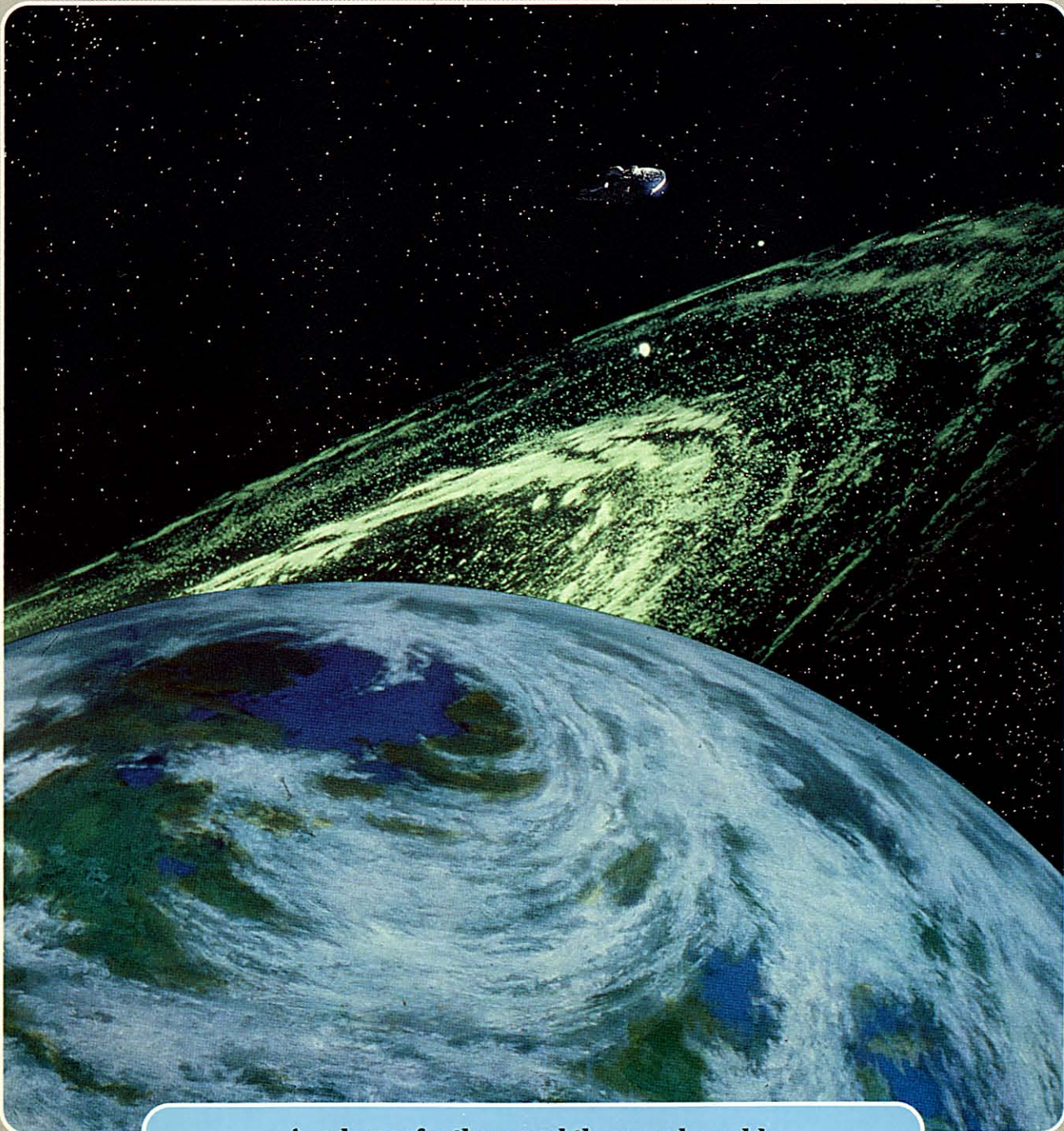


STAR WARS®

Includes
Planet
Generation System

Planets of the Galaxy Volume One

A Supplement for use with *Star Wars: The Roleplaying Game*



A galaxy of a thousand-thousand worlds
comes to life in this new supplement.
Adventure awaits!



STAR WARS®

Planets of the Galaxy Volume One



Design: **Grant S. Boucher, Julie Boucher, Bill Smith** • Development and
Editing: **Bill Smith** • Graphics: **Stephen Crane, John Paul Lona**
Cover Art: **Lucasfilm, Ltd.** • Interior Art: **Tim Eldred**
Playtesting and Advice: **Greg Farshtey, Dr. Michael R. Fortner,**
Greg Gorden, Gary Haynes, Ron Seiden, Ed Stark

Publisher: **Daniel Scott Palter** • Associate Publisher: **Richard Hawran**
Editors: **Greg Farshtey, Bill Smith, Ed Stark** • Art Director: **Stephen Crane**
Graphic Artists: **Cathleen Hunter, John Paul Lona** • Illustrator: **Allen Nunis**
Production Manager: **Steve Porpora** • Sales Manager: **Fitzroy Bonterre**
Sales Assistant: **Maria Kammeier-Kean** • Special Projects Manager: **Ron Seiden**
Administrative Assistant: **Jeff Dennis** • Warehouse Manager: **Ed Hill** • Treasurer: **Janet Riccio**

Published by



RR 3 Box 2345
Honesdale PA 18431

40050

Introduction

An Imperial Star Destroyer looms menacingly into view on the freighter's viewscreen. As wave after wave of TIE fighters closes the distance, an engineer is frantically trying to fix the hyperdrive controls. Buttons, levers, and wires are all manipulated with expert precision. Trails of smoke and sparks of unharnessed electrical energy decorate the control panel.

As the blasts start rocking the nearly helpless ship, a last-ditch desperation yank on the hyperdrive motivator causes the stars to shift and spin. As the ship zooms out of harm's way, one TIE comes so close the engineer can see that the Imperial pilot hadn't shaved that morning.

Welcome

The *Star Wars* galaxy has a thousand, thousand settled worlds. Thousands of systems are waiting to be discovered, settled and tamed. It is a galaxy teeming with life, adventure and excitement. *Planets of the Galaxy, Volume One* provides all of the adventure, excitement, drama and challenge that is *Star Wars*.

New Planets

This book is an excellent way to incorporate entirely new settings and situations into a campaign with a minimum of work. With the planets provided in this book, gamemasters and players have new planets on which to fight the forces of the Evil Galactic Empire. Or, players can take the role of independent freighter captains, looking for that big break that will set them up with a comfortable retirement, all the while dodging creditors, pirates and Imperial inspectors.

Naturally, it is impossible to completely describe a planet with just six pages. However, these entries are written to give gamemasters an understanding of the unique cultures, lifeforms,

personalities and locations that make the planet unusual and exciting. Complete with adventure ideas, maps and illustrations, each of these worlds can be suitable for many fantastic adventures.

The planets in this book run the gamut from the dangerous, cutthroat trade world of Celanon, to the isolated tropical ocean planet of Baralou. Each of these worlds makes a difference in the Galactic Civil War between the Empire and Alliance, and there are other potential allies and villains, such as pirates, misguided research scientists, mega-corporations and freighter captains, to make adventures more interesting and dangerous.

Your Own Planets

It has happened to every gamemaster. The soda sits on the desk, a bag of chips opened, a copy of each of the *Star Wars* sourcebooks and galaxy guides at hand, and just as the gamemaster opens his notebook, waiting for the next great inspiration to strike ... nothing. No adventure, no world, no interesting characters. Your mind has drawn a blank.

That's where the Planet Generation System comes in. The system allows gamemasters to roll up worlds (leaving things to complete random chance), and also gives comprehensive, detailed hints on how to construct exciting and fun planets. This chapter is filled with tips, comments and examples designed to jumpstart a stalled imagination.

A long time ago, in a galaxy far, far away ...

Return to the *Star Wars* universe. Grab your dice and your photocopies of the Planet Log (see page 80) and start creating your own planets, where legends will be born.

Planet Generation System

The Planet Generation System is designed to help gamemasters design exciting and fun new worlds for *Star Wars: The Roleplaying Game*. The system emphasizes the creation of unusual and memorable settings for roleplaying adventures, without requiring the gamemaster to generate reams of technical data. We hope it inspires great new worlds for your adventures ...

Ready To Begin

The gamemaster will need several six-sided dice, a pencil, and photocopies of the Planet Log (page 80). It is also advisable to have a notebook set aside to record the ideas that come to mind.

The gamemaster can use the die charts found in this chapter to randomly generate worlds from scratch. Alternately, the gamemaster can use this rules section as a merely inspirational tool, using the descriptions and ideas herein as a baseline from which a comprehensive, detailed world emerges. The second method takes more time and consideration, but is also more satisfying.

Keeping It Space Opera

When dealing with a science fiction roleplaying game, it's very easy to spend too much time designing one planet. After all, from our own experience, our home world is incredibly intricate and immensely interesting and the *Star Wars* galaxy has millions of stars with worlds equally diverse and fantastic.

However, the nature of *Star Wars* necessitates hopping to two, three, four or even more new planets in the course of an adventure. This system is designed to help gamemasters generate the most important and interesting details of a new planet, and makes a number of assumptions:

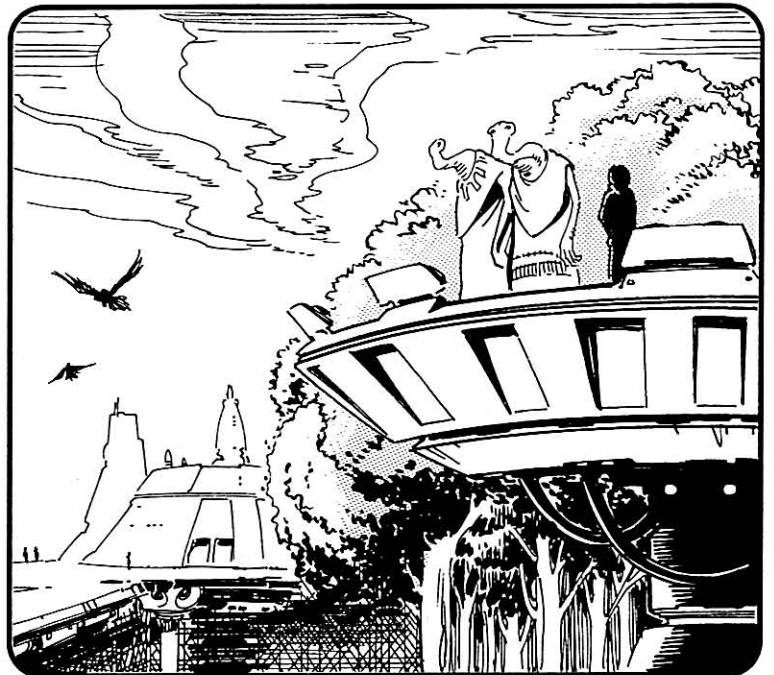
- The gamemaster will only want to send players to interesting planets and systems. The odds of this game system are heavily weighted toward generating advanced or colonized planets. The civilizations of the *Star Wars* universe have been spacefaring for so many centuries that most

advanced civilizations (and a lot of primitive ones as well) have been discovered and assimilated into galactic culture.

- There are isolated sections of the galaxy that offer undiscovered civilizations and other challenges, and they can also be generated with this system. They can exist for whatever reason: they are far out on the end of a spiral arm; or, they are difficult to get to because they are surrounded by gas clouds, near rogue planets or subjected to huge ion storms.

- Only the system's planet of prime importance is fleshed out here. Other worlds can be developed independently, but virtually everything of interest and value is on the prime world.

- This system results in "finished concept" worlds, and doesn't spend much time explaining how a particular planet got a certain way; it just is. An explanation of the culture and history takes a few minutes to formulate, but the results are worth it.



- Completely random rolls on these charts may generate seemingly contradictory results. The gamemaster always has the option of ignoring results that are unsuitable. However, knowing the diversity to be found in the *Star Wars* galaxy, virtually any result is explainable.
- This system generalizes the type of terrain found on the planets. While few worlds have uniform terrain everywhere, this system give one or two dominant terrain types so the gamemaster can quickly sum up the planet.
- Optional modifiers listed after some results are just that: optional. The gamemaster has every right to fudge die rolls (or just arbitrarily decide upon a result). This system is only a tool for the gamemaster to create fun worlds; the gamemaster need not be subservient to a series of charts. All modifiers are cumulative.
- If an incompatible condition result is rolled, discard it and select a compatible result.

Planet Function

Since *Star Wars* is space opera, and leans heavily toward action and strong story telling, the most important aspect to players is what can be found or explored on the planet. The following results give some indication as to what types of industries and activities are common on a particular planet. For greater diversity, the gamemaster may roll on this chart multiple times.

To determine the planet function, roll two six sided dice. Read each number separately (this is a six-sided percentile system; do not add them together for a total). This generates totals between 11 and 66. It is best to use two different color dice (say, red and blue), reading one color die before the other. For example, if you're reading the red die first, and you roll a '3' on the red die and a '2' on the blue die, your roll is a '32' (Hidden Base planet).

11: Abandoned Colony

This is a planet that was settled by another planet, a company or some other wealthy institution. Then, for some reason, the colony was left behind: the homeworld could have been struck by plague or war, or the company could have run out of money. The planet might have been evacuated (only leaving ruins), or supply ships just never arrived, in which case the colonists were on their own: they may have devolved into barbarism and anarchy.

12: Academic

Educational institutions are what is most important to the economy of this planet. Academic worlds typically have many universities and colleges, which may be private, corporate or state run.

Options for low Tech Level worlds are varied: the university was purposefully established to remove students from the temptations of modern comforts. Or, the natives may have had some contact with free-traders, and have committed all of their efforts to unlocking the secrets of modern technology.

This result doesn't necessarily mean academic work towards a degree. Trade schools, institutions dedicated to unlocking the secrets of the Force (these will always be well hidden since the Emperor has made it a priority to kill Force users), and survival schools are possible options.

Optional Modifiers: +1 Starport; +1 Tech Level.

13: Administrative/Government

This world is bureaucracy at its largest. The main industry is the orderly (or at least managed) operation of a government, business, or other large institution. Imperial Sector Capitals often qualify for this designation, but the homeworlds of major, galaxy-spanning corporations and institutions such as BoSS (Bureaus of Ships and Services) may also be considered Administrative in nature. Low Tech Level planets could also be administrative, especially if the economy is directed entirely by the government.

Optional Modifiers: +1 Starport; +1 Tech Level.

14-21: Agriculture

This planet is dedicated to the production of food. The types of products can include grains, vegetables, fruits, meats, vitamins, dietary supplements, and water. Many ocean planets also rely on agriculture, through fishing or algae and vitamin farms.

Incompatible Conditions: Asteroid Belt, Artificial Planet Type; Barren Terrain

22: Colony

This planet has been established and sponsored by another, more developed planet or corporation. Colonies are generally dependent upon the sponsor for supplies, and typically are subservient to its dictates. Colony worlds aren't independent entities, although there may be a separatist movement. Colony planets generally produce goods only for consumption by the sponsor, and thus are often prevented from developing a self-sufficient economy or acquiring significant wealth. Many colonies are devoted to Agriculture and Mining.

23: Disaster

Disaster planets have gone through cataclysmic changes that have dramatically altered the world's history. The event could have been a war that used atomic weapons, a plague, an industrial accident, a collision with a large stellar body (such as an asteroid) or a dramatic change in the

nature of the system's star (such as when stars balloon into red giants, incinerating all of the inner planets and drastically changing the climate of the surviving worlds).

The disaster could have occurred just a few years ago (generally making the world very dangerous), or it could have happened decades or eons ago (in which case the danger from the actual disaster may have passed, but the aftermath could be devastating).

Optional Modifiers: (If recent calamity) -3 Spaceport; -2 Tech Level; +3 Atmosphere.

24: Entertainment

This planet's business is show business. Holograms, musical groups and the businesses that distribute their works to the general public are dominant here. Some planets specialize in sporting events (such as swoop races), amusement parks, gambling or tourism.

25-26: Exploration

This planet, and the whole system for that matter, has seldom been visited, until now, when the characters have arrived. Exploration planets tend to have primitive technology levels (if there

are even sentient races). There are few urban areas, with the emphasis on dangerous wilderness. Lost artifacts from past ages may be on these planets, or there may simply be wandering tribes of aliens who are eager to trade. These planets may be rich in natural resources.

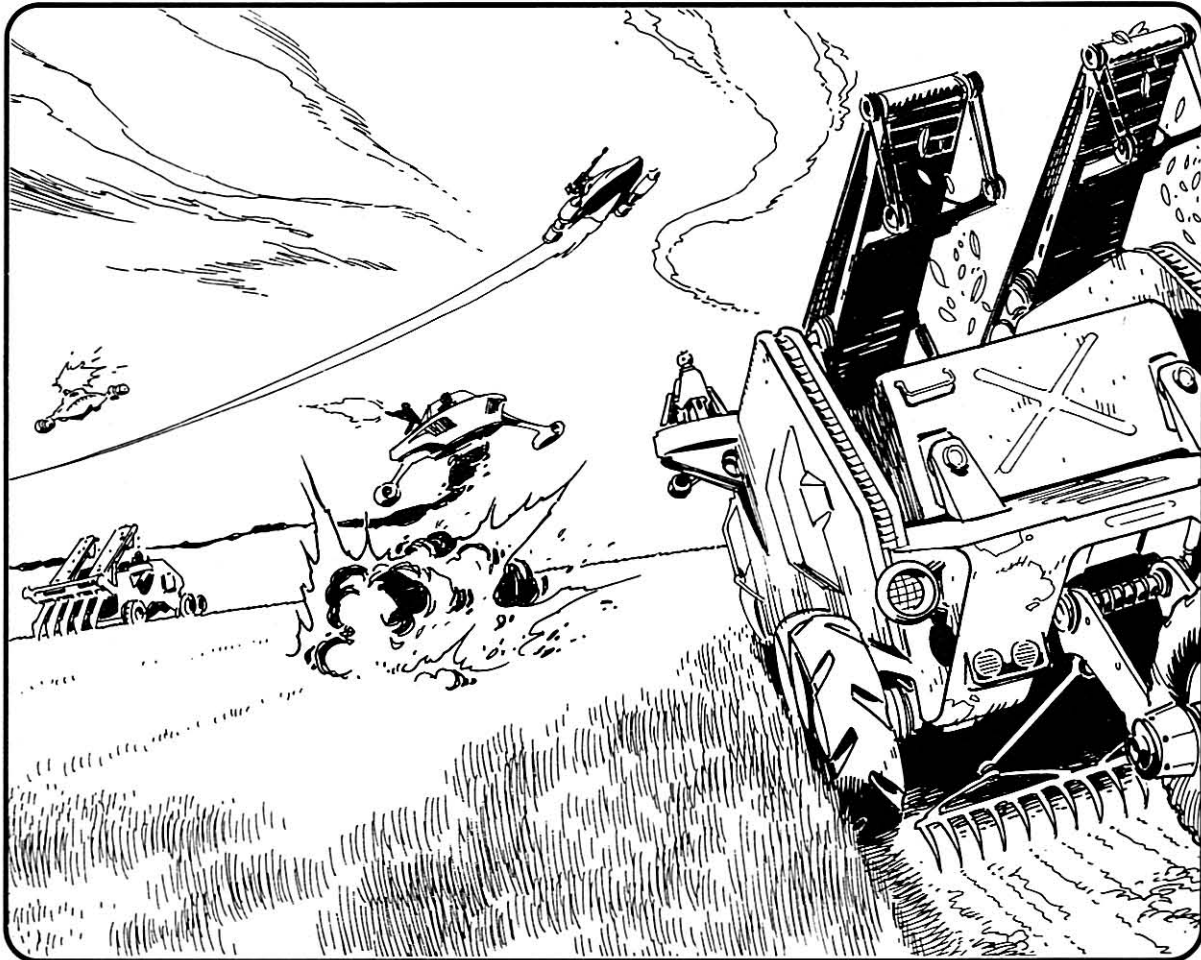
There may be some hint of galactic civilization in these systems, or on the planet in question — perhaps a secretive trader has retired here, or fugitives may be hiding from the Empire. These locales are excellent for hidden bases, or if near important trade routes, may be a convenient stopover for independent traders.

Optional Modifiers: -2 Spaceport; -2 Tech Level.

31: Hidden Base

There is a base on this planet that someone wants to keep a secret. This immediately sets up a conflict for the characters, since that someone will probably hunt them down to prevent anyone else from finding out about the base.

Alliance and pirate bases are logical choices. Other options may include the Imperial military or corporate interests (possibly a weapons or biological engineering research facility). Wealthy individuals may have a private hideaway.



32-33: Homeworld

This result means the planet is a homeworld for an established alien race. It could be Calamari (home of the Mon Calamari and the Quarren), Sullust (home of the Sullustans), or one of thousands of other homeworlds throughout the galaxy. Most of these planets have modern starports, a sophisticated trader network and a high level of technology. Almost all homeworlds of Atomic level or higher have already been subdued by the Empire unless the characters are in unexplored regions of space.

34: Luxury Goods

The planet produces luxury goods, such as liquor, finished gemstones (such as the Garnib crystals), spices, art or other goods. This planet may be self-sufficient, or may be devoted exclusively to producing the luxury good (which would require importing everything else).

35-41: Manufacturing/Processing

The inhabitants of this planet devote most of their time to manufacturing goods. The goods generally fit into three distinct categories: Low Tech, Mid Tech, and High Tech. These goods may be for consumption by the planet's own residents, or they may be for export to other planets. They may be finished items, which are shipped directly to markets, or the planet may be an intermediary step, whereby the planet takes in raw materials from one planet, and then processes the material so that it can be used in the production of a finished good, which is manufactured someplace else.

Low Tech

Low-tech items are simple manufactured goods, such as handiworks, native crafts, furniture, basic medicines and woven cloth. The goods may be mass produced in factories, or may be made individually by skilled craftsmen.

Mid Tech

More complex items are produced on this planet. Textiles, mechanical weaponry (projectile weapons), pharmaceuticals, paper goods, vehicles, and primitive versions of high-tech goods, such as computers and plastics, can be manufactured on these planets. Assembly line factories are frequently necessary to produce these goods.

High Tech

Modern computers, blaster weapons, superhard plastics and alloys like transparisteel, polymers, chemicals, bioengineered life forms, advanced bioimmunological medicines, cybernetics, medical equipment, Droids, vehicles and

starships are all considered high-tech goods. High-tech goods almost always require advanced manufacturing methods.

Optional Modifiers: Mid-Tech Planets: +2 Starport; +2 Tech Level. High-Tech Planets: +3 Starport; +4 Tech Level

42: Military

This planet is an important Imperial military facility. It has one or several large bases. Sector capitals, planets near strategic trade routes, Imperial ship yards, and weapons manufacturing planets have huge military bases.

Optional Modifiers: +3 Starport; +2 Tech Level

43-46: Mining

Mining planets depend upon the minerals and metals locked beneath the ground. These planets truly drive the Imperial economy, because without the raw materials there would be no starships or vehicles. Blaster gases are also mined, but are taken from gas giants (such as the Tibanna gas mine on Bespin).

Optional Modifiers: +2 Starport; +1 Tech Level

51-55: Natural Resources

These planets utilize naturally occurring resources such as wood (for logging), animal skins, and glaciers ("harvested" for fresh water). Other products that could be harvested are raw materials for medicines and pharmaceuticals, and may be either plant or animal derived. This category differs from Agriculture because the products aren't food.

56: Research

These planets are used for scientific and academic research. The world may have abundant resources, but the particular company or university may have an exclusive charter and is allowed to decide who develops the planet. Research may be for purely scientific or academic knowledge, but other planets, like Gorsh, are studied for new chemical compounds with practical applications.

61: Service

Service planets tend to have a multi-classed social system and great wealth. The exclusive higher classes have control over the wealth and resources, and the lower classes provide services and goods to the wealthier individuals. Service planets tend toward direct sale to consumers, or may be devoted to banking, legal services, medical services, or financial markets.

Optional Modifiers: +1 Starport; +2 Tech Level

62-63: Subsistence

A planet with a Subsistence economy is working hard just to survive. There is little to send to other worlds to generate income, and if the planet has to

import many goods, the debt could be staggering. Another option is a planet that depended upon one product which has lost a great deal of its value, and as a result, unemployment and poverty have grown dramatically in recent times.

64-66: Trade

Trade planets tend to be the most active and exciting planets in the *Star Wars* galaxy. They are blessed with being on a good trade route, and as a result, everyone stops here to sell goods, make deals and purchase goods for resale at other locations. Sector capitals, planets that produce many different products and planets with wealthy populations are often trade planets.

Optional Modifiers: +3 Starport; +2 Tech Level.

Government

Government is the means by which a society determines what is permissible and what is forbidden. Governments can regulate business or corporate behavior, or even eliminate entities such as businesses. They can severely curb a citizen's rights, or be very permissive.

The following results determine what type of government has been established on this planet, but it is up to the gamemaster to determine what the government in question believes in — these categories simply detail by what means the government operates. If the gamemaster wishes to generate more variety, roll on this chart multiple times to determine secondary governments or to

determine a strong influence within the prime system of government.

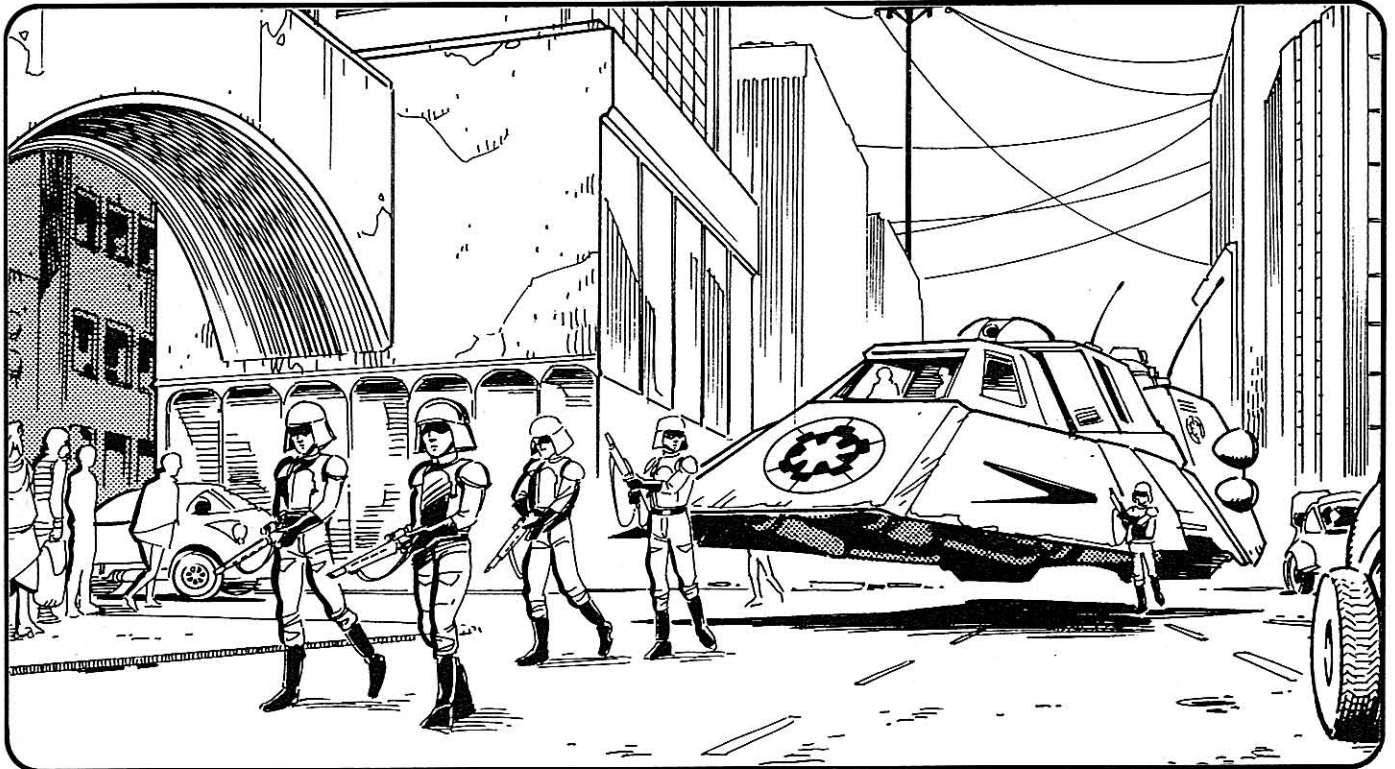
One thing to remember is that most planets in the galaxy are under the firm control of the Empire. This chart assumes that the planet is under Imperial control (with the notable exception of the Rebel Alliance result), although many primitive planets (Feudal or Stone Tech Levels) have been left alone simply because they offer too few resources or tax revenues to be worth the effort.

Most Imperial planets have been allowed to retain their traditional form of government, but all Imperial worlds have troops and equipment deployed to help the local population remember who is in control of the situation. Many, but not all, planets have Imperial Governors who act as liaison between the Empire and the planetary government. On some worlds, the Governor has assumed control (an action well within his or her authority). Particularly troublesome worlds are often subdued by Imperial military crackdowns.

To determine the government type, use the six-sided percentile system. This generates totals between 11 and 66. It is best to use two different color dice, reading one color die before the other. For example, if you're reading the red die first, and you roll a '5' on the red die and a '6' on the blue die, your roll is a '56' (Representative Democracy).

11: Alliance/Federation

Several different groups (tribes, nation-states, corporations or whatever else — you decide) have formed an alliance. The degree of coopera-



tion and the vitality of the alliance differs from situation to situation. Typical purposes for alliance include an improved economy, mutual defense, or the arrival of a situation so compelling that the different groups can put aside their problems to accomplish "a greater good." Betrayal is always a possibility, especially if there are other competing alliances.

12: Anarchy

Anarchists stand for the individual and his or her rights above all else, including government. Anarchist governments could conceivably be quite elaborate, but would exist only to insure that each individual has complete freedom.

Anarchism is commonly perceived as a lack of law and order, and on many planets, that is indeed the truth.

13-16: Competing States

Several nation-states, tribes or corporations are actively competing for control of the planet. The intensity and type of competition varies, and can range from economic competition to open war.

21-22: Corporate Owned

This planet is owned by a corporation, trade guild or other large business interest. Most of these planets produce goods for use or resale by the parent corporation. Other Corporate planets are for the pleasure and relaxation of the executives and employees — in essence, giant recreation planets. Residents are almost always employees of the corporation, and have strict guidelines and rules to follow, such as having to pay rent on corporate housing, or being required to purchase goods only from corporate retailers.

The corporation is allowed to do whatever it likes (with the agreement of the Empire, of course). Conditions on planets are widely variable, from harsh and repressive to agreeable and comfortable.

Optional Modifiers: +3Spaceport; +2Tech Level.

23-24: Dictatorship

Dictatorships are commanded by a single individual, such as a charismatic military officer, or an insane politician who will execute anyone. Dictatorships are almost always repressive and intolerant of divergent political, philosophical and social views.

25: Family

The most important social organization on the planet is the family. There are a variety of possible scenarios, including a pre-tribal state, where families have little or no technology and constantly engage in warfare with each other. At higher Tech Levels, a small group of elite families

could control the government, either overtly or through behind the scenes manipulation of the government in power.

26-31: Feudalism

A multi-structured social system, in which important officials (nobles or royalty) are entrusted with a specific area of land. They must manage the territory, provide tax revenues to higher-level officials and make sure that the commands of these higher-level officials are carried out.

32: Guild/Professional Organizations

The planet is controlled by a guild dedicated to the advancement of a particular occupation or philosophy. Many Trade planets are run by trade guilds (see Celanon). These guilds may also control certain portions of the government, and subtly direct the kind of legislation and decisions that are made.

33-42: Imperial Governor

This is a planet where the designated Imperial Governor has taken control, either due to civil unrest, sheer ego, or belief that the previous government was inept, disloyal or unresponsive.

43-45: Military

Military planets are controlled by either the Imperial military or a local military organization. They tend to have governments which perpetuate only the military structure, ignoring the needs and desires of the civilian populations — martial law is a way of life. Harsh, brutal crackdowns can occur with only minor provocation. Civil rights take a low priority when compared to accomplishing government goals.

46-52: Monarchy

A type of government where absolute authority is granted to one individual, often called a king or queen. The leadership position is normally granted by heredity. Planets may have patriarchal (only male rulers) or matriarchal (only female rulers) societies.

53: Organized Crime

A planetary or galaxy-wide criminal organization has established a government loyal to the criminal leaders. Organized crime planets are typically run so that only those who are unswervingly loyal to the criminal organization receive advancement and promotions; opponents are simply eliminated.

Organized crime may also covertly control a government by bribing or blackmailing officials, or threatening their families. These governments are typically oppressive.

54: Participatory Democracy

Citizens vote directly on important issues (some advanced planets have citizens vote on virtually every proposed bill).

55: Rebel Alliance

A government that supports the Rebel Alliance and its objectives. Few planets can risk openly supporting the Alliance (Alderaan is a painful example of what happens to openly rebellious worlds), but several planets secretly shuttle funds to Rebellion coffers, or offer safe passage for Rebel agents, supplies and weaponry. Hidden Rebel safe worlds also qualify for this designation.

56: Representative Democracy

Planets with a Representative Democracy have citizens choose officials, who are then charged with representing the “public interest.” These type of governments can experience radical shifts in goals and policy if the population is unsatisfied with performance and threatens to remove the representatives from office.

61: Ruler by Selection/Rite

The ruler is chosen by a series of trials, physical, mental or both. While these governments are often found on more primitive planets, advanced civilizations may use complex testing methods to determine who is most fit to govern a planet, nation or locality.

62: Theocracy

A government run by a religious organization. Typically, the citizens are required to participate in certain religious rites and profess faith in the

Regulated Environments

Space stations, asteroid belt cities, domed cities and other artificial environments are called regulated environments. It is assumed that these environments are set for the most comfortable conditions for the species that built the environment, or in the case of humans, a Temperate temperature, Standard gravity, and a day/night cycle hovering around 20-25 standard hours.

However, should there be a catastrophic disaster, the natural environment may come rushing into the facility, or things such as oxygen reprocessors or repulsorgrav generators may fail. If the regulated environment is a domed city or a construct within a gas giant, the immense gravitational forces and atmospheric pressures may cause the facility to collapse. Filters could fail, releasing all kinds of toxins into the environment. While accidents should be rare, the potential for disaster is enormous.

tenets of the religion. Theocracies may be highly tolerant of divergent views, but some are also quite repressive.

63-66: Tribal

Tribal governments seldom control more than a small portion of the planet. Tribes are groups of many families who have banded together for mutual survival, or who share common beliefs. Tribes are often precursors to city-states and nation-state governments, but many highly advanced and sophisticated tribal governments are found on planets throughout the *Star Wars* universe. Tribes can be nomadic, depending almost entirely upon hunting and foraging for food, or they can settle, which indicates the development of agriculture.

Planet Type

The following table determines the basic type of world that the civilization in question has developed on. Roll 2D and find the results below.

2-9: Terrestrial

The planet is a typical ball of rock and metals orbiting a sun. Most terrestrial planets have atmospheres, and many have developed life. Move on to the “Climate” section below.

10: Satellite (Normally Gas Giant)

This world is a moon orbiting a gas giant (much like Yavin Four as seen in *Star Wars: A New Hope*). Since there is a civilization here, it probably has a breathable atmosphere and supports life, or there were important resources too valuable to pass up. Move on to the *Climate* section below. Satellites are almost always tide-locked to the gas giants they orbit.

11: Asteroid Belt

Asteroid belts are either the remnants of planets shattered by collisions with large stellar bodies or merely portions of stellar material that never coalesced into a planet. Settled asteroid belts are often rich in minerals and metals, and their small size prevents them from supporting an atmosphere. Most asteroid belt civilizations are either subterranean or have sealed and probably domed buildings built on the surface. Since asteroids are naturally airless, civilizations require regulated environments. Read the sidebar labeled “Regulated Environments” and then move ahead to the section labeled “Starport.” Asteroid Belt settlements required a Tech Level of Atomic, Information or Space to be established (if the settlement was abandoned, the civilization may have devolved and lost Tech Levels).

Optional Modifiers: -2 Population (initial roll only)

Incompatible Conditions: Agriculture, Homeworld Planet Function

12: Artificial

Artificial results indicate orbiting space stations, domed cities built on planets with toxic atmospheres, and great floating complexes built in gas giants (such as Cloud City). All artificial settlements need some means of sustaining themselves (such as huge repulsor engines to keep Cloud City aloft, or sealed domes to keep the toxins out of the city). Since artificial planets require a regulated environment, read the "Regulated Environments" sidebar and then skip to the section labeled "Starport." Artificial settlements require a Tech Level of Information or Space.

Optional Modifiers: -2 Population (initial roll only)

Terrain

The gamemaster must determine the dominant terrain for the planet. There can be many different types of terrain on a planet, but the dominant terrain is the one that the characters will interact with most often. Diverse planets may have several major terrain types. Additionally, the planet's terrain may be a combination of types (such as mountainous forest).

While these classifications provide basic information as to the terrain types, the gamemaster must customize them to match the unique nature of the planet. Each terrain entry has a listing of Compatible Conditions, which is where these terrain types are most likely to be found. Some terrain types also have Incompatible Conditions, where they will seldom be found. If a quality isn't listed (such as a Moderate Hydrosphere, for example), the conditions are neither particularly favorable for the terrain, nor do they preclude the existence of the terrain type. If the gamemaster rolls incompatible terrain results, he may opt to discard the results, or reason through a really unusual situation that allows this result (this is the most entertaining option).

To determine the terrain type, roll on the six-sided percentile system used for the Planet Function and Government sections.

11: Barren

Barren planets are typically Arid, possibly with hostile atmospheres. The ground is extremely hard, dry and is hostile to most forms of life. There may be large rocks on the surface or embedded in the rock hard ground. Minerals and metals may be found. Barren planets are predisposed to unbreathable atmospheres.

Compatible Conditions: Arid, Dry Hydrosphere

Incompatible Conditions: Moist, Saturated Hydrosphere

Optional Modifiers: -2 Population (initial roll only); +3 Atmosphere

12-13: Cave

The planet is dominated by an immense network of caves running throughout the crust. These caves are often caused by volcanic activity, and if the activity is ongoing, areas can quickly become dangerous as lava and toxic gases return to fill the caves they created. Cave planets almost always have Type II atmospheres.

Example: Sullust

Optional Modifiers: +2 Atmosphere; -2 Population (initial roll only)

14: Crater Field

Crater fields can occur in virtually any other type of terrain, and they are the result of continuous impacts from meteorites, resulting in huge cratered areas on the planet. The impacts could have ended millions of years ago, or they may still be ongoing. Large enough meteors could cause significant climate changes on a planet by throwing huge clouds of soil into the air or causing earthquakes. Planets with light gravities are favorable for crater fields.

Example: Essowyn

Incompatible Conditions: Thick atmospheres

15-16: Desert

Deserts are typically found on dry and arid planets, and support only a minimum of life due to a lack of moisture. Deserts can be found in any temperature zone. Warm desert areas can be very dangerous because travelers can easily become dehydrated (an exposure suit will prevent dehydration).

Example: Tatooine

Compatible Conditions: Arid, Dry Hydrosphere

Incompatible Conditions: Moist, Saturated Hydrosphere

21-24: Forest

Forests occur most commonly in temperate zones, but they can also occur in very cold or warm areas. If they receive a great deal of precipitation in tropical areas, they are called rain forests. Forests may be active year round, or may be seasonal (most of the plants go into hibernation during cooler seasons). They generally receive ample rainfall.

Example: Endor

Compatible Conditions: Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature

Incompatible Conditions: Arid Hydrosphere; Frigid, Searing Temperature

25-26: Glacier

Glaciers are huge, frozen sheets of ice that can be several kilometers thick. Icebergs are chunks of glaciers that have been broken off and now

float in oceans. Glaciers grind the land beneath them, constantly reforming it. Glaciers can occur on land, or above ocean.

Example: Hoth

Compatible Conditions: Moist, Saturated Hydrosphere; Cool, Frigid Temperature

Incompatible Conditions: Arid, Dry Hydrosphere; Searing, Hot, Temperate Temperature

31-32: Jungle

Jungles are any area overgrown by plant life, and often include low-lying wetlands that support many forms of plant and animal life. They are often warm at least a substantial portion of the local year. The ground can be moist or dry. They are excellent incubators for life, from plants to insects and animals. They require ample water, but can be warm or cool.

Example: Veron

Compatible Conditions: Moderate, Moist, Saturated Hydrosphere; Searing, Hot, Temperate Temperature

Incompatible Conditions: Arid, Dry Hydrosphere; Cool, Frigid Temperature.

33-34: Mountain

Mountainous planets have been (or still are) home to a great deal of geologic activity. The mountains can range from small hills (under a kilometer tall) to huge peaks several kilometers tall. Depending upon the planet's atmosphere, plant life, and soil, mountain areas can support a variety of plant forms from trees to grasses. Peaks of mountains on temperate and cold planets may be snow capped. Snow capped mountains can be quite dangerous because of avalanches.

Example: Ryloth

Incompatible Conditions: Saturated Hydrosphere

35-41: Ocean

Ocean planets are dominated by huge bodies of water or other liquid. The oceans can be very deep, or merely large and shallow, depending upon whether or not geologic activity has created great mountainous regions (islands are often the peaks of small mountains that emanate from the ocean's floor). These planets may be searing to frigid, although frigid oceans will often be covered by huge glacial sheets of ice.

Example: Baralou

Compatible Conditions: Moderate, Moist, Saturated Hydrosphere

Incompatible Conditions: Arid, Dry Hydrosphere

Optional Modifiers: -1 Population (initial roll only)

42-44: Plain

Plains areas are simply huge, flat expanses of life, typically supporting grasses and bushes as primary forms of plant life. Grasslands can be found in virtually any hydrosphere and temperature range, but they are most common in tropical and temperate dry regions. Very cold, dry grasslands are often called tundra, and very warm, dry grasslands are often called savannahs.

Example: Celanon

Compatible Conditions: Dry, Moderate, Moist Hydrosphere; Hot, Temperate, Cool Temperature

Incompatible Conditions: Arid, Saturated Hydrosphere; Searing, Frigid Temperature

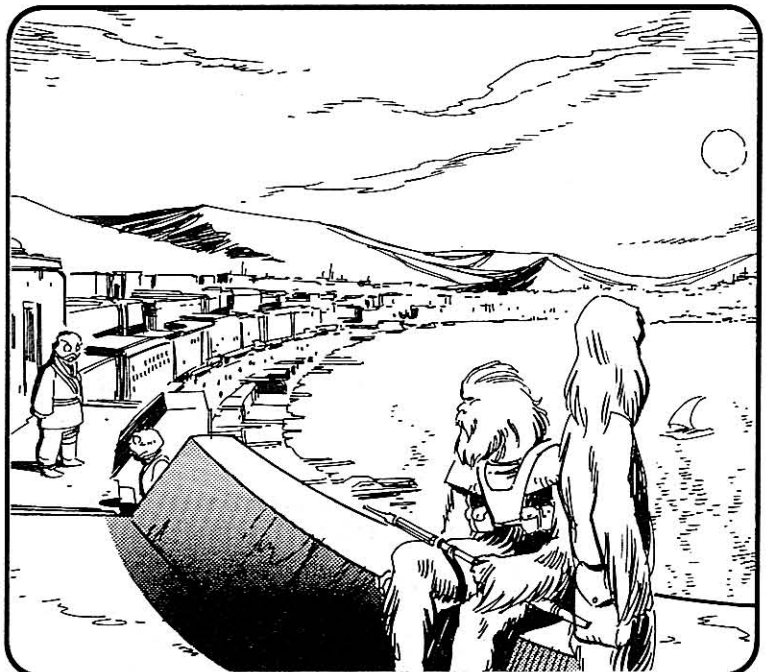
45-46: Plateau

Plateaus are large sections of mostly flat land that are elevated above other portions of nearby land. They typically occur in the interior of continents. On a plateau, virtually any type of terrain can be found.

Incompatible Conditions: Saturated Hydrosphere

51-52: Urban

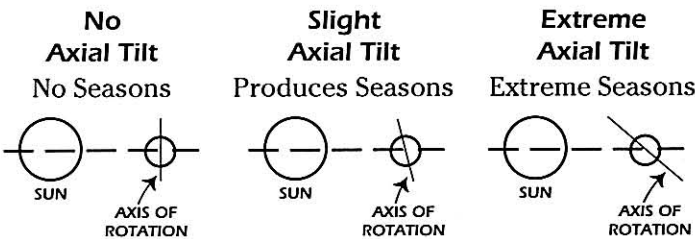
This result means that most of the planet is covered by artificial constructions, typically huge city sprawls. This is indicative of a very high population, and most so-called urban planets concentrate on trade, manufacturing or administration. Agriculture can sometimes be conducted in huge hydroponics factories, or beneath the surface if the plants don't require sunlight (typical of mosses and fungi). Urban terrains can be layered on top of most other terrain conditions,



Seasonal Changes

The seasons on a planet are caused by the amount of axial tilt. If the planet's axis of rotation is perfectly "vertical" (perpendicular to the plane of its orbit) there are no seasons, and the temperature is constant year round. However, there will still be temperature changes due to weather.

However, if the axial tilt isn't "vertical," the planet experiences seasons. The greater the degree of tilt, the more extreme the seasonal change. Planets with a high degree of tilt experience extreme seasons. One side of the planet will have brutally cold winters, with continual darkness. At the same time, the opposite side of the planet will experience a sweltering summer and continual sunlight, with temperatures well above boiling. As the planet circles the sun, there will be a brief period of moderation, and then the side of the world that was previously locked in the grip of winter is now exposed to searing sunlight and the side that was experiencing a deadly summer is now exposed to the cold and dark of space. As the planet swings back around the sun, there again is a brief moderate period, before the planet returns to the seasons originally described.



such as plateaus, mountains, and plains. In addition to habitable cities, urban results may indicate huge factories and refining facilities.

Aside from buildings, many Urban settings will have extensive cultivated areas for agriculture. This classification can include any developed area that isn't wilderness.

Example: Kari (see *Galaxy Guide 6: Tramp Freighters*)

Optional Modifiers: +1 Population (initial roll only)

53-61 Wetlands

Wetlands are moist low-lying wet areas, and play a vital role in most eco-systems. They can take the form of ponds, marshes, or swamps, and support bushes, trees, grasses and many different forms of life.

Example: Gorsh

Incompatible Conditions: Arid, Dry Hydrosphere; Frigid, Searing Temperature

62-63: Volcanic

Volcanoes and lava pools cover the planet, indicating a very high level of geologic activity. Volcanic planets often have high levels of ash and toxic gases in the atmosphere, and the lava, of course, is

very dangerous. However, these planets often have high quality metals in their crust. Volcanic planets often have hazardous atmospheres.

Incompatible Conditions: Type I atmospheres

Optional Modifiers: -2 Population (initial roll only); +3 Atmosphere

64-66: Special Terrain

These are unusual terrains that demonstrate the incredible versatility of the *Star Wars* universe. These terrain types can also explain seemingly contradictory terrain rolls. What follows are some examples:

- Crystal forests and fields. The crystals may be immensely valuable, or merely scenic. They may also be a hazard if they magnify incoming sunlight, possibly blinding careless travelers.
- Planets with ammonia oceans, where the land masses are actually rock-solid ice fields. This type of condition requires very low temperatures and often has a Type IV atmosphere.
- Underground forests, found in great subterranean caverns. The trees and bushes derive most of their energy from the geothermal energy released by the interior of the planet.
- Huge canyons cover the planet.
- A planet where most of the water is trapped on high plateaus, and the lowest sections of the planet are actually parched deserts.
- Planets like Kashyyyk, with several distinct "bio-levels," where the type of creature and its behaviors is distinctly different based on the altitude. This can be accomplished through use of mountains, huge trees, or even planets where there are many lighter than air gases and many flying and gliding creatures have internal bladders for constant lift.
- Planets that are covered with toxic and radioactive pools. They may have been mining planets that were just tapped out and converted to waste dumps. Whole new lifeforms (and hardy ones at that) could evolve in these conditions.
- A planet with an unusual substance that mixes with water, turning into a jellied goo at temperatures up to 80 degrees Celsius. In warmer seasons, there are huge flowing oceans of the muck, while in winter, the goo hardens, expands and covers much of the planet (much like a hot-weather glacier).

Temperature

This classification represents the average temperature on the planet's surface. Most planets have several varying temperature bands, from the coldest (polar regions) to warmest (equatorial region). The "true" temperature of an area can be altered by local geographic features. Sea-

sonal changes also greatly alter temperature (see "Seasonal Changes" sidebar). Some planets are trapped in what is called tide lock (see "Tide Lock" sidebar). Still other planets have elliptical orbits (see "Elliptical Orbits" sidebar).

All of these possible combinations give the gamemaster a great deal of diversity and choice when designing the planet. These special results are not incorporated into the random tables so that the gamemaster can choose exactly which effects are most useful. Roll 2D to determine the average temperature.

2: Searing

Searing planets average 60 degrees Celsius or more, and are hostile to most life forms, although standing bodies of water are possible as long as the average temperature isn't near the boiling point (100 degrees Celsius). Most civilizations will tend to cluster near the more moderate polar regions or underground.

3-4: Hot

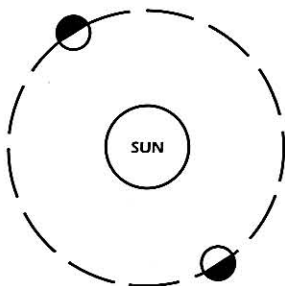
Hot planets average between 30 and 56 degrees Celsius, and while generally uncomfortable, are not nearly as hostile as searing planets.

5-9: Temperate

Temperate planets average between -5 and 29 degrees Celsius, and are in the most comfortable temperature bands for humans and other life forms.

Tide Lock

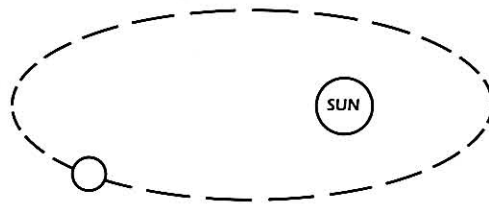
Tide locked planets are trapped with one half of the planet continuously facing the sun and the other facing out into space. They cannot rotate, and thus there is no day/night cycle. These planets are *almost* always uninhabitable, but there are exceptions (some planets have a habitable zone on the boundary of the night and day sides). If a planet is tide locked, ignore the effects of axial tilt.



The same side of the planet faces the sun at all times.

Elliptical Orbits

Some planets orbit their star in unusual orbits, with one part of the orbit coming much closer to the sun than the rest of the orbit. These elliptic orbits account for huge seasonal variations, and the lengths of seasons are not equal. In extreme situations, the planet is locked in a deadly cold winter for years at a time, but as it swoops in close to the star, the planet quickly thaws and life returns, all within the span of a few weeks.



10-11: Cool

Cool planets average between -20 and -4 degrees Celsius. Most cool planets do not support a huge number of life forms, but life can still adapt to planetary conditions. Plant life may be common if it contains compounds that prevents vital water-based fluids from freezing.

12: Frigid

Frigid planets average -21 degrees Celsius or less, and are often inhospitable. If the hydrosphere is Temperate, Moist, or Saturated, the planet may be covered with ice glaciers.

Gravity

Star Wars: The Roleplaying Game uses four classifications to indicate the gravity of a world. As indicated before, most regulated environments will have a gravity of Standard.

Zero Gravity

Asteroids, comets and other very small stellar bodies have effectively zero gravity, which also eliminates the possibility of an atmosphere (barring the use of technology, such as energy screens). Space stations that lose power may also lose their repulsorgrav generators, effectively throwing the whole station into a zero gravity situation.

In zero gravity, things and beings float unless thrust is somehow provided. On the other hand, once something begins moving, it doesn't stop until something else stops it (such as a collision with a wall). The applies for vertical, horizontal and even twisting movement since there truly is no "up" or "down."

Planetary Weather

Meteorology is one of the most difficult of the sciences to understand, simply because there are so many factors involved in determining the weather of a planet. Weather is defined as any type of wind or precipitation, whether it be in the form of rain, sleet, ice, ice shards, or something even more exotic.

In general, weather fronts are created by the spin of the planet and the mixture of different temperature air masses (such as when cool air from a great water body collides with warm air from the interior of a continent). Weather can be amplified by the presence of satellites, an unusual planetary orbit (such as elliptical), local geographic

conditions (there tends to be more rain when a weather front hits a mountain chain, since the clouds must lose moisture in order to rise above them) and the effects of galactic civilization (climate control is used on many advanced planets).

Precipitation might be measured in centimeters per year, or even meters per day, depending upon the amount of moisture in the air and climate. The strength of winds might be barely noticeable, or so strong that buildings must be securely anchored or they will be blown over.

The scope of this work doesn't allow for detailed weather mechanics, but with all of the options available to gamemasters, the sky's the limit.

Characters in zero gravity can float up to five meters per round and have no control over direction unless they have something to push off against, in which case they float 10 meters. Increase the difficulty of all *Dexterity* or *Strength* checks by 2 (excluding checks to resist damage). Combined actions are not possible. Characters attempting full dodges will smash into any object in their path (taking 3D stun damage). Each combat dodge counts as two actions. Characters will be able to control their direction of flight by firing blasters or projectile weapons as a means of propulsion, but this requires a Moderate *Mechanical* roll to control direction. Similarly, characters who fire weapons in combat will be pushed away unless they are braced against a wall.

2-4: Light

Planets with light gravity allow characters to lift heavier objects, but also throws off physical coordination. They also allow easier movement. There are few inhabited planets with light gravity.

Characters and creatures may take one speed action "free," counting it as walking movement. Other speed actions reduce die codes as explained in *The Star Wars Rules Companion*. In very light gravities, the gamemaster may want to use the following optional modifiers: +1D bonus to all *Strength* actions (except for resisting damage); -1D penalty for all *Dexterity* actions.

Optional Modifiers: +2 Atmosphere

5-11: Standard

Standard gravity is that which is most common on Imperial worlds, and therefore most comfortable for most races. Standard gravity includes several gradients of true gravitational pull, but is placed within this convenient grouping.

12: Heavy

Heavy gravity planets have a much stronger pull than normal, the effects of which can be

merely inconvenient or crippling. Planets with very heavy gravity may make a person's body so heavy that they cannot move. There are few planets with heavy gravity, and most of them are just barely beyond the Standard gravity classification. On these "barely heavy" gravity planets, even walking counts as a speed action (it is not "free movement").

Gamemasters can use the following optional modifiers for slightly heavier gravity planets: -1D to all *Strength* and *Dexterity* actions (except for resisting damage). Characters must make a minimum of a Moderate *stamina* check after every minute of heavy exertion, although checks may be made more difficult or frequent at the gamemaster's discretion. Characters who fail these *stamina* checks must rest for double the amount of time they were active or suffer a -3D penalty to all actions except resisting damage in combat. Additionally, when the character suffers damage from collisions or falling, increase the damage by a minimum of 1D.

Optional Modifiers: +2 Atmosphere

Atmosphere

Most stellar bodies of significant size have atmospheres (some planets have had their atmospheres ripped away by a near pass with a rogue planet or some similar cataclysm). Gas giant atmospheres are often composed of methane, ammonia, and various hydrocarbons (Type IV), although a very small number of gas giants have been discovered with a breathable atmosphere within a limited biozone (Bespin being the prime example). Imperial bureaucrats use a very simple classification system for atmospheres. Most ship sensors can determine the type of atmosphere with sensors. However, sensors are not perfect, and may miss trace elements that can be harmful to the ship's inhabitants, so the results of a sensor scan should never be taken at face value.

To randomly determine a planet's atmosphere, roll 2D and check the result below.

None

This planet has no appreciable atmosphere and a space suit is required simply to survive on the world. Planets without an atmosphere typically have much greater temperature variations because there is no atmosphere to disperse solar energy (on the sun side) or retain heat (on the night side). Characters exposed to the vacuum of space suffer 4D damage the first round of exposure, and increase the damage by +2D for each additional round in the vacuum.

2-9: Type I (Breathable)

A Type I atmosphere has a proper mixture of oxygen, nitrogen and other gases so that humans and comparable races can breath it unassisted. These atmospheres may have contaminants that over the long term have a detrimental effect.

Planets with a Type I atmosphere will have life or at least had life recently.

10: Type II (Breath Mask Suggested)

Type II atmospheres can support life without use of a breath mask, but either due to too much or too little atmospheric pressure or oxygen, or unusual gases or contaminants, it is recommended that a breath mask be worn. Without a breath mask, detrimental effects, such as slowed reactions, reduced brain activity, poisoning, or a myriad of other effects can begin to occur within just a few hours of exposure. Many alien races can comfortably breathe Type II atmospheres without having to resort to breath masks.

Planets with a Type II atmosphere will have life or at least had life recently.

11: Type III (Breath Mask Required)

Type III atmospheres are unbreathable without a breath mask, again due to a number of possible characteristics. The atmosphere could be highly poisonous, or simply not have enough oxygen to breathe. Characters without breath masks can begin to suffer detrimental effects immediately. A small number of alien races (and certainly native creatures) will be able to breath these atmospheres unaided.

Type III atmosphere planets frequently support life.

12: Type IV (Environment Suit Required)

Type IV atmospheres are not only poisonous, but they are so reactive that they will cause injury to persons who are exposed to it. Environment suits, space suits or life-support equipment is required to venture through the atmosphere, or characters will suffer burns and other grievous injuries. If the planet is Frigid, a thermal suit

may be necessary. These atmospheres may also be flammable or highly explosive. The gamemaster must customize the effects of the hostile atmosphere.

Hydrosphere

The hydrosphere represents the amount of moisture on or near the surface of the planet. Water is not necessarily the only liquid that can be found. The water may have a high concentration of another substance that makes it unfit for consumption, or the liquid might merely be water-based, but have other components that make it a different compound. More exotic options include huge lava lakes (on planets with plenty of geologic activity), or deadly ammonia seas (on extremely cold planets). Roll 2D.

2: Arid

The planet is 85-100 percent covered by land. The planet has very little or no standing liquid, and there probably is very little moisture in the atmosphere. There may be large lakes and seas, but there are no great oceans. Much of the planet will probably be desert.

3-4: Dry

The planet is 50-84 percent covered by land. The planet has some standing liquid, and the land is probably a mixture of desert, dry plains, tundra, or other terrain types not requiring a great deal of water.

5-9: Moderate

The planet is 15-49 percent covered by land. The planet has large oceans and probably a well developed river network, especially if the planet has large hills and mountains. There are probably many different terrain types.

10-11: Moist

The planet is only 5-14 percent covered by land. Most of the planet is covered by water or another liquid, and the few land masses that do exist are wet. Bogs and swamps are common.

12: Saturated

The planet is only 0-4 percent covered by land. Land only takes the form of islands, which may again be bogs, or swamps. Oceans dominate the terrain.

Length of Day

The Length of Day for most terrestrial planets not subjected to tide lock or another extreme condition is in the range of 18 to 36 standard hours. Even though tide-locked planets do not have days, it is useful to determine what a likely day length would be so that the length of the local

year can be determined. To determine this total, roll 1D:

- If the result is 1-2, roll 2D and add it to 10 for a total number of hours.
- If the result is 3-4, roll 1D and add it to 20 for a total number of hours.
- If the result is 5, roll 1D and add it to 25 for a total number of hours.
- If the result is 6, roll 1D and add it to 30 for a total number of hours.

Satellite planets may have days several dozen hours long (as long as it takes the satellite to orbit the gas giant). The local year depends upon the orbit of the gas giant and may be several Standard Years long.

Length of Year

A simple die roll will generate a suitable total since so many different factors are responsible for the determining the orbital radius and speed of the planet. The total can be increased or decreased by a few days to make the total unique compared to other planets.

To determine this total, roll 2D of different colors. Read the results below and the total of the two numbers equals the length of year in local days:

First Die

Multiply the number x15

Second Die

1	75 local days
2	150 local days
3-4	225 local days
5	300 local days
6	375 local days

Sentient Races

The gamemaster should determine what alien races are on the planet in large quantities. Humans are among the most diverse races in the galaxy and can be found almost everywhere, but other races such as Devaronians, Duros, Gamorreans, Ithorians, Rodians, Sullustans, and Twi'leks are also known to colonize and reside on many different planets. If the planet is similar to a race's preferred climate, or there is plenty of work to be found, other races may be encountered as well. The planet may have a native sentient race, designated by an (N) on this line of the planet log.

Gamemasters must take a few moments to design the native sentient race, bearing in mind the kind of environment the race evolved in. He should decide their biology, culture, history, how galactic civilization changed their society, what common occupations they have and what their personalities are like. If the gamemaster is going to allow the

alien race to be used by players for characters, their attribute adds should equal 12D.

Starport

The Imperial Space Ministry has five different classifications for starports. For random determination of the starport, roll 2D and find the result on the chart below.

2: Landing Field

There may be a flat space on the ground for ships to land. There is no control tower (there may not even be other starships on the planet). Fueling and repair services are probably unavailable at any price.

3-5: Limited Services

This is typically a simple landing field, but there is at least a control tower to prevent collisions between ships in the planet's airspace. There may be maintenance sheds for rent. There may be fuel for sale, but other important supplies are unavailable.

6-8: Standard Class

The starport is fully-staffed and equipped. Restocking services are available, and there is a small shipyard for minor repairs and modifications. Prices for repairs and modifications can be up to double normal prices, and take twice as long to accomplish.

9-11: Stellar Class

This type of starport can dock and service almost any class of ship. There are probably several shipyards in the immediate area, and they can handle major repairs and modifications. There is almost always an Imperial Customs office on site.

12: Imperial Class

Modern and luxurious ports with complete storage and maintenance facilities, and a large number of landing fields and docks. A complete menu of services and luxuries are available for the ship and its crew. Important merchants have offices at the starport. The shipyards are capable of rapid repairs and modifications. The Imperial Customs office is well staffed.

For more information on starports, see *Galaxy Guide 6: Tramp Freighters*.

Population

This figure represents the total sentient population on a particular planet. For random determination, roll 1D and use the chart below.

1	Population is 1-999
2-3	Population is in the thousands
4-5	Population is in the millions
6	Population is in the billions

Once the basic range is established, roll 1D to determine whether the population is in single numbers, tens or hundreds for that category.

- 1-2 Population is in singles (1-9)
- 3-4 Population is in tens (10-90)
- 5-6 Population is in hundreds (100-900)

To determine the exact number, roll 1D to determine if the number is 1-5 or 6-9. It is recommended that the population only be determined for two significant figures (i.e., only roll the first two numbers).

- 1-3 Number is between 1-5 (roll 1D, ignoring 6)
- 4-6 Number is between 6-9 (Roll 1D, ignoring 5 and 6, and add five)

It is recommended that the gamemaster not allow populations over 100 billion. Any population over 10 billion is very likely to be an Urban terrain planet, with a Standard class or better Starport and an Industrial level or higher Tech Level.

Example: The gamemaster wants to randomly determine the population of a planet. He rolls 1D getting a result of '3' (the population will be in the thousands).

A second die roll yields a result of '5' (the population is in the hundreds of thousands).

To determine the exact number, the gamemaster must first roll the first significant figure. A roll of '1' tells him the number is between 1 and 5, and a second roll of '3' tells him the first number is 3, for a first number of 300,000.

To determine the second significant figure, a roll of '5' tells him the number is between 6 and 10. To get the specific number, he rolls 1D and adds five, ignoring a 5 or 6. He rolls a '1', and by adding 5, gets a total of 6.

This makes the planet's population 360,000.

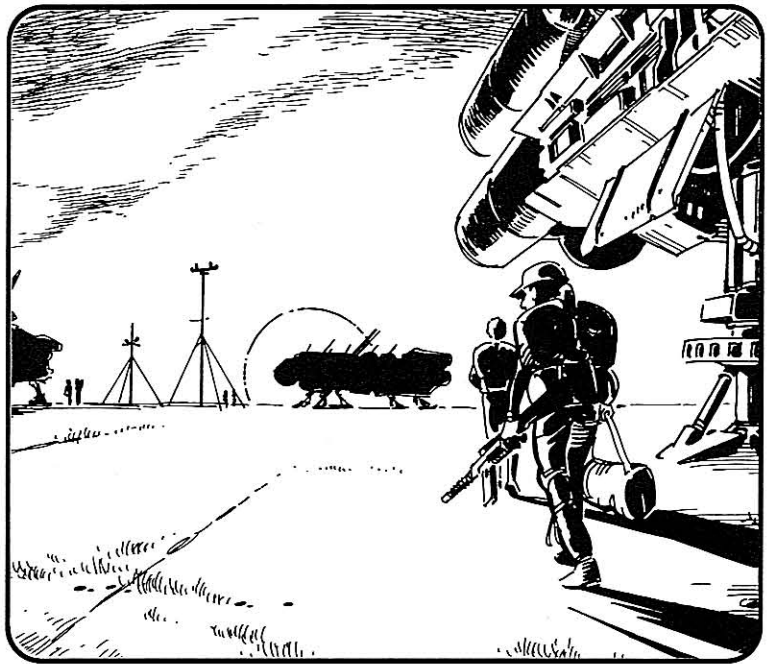
Tech Level

The level of technological achievement is important in determining what goods the planet can manufacture, as well as what they are likely to be interested in purchasing. Few planets fit directly into one of these classifications.

This classification system, utilized by Imperial bureaucrats, represents the typical level of technology to be found on the planet, but there may be areas where individuals have developed or somehow acquired more advanced technology. Planets with no sentient inhabitants are considered Stone level by default. Roll 2D.

2: Stone

Stone level civilizations have loosely-knit cultures and the basic social unit is likely to be the tribe. The society makes and uses stone tools and may have developed primitive agriculture.



These people do not understand the concept of money, so trade will be by barter. There is no transportation network.

3: Feudal

Feudal planets have a more complex social structure and have begun to produce primitive manufactured goods. They have learned primitive mining and ore-processing techniques. Transportation is normally by ship or caravan.

4: Industrial

Industrial planets are beginning to understand mass production, and have established more complex political and social structures. Windmills, waterwheels, wood or coal furnaces will be used to generate energy. These planets typically want to acquire knowledge to help improve their technology. Motorized transportation, projectile weapons and the beginnings of mass communication are common.

5: Atomic

Atomic planets have advanced, large-scale production of goods. They will be very interested in new technologies. More advanced alloys and plastics become available. Space travel is in its infancy. Established industries, such as transportation, communications, medicine, and business, quickly progress and grow.

6-7: Information

Sophisticated communications, such as computers and satellites, become readily available. Industry becomes more efficient, mechanization is very common, and the precursors of Droids appear. Energy weapons are beginning to be

discovered, in-system space travel is common and colony ships to other planets are a distinct possibility. Repulsorlift may be developed. Natural resources may become scarce.

8-12: Space

This is the stage of most planets within galactic civilization, and is characterized by hyper-space travel, Droids, blasters, and highly efficient industry. Planets at this level are often integrated into the galactic economy, and produce many goods for export, but also import many goods.

For more information, see *Galaxy Guide 6: Tramp Freighters*.

Major Imports and Exports

This should be chosen by the gamemaster only after considering the Government, Tech Level and Planet Function as a whole. The gamemaster must decide what the planet produces for its own consumption, what it ships to other

planets and what it must purchase from other planets. The whole galactic economy is built upon the fact that most planets specialize in producing certain goods and must import goods from other planets for survival.

Imperial bureaucrats group goods within eight general categories. Within these categories, planets may export or import only a few products. The categories are: Low, Mid, or High Technology, Metals, Minerals, Luxury Goods, Foodstuffs and Medicinal Goods. For more information see page 16 of *Galaxy Guide 6: Tramp Freighters*.

System/Star Name

Generally, the system and the star are named after the most important planet of the system.

Star Type

The gamemaster should determine the type of star for the system. White, yellow-white, yellow, orange, and red stars could conceivably support habitable planets (yellow and orange are most likely). White dwarfs (which were once red giants) may have once supported habitable planets, but they were burned when the star became a red giant. Binary stars can support habitable planets, and although rare, this is not impossible, as Tatooine shows. This is possible if the stars are close enough to each other so that the planet orbits both stars, or the stars are so far apart that the planet can orbit around only one of the stars (this will almost always be the case). Tertiary stars could also support habitable planets, but this is even less likely.

Other Planets

The gamemaster, at his option, can elect to detail the rest of the system. This is a matter of choosing the types of planets and their names, and provided you don't start explaining the detailed astrophysics of the system, odds are likely no one will complain.

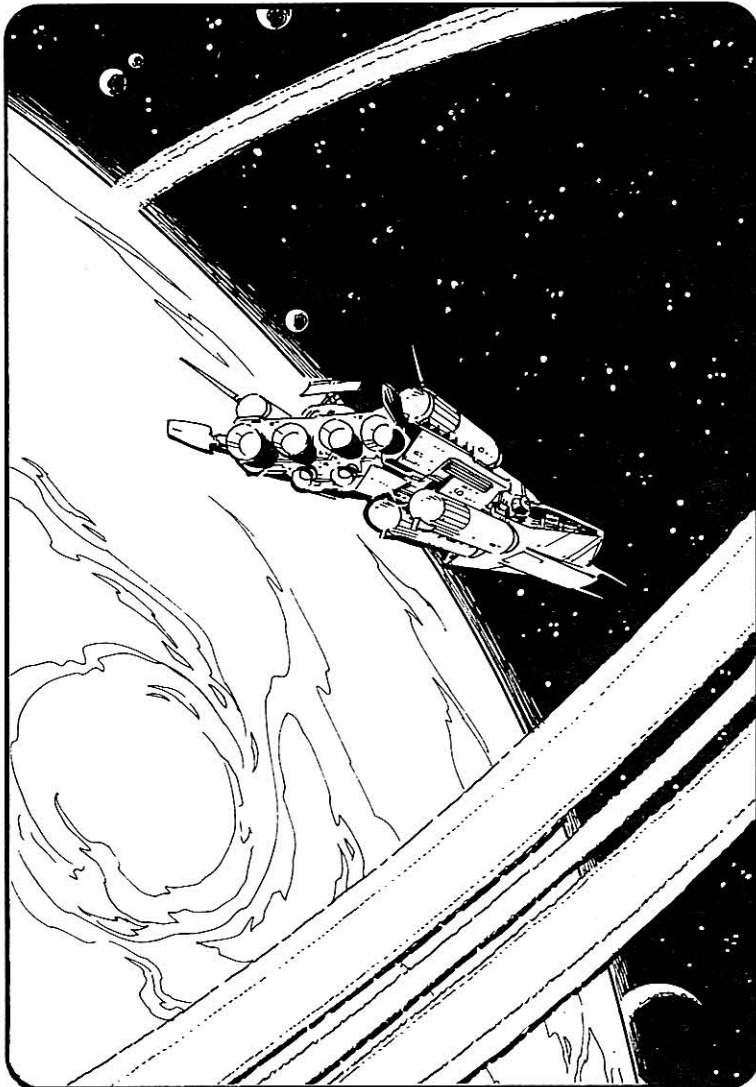
In general, terrestrial planets will occupy the inner orbits of the system. Next will be the gas giants, possibly followed by frozen rock planets.

Gas giants will be the only planets capable of supporting habitable satellites. Most satellites for terrestrial planets will be little more than hunks of frozen rock and ice, although they could be a large "companion" satellite.

Designing Lifeforms

One of the final steps in designing a planet is deciding the lifeforms that inhabit it. However, for game purposes the gamemaster will never need to completely define the biosphere.

When designing lifeforms, it is most important to remember the relationship the lifeform will



have with other organisms in its environment. The following general concepts should help you develop interesting and unusual lifeforms.

Life

Animals are life forms that must secure food already organized into organic (carbon-based) substances. In other words, they generally cannot derive their sustenance from sunlight or soil, but rather must hunt down plants and other animals.

Plants are lifeforms that manufacture their own food from inorganic substances. Often they draw energy from sunlight and nutrients from soil; in nutrient poor environments they may consume other plants and animals.

Bacteria are single-celled life forms. They can be both useful and harmful to other life forms.

Viruses are pure genetic material wrapped in a protein coating. When a virus is introduced to a new life form, it replaces the host's genetic material and starts replicating itself, spreading throughout the host.

Relationships

Commensal relationships are ones in which one organism coexists with another. The first organism derives some benefit from its coexistence, while the second organism is neither harmed nor benefits from the relationship.

Parasitic relationships are ones in which one organism coexists with another. The first organism derives some benefit from the relationship, while the second organism is harmed, but not killed, by the relationship.

Predator relationships are ones where the first organism benefits from the second organism, but also kills it, meaning that the predator must continually hunt down new forms of prey.

Symbiotic relationships are ones in which two organisms coexist, and both of them benefit from their association with the other organism.

Intelligence

Non-intelligent organisms are controlled by their genetic code and the nature of their environment. They are merely reactive.

Physical reflex organisms respond to external stimuli in variable ways. This is not a cognitive

process, however, but a pattern of innate and learned response to external stimuli. For example, these creatures back away from hot objects after they are burned. They cannot learn in advance that "hot is bad," for example.

Emotional reflex organisms can feel content, sad, and other emotions on a rudimentary level. They do not literally think "I am sad," but instead respond with behavior modification when things are going well or poorly. These creatures can challenge for a mate, battle for territory, "feel" hungry, or get angry when they haven't eaten.

Associative thought organisms can associate one occurrence or action with another one. This allows for learned behaviors. For example, a hungry animal can chose to wait to hunt until nightfall because it has learned to associate nightfall with better chances of success when hunting. These creatures can feel loyalty, hurt, angry, loss, remorse, or happiness to the same levels as more intelligent creatures, but cannot grasp ephemeral ideas like love and war. There is no "good versus evil" for such creatures; they only understand "beneficial to me" and "harmful to me."


















Sentient organisms are the highest state of intelligence known in the *Star Wars* galaxy. The organism has the ability to imagine, dream, divine the consequences of events based on past experiences and gauge the probability of future success given previously acquired knowledge. Emotions can be tempered, instilled, altered. The culture of such beings can define things like good and evil in esoteric ways. These creatures can invent new things, create and test theories, or develop artificial worlds with no basis in real experience. True sentience is a rare development.

The Details

Within this framework, virtually every social relationship between any form of life can be defined. Once the situations are defined, the game-master can define how the lifeform moves, any unusual attacks or defenses, the lifeform's social structure and needs, and other factors.

For more information on the nature of lifeforms, see pages 81 and 82 of *Star Wars: The Roleplaying Game*, and pages 3 and 4 of *Galaxy Guide 4: Alien Races*.

Planet Log Terrain Key

 Plains	 Barren Rock	 Volcano	 Water
 Desert	 Craters	 Plateau	 City
 Swamp	 Hills	 Canyon	 Spaceport
 Forest	 Mountains	 Ice	 Site of Interest
 Jungle/Rain Forest			



Baralou

System Summary

The Baralou system has much to offer, yet it is still a backwater world due to its distance from major trade routes. There is no permanent Imperial presence in the system. A few free-traders have profited handsomely from their visits to this world. The Alliance views the Baralou system as an important source of food because of the large algae harvesting and processing facility, Aqualis Base.

Baralou's four orbiting moons create dramatic tides and storm fronts, causing constant flooding of the islands. Another problem is the toxicity of the terrestrial plant life — most fruits and vegetables have traces of a potent poison. In game terms, if a character (Human or alien) has five servings of Baralou vegetables or fruits within three local days, he must make an Easy *stamina* check or suffer 2D+2 damage. For each additional serving, check again and increase the damage by 1D. If the character can go three days without eating any native plants, his system will have a chance to recuperate from the poison. Creatures from this planet can metabolize the toxin, so meat is not dangerous to consume.

Tropical Islands

The islands of Baralou support a variety of life forms even though they are constantly assaulted by storms (tides sometimes rise over 50 meters).

The island beaches are a mixture of items washed up from the oceans — soil, sand, rocks and shells. Further inland, and farther away from the most devastating tides, low bushes and trees can be found. Because of the violent changes in conditions, plants on Baralou have very deep root systems. As a defense mechanism, most of the plants secrete some kind of toxin. Most of the plants grow year round.

Many kinds of animals are on the islands, including plants, insects, amphibians, birds, reptiles and mammals. Most have some kind of adaptation to survive the flooding and storms, including gills, the ability to go into hibernation when submerged in water, or flight capability.

A Planet of Riches

The plentiful gemstones of Baralou — sasho gems, kuggerags, rubies, diamonds, jasse hearts — are formed as a result of the tremendous internal pressures of the planet and can be found on nearly every island. The native Multopos are perfectly willing to let free-traders gather as many gems as

they wish as long as there is a “fair exchange” of merchandise. Due to their ignorance of the true worth of these gemstones, they are willing to trade a one-kilogram sasho gem (with an open market value of 5000 credits) for a blaster pistol and a few power packs. Fortunately for the Multopos and the Alliance algae plant, the traders have been very tight-lipped regarding the source of the gems. If less scrupulous traders and businesses were to ever learn Baralou's location, a more brutal form of exploitation would be sure to arrive on the world.

Majestic and Dangerous Oceans

The oceans of Baralou aren't nearly as turbulent as the surface. While currents are strong, the storms and tidal waves have little traumatic effect more than 40 meters below the surface of the water. Characters caught near the surface when a tidal wave passes will be in for an unpleasant ride, as they feel themselves dragged in a million directions at once, only to be thrown into the air, high above the ocean surface.

Many primitive aquatic plants thrive beneath Baralou's waters, including bestrum algae (which Aqualis Base processes into food) and aquatic grasses. Plankton is plentiful, providing ample food for the fish, mollusks and crustaceans.

The undersea scenery is truly spectacular, with brightly colored fish everywhere. Many of the fish species have evolved specialized defenses and attacks, such as razor-sharp teeth, venoms, poisons or color-changing camouflage.

The sentient Krikthasi are a constant danger. They are just as likely to attack as communicate and will take whatever action is necessary to secure blasters. For all of their hostility and ferocity, the Krikthasi are also useful in warning that a tidal wave is approaching — if the characters see a patrol suddenly dive toward the ocean floor, it is a good idea to follow suit.

Treppok

DEXTERITY 2D

PERCEPTION 2D

STRENGTH 6D

Orneriness: 4D

Speed Code: 6D

Size: up to 30 meters long

Scale: Creature

Attacks:

Teeth: 8D damage. If the result is wounded or worse, the character must make a Moderate *unarmed combat* or *Dexterity* check to avoid being swallowed.

PLANET LOG

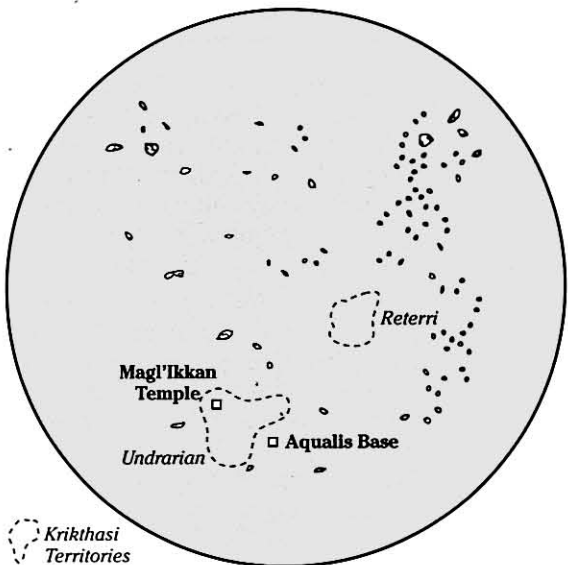
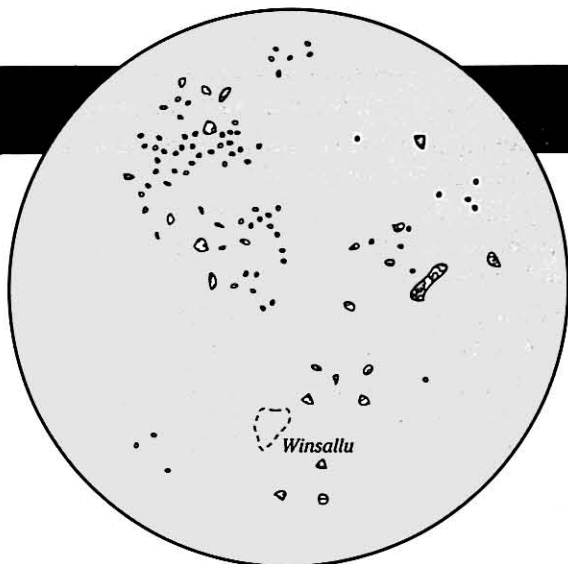
Planet Name Baralou	Planet Type Tropical Ocean
Type: Terrestrial	
Temperature: Hot	
Atmosphere: Type I	
Hydrosphere: Saturated	
Gravity: Standard	
Terrain: Ocean, jungle islands, barren rock islands	
Length of Day: 22 Hours	
Length of Year: 295 Local Days	
Sentient Races: Humans, Krikthasi (N), Multopos (N)	
Points of Interest: Aqualis Base, Magl'Ikkan Temple, Krikthasi territories: Undrarian, Reterri and Winsallu	
Starport: Limited Services (Aqualis Base)	
Population: 500,000 (surface), 5 million (aquatic)	
Government: Multopos — solitary tribes, Krikthasi — feudal or solitary tribes	
Tech Level: Stone	
Major Exports: Foodstuffs (bestrum algae, fish), luxury goods (tropical fish, Krikthasi crafts, gemstones)	
Major Imports: None	

SYSTEM DATA

System Name: Baralou	
Star Name: Baralou	Star Type: Yellow

ORBITAL BODIES

Name	Planet Type	Moons
Baralou	Tropical Ocean	4
Alou Belt	Asteroid Belt	0
Masalou	Barren Rock	0
Yaralou	Saturated	0
Tanalou	Frozen Rock	0



World Summary

The water-rich Baralou system offers mineral wealth, abundant natural resources and vast trade potential for those who happen upon it.

The most remarkable planet, Baralou, occupies the first orbital slot about the yellow star. The world is covered by oceans, with several chains of volcanic islands protruding from the waters. It is a tropical world, with temperatures ranging from 20 to 40 degrees Celsius. Most of the islands, now stable, are covered by tropical jungle. The orbiting moons help generate the violent storms and tremendous tides that constantly sweep the world.

The Multopos, one of two intelligent races native to Baralou, are found throughout the islands. These creatures are currently engaged in a fierce battle for survival with the marine Krikthasi. Both races have developed stone level technology. Trade with the Multopos and Krikthasi is by barter only.

This world is visited by many independent traders, and is also the location for an important Alliance algae processing complex.

Undersea Action

When fights occur underwater, keep the following tactics and tips in mind:

- Lightsabers don't work well under water. They boil up the ocean and spin around, requiring a Moderate *Dexterity* roll to hold onto or pick up.
- Characters use their *swimming* codes for movement and dodging.
- When a grenade goes off underwater, it does 4D damage to everyone within its entire range. Victims at close range can be wounded, but all others take stun damage only. This is because water is tremendous conductor of concussion waves.
- Blasters are not as effective underwater. The difficulty of any blaster shot is increased by one level of difficult, and the blaster does -2D damage.

Combat: Treppok only fight in defense, or unless frightened by the Krikthasi "treppok call." If the latter, they will attack anything that moves. They attack by attempting to bite or swallow whatever they can catch.

Using Treppok In The Roleplaying Game: The Treppok is rarely a threat unless frightened.

The treppok are perhaps the most spectacular of Baralou's undersea creatures. They are large, brilliant red fish, up to 30 meters long. Their tails have six fins, with another six fins at the midpoint of their bodies. They have a flexible, but very strong interlocked skeleton (the Krikthasi build homes from their skeletons). These solitary creatures feed on everything from plankton to fish.

These creatures are peaceful, but the Krikthasi have learned how to manipulate them. Through use of what they call a "treppok call," they are able to produce sounds that terrify the large behemoths. By positioning several Krikthasi kilometers apart, they can force a treppok to swim wherever they want it to go.

Grotseth

DEXTERITY 3D
PERCEPTION 2D
STRENGTH 3D

Speed Code: 2D

Size: 3-4 meters long

Scale: Character

Attacks:

Teeth: 4D damage.

Razored Shells: Grotseth are covered with small, razor-sharp shells. They cause 4D damage whenever a character makes contact with the creature and fails a Moderate *unarmed combat* or *Dexterity* check.

Combat: Grotseth are the most aggressive and dangerous fish in the oceans of Baralou. They hunt in packs (a normal pack has several full-grown adults and many pups), and they will attack any creature that appears weaker or smaller than them.

Using Grotseth In The Roleplaying Game: These creatures can be a menace at any time. They make for an interesting distraction in the middle of a heated battle.

Multopos

The Multopos are tall, muscular amphibians that populate the islands of Baralou. They have a thick, moist skin (mottled grey to light blue in color), with a short, but very wide torso. They have muscular legs and thin, long arms. Trailing from the forearms and legs are thick membranes that aid in swimming. Each limb has three digits.

Their heads have long snouts, with three sets of gills immediately below the lower jaw. They eat small herbivores and plants. Their large, bulbous eyes are set deeply into their skulls.

Multopos Tribes

The Multopos form tribes and generally reside toward the center, and thus the safest, portions of an island. They build simple structures out of soil and sand, which they mix with adhesive from certain tree trunks. The resulting buildings are sturdy, but very light and float in water.

Multopos tribes are quite traditional. Individuals stay with the tribe they were born and raised with. There is very little individuality in their society, as each Multopos is wholly dedicated to the tribe.

Multopos

Height: 2 meters

DEXTERITY 4D

PERCEPTION 3D

KNOWLEDGE 2D

STRENGTH 2D

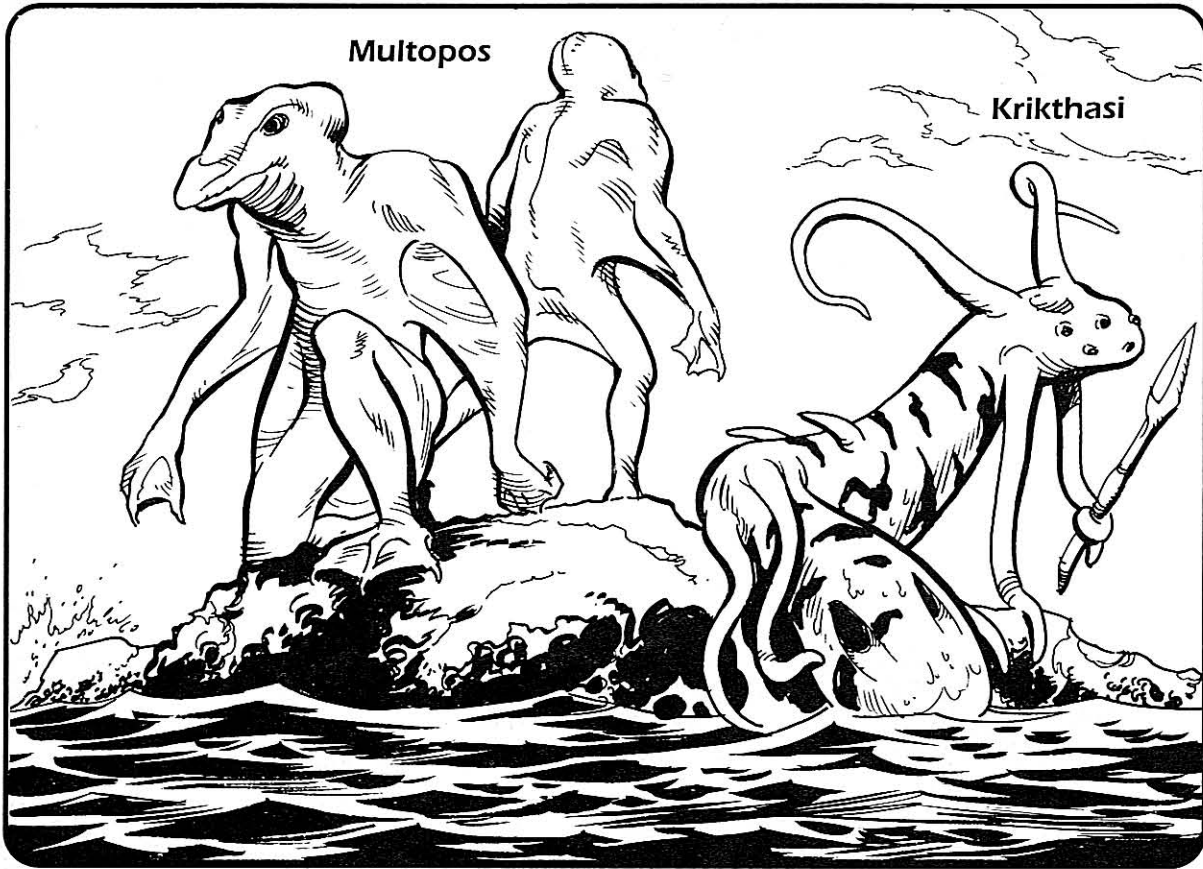
MECHANICAL 1D

TECHNICAL 0D

Note: Due to their webbed hands, Multopos suffer a penalty -1D when using any object requiring fine manipulation of controls.

Roleplaying Hints: The Multopos are peaceful, agile and quick to learn. They would make excellent aquatic spies for the Alliance. When removed from an aquatic environment for over one day, they must make a Moderate *stamina* check. If the check is failed, they suffer dehydration damage equal to 1D for each day spent away from water.

Quote: "Help us defend children! Let we use blasters to stop krikthasi! Fight in friendship."



There is little for these creatures beyond survival. They spend a great deal of time caring for the young (who cannot leave the water until they are about six local years old). If not caring for young, the Multopos spend their time hunting or gathering plants. The tribes are loosely organized; the Multopos normally follow the lead of the tribe member showing the most initiative.

Multopos tribes are isolated from one another, although the race as a whole seems to be curious and peaceful. It is only with the Krikthasi that the Multopos see no potential for peace.

The most important function of the tribe is to raise more Multopos. Because of their amphibious nature, Multopos can only mate in water, and their eggs must be kept in water for the entire development period. This wouldn't be a problem except for the Krikthasi, who steal Multopos eggs for food.

Each Multopos tribe has several canals to keep the eggs alive between storms. Multopos eggs and infants are cared for in these canals, and several adults will watch the canals at all times.

The greatest fear for a Multopos is when a storm floods the island, allowing the Krikthasi to launch an attack. While some of the tribe members try to bring the eggs and infants to safety, the warriors do their best to fend off the Krikthasi.

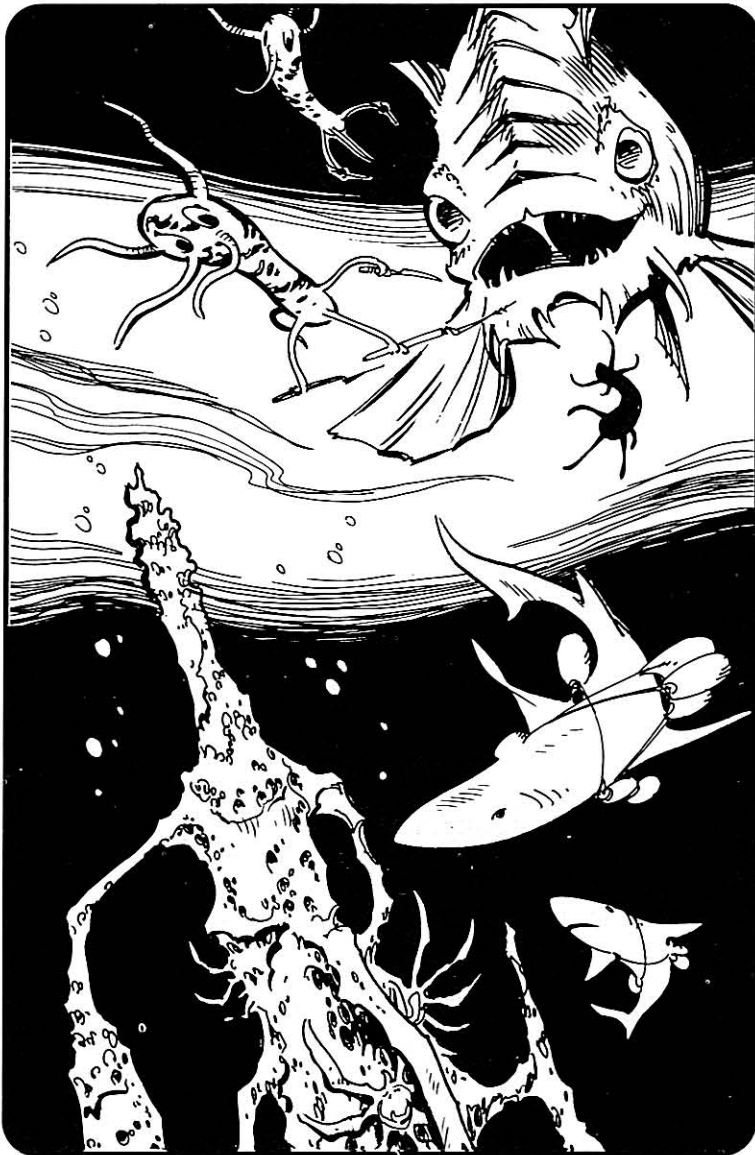
The have had many positive dealings with off-worlders and will be peaceful unless attacked first. They will approach curious visitors and attempt to speak with them in a pidgin version of Basic.

Trading with the Natives

The Multopos have quickly adapted to the galaxy's technology. About the only off-world goods Multopos care for are advanced weapons, such as blasters. While generally not a warring people, they understand the need for a good defense. The traders were more than happy to trade blasters for precious gemstones. Some Multopos tribes with blasters have actively begun hunting down Krikthasi beneath the sea.

Krikthasi

The Krikthasi are large marine mollusks, with long, flexible bodies. The Krikthasi have four small but very well developed eyes, and two openings at the forepart of their bodies. They have four tentacles immediately behind the eyes. One mouth is used for eating, while the other intake forces water into the Krikthasi's body. The water is forced through a series of muscles, and expelled through a group of vents at the rear of the body, allowing the creature to propel itself at speeds of up to 40 kilometers per hour. The other end of the body also



has four tentacles, as well as several pairs of dorsal fins (the exact number varies depending upon ancestry).

The creatures are highly intelligent. Their “natural” coloration ranges from black to brown, but they have chromanins that allow them to communicate by changing color. Not only is color important, but the location, speed, pattern and fluctuation of color allows them to express very complex concepts and emotions. Imperial biologists have yet to decipher their language, but they believe that blue and shades of green represent aggression, yellow represents territory and red or orange indicates a willingness to discuss or negotiate.

Krikthasi Society

The Krikthasi are an aggressive, violent and territorial race. Their society is very fragmented,

with several large and powerful fiefdoms controlling the majority of the ocean. Each fiefdom, called a *junieuw*, is ruled by an *osi*, normally the most powerful warrior of the territory. The *osi*'s family controls portions of the territory, directing individual tribes. There are also many independent tribes scattered around the oceans of Baralou.

Many times the *osis* will declare a war in an attempt to capture new hunting territories (the Krikthasi are carnivorous and rely upon schools of fish for food). Border skirmishes are also very common.

The ongoing war with the Multopos has helped the Krikthasi develop their society into its structured and regimented state. Part of the war comes from misunderstanding — the Krikthasi can in no way understand that the Multopos could be intelligent — and partially from a bloodlust that is seldom sated. They also consider multopos eggs a delicious delicacy.

The Krikthasi use the interlocked cartilage skeletons of dead treppok for homes, providing a very defensible residence. They carve coral and the bones of dead creatures for spears and primitive tools.

The Undrarian Junieuw

With a territory covering thousands of square kilometers and controlling nearly 20 individual tribes, the Undrarian *junieuw*, under the control of Osi Hass, is one of the most powerful Krikthasi organizations on the planet. Other powerful *junieuws*, such as the Reterri and Winsallu, have tried repeatedly to dislodge Hass from his seat of power.

Hass desperately wants to acquire the advanced weaponry used by the Multopos, but so far has had little luck. His proximity to Aqualis Base has allowed him to develop a cozy relationship with Devvol, the chief administrator at the plant, and Hass has graciously allowed the plant to harvest within its territory in exchange for information on advanced technology. So far Devvol has given him a small number of weapons (Hass has assured him that they would be used

Krikthasi

Length: 2.5 meters

DEXTERITY 3D+2

Swimming 8D

PERCEPTION 2D

KNOWLEDGE 1D+1

STRENGTH 2D+2

MECHANICAL 1D+2

TECHNICAL +1

Roleplaying Hints: Aggressive, violent and stubborn. The Krikthasi communicate through color. The Krikthasi also require a steady stream of water, taking 5D damage every minute they are out of water.

only to repel grotseth attacks) and some help with developing super strong materials from the plants of the ocean.

Aqualis Base

Ostensibly, Aqualis Base (known as Aqualis Baralou Algae Processing Plant #T-18) is owned by the Aqualis Food Conglomerate. In reality, it is an Alliance food production plant. It is managed by Fez Devvol and has a staff of 30 full time workers and over 100 Droids. The workers harvest the algae with sealed aquapods, while the Droids are primarily responsible for maintenance.

The base has several banks of repulsorlift engines to lift it above fast moving storm fronts and tidal waves.

Since his arrival, Devvol has developed a good relationship with the nearby Krikthasi tribes; he has no reason to bother with the Multopos, and is unconcerned regarding the two species' ongoing war. He also has no qualms about trading weapons for information, gems or assistance, although Rebel High Command would surely investigate his actions if it ever found out what was happening.

An independent freighter, the *Sontor Skipper*, has been contracted to pick up one load of algae every 23 days (Captain Ross, owner of the *Skipper*, normally also trades several blasters for gemstones before leaving the planet).

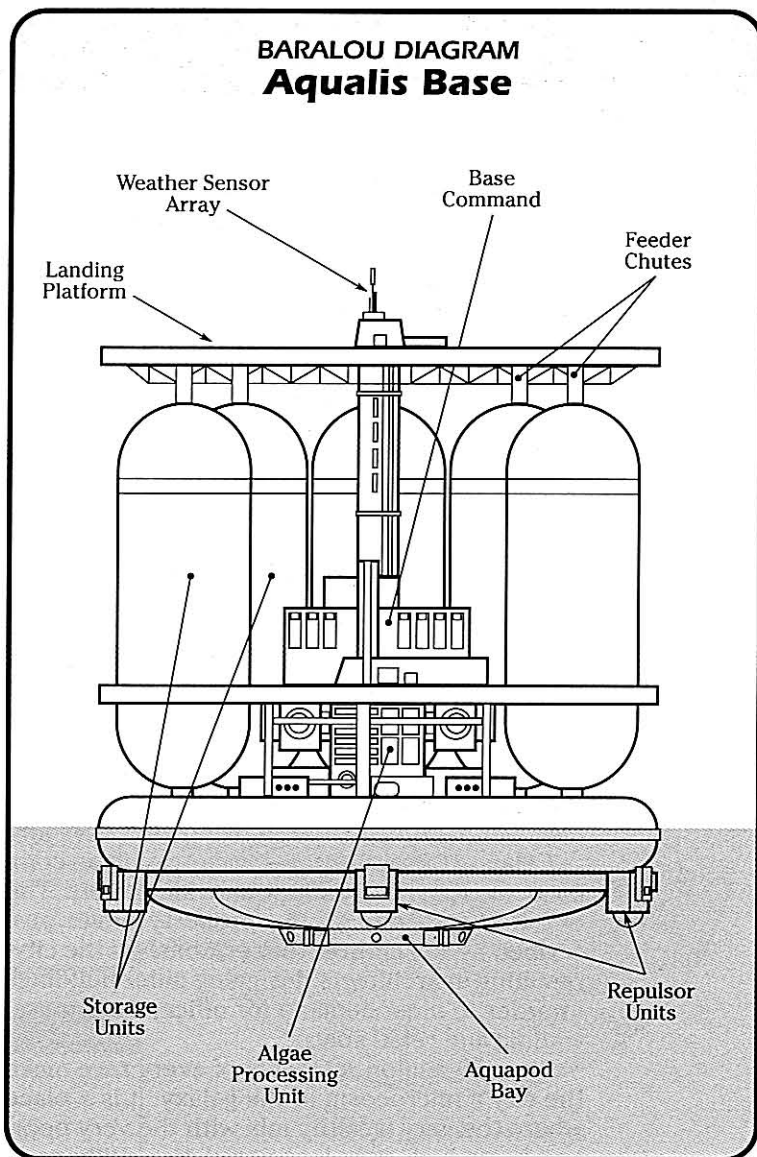
Mag'Ikkan Temple

This Krikthasi temple is located at the base of a large undersea mountain. It is controlled by the Undrarian juniew, and is used for ritual combats and important feasts. The base of the temple is built from carved and flattened sheets of treppok bone, with many sculptures of coral. The floor is dyed many different colors.

The temple is constantly patrolled by at least four warriors. Any visitors who approach the temple will be attacked. The Krikthasi will fight to the death to protect the temple. If a celebration is underway, the warriors will fight amongst themselves for the right to attack the "invaders."

Adventure Idea

The characters, in the role of free-traders, arrive on Baralou as a major tidal wave strikes a Multopos tribe. During the ensuing battle with Krikthasi raiders, they are impressed by the valiant but ultimately losing efforts of the Multopos. The Multopos offer to give their gems to the traders if they will only rescue and return their captured eggs.



Adventure Idea

The characters are sent to Aqualis Base for a minor mission and are introduced to the Krikthasi by Devvol. During the meeting, Devvol will supply some weapons to the Krikthasi. Devvol will encourage the characters to make a brief stopover at a nearby island — one with a Multopos tribe that has been attacked by the Krikthasi. As the characters learn more about the Krikthasi's sinister nature, they may be inclined to get involved.

This situation places the characters in the difficult situation of either encouraging needless death on both sides of the conflict, or trying to mediate what appears to be a hopeless situation.



Celanon

A World of Contrasts

Celanon has two prime businesses: trade (restricted to Celanon City) and agriculture (to be found everywhere else). A generally temperate world, the huge clan-run farms of the Nalroni cover the continents, producing grains and vegetables for export to hungry and wealthy planets throughout the sector. The world's dominant terrain is rolling fields, with many sections of lush forest.

Most visitors only see the sprawling spaceport of Celanon City. It is the only true city on the planet, standing tall in the middle of simple farms.

Celanon City

"Celanon City — if it's anywhere, it's there."

As one of the most notorious trading cities in the Outer Rim Territories, Celanon City is the one place that everyone seems to be coming from or going to. A free trader is considered an amateur until he has cut a deal in Celanon City. It is where the smart learn how to survive, and the weak discover it's time to start looking for a desk job.

Celanon City is a sprawling metropolitan complex covering nearly 200 square kilometers. The city has extended to the property limits proscribed by the charter that established the city, resulting in architects designing taller buildings in order to meet demand for office, warehouse, trading and retail space.

Over 50 million residents of every race make the city a microcosm of the galaxy. It is a place where the very wealthy mix with the very poor, and has a high transient population. Billions of metric tons of goods pass through Celanon's sphere of influence every year.

The streets of the bustling city are crowded around the clock. Like most other worlds, prime business hours are during the day, but nightclubs, street traders and restaurants, located in every corner of the city, keep the pace of life at a fever pitch no matter what the hour.

The city is roughly circular and divided into several distinct districts, including the spaceport, diplomatic section, spacers' section, transient residences, trade consortiums and guilds, Imperial military facilities, market district, corporate zone, and governing zone. The Nalroni are deeply concerned about the prospect of their native culture being contaminated by outsiders, so the outside of the city is ringed by a huge wall, ten meters tall. Passage to the outside is granted only to Nalroni or special guests under the direct

supervision of a Nalroni, and is allowed only through specially designated gates.

Spaceport

The most prominent district of the city is the Spaceport Region, where all of the small freighters, bulk freighters, and shuttles are docked among thousands of bays. With the ever increasing level of business over the years, the spaceport buildings have been continuously rebuilt. Within the skeletal frames of the spaceport buildings are cantinas, spaceship repair and modification shops, small cargo companies and other businesses dedicated to the needs of spacers. These businesses are more expensive than in other sections of the city, but they are also more convenient than travelling around the city.

Since everyone who visits Celanon City must arrive via the spaceport, this section of the city is always a center of activity. In addition to the traffic of legitimate traders and crewmembers, petty criminals and smugglers comb the streets and alleyways of the district. The spaceport has all of the drawbacks of modern Imperial cities — overcrowding, overpriced goods, and crime. Visitors will also see a large number of Nalroni traders, guild inspectors, and security officers, along with regular Imperial patrols. While the Imperials are present only to keep order, the Nalroni encountered in this section are ever watchful to make sure that the trading guilds are awarded their "fair percentage" for the business that is transacted within city boundaries.

Celanon Spaceport Control has the unenviable job of making sure that the thousands of ships in orbit and arriving in the city are properly routed to avoid collisions and other incidents. The huge building, nearly 140 stories tall, is constantly abuzz with activity. In addition to traffic control, the planet's customs offices are also based in the building.

Diplomatic Section

This section is dominated by modern buildings of every architectural style. Planetary governments and large corporates have located their headquarters in this section of the city. It is within these large buildings that billions of credits are traded every day, as worlds seek a regular supplier of Droids, blasters, food, computer goods or repulsor vehicles, while other planets try to sell off their goods at the highest price possible. This section is big business at its most influential.

The sights and sounds of this section are overwhelming — representatives of the corporations and planetary governments are always on the go and always trying to be the first, the best, and the most noticed. Fashion and attitude are taken to nearly obnoxious extremes, and there are constant social events for these young executives to show off themselves. Luxury airspeeders are the rule, and everyone is dressed in the latest styles from around the galaxy. Imperial troops keep a vigilant eye over these sections, always willing to interfere on behalf of “important people” should disputes arise. The street-level businesses are a conglomeration of shops, restaurants, clothing stores, luxury good shops and service industries geared directly for the well-to-do.

Characters will probably stand out in this section since few of them have the wealth to blend into the crowd and open displays of weaponry are considered rather rude. They are likely to be harassed by Imperial troops or Nalroni security forces.

Spacers' Section

The spacers' section is much like the spaceport section, but it is less expensive and a good deal more dangerous. The open air markets fill every street and alleyway, offering goods of questionable origin, from blasters to used starships. Other common businesses are small trade companies — they are contacted by other companies that need a cargo, no questions as to exactly

what please, taken somewhere else, and soon. The trade company then finds a tramp freighter or bulk freighter to make sure that the cargo arrives safe and on-time, taking a healthy commission for their efforts.

Many companies are run or owned by the Nalroni, so deals are seldom generous or entirely upfront. Characters take their chances when securing cargos, but the money is there for those who know how to work the companies and the streets.

People looking for off-world transport, again, no questions asked, are known to frequent this section. Bounty hunters and hired guns are also common, and there are always strong backs willing to trade a few weeks labor for passage to other worlds.

Transient Residences

Celanon City has one of the most fluid populations in the galaxy, and all of those traders need someplace to rest their weary bones. Covering a good chunk of the eastern section of the city, these neighborhoods tend to be overcrowded and expensive. While they aren't dangerous in terms of street crime, these are also excellent places to “disappear” from sight for a little while. As a consequence, criminals fleeing the law, Imperial draft dodgers, disgruntled corporate types and others with something to hide tend to end up in these neighborhoods.

Money Buys Security

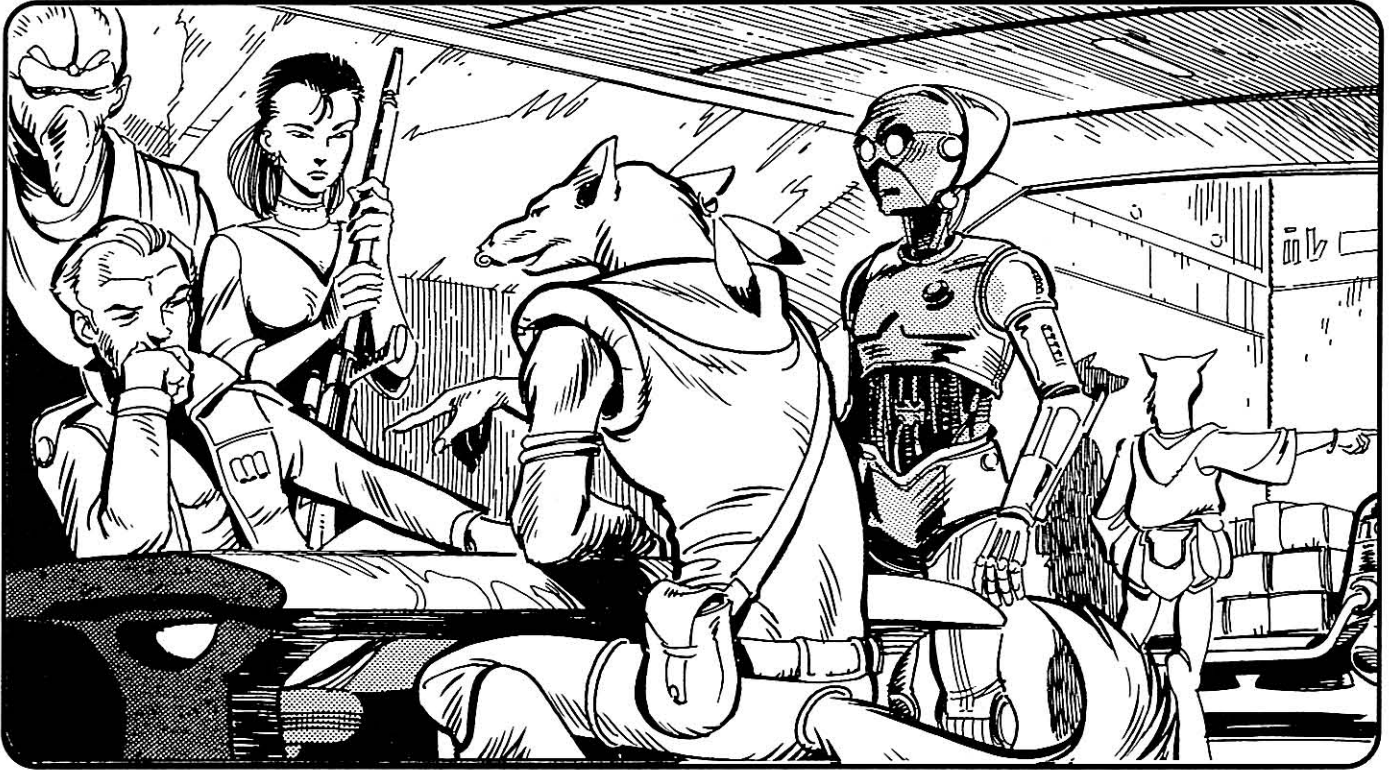
Characters visiting Celanon will be treated to the Nalroni way of life even before landing. Visitors landing in the city are asked their preference of facilities — “economy” or “trader” docking bays. Anyone with any experience in the sector will know enough to purchase trader bays.

A berth in an economy bay is 150 credits per local day (pricey by most standards), with standard maintenance and restocking costing about 150 percent of the cost of other spaceports (see the costs listed on page 30 of *Galaxy Guide 6: Tramp Freighters* for more information). Refueling costs are in-line with other spaceport locations, but the costs of repairs and overhauls are up to five times as expensive as normal (and highly variable, depending upon the model of ship, the local availability of parts and what the mechanic thinks of you).

The basic cost for a trader bay is 250 credits per local day, but maintenance and restocking is available at the standard cost. However, trader bays offer something that the economy bays do not — security. Wealth and status can buy anything in Celanon, including the law, and it's well known that trader bays are relatively free of unannounced contraband inspections.

Upon landing in a trader bay, the owner or captain of the ship will be approached by an official Nalroni Trade Representative whose prime purpose is to extort bribes, er, “convince traders of the need to adequately prepare for the security hazards of a bustling trade city such as Celanon City.” In other words, for anywhere from 100 to 1,000 credits (for a small tramp freighter, with costs rising proportionately for larger ships), the Trade Representative can assure the characters that no one will pay any attention to the “discrete actions of businessmen such as yourselves.” Fees are set according to the number of visits the ship has made to the world (the fewer the number of visits, the higher the cost), whether or not the ship or crew are known to traffic illegal goods (if yes, the cost is much higher) and how much the Trade Representative believes he can convince the captain to pay.

Characters with ties on Celanon will be able to assure themselves freedom from spot inspections and thefts, as well as be able to find reliable mechanics who will do good work for affordable prices.



Trade Consortiums and Guilds

The trade guilds of Celanon are where the true wealth and authority of the planet are to be found. No deals are accepted, no contracts honored, and no laws enforced or evaded, without a guild's approval. This is one of the few sections where the native Nalroni outnumber the aliens.

The trade guild buildings are sprawling, ornate complexes. Everything is garishly decorated with sculptures, holo-art, and treasures of every description. Luxury airspeeders are everywhere, and richly dressed Nalroni merchants, with assistants to attend to every desire, are constantly on the go.

Characters will seldom visit this section of the city unless under the guardianship of a corporate executive or asked to undertake a mission by the Nalroni (a rare privilege indeed).

Imperial Military Facilities

This is the most restricted section of the entire city. Within the confines of the five-meter tall walls, spaceport facilities, troop barracks, ammo dumps, armories and administrative buildings keep Governor Sykar and the Empire firmly in control of the city (or so the Nalroni would have the Empire believe). Five full army battlegroups are stationed within the city at all times.

Market District

An area dedicated to the small trader and merchant, the market district is where small quantities of goods are sold to speculators and

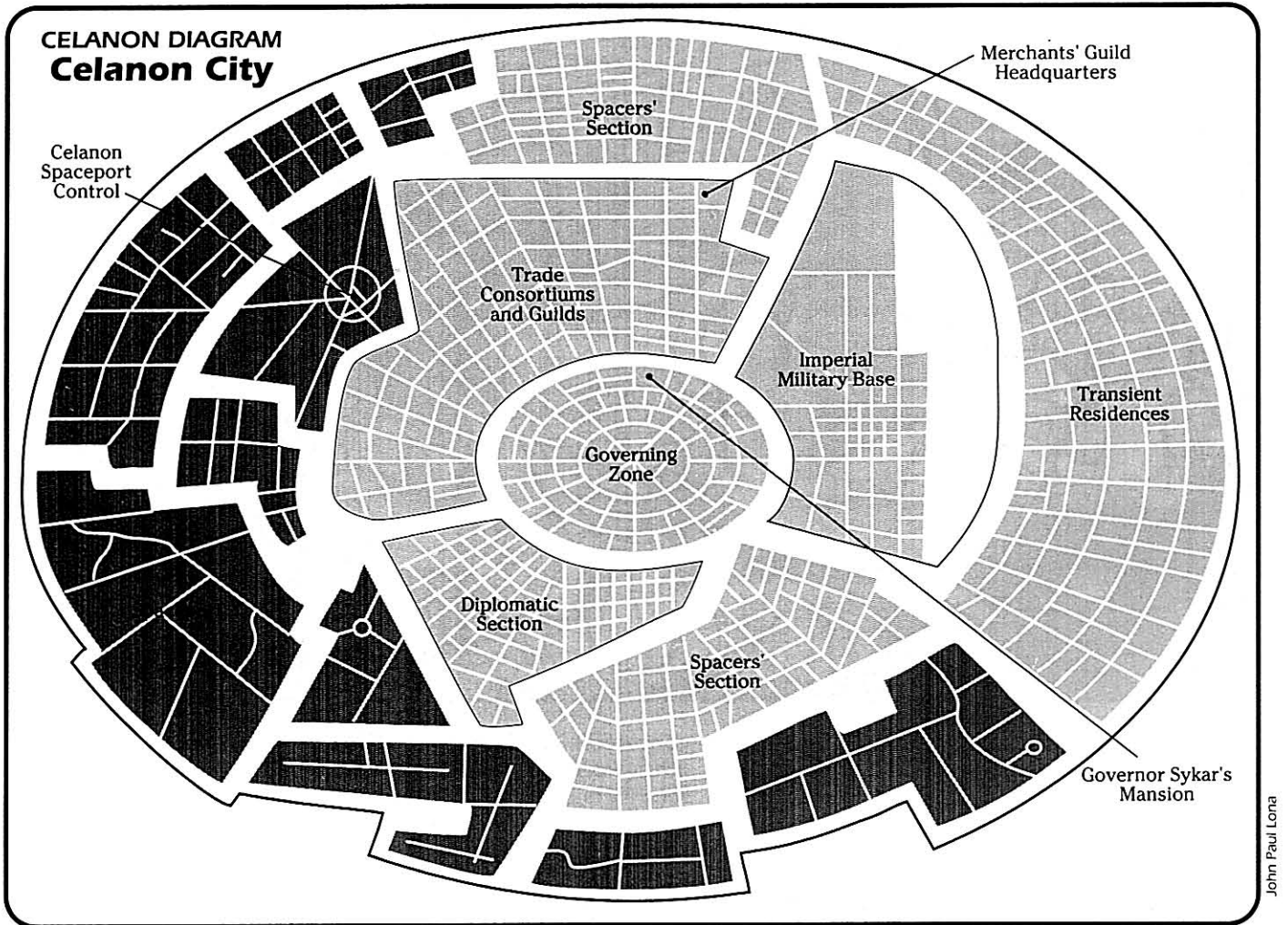
consumers. The goods can then be taken on to other worlds and sold at a profit. This section of the city is appropriate for finding illegally modified weapons, cargos of illegal spices, inexpensive Droid replacement parts, vehicles and much more. Like the spacers' section, shady and dangerous people cluster in this section looking for profit, no matter how it is made. Undercover Imperial agents are known to frequent this section of the city, but Alliance cells are also common in this sector.

Corporate Zone

While the deals are cut in the diplomatic section, the rank and file workers of the corporations are to be found in this section of the city. The routing of goods is handled by the corporate offices in this sector, as are corporate intelligence networks. Smaller corporations have their headquarters in this section of the city since they can't afford the diplomatic sector. The area is relatively safe, with a moderate Imperial presence. Nalroni will be observing and directing trade everywhere, but it is an excellent section in which to find long-term freight contracts.

Governing Zone

Even the trade guilds need a bureaucracy to enforce their dictates. The governing zone is where all of the petty bureaucrats cluster, and where characters in trouble go to try and get out of trouble.



Of course, the Nalroni character lends itself to corruption and bribery. Individuals who have been particularly offensive are reported to some institution in this section, and the unfortunate victim has no choice but to watch the bureaucracy grind away until his name has been cleared.

The Gates

The Nalroni carefully regulate the passage of individuals within sectors of the city. The gates are where identification cards are checked, and are also an added source of revenue, since each individual must pay a set fee of two credits each time they pass through a gate. The Nalroni don't allow visitors to leave the city and venture to the countryside. Passage to the farms is only through the gates on the outer boundaries of the city.

An Agricultural World

The beautiful rolling plains and forests of Celanon are seldom seen by off-worlders, yet from this land comes grain, vegetables and meat to feed planets throughout the sector.

There are six main continents (Cekbar, Arradi, Holvi, Runnor, Jeldar and Desetur), providing ample living space and a wide range of climates (indicated on the planetary map). Weather and temperature on the world is seasonably varied, with fierce storms occurring during seasonal changes. As the world has become more developed and the amount of available forest land has shrunk, many animal populations have dwindled.

Orbital Fleets

The upper atmosphere and low orbit of Celanon is one of the busiest trading areas in the sector. All manner of bulk transports and container vessels constantly circle the world, while representatives from the ship's company try to make a profitable deal. All of this takes place under the watchful eye of the Imperial navy and the Nalroni planetary patrol. Due to the inordinate amount of traffic around the world, visitors often have to wait several hours before they can be cleared for a flight path to the world.

A Dangerous Doublecross

Just as the Nalroni way of live has always been to keep every option open, so the Nalroni are playing a dangerous game in playing the Alliance off the Empire. The Empire believes it has the firm loyalty of the Nalroni, but this proud people actually encourages the presence of Alliance spies, if only to divert Imperial interest from the huge amount of money the Nalroni are acquiring from their bribes and tariffs. The Alliance regards the Nalroni as useful, but knows that they are not to be trusted. It is not an over-exaggeration to say that virtually everyone in the city of Celanon is a spy (the Nalroni call this double-dealing "being in the hunt"). While the Nalroni do hand the occasional Rebel smuggling ship or spy over to the Imperials (always making sure the blame is squarely placed on someone else's shoulders), it is in their best interest to keep such unpleasantness to a minimum. The Nalroni aren't sure which side will ultimately win the war, and aren't willing to risk being wrong.

Nalroni

The Nalroni are golden-furred humanoids with long, tapered snouts and extremely sharp teeth. They have slender builds, and are elegant and graceful in motion. These clever aliens have turned their predatory instincts towards the art of trading and negotiation. They have an almost instinctive understanding of the psychology and behavior of other races, and are able to use this to great advantage no matter what the situation.

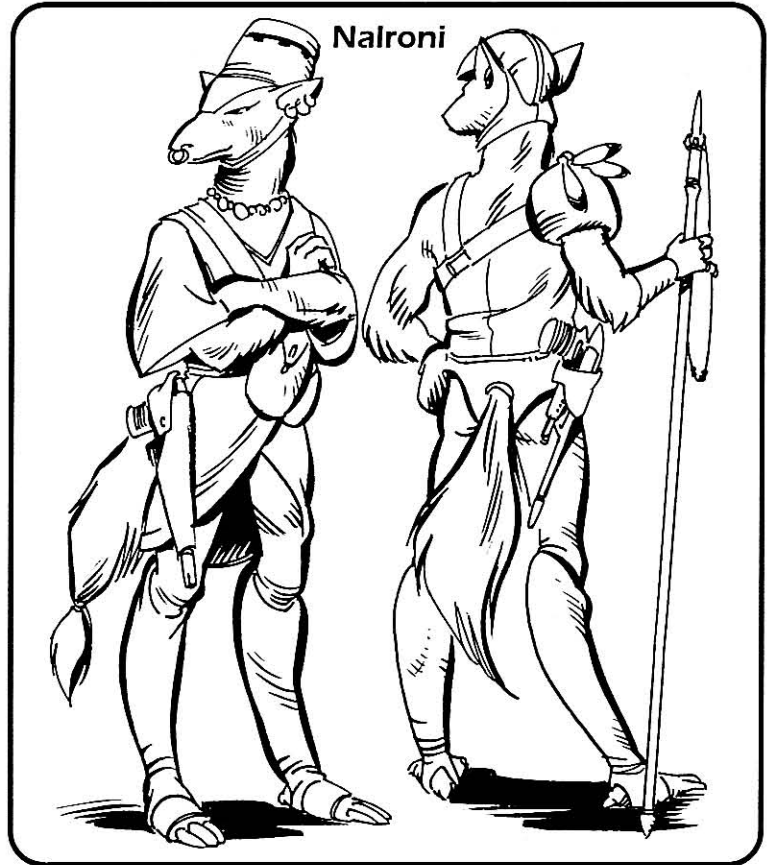
The merchant guilds wield tremendous influence over Nalroni society, and control the planetary government and strictly regulate the number of Nalroni youngsters who are allowed to become merchants. There is a clear distinction between the urban residents of Celanon City (who call themselves Celanites) and the rural Nalroni who live in large clans and tribes.

Nalroni

Height: 1.75 meters
DEXTERITY 1D
KNOWLEDGE 3D
MECHANICAL 1D
PERCEPTION 4D
STRENGTH 2D
TECHNICAL 1D

Roleplaying Hints: A Nalroni is shrewd and cunning. They are masters of deception, trickery, and double-dealing.

Quote: "I'm not like other Nalroni. My side is your side. Trust me."



Almost all of the Celanites are merchants. A Celanite trader wears the richest robes and clothing he can afford. In their society, one's dress is the most important symbol of status and station. Celanites are dedicated to making a large profit and increasing their status within their respective trading guild. Family and tribal ties are effectively severed when a youth enters a trading guild.

While the Celanites have firm control of the planet, they also distribute the wealth among the tribes. This insures their continued popularity, and while many rural Nalroni complain about the excesses of the Celanites, they are appreciative of the conveniences that their wealth has brought.

The vast majority of Nalroni work on the farms of Celanon. Mechanization and Droid labor has made farming an easy occupation.

Native Nalroni architecture is based on wood and grass, with natural clay pottery and earthenware for dining. With the arrival of the Empire and the new technology, the Nalroni now prefer to live in prefabricated housing units supplied by Imperial merchants, which they then modify and decorate in the old ways.



Essowyn

The System

The Saurton System has two asteroid belts, one inside and one outside of the orbit of its only planet-sized body, Essowyn.

The asteroid belts are rich in ferrous metals, but the system is so far from the major trade routes that only six of the major mining consortiums can afford the cost of operations in the system. Because the companies are fierce competitors, the Empire keeps a close watch over all activities in this system, but allows the companies to vigorously protect their claims: virtually any ship that enters a claimed portion of the asteroid belts will find itself facing a great deal of hostile weaponry.

Each company has at least one space station, and normally several smaller bases on individual asteroids. Container ships visit the system on a regular basis, and several free traders have been granted permits to sell consumer goods and other personal wares to company employers. The companies and the Empire have agreed to restrict system access to those with sales permits, so Essowyn is visited only by free traders who have extra goods for sale.

Essowyn has also been a site for new settlements as the mining companies have developed their interests below the scarred surface of the world. The native Saurton have benefitted from the investment of so many offworlders, and despite the grim nature of the work (and the society as a whole), it is a bustling world with great economic wealth.

Essowyn

Essowyn's many islands and continents are covered with mountains and grasslands. Some forest areas can be found in the mountain areas, but the constant grazing of the hoska herds prevent any but the most meager tree and bush growth on the plains. The world's entire surface is pockmarked with craters from the many meteorites which constantly pelt the planet. Despite a pleasant climate and ample water, the barrage of debris makes the surface almost uninhabitable, requiring all permanent structures to be underground.

Essowyn's atmosphere is turbulent, due in large part to the temperature fluctuations caused by the world's slightly erratic orbit. The four orbiting moons (really little more than captured asteroids) influence the oceanic tides, creating an environment prone to violent storms. These

storms rage across the mountains and plains, spooking hoska herds into stampeding. Most of the storms form in the warmer equatorial zones and careen wildly across the planet, meandering towards the polar regions of the world, where they dissipate.

Saurton Cities

The underground Saurton cities are dangerous, overcrowded and a health hazard to all but the Saurton. Most cities were established thousands of years ago, and grew out of deep warrens that had existed for many more centuries before then. Huge, multi-layered tunnels are hollowed out of the ground, with massive support beams. Individual rooms and groups of rooms are also hollowed out of the ground. Massive air ducts and water shafts bring fresh air and moisture down into the cities, and each city has a series of connecting tunnels that reach to the surface. Most of the cities are a minimum of 100 meters deep, and are far enough from the surface to sustain only minimal damage from meteorite impacts. With the advent of starship travel, many cities have constructed expansion shafts large enough to accommodate freighters and shuttles, although the majority of visiting ships head to the corporate complexes.

These cities are breeding grounds for many dangerous strains of bacteria because of the squalor and filth that the Saurton are willing to live in. While the bacteria present no threat to the Saurton, Humans and aliens must be extremely careful in these cities lest they contract a contagious disease (most corporate complexes have decontamination booths which everyone must enter when they return to the complex).

Visitors to the cities will feel the tension of the imminent political showdown the Saurton people are headed toward. Traders do everything in their power to avoid travelling to the cities, instead preferring to deal with Saurton only at mining facilities.

War on the Horizon

Because of the high population density and the warlike tendencies of the Saurton, there has arisen a seemingly irreconcilable conflict between two groups of people: the Quenno (back-to-tradition) and the Des'mar (forward-looking). The planet is on the brink of Civil War.

The Quenno have long sought to return Essowyn to the Saurton, and forcibly remove the mining corporations. Since most of the wealth

PLANET LOG

Planet Name Essowyn	Planet Type Cratered Plains
Type: Terrestrial	
Temperature: Temperate	
Atmosphere: Type I	
Hydrosphere: Dry	
Gravity: Standard	
Terrain: Cratered plains, cratered low hills	
Length of Day: 39 Hours	
Length of Year: 401 Local Days	
Sentient Races: Humans, Saurton (N), Sullustans, Verpine	
Points of Interest: Hilissa Spaceport, Distol, Asagov, Essor, Carbor	
Starport: Standard Class	
Population: 80 million	
Government: Elitist Council	
Tech Level: Feudal	
Major Exports: Metals, minerals, foodstuffs	
Major Imports: foodstuffs, high technology, medicinal goods, spices and herbs	

SYSTEM DATA

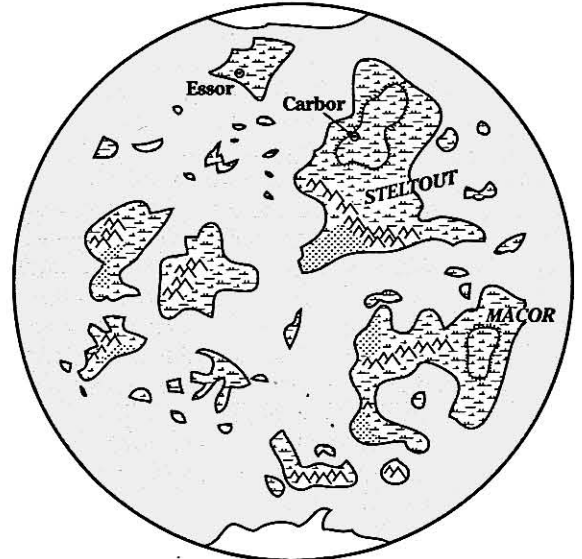
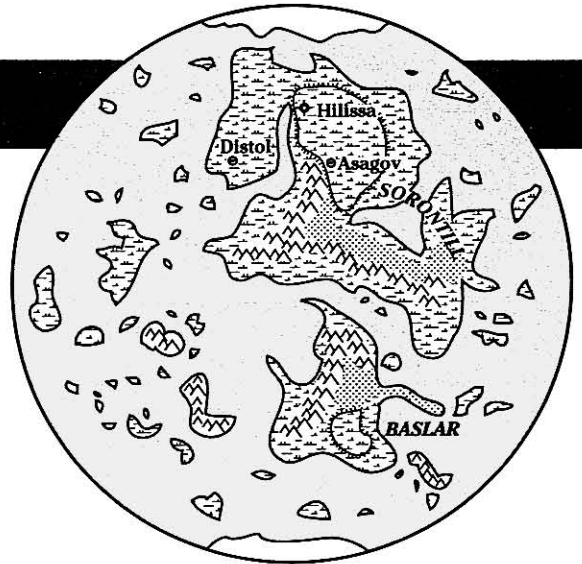
System Name: Saurton

Star Name: Saurton

Star Type: Yellow

ORBITAL BODIES

Name	Planet Type	Moons
Kanawyn Belt	Asteroid Belt	0
Essowyn	Cratered Plains	4
Greawyn Belt	Asteroid Belt	0



World Summary

The Saurton system is remarkable for its twin asteroid belts, rich with minerals and metals, and its lone world, Essowyn.

Several large mining corporations have facilities located in and near the asteroid belts. The companies are very protective of their claims, and unauthorized travel into the belts is strongly discouraged, although many free traders visit the mining installations to sell their wares to the miners and their families.

Sandwiched between these two belts is Essowyn, a valuable but battered world that is home to the Saurton, a sturdy race of hunters and miners. The world has become a base of operations for many mining companies, exporting metals and minerals to manufacturing systems throughout the Trax Sector. The world is constantly pelted by the debris of the asteroid belts. The civilization is entirely subterranean.

The surface is a combination of plains, mountains and meteorite-created craters. Roaming these plains are huge herds of hoska, great herbivores that are an important source of food on this world.

earned for Essowyn is given only to the Council of Elders and not spread to the average citizen, the high poverty level has bred distrust and resentment. Many hunters and craftsmen belong to the Quenno movement and various splinter groups.

The Des'mar are a minority, but they also have the influence of wealth and the full backing of the mining companies. They believe that Essowyn must remain as it is, with the mining companies and continued trade with the rest of the galaxy. Supporters of this movement believe that the people who want to return to the traditional ways are lazy and stupid and should be squashed like grasses under a meteorite. Most mining executives and Council of Elders members are part of this group.

There are several smaller groups with more moderate views, but they are also hungry for power. Mixed into this conflict is traditional nationalism — many people of the once free nations, even centuries after being conquered, believe that the ruling government is too weak to stop a revolution.

All of these factors make the cities very tense places. With so many factions gaining power, and with the tendency of the Saurton to fight over anything, many skirmishes have broken out over the past few years. These skirmishes have even spilled over into the mines, such as the Kussoh Incident, in which a manager called a miner a "lazy coward." The ensuing battle resulted in 15 deaths before the company's security forces could intervene.

Many of the groups are secretly acquiring blasters, explosives and other weapons, and most people believe that warfare will occur within the next year. The mining companies are desperately trying to squash the Quenno-sympathetic groups, but they have had little success. The companies have an open bounty on anyone caught supplying weapons to Quennos.

Government and History

When Messert Mines Corporation first stumbled onto the world, the Saurton were organized into several large and constantly warring nations. The company approached the largest nation, Tresyacht, and purchased the rights to begin mining in the Thergum Pits. Knowing full well that the area was in dispute with another nation, Messert moved in its equipment and several squads of security forces. With the help of Tresyacht warriors, the other nation, Yiszte, was subjugated within a few weeks. Soon, all of the other nations fell under the control of Tresyacht, as the nation was armed with modern weaponry and given complete training in combat tactics. Within four years the entire planet was under the control of the Tresyacht High Priest, Gellack.

As Gellack tried to establish a government sophisticated enough to control an uncooperative people, he started empowering high priests of the defeated tribes. After several centuries, this simple system has evolved into a form of government that has been able to hold power despite repeated coup attempts. Now, Gellack's ancestors and the ancestors of the other high priests sit on the Council of Elders. The council is responsible for choosing the 35 Saurton citizens (normally wealthy traders or mining executives) who form the *trashur*, or government. The *trashur* is empowered until a majority of the members die (vacated seats are left unfilled until a new *trashur* is chosen). This had made for a very inflexible, unresponsive and despotic form of government, which despite its disadvantages, has been able to prevent full-scale warfare amongst the Saurton. However, it has encouraged the development of highly fragmented and often violent factions. The current government is in great peril because the world is teetering on the brink of civil war, yet because of the conflicts within the Council itself, nothing is being done to prevent violence.

The dictates of the Council of Elders are carried out by the Protectors, a combination judge/policeman/soldier. They are given absolute authority over law enforcement and punishment within given cities, and they are generally aggressive bullies.

Mining Companies

Mining companies establishing operations on Essowyn are granted charters for a set number of years and are given absolute authority over a particular territory, called a Corporate Complex. In return for absolute autonomy, the Council of Elders receives a large percentage of the profit.

The mines produce large quantities of quadrillium and other metals used in starships, vehicles and heavy equipment.

Within the Corporate Complexes, Saurton are allowed to use traditional law and custom (such as beating their fellow Saurton who are lazy), although they must respect company laws when dealing with other races.

The corporations provide complete quarters and facilities for the miners so that they never have to venture into Saurton cities (although many do for the express purpose of causing trouble with the locals). Independent traders can secure permits to bring goods into the complexes.

Many of the operations are run by Saurton who have worked their way up the corporate ladder. This has been most beneficial for the companies since few Saurton will take orders

from another race. The Saurton find the other races, particularly the Sullustans, to be weak-willed and lacking motivation.

The mines are dangerous, and quite cramped, with little ventilation and light. Droids do much of the heavy lifting. Boring many thousands of meters into the crust of the planet, cave-ins are common even with the advanced technology employed, and it is not unusual for a whole shaft to cave-in. The pay, however, is excellent so there is never a lack of workers.

The Surface Herds

Hoska

DEXTERITY 3D
PERCEPTION 1D
STRENGTH 3D
Orneriness: 4D
Speed Code: 3D
Size: 2.7 meters tall at the shoulder
Scale: Creature
Attacks:

Horns: 4D damage

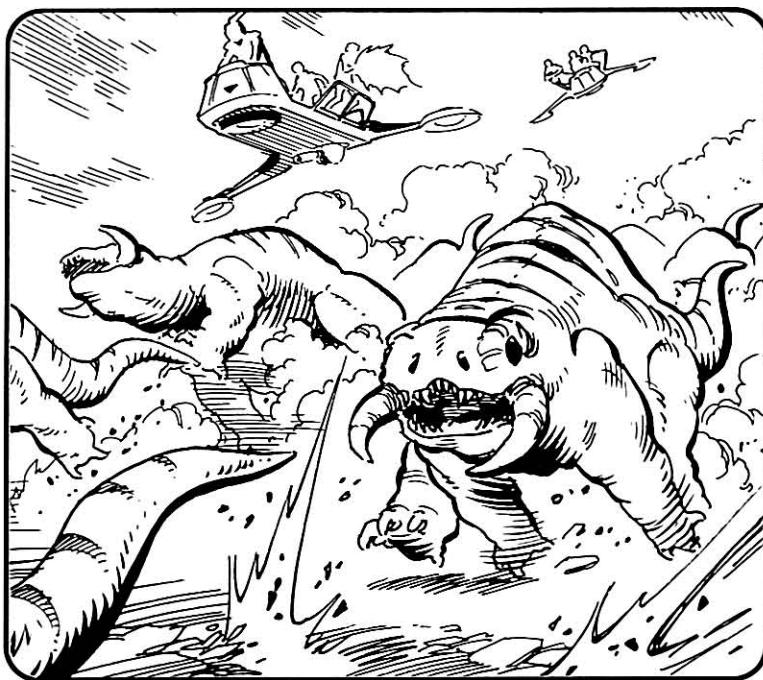
Trample: 4D+2 damage

Combat: Hoska are timid and easily frightened. Unfortunately, because they gather in herds numbering in the thousands, they trample everything in their path. Additionally, they aren't smart enough to avoid hazards and dangers, so even if several dozen of the tribe are killed the survivors will mindlessly continue on.

Using Hoska In The Roleplaying Game: Hoska are best used as a seemingly innocent herd of creatures, mindlessly grazing the plains of Essowyn. However, as soon as one creature has been spooked and begins running away, the rest of the herd follows, creating an unstoppable force that sweeps across the plains. Lightning, meteorite impacts, the scent of terecons or a blaster shot are all sufficient to stampede a herd. They are a prime source of food for the Saurton.

The hoska are huge, hoofed quadrupeds standing nearly three meters at the shoulder, and capable of running at speeds of up to 15 kilometers per hour. Black is the dominant color, but other shades, such as brown, tan, yellow, pale red and even white have been found. Each of the huge creatures has a set of short but very sharp horns that are used to spear anything that gets in their way.

The herds migrate and stampede across the plains, eating and trampling everything in their path. Few other life forms have been able to survive in this environment aside from the Saurton, the terecons and a few small, burrowing herbivores.



Terecon

DEXTERITY 3D+2
PERCEPTION 2D
STRENGTH 2D
Orneriness: 5D
Speed Code: 4D
Size: 1 meter tall, up to 8 meters long
Scale: Creature
Armor: +3D to *Strength*
Attacks:

Teeth: 7D damage

Combat: Terecon hunt hoska herds as their only source of food. They are always found in groups of about one dozen creatures.

Using Terecons In The Roleplaying Game: Terecons will seldom attack Humans, Saurton or other races unless they happen to be caught in the middle of an attack on a herd of hoska. Watching a group of terecons leap from the ground with no warning is an amazing, if not horrifying, sight.

The hoskas' natural enemy are the carnivorous terecons. These large reptiles have short, but powerful legs. Standing barely a meter tall, these four limbed animals are found in groups of at least one dozen, and can strike out at a hoska herd with amazing swiftness. They are burrowers, and bury themselves in the ground while lying in wait for a hoska herd to pass by (they can wait for months between meals). The mere scent of the terecon can cause entire herds to stampede, a fact which Saurton hunters have used to great advantage.

Saurton



Saurton

The Saurton are thin, golden-skinned, bipedal reptiles. Tall, strong and quick, they possess great stamina and a fierce hunting instinct. They are warm-blooded, and can survive in cool weather, but also lay eggs. They are aggressive and combative, and generally not well-liked by other races. The race's advanced immune system allows them to avoid the diseases and infections that plague other races. Because of this, the Saurton can reside in unsanitary conditions with no adverse effects, and they are often carriers of diseases.

Due to the continual meteorite impacts upon the surface of the world, these people have developed an entirely subterranean culture. With the abundance of metals, they also developed advanced technology. They had developed radio-wave transmission devices, projectile weapons and advanced manufacturing machinery before their discovery by a mining expedition several centuries ago.

Saurton society revolves around immediate family. Children are given a general education from birth until their twelfth year, at which time they choose a career and begin intensive training at one of the career academies (unless they choose to become a hunter, at which time they are chosen by

a hunting company and receive training in the field). Saurton normally choose their mates from within the same occupation, and normally raise anywhere from eight to a dozen children.

The most prestigious career is that of mining executive because that is the job responsible for producing the most wealth for the planet. These executives receive excessively large salaries and have no lack of luxury goods. The only way to become an executive is to start as a common miner and work one's way up. Other common careers include hunters (a moderate-prestige job), educators (a low-prestige job), craftsmen (a low-prestige job) and traders (a high-prestige job). The Council of Elders strictly regulates the number of openings in each career field to insure that there are always enough workers in a given job.

Saurton society has no tolerance of failure. Workers are expected to work hard and be responsible. Workers who fail at their jobs are often beaten and sometimes killed by their co-workers and managers. Because the Saurton society is so strictly regulated, many fields offer little opportunity for advancement, resulting in even more aggression on the part of the average citizen (Saurton cities are notoriously violent and dangerous).

Adventure Idea

The characters are hired to bring a cargo of blasters to a Corporate Complex, with the understanding that they are for security forces. Upon arrival, they learn that their employer is actually a Quenno organization that is planning to take over a nearby city. Since the transfer is within a

Saurton

Height: 1.75 - 1.90 meters

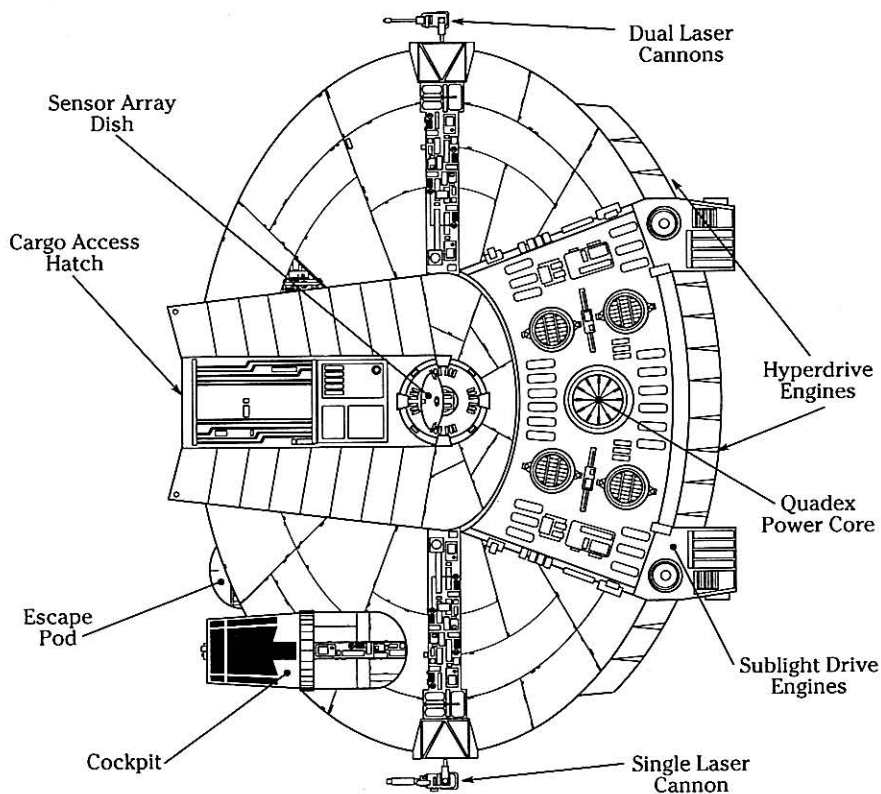
DEXTERITY 2D	PERCEPTION 3D
KNOWLEDGE 3D	STRENGTH 2D
MECHANICAL 1D	TECHNICAL 1D

Roleplaying Hints: The Saurton are aggressive and eager to fight. They traditionally are miners, hunters, or occasionally, craftsmen. In recent years, many Saurton have escaped their planet's overcrowding, typically by accepting positions such as mine managers, traders, or scouts. Others have become bounty hunters.

Quote: "This is no time to compromise, friend (snicker). You have something I need, and because my need is greater, I shall have it. Now, hand it over to me, or lose it and gain much pain."

The Black Butcher

Craft: The Black Butcher
Captain: Vin Feal
Type: Modified Nova-drive
 #3-Z Light Freighter
Length: 28 meters
Scale: Starfighter
Crew: 3
Passengers: 10
Cargo Capacity: 150 metric tons
Consumables: 1 month
Hyperdrive Multiplier: x2
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 2D
Maneuverability: 1D
Hull: 5D
Weapons:
Dual Laser Cannons
 (fire linked)
 Fire Control: 2D
 Damage: 6D
Single Laser Cannon
 Fire Control: 1D
 Damage: 3D
Shields: 1D+2



John Paul Lona

Corporate Complex, the characters must try to disguise the nature of the cargo or else they will be gunned down for arms smuggling. They then have a moral dilemma to solve for themselves: Do they want to get involved in the revolution? Should they try and reclaim the weapons so that they will not have to worry about having a bounty placed on their heads? Can they escape the Complex without being discovered? Will one of the Des'Mar groups discover what has happened and attempt to hunt down the characters themselves, or try to attack the Quenno first?

Adventure Idea

A Saurton hunter approaches the characters with a proposition. He would like the Rebels to stop a bunch of traders that have driven the hoska herds away from the city. If they can subdue the traders, he promises that he will be able to sway his hunting company to join the Alliance's cause, which would help the Alliance acquire new weapons, and raw materials for starships (the company could buy the materials for the Rebellion and then discreetly ship it to a manufacturing world).

The following ship, *The Black Butcher*, can be used as the home base of the troublesome trader. The captain/owner of the ship, Vin Feal, can be used as a continuing villain, especially if the characters are in a tramp freighter campaign.

- **Vin Feal:** DEX 2D+2, blaster 4D+2, dodge 4D, heavy weapons 5D, melee parry 3D+1, melee 3D+2; KNO 1D+2, alien races 2D, cultures 2D+1, languages 2D, planetary systems 2D+2; MEC 3D, astrogation 4D+2, repulsorlift op 5D, starship gunnery 6D, starship piloting 6D+2, starship shields 4D; PER 2D, con 4D; STR 2D+1; TEC 2D+2, repulsorlift repair 3D+1, starship repair 4D

Description: Vin Feal is a shady trader who is willing to make a deal with anyone. He is a thin human, with close-cropped red hair and sidelocks. His protective vest and cloak are bright red, with brown fasteners and trim. He has an arrogant air about him and commands attention no matter what situation he is in.

Equipment: Heavy blaster pistol (5D), blaster rifle (5D), protective helmet (STR +1), vibroaxe (STR +2D), cloak.



Garnib

System Summary

Garnib is the only life sustaining planet of the four bodies orbiting the blue star of the same name. Hultomo, Mastala, and Coomputu are all dead, frozen hunks of rock and water. The distant orbits of all of the worlds keep them in a near perpetual state of twilight.

Were it not for the ingenuity of the Balinaka, Garnib would be an ignored and valueless world. However, the Balinaka love for sculpting ice and a chance discovery by Balinaka artists resulted in the fantastic and mesmerizing Garnib Crystals. The planet is owned and run by Galactic Crystal Creations, an employee-owned corporation, so while it is a "corporate world," it is also a world where the people have absolute say over how the company, and thus their civilization, is managed.

Over the decades, the crystals have enraptured (some say addicted) millions, with some people owning collections numbering in the thousands. The fame of the crystals and the Balinaka reputation as lovers of art helped make the world an attractive community for artists from all over the galaxy. Many artists arrive with only the clothes on their backs (hardly sufficient for the numbing cold of the glacier winds). Invariably a Balinaka family takes the artist into their home, providing heat, food and support, at least until they establish their own lives. Many of the most respected artists of the galaxy lived on Garnib at one time or another.

Garnib Crystals

Garnib Crystals are the end result of a complex manufacturing process that deftly mixes art with science. The Balinaka have excellent vision and are able to see in a much wider spectrum than Humans. Their tradition of making personalized ice sculptures dates back thousands of years, and ever since the first sculpture was carved by the claws of these amphibious mammals, they were judged on the basis of sheer physical beauty and how the sculptures refracted light (of course, most Humans cannot see the slight light refraction variations that to the Balinaka make the difference between a crude sculpture and a true work of art).

The great sculptor Vornest Dep-thesel Digarsarg first incorporated colored pumice and small fragments of gemstones in one of his sculptures, creating a sculpture he called "Crystal of the Stars." When he completed the sculpture and first brought it into the sunlight, he was amazed at the beauty of the light as it filtered through the

gems and glass, and found it impossible to turn his eyes away from the remarkable light. One of his trader friends, a human named Abram Zavict, happened upon the scene and also felt the hypnotic effects of the sculpture. He immediately realized that similar sculptures could be sold on other planets for amazing profits, and such was the birth of Galactic Crystal Creations.

The crystal creation process has several steps, all of them requiring the meticulous attention of several skilled artisans. The crystals aren't mass produced, but instead are individualized works of art.

A Balinaka sculptor begins the process by carving the sculpture from a block of ice. The gemmaster polishes, smooths and carves intricate designs in the gems and glass, while the sculptor uses sonic smoothers to put the finishing touches on the sculpture.

The ice and gems are brought to one of the great crystal mills, where a thread master weaves fragments of the gems and glass into a molecular string, that is then sewn into the interior of the crystal. Simultaneously the sculptor and gemmaster set the full-sized gems directly into the crystal.

After several hours of labor, the inlaid crystal is placed in a sonic bath while the team of artisans inspects it for its artistic value and beauty. The final product is sold to GCC, which in turn sells the crystals to tramp freighters and companies (at a tremendous markup) for distribution around the galaxy.

The Crystal Factories

The crystal factories of GCC are small, graceful buildings designed by the greatest Balinaka sculptors. A mixture of sharp angles, graceful sweeping curves and fluid motorized sculptures, they are truly an unusual sight. Each factory is modular, so that rooms and entire sections can be removed and replaced (this is done so that the artists, gemmasters and thread masters can make for themselves the most comfortable and appealing work space possible). Within each factory are a series of rooms called crystal mills, which house the sonic baths for the final shaping of the crystals.

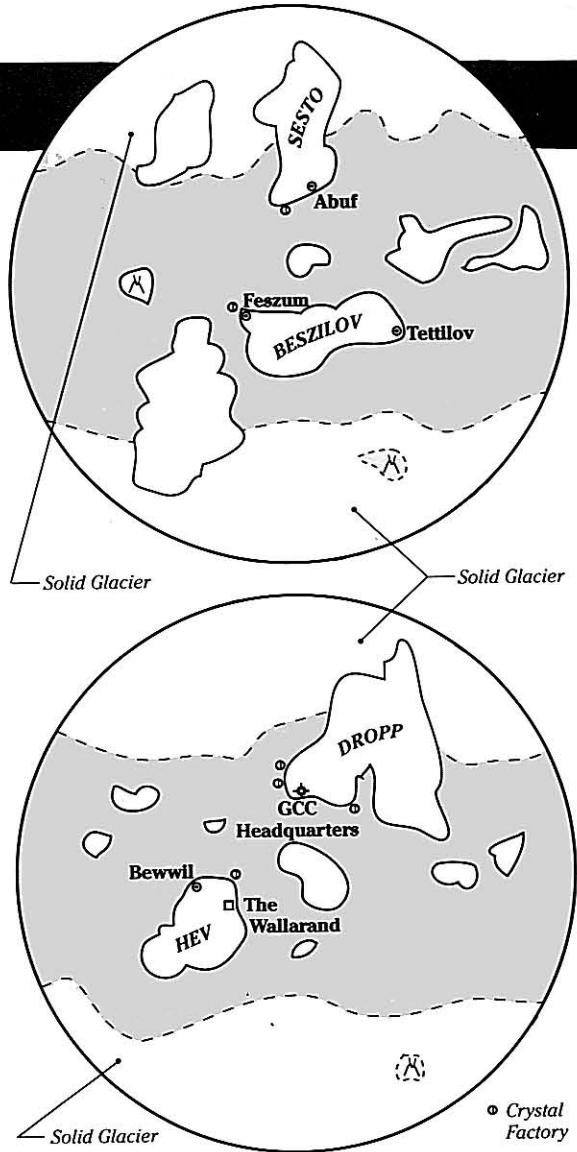
The interior of each room, from crystal mill, to the working studios, to the packaging rooms, to executive offices, are decorated and designed by the user, making each room unique in character.

The factories are positioned near active volcanoes or fissures in the ocean floor. The factory turbines utilize geothermal energy, providing

PLANET LOG

Planet Name Garnib	Planet Type Glacial Continents
Type: Terrestrial	
Temperature: Cool	
Atmosphere: Type I	
Hydrosphere: Saturated	
Gravity: Standard	
Terrain: Frigid oceans, glaciers, islands	
Length of Day: 35 Hours	
Length of Year: 432 Local Days	
Sentient Races: Balinaka (N), Humans, Kubaz, Vernols	
Points of Interest: GCC headquarters, Balinaka cities	
Starport: Limited services	
Population: 100 million	
Government: Corporate	
Tech Level: Space	
Major Exports: Garnib Crystals, fish	
Major Imports: Mid, low and high technology, metals, minerals	

SYSTEM DATA		
System Name: Garnib		
Star Name: Garnib	Star Type: Blue	
ORBITAL BODIES		
Name	Planet Type	Moons
Garnib	Glacial Continents	0
Hultomo	Ice World	2
Mastala	Frigid Rock Planet	0
Coomputu	Frigid Rock Planet	1



World Summary

The ice world of Garnib, home of the Balinaka race, is the only source of the addictive "Garnib Crystals," known throughout the galaxy for their indescribable beauty. The world itself is very cold (by Human standards), with several continents covered by glaciers dozens of meters thick. The Balinaka have carved entire underground cities, called sewfes with their settlements having a strange mixture of simple tools, ice sculptures and modern devices.

The world is also home to the *wallarand*, a festival lasting for fifty local days in the height of the "warm" summer season. The wallarand is the ultimate expression of the artistic, carefree spirit of the Balinaka people, who find art and joy in the constant struggle against nature.

The gregarious spirit of the Balinaka calls to the hearts of artists across the galaxy, and thousands have emigrated to the frigid world. Within the caves of ice, the artists find inspiration in the sculptures and nature itself, while they find a hard, but rewarding living manning the fishing fleets of the world or working in the Garnib Crystal plants.

Crystal Addiction

While Garnib Crystals are beautiful and captivating, they represent an “addictive threat” to some. When placed in sunlight, the crystals seem to pulse with a pure white light. Beams of light, brilliant and constantly fluctuating in color, will periodically shoot from the crystal.

A very small number of people seem to become addicted to these crystals upon first viewing, and from that point on insist on purchasing as many different crystals as they can. It is theorized that they are merely overstimulated by the ocular effects of the crystals and develop a psychological need to have more and different experiences. Due to

the extremely high cost of these crystals, these addictions are normally quite self-destructive.

The reaction is disturbing enough that several planets have banned the crystals, making them a valuable black market commodity. The Balinaka are greatly upset that something intended to be so beautiful instead has made life so ugly for some, and thus they have an open door policy for anyone suffering from “crystal addiction.” If an addicted person can get to Garnib, a family will take the person in, utilizing advanced therapy techniques to help them get over the addiction.

power to every room. All excess energy is freely given to nearby Balinaka communities (in fact, most communities, called *sewfes*, receive their power from the factory turbines).

A Beautiful World

The stark landscape of Garnib is beautiful in its stark brutality. Great glaciers form huge artificial islands and deep valleys, as their bulk grinds and reforms the land below. A great sea of solid white creates a constant blinding glare, with the ice only ended by the vast oceans and the rare volcanic islands.

Few creatures make their homes on the surface of the planet, the Balinaka people being the most prominent. Of the few creatures that do survive, most are amphibious and survive by eating fish or aquatic plants.

The Balinaka make every effort to convey to visitors the harsh realities of Garnib’s wilderness — being caught out in the cold typically ends not with rescue, but death.

The Great Caves

The Balinaka make their homes in great ice caverns that they carve themselves. Since each cave is custom built, there is a great variety in style, layout and facilities. The Balinaka are very social creatures, and each home is centered around a common room, which is a workplace, casual lounge, kitchen and recreation area. Most of a family’s modern appliances, such as computers, holoivid monitors, and sonicooks, will be found in the common room. Each adult family member has a small cubicle for privacy, while children and infants share a common room.

Each cave, aside from the artistic structure of the cave itself, is decorated with ice sculptures,

holosculptures, rugs, custom built furniture and other items to reflect the personality of the family.

Artist Communities

There are several artist communities of aliens that have sprung up within Balinaka sewfes. Their caves and lifestyles closely mimic the Balinaka, with a common room and only small cubicles for privacy. Each member has certain, regularly scheduled duties, such as cleaning or cooking. Still, even after a day’s work (typically working in a crystal factory or on a fishing ship), most artists have several hours at their disposal for sculpture, song, or writing. These communities are generally not as harmonious as the Balinaka dens, but they are nonetheless close-knit.

Fishing Ships

The Balinaka, due to their amphibious nature, have located most of their settlements near the shores of the great oceans. The fishing ships, also owned by GCC, are based in the massive harbors of Garnib and go out every morning to troll the oceans of the world. The work is back breaking (even with most of the work being done by Droids), but the pay is high. Many Balinaka are fishermen (regarding fishing as an art form of its own), and many of the artists who have traveled to this world find employment in this industry.

Settlements

All Balinaka families live in one of the sewfes. Being the social creatures that they are, each community has a large open area, called a *heswe*, that serves as a meeting area, playground, market and religious center. Messages to the whole community are posted here, and whenever there is a celebration, artists donate ice sculptures, while lights and holoflashers are placed. Fireworks, live music, dancing, feasts and costume

parties are integral parts of many community events.

The Wallarand

Scheduled for the height of the summer season, the *wallarand* is a once a year event that is a combination town meeting, stock holders meeting, party and feast rolled up into one. GCC headquarters selects the sight of the wallarand, and then each community sends one artist to help carve the buildings and sculptures for the temporary city that will host the event. Work begins with the arrival of winter, as huge halls for meetings, temporary residences, and market place booths are carved out of the ice.

As the wallarand nears, all work on the planet ceases, as communities are allowed to begin preparations for the long trek to the city site. Every resident of Garnib, from Balinaka to immigrants, is invited (or more properly, expected) to attend. Over the next four days, friendships are renewed, deals are made, romances blossom. It is a time of constant festivals and parties.

Of course, there is a purpose in it all (aside from fun, which is more than enough of a reason to the Balinaka). Each community selects a spokesman to represent them to other communities and corporate officers. Fishing territories are redrawn, quotas for ice sculpture production are set, and any other differences or needs are discussed and debated (most issues are resolved by the end of the wallarand). At the end of these meetings, every

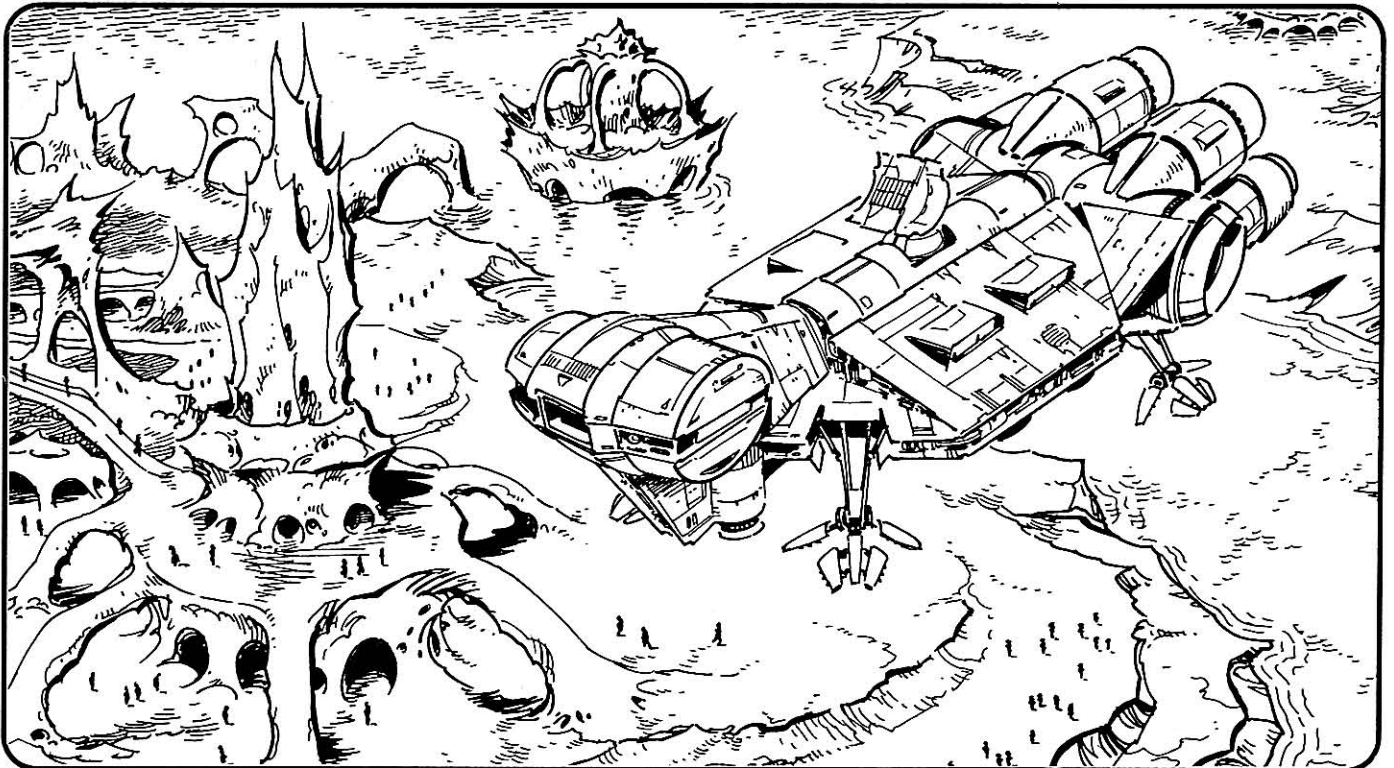
citizen (who is also an employee and stockholder for GCC) is presented with a complete accounting of the financial status of GCC. The citizens then select new corporate officials and vote on what new projects and investments they feel the company should undertake.

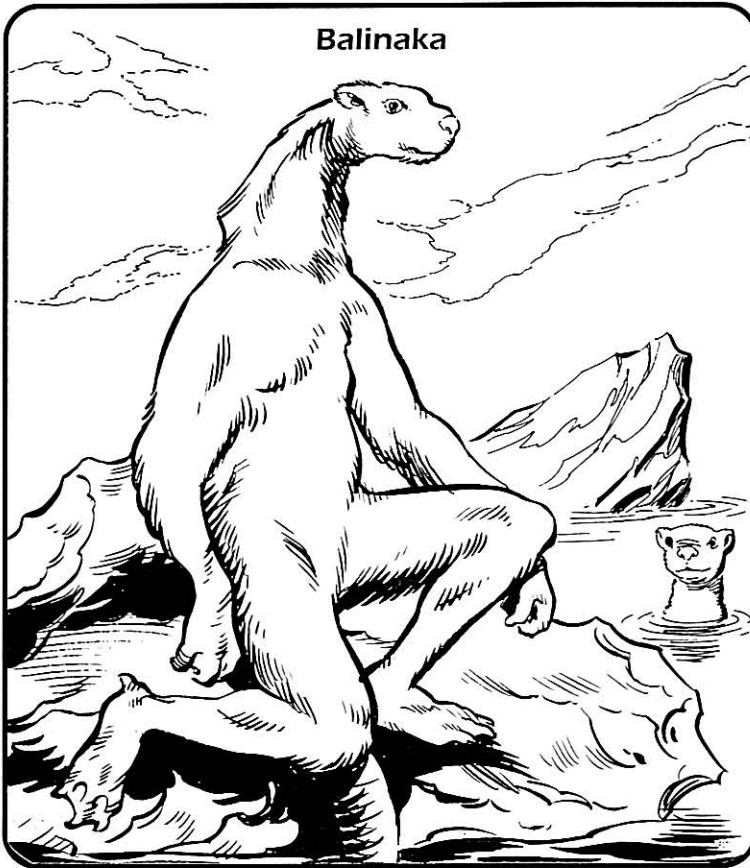
The wallarand is where the Balinaka are most painfully reminded that they are Imperial subjects. The Empire seldom interferes with the Balinaka because the corporate officers arrange appropriate income percentages for the Imperial governor. However, Imperial troops are constantly seen patrolling the grounds of the wellarand, which is a source of tension, anxiety and resentment. It is amazing that open conflict has not erupted between the agreeable but fiercely independent Balinaka and the Imperial officials.

Vernols

- Height:** 1.4 meters
- DEXTERITY** 1D+2
- KNOWLEDGE** 2D+1
- MECHANICAL** 1D+1
- PERCEPTION** 3D+2
- STRENGTH** 1D+2
- TECHNICAL** 1D+1

Roleplaying Hints: The Vernols have come to Garnib in great numbers; they are squat humanoids with blue skin and orange highlights (the orange colors around their eyes, mouth and on the underside of their palms and feet). Many of them have come to Garnib simply to become part





of what they feel is a safe and secure society (much of their native civilization was destroyed when a meteor collided with their world five decades ago).

They are foragers by nature, adept at finding food, water or other things of importance. Many of them have become skilled investigators on other planets. Others have become wealthy con men since they have a cheerful, skittish demeanor that lulls strangers into a sense of security.

They are fearful and territorial, but extremely loyal to those who have proven their friendship. Vernols are quite diverse, and can be found in many occupations on many worlds. Garnib is the only world where they live in large communities.

The Imperial Presence

Imperial Governor Verus Carbinol is responsible for law and order on the world of Garnib. He hates cold. He hates ice. He hates the endlessly cheerful attitude of the Balinaka. And, most of all, he hates his life.

Both middle-aged and at what he feels should be the prime of his career, he realizes that this planet is the end of the line for him. However, his world is also quiet enough that he has no overwhelming worries or meddlesome trouble spots; he can just sit back and wait for the money to come into his coffers.

Carbinol is reclusive and seldom leaves his mansion, a gaudy 47-room affair that stands on the coast of the ocean. He will seldom be encountered by the Balinaka or anyone else on the planet.

The only Imperial base, Garnib Station, has a modest three battalions, and is located next to his mansion. However, because the Balinaka are decidedly agreeable and consistently pay their taxes with no complaints, there is virtually no need for them to patrol communities. The troops are dispatched to the wallarand so that Carbinol can assert his authority. Therefore, while being stationed on Garnib is a generally chilly and cheerless experience, it is also an extremely safe and inactive post.

Balinaka

The Balinaka are strong amphibious mammals native to Garnib. Evolved in an arctic climate, they are covered with thick fur, but they also have a dual lung/gill system so they can breathe air or water. They have webbing between each digit, as well as a long, flexible tail. Their diet consists mostly of fish.

Balinaka have very sensitive eyes, being able to see in a visual spectrum far exceeding human vision. In addition to a high degree of color sensitivity, they have a series of membranes that help them filter and control how they perceive light — a Balinaka can look at a sculpture directly in front of a blinding light and can adjust his perception so that he sees only the sculpture.

The Balinaka are individualistic, but very close

Balinaka

Height: 4 meters at the shoulder

DEXTERITY 2D **PERCEPTION 2D**

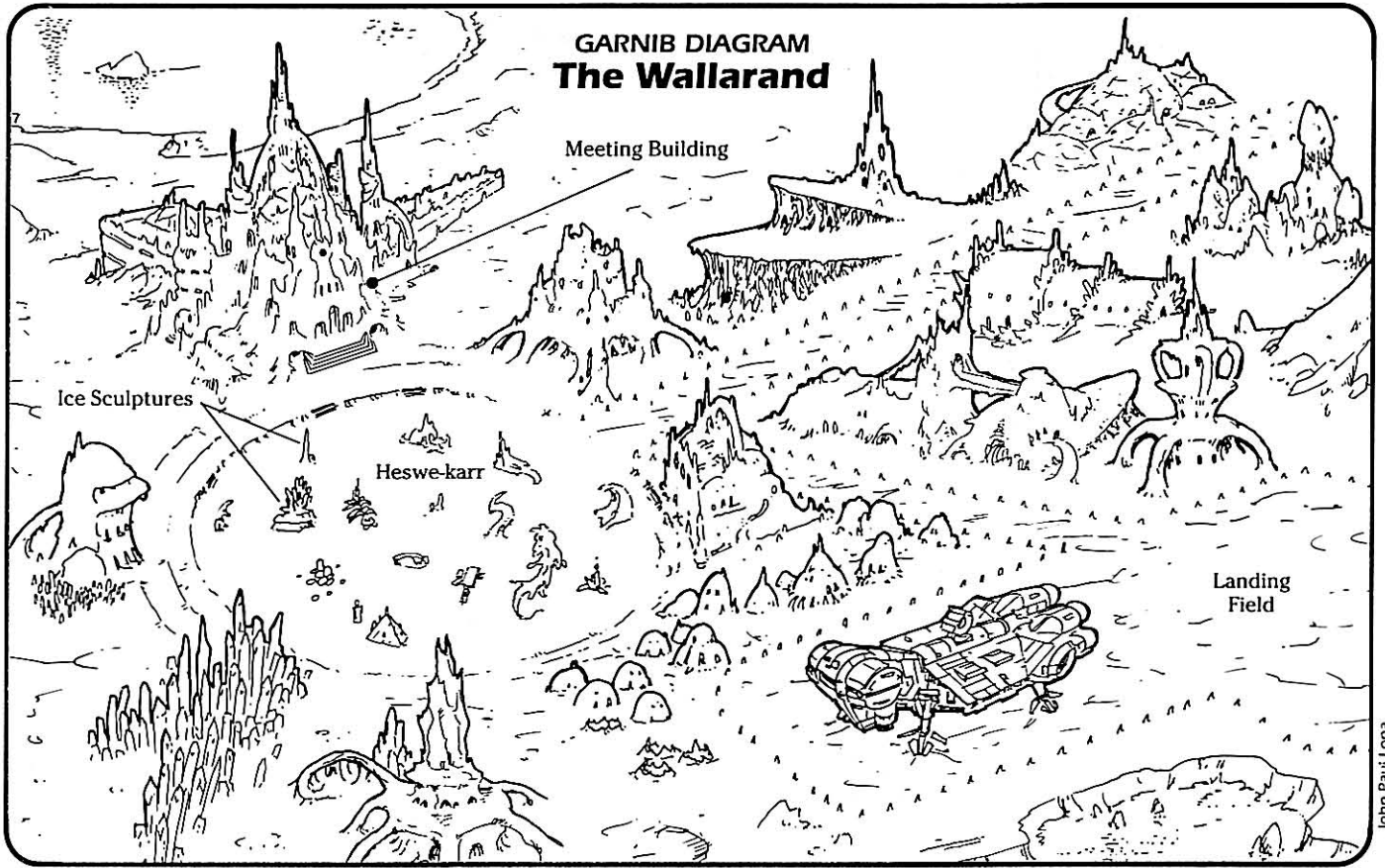
KNOWLEDGE 1D **STRENGTH 4D**

MECHANICAL 2D **TECHNICAL 1D**

Vision: Balinaka have excellent vision. Treat all dark conditions as if there was full daylight.

Roleplaying Hints: A Balinaka is strong and none too tame. They seem playful, even flippant in serious situations, but are smart and know how to handle a crisis. They dislike people who regard them as primitive, unsophisticated savages. They enjoy the challenges of mastering a new technology. Balinaka take great pride in their ice sculptures, which they (and many other races) consider great works of art.

Quote: "Guyef-do? Guyef-tes, nosyarg, jefsewarg." (Translation — "Hypothermia-me? Hypothermia-you, insult-me-not, dunk-water-not!")



John Paul Lonsa

to their families and larger community. They are an agreeable race as long as they know that the other people involved are also willing to agree or compromise. They often refuse to debate issues with individuals who are stubborn, selfish or unwilling to see a different point of view. They have gone along with the Empire simply because they realize that fighting is a losing proposition, although they would be willing to fight for freedom as soon as they saw that there was a good chance of winning.

While these people are fun and easy going, they can be deadly fighters in combat. Their sharp claws can do great damage to those careless enough to anger a Balinaka. They are a playful people, always looking forward to the next celebration. They enjoy dancing, singing, light shows, plays, sculpting and many other forms of relaxation. They are inquisitive and curious — eager to learn new technology and to master new devices.

Adventure Idea

Two Rebel agents on the run from Imperial authorities need assistance getting to Garnib, which would be an excellent place to hide. Everything seems to be working to plan, until what else, the Imperial troops think that the characters' ship would be a good place to begin spot checking for smuggling. It becomes imperative that the characters somehow convince the Imperials that "these are not the agents you're looking for," or find some means to avoid the inspection entirely.

Adventure Idea

The characters are hired to take a partial cargo of Garnib Crystals to the planet Zarsteck. During their stopover on Garnib, an artist suggests that GCC may be willing to offer them a long-term contract (which would mean big profits), however, nothing could be agreed on until the new corporate officers are selected at the wallarand. Unfortunately for the characters, some long-term rivals (such as bounty hunters, a competing freighter, or disgruntled pirates) have followed them to Garnib and want to kill them. The characters must dodge the villains for several days while waiting for the wallarand to begin.



Gorsh

System Summary

The Gorsh system lies in one of the most undeveloped regions of the Outer Rim Territories, well over 30 hours (at hyperdrive multiplier x1) from any settled systems. It was first discovered by an independent scout nearly a century ago, and merely logged as yet another nondescript system; the scout moved on to other systems looking for something that he could easily turn a profit on.

Gorsh is the only habitable world of the six planets orbiting the star Gorsh. Genetech Laboratories financed the first extensive explorations of the system and the Empire granted the company exclusive proprietary rights over everything within the system.

Genetech has a small orbiting research lab, lightly armed and with the bare minimum of supplies. However, the scientists stationed aboard this lab have been able to discover many valuable compounds that have been developed into useful pharmaceuticals and medicines.

Gorsh

Gorsh is a tropical world with a very high moisture content. Most of the surface is open ocean, with many large swampy islands. Temperature ranges from 25 to 40 degrees Celsius, with the cooler areas being over the open ocean. The swamps have a very high humidity level, making them muggy and generally unpleasant. Ocean depths average nearly six kilometers, but the maximum depth reaches nearly nine kilometers.

Gorsh's Atmosphere

Gorsh's high carbon dioxide atmosphere and heavy gravity hamper the activities of beings not native to high gravity worlds. Characters acting without breath masks suffer penalties for high levels of activity. To run for more than two consecutive turns, a character must make a Moderate *stamina* check. A character must make an Easy *stamina* check after every three rounds of fire combat to see if he is winded. A character must make a Moderate *stamina* check after every three rounds of melee or unarmed combat. Finally, for any lifting checks, increase the difficulty by one level. If a character fails any *stamina* checks, he is thoroughly winded and must rest for one minute or suffer a -3D penalty to all actions.

Characters with breath masks can act in the atmosphere of Gorsh with no fear of penalties.

The Swamps

The swamp islands of Gorsh are dangerous and unstable. The islands were formed by the volcanic peaks, volcanic ash, aquatic plant life and sediment. The tallest of the volcanic peaks is only 268 meters above sea level, and the swamps extend away from the mountains for many square kilometers. The islands are crisscrossed by shallow waterways. Plant and animal life can be found throughout the islands.

Trekking through the swamps can be very hazardous. Without some device to measure the depth of water, it is impossible to tell whether or not open pools of water have land six centimeters or six meters beneath. Poisonous creatures, both plants and animals, abound, and many of them have natural camouflage so that they blend into the background until they are close enough to strike. Infectious diseases are spread by insects, sudden storms coming in from the ocean can strike without warning, and there is always the possibility of a dangerous volcanic eruption that can send molten lava, ash and toxic fumes into the air or cause a landslide that will bury anything caught in its path.

Insects and amphibians are the most common creatures. Because of the relatively constant climate, cold-blooded creatures have thrived in this environment. Most creatures have formidable natural defenses, such as venomous bites, large spikes or strong tails for swatting bothersome pests.

Even the plants are dangerous on Gorsh: the Gorshian Hands of Death is a large (6 meters across) carnivorous flowering plant that has crushed more than one careless research scientist. Berries, such as Darkkoninns, have a poisonous juice.

Another danger of Gorsh comes from the nature of the land itself. The constantly decaying plant matter creates a huge amount of explosive methane. The methane normally builds in small pockets beneath the surface of the water. The methane compounds are undetectable in the fetid swamp air — unless there happens to be an open flame or a heat source nearby. Exploding pockets of methane have been known to consume an area up to 20 meters in diameter.

However, Genetech has found that where there is danger, there is profit. There are many amazing chemicals produced by the plants and animals of Gorsh that have been discovered by research teams, and they have been refined, developed,

PLANET LOG

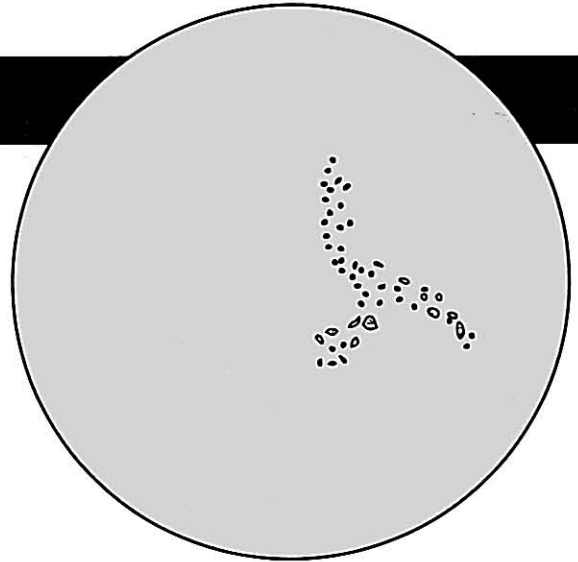
Planet Name Gorsh	Planet Type Warm Swamp
Type: Terrestrial	
Temperature: Hot	
Atmosphere: Type II	
Hydrosphere: Moist	
Gravity: Heavy	
Terrain: Ocean, Swamp Islands	
Length of Day: 64 Hours	
Length of Year: 300 Local Days	
Sentient Races: Humans, Orgons(N)	
Moons: Tuvvet	
Points of Interest: Genetech Laboratories Orbital Research Station; Calimondo Plateau (possible starport site)	
Starport: Limited Services (corporate)	
Population: 100,000	
Government: Corporate	
Tech Level: Stone/feudal	
Major Exports: Medicinal and chemical compounds	
Major Imports: None	

SYSTEM DATA

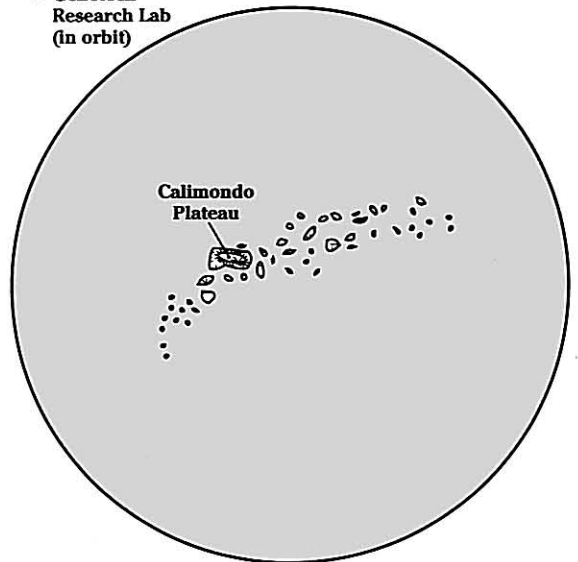
System Name: Gorsh	
Star Name: Gorsh	Star Type: Yellow

ORBITAL BODIES

Name	Type	Moons
Gorta	Desolate Searing Rock	0
Gorlan	Searing Desert	1
Gorsh	Warm Swamp	1
Gartana	Poisonous Ocean	12
Garsala	Corrosive Volcanic Rock	2
Gortamni	Frigid Ice	0



□ Genetech Research Lab (in orbit)



World Summary

Gorsh is an obscure system, located in an undeveloped section of the Outer Rim Territories. The world of prime interest, also named Gorsh, is dominated by huge, but shallow salt water oceans. Several chains of volcanic and swamp islands dot the surface. These swamps are home to many kinds of lifeforms, including the mysterious sentient plants called Orgons.

Genetech Laboratories has exclusive rights to develop and explore the planet Gorsh, and has established an orbiting research lab. The world has yielded many unique compounds that have been turned into successful pharmaceutical and medicinal products. The company has discovered the Orgons, and has placed a high priority on capture and examination of the creatures, with the ultimate goal of seeing if the plant creatures can be used for scientific research. Only authorized Imperial personnel and Genetech representatives may enter the system.

analyzed, and ultimately packaged into profitable drugs, medicines and consumer goods.

Flora and Fauna of Gorsh

What follows is a listing of the most dangerous, interesting and important animals and plants to be found on Gorsh. They can be used to spice up any adventure set in the dismal swamps of this world.

Thevaxan Marauder

DEXTERITY 2D

Unarmed combat 4D

PERCEPTION 1D

STRENGTH 5D

Speed Code: 2D

Size: Up to 20 meters long, about 8 meters tall at the shoulder

Scale: Creature

Attacks:

Tail Swipe: 7D damage

Teeth: 5D damage

Charge: 5D damage, plus 1D for every speed action that round

Combat: The Thevaxan Marauder has many great survival advantages but stealth isn't one of them. When the creature is near the characters, they should be able to hear it plowing through the swamp. It relies primarily on the fact that it can overpower whatever it encounters, and it is very good in close combat. The creature is dim-witted and easily tricked or confused.

Using Thevaxan Marauders In The Roleplaying Game: This creature is a solitary hunter, although characters may be unfortunate enough to discover a female's nest, which will have 1-4 eggs or young (about 2 meters long, and reduce *Strength* by -3D, *Dexterity* by -1D and *Perception* down to 2 pips). If not raising young, the Marauders have no nests or lairs, and will always be encountered hunting for a fresh meal. When they rest, they bury themselves in muck and water, exposing only their nostrils.

Thevaxan Marauders are long lizards, brown, black or drab green in color. Their tails make up nearly half of their length. They are covered with smooth triangular scales, and a crest of small spikes runs from the tip of the elongated snout to the beginning of the tail. They have long, triangular heads, with a large upper skull.

Darkkoninns

Size: Up to one centimeter across

Attacks:

Poison: 6D damage

Using Darkkoninns In The Roleplaying Game: These black poisonous berries grow in bunches, and can be found anywhere on Gorsh. Any char-

acter making a Moderate *survival* roll will realize that they are poisonous.

Gorshian Hands of Death

DEXTERITY 0D

Unarmed combat 3D

PERCEPTION 0D

STRENGTH 4D

Size: 3-6 meters across

Scale: Character

Attacks:

Crushing Grasp: 4D damage

Combat: The Gorshian Hands of Death is a flowering carnivorous plant. Any character who walks across one of the flowered stalks must make an opposed *unarmed combat* or *Dexterity* check to escape its crushing grasp. If the character fails, it will be completely enclosed within the stalks and take damage from the crushing attack each round.

Using Gorshian Hands Of Death In The Roleplaying Game: These plants will be found only in drier regions of the swamps (such as in the upper elevations and near volcanic peaks). They have spindly stalks that are decorated with five-petaled blue and purple flowers.

Forntarch

DEXTERITY 2D

PERCEPTION 3D

STRENGTH 2D

Speed Code: 3D (leaping), 1D (crawling)

Size: .3 meters long (body); 1 meter long (slicers)

Scale: Character

Attacks:

Slicers: 4D+2 damage

Combat: Forntarch are dangerous carnivorous rodents that lie in trees waiting for a warm meal to pass by. While they typically dine on small reptiles, lizards and mammals, they do attack humans as well. When a target passes by, they use their powerful legs to leap from the tree. Tumbling down at the unsuspecting victim, they attack with their forelimbs, which are giant razored appendages. Even if the first attack is not fatal, they often impale their victims with one limb, while swinging the other and biting the victim.

Using Forntarch In The Roleplaying Game: Forntarch will often surprise characters in an ambush. They are yet another example of how creatures can adapt to an environment as harsh as Gorsh's.

Tesfli Piercers

DEXTERITY 2D

PERCEPTION 0D

STRENGTH 0D

Speed Code: 1D



Size: 1-4 centimeters long
Scale: Character (suffer +10 difficulty because of their small size)

Attacks:

Bite: No damage, but possible infection

Combat: Tesfli Piercers are flying insects. They cause no actual damage, but anyone bit by such a creature must make a Very Easy *stamina* check or be infected by the "rotting disease." If they become infected, within one week, the limb will swell and turn black — if the character seeks medical attention, treat it as a wound. After two more weeks, the limb will be considered incapacitated for healing difficulty, and the character will be at -1D for all *Strength* and *Dexterity* actions requiring use of the limb. After another two weeks, consider the limb mortally wounded for healing and take off -2D. At the end of a total of seven weeks, the limb is totally useless, as the infection has destroyed all of the nerve endings and the muscle tissue. This may not seem like such a dangerous disease except for the fact that a character could conceivably receive dozens of bites if he was attacked by an entire swarm.

Using Tesfli Piercers In The Roleplaying Game: These flying insects must be dealt with in some manner other than direct combat: open flame or insect repellants do scare them off, and exposure to cold will kill them. They cannot bite through clothing, plastics or armor.

Swarm Bugs

DEXTERITY 1D
PERCEPTION 0D
STRENGTH 0D
Speed Code: 1D

Size: up to 10 centimeters long
Scale: character (suffer +10 difficulty because of their small size)

Attacks:

Methane Burst: 2D damage to everyone within 2 meter burst radius, with up to 2D damage each round for burning objects until fire is extinguished.

Combat: Swarm bugs do not actually attack large creatures, but because of their tendency to fly in swarms numbering in the hundreds they can present quite a nuisance. Of course, anyone using flame to try and ward off these insects will be in for a painful surprise.

Using Swarm Bugs In The Roleplaying Game: Swarm Bugs are blue insects, with large ballooning bodies (taken up mostly by a large methane bladder) and fragile, transparent wings. Their unusual digestive tracts create a great deal of methane, so that if they are ever struck by a hard blow or subjected to high temperatures, they are quite likely to explode in a ball of flame (roll 1D; if struck by a flame, they explode on a 1-3; if struck by a blunt object, they explode on a 1). Unfortunately, they also tend to fly in tightly packed swarms, so if one bug explodes (for whatever reason), most of the swarm will go up in flames. The methane bladder is



a species defense mechanism, so although individuals and entire swarms may be sacrificed, most other creatures on Gorsh have learned to give these insects a wide berth.

Research Teams

Genetech research teams venture down to the surface of Gorsh on a regular basis, with about one dozen scientists and a few armed guards for protection. The teams are equipped with survival gear, medicines, breath masks, weapons, specimen containers, chemical analyzers, pocket computers, biochem synthesizers and field gear to assist them in their efforts. Research teams spend up to two weeks on the planet's surface.

Remote probes are also sent down and can be controlled directly from the lab. If the probe finds anything of note, a followup team is sent to investigate.

Typical Genetech Scientist

DEXTERITY 1D+1
 KNOWLEDGE 3D
 Alien races 3D+2, organic chemistry 5D,
 planetary systems 4D, survival 4D
 MECHANICAL 2D
 PERCEPTION 2D
 STRENGTH 2D
 TECHNICAL 1D+2

In addition to the discovery of new chemicals, the Genetech researchers have recently discovered the Orgons and the company has placed a very high priority on the capture and dissection of one of these strange creatures. The company has kept this discovery quiet, fearing that the Empire or another corporation may decide to investigate their activities on Gorsh.

Genetech Orbiting Research Lab

The Genetech Orbiting Research Lab is the home base of the scientists stationed on Gorsh. Housing a total of 40 personnel, it is the only lifeline between this system and the rest of the civilized galaxy. Although cramped and spartan, the space lab and its personnel have been very successful in finding and developing new products for the company.

Orgons

Orgons are the dominant life form of Gorsh. These intelligent and mobile plants have two distinct sections of their bodies. The brain and vital organs are in a round, hardened shell, normally about half of a meter in diameter. The shell is a deep green or yellow color. Trailing away from the shell are anywhere from six to eight tendrils, up to four meters long (the number is dependent upon the age of the individual Orgon).

Each limb is used for mobility as well as absorption of vital nutrients. The limbs are soft and flexible, but incredibly strong, through use of alternating hard armored cells (which provide protection), and cells that perform the same function as muscles in animals. By constricting or loosening these soft cells, the creatures can drag themselves through the swamps or use

Orgons

Height: 1.5 meters

DEXTERITY 2D

KNOWLEDGE 2D

Biochemistry 4D

MECHANICAL 1D

PERCEPTION 3D

STRENGTH 4D

TECHNICAL 0D

Movement: Orgons move 3 meters per speed action.

Natural Camouflage: +2D to hide in jungle terrain.

Resistance to Blunt Weapons: +1D to *Strength* for resisting damage from blunt weapons.

Roleplaying Hints: Orgons are cryptic to most other sentient races, although they can communicate complex ideas amongst themselves. They will attempt to hide from most humans.

Quote: Not applicable.

tools. In order to absorb nutrients, the limbs must be burrowed in the soil. Each limb is also equipped with a very complex nervous system that constantly relays tactile data to the brain. Because of the nature of the hard shells and the flexibility of their bodies, Orgons can better resist damage from blunt (non-bladed) attacks, such as clubs.

They are sensitive to light, and while they don't have vision in the traditional sense of most other carbon-based sentient life forms, they can "see" light and reflected light within a large area around them.

Orgons are almost always found alone. Because of the slow movement rate of the Orgons, the development of intelligence was the only thing that saved them from extinction. Since they cannot "catch" prey through normal hunting methods, they have learned to make very potent poisons and adhesives, as well as traps. They can then lumber over to the site and consume the creature at their leisure (their limbs also secrete

digestive fluids). Orgons need to only eat about three kilograms of meat per standard year.

The creatures communicate with each other by very precise movement of their limbs. The Genetech research scientists have not yet learned how intelligent the Orgons are. Many of the "wonder chemicals" that Genetech has discovered have actually been Orgon compounds.

The Orgons have learned to shy away from contact with genetech scientists. They have also developed a very potent poison which they have liberally applied to plants and berries in the vicinity of Genetech encampments.

The worst weapon in the arsenal is a cluster of red goo Humans would name a "skin buster." The sticky substance is filled with an irritant sap which leads to a screaming insane death in only a few short minutes, unless appropriate medicines are applied quickly. The weapon does 6D damage upon initial contact, with 4D damage per turn after the first (a maximum of ten turns). It only works on exposed skin.

**Genetech Orbiting
Research Lab**

Height: 53 meters

Diameter: 22 meters

Scale: Starfighter

Facilities:

Personnel:

30 research scientists

10 corporate guards

15 research labs/specimen facilities

1 docking hood

4 three-person drop-shuttles

1 10-person research shuttle

12 automated research probes

Hull: 9D

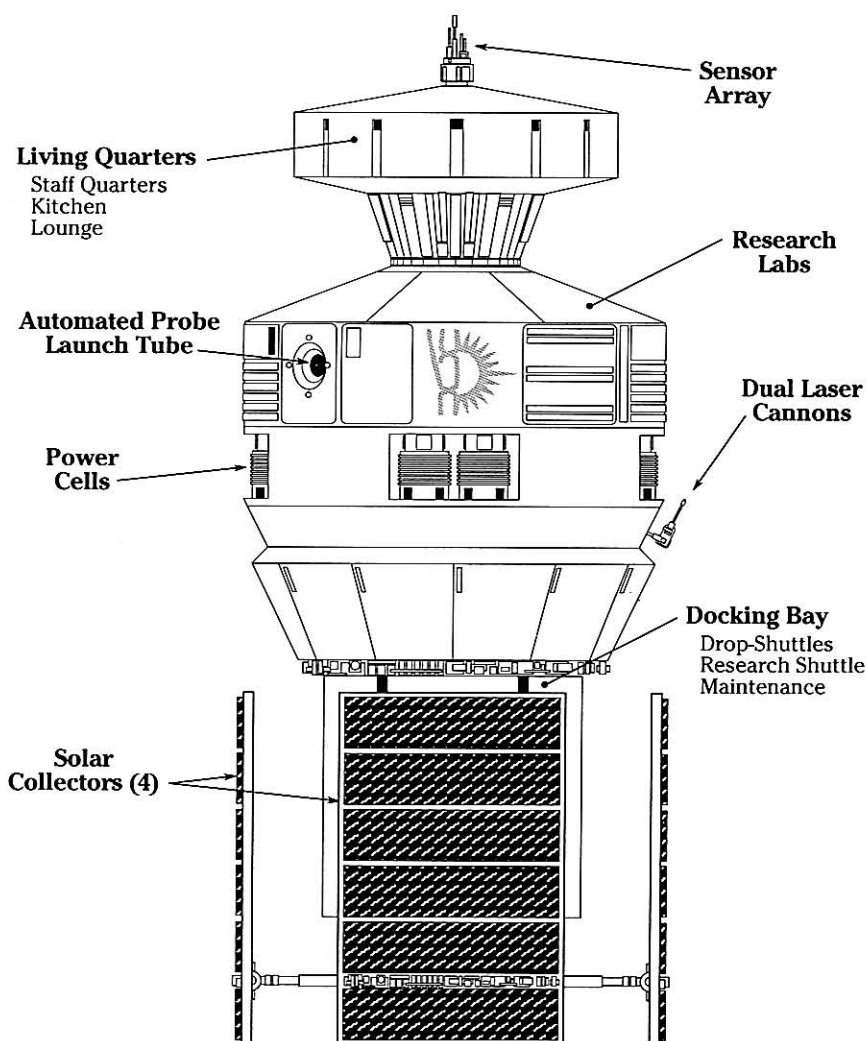
Weapons:

Dual Laser Cannons
(fire-linked)

Scale: Capitol ship

Fire Control: 2D

Damage: 3D



John Paul Lona



Isen IV

System Summary

The Isen system is a pilot's nightmare, with free-roaming comets, gravitational anomalies, sudden bursts of solar radiation, forming planets and thousands of asteroid chunks. The lone planet, Isen, is a new gas giant, with five planetoid satellites

Void Demon Base

The Void Demon base on Isen IV (the fourth planetoid orbiting the gas giant) is designed to be hard to find and easy to defend. The difficulty of navigating the asteroid belts of the Isen system helps protect the base from exploring ships and wandering tramp freighters. The base's computer systems have a complete log of every individual asteroid and meteor in the system, and are constantly updated by miniature mobile sensors scattered throughout the system. With this complex computer network, Void Demon leader Aban Ghart can instantaneously call up available safe

pathways through the asteroid belts.

Ghart has a complete complement of starfighters (all of them "acquired" through his exploits over the years). He also has a highly modified Corellian Gunship (also acquired through questionable means) that is used to secure and board vehicles that have been soft-ened up by starfighter assaults.

The base has a series of tractor beam emplacements and turbolasers for defense. Ghart realizes that nothing is ever a sure bet, and has built several entrances into the Morvak caves beneath the base. Only he and a few of his most trusted thugs know the route through the caves to an escape cruiser hidden a few kilometers away.

Starfighter Complement

3 Z-95 Mark I Headhunters

A true museum piece, the Z-95 Mark I (or, Z-95Mk1) was the first version of the legendary starfighter. It used a primitive sweep-wing design

Navigating the Belt

The Isen system is so dangerous that ships entering the outer limits of the system must make Moderate *starship piloting* rolls every minute to avoid hitting the hurtling balls of rock and ice. After five minutes of flying time (assuming two speed actions per round), the characters will enter the heart of system.

Now the characters must make a new *starship piloting* roll every round to avoid hitting an asteroid. Roll one die on the first chart ("Piloting Difficulty") to determine the piloting difficulty. If the characters ever exceed the difficulty by two levels, they have discovered the pirates' path through the asteroid belt, which requires only a Very Easy *starship piloting* roll every round.

Characters may choose to leave the asteroid belts but they still must navigate a safe path out (since the asteroid belt is a swirling mass of debris, usable paths will constantly be changing). The gamemaster should roll 3D to determine how many speed actions will be necessary to leave the belt (this assumes the characters are looking for the quickest path out — if they specifically state they are looking for an EASY path out, then roll 7D for the number of speed actions necessary). If taking the quickest path, roll on the "Piloting Difficulty" chart each round. If taking the safest path out, roll on the "Piloting Difficulty" chart each round, but subtract

two from each roll (the minimum difficulty is always Easy).

Failing any of these *starship piloting* rolls means that the ship has collided with one of the asteroids. Asteroids do a varied amount of damage, depending upon their size. Roll one die and consult the "Asteroid Damage" chart. All damage listings are for starfighter scale.

Piloting Difficulty

Roll	Difficulty Level
1	Easy
2-4	Moderate
5	Difficult*
6	Very Difficult*

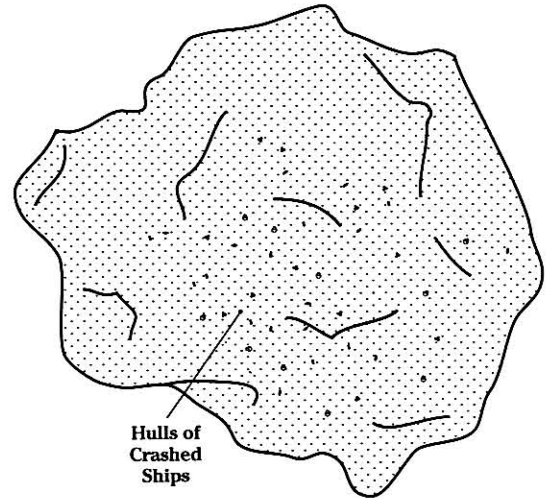
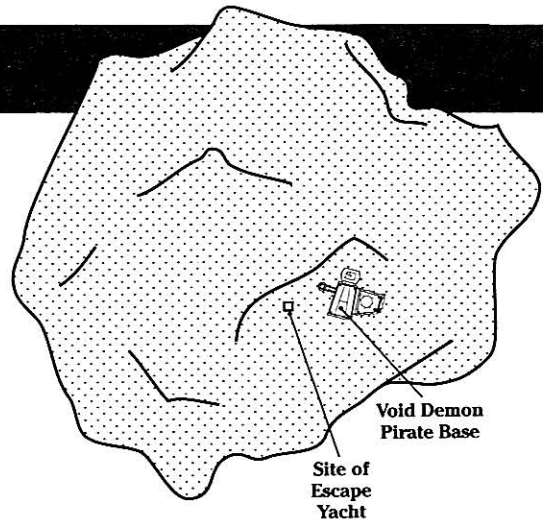
* If the starship piloting total is 40 or higher, the characters have discovered the path through the asteroid belt.

Asteroid Damage

Roll	Asteroid Size	Damage
1	Tiny Meteorite	1D
2	Small Meteorite	2D
3-4	Medium Meteorite	3D
5	Large Meteorite	4D
6	Very Large Meteorite	7D

PLANET LOG

Planet Name Isen IV	Planet Type Airless Planetoid
Type: Satellite	
Temperature: Frigid	
Atmosphere: None	
Hydrosphere: Dry	
Terrain: Artificial tunnels	
Gravity: Light	
Length of Day: Not applicable	
Length of Year: 740 Standard Days	
Sentient Races: Humans, Morvak	
Points of Interest: Void Demons pirate base, various destroyed ships, Morvak tunnels	
Starport: Standard Class	
Population: 500 (estimated)	
Government: Pirate Base	
Tech Level: Space	
Major Exports: None	
Major Imports: None	



SYSTEM DATA		
System Name: Isen		
Star Name: Isen	Star Type: Yellow	
ORBITAL BODIES		
Name	Planet Type	Moons
Kisen	Asteroid Belt	0
Kossan	Asteroid Belt	0
Isen	Forming Gas Giant	6
Isen IV (satellite)	Airless Planetoid	0
Kossim	Asteroid Belt	0

World Summary

The Isen system is in its birth throes, with a still forming star and an endless sea of rock in orbit. Imperial survey teams designated four rough orbits in the supposition that these areas would eventually hold planets. The gas giant of Isen is forming.

The system is constantly bathed in blasts of radiation from the new star, and with the asteroid chunks, is very dangerous to navigate.

These factors have made the system the ideal location for a pirate base — and so, the Void Demons pirate gang, wanted criminals in no less than 15 sectors within the Outer Rim Territories, have constructed an elaborate hidden base on the planetoid Isen IV, fourth in orbit about the forming gas giant.

Due to the predations of the Void Demons, Isen IV has several wrecked ship hulls covering its surface. The asteroid is also in the process of being hollowed out by an unusual race of "rock eaters" called the Morvak — the legacy of one of the ships captured by the Void Demons.

Stephen Crane

and a bubble cockpit for greater pilot visibility. These design features were phased out as more advanced technology became available.

Crew: 1
Passengers: None
Cargo Capacity: 50 kilograms
Consumables: One day
Hyperdrive Multiplier: None
Sublight Speed: 2D+2
Maneuverability: 1D
Hull: 4D
Weapons:
Two Triple Blasters (fire linked)
Fire Control: 1D
Combined Damage: 3D
Concussion Missiles
Fire Control: 1D
Damage: 7D
Shields: 1D

12 Z-95 I3 Headhunters

The Z-95 I3 ("Improved Model 3") was one of the most popular models of this starfighter and can be found in service on many worlds.

Crew: 1
Passengers: None
Cargo Capacity: 85 kilograms
Consumables: One day
Hyperdrive Multiplier: None
Sublight Speed: 3D+2
Maneuverability: 1D
Hull: 4D
Weapons:
Two Triple Blasters (fire linked)
Fire Control: 1D

Void Demon Base

Facilities:

Personnel:

47 starfighter pilots
 320 boarding troops
 23 administrative personnel
 140 Droids
 12 starfighter bays
 1 transport bay
 1 landing deck
 36 starfighters (various types)

Armament:

Scale: Capitol Ship
Reinforced Hull: 3D
Weapons:

8 Laser Cannons (fire separately)
Fire Control: 3D
Damage: 2D
3 Turbolaser Batteries (fire separately)
Fire Control: 1D
Damage: 3D+2

Combined Damage: 3D
Concussion Missiles
Fire Control: 1D
Damage: 7D
Shields: 1D

10 Zebra Starfighters

A basic and inexpensive starfighter that is easy to maintain and pilot. While not very durable, its weapons are potent.

Crew: 1
Passengers: 1
Cargo Capacity: 75 kilograms
Consumables: One day
Hyperdrive Multiplier: None
Sublight Speed: 3D+2
Maneuverability: 2D
Hull: 2D
Weapons:
Two Laser Cannons (fire linked)
Fire Control: 1D
Combined Damage: 5D

11 Gauntlet Starfighters

The Gauntlet starfighter wasn't a resounding success when it was introduced several years ago, but that was due more to the political climate than a lack of engineering excellence. The odd configuration make for a striking appearance, and it has weaponry to back up its bold lines.

Crew: 2
Passengers: None
Cargo Capacity: 85 kilograms
Consumables: One day
Hyperdrive Multiplier: None
Sublight Speed: 3D
Maneuverability: 2D
Hull: 3D+2
Weapons:
Two Laser Cannons (fire linked)
Fire Control: 2D
Combined Damage: 5D
Two Laser Cannons (fire linked)
Fire Control: 2D
Combined Damage: 4D
Proton Torpedoes
Fire Control: 2D
Damage: 8D
Shields: 1D

Members of the Void Demons

Abav Ghart, Void Demon Leader

Race: Gotal
Height: 2 meters **Sex:** Male
DEXTERITY 2D+2
 Blaster 5D, dodge 7D, melee 4D
KNOWLEDGE 2D
 Streetwise 5D, technology 3D

MECHANICAL 5D*

Astrogation 6D, repulsorlift op. 6D+1, starship gunnery 7D+2, starship piloting 9D, starship shields 5D+2

PERCEPTION 5D

Bargain 6D, command 7D, con 7D+2, search 7D, split second-notice 7D+2

STRENGTH 2D+1*

Repulse-hand 3D

TECHNICAL 1D

Security 3D, starship repair 2D+2

Cyber Points: 4

* Abav Ghart has a repulse-hand (does 3D+1 damage in combat and may be used in place of *brawling*, *brawling parry* and *melee parry*), as well as a Motion Interface Package, which has improved his *Mechanical* attribute. For more information, see pages 41 and 37 of *Cracken's Rebel Field Guide*.

Physical Description: Abav is of average height and build for a Gotal, but his obvious cybernetic enhancements and menacing demeanor are intimidating. He always dresses in expensive, brightly-colored clothing, with a complete array of weapons at his belt. His trademark is an expensive gold pendant that he fastens to his belt.

Equipment: Blaster pistol (4D), blaster rifle (5D), vibroblade (STR + 1D+2), comlink

Background: Ghart has been a pirate for nearly five decades, and started the Void Demon gang over three decades ago. He is a cold-blooded killer.

Personality: Ghart is a fiend of the worst kind, willing to do anything or betray anybody if there is profit to be made. He kills mercilessly, unless he believes that there is information or wealth to be gained by keeping prisoners alive. He will just as quickly dispatch a henchman as a helpless victim.

Burnal Terrup, First Assistant

Race: Devaronian

Height: 1.6 meters **Sex:** Male

DEXTERITY 2D

Blaster 4D, dodge 3D

Lore of the Void Demons

This gang is wanted in at least 15 different sectors, for piracy, assault, terrorism, and murder. No less than 50 different incidents of hijackings have been attributed to the Void Demons, and it is believed that their mysterious leader, Abav Ghart, has been made a billionaire many times over. There is a bounty of 300,000 credits for the capture of Ghart (if he is taken alive, the sector governments are offering an even 500,000 credits).



KNOWLEDGE 3D

Alien races 5D, cultures 4D, languages 5D+2, planetary systems 4D+1, streetwise 4D+2

MECHANICAL 1D

Starship piloting 2D+1

PERCEPTION 2D+2

Command 3D, hide/sneak 3D, search 3D+2

STRENGTH 2D+1

TECHNICAL 1D

Physical Description: Terrup has been Ghart's "loyal" assistant for eight years, and makes great effort to appear to be completely subservient to the pirate. He has a worn, tattered blue and orange uniform.

Equipment: Blaster pistol (4D), comlink, datapad

Background: Terrup was first hired by Ghart a decade ago, and due to his subservient nature, quickly rose to the top of the organization. He would someday like to have complete control of the Void Demons.

Personality: In Ghart's presence, he grovels to the point of being nauseating. He compliments Ghart on every decision and ridicules anyone that Ghart is trying to dominate. Away from Ghart, he is manipulative, and seemingly on the verge of psychosis.

The Broken Hulls

Isen IV's surface is a veritable spaceship graveyard of crushed hulls. The Demon Void pirates have stripped the ships of valuable goods and any replacement components they needed for their craft. While most of the obviously useful gear and cargo has been removed, the characters will still be able to access the computer



library data banks, providing opportunities to learn of new worlds, valuable lost treasures and other items of tremendous value. Some of the devices on board the ships are still functional, so if characters search the ships long enough they might find something of worth or use to them. Almost all of the ships are trampfreighters or bulk freighters.

Tunnels of Isen IV

All of the tunnels of Isen IV are the result of the incessant tunneling of the Morvak. The interior

of the planetoid is completely devoid of atmosphere, and is chillingly cold. The tunnels are about one meter in diameter, and are littered with chunks of rock left floating in the zero gravity environment after the claws of the Morvak cleared away debris. Glow rods can only illuminate a very small radius because of the thick debris and the dark coloration of the rock. It is foolhardy to attempt to navigate the tunnels without complete knowledge of their layout (only Abav Ghart knows the paths within the planetoid). The tunnels wind through the rock at many different odd angles, making for a very complex three-dimensional maze of caverns.

Morvak

The Morvak are unusual creatures that derive all of their sustenance from rock. They require neither gravity nor atmosphere for survival. They have several muscular tentacles that secrete a strong acid, which breaks rock down into basic components. The tentacles then absorb the released oxygen and basic nutrients.

The creatures have two pairs of limbs for movement, as well as two great clawed limbs that are used to carved through hardened rock. Their bodies and limbs are covered with a bony exoskeleton, providing armored protection.

Their tentacles house a sophisticated series of organs that generate vibrational echoes. By placing their tentacles on rock, Morvak can send vibrations into the rock and determine what lies beneath the surface layer of rock. If nutrients are discovered, they will tunnel into the rock. Most areas inhabited by Morvak are riddled with caverns of every size, direction and angle.

The Morvak also have a sophisticated means of camouflaging themselves: they absorb rock coloration into their bodies so that their exoskeletons take on the hue of the rock that they have been dining on. Within a few days Morvak are able to perfectly blend into the area they inhabit.

Morvak

Height: 7-1.3 meters

DEXTERITY 2D

PERCEPTION 2D

Mineral detection 4D

STRENGTH 5D

Armor: A Morvak's hard exoskeleton provides +1D of protection from attacks.

Attacks:

Claws: 6D damage.

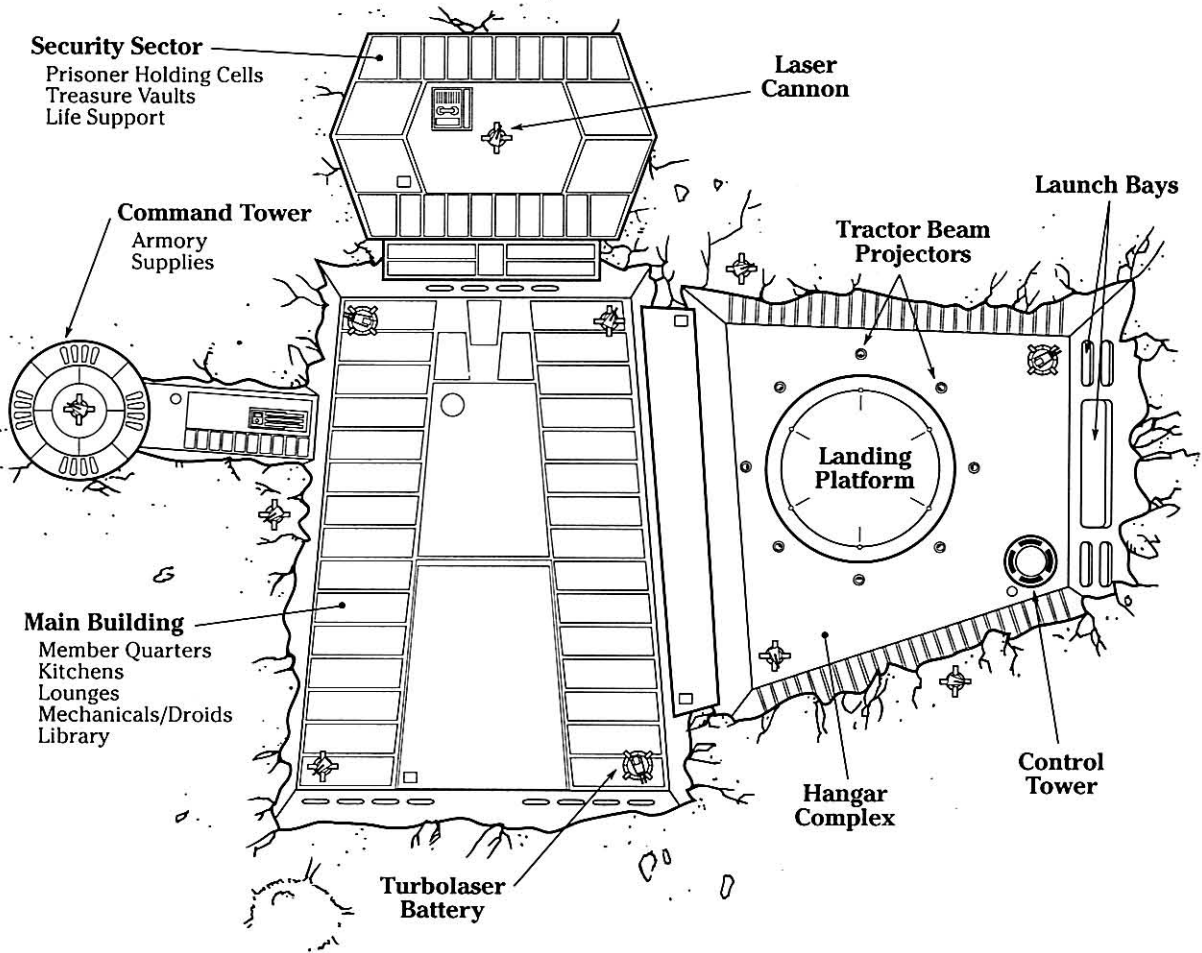
Tentacles: 4D damage

Note: The tentacles of the Morvak are multi-purpose organs. Their primary function is to secrete a powerful acid (4D damage) that breaks hard rock down into oxy-

gen and component nutrients. These tentacles are also used to detect the composition of rock or other materials — using the *mineral detection* skill, the Morvak can determine the composition of rock and other solid materials up to a depth of 10 meters. The Morvak can use these vibrational echoes to communicate with other members of the species, also at a maximum range of 10 meters.

Roleplaying Hints: Morvak have an animal level of intelligence, but they are adept at working with others of their species in complex actions.

**ISEN IV DIAGRAM
Void Demon Pirate Base**



John Paul Lona

If Morvak are ever deprived of nutrients, they can place themselves in suspended animation, although they will immediately reawaken if their vibrational sensors sense an influx of nutrients.

Morvak are asexual, and young grow in a pouch on the underside of the creature. The Morvak have several dozen different chromosomes, but activate only a portion of them (the activated chromosomes are different from individual to individual). In this manner, new members of the species can be different from their parent, even though there is an identical genetic pool.

The Morvak are social creatures that comb their caves in packs. They are protective of one another and work together to repel invaders and perceived threats. Typical means of defense include collapsing caves on top of or beneath invaders or attacking them outright with their acidic tentacles. If an "invader" refuses to fight or defend itself, curiosity may overwhelm fear, and they may actually attempt to make contact. While their needs and motivations are vastly different than most other carbon-based life forms, they can be quite interesting companions.



Joralla

System Summary

Joralla, the third planet of the system after which it was named, is a tropical paradise filled with lush trees, wondrous flowers, and incredibly varied species of animals. Joralla's companion planets, Manalin and Grall, have poisonous atmospheres and no commercial potential.

Joralla

The lush tropical rain forests of Joralla tend to conceal a topography that is as lovely as it is diverse. Huge waterfalls cascade from the tops of mountains, pummeling chasms ripped into the very bedrock by earthquakes of unimaginable power. Plateaus hundreds of kilometers wide are dotted with winding rivers and huge forests. Imposing mountain chains cover the three main continents, with volcanoes mixing in with peaks thought long dead. A world of savage beauty, the volcanoes and forests overlook the the expansive, rich oceans of deep blue water.

The atmosphere of Joralla is perfectly suited for oxygen-breathers. Tremendous weather and seasonal fluctuations make for abrupt climate changes from month to month, with temperatures varying from a peak of 50 degrees celsius (at the height of summer in the equatorial zones) to a low of -35 degrees celsius (in the polar regions during winter).

Life Forms of Joralla

The flora and fauna of Joralla is remarkable for its beauty and diversity. The thick jungles are home to thousands of different species of trees, bushes and ferns. Hidden among the lush and colorful plant life are a wide range of insects, mammals, birds and reptiles. The cooler forest regions are home to many similar species of plants and animals. Joralla's wilderness offers a varied and tasty diet to any who are stranded, with fruits and vegetables in abundance, and many different kinds of wild game.

Some of the most nutritious fruits on the planet are the giant *redspars*. Nearly a half meter across, with a brilliant red skin, these fruits can be found all over the planet. Many of best-tasting berries come from the *tequa bushes*, which are barely 50 centimeters tall, yet whose branches can be many meters long. Many plants on Joralla have defense mechanisms, such as the brilliant blue *kewafi flowers*, which shoot poison barbs.

Wulkarsk

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 3D

Speed Code: 3D

Scale: Creature

Size: Adults are 1.5-2 meters long and stand up to 1.5 meters tall

Attacks:

Claws: 4D damage

Combat: Wulkarsk eat creatures up to man-sized. They attack without mercy and only flee if severely injured. They are adept at following prey through the jungles, undetected by their targets.

Using Wulkarsk In The Roleplaying Game: Wulkarsk are found in the wild and are used as hunters for the Tikiarri. Wild wulkarsk are always found alone, prowling the jungles of the planet. If being used by the Tikiarri, they hunt in packs, and their attack will be followed by the arrival of their masters. In any event, they are brutal and merciless in combat.

These six-limbed beasts are well-adapted to hunting. These creatures have two distinct torso sections: the lower torso has four legs, and provides a low center of gravity. The upper torso has one pair of clawed limbs, with the neck and head at the top of the torso. Each limb has three digits, each with a long claw, and a rear claw at the back of the foot or base of the wrist. Wulkarsk have elongated snouts, with four eyes (two forward looking and two backward looking) and elongated ears set just above the jawbone, but below the eyes. The wulkarsk are the largest member of the family wulkenso, with several closely related animal species also found in the jungles and forests of the planet.

Oslet

DEXTERITY 1D

PERCEPTION 3D

STRENGTH 2D

Orneriness: 2D

Speed Code: 4D

Size: Up to 3 meters tall

Scale: Creature

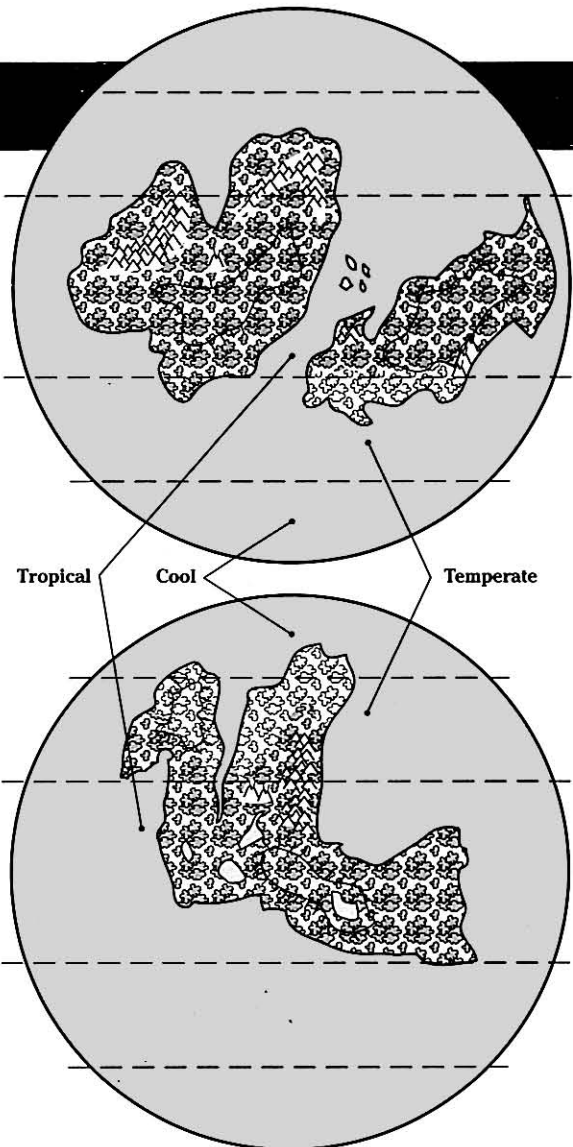
Combat: Oslet are easily frightened and will flee rather than fight. They are timid, but easily tamed as mounts.

Using Oslet In The Roleplaying Game: Oslet are useful for quick mobility through the jungles and forests of Joralla, where repulsor vehicles are too bulky to be truly effective. They are loyal

PLANET LOG

Planet Name Joralla	Planet Type Temperate Jungle
Type: Terrestrial	
Temperature: Hot	
Atmosphere: Type I	
Hydrosphere: Moderate	
Gravity: Standard	
Terrain: Ocean, jungle, mountain/jungle	
Length of Day: 26 Hours	
Length of Year: 310 Local Days	
Sentient Races: Humans, Tikiarri (N)	
Points of Interest: Wasilsi ruins	
Starport: Landing Field	
Population: 10 million (estimated)	
Government: Unorganized tribes	
Tech Level: Stone	
Major Exports: None	
Major Imports: None	

SYSTEM DATA		
System Name: Joralla		
Star Name: Jaska	Star Type: Red Giant	
ORBITAL BODIES		
Name	Planet Type	Moons
Manalin	Poisonous Searing Rock	0
Grall	Poisonous Temperate	0
Joralla	Temperate Jungle Planet	0



World Summary

The planet of Joralla is dominated by tropical jungles. The red giant star bathes the planet in crimson light.

This world is home to an extremely hostile race known as the Tikiarri. There has been talk of quarantining the planet.

A world of uncommon beauty and peril, Joralla is a monument to temptation. For those willing to take the risk, there are potentially vast mineral treasures to be found, as well as creatures which could command high prices on other worlds. The wise explorer will attempt to come to some arrangement with the Tikiarri to allow safe passage.

John Paul Lona

The Collapse of the Wasilsi

There is ample evidence that Joralla was once a world that supported two intelligent races. In addition to the Tikiarri, there was a race of humanoids called the Wasilsi. The remains of their villages and religious temples can be found buried in the soil of the world or under plant overgrowth. Many metal artifacts, statues of religious figures, and even parchment scrolls written in a long-dead language have been uncovered. They created many works of art and used gold and other valuable metals.

There is little doubt that the Tikiarri and the ancient Wasilsi people were enemies for many years. Much of the art found on the walls of the ruins depicts the great battles of these two civilizations. Based on skeletons discovered in early research missions, it has been determined that the Wasilsi were much stronger and apparently more intelligent than the Tikiarri. It is considered highly

unlikely that the bird-creatures hunted their rivals into extinction. The question thus remains: what happened to them?

Beyorth Gommdora, a sentientologist with the University of Huvveck, suggests that a plague was responsible for eliminating the Wasilsi. Gommdora's admittedly limited research into the past of Joralla (due to the ongoing conflicts with hostile Tikiarri tribes) shows little similarity between the structure of the Wasilsi and other creatures of the planet. He theorizes that the Wasilsi were somehow "seeded" on Joralla, either as a colony deliberately established, or the survivors of a ship that was forced to crashland on the planet. Thus they may not have had a natural immunity to bacteria or viruses to which the Tikiarri were resistant. If this theory proves to be correct, it is entirely possible that the planet still harbors these germs.

mounts as long as they aren't mistreated.

Another common creature is the herbivorous oslet. It too has three pairs of limbs, but also has a three sectioned torso for even greater mobility. The lowest set of limbs is used for jumping, and if necessary, short runs, while the middle and upper sets of limbs are used to climb in trees and move foliage. The creature eats tree leaves, fruits and vines, and makes its nest high in the upper limbs of the towering *sio trees*. It has an elongated neck, and a small triangular head, with a long snout. The creature can turn its head 360 degrees. They are deep red and brown in color.

Current Status

Joralla is seen by most nearby systems, and the Imperial Moff of the sector, as a nuisance. It offers virtually no economic benefit and seems to be at the center of constant controversy. Unable to quarantine the system without approval from his superiors, Moff Debin Seylas has acquiesced to the demands of Joralla's neighbors, and has posted a regular patrol of the system. Ships entering the system are warned of the potential danger, while ships exiting the system are often searched to see if they are transporting any of the bothersome Tikiarri. Seylas only wants to do the bare minimum to keep the Imperial governors quiet, without deploying a significant amount of military personnel or equipment to this bothersome system.

Imperial Patrol Craft

Moff Seylas' solution to the so-called "Joralla Problem" is a pair of Skipray Blastboats, which perform regular patrols of the system — normally, a blastboat is dispatched once per week for a 36-hour rotation.

While Blastboats aren't the most powerful ships in the fleet, they are normally more than enough to contain the independent freighters that sometimes visit Joralla.

Tikiarri

The Tikiarri are a tribally-based avian race whose reputation is sufficiently fearsome to keep the faint of heart from visiting Joralla. While the Empire acknowledges no threat from these creatures, many local systems have had unpleasant experiences with the Tikiarri, who seem to have no respect for the rule of law. Since the Empire has refused to consider requests for an official quarantine of the planet, neighboring systems have found it difficult to control the Tikiarri. On many nearby planets, any ship whose crew mentions it has visited Joralla is promptly searched for Tikiarri, who are either executed or imprisoned, and the ship is forced to depart immediately.

These flying beings can be found throughout the jungles of Joralla. The Tikiarri are perfectly designed for flight — light, hollow bones, large wings, a razor sharp beak and excellent eyesight.

They are carrion eaters, and have come to rely on a predatory animal known as the wulkarsk to provide them with food. The Tikiarri breed the wulkarsk, both for ferocity and for the ability to follow simple commands. The Tikiarri hunt by turning loose a group of wulkarsk, then tracking their progress while gliding on the air currents. Once an animal has been killed by the wulkarsk, the Tikiarri swoop down upon the scene and feast, often bringing scraps back to the nesting area for other members of the tribe.

The Tikiarri are highly competitive both within the tribe and with neighboring clans. Inter-tribal warfare is a constant of life.

Tribes are theoretically ruled by the bravest and most capable male, but in reality the most devious male eliminates all other contenders and assumes control of a tribe by default. Tribal leaders are extremely fortunate if they survive their first year of rule.

Tikiarri have a natural life span of about 30 local years, but most males die in combat or during hunting by age 20, and most females die before age 20 because they are forced to produce young as soon as they are able (between eight and 10 years of age).

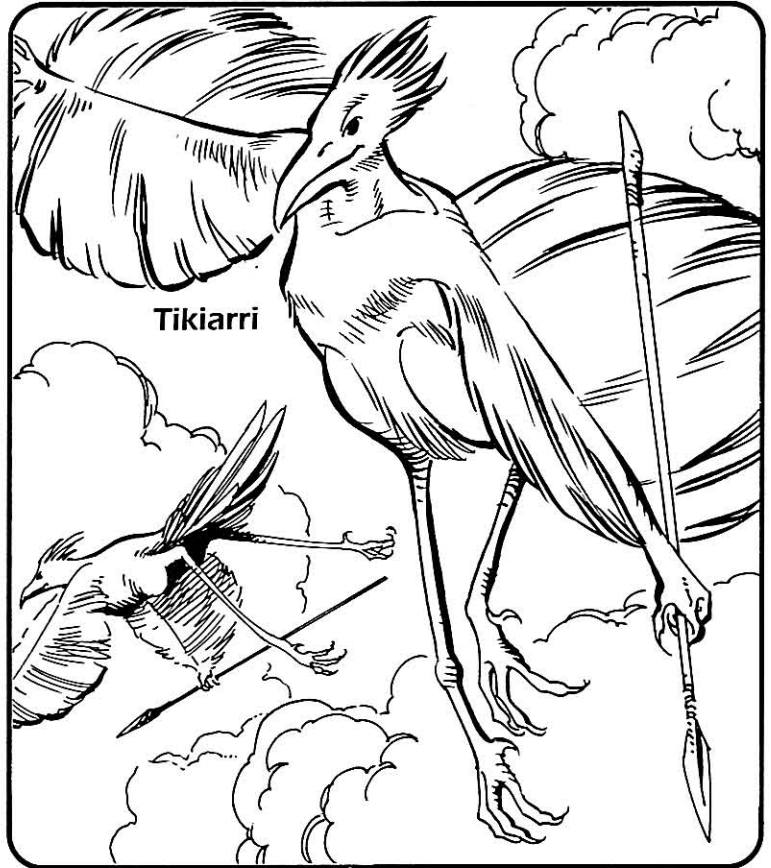
What makes the Tikiarri especially dangerous to visitors is their interest in advanced weaponry. Since a foolish trader introduced the wonders of blaster technology, the avians have spent an inordinate amount of time trying to acquire more weapons. In fact, "hunts" will often revolve around trying to kill off-worlders for their weaponry. Most tribes have at least one or two blaster weapons, always held by the tribe's leader.

Adventure Idea

Adriav Kavos, captain of the freighter *Isilia*, has acquired a vital Alliance data disk. He has agreed to meet a buyer on Joralla, where he and his crew will receive a small fortune for their efforts. The characters have been ordered to retrieve the disk, which is hidden inside the modified stock of a blaster rifle.

The *Isilia* made its way to the Joralla system free of incident, and the characters' orders indicate that they have less than one day to recapture the data disk. The following is a timetable for various events in this adventure: the implications and responses to these events will have to be taken into account by the gamemaster. All times are "local" for the landing site of the *Isilia*.

• **Late Afternoon:** The characters' ship arrives in system. First priority is discovering the location



of the *Isilia* — perhaps the characters were smart enough to check with their contacts before starting out on this adventure. If not, they will have to use a sensor sweep (and during the minutes they will have to stay in orbit, it is highly likely that the *Isilia* will detect them). The *Isilia* has landed in a clearing adjacent to a Wasilsi temple. They may opt to pose as independent traders, making a "friendly call on fellow traders before meeting the locals." The crew of the *Isilia* may actually be friendly upon first encounter.

• **Late Evening:** A nearby and highly aggressive Tikiarri tribe attacks (either the *Isilia*, the characters' ship, or both). They are trying to capture the blasters of the various "invaders." If they are quite successful, they may overrun whoever is holding the data disk and capture the modified blaster rifle in which the disk is hidden. The strength of the attacking force and their persistence should be modified according to the skill of the characters, whether or not they will actually be involved in the combat or be observers, and whether it is desirable for the Tikiarri to capture the data disk.

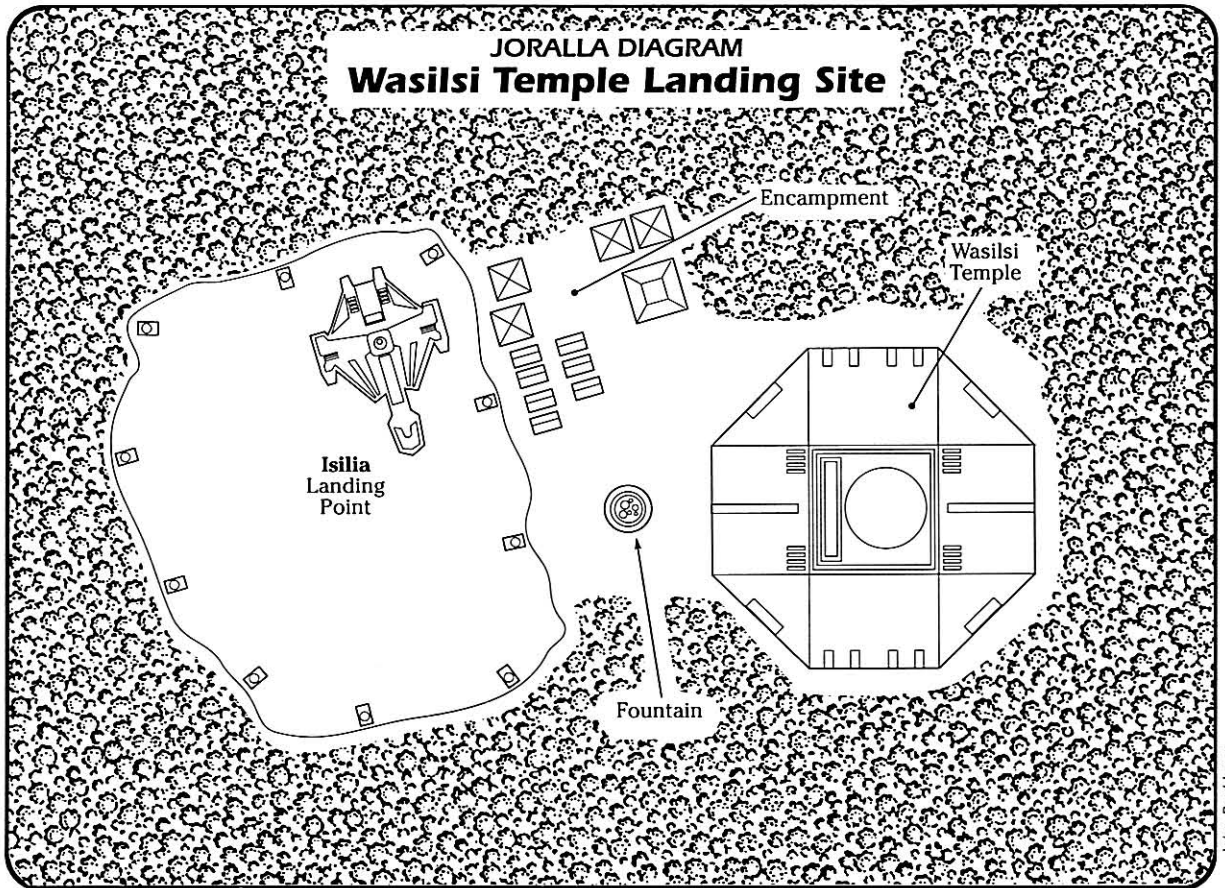
• **Early Morning:** The buyer of the data disk arrives, with a full complement of gun-toting "assistants." What the characters don't know is that he is actually an Imperial spy who will not only take the data disk, but has called both Skipray Blastboats

Tikiarri

Height: 1.75 meters
DEXTERITY 2D+2
KNOWLEDGE 1D+1
MECHANICAL 1D
PERCEPTION 4D
STRENGTH 1D
TECHNICAL 1D+2

Roleplaying Hints: The Tikiarri are aggressive and combative, completely lacking honor and mercy. More often than not, the Tikiarri will back down from a confrontation, only to send their wulkarsk after the offending individual at a later time.

Quote: "Watch how our brother's feathers burn in the night."



John Paul Lora

into the system to capture the *Isilia*.

Naturally, this pattern of events will probably wreak havoc with the characters' plans. This is as it should be. The point of this adventure is to reinforce the notion that everyone, the crew of the *Isilia*, the characters, the Tikiarri, even the Imperial spies, are playing pieces in a deadly game for the fate of the galaxy.

Personalities For Adventuring

Adriav Kavos, captain of the freighter *Isilia*

Race: Human

Height: 1.6 meters **Sex:** Male

DEXTERITY 2D+2

Blaster 4D+1, dodge 3D+2

KNOWLEDGE 3D

Bureaucracy 4D+2, cultures 3D+2, languages

5D, planetary systems 4D+2

MECHANICAL 3D+2

Astrogation 4D+2, starship piloting 6D

PERCEPTION 3D

Bargain 5D, command 3D+2, con 4D+2

STRENGTH 2D

TECHNICAL 3D+1

Demolition 4D, starship repair 5D+2

Description: Kavos appears much older than his true age — years of trying to pay his bills in a very dangerous and competitive business have caught up with him.

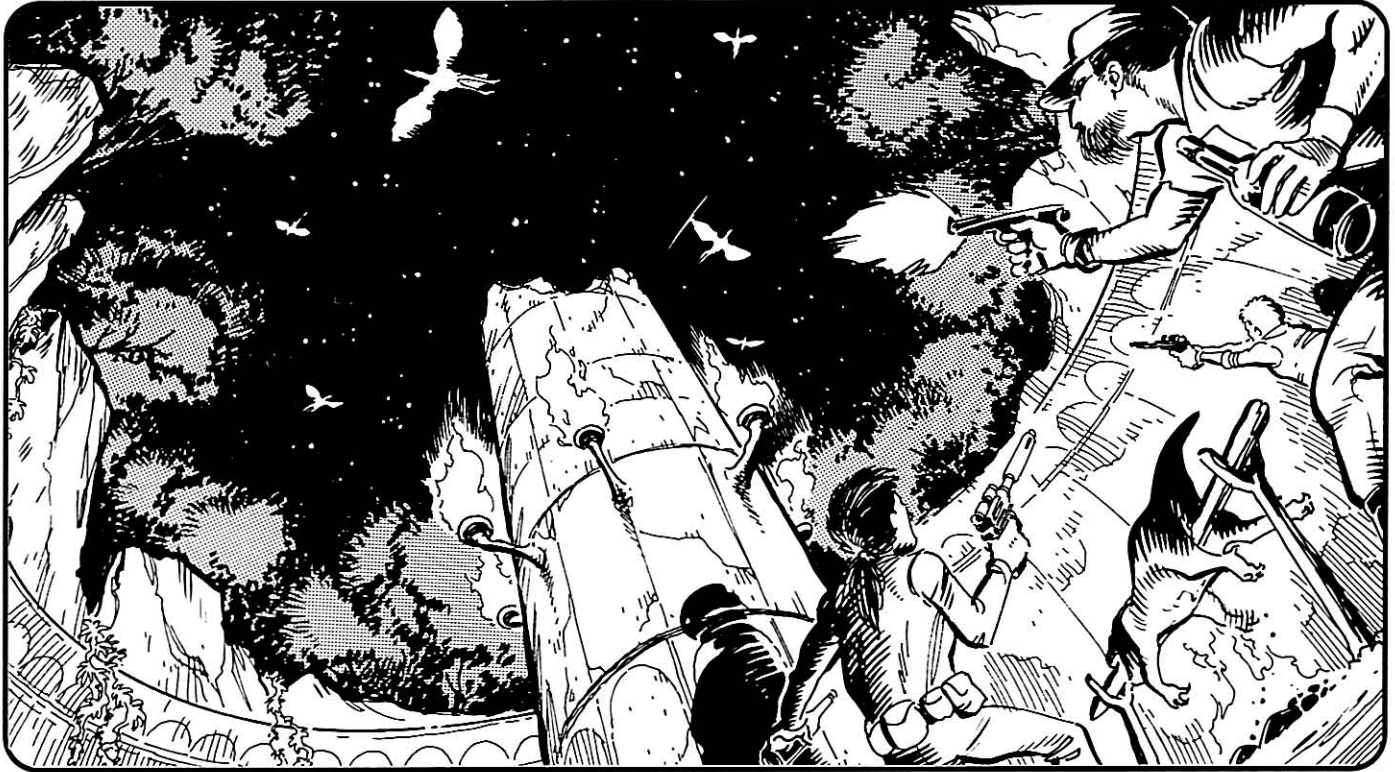
Objectives: Kavos desperately seeks that “one big one” that will allow him to pay off his bills and retire in style, or at least keep a steady stream of liquor.

Background: Kavos has been running the star lanes for years. He's never been too successful, but hasn't ever done poorly enough to leaving the profession. He is a wanderer by nature, lacking direction in business and life in general.

He got the data disk by having his crew take out some “suspicious looking” tramp freighter crew members in a spaceport on the other side of the sector. They turned out to be Rebels, and he realized that the disk he stole was worth a fortune.

Personality: Likeable enough, but not too bright, trustworthy or talented. He is obsessed with getting the deal on this data disk done — and doesn't see the simple trap he is about to fall into. He has no respect for the Empire, but doesn't care for the Alliance's cause either.

Quote: “It doesn't matter who's paying, as long as I'm paid.”



The Crew of the Isilia

Gezzov-tak

Race: Arcona
Height: 1.6 meters **Sex:** Male
DEXTERITY 2D+1
 Blaster 3D+2, dodge 4D, melee 2D
KNOWLEDGE 1D+1
 Streetwise 3D
MECHANICAL 1D+2
PERCEPTION 2D+1
 Hide/sneak 4D, search 5D
STRENGTH 2D+2
TECHNICAL 1D+2

Nabkess

Race: Ortolan
Height: 1.5 meters **Sex:** Female
DEXTERITY 1D+2
 Blaster 3D, dodge 3D+2
KNOWLEDGE 2D
MECHANICAL 1D
 Starship gunnery 3D
PERCEPTION 2D+1
STRENGTH 2D+2
TECHNICAL 2D+1
 Computer prog/repair 4D, starship repair 5D

Segken Tels

Race: Quarren
Height: 1.7 meters **Sex:** Female
DEXTERITY 2D
 Blaster 3D, dodge 3D+2
KNOWLEDGE 1D+2
MECHANICAL 2D
 Starship gunnery 4D
PERCEPTION 2D+1
 Bargain 4D, con 4D+2
STRENGTH 2D+1
TECHNICAL 1D+2

The Isilia

Craft: *The Isilia*
Type: Modified Freighter
Scale: Starfighter
Crew: 2
Passengers: 4
Cargo Capacity: 100 metric tons, 40 cubic meters
Hyperdrive Multiplier: x3
Sublight Speed: 2D
Maneuverability: 1D
Hull: 4D
Weapons:
 Two Laser Cannons (fire separately)
 Fire Control: 2D
 Damage: 2D
Shields: 1D



Mutanda

System Summary

The Killaniri system is an important part of the Empire, and sports both a gas giant rich with prothium blaster gas (Killaniri) and a world with its own sentient race (Mutanda). It is a valuable trade system with much wealth, but little political influence.

Killaniri is controlled by outside forces. The great weapons corporations, led by BlasTech and Czerka, have complete control over the gas mining on Killaniri. Therefore, faceless bureaucrats many systems away make all of the decisions regarding the development, management and growth of the system.

As far as Mutanda and Justa are concerned, everyone on these facilities is either in the employ of the weapons corporations, or providing products and services for these people.

The sentient Horansi of Mutanda have found it more desirable to retain a primitive and war-like lifestyle. They don't seem to desire uniting their people, and instead are fractionalized and manipulated by petty criminals, the great corporations, poachers, and untrustworthy, but powerful tribal leaders. It seems that Mutanda will simply remain another petty system under the iron grip of the Empire.

Killaniri

BlasTech Corporation's prothium refining station floats 40,000 kilometers up from the swirling green, yellow and orange clouds of Killaniri. The planet itself is 154,000 kilometers in diameter, with an atmosphere mixture of prothium, rethen and ammonia compounds. Incredible storms sweep the thick atmosphere, constantly churning the volatile gasses of Killaniri.

Into this mixture fly the gas collectors of BlasTech. Controlled remotely from the space station, and kept in check by Droids, the gas collectors are larger than most tramp freighters. Plunging through the atmosphere, the various gasses of Killaniri are passed through huge filters and processing stations, extracting only the prothium.

The prothium is further processed into usable blaster gas at the refining station, as it is passed through a complex series of filters and pressure chambers containing pure rethen.

The economic worth of the system, and the Empire's desire to prevent marauders and Alliance forces from acquiring large amounts of blaster gas, has resulted in a permanent and

impressive Imperial presence in the system. The Escort Carrier *Terrup* and the *Dreadnaught*-class Heavy Cruiser *Disorver* are stationed on permanent patrol in this system. There are also two Imperial Customs Corvettes for regular patrol duty. They are serviced by a small Imperial base on the moon of Justa (about ten kilometers from the starport), which has a troop complement of 600. An additional 600 troops have been stationed aboard Justa starport for customs and law enforcement purposes. This is in addition to the Corporate Enforcers employed by the companies

Justa Starport

The Justa starport is a great subterranean complex, with surface-level docking facilities for up to 50 light freighters. Larger bulk transports are assigned orbits around the satellite. Jointly owned by BlasTech Corporation, Czerka Weapons and Blethern Gas Industries, this is truly a corporate facility. All of the personnel are dependent upon the corporations and the prothium refining stations for their livelihood. Ships not owned by these corporations are charge exorbitant fees for the services the starport provides (about 200 percent of standard costs).

However, there is also a great deal of opportunity aboard the starport, which is a bustling trade city. The companies generally ignore illegal activities if they are handled with tact and secrecy, and the station has become a haven for mercenaries. Many Horansi have come to the station and can be hired out as scouts, or can be very useful in opening up trade with Horansi tribes on the surface of Mutanda. A great deal of trade is also geared to the many hunting expeditions that come to Mutanda, since most of these tourists have a great deal of disposable income.

Mutanda

Mutanda, like the Killaniri system, has been part of the galactic community for hundreds of years. Primarily, Mutanda is just a planet for exotic hunting vacations and it is easily accessible because of the spaceport on the satellite of Justa.

Mutanda is primarily a temperate plains planet, with wild, open grassland, dotted with copses of trees. The planet is generally warm and arid, with light gravity, few rains and a light but breathable atmosphere (Type I). The arid plains have few rains (primarily at the onset of the cooler winter

season), and are often under drought conditions. The rare streams, rivers and watering holes are areas of prime contention amongst rival Horansi tribes and wild animal herds. The mountain and forest regions see much more rain, also primarily during winter, but they are still quite dry and water is a precious commodity.

Many "common" species of the galaxy are also found on Mutanda. Several species grow to larger than typical sizes on this world, and invariably, all of the species are aggressive and dangerous — Mutanda is a harsh world with no room for the weak.

Animals

The great game animals of Mutanda are famous throughout the sector because of their ferocity and cunning. The difficult conditions of the world have bred hardy and crafty creatures that know how to blend into the natural terrain and escape pursuit.

Because of the explosive growth of hunting as an industry, the Gorvan Horansi have begun issuing hunting permits to visitors (the basic fee is 100 credits per hunter per day). These permits are honored by the Empire (especially since the corporations owning Justa starport and the Imperial governor receive a huge share of the permit fees). On the planet, anyone caught hunting without a permit is subject to huge fines (upwards of 10,000 credits) and imprisonment. On Mutanda, the Gorvan spend a great deal of time hunting down poachers, although the other Horansi races harass licensed hunters since the Gorvan permits allow the hunting of other subspecies. The following are some of the more prominent game animals on the world.

Kalan

DEXTERITY 4D
PERCEPTION 3D
STRENGTH 2D+1

Speed Code: 5D

Size: Up to 3.4 meters tall at the shoulder

Scale: Creature

Attacks:

Tusks: 4D+1 damage

Trample: 4D+2 damage

Combat: Kalans always work in a group, with a small number of individuals trying to trick whatever is stalking them. As the predator closes in for the kill, the other Kalans charge the creature with their tusks, hoping to stampede or gore the attacker.

Using Kalans In The Roleplaying Game: Kalans are excellent sources of food. However, many visitors to Mutanda are lured into thinking they are easy marks — not so.

Standing a full three meters tall, these brown and yellow herbivores are found in huge herds roaming the grasslands of Mutanda. They have four limbs, with elongated bodies, short necks and broad heads. They have a pair of large tusks. Unlike many species of herbivores, the Kalans will not abandon weak members to predators — instead, the herd acts as a unit in defending itself when attacked, making them a very dangerous group indeed. While they are no challenge for powerful ranged weapons, they are quite deadly in close combat. They are a favorite food of the Horansi people.

Hokami

DEXTERITY 4D+2

PERCEPTION 1D

STRENGTH 5D+1

Speed Code: 4D

Size: Up to 1.5 meters tall at the shoulder

Scale: Creature

Attacks:

Claws: 7D+1 to damage

Teeth: 6D+1 damage

Combat: Hokami have great skill at snaking through the grasses of Mutanda unseen. They will attack virtually any size creature, and often mistake repulsorlift vehicles for prey.

Using Hokami In The Roleplaying Game: These creatures can be a good "surprise" encounter that occurs without warning. Since they have also been known to attack Horansi, they can be used as an excellent way to break up negotiations or otherwise trouble beleaguered characters.

Hokami are short hunters of the Mutandan plains. Their bodies can be up to five meters long, but they are only about 1 to 1.5 meters tall. With sharp claws and huge teeth, the creatures are quite capable of bringing down most animals on the plains. They are quite aggressive, and have been known to attack repulsorlift vehicles.

Yeat

DEXTERITY 3D

PERCEPTION 1D

STRENGTH 2D+1

Speed Code: 6D

Size: Adults are about 1.5 meters at the shoulder.

Scale: Creature

Attacks:

Horns: 3D+1 damage

Combat: Yeat are normally friendly creatures, but on Mutanda they often see an outstretched hand as an invitation to attack.

Using Yeat In The Roleplaying Game: Yeat are found near waterholes on the plains, or in the nearby mountainous regions of Mutanda.

The sharp-horned, omnivorous Yeat have evolved into aggressive predators on Mutanda. More than a few tourists have moved towards a Yeat male, an outstretched hand filled with raw grains, only to feel the steely horns of the beast, as it leaves the grain behind for fresh meat. Their speed is unmatched on Mutanda and their ability to change direction through great leaps gives them great advantages in the hunt.

They have four limbs, with thick black and brown hair. Short, sturdy and designed for speed, they can run through the grasses with amazing quickness. They are found only in mated pairs, or perhaps with young (litters average three to four new pups).

Horansi

The Horansi are carnivorous hunters who are divided into four distinct sub-species. They share some common characteristics. Bipedal, they walk on two legs, although they run using all four limbs for locomotion. All Horansi are covered with thick hair of varying coloration, dependent upon subspecies. The Gorvan Horansi have a thick mane of hair trailing down the back of their

skulls and necks, while the Kasa Horansi have thick, striped fur and tufts of hair behind their great triangular ears.

All Horansi have excellent vision in low-light conditions, but only the Mashi Horansi are nocturnal. Horansi have an atypical activity cycle, with alternating periods of rest and activity, normally four to six hours long.

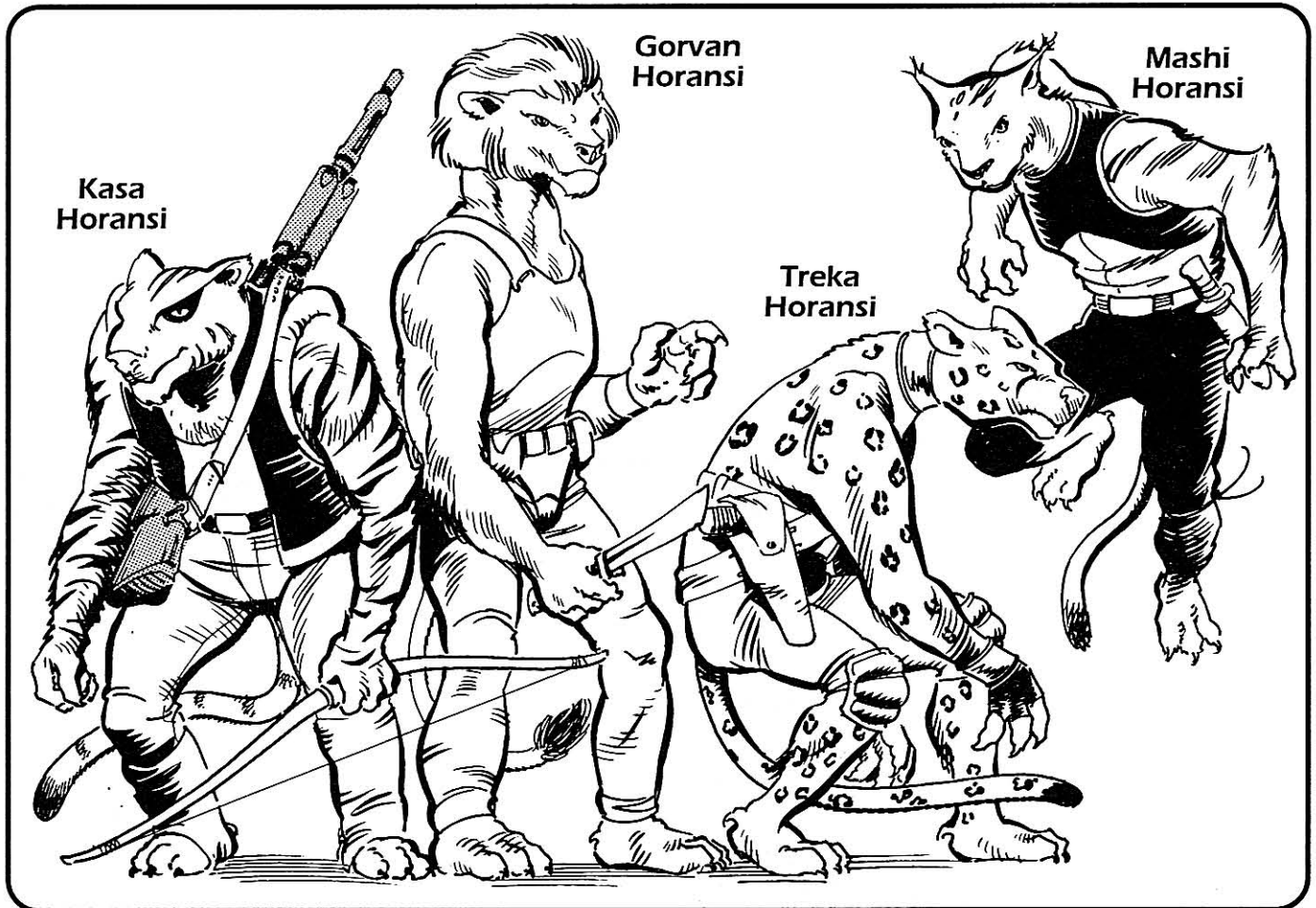
Horansi sub-species can cross breed, but these occurrences are rare, primarily due to cultural differences. The Gorvan Horansi are an exception, and have been known to forcibly take wives from other Horansi groups.

Kasa Horansi, the Striped Masters

These orange, white, and black-striped beings are the most intelligent of the Horansi races. They are found predominantly in forest regions. They are second in strength only to the Gorvan.

The Kasa Horansi are brave, noble and trustworthy. They despise the Gorvans for their short-sighted nature. Many Kasa can be found throughout the starport on Justa, and a few have even left their home system to pursue work elsewhere.

The Kasa Horansi get along with each other



Kasa Horansi

Height: 2.0-2.7 meters
DEXTERITY 1D+1
KNOWLEDGE 3D
MECHANICAL 1D
PERCEPTION 2D
STRENGTH 3D+2
TECHNICAL 1D

Roleplaying Hints: The Kasa Horansi are curious about the strange galaxy beyond their planet. The Kasa are bound by the decisions of the albino tribal leaders, and might make powerful allies for the Alliance.

Quote: "If it is my skin you have come for, it is your death you have found."

Gorvan Horansi

Height: 2.6-3.0 meters
DEXTERITY 4D
KNOWLEDGE 1D
MECHANICAL 1D
PERCEPTION 2D
STRENGTH 2D+1
TECHNICAL 1D+2

Roleplaying Hints: War-like, belligerent, deceitful and openly aggressive to almost anyone. They dominate the plains of Mutanda and have been able to control the planet and the interactions of off-worlders with the other races.

A Quote: "I know you don't think my price is fair, but it is the only price you will get. Now, do we have a deal?"

surprisingly well, and inter-tribal conflicts are rare, although they have been known to cross into the plains and raid Gorvan settlements. They have developed agriculture, low technology goods (such as bows and spears), and, through the trading actions of their representatives on Justa, have purchased some items of high technology, such as blasters, medicines and repulsorlift vehicles.

All tribal leaders are albino in coloration. This seems to be a tradition that was adopted many thousands of years ago, but still holds sway today.

Gorvan Horansi, the Lords of War

Through strength of numbers and a war-like nature, the golden-maned Gorvan Horansi are

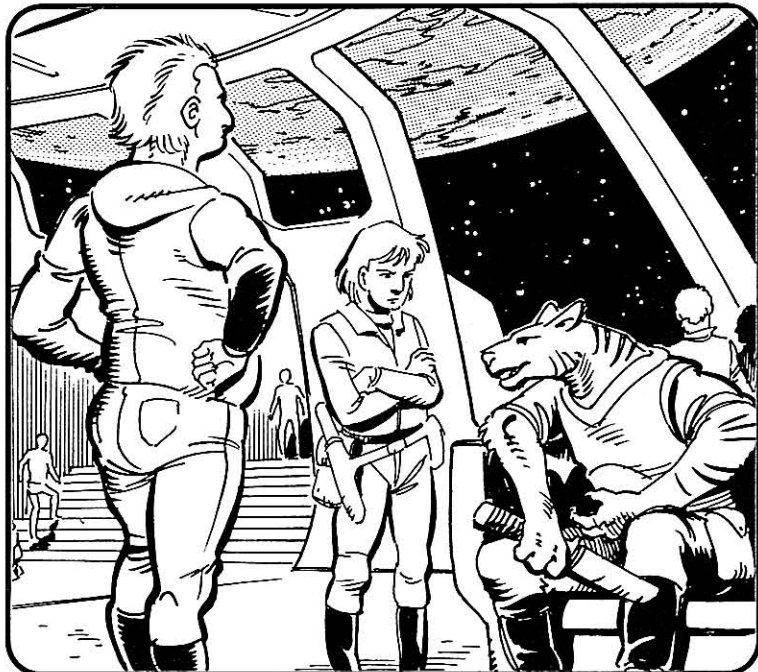
the de facto rulers of Mutanda. They actively encourage hunting, and they have no qualms about hunting other Horansi races. Gorvan Horansi are polygamous: a tribe is composed of one adult male, all of his wives and all of the children. As a Gorvan's male children reach maturity, there is a battle to see who will lead the tribe. The loser, if he is not killed in the battle, is free to leave and establish a new tribe. Many Gorvans in recent years have found employment at the spaceport on Justa.

The Gorvan Horansi have purchased many more weapons than the Kasa, but have shown no interest in the other benefits of technology. Through sheer numbers, they are able to control the other Horansi races, but they don't have complete control over the situation. Imperial representatives have only recognized and accorded rights to the Gorvan, or specific individuals from other groups if they are "sponsored" by a Gorvan.

Mashi Horansi, the Night Stalkers

Lone, solitary, sleek, and black, the Mashi Horansi stalk the small jungles of Mutanda with great cunning. They are the only species of Horansi that remains nocturnal like their ancestors, and thus have a great advantage over the other Horansi races. They are very quiet and are rarely, if ever, seen by any but the most skilled of scouts and hunters. They mate once for life and the males raise the young. Because of their beauty, stealth, and rarity, their skins are the most prized of all Horansi.

Mashi Horansi make use of technology when it is convenient, but are still uncomfortable with many aspects of it. The Mashi who have moved to Justa have adapted well, discovering a natural aptitude for many skills.



Mashi Horansi

Height: 1.5-2.0 meters
DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 1D
PERCEPTION 4D
STRENGTH 2D
TECHNICAL 1D

Roleplaying Hints: Solitary, superstitious and nocturnal, Mashi Horansi are unpredictable. They are the prime target of poachers and accept this with a mixture of resignation and pride — a Mashi feels if he must be the target of hunters, let him take a few with him.

A Quote: "Let us share a meal in this city. Tomorrow I return home, where I cease to be a person, but a prize to be hunted."

Treka Horansi

Height: 2.3-2.6 meters
DEXTERITY 2D+1
KNOWLEDGE 1D+2
MECHANICAL 1D
PERCEPTION 3D
STRENGTH 3D
TECHNICAL 1D

Roleplaying Hints: Treka Horansi are the most peaceful of the various Horansi groups, but they will not tolerate poaching. They are curious, and inquisitive, but always seem hostile and on edge. They make superior scouts.

A Quote: "I'm sure you wouldn't consider poaching in our lands. Being hunted down by us isn't a pleasant death."

Treka Horansi, the Rock Dwellers

The best trackers on Mutanda are the short-haired Treka Horansi. They are the most peaceful of the tribes, as they are safe from most hunters and Horansi wars in the mountain caves where they dwell. The Treka Horansi do not abide the hunting of other Horansi and will take any actions necessary to stop poachers. Male and female Treka Horansi share a rough equality in regards to leadership and responsibility for the tribe and their young.

The Treka Horansi are the only ones who have allowed offworlders to develop portions of their world. They are very protective of their hunting areas.

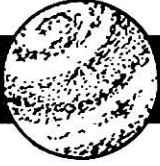
Adventure Idea

The characters are contacted by a Rebel operative and told that they must venture to Mutanda and capture Sw'isi, a Mashi Horansi who had joined the Alliance, but has now deserted, taking important data disks with him. The agent says that the

disks detail an upcoming attack upon an Imperial fueling depot, and he fears that the Horansi is going to sell it to the Imperial soldiers on Justa.

The characters have two possible fronts to cover: the home village of Sw'isi, or the starport on Justa. They may decide to split up, cover only one location, or possibly hire some mercenaries to hunt down Sw'isi.

After several days with no luck, they finally get a lead which indicates Sw'isi has returned to his homeworld, but is actually with an influential Treka Horansi tribe. Upon arrival at the tribe, they discover the Sw'isi is actually still loyal to the Alliance, and returned home to try and rally support for the Alliance amongst his native Horansi. The "Rebel operative" is actually an Imperial agent who knew that Sw'isi was an Alliance member, but could never actually find him. Sw'isi is wanted for several raids conducted on Imperial installations throughout the sector. Unfortunately, the characters have led the Imperial agents, and troops, directly to the Alliance hero.



Rordak

System Summary

Rordak is the only planet in its system; originally, there were three inner worlds, but they were all consumed when the star expanded to form a red giant. Only Rordak survived.

Even though that traumatic event occurred millions of years ago, the results on Rordak were dramatic, as seas were scorched, great tectonic shifts occurred, and most life forms were killed. Over the next few million years, entirely new forms of life evolved, the pinnacle of which are the Viska.

Rordak has been part of galactic society for nearly three centuries, and the stories of the great "blood-sucking fiends of Rordak" (the Viska) are well known throughout the galaxy. The Viska have mined their world for precious ores for centuries, had advanced to the atomic level technology on their own. They quickly embraced space technology when their system was first visited. The world has been used as a prison world for three decades.

Rordak

Rordak is a small mountainous world, broken and scarred from constant volcanic upheaval. Huge mountains and deep gorges scar the planet's surface. Water is rare on this world, and rains, when they do fall, are highly acidic as a result of the constant volcanic ash which is expelled into the atmosphere. The world's carbon dioxide heavy atmosphere is extremely fatiguing to most new comers. The temperature of the world fluctuates wildly, with an average of 45 degrees celsius during daylight hours, and an average of

5 degrees celsius at night. Seasonal variations can alter the temperatures up to 20 degrees.

The planet of Rordak is populated by very few indigenous species. Plants take the form of stunted trees and brown grasses. A few forms of grazing animals evolved on the planet, and the Viska have learned to feed off these animals. With a constantly expanding population, the Viska must import great amounts of grain and grasses to feed the herds. There are few wild animals remaining on Rordak, and they are found only in the most desolate mountains of the planet.

Viska Society

The Viska are ruled by a monarch called a *caleisk*, traditionally chosen when the preceding *caleisk* dies. All of the *caleisk*'s children must battle each other to the death, and the one survivor is declared the ruler of the people. The *caleisk* then chooses three to six clans, called *lurinn*, to preside over the various repulsorlift cities found around the planet. Each *lurinn* is ruled by a *calsk*.

Each Viska is a member of a clan, either one of the *lurinn* or one of the unempowered *calsedra* clans. Whenever a *calsk* dies, any of the individual's children are eligible to become the new leader, once again through combat to the death with all siblings. Within a particular clan, power is shifted to a new family when a *calsk* dies without any children. Each family selects a leader, typically through trial by combat, who must battle all other leaders for the right to rule.

The lives of individual Visk are ruled entirely by the clan. The *lurinn* are granted absolute authority over certain *calsedra* clans. Within a

A Hazardous Atmosphere

The high carbon dioxide atmosphere of Rordak is extremely dangerous to visitors. Several different gases and compounds within the atmosphere make "air poisoning" a distinct possibility. Characters acting without breath masks suffer penalties for high levels of activity. A character must make a Moderate *stamina* check after every three hours of activity (such as running, or hard labor like mining). If a character fails any *stamina* checks, he is thoroughly winded and must rest for one minute or suffer a -3D penalty to all actions. After resting, the character must make an Easy *stamina* check

to see if he has contracted "air poisoning." If the check is failed, he will be paralyzed from the toxins in the air, and pass into a coma for 1D days. At the end of the coma, the character must make another Easy *stamina* check, and if this one is failed, the character dies. Medpacs may be used to counteract the effects of air poisoning — if the roll beats an Easy difficulty, the character has been fully healed and immediately comes out of the coma with no ill effects.

Characters with breath masks can act in the atmosphere of Rordak with no fear of penalties.



clan, the calsk has absolute authority over other individuals. Assassination and other destabilizing methods of altering the power structure are regulated through fear — if any individual is proven to participate in an effort to kill someone of higher rank, he is killed (if the individual is within the same family) or the entire family is eliminated in an elaborate ritual (if the individual tried to cause the death of someone outside his immediate family). The caleisk and lurinn have absolute authority over investigations into these matters.

Viska Flying Cities

The Viska live in clusters of repulsorlift powered buildings. This tradition came from the need to stay away from the ground, or risk being caught in a volcanic eruption or earthquake. With the advent of modern technology, the Viska began building flying platforms, and have now adapted to a completely aerial society.

All of their structures are huge, open-aired buildings (to accommodate their large wingspans), attached to a huge repulsor column, which is over 500 meters long and nearly 100 in diameter. The cities are built on several levels, reaching many thousands of meters into the air.

The upper levels of the cities are reserved for the royal Viska clans, while the lowliest workers and clans are forced to live on the bottom levels. The middle section is where most manufacturing facilities, trade locations and landing pads are located.

Imperial Prison Camps

Rordak is but one of many Imperial prison worlds, but it is one of the most notorious, ranking with the spice mines of Kessel for sheer barbarism. All of the prison compounds are built on the ground, exposing the prisoners to the risks of earthquakes.

Each prison warden is allotted responsibility over one of the many metals mines on Rordak. Forced to labor each day in the dark and dangerous mines of the planet, it is no wonder that few prisoners survive their first few months on the planet (prisoners aren't provided with breath masks). Since everyone sent to Rordak has been given a life sentence, the prisoners themselves are considered Imperial property, and may be sold into slavery, or used as the warden sees fit. They have no rights under Imperial law.

The men, women and aliens sent to this prison camp are the worst the Empire has to offer: murderers, pirates, smugglers, and "Rebel scum" all intermingle in these camps of death. The camps are dangerous, as individuals have reached the point of desperation — the only thing to look forward to is death, and even that will be a relief. Violent battles among prisoners are disturbingly frequent, but the wardens actually encourage these kinds of encounters as a means of keeping the prisoners at each others' throats instead of thinking about rising against the guards.

Prison Alpha TR-8

The layout and personnel of prison Alpha TR-8 are presented as a typical facility on Rordak. The layout can be used for other Imperial prison facilities on other worlds as well.

Alpha TR-8 is a camp housing 5,452 prisoners (maximum capacity), with 150 full-time guards and hundreds of service Droids. Located just 500 meters from a barthierum mine, the prisoners daily routine begins at 0400 hours (local time). Each prisoner is to rise, shower and eat breakfast, and be in their mining groups by 0530. With ten minutes to walk (always under the darkened skies of Rordak), the prisoners work one continuous shift until 0700 (lunch). After the one hour break, they resume work until 1100 hours, at which point they must return to the camp for their rest period.

The camp itself is ringed with guard towers (20 meters tall, with spotlights), infrared scanners (Difficult *sneak* roll to bypass), proton mines (8D damage) and slicer energy fields (20 meters long, doing 6D damage. Escape is theoretically possible, but Alpha TR-8 has a perfect record.

The insidious nature of the Imperial system blots out hope and kindness. "Privileged" prisoners are often selected to lead other teams of less experienced prisoners and are allowed to use whatever means necessary to meet their quotas. All of the prisoners are under the constant vigilance of the prison guards, who insure that everyone receives a fair serving of abuse.

Prisoners who refuse to cooperate are seldom executed immediately. Instead they are sold to the Viska clans (many end up as vessels for Viska feedings).

**Major Drummond, Warden,
Alpha TR-8**

Template Type: Security Warden

Race: Human

Height: 1.75 meters **Sex:** Male

DEXTERITY 3D

Blaster 4D, brawling parry 4D, dodge 4D

KNOWLEDGE 2D+1

Bureaucracy 3D+1, languages 3D+1, streetwise 4D+1

MECHANICAL 2D

Repulsorlift Op. 3D+2

PERCEPTION 2D+2

Bargain 3D+2, command 4D+2, hide/sneak 3D, search 5D

STRENGTH 3D

Brawling 4D+1, climbing/jumping 3D+2, stamina 4D

TECHNICAL 2D+1

Computer programming/repair 3D+1, demolitions 3D+1, security 4D+1

Description: Major Drummond is a thin man with a coldly cruel smile. He has thinning grey hair.

Objectives: To mine as much ore as he can so that he receives a large bonus from the Empire.

Background: Drummond began his career as a security guard at the political detention wards of Chromovon. After several years of meritorious service, he was assigned to Rordak, where he quickly worked his way to the warden's position at prison Alpha TR-8.

Personality: Cold, ruthless, and cruel, Drummond cares nothing for his prisoners, or even his guards. He cares only for the money that his job brings and the cruelty he can inflict on others. He has been known to take a personal hand in disciplining especially troublesome prisoners.

Equipment: Comlink, blaster pistol (damage 4D), stun truncheon (stun damage 4D+1), vibroblade (damage STR+1D+2), interrogator kit on belt.

Quote: "It won't be long now. I can see my Viska friends on the horizon. Do you think they'll want you as a slave or a meal?"

Detention Guard

DEXTERITY 2D

Blaster 3D, brawling parry 2D+2, melee parry 2D+2, melee 3D

KNOWLEDGE 2D

Alien races 3D, streetwise 2D+2

MECHANICAL 2D

PERCEPTION 2D

Bargain 3D, con 2D+2, command 3D, search 3D

STRENGTH 2D

Brawling 3D+1

TECHNICAL 2D

Security 3D+2

Equipment: blaster rifle (damage 5D), force pike (damage 4D), breath mask (Type 22), comlink.

A Quote: "Hurry up now, we haven't got all day. Move before I have one of your pals crush your skull."

Orbital Nightcloaks

The Empire has used a most effective means of psychological torture to keep order in the prison camps. Above each camp is an orbital nightcloak, which blocks all sunlight. The camps are immersed in one continuous night, and the prisoners are privy only to the constant whistling winds from the mountains. For more information see page 68 of *The Imperial Sourcebook*.

Viska

Viska are flying carnivores native to the desolate world of Rordak. When fully grown, their bodies are between two and three meters long, with a wing span of nearly five meters. They have two large wings, as well as two appendages at the base of the torso. The smaller appendages can manipulate tools, and they have quickly adapted to the use of Imperial technology.

The Viska have long necks, topped by a triangular head. Their eyes are placed well back on the skull, so they have a complete arc of vision, including directly behind them. They derive nearly all of their sustenance from the blood of other living creatures due to a very primitive digestive tract. Their circular mouths house a proboscis called a *blossug*. It is about 40 centimeters long, with several layers of muscle, and a hollow bone with a jagged tip in the center. When a Viska feeds, it extends the *blossug*, cutting into the flesh of a creature. Through use of the muscles in the snout and a secondary group of muscles beneath the skull, the creature withdraws blood from the unfortunate victim.

The blood is passed through several small organs that extract oxygen and processed nutrients. Because of their biology, the Viska are

Viska



unable to eat meats or plant life. The Viska are able to absorb the most nutrition from creatures native to their world, including kessarch and drivveb, two kinds of grazing herd animals. A full grown Viska must drink about one gallon of blood per day. For creatures not native to Rordak, a Viska must drink nearly a gallon and a half of blood and the unusual chemical compounds in the blood stream cause 1D damage (these damage dice are cumulative if the creature has to drink from aliens more than one day in a row). Viska will not feed off one another, although they will sometimes use a proboscis attack as a means of establishing authority over other Viska.

The Viska have excellent infrared spectrum vision, allowing them to operate in complete darkness with no penalties.

Viska expend a great deal of energy, and must rest for eight hours per local day.

Individual Viska are controlled by their clan, and as such, they constantly seek ways to increase their personal status and the status of their clan. Few Viska have ever attempted to leave their native society; those that did escape had to flee elite Viska warriors and hired bounty hunters.

The Viska society is ruled by sheer power alone, so few Viska choose their profession as much as a leader assigns them to a task or

occupation. While they take great pride in performing their job well, they also always have an unspoken agenda of moving into positions of more wealth, influence and comfort.

Adventure Idea

This adventure hook is dependent upon the characters feeling a moral obligation to go upon a suicide rescue mission: perhaps a high ranking informant or officer has been captured and sent to Rordak. Another option is to have a good friend or even a relative of one of the characters be sent to Rordak for some crime committed against the Empire (maybe even the fact that they associate with known Rebel sympathizers — the characters in question).

The characters can come to the world posing as traders or businessmen who would like to purchase some of the items produced by the Viska factories or some of the metal ores hauled out of the mines. If they choose this option, they will have to either come up with an excuse to enter the prison (such as taking a tour of the mines) or try to sneak through the prison's elaborate defenses.

If the prison alarms are tripped, the entire prison will turn out to see what disturbance has occurred. Naturally the characters may be able to create enough noise and confusion (i.e. explosions) to prevent the guards from discovering what is going on. Once the characters enter the prison, they will want to find their friend. However, they will also face a riot since the prisoners feel that now is time to take whatever advantage one can — some prisoners try to escape, others want to settle grudges "once and for all," still

Viska

Height: 2-3 meters long

DEXTERITY 3D

PERCEPTION 3D

KNOWLEDGE 1D

STRENGTH 3D

MECHANICAL 1D

TECHNICAL 1D

Special Attack: The blossug attack causes 4D damage when it first strikes a creature. For every minute that the creature is drained of blood, roll 3D damage.

Roleplaying Hints: The Viska are a race that frightens many other sentient creatures. They callously dismiss many notions about decency and honor. They are willing to betray anyone for personal advancement, do not respect agreements and allegiances, and typically regard most beings as little more than a prospective meal.

Quote: "A new vessel for my amusement. Now, hurry and fetch a kessarch before I use you as a meal."

others will try to take down prison guards to get their weaponry. Others, driven insane by months of inhumane treatment, will be entirely unpredictable.

A possible option will be that the person the characters are trying to rescue is being held hostage by some of the other prisoners (perhaps even former Rebels who feel betrayed because they weren't rescued). This puts the characters in the position of trying to negotiate a deal with utter chaos going on all about them.

Finally, after all of the negotiations and combat, the characters have to make their way back to their ship or some preestablished safe location (perhaps a well-stocked cave in the mountains). They may also want to try and steal an Imperial shuttle or small transport from the landing field (if there is one available). From there, they must use guile and stealth to get off-world, since the warden will have alerted all of the Viska cities to the identity of the characters.

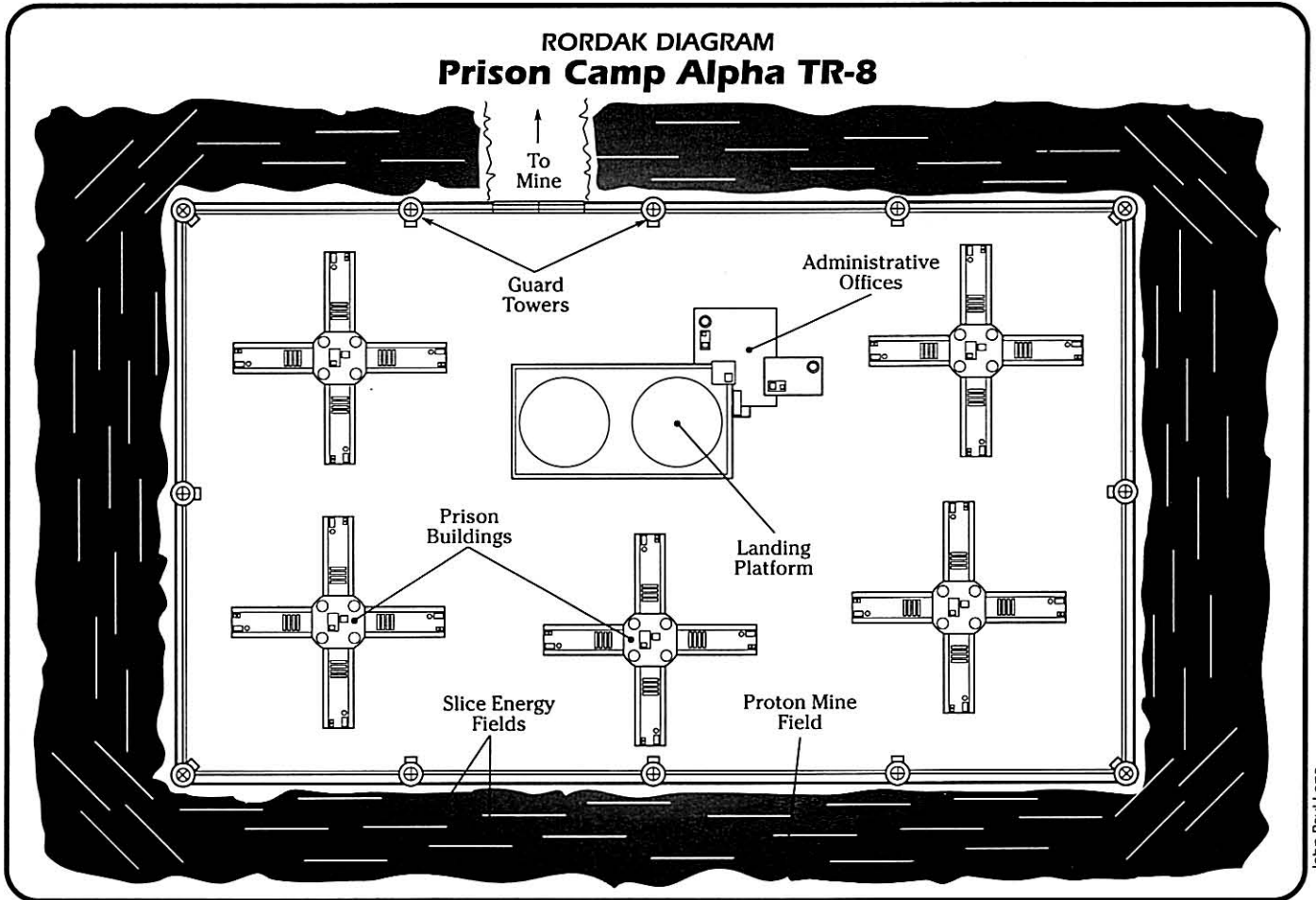
Adventure Idea

In a tramp freighter campaign, the characters are hired to bring a load of food to Rordak for the Viska herd creatures, the kessarch and drivveb.

While on the planet, they learn the intricacies of Viska culture: slavery, deceit, and ritual combat. While travelling in the city, they will mistakenly offend a Viska noble, who will decide that nothing less than their complete submission to his authority (i.e. selling themselves into slavery) will be appropriate compensation for their disrespectful actions.

The characters must now seek allies amongst other Viska clans to avoid being hunted down in the city streets while trying to make their way back to their ship. In this adventure, they will be given ample opportunities to further offend the Viska way of life by encountering several human slaves (former prisoners) who beg to be rescued.

This adventure should take full advantage of the dangers and wonders of the Viska cities: one slip could result in a fall of thousands of meters, the darkness of constant night because the city is under a nightcloak. (the Viska can see in complete darkness anyway), the knowledge that most of the Viska will view the characters as potential meals, the need to sneak about in a city with a completely alien architecture and design. All of this can help set an exciting tone for this escape-type adventure.



John Paul Lora



Veron

System Summary

Veron's major industry, tourism, has helped ward off the harsher aspects of Imperial rule. The Gazaran, intelligent gliding reptiles, are among the most eager-to-please hosts in the galaxy. Gazar cities welcome the tourists with open arms, and each visitor is made to feel as if he has become a personal friend of every native he meets. The Gazaran have proven to be a valuable resource for Governor Kie'hintack, who collects a sizeable tariff from the tourist trade and berry exports.

The Rainforests

The tropical rain forests of Veron are known for the fevvenor trees, which cover over three-quarters of the planet's land mass (only the mountains and shore areas don't support the trees). Reaching a height of nearly 50 meters, the trees are merely the crowning feature of a complex biosphere that supports many unusual life forms.

The rain forests are often graced with short, but refreshing rain storms. The planet's low axial tilt allows for consistent weather, with seasonal differences measured more by rainfall variations than extreme temperature change. Temperatures at tree top level are warm by human standards (rarely does the temperature drop below 35 degrees Celsius, and more often it hovers around the 40 degree mark). Below the tree top level, both rainfall and temperature drop off appreciably. At ground level, the temperature averages 25 degrees Celsius. Because the Gazaran are extremely sensitive to temperature, and their bodily functions are appreciably slowed at the 25 degree mark, they refuse to venture near the ground levels of their world.

Animal Life

Animal life is plentiful and diverse, with insects, small herbivores, avians and large predators all to be found in the forests. Most higher order life forms are reptilian in nature and are cold-blooded, although the range of tolerable temperature varies greatly depending upon the species. Unlike typical reptiles, many creatures give birth to live young. A curiosity to several biologists that have visited Veron is that many of the creatures thrive on surprisingly small amounts of food (at least compared to creatures of comparable size and activity levels found on other worlds).

Because most of the creatures of Veron are highly sensitive to temperature variations, many creatures will only be found at a certain altitude within the trees. The Gazaran require higher temperatures than most other creatures on the planet and will be found in the tree top regions. Other creatures in the upper trees include small avians and foraging reptiles such as the dresto, fevvenor toad, and turmil lizard.

The ground level lifeforms include many of the large carnivores of the planet, such as the gwerax-hai, black behemoths and swamp worms. Since they cannot venture to tree-top level for very long, they pose a minimal threat to the Gazaran, but they have been known to attack careless tourists.

Gazaran Tree Cities

Since Gazar have sharp claws that can easily penetrate the trunks of the fevvenor trees, they never had a need for ladders, ramps or other artificial constructions. Instead, a Gazar leaps out from a tree trunk, and glides over to other tree trunks.

With the arrival of space travelers, the creatures learned all they could about other societies, taking particular interest in the "extremely large family groups" that tended to form with advances in technology. Since the Gazaran desperately wanted to join the galactic society, they decided to model themselves around more advanced races and call their home territories cities.

Each city can have anywhere from about 25 to thousands of members, all living and working together within a certain radius of the respected elder female's home tree. The largest cities are Hengin Ki-Tapp Wett Gon-far (located just to the west of Trelbio Spaceport, with over 100,000 Gazaran), Gazzt So-Terr Aggul Meztim-Si (on the continent of Ganzka, with over 50,000 Gazaran), Burl-ikem-Tiz-Sah (the largest Gazaran city, with 350,000 residents), and Distt Dok. Gazaran cities have been well adapted to fit the needs of visitors lacking the ability to glide.

Although all non-gliding visitors to Gazaran are required to wear repulsor belts at all times, ramps and walkways are a very common sight in cities, especially near open marketplaces and other "public areas." All sales revenues are split between the Gazar merchant and the city's elder female, who distributes the revenue to the rest of the city residents as well as the local Imperial representatives.

PLANET LOG

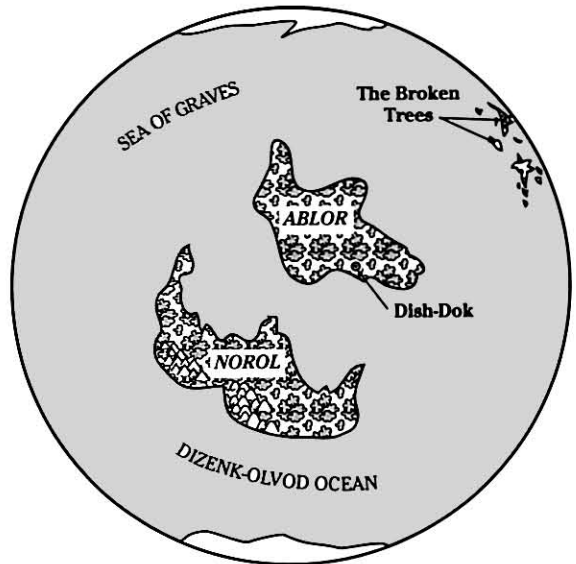
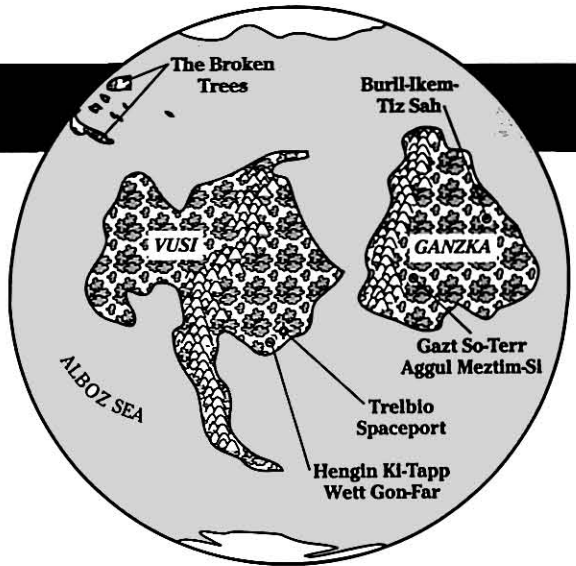
Planet Name Veron	Planet Type Temperate Forest
Type: Terrestrial	
Temperature: Temperate	
Atmosphere: Type I	
Hydrosphere: Average	
Gravity: Standard	
Terrain: Forests, tropical jungles	
Length of Day: 26 Hours	
Length of Year: 367 Local Days	
Sentient Races: Gazaran (N)	
Points of Interest: Trelbio spaceport, The Broken Trees	
Islands, various Gazaran cities, tourist-oriented treasure hunting and exploration tours	
Starport: Stellar Class	
Population: 84 million	
Government: Organized tribes	
Tech Level: Space	
Major Exports: Foodstuffs (fruits, nuts)	
Major Imports: Mid technology	

SYSTEM DATA

System Name: Veron	
Star Name: Noveron, Orell	Star Type: Binary Yellows

ORBITAL BODIES

Name	Planet Type	Moons
Sileron	Variable Seasonal Nightmare	2
Veron	Temperate Forest	0
Trieron	Cool Research Planet	0



World Summary

The Veron system, featuring the tropical rain forest world of Veron, is a popular tourist site in the Mekrun Cluster, with a friendly native race and an economy driven by the whims of wealthy visitors. The world's natural beauty has enraptured visitors since it was added to the routes of major cruise lines nearly four decades ago.

The Gazaran settlements have a quaint, rustic ambiance that appeals to citizens of densely populated urban worlds. The cities feature exciting and colorful hagglers' markets, where tourists gleefully pay exorbitant prices for charming native wood crafts and sculptures.

Below the Gazaran cities is the underbrush of the forests, providing an undisturbed playland for amateur naturalists.

Despite a firm military presence, Imperial Governor Ferlem Kie'hintack has allowed the Gazaran to retain their traditional lifestyle and government. The tourist trade has steadily grown even in these days of civil unrest, and Kie'hintack and his bureaucrats have taken more than their share of the wealth.

Also near the marketplace areas are businesses that cater to tourists who want to explore the underbrush. Outdated repulsorcraft are available for rent, and several humans and other off-worlders are known to hire themselves out as tour guides.

Although the Gazaran are a peaceful people, there is some amount of crime caused by off-world thugs and small-time criminals. Imperial troops are common in tree cities, although they normally are only involved in crime prevention.

Trelbio Spaceport

Virtually anyone who comes to Veron arrives through Trelbio spaceport. Located on the coasts of the continent of Vusl, the sprawling facility serves dozens of tramp freighters on a daily basis and is a ferry point for tourists coming from space cruiseliners parked in orbit.

The main spaceport, Trelbio Tower, stands forty stories tall, and contains luxurious hotels and fine restaurants. It is here that visitors will first meet the Gazaran traders, who endlessly wander the corridors of the building in search of customers for their wares and services.

There are over 30 buildings directly supporting Trelbio Tower. Each of these buildings has hotels, restaurants, freight merchants, travel agencies, and tour guide services.

The most influential Gazaran city, that of Hengin Ki-Tapp Wett Gon-far, has complete control over the spaceport, and strictly regulates which other cities may do business within the spaceport and support buildings. Other families must purchase expensive permits to open shops and offer guided tours, although the amount of revenue brought in by these businesses more than offsets the cost of the permits.

The spaceport has the highest crime rate of any location on the planet, chiefly because it is the only place where non-Gazaran will be able to blend into the crowd. Burglaries and baggage thefts are most common.

Gazaran Technology

The Gazaran have learned some aspects of industry and have mastered the use of steam engines, powered primarily by wood, wind or rain. They are developing small-scale manufacturing, such as mass produced crafts for tourists (primitive glow rods, fire starting kits, climbing gear, short-range distress beacons and clothing). They also use portable steam engines to assist in engineering projects.

Ground Level

The Gazaran culture doesn't even acknowledge the existence of the world below their tree-top cities. They see the area below their homes as an

impenetrable dark mist waiting to bring them to an early death. The Gazaran have built up an elaborate and extensive collection of folk tales detailing the horrible monsters that lurk below.

While the Gazaran themselves have no interest in visiting the "dark lands," they know that tourists love a mystery. Exploring the ground level of the world has become a major part of the tourist trade, and as always, the Gazaran have readily adapted: many young Gazar earn a living telling tales of what is below to eager tourists.

Predators of Veron

Gwerax-hai

DEXTERITY 4D

Hide/sneak 5D

PERCEPTION 2D

STRENGTH 3D

Speed Code: 3D

Size: 1.5 meters tall at the shoulder, 3.6 meters long (including tail)

Scale: Creature

Attacks:

Tusks: 5D damage

Combat: Gwerax-hai are large and agile hunters, although not particularly fast. They typically hunt in small groups, and try to surround their prey by quietly climbing through the trees. Once they have injured a creature, they will tenaciously track it through the forests until it has been killed.

Using Gwerax-Hai in the Roleplaying Game: Gwerax-hai are carnivorous hunters of the ground level of Veron. They live in skulks of anywhere from five to 15 members, with the females charged with caring for the young and the males responsible for hunting. Their brown and green coloration camouflages them in the forests.

Gwerax-hai are lean, strong and quick reptiles. They have a thin torso, with small heads sitting atop a short, squat neck. They have long, curved and very sharp tusks, normally .3 to .6 meters long. They have a long, very thin tail which helps their balance while maneuvering in the trees.

Black Behemoths

DEXTERITY 1D+2

PERCEPTION 1D

STRENGTH 5D

Speed Code: 2D

Size: 2 meters tall at the shoulder, 4 meters long.

Scale: Creature

Armor: +1D

Attacks:

Teeth: 5D+2 damage

Combat: The black behemoths are dangerous hunters whose prime advantage is that they know their territory well. Each behemoth has claimed a

personal territory and has memorized the location of every tree, pool of water, and vine. While not fast enough to keep pace with most creatures, it often feeds after its prey has become entrapped in a natural obstacle.

Using Black Behemoths in the Roleplaying Game: These creatures spend a great deal of time waiting in ambush. Once a black behemoth is aware that food is nearby, it springs to life, ready for the hunt.

Swamp Worms

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 3D+1

Speed Code: 3D (in wet mud only)

Size: 1.5-4 meters long

Scale: Creature

Attacks:

Teeth: 4D+1 damage

Poisonous Tail: Tail attack can only be used on targets behind the creature. Venom causes 4D damage.

Combat: Swamp worms are experts at moving through the thick mud of Veron's surface. They will often bury themselves in a few centimeters of mud and wait for a creature to walk by. Once the vibrations reach the swamp worm's soft skin, it springs to life, attempting to kill with the stinger on the end of its tail.

Using Swamp Worms in the Roleplaying Game: Swamp worms are dangerous simply because they are usually not noticed until it is too late. They are found in the swamp-like regions of the forest floor. Their appetites aren't large, but they are willing to die in defense of their territory.

The Broken Trees Islands

The Broken Trees Islands are a chain of islands in the northern hemisphere. The Gazaran believe that the islands are the remnants of a large continent which was home to the first great Gazaran civilization. For reasons they do not understand, one day a great storm swept over the continent, destroying many of the trees. After several days of these storms, most of the land sank, leaving only the peaks of the mountains. Miraculously, some of the Gazaran were able to migrate to the other continents. Scientific expeditions to the islands have found ancient Gazaran artifacts in the shallow waters and many tourists come to the area for aquatic expeditions. Any discovered artifacts are confiscated by the Department of History and Culture, although the tourists responsible for the discovery is given fair compensation. Despite this, the smuggling of artifacts off-world has become a cottage industry for amateur archaeologists.



Gazaran

Veron's consistently warm climate has encouraged the evolution of lifeforms that are cold-blooded. The most intelligent are the Gazaran. These short herbivores give birth to live young and nurse them out of infancy.

They are short bipedal creatures with several layers of scales. They have a very thin membrane extending from their ribs, feet and hands, which is used to glide among the trees. Specialized muscles line the ribs so that they can control the shape and angle of portions of the membrane, giving them the ability to perform delicate maneuvers around trees and other obstacles. Their bodies are grey or brown in color, and each limb is lined with a crest of cartilage. Sharp claws give them excellent climbing abilities.

The Gazaran are herbivores, subsisting on a diet of fruits, berries and nuts. Because they are cold-blooded, they stay exclusively in the upper levels of the trees.

Females dominate their society for the simple reason that they must be pampered for the species to survive. Pregnant females must relocate to the highest levels of the trees (the warmest areas on the planet) in order to provide optimal conditions for the development of their young, and the males must constantly protect the females from predators. The females are helpless for the entire 133 day gestation period.

Each Gazar city is led by a respected elder female (one who has raised at least 12 litters). Each Gazar has one name, but the name indicates the city, the individual's status within the city and the individual's parents (as a Gazar rises in

status, his name will change). The cities seldom engage in open conflict, although each city has several traditional rivals.

Each male is responsible for gathering fruits and nuts, as well as protecting the females. With the arrival of Imperial technology, many males

have also become merchants, educators, engineers for the steam and wind powered engines, tourist guides, workers. Females are primarily responsible for bearing and raising young, although many of them work in the tourist trade as well.

The Gazaran are extremely superstitious, having a particularly pronounced fear of large creatures and the dark. Many Gazaran have nervous habits like stretching their wing flaps, chewing on nearby pieces of wood, and clicking their teeth.

Gazaran



Sileron

Sileron, the system's inner world, is very hostile and tourists are warned not to visit the planet. It has an extreme axial tilt, resulting in severe seasonal changes. Dangerous storms constantly roll across the world's surface.

The lifeforms on the world have developed accordingly. Plants are very active in the hospitable growing seasons, and must aggressively gather enough energy and food for the long winter season. While there are primitive ferns and other simple plants, many have evolved to higher order plants, with active defensive systems. Still others have become carnivorous, consuming insects, arachnids and even small amphibians.

Animal life is aggressive and dangerous. Since animals are also required to gather as much food as possible before the harsh winter, most animals are omnivorous.

Like the plants, many have venoms and poisons that they can use on prey. Most of these creatures have elaborate defense mechanisms as well, such as thick hides, or the ability to camouflage themselves in the natural terrain.

Gazaran

Height: 1.5 meters

DEXTERITY 2D **PERCEPTION 2D**
KNOWLEDGE 2D **STRENGTH 2D**
MECHANICAL 2D **TECHNICAL 2D**

Fears: A player character Gazar should chose something he or she is particularly afraid of (the dark, strangers, enclosed areas, the color black, etc.).

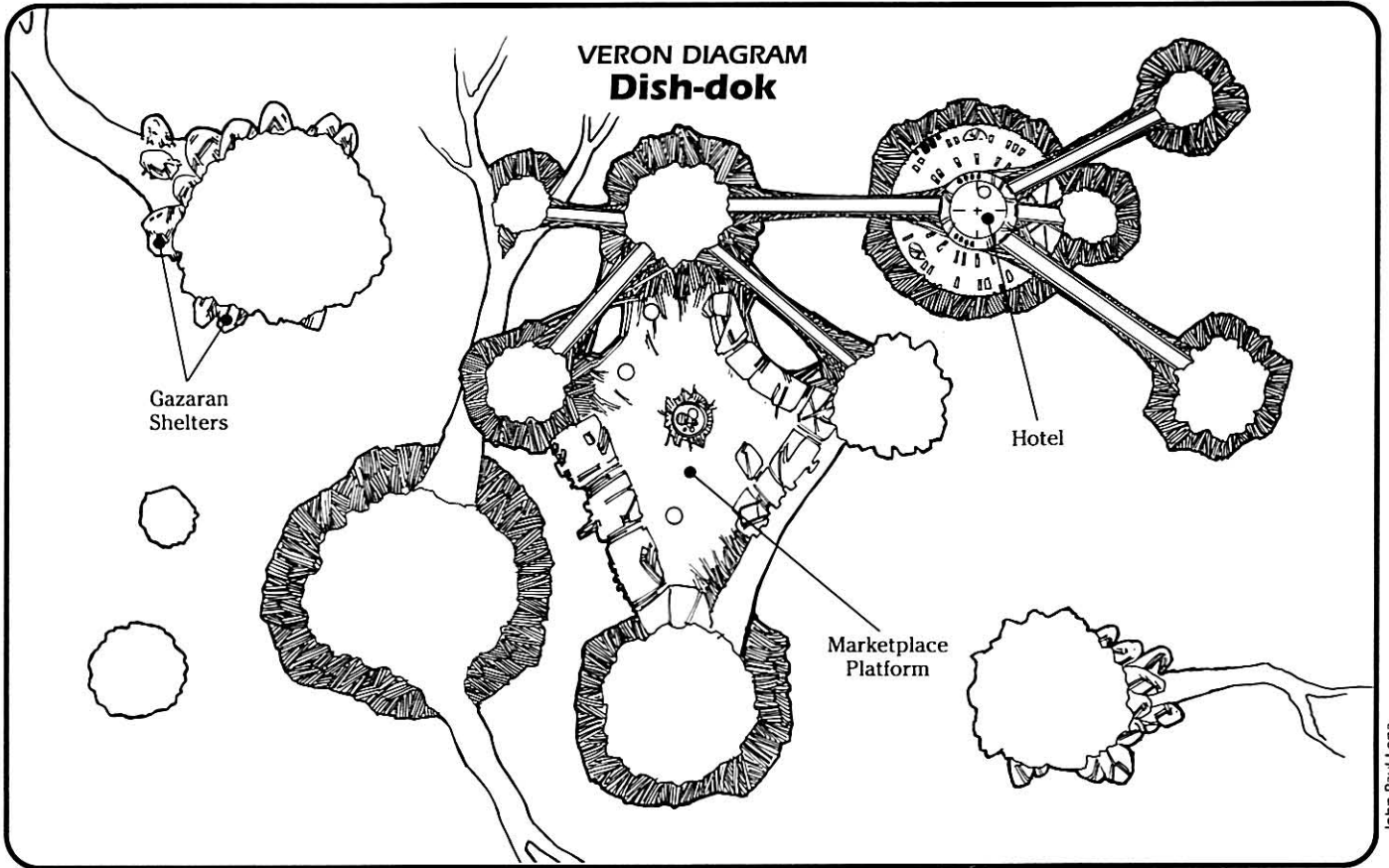
Gliding: Gazar can also glide, depending upon the gravity of the world they are on. On standard gravity worlds, they can glide 15 Meters per speed action; on light gravity worlds they can glide 30 meters per speed action; on heavy gravity worlds they can glide 5 meters per speed action. On extremely high gravity worlds, they are unable to glide (these conditions should be be predetermined by the gamemaster; any player with a Gazar should be forewarned that the gravity is so high on the world that it is likely that attempting to glide will result in

a spectacular and painful crash landing).

Temperature Sensitivity: Gazar are very temperature sensitive. At a temperature of 30 degrees Celsius or less, reduce all actions by -1D. At a temperature of less than 25 degrees, reduce all actions by -2D, by -3D at a temperature of 20 degrees, and by -4D at a temperature of less than 15 degrees. If a Gazar is ever subjected to a temperature of less than 10 degrees Celsius, he will go into hibernation (the process takes one hour). If the Gazar stays in the cold for longer than 28 standard hours, he dies.

Roleplaying Hints: A Gazar is as superstitious as he is curious, a strange combination to role play. They absolutely hate dark or enclosed places, and know that they have to stay warm or their body's systems will begin to slow down. A Gazar is curious about technology, and finds the concept of space travel particularly fascinating.

Quote: "Wheee!"



John Paul Lona

Derkolo

DEXTERITY 3D+2
PERCEPTION 1D
STRENGTH 3D
Speed Code: 4D
Size: 1.5 meters long
Scale: Character
Armor: +1D
Attacks:

Claws: 4D+2 damage

Combat: These quick and aggressive killers hunt larger creatures in packs. Once a large creature has been forced out into the open, all members of the pack attack the creature, using their sharp claws to bring it down.

Using Derkolo in the Roleplaying Game: Derkolo are an example of one of the more common predators of Sileron. They are aggressive and fearless — individual creatures seem to have no fear of death. They must consume large quantities of food. In the colder seasons they hibernate in burrows. Some similar species migrate to other continents on the warmer side of the world.

Trieron

Trieron, the third planet of the system, is a cool world of oceans and glaciated continents. Aquatic life is plentiful, although land life is rare.

Several academies and universities, including the Academy at Sab Rufo, UnitedChem/SoroSuub University and Metharg's University, have oceanographic research bases on this world.

Adventure Idea

The Rebel characters are sent to Veron to retrieve information from a Rebel agent named Gaylan Della. However, Della misses the meeting at Trelbio Spaceport, and it is up to the characters to investigate his disappearance. They may be able to recruit Gazaran to help with the investigation, especially if it appears that he was harmed near one of the cities on the planet. After questioning several individuals, the Rebels will discover that Della's Rebel cell network had been compromised by Imperial investigators and they must sneak off the world before the characters' allegiance is discovered.

STAR WARS®

Planets of the Galaxy Volume One

by Grant S. Boucher, Julie Boucher and Bill Smith

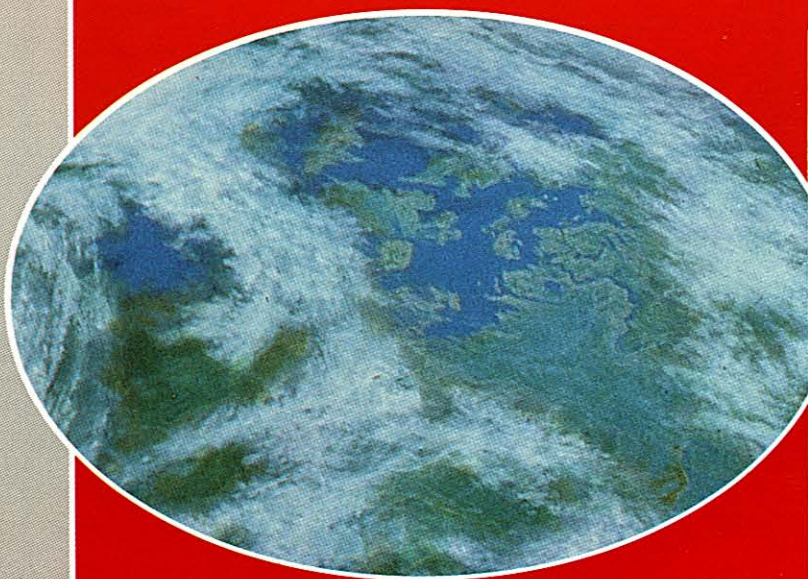
Hurting through the darkness of the void are the planets of the **Star Wars** galaxy. While the Galactic Civil War rages on, there are new worlds to explore, profits to be made, allies to be discovered, enemies to be avoided. The adventure awaits.

Planets of the Galaxy: Volume One introduces gamemasters and players to some of the most exciting and unusual worlds of the **Star Wars** galaxy. Explore the space lanes, and battle the Void Demon pirate gang of Isen IV, or earn a living smuggling the amazing Garnib Crystals sculpted by the free-spirited Balinaka people. Carry the torch of freedom to Imperial worlds like Celanon, one of the greatest trade planets in all of the Empire. Match wits with the crafty and dangerous Sonori, who huddle in huge subterranean cities while their world is pelted by an endless stream of meteorites and asteroids.

An entire galaxy of adventure awaits brave Rebels and shrewd free traders!

80-page book features:

- Ten new worlds, with complete information on native sentient species and their unusual cultures.
- Adventure hooks and diagrams so gamemasters can use these planets immediately.
- A Planet Generation System, with information on creating exciting new worlds for the *Star Wars* galaxy.
- New villains, equipment, vehicles and creatures suitable for use in any *Star Wars* adventure.



A supplement for use with *Star Wars: The Roleplaying Game*.
For ages 12 and up.

A **STAR WARS**
SUPPLEMENT



West End Games
RR 3 Box 2345
Honesdale, PA 18431
40050

®, ™ & © 1991 Lucasfilm, Ltd.
(LFL). All Rights Reserved.
Trademarks of LFL used by
West End Games under
authorization.

ISBN 0-87431-121-7



0 18874 40050 5