and guard droids.

History

Prior to the Clone Wars, Telti was the site of one of the Techno Union factories which produced B1-Series battle droids. This factory and others across the galaxy were shut down prior to the outbreak of war, leading to 12.5 million employees being laid off. While business reasons were cited, in reality, the Techno Union had joined forces with the Separatists, and had moved production lines to worlds in the Outer Rim Territories, far from the prying eyes of Republic inspectors.

After the Battle of Endor the moon joined the New Republic. These droids were used to decimate Almania, Pydyr, Auyemesh, and Smuggler's Run, as well as bomb the New Republic Senate.

Adventure Hooks

Oxygen Robbers

An Enemy spikes the oxygen supply of the station or unbreathable-atmosphere hab dome with hallucinogens as cover for a theft. Most victims are merely confused and disoriented, but some become violent in their delusions. By chance, the party's air supply was not contaminated. However during the heist the air supply generator was damaged when they hooked their device to it. The party has very limited time to repair the generator before the atmosphere will be depleted.

The Rogue Droid

A renegade droid with advanced intelligence has started a rebellion among the droid population, seeking equal rights and freedom from slavery. The players must navigate the ethical complexities of the situation, choosing whether to support the droids' cause or side with the Empire, which seeks to suppress the uprising and maintain control.

Recent Discovery

A decommissioned factory long forgotten in a sealed up tunnel has recently come back online and begun drawing power. The players are called in to investigate the facility and find out what is drawing the power and shut it back down. As they explore deeper into the caverns and tunnels they must navigate their way to the source of the power drain. Eventually they find the entrance to the factory itself. As they make their way inside they will eventually figure out that the factory has begun to produce B1 series battle droids again. Unfortunately for them it's been busy and the people behind it don't want them to report back with their findings.



Teth

Region: Wild Space

Quadrant: S10

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 27 Standard Hours

Length of Year: 298 Local Days

Sapient Species: 94% Human, 6% Other Species

Government: Democracy

Capital: Inner Teth

Major Exports: None

Major Imports: Foodstuffs, High Technology, Luxury Goods

Points of Interest

Teth was the third planet orbiting the star of the same name and had two moons that orbited the planet itself. It was located within the Teth system of the Baxel sector in the outer border of the Outer Rim region of the galaxy that crossed over into the Wild Space region.

History

Once a prominent vacation world for the Hutts, Teth suffered an economic crisis when the Galactic Republic began to crack down upon the criminals housed on-planet.

Inner Teth

Inner Teth was the capital city of the Outer Rim Territories planet Teth during the Clone Wars. The Galactic Empire eventually replaced Inner Teth with a newly built capital, Peroon.

B'omarr Monastery

The B'omarr Monastery was a structure on Teth that bore similar design to Jabba's Palace on Tatooine. The monastery stood atop a large mesa in the Teth jungle. The castle consisted of lower levels where the prisoners were kept, a throne room, a monster pit underneath the throne room that contained a jungle rancor, and a back door landing pad.

Grave of Ziro Desilijic Tiure's father

Ziro Desilijic Tiure's father was buried in a grave on the planet Teth. It was a secret location in which Ziro hid the Hutt diary, which contained critical information on the Hutt Grand Council.

1137-4265

1137-4265 was a sector on Teth.

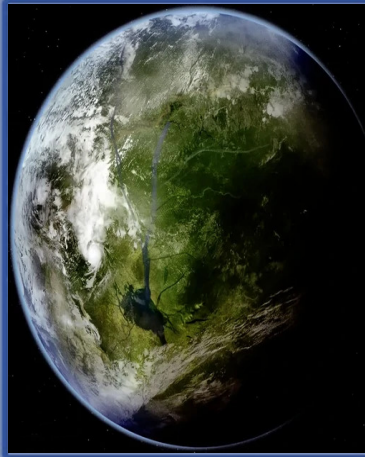
Adventure Hooks

X marks the Spot

(Part III see "X Marks the Spot" on Odryn for part I and "X Marks the Spot" on Polls Massa for Part II)

Hired by the Jawa Crime Syndicate Mombay m'bwa to deliver a contingent of Jawa researchers to the Grave of Ziro Desilijic Tiure's father and provide security for them as they explore the site. While at first it may seem like they are there to look through the Hutt grave site. They seem to ignore it in favor of a small alcove off to the right of the grave site. Eventually they open a hidden panel with much joy and excitement followed by hush whispers and looks. They then rush the players down inside the tunnel beyond the panel. What do they find below the Tomb? What is hidden in the caverns there. Do the players help them or do they turn on them?





Thyferra

Region: The Inner Rim

Quadrant: L19

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 2

Length of Day: 21 Standard Hours

Length of Year: 479 Local Days

Sapient Species: 84% Vratix (Native), 12% Human, 4% Other Species

Government: Representative Democracy

Capital: Xozhixi

Major Exports: Bacta

Major Imports: Foodstuffs, Technology

Points of Interest

Plastoid Pitt

The Plastoid Pitt was a cantina in Xucphra City on Thyferra. Many beings who entered the cantina were abducted, and later sold as slaves.

Morbo's Place

Morbo's Place was a cantina in Zalxuc City on Thyferra.

Xucphra City

Xucphra City was the site of Thyferra's primary starport and served as the planet's capital. Established as Zalxuc City at the height of the New Order to house the Human population of the planet, the residents were responsible almost solely for the production of bacta even though they numbered just 10,000. When Ysanne Isard took control of Xucphra and bacta production, many Zaltin families fled the planet. The city was then renamed Xucphra City.

Xucphra Corporation

The Xucphra Corporation, known simply as Xucphra, was one of two bacta-producing and distributing corporations in the galaxy. The Human-controlled company was based on the planet Thyferra.

Vrelnid

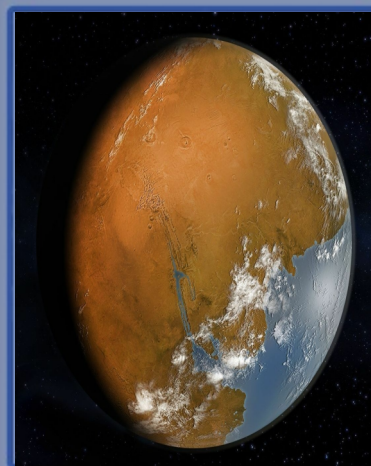
Vrelnid was an area on the planet Thyferra with vast fields of alazhi plants at the base of a small mountain range. A processing plant and a small Vratix village were also located nearby.

Adventure Hooks

Shadows of the Bacta Cartel

A group of intrepid adventurers finds themselves on Thyferra, drawn to the planet by rumors of a new, powerful bacta variant that has emerged. However, they quickly discover that the production and distribution of this new bacta is controlled by a ruthless cartel. The cartel has a monopoly on bacta trade, and they employ a private army to protect their interests. They must navigate the dangerous underbelly of Thyferra, filled with rival gangs, smugglers, and corrupt officials. Along the way, they encounter a diverse cast of characters, such as an exiled bacta researcher with vital information, a skilled slicer with ties to the criminal underworld, and a sympathetic local resistance group fighting against the cartel's oppression.

As they delve deeper into the conspiracy, they uncover a plot that goes beyond bacta trade. The cartel is secretly collaborating with a fringe group of Sith sympathizers who seek to use the new bacta variant to enhance their dark side abilities. They must not only stop the cartel from exploiting the bacta supply but also prevent the Sith sympathizers from gaining access to the powerful healing substance. Ultimately, they must dismantle the cartel's control over bacta production and distribution, while ensuring that the new bacta variant is safeguarded from falling into the wrong hands. Their actions could have far-reaching consequences for the galaxy, as Thyferra's bacta supply plays a vital role in supporting the Rebellion against the oppressive Galactic Empire.



Tirahnn

Region: The Mid Rim

Quadrant: N11

Climate: Warm

Atmosphere: Normal

Gravity: Normal

Moons: 9

Length of Day: 28 Standard Hours

Length of Year: 172 Local Days

Sapient Species: 60% Human, 40% Other
Species

Government: Mercantile Oligarchy

Capital: Tirahnn

Major Exports: Luxury Items, Agricultural
Goods

Major Imports: Technology

Points of Interest

A major trade world along the Perlemian Trade Route, Tirahnn served as the sector capital of the Inner Rim's Zeemacht Cluster. Tirahnn's landscape was characterized by vast plains, forests and mountains. The planet's weather was mild year-round, and much of Tirahnn remained pastoral millennia after civilization became widespread. Tirahnn's fields were filled with native wildlife, although the disruption caused by the Separatist conquest of the world during the Clone Wars introduced non-native creatures like roggwarts to the environment. Still, Tirahnn was most well-known for its large, multi-tiered cities, the largest of which—also named Tirahnn—stretched for hundreds of miles in all directions.

Tirahnn, Capital City

The capital city of Tirahnn, also called Tirahnn, is a place full of towering skyscrapers and wide, broad bazaars throughout the city. Little that happens in the Galaxy can stop the bazaars from operating, although the populace does at times seem a bit subdued.

Most of the inhabitants of Tirahnn seem to be going about their business as usual, though there are occasionally signs of trouble.

Great Fair

The Great Fair was a gigantic bazaar located on the planet Tirahnn. Nestled in the city of the same name, the fair catered to the entire world but was also well known throughout the galaxy, drawing huge crowds.

The Heights

The Heights was the name of the most upscale neighborhood in Tirahnn. Its residents, lived in grand towers.

Adventure Hooks

Race for a Starship

The players learn of a legendary starship hidden on a distant and dangerous planet. The coordinates for it will be sold at a secret Auction in the Great Fair. However, they are not the only ones interested in claiming the vessel. A ruthless crime syndicate, rival treasure hunters, and even Imperial forces are all after the same prize. The players must race against time to find out the location of the Auction, get an invite or sneak their way in. Either outbid the other interested parties, or steal the information before or even after it is sold to the highest bidder. Make their way to the coordinates while avoiding the rival factions and recover it for their employer, or perhaps double cross them and keep the ship for themselves.

Space Hikers' Dilemma

On their way to Tirahnn the players ship encounters a rogue asteroid or space junk. It causes enough damage they are forced to make an emergency landing on one of the moons. As their coms are damaged and they are stranded on after their ship malfunctions. With limited resources and hostile creatures lurking, they must find a way to survive and repair their ship.

Clone Wars Legacy

The Clone Wars have long ended, but remnants of the conflict remain scattered across the galaxy. The players stumble upon a forgotten base or cache of Clone Wars-era weapons and ships on one of the 9 moons that still pose a threat if they fall into the wrong hands. They must decide whether to destroy the remnants or repurpose them for a just cause.



Toydaria

Region: The Mid Rim

Quadrant: R14

Climate: Temperate Swamps

Atmosphere: Normal

Gravity: Normal

Moons: 3

Length of Day: 21 Standard Hours

Length of Year: 184 Local Days

Sapient Species: 79% Toydarian (Native),
18% Hutt, 3% Other Species

Government: Hutt Crime Lords

Capital: Toydor

Major Exports: Labor

Major Imports: Foodstuffs

Points of Interest

Toydaria was a large, muddy planet located in the Toydaria system of Hutt Space, and home to the mind trick-resistant Toydarians.

The Toydarian homeworld was covered with nutrient-rich muck-lakes, which supported clouds of bugs and mats of algae and a number of predators including dangerous grabworms. Monsoons and fungal diseases ravage the planet, and can often kill off growing stocks of agriculture. Sustenance for the food on Toydaria was so great that on average every 30 standard years depending on weather cycles, shortages would occur and the Toydarians would steal or even poison their neighbor's food supply, under the belief that if they couldn't have it, no one should.

Toydarians considered other planets to be bland and odorless.

Toydor

Toydor was the capital city of the Toydarian homeworld of Toydaria.

Toydarian palace

The Toydarian palace was a large palace located on the Toydarian homeworld of Toydaria, and was only accessible through flight.

Toydarian ministry council

The Toydarian ministry council was a body of Toydarian bureaucrats that advised the King of Toydaria on matters of state.

Adventure Hooks

The Word of the Elders

During the heroes' much-needed downtime, a young Human man arrives suddenly and with great fanfare, accompanied by a number of other young and healthy followers. The Human begins to preach about the drain that greed and ambition put on the body, and espouses a philosophy that eschews material wealth. To the amazement of those gathered, the man claims to be over 300 years old, kept young via monastic practices. The man extends an invitation to those who have gathered to hear him speak, offering them berths on his spaceship and a new life on a world far from the pain and misfortunes of the galaxy.

Before this young proselytizer can depart, the heroes learn that the others who accompanied him have been slipping away during his speeches and selling a powerful narcotic called Kryotin to the local criminal organizations (Perhaps even meeting with The Hutt Kajidics to arrange a larger delivery). The heroes have the chance to trace this dangerous narcotic to its mysterious source by allowing themselves to be taken as new recruits, only to find themselves on the world of Veroleem in The Unknown Regions, scheduled to have their bodies harvested to prolong the lives of the planet's elders.

Sith Cult Unveiled

The players stumble upon a secretive cult dedicated to resurrecting the Sith Order. As they delve deeper into the cult's plans, they uncover a plot to unleash a powerful Sith entity on the planet Veroleem in the Unknown Region that could plunge the galaxy into darkness. The players must gather allies, foil the cult's schemes, and prevent the Sith's return.



Trandosha

Region: The Mid Rim

Quadrant: P12

Climate: Arid

Atmosphere: Normal

Gravity: Low

Moons: 1

Length of Day: 25 Standard Hours

Length of Year: 371 Local Days

Sapient Species: 99% Trandoshan (Native), 1% Other Species

Population: 42 Million

Government: Tribal

Capital: Hsskhor

Major Exports: Slaves, Mercenaries

Major Imports: Technology

Points of Interest

Also known simply as Dosh, Trandosha was a planet located in the Kashyyyk system, a single-star system positioned in the Mid Rim's Mytaranor sector. Trandosha was orbited by Wasskah, a verdant moon, and neighbored the planet Kashyyyk, which shared the same system. A temperate world of thick jungles and forests and plains. Trandosha was the homeworld of a species of hound known as the Trandoshan hunting hound, which had a squarish muzzle, as well as a species of jellyfish known as the Doshian jellyfish.

Hsskhor

Hsskhor was the capital city of the planet Trandosha. At the end of the New Sith Wars, it was the site of the Battle of Hsskhor, after the battle the city was razed to the ground. Over time it would be rebuilt and it would be the location of the Hsskhor Tally-house Meeting Halls, within which peace talks between the Trandoshan and the Wookiees were held prior to the outbreak of the Clone Wars. Hsskhor was also the location of the magnificent Warlord's Palace.

Warlord's Palace

The Warlord's Palace was a magnificent palace on Trandosha in the capital city of Hsskhor.

Forak

Forak was the capital city of the planet of Trandosha. In downtown Forak, there was an Imperial repair center located on Banir Avenue.

The Scorch

The Scorch was an area of sunbaked plains on the planet Trandosha.

Adventure Hooks

You should review the effects of Low Gravity when planning an adventure on this Planet.

Desperation's Call

As the heroes are getting ready to board their ship for their next destination, a haggard-looking male Human runs toward them and collapses, a datacard tumbling from his fingers. The man appears to have died from recently inflicted injuries. A recording on his Datacard contains astrogation data to reach Trandosha, the coordinates of a makeshift landing pad there, and a plea from the man (Who calls himself Vorli) to help prevent a massacre on the planet.

If the heroes travel to Trandosha, they are greeted by Joll Kohan, a grizzled man with a military bearing. Vorli's mission was to find spacers willing to help The Trandoshan Underground smuggle recently rescued victims of the Slavers offworld. However, the heroes' arrival compromises the site's location, and Kohan learns that the slavers have mustered their forces and are en route to wipe out The Trandoshan Underground.

Let us Hunt

Suicide bombers detonate an explosive, chemical, or biological weapon in a Hunt Museum occupied by the party who is there to steal a wookiee artifact that is stored there. The players must escape before the Museum collapses on top of them, navigating throngs of terrified people in the process and saving the Wookiee Artifact if possible.



Utapau

Region: The Outer Rim

Quadrant: O26

Climate: Arid and Rocky Sinkholes

Atmosphere: Normal

Gravity: Normal

Moons: 9

Length of Day: 27 Standard Hours

Length of Year: 351 Local Days

Sapient Species: 70% Utai (Native), 30%
Pau'an (Native)

Government: Utapaun Committee

Capital: Pau City

Major Exports: Water

Major Imports: Medicine, Technology

Points of Interest

Utapau was an arid sinkhole world in the Utapau system of the Tarabba sector in the Outer Rim Territories. Utapau was the homeworld of the Pau'ans and the Utai, more commonly referred to collectively as Utopauns. These species lived in the many giant sinkholes that dotted the planet's scrub-covered surface.

Killik hive mound

Killik hive mounds were towering, organic-looking monoliths that made up the hives of the Killiks. Their mounds were located on the worlds throughout the galaxy, such as Alderaan, Alsakan, Utapau, and their capital world of Yoggoy in the Unknown Regions.

Promenade of Seven Guilds

The Promenade of Seven Guilds was the main thoroughfare in Pau City on the planet Utapau. It was located in the city's Civic Level, and also served as a ceremonial avenue.

Pau City

Pau City was a large sinkhole sanctuary plunging deep into the surface of the planet Utapau. Serving as Utapau's spaceport, Pau City ushered the planet's few visitors into the depths of the sinkholes.

Pahum Cultural Center

The Pahum Cultural Center was a building located in the heart of Pau City on the planet of Utapau. A home to many of the city's exhibitions, it was also a performance venue.

Adventure Hooks

Journey to Utapau

There has been a distress signal originating from Utapau, drawing the attention of the Galactic Republic. You are part of the team of intrepid heroes, assembled to investigate the source of the signal and aid the locals. As you arrive on Utapau, you quickly discover that the planet is facing a severe crisis.

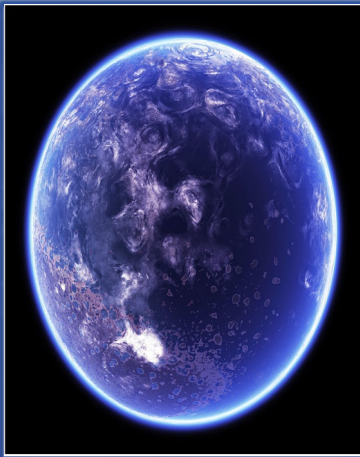
The native Pau'ans and Utai are caught in the middle of a conflict between rival factions. The Separatist remnants, led by a cunning warlord seeking to establish a new power base, have been exploiting the planet's resources and terrorizing its inhabitants. On the other hand, a group of freedom fighters, composed of Pau'ans and Utai who oppose the warlord's tyranny, are determined to protect their homeworld.

Your mission is to unite the scattered resistance fighters, forge alliances, and liberate Utapau from the oppressive forces. Along the way, you will encounter memorable characters such as Tion Medon, the port administrator of Pau City, who plays a crucial role in the resistance movement.

To succeed, you must navigate treacherous landscapes, from the towering sinkholes of the Sinkhole City to the expansive desert plains. Utilize your skills in diplomacy, combat, and problem-solving to win the trust of the locals, gain vital intelligence, and outmaneuver your enemies.

Unravel the mysteries of Utapau's underground cities, ancient temples, and hidden caverns, uncovering artifacts and knowledge that could turn the tide of the conflict. Encounter unique creatures and droids that call Utapau home, including the agile varactyls and the skilled Utapaun artisans.

In the final climactic showdown, you'll face the warlord and their powerful forces head-on, leading the united resistance in a battle for the future of Utapau. The fate of the planet rests in your hands.



Vaynai

Region: The Outer Rim
Quadrant: S5
Climate: Tropical marine; monsoon
Atmosphere: Normal
Gravity: Normal
Common Hazards: Boiling Seas, Sea creatures
Moons: 0
Length of Day: 29 Standard Hours
Length of Year: 336 Local Days

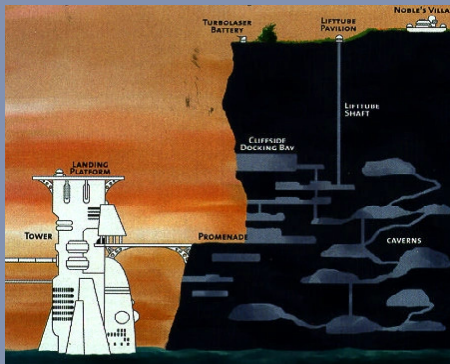
Sapient Species: Mon Calamari 60%, Quarren 20%, Humans 10%, Other Species 10%
Government: Mock republic; plutocracy
Capital: Streysal Island (Vaynai Spaceport)
Major Exports: Aquatic foods, dyes, and exotic seaweed "Slick"
Major Imports: Tourism, Technology

Points of Interest

Vaynai is almost totally covered in one vast, shallow ocean with the exception of a chain of island mesas upon which the planet's starport was constructed.

Vaynai Archipelago

The main landmass, made up of a series of large mesas, the island chain included Streysal Island. While the rich businesses and resorts were built on top of the mesa-islands themselves, the poor were relegated to a series of artificially-created caverns that were carved throughout the high outcroppings.



Shrine of Kooroo

The Shrines were all constructed according to the same basic plan. They had three levels, the lower two enclosed, and the upper open, with stone pillars supporting a roof. The enclosed chambers were accessible through doors. Around the Shrine, as much as 100 meters, were obelisks arranged in a regular pattern.

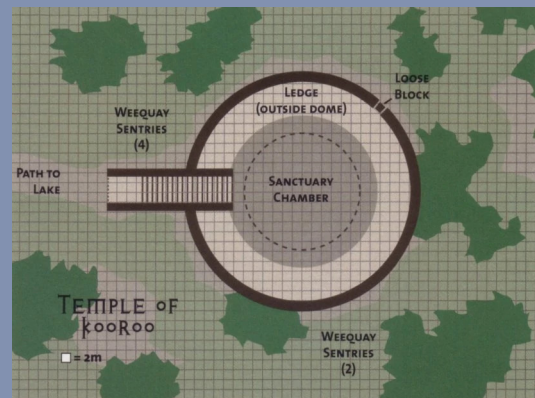
Boiling Sea (Vaynai)

The Boiling Sea was a mildly-acidic sea. The gasses filtering through the water transform it into a mild acid. Immersion in the water inflicts damage to humanoids on contact. Those inhaling the acidic steam without protective gear may similarly suffer illness or injury for each hour exposed to the gas.

Adventure Hooks

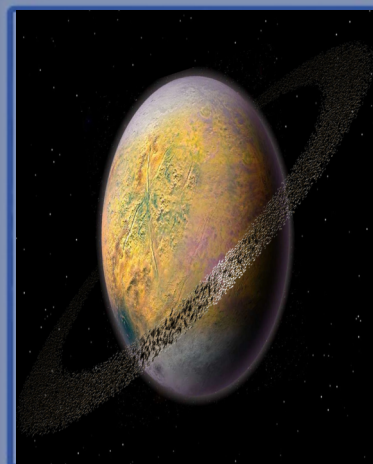
Topside Infiltration

The heroes must pose as pilgrims wishing to tour the Shrine of Kooroo to pull off a job at an aristocrat's estate. Slipping away from their guide and guards to infiltrate the villa and extricate themselves before being discovered. Or perhaps they need to explore the ancient temple, seeking forgotten lore or knowledge and must perform a less than ethical mission for the aristocracy before they can utilize the shrine.



Harvester Mutiny

One of the Ocean Harvesters vessels has a mutiny at sea, and the company hires the heroes to retake the ship and return it intact. They must fly out to the ship near the distant peaks board it and take control. The heroes do not know that the mutiny occurred among the ships officers, upset that several of their comrades recently received sentences of exile to the distant peaks for vocally opposing oppressive policies of the topside aristocrats. The crew mutinied when they discovered they were heading into hazardous waters. With the only weapons on board—and recently rescued exiles—the officers quickly put down the worker uprising, but now face the quandary of how to get off the planet and escape the anger of the corporate office. The heroes must decide whether to carry out their original mission or to help the wayward officers.



Veroleem

Region: The Unknown Regions

Quadrant: J8 (Not Shown on Map, Near Esfandia)

Climate: Arid

Atmosphere: Normal

Gravity: Normal

Common Hazards: Kryotin

Moons: 0

Length of Day: 20 Standard Hours

Length of Year: 307 Local Days

Sapient Species: 80% Human, 20% Other Species

Government: Theocracy

Capital: New Promise

Major Exports: Lommite, Narcotics

Major Imports: Disciples

Points of Interest

New Promise

The only major city on the planet and the location of Veroleem's main starport, New Promise is a far cry from the bustling metropolis that most planetary capitals become, New Promise still shows a great deal of activity, since it is home to the vast majority of the world's inhabitants. The city also hosts the Council of Enlightened Elders, which has led the cult since Veroleem was colonized. Constable Girath is the head of local law enforcement.

Coreesh Mountains

The Coreesh Mountains are an expansive range located several dozen kilometers to the east of New Promise. The major structure is a temple of the Veroleem cult, which sees an unusual amount of traffic given its remote location. The temple is the secret manufacturing site of the addictive narcotic Kryotin. Entrances to the production areas are known to very few and heavily guarded at all times.

Desperation's Refuge

Not every initiate to The Cult of Veroleem is a willing convert. For some time, a small resistance has operated in the shadows, founded by slaves who managed to break their addiction to Kryotin and escape into the wilderness. Poorly equipped and barely eking out an existence, The Veroleem Resistance establishes a small encampment called Desperation's Refuge, keeping the exact location hidden from the cult's enforcers and scouts. The reason for their success over the centuries is that Desperation's Refuge has no fixed location- it is a tent city, capable of being packed up and moved at a moment's notice. The current leaders of The Veroleem Resistance make the mobile township their main base of operations.

Adventure Hooks

You should review the effects of the Heat and Thirst Hazard when planning an adventure on this Planet.

Secret Harvest

During a routine Hyperspace jump, the heroes stop to change directions and discover a derelict spice freighter drifting nearby. A closer examination reveals that the ship recently traveled from coordinates deep in The Unknown Regions, well beyond where spice freighters normally ply their trade. A Maintenance Droid, which has dutifully kept the freighter in working order for some months now, explains to the heroes that the ship departed from Veroleem with a full crew complement and a cargo hold full of a new kind of spice found only in The Unknown Regions. Following a Hyperspace miscalculation, the crew was forced to abandon ship, leaving the ship to drift aimlessly.

However, during this discussion, a beacon on the freighter activates, and the ship jumps to Lightspeed, headed for Veroleem and carrying the heroes with it. When the freighter drops out of Hyperspace above Veroleem, cult leaders welcome the heroes and thank them for returning their stolen property- the medicinal narcotic known as Kryotin. The cultists offer to reward the heroes lavishly in order to keep them on the planet, fearing that the heroes might reveal their operation to the known galaxy. The harder the heroes try to leave Veroleem, the more effort the cultists put into keeping them there, resorting to violence (possibly driving them into Veroleem's desert). The heroes must find a way to get off-world before the cultists make them permanent residents of The Unknown Regions.



Volik

Region: The Unknown Regions

Quadrant: I9 (Not Shown on Map, Near Illum)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Common Hazards: Flash Flood

Moons: 2

Length of Day: 26 Standard Hours

Length of Year: 410 Local Days

Sapient Species: 95% Human, 5% Other Species

Government: Anarchy

Capital: The Colony

Major Exports: None

Major Imports: Foodstuffs, Luxury Goods

Points of Interest

The Colony

The original resort colony was built in the shadow of Mount Vorena. The buildings still stand, despite being repurposed by smugglers and other inhabitants of Volik. Rooms in the main resort building range from small, economy dorms on the lower floors to sprawling penthouses near the roof. At any given time, the most successful smuggler band on Volik usually occupies the building, although gangs have also used it as a warehouse, a prison, and more. The penthouses are reserved for the smuggler leaders- or are set up to seem that way to mislead enemies.

A starport was under construction, but the colony was abandoned before it could be completed. Quite a few landing bays are merely sand pits surrounded by construction materials.

Mount Vorena

The highest peak on Volik, this mountain is named after the wife of Dorin Se'ol. The Jedi Master climbs to the top of the mountain after her death to meditate, since the arduous ascent leads to a magnificent view. The mountain has since become a destination for Jedi, who climb Mount Vorena to make contact with the Force Spirits of their mentors and comrades.

One of the mountain's distinguishing features is a river made of the melting ice caps. It cascades down the rockface and ends in a spectacular waterfall known as Jolee Falls, named for the only child of Dorin and Vorena.

Adventure Hooks

The Fix Is In

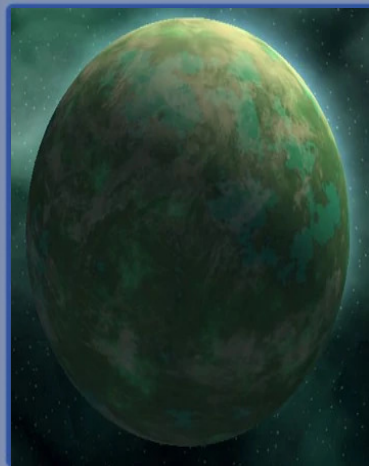
The canyons of Volik hold an allure for swoop racers. They are natural routes with fast straightaways, deadly turns, and sudden bottlenecks. A profitable and illegal swoop race is going to be held on Volik, and if the heroes win, they could payoff a large debt they owe to a crime lord. However, the crime lord would rather keep the heroes on the hook, so he secretly bribes several other swoop racers to make sure the characters lose.

The Trial of the Sky

Jedi heroes are sent to climb Mount Vorena as part of their training. During the ascent, the heroes are allowed nothing but their Lightsabers- no climbing gear, food, or medpacs. They must complete the climb within seven days. If they do not return in that time, a rescue party will be sent, and the climbers will have to wait a year before making another attempt. In addition to the perils of mountain climbing, the Jedi must fend off wild animals, hunt for food, and find shelter from the harsh winds. The climb also tests their mental resilience.

Brothers

Two gangs of pirates have settled on Volik, looking to make their reputations. The Crimson Stars are led by Vallkos, and The Ebon Strikers are led by Mallikhan. The two leaders are brothers who were part of a larger gang but split apart over a female. The rivalry between the groups is ready to boil over into a war that could result in carnage across Volik as the pirates battle each other and any ship that appears out of Hyperspace. The heroes must find the female that came between the brothers and recruit her to help prevent the imminent conflict.



Yavin 4

Region: The Outer Rim

Quadrant: P7 (Yavin)

Climate: Temperate to Tropical

Atmosphere: Normal

Gravity: Normal

Moons: N/A

Length of Day: 24 Standard Hours

Length of Year: 4,818 Local Days

Sapient Species: Varies

Government: None

Capital: None

Major Exports: None

Major Imports: None

Points of Interest

Ersham Ridge

The Ersham Ridge was a mountainous jungle region on Yavin 4. It was separated from the Wayward Jungle and the Taurin Delta by the Unnh River. The Great Massassi Temple and the Labor Outpost were located in this region.

Great Temple

The Great Temple, commonly referred to as the Massassi Temple, was built on Yavin 4 by the Massassi to worship Naga Sadow, a Sith Lord who had enslaved and mutated the Massassi using Sith alchemy. The Temple later housed the Rebel Alliance base, known as Massassi Base, and the Jedi Praxeum.

Isle of Kun

The Isle of Kun was a jungle region on the moon Yavin 4. It was separated from the Wayward Jungle, the Val'Arnos Jungle and from the Swamp of Fallen Stars by the Unnh River. The Temple of Exar Kun was built on a small island in the middle of a lake located in the depths of the jungle of the Isle of Kun.

Massassi Arena

The Massassi Arena, located on Yavin 4, was once a great fighting arena. The Arena was multi-leveled stone structure, with boxes on the top level at its east and west. A pyramidal altar was to its north, and a gate to its south.

Swamp of Fallen Stars

The Swamp of Fallen Stars was a swamp region on the moon Yavin 4. It was located between the Val'Arnos Jungle and the Nicolo Peak. Many pieces of the first Death Star fell into this swamp after its destruction during the Battle of Yavin, forming craters and burning large areas of vegetation.

Adventure Hooks

Massassi Unhappy

The heroes are asked to investigate some Massassi ruins near the Jedi Temple on Yavin 4. Rumors are that these ruins are haunted by dangerous creatures, including some Massassi Abominations left behind by the ancient Sith.

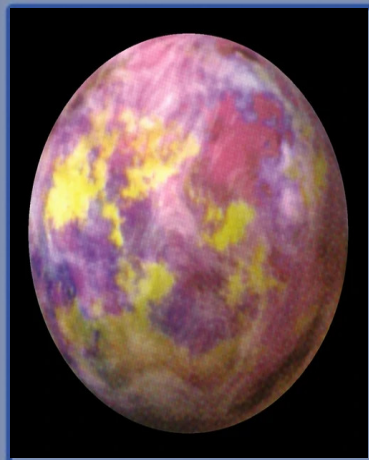
Temple of the Blueleaf Cluster

The Temple of the Blueleaf Cluster, also known as the Blueleaf Temple, was a temple on Yavin 4 located on the Taurin Delta, just downstream the Unnh River from the Great Temple. Its name came from the fact that images of blueleaf shrub leaves were carved into the outer surface of the temple. The Blueleaf Temple was half as tall as the Massassi Temple, but had a proportionately wider base. The majority of the temple was taken up by a single vast opening, with stairs leading up and down to levels of alcoves carved into the walls. Hired to explore the Temple, the party must avoid the traps and creatures living inside.

Temple of Exar Kun

The temple on the Isle of Kun it could only be reached on foot by stepping stones. These were set a few centimeters beneath the surface of the water, which forced all who crossed them to approach the temple with their heads bowed, so they could watch their feet.

Inside, the temple had just one chamber with catacombs beneath it. These consisted of a number of chambers, interlinked by tunnels. The last chamber contained the sarcophagus of Exar Kun, where presumably his body was intended to be placed after his death, although it is unknown if this actually happened.



Zeltros

Region: The Inner Rim

Quadrant: O13

Climate: Temperate

Atmosphere: Normal

Gravity: Low

Moons: 2

Length of Day: 25 Standard Hours

Length of Year: 312 Local Days

Sapient Species: 91% Zeltron (Native), 9% Other Species

Government: Popular Monarchy

Capital: Zeltros

Major Exports: Art Objects, Entertainment, Luxury Goods, Technology

Major Imports: Gourmet Consumables

Points of Interest

Zeltros is an Inner Rim planet, and the homeworld of the Zeltron. An opulent world, hedonism is the doctrine encouraged by the empathetic Zeltros, and Zeltros is continuously in a state of never ending revelry. The Zeltros' appreciation of beauty in its many forms leads to luxurious art and architecture covering the world, and the galaxy's most wealthy favored Zeltros as a vacation destination.

Zeltros (city)

Zeltros was the capital city of the Inner Rim planet Zeltros.

Northern Province

The Northern Province was a region of the planet Zeltros. In 4 ABY it was ruled by Governor Vertag. At some other point, it was ruled by Governor Heigren.

Southern Province

The Southern Province was a region of the planet Zeltros

Paradise (cantina)

Paradise was a luxurious cantina located on the planet Zeltros, owned by the wealthy Hutt known as Queen Jool. Jool was obtaining more profits thanks to the scarceness of legal supplies during the Second Imperial Civil War and had decided to expand her business, starting with Zeltros. A number of attractive Zeltron males and females became frequent patrons of the cantina, as did Jool herself.

True to its name, the cantina consisted of a lush oasis. It was very large, with abundant natural vegetation, and a number of several story-high waterfalls that poured more water in. While Zeltros and a number of other species could dive off them, it was considered too high to be safe for the average Human.

Adventure Hooks

You should review the effects of Low Gravity when planning an adventure on this Planet.

The Cantina Heist

Zeltros is home to the Paradise Cantina. Your team finds themselves embroiled in an elaborate heist as they attempt to steal valuable artifacts or credits from the notorious crime lord's vault beneath Paradise cantina. This adventure would require careful planning, resourcefulness, and maybe a bit of luck.

The Ancient Temple

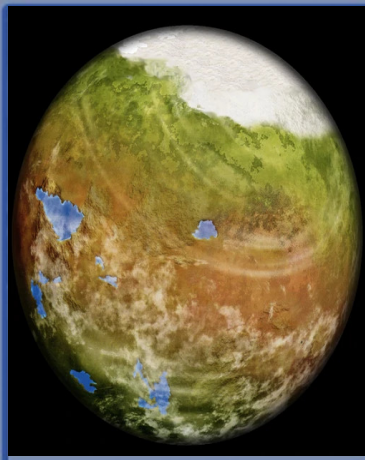
Beneath the surface of Zeltros lies a hidden ancient temple, rumored to hold mystical artifacts and guarded by dangerous creatures. Your group is asked to undertake an expedition to explore the temple's depths, solving puzzles, battling foes, and unraveling the secrets within its walls.

The Zeltron Rebellion

Despite the planet's reputation for hedonism, not all Zeltros are content with a life of endless pleasure. You have joined a group of Zeltron rebels fighting against the Empire. You would engage in covert operations, gather intelligence, and spark a revolution to liberate Zeltros from tyranny.

Diplomatic Intrigue

Zeltros serves as a hub for diplomatic meetings and negotiations. Your team has been tasked with mediating a delicate conflict between two warring factions or negotiating a crucial trade agreement. Along the way, you must navigate the complex politics of Zeltros, deal with influential power players, and try to maintain peace and stability on the planet.



Zonama Sekot

Region: The Unknown Regions

Quadrant: O1, H18 (130 ABY)

Climate: Temperate

Atmosphere: Normal

Gravity: Normal

Moons: 0

Length of Day: 23 Standard Hours

Length of Year: 380 Local Days

Sapient Species: 44% Ferroan, 20%

Langhesi, 32% Yuuzhan Vong, 4% Other

Species

Government: Autocracy (Sekot)

Capital: None

Major Exports: None

Major Imports: None

Points of Interest

Zonama Sekot (Ferroan for "World of Body and Mind") is a living, sentient world capable of traveling through Hyperspace. Zonama is the planet itself, while Sekot is the planet's living intelligence.

Dragon Cave

Dragon Cave was located on Zonama Sekot near the Magister's Palace. Next to an underground glacier, it was steam-filled.

Far Distance

Far Distance was the area on Zonama Sekot where clients were bonded with their prospective seed-ships. The Northern Sea was located there.

La'okio

La'okio was a village on Zonama Sekot, founded by the Yuuzhan Vong after the Yuuzhan Vong War. Despite the Yuuzhan Vong's intentions to move beyond their caste system progress was rather slow.

Magister's Palace

The Magister's Palace was a collection of smaller buildings located on top of a mountain on Zonama Sekot.

Middle Distance

Middle Distance was the valley on Zonama Sekot where the Ferroans first settled

Adventure Hooks

The Secrets of Zonama Sekot

A group of intrepid explorers embark on a perilous journey to unlock the secrets of this enigmatic planet. Led by a wise and experienced Jedi Master, the team consists of a diverse group of individuals with unique skills and backgrounds as well as the Players.

As they delve deeper into Zonama Sekot, they encounter various challenges, including indigenous creatures and rival factions vying for control over the planet. The explorers must navigate treacherous landscapes, and unravel ancient mysteries as they strive to uncover the truth behind Zonama Sekot's origins and purpose.

Along the way, the team learns about the symbiotic relationship between Zonama Sekot and the Force, discovering that the planet is deeply connected to the Force itself. They also encounter powerful Force-wielders who have sought refuge on the planet, forging alliances and facing off against adversaries in thrilling lightsaber duels and epic battles.

As the adventure progresses, the explorers begin to comprehend the true potential of Zonama Sekot and its significance in the ongoing conflict between the light and dark sides of the Force. They must decide whether to protect this extraordinary living world or exploit its powers for their own agendas.

Ultimately, the adventure culminates in a climactic showdown, where the fate of Zonama Sekot hangs in the balance. The explorers must confront their own inner conflicts and make choices that will shape not only their own destinies but also the destiny of the galaxy itself.

Vehicles

TRAIN

A train was a ground vehicle that moved along rails or magnetic guides. One type of train were railspeeders, which were used outside of the Citadel Tower on Scarif. Another type of train was the 20-T Railcrawler conveyex transport used by the Galactic Empire to transport high-value cargo along the surface of various frontier planets. Additionally, the Pyke Syndicate utilized a hovering train on Tatooine for the purpose of transporting spice, until it was hijacked by a clan of Tusken Raiders alongside Boba Fett.



Size	Scale	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
	Mod								
11	+4	5	41(22)	-1	9(vs)	4 to 8	-	11(11)	73,000,000 (7725,000 Used)

Notes: The Stats given are for the locomotive of the train. Individual cars may be enclosed cargo, passenger, service, or any other type. They may have open flatbed cars, troop emplacements, or even Weapon mounts.

Cargo: Variable

Passengers: Variable



Transports

INDULGENT-CLASS LUXURY STARLINER

The Indulgent-class luxury starliner was a one the most luxury model of passenger liner during the Galactic Civil War. It was manufactured by Leonore Luxury Liners Incorporated.



Size	Scale	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
	Mod								
20	+6	6	25(6)	-4	6(vs) 2(ss)	850	1000	20(3)	725,500,000 (75,125,000 Used)

Notes: CP, Hyperdrive x3 (Nav Computer +4 to Astrogation Rolls), Backup Hyperdrive x12), HA, Shields (4), Atmospheric

Cargo: 19,545 Tons

Passengers: 1,500

Weapons:

- 4x Medium Lasers (Dual Linked, Turret, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)
- 4x Medium Ion Cannon (Turret) (3d10, AP 10, HW, 150/300/600)

StarSpeeder 1000

The StarSpeeder 1000 was a model of transport starship once operated by the interstellar spaceline Star Tours and the five other travel agencies that made up the Galactic Tourist Bureau. They could accommodate forty seated passengers and required a crew of only three to operate effectively. While all StarSpeeder 1000s bore the Star Tours logo, the color and markings of an individual craft varied according to its destination.



Size	Scale	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
	Mod								
9	+4	5	25(6)	-1	9(vs) 3(ss)	1	150	9(0)	7175,000 (7125,000 Used)

Notes: Hyperdrive x.75 (An Astromech Droid grants +2 on Astrogation Rolls and +4 on Repair Rolls), Backup Hyperdrive x12), HA, Shields (2)

Cargo: 45 Tons

Passengers: 40

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5 HW, 150/300/600)
- Medium Laser (Dual Linked, Fixed Front, +1 to Shooting) (3d10+2, AP 10, HW, 150/300/600)

Starspeeder 3000

The StarSpeeder 3000 was a transport spacecraft used by the Star Tours travel agency. It had room to carry up to 40 passengers. The craft were produced sometime around 4 ABY, when Star Tours referred to them as "new."



Size	Scale	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
	Mod								
9	+4	5	16(3)	-1	9(vs) 3(ss)	1	150	9(3)	775,000 (725,000 Used)

Notes: Hyperdrive x2 (An Astromech Droid grants +2 on Astrogation Rolls and +4 on Repair Rolls), Backup Hyperdrive x12), HA, Shields (1)

Cargo: 45 Tons

Passengers: 40

Weapons:

- Light Laser Cannons (Dual Linked, Front, +1 to Shooting) (2d10+2, AP 5 HW, 150/300/600)

Star Commuter 2000 Shuttle

The Star Commuter 2000 was a model of unarmed hyperdrive-equipped shuttle. The shuttles, small ferry craft which were piloted by RX-Series droids, were used to transport travelers on short trips between nearby planets. They featured two rows of double seating and a seatbelt for each seat. Directly behind the seats was the rear area of the craft, where the passengers' droids were to stand according to Imperial regulations.



Size	Scale	Wounds	Toughness	Handling	Pace	Crew	Energy	Mods	Cost
	Mod								
9	+4	5	16(3)	-1	9(vs) 3(ss)	1	150	9(4)	775,000 (725,000 Used)

Notes: Hyperdrive x4 (An Astromech Droid grants +2 on Astrogation Rolls and +4 on Repair Rolls), HA, Shields (3)

Crew: RX-Series pilot droid

Cargo: 10 Tons

Passengers: 24

NPC's

IMPERIALS(🌐 Wild Cards)

Aqua Trooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics, d10, Boating d8, Driving d6, Fighting d6, Intimidation d6, Notice d8, Shooting d6, Stealth d4

Pace 8 Swimming 8; **Parry 5**; **Toughness 9**(4)

Hindrances: Loyal

Edges: Fleet Footed (Running/Swimming die d8)

Gear: Aqua trooper Armor (+4) equipped with the Advanced Aquatic Adaptation: This Armor Upgrade (Cost 72000, Mod points 2) seals your Armor against the pressure of deep ocean travel, allows you to filter breathable air out of water indefinitely, and uses fins and small jets to allow swift and easy motion through liquids. When wearing this Armor, you gain a swim speed equal to your Pace and can breathe in water.

Blaster rifle/Spear Gun: (Range 30/60/120, Damage 2d8, RoF 3, AP 2) / Spear Gun Harpoon: (Range 40/80/-, Damage Str+d6, RoF 1). Reloading a missed shot with the Harpoon takes one round or 3 Actions. On a Success if a victim suffers a Shaken or wound result, he must make a Strength roll. The harpooner drags the victim 4" on a failure (8" on a Crit Fail), 2" on a Success and only 1" with a raise. The connecting wire has Toughness 10, Vibrodagger (Str+d4+2, AP 2), 4 Harpoons, Comlink, utility belt with 8-2A Medical Bundle.

Blackhole Stormtrooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d8+1

Pace 6; **Parry 5**; **Toughness 11**(6)

Hindrances: Loyal

Edges: Dodge, Improved Dodge, Improved Rapid Fire

Gear: Stygian-Triprismatic Polymer Stormtrooper Armor (+6, Trooper Armor, +1 Stealth, -2 AP to Lightsabers and energy weapons.), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle

Spaarti Trooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Shooting d8, Stealth d4

Pace 6; **Parry 6**; **Toughness 11**(6)

Hindrances: Loyal, Suspicious (Major)

Edges: Block

Gear: Stormtrooper Armor (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle

CompForce Trooper

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4

Pace 6; **Parry 5**; **Toughness 11**(6)

Hindrances: Loyal

Edges: Arcane Resistance

Gear: Battle armor, powered (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle

CompForce Heavy Trooper

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Driving d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4

Pace 6; **Parry 5**; **Toughness 13**(8)

Hindrances: Loyal

Edges: Improved Arcane Resistance

Gear: Battle armor, heavy powered (+8, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades, utility belt with 8-2A Medical Bundle

REBEL/REPUBLIC (🌀 Wild Cards)

Clone SubTrooper

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d10, Boating d8, Driving d6, Fighting d6, Intimidation d6, Notice d8, Shooting d6, Stealth d4

Pace 8 **Swimming** 8; **Parry** 5; **Toughness** 9(4)

Hindrances: Loyal

Edges: Fleet Footed (Running/Swimming die d8)

Gear: Clone Subtrooper Armor (+4) equipped with the Advanced Aquatic Adaptation: This Armor Upgrade (Cost 72000, Mod points 2) seals your Armor against the pressure of deep ocean travel, allows you to filter breathable air out of water indefinitely, and uses fins and small jets to allow swift and easy motion through liquids. When wearing this Armor, you gain a swim speed equal to your Pace and can breathe in water.

Blaster rifle: (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Vibrodagger (Str+d4+2, AP 2), Comlink, utility belt with 8-2A Medical Bundle.

Clone Assassin

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

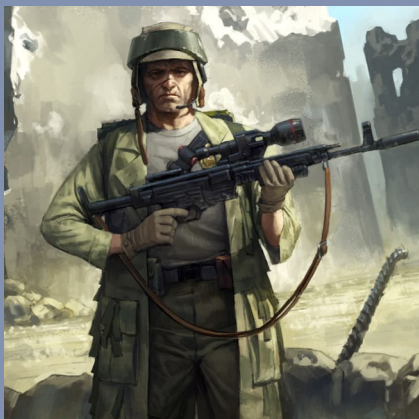
Skills: Athletics d10, Common Knowledge d8, Driving d6, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Piloting d6, Shooting d8, Stealth d10

Pace 6; **Parry** 8; **Toughness** 11(6)

Hindrances: Loyal

Edges: Arcane Resistance, Improved Block, First Strike

Gear: Clonetrooper Armor (+6, Trooper Armor), Blaster rifle (Range 30/60/120, Damage 2d8, RoF 3, AP 2), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrodagger (Str+d4+2, AP 2), 2x frag grenades



Commando Pathfinder

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Piloting d8, Fighting d6, Intimidation d6, Notice d6+2, Persuasion d6, Shooting d4, Stealth d4

Pace 8; **Parry** 5; **Toughness** 9(4)

Hindrances: --

Edges: Alertness, Fleet-Footed, Improved Extraction

Gear: Armored Flight Suit (+4, Body Armor), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2)

Jedi Healer

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d10

Pace 6; **Parry** 6; **Toughness** 6(0)

Hindrances: Code of Honor (Major)

Edges: Force Sensitive, Trademark Weapon (Lightsaber), Jedi Knight, Battle Meditation

Powers: Force Detect/ Conceal, Force Barrier, Damage Resistance, Move Object, Force Shield, Surge, Mind Trick, Vital Transfer, Relief

Power Points: 30

Gear: Lightsaber (Damage Str+d6+8 AP 12)

Jedi Instructor

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Athletics d8, Common Knowledge d10, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Shooting d4, Stealth d6, Use Force d10

Pace 6; **Parry** 6; **Toughness** 6(0)

Hindrances: Code of Honor (Major)

Edges: Force Sensitive, Trademark Weapon (Lightsaber), Jedi Knight, Jedi Master, Artificer, Jedi Artificer

Powers: Force Detect/ Conceal, Farseeing, Force Astrogation, Damage Resistance, Move Object, Force Shield, Surge, Mind Trick, Technometry

Power Points: 30

Gear: Lightsaber (Damage Str+d6+8 AP 12)

NON-AFFILIATED (⚙️ Wild Cards)

Consortium Technician

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Driving d6, Electronics d10, Fighting d6, Intimidation d4, Notice d6, Persuasion d4, Repair d10, Shooting d4, Stealth d4

Pace 4; Parry 4; Toughness 5

Hindrances: --

Edges: --

Gear: Datapad, Technician clothes, comlink, tool pack

Field Medic

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Driving d6, Fighting d6, Electronics d6, Notice d6, Persuasion d4, Shooting d6, Stealth d4, Healing d6

Pace 6; Parry 5; Toughness 7(2)

Hindrances: --

Edges: Healer

Gear: Blast helmet and vest(+2), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Comlink, 4x 8-2A Medical Bundle, Bioscanner, Scalpel (Vibro dagger: Str+d4+2, AP 2), Datapad, Fusion Lantern 6" radius, First Aid Kit (4), Medical Kit

⚙️ Field Doctor

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Driving d6, Fighting d6, Electronics d6, Notice d6, Repair d6, Persuasion d4, Shooting d6, Stealth d4, Healing d8

Pace 6; Parry 5; Toughness 7(2)

Hindrances: --

Edges: Healer, Droid Master(x4)

Gear: Blast helmet and vest(+2), Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Comlink, 4x 8-2A Medical Bundle, Bioscanner, Scalpel (Vibro dagger: Str+d4+2, AP 2), Datapad, Fusion Lantern 6" radius, First Aid Kit (4), Medical Kit, Medical Droid Companion

Droid Companion:

Medical Droid (1st)

Attributes: Agility d8, Smarts d8, Spirit d4, Strength d6-2, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Fighting d6, Notice d6, Healing d12+2, Persuasion d10-2, Stealth d4

Pace 6; Parry 4; Toughness 5

Hindrances: --

Edges: Healer, Dodge

Gear: Comlink, 4x 8-2A Medical Bundle, Bioscanner, Scalpel (Vibro dagger: Str+d4+2, AP 2), Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Environmental Weakness (Electricity): They are -4 to Resist Electrical Effects and take +4 Damage from Electrical Attacks
- Data Jack: Droids tap directly into the system via a datajack. This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.

Jawa Scavenger

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Athletics d4, Common Knowledge d8, Driving d6, Notice d8, Repair d8, Shooting d4, Stealth d6, Thievery d6, Persuasion d10

Pace 4; Parry 2; Toughness 5

Hindrances: --

Edges: Dodge, Mr. Fix It, McGyver, Thief

Gear: assorted junk, Ion pistol (Range 5/10/20, Damage 2d6, RoF 1)

Krath Warrior

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Piloting d6, Repair d4, Shooting d6, Stealth d6

Pace 6; Parry 6; Toughness 7(2)

Hindrances: Loyal

Edges: Two-Fisted, Two-Gun Kid

Gear: Blaster pistol (Range 15/30/60, Damage 2d6, RoF 1, AP 2), Vibrospear (Str+d6+2, AP 4, Reach 1, Parry +1 if used two-handed), Vibro rapier (Str+d4+2, AP 2, +1 Parry "included"), Krath Battle Armor (+2), Comlink (Short-Range), Various Trophies of Battle

DROIDS (🌀 Wild Cards)

The cost of a non-combat droid is based upon the number of Attribute Die it has. Add them up then multiply that by 1,000. For a Combat Droid the Cost is Double that amount. Unless otherwise noted all droids have Basic Processors.

CA-B2 Cold Assault Battle Droid (4th)

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Persuasion d6-4, Shooting d8, Stealth d4

Pace 6; Parry 6; Toughness 12(4)

Hindrances: --

Edges: --

Gear: Gatling laser rifle (Range 50/100/200, Damage 3d6+4, RoF 4, AP 2), Duravlex armor plating +4

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Size 1: Built For Combat
- Energy Skin: reduce damage from lasers by 4
- Very Resilient: They take two wounds before they're Incapacitated.
- Environmental Resistance (Cold): They are +4 to Resist Cold Effects and take -4 Damage from Cold Attacks

R7-Series Astromech Droid (2nd)

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Astrogation d8+2, Athletics d6, Common Knowledge d8, Repair d8, Notice d6, Stealth d6, Electronics d6, Piloting d6, Persuasion d8-2

Pace 6; Parry 2; Toughness 5

Hindrances: --

Edges: Mr Fix-It, Improved Astrogator

Gear: 1 Tool Arm, Fire Extinguisher, Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Data Jack: Droids tap directly into the system via a datajack. This adds +2 to all Hacking and Electronic rolls.
- Dependency: All droids need to recharge.

BD Explorer Droid (2nd)

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Repair d8, Notice d6, Stealth d6, Electronics d6, Persuasion d8-2

Pace 6; Parry 2; Toughness 5

Hindrances: --

Edges: --

Gear: Automap, Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Dependency: All droids need to recharge.
- Wall Walker: Can move on wall and ceilings at Pace.
- Size -2: attacks made against it are at -2

EG-6 Power Droid (2nd)

Attributes: Agility d4, Smarts d6, Spirit d6, Strength d6, Vigor d10

Skills: Athletics d4, Common Knowledge d4, Electronics d4, Fighting d4, Notice d6, Persuasion d6-2, Stealth d4

Pace 6; Parry 6; Toughness 17(10)

Hindrances: --

Edges: --

Gear: Crystadurium Plating +10

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Power Generator: A reactor that provides power for Heavy Weapons, Vehicles, structures, and machinery. It can power anything up to a Large Vehicle or structure indefinitely, a Huge Vehicle or structure for 1 day, and a Vehicle or structure of Gargantuan size for 1 hour. After that, it is Disabled and must be replaced. If destroyed while in use, it overloads and explodes, doing 8d6 damage to all characters within a SBT (May be evaded).

BD-3000 Luxury Droid (3rd)

Attributes: Agility d6-1, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d12, Notice d6, Language (All Common Races) d8, Language (Non-Common Races) d6, Persuasion d12, Stealth d4

Pace 5; Parry 3; Toughness 5

Hindrances: --

Edges: Charismatic, Jack-Of-All-Trades

Gear: Comlink, Heuristic Processor

Special Abilities:

- Construct: They add +2 to recover from being shaken
- Dependency: All droids need to recharge.
- Linguist: The Droid knows as many Languages as needed

Creatures

Creature Specific Rules (♣ Wild Cards)

Pack Tactics: Packs gain a +2 bonus to melee attack rolls for each adjacent allied Pack. In all other ways packs function as if they are swarms.

Dianoga



Attributes: Agility d4, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Stealth d10

Pace 6; Parry 6; Toughness 6

Special Abilities:

- Bite: Str+d6
- Tremorsense: It automatically senses the location of anything that is in contact with the ground and within 10"
- Tentacles x7: see Tentacles (pg 178 SWADE Core Book)

♣ Exogarth



Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+22, Vigor d12

Skills: Fighting d10, Notice d8

Pace: 10; Parry: 7; Toughness: 32

Special Abilities:

- Crush: An Exogarth makes a single attack each round by pitting its Fighting against a target spacecraft's Piloting (or Agility if the target is a creature big enough to catch the monster's attention). If successful against a creature, the Exogarth surges out with its massive Bite attack for Strength +d12 damage. Against ships and the like, a successful hit allows it to grapple its prey. It automatically inflicts a Critical Hit each round as its teeth and jaws seek out and crush parts of the ship. Once grappled, the target vessel continues to move at -4 to its Piloting rolls, and may only attack the creature with Reaction Fire weapons, or by crew members exiting the ship to attack from outside. (Of course other ships may attack it normally.)
- Flight: Exogarth can't fly faster than light, but can match all but the fastest in-system ships with a Space Speed of 3.
- Gargantuan: Heavy Armor. Attacks against the Exogarth are +6. An Exogarth's teeth are Heavy Weapons.
- Hardy: A second Shaken result does not cause a wound.
- Size +24: Exogarth are 1000' in length.
- Unstoppable: The creature has great mass. It takes a maximum of one Wound per attack no matter how many Wounds would normally be caused (after Soak rolls are made). If an attacker's Action Card is a Joker, he may ignore its Unstoppable ability.

Kiltik



Attributes: Agility d10, Smarts d8 (A), Spirit d10, Strength d12, Vigor d12

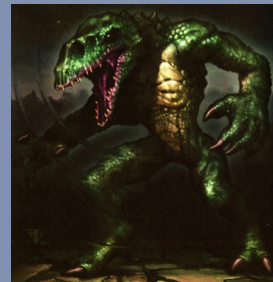
Skills: Athletics d10, Fighting d12, Intimidation d12, Notice d12, Stealth d8

Pace 8; Parry 10; Toughness 14(6)

Special Abilities:

- Bite: Str+d10
- Wall Walker
- Smash: Str+d10, Non-Rigid armor offers no protection against the smash
- Very Resilient: They take two extra wounds before they're Incapacitated
- Armor +6: chitinous plating

Storm Beast



Attributes: Agility d6, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d4, Focus d8, Fighting d10, Intimidation d8, Notice d4, Stealth d6

Pace 8; Parry 7; Toughness 6

Special Abilities:

- Bite/Claw: Str+d6
- Force Storm: The Beast can create a dangerous field of energy around it, that harms foes foolish enough to get too close. As an action, by rolling Focus it can project lightning in a LBT for 2d6 damage.

Thornsniper plant



Attributes: Agility d4-2, Smarts d6(A), Spirit d4, Strength d10, Vigor d8

Skills: Fighting d4, Notice d8, Shooting d12

Pace - ; Parry 4; Toughness 6

Special Abilities:

- Thorn Volley: Range 3/6/12, Damage Str+d8, RoF 3, AP 4
- Very Resilient: Thornsniper Trees take two wounds before they're Incapacitated.
- Tremorsense: It automatically senses the location of anything that is in contact with the ground and within 12"

