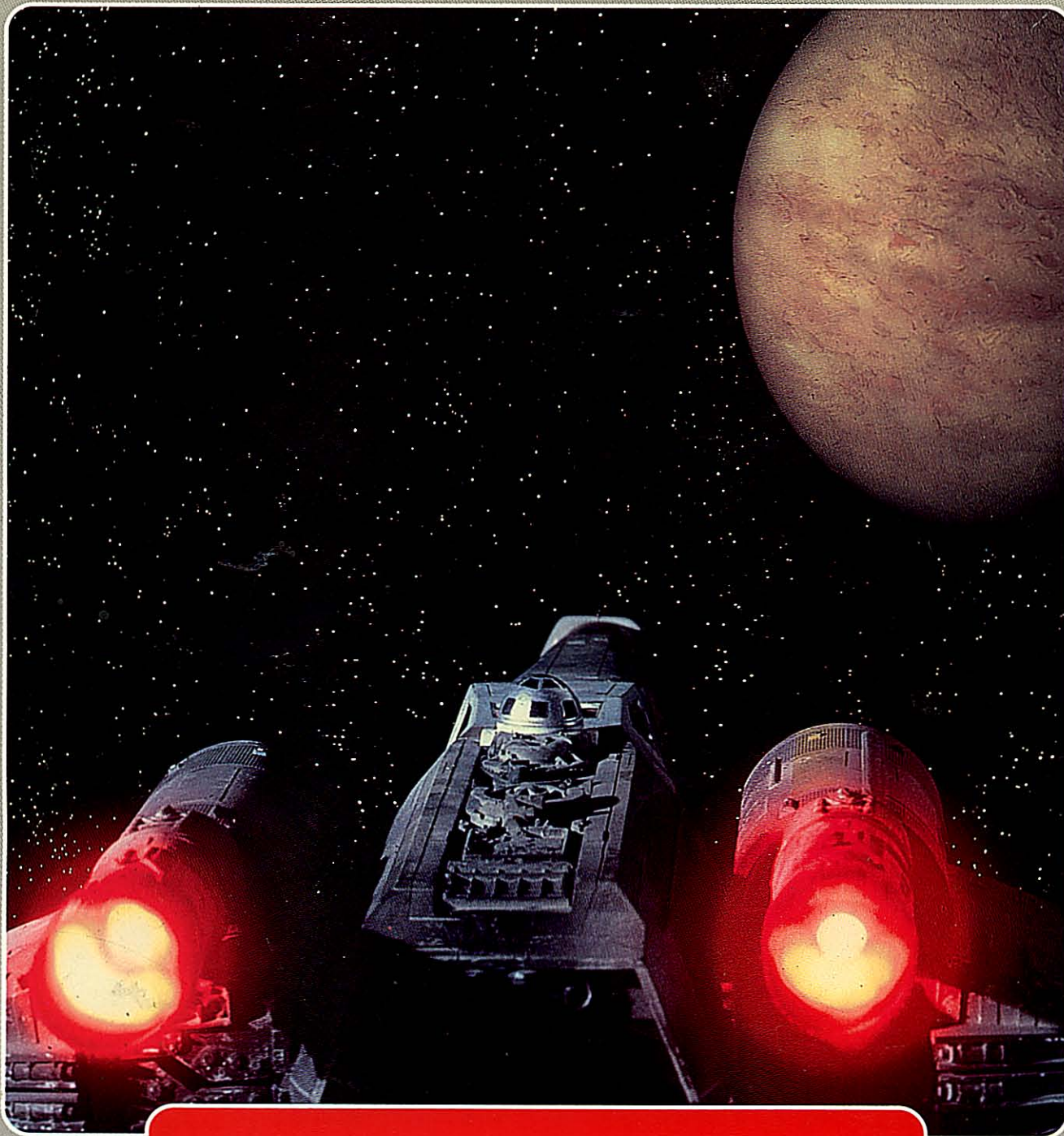


STAR WARS
THE NEW REPUBLIC

Planets of the Galaxy
Volume Two

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



Explore the furthest reaches of the *Star Wars* galaxy in this new supplement. Wonderment lies within!

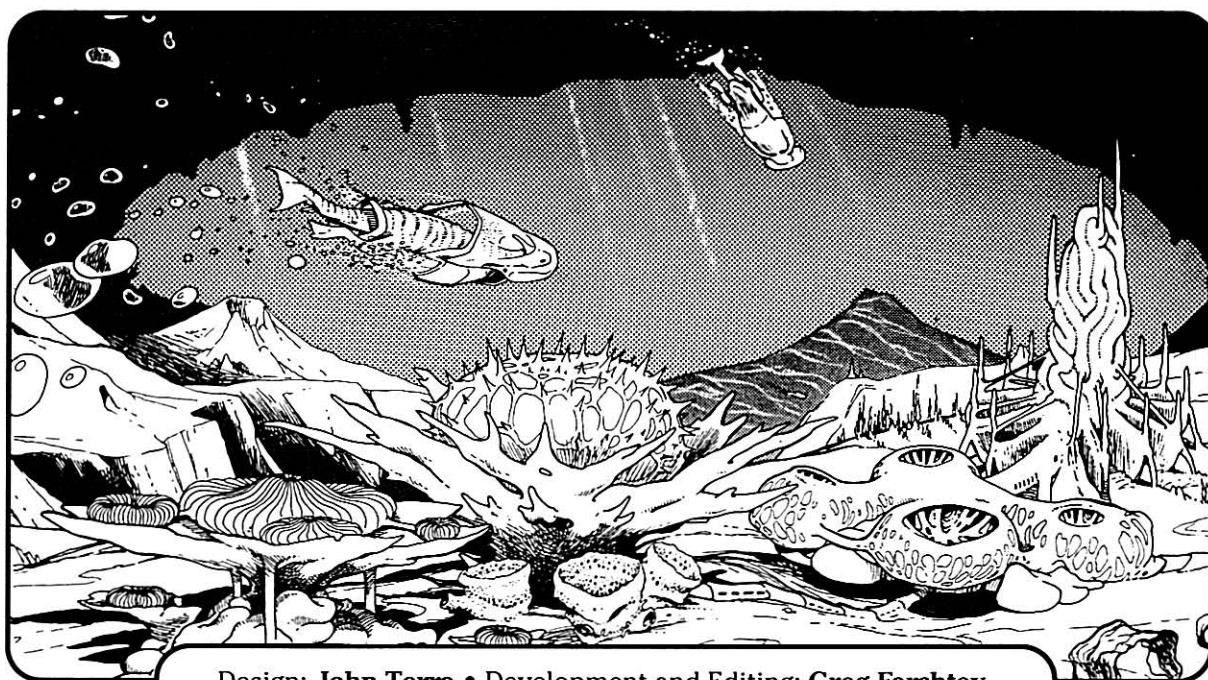


STAR WARSSM

THE NEW REPUBLIC

Planets of the Galaxy

Volume Two



Design: **John Terra** • Development and Editing: **Greg Farshtey**
Graphics: **Stephen Crane, Cathleen Hunter**
Cover Art: **Lucasfilm, Ltd.**
Interior Art: **Rob Caswell, Mike Vilardi**

Publisher: **Daniel Scott Palter** • Associate Publisher/Sales Manager: **Richard Hawran**
Editors: **Greg Farshtey, Bill Smith, Ed Stark** • Art Director: **Stephen Crane**
Graphic Artists: **Cathleen Hunter, John Paul Lona**
Administrative Assistant: **Jeff Dennis** • Licensing Manager: **Ron Seiden**
Warehouse Manager: **Ed Hill** • Treasurer: **Janet Riccio**

Published by



RR 3 Box 2345
Honesdale PA 18431

40057

This and all other products that take place after the events of *Return of the Jedi* are the author's vision of what may have happened. The true fate of the heroes and villains of the *Star Wars* universe has yet to be revealed by George Lucas and Lucasfilm, Ltd.

Introduction

The Stock Light Freighter *Night Havok* shuddered out of hyperspace and into sublight with all the grace of a drunken bantha. Kara Saffch, the ship's owner and pilot, relaxed in her seat.

"I don't believe we made it!" exclaimed an older man, seated next to her. Several other people poked their heads into the cockpit from the adjacent room. "But did we really?" a young man asked, not certain that he wished to know the truth.

"Well ... considering that we're having this chat and not fighting off TIE fighters suggests that we did," Kara grinned in her ingratiatingly cocky manner. "When you people hired me and my brother to take you out of Imperial space, you hired the best!"

"Maybe we survived, but the *Night Havok* sure didn't," said a voice from the ship's intercom. It was Kara's kid brother, Willi, technical genius and by far the grimmer of the two. "Hyperdrive looks like someone set fire to it, shields are gone, I could swear I heard the hull pop a few times, and I think the ship's power plant is about to —"

Willi's voice was cut off as ship's power failed and everyone was plunged into darkness. In a few heartbeats, eerie green emergency lighting shone weakly from the lightpanels. Willi's voice returned, but the reception was far weaker. "... Yep, main power just gave out and reserve kicked in."

Kara stared out the window for a few moments, her grin disappearing rapidly. "Willi, meet me at the computer," she barked into the intercom.

"What is it?" asked the older man. "Listen, I hired you to get me and my family away from the Empire, and I have a right to know ..."

"Could be nothing. Could be something. Could be the last time this ship ever flies," Kara muttered as she left the cockpit.

Later, as the siblings were busy at work at the computer, the older man ambled over and peeked over their shoulders. When Willi glared at him, he

backed away. "But I only want to know what's going on ..."

"Fine," Kara sighed. "You paid the fee, you're entitled to answers. The ship is moving toward a star system ..."

"But that's wonderful!" the man gushed in relief. "You people —"

"— did nothing," Kara interrupted. "The ship is on reserve power. We shouldn't be moving. Apparently, we are caught in some strong gravity well."

"Which means?" the man prompted.

"Which means that we are being sucked into the Zelos star system, and we can't stop it," Willi finished impatiently. "We're doomed."

"Is the Zelos star system that bad?" the man wondered aloud.

Kara moved aside and let the man approach the console so he could read the data coming onscreen. "Read for yourself," she replied.

The man read the words on the computer screen, his face falling further and further the more he read. Finally, he loosened his collar, cleared his throat, and in a classic example of understatement, mumbled, "I don't think this was quite what we had in mind when we paid for passage."

Toward the Unknown

The *Star Wars* galaxy is a huge place. For every planet we have read about or seen, there are hundreds that have gone unnoticed. Even the Empire, which once ruled the galaxy, overlooked countless worlds that lay within its jurisdiction. And who knows what perils or rewards are waiting to be found on such planets? *Planets of the Galaxy, Volume Two* is a supplement which details eight such planets found in the *Star Wars* galaxy.

With this book, gamemasters have at their disposal the passports to eight planets, each

with its own adventure potential. Each planet is unique, with things that can both help and hinder your group of players. Some have more adventure potential than others, but all serve some game purpose.

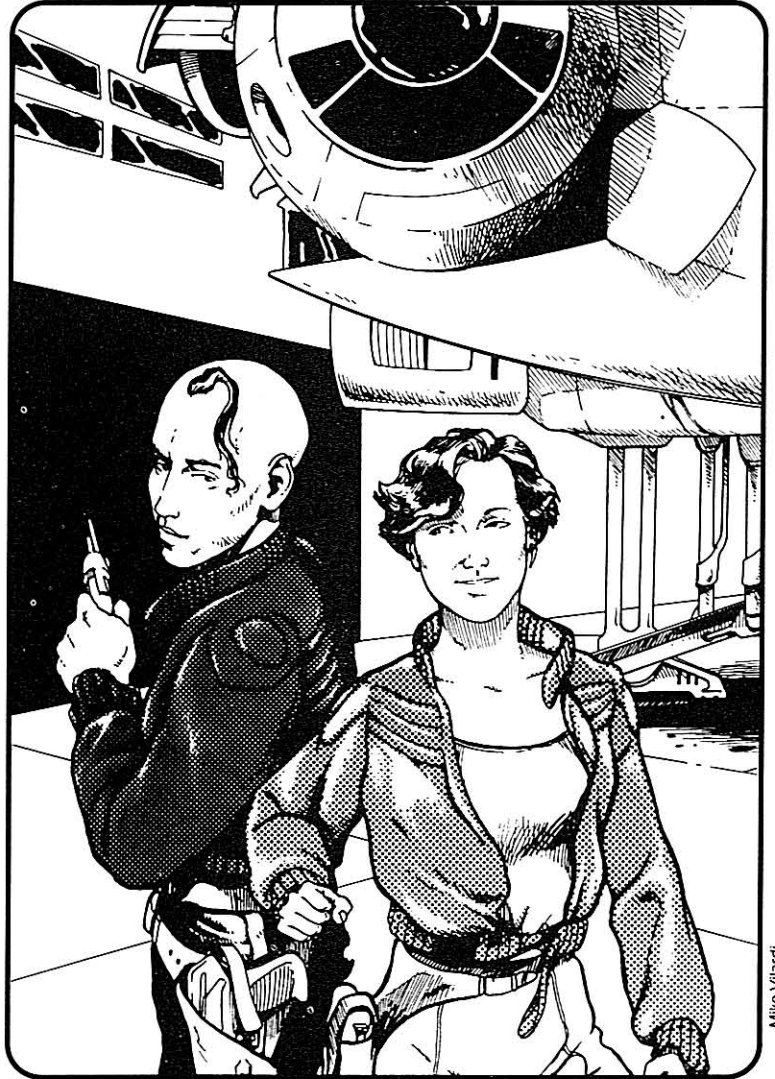
Planet entries are by no means complete, but enough information is given so that the overall tone of the world can be easily discerned. This lets a gamemaster put his own personal touch to a planet, but enables him to still stay within the spirit of the planet.

Each entry is split into three sections. First there is general planet information including a planet map, log of planetary data, and a brief description of the place. Next comes the descriptions of any alien races native to the world. Lastly, details on the planet such as its history, notable locations, prominent personalities, adventure hooks, new equipment and anything else relevant to the world.

There is also a new section in this book, one not found in the first volume, called "System Datafile." This section represents a ship's computer entry for the planet, which automatically comes up when a ship drops out of hyperspace and gets within range of a star system. The computer gets a fix on where the ship is located, runs through the starcharts, and if a planet appears, it displays the relevant information for the pilot and/or navigator. Gamemasters should read this small section aloud to the players. Unless otherwise indicated, these files were originally culled from Imperial databanks, then updated by merchant organizations or Rebel scouts.

Remember, space is vast, but so are the planets therein. Imagine an alien race visiting Earth, landing in the Australian Outback, and believing that to be a typical representation of Earth's climate and social level. In the same way, each planet entry handles but a small portion of each planet. It is up to the gamemaster to flesh out whatever parts are needed.

Each planet should be given its own unique



Mike Vilardi

flavor. The players should be able to see the difference in "planetary character," if you will.

The information gathered here represents the state of the planets two years after the Battle of Endor. The Alliance is now referred to as the "New Republic," or just plain "Republic."

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			



Algara II

System Summary

The Algaran system is located well within the New Republic's sphere of influence. Its yellow star, Algar, boasts no unusual features.

The first planet, Kerilt, contains a breathable atmosphere and is suitable for habitation. The dense jungles and stiflingly high humidity make it a daunting place nonetheless. Actual colonization has not yet begun.

Algara II, also known as Algara, is the main planet in the system.

Tonder, the third planet, is an unstable volcanic world. Scientists speculate that once it cools down (expected to occur sometime in the next three thousand years), it could be a viable colony world. There is currently a struggle between the Algarian Bureau of Planetary Colonization and the Bureau of Volcanoes over which has jurisdiction on Tonder.

Krizzin, the fourth planet, is barren rock with an atmosphere, though remote probes have discovered the existence of underground mineral deposits. Algara V and VI, a gas giant and an ice ball respectively, are considered useless.

Algara

The planet Algara has normal seasonal variations. Springs are wet and windy, summers hot

and humid, and winters are cold, with significant amounts of snowfall. Summer temperatures reach 25 degrees Centigrade at their zenith, while winter temperatures can drop as low as 15 degrees below zero.

Algara has four moons, all of them home to lunar settlements managed exclusively by Algarians. The satellites are, from largest to smallest, Tallakron, Radeon, Omakaton, and Kevron. Tallakron has a military outpost, Radeon and Omakaton have mines, and Kevron has an astronomical research station.

Algara was settled by Humans hundreds of years ago. The Algarians have standard Human statistics and no special abilities.

Algarian Society

The words "nightmare bureaucracy" immediately spring to the minds of most free-traders when the planet Algara is mentioned. Algara has rules, regulations, and forms governing every conceivable thing and activity on the planet.

The following paragraphs describe the typical routine that most off-worlders have to go through in order to set foot on Algara, no matter their intent:

1. The ship enters the Algara system and is notified that it must remain in orbit until a customs officer can board and inspect it. In the meantime, the pilot must fill out an Off-Worlder Visitation Intent data disk, which requires the following information: names and planet of origin of all crew, name and type of ship, where ship was registered, last planet visited, current cargo manifest, and intentions while on Algara. Of course, there is a 10 credit filing fee. While the pilot is filling this disk out, the customs officer and four troopers come aboard and inspect the ship for contraband.

2. Upon successful completion of search, the customs officer takes the O.V.I.D.D. from the pilot, scans it, then gives the pilot an Inspection Clear chip, which certifies that the ship is authorized to land. There is a five credit filing fee.

3. Once the ship lands, the harbormaster asks the pilot to initialize a Ship Damage Waiver disk, which absolves the starport of any responsibility for any damage the ship might sustain while docked.

4. Leaving the starport docking area, the characters move into the personal customs area, where they must fill out a Weaponry Declaration

System Datafile

Algaran system, star: Algar, yellow sun. Six planets in system, four can sustain life in some fashion. Algara II, otherwise known as Algara, main system planet.

Algara is a bustling planet, especially the capital city of Algarine, site of the starport. Many hard to find goods and services may be purchased in Algarine. Algara is a member in good standing of the New Republic.

TRAVELLER'S ADVISORY: Algara is governed by a huge and complex bureaucracy. Be prepared to answer a number of questions and pay out a significant sum in credits. Those whose business concerns stretch the limits of legality may wish to avoid Algar.

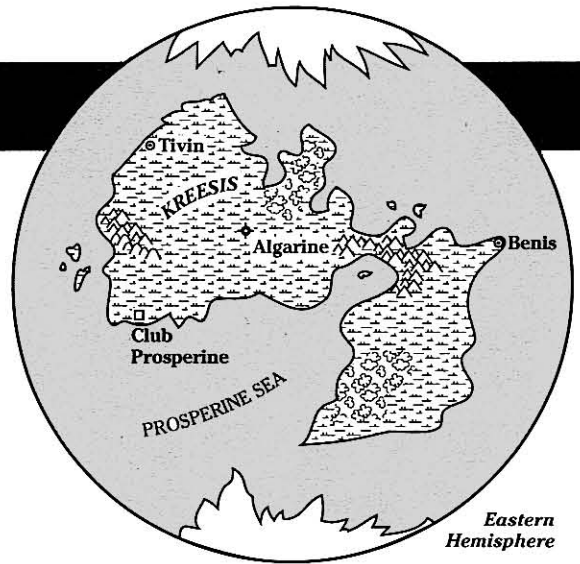
"During your visit to our fair planet, won't you consider spending some of your time and credits at the Club Prosperine, Algara's most exclusive resort? It has everything an off-world guest would ever want! Stop by today!"

(The preceding message was paid for by the Algara Bureau of Tourism, the Algara Board of Interstellar Promotions, and the Algara Board of Off-Worlder Affairs.)

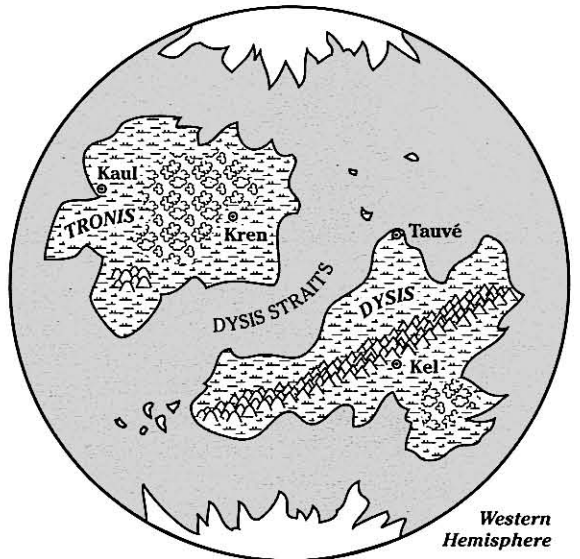
PLANET LOG

Planet Name Algara II	Planet Type Temperate Plains
Type: Terrestrial	
Temperature: Temperate	
Atmosphere: Type I (Breathable)	
Hydrosphere: Moderate	
Gravity: Standard	
Terrain: Forest, plains, mountains, urban	
Length of Day: 24 Standard Hours	
Length of Year: 360 Local Days	
Sapient Species: Humans (N), Xan	
Points of Interest: Algara Starport/Algarine, Club Prosperine	
Starport: Imperial	
Population: 1 billion	
Government: Self-perpetuating Bureaucracy	
Tech Level: Space	
Major Exports: Precious minerals, weapons, intoxicants	
Major Imports: Manufactured goods, luxury items	

SYSTEM DATA		
System Name: Algaran		
Star Name: Algar	Star Type: Yellow	
ORBITAL BODIES		
Name	Planet Type	Moons
Kerilt	Steaming Jungle	1
Algara II	Terrestrial	4
Tonder	Volcanic	1
Krizzin	Barren Rock	0
Algara V	Gas Giant	14
Algara VI	Ice Ball	0



Eastern Hemisphere



Western Hemisphere

World Summary

The planet Algara is located in a star system well away from Imperial space. As the Algaran government supports the New Republic, this distance has proven to be a boon to the population. Algara boasts three continents, the main one being Kreesis. This continent features the planetary capital, Algarine.

Algara's major industries include mining, weapons manufacturing, and the distilling of liquor. Several large, well-known corporations have branch offices here. Algara depends on a heavy volume of business to stay healthy.

All of those credits that Algarians earn in industry go toward importing luxury items as well as manufactured goods. A free-trader can earn a healthy income by dealing with the Algarians, provided he has infinite patience, for the local bureaucracy is notoriously labyrinthian.

Algarian society is constructed around a rigid class structure, which has led to the formation of a pro-Imperial resistance group among the disenfranchised.

Stephen Crane



Mike Vilardi

disk. These data disks must list each weapon that each character has. Proof of licensing must be furnished, or the weapon is confiscated.

5. Once the WDD is filled out, the characters must purchase a Native Weaponry License for 10 credits. This permits them to carry weapons while on Algara.

6. Having done all this, characters interested in trading must file for a Domestic Business Permit, which allows them to buy and sell items in bulk. Cost of the permit is five percent of the total value of the goods to be imported or exported.

7. Finally, regardless of why they came to Algara, they must pay a 25 credit Visitor's Tax, and are then given their Algerian Visitor Identification chip.

8. Of course, if the characters are bringing Droids onto the planet, they must file for an Immigrant Droid chip for each, specifying model, make, and what skills and attachments it has. Each IDC costs five credits, and the Droid is given a small bolt marker which classifies it as a legal visitor to the planet.

Algerian Social Structure

Algerian society is divided into several sharply defined classes. The upper classes get the best services, prices, seats on transportation, etc. Marriages between members of different classes are forbidden, and all Algerians and Xan must wear badges identifying their rank in the society.

Members of the lower classes are required by law to defer to their "betters."

The Algerian social classes, in order, are:

The Gentry: Wealthy landowners, corporation owners — the rich and powerful.

The Bureaucracy: Upper middle-class Algerians who manage government agencies. The Bureaucracy works closely with the Gentry in setting Algerian policy.

The Intelligentsia: People of means who serve as scholars, professors, scientists, doctors.

The Belligerency: Members of the military, regardless of rank.

The Prosperines: Business executives, and people who work in non-physical occupations (computer programmers, bank tellers, customs officers)

The Talents: Skilled laborers, regardless of profession.

The Domestics: The servant class, employed by members of the Gentry, Bureaucracy, Intelligentsia, Belligerency and Prosperines.

The Drones: Unskilled laborers, grunt workers, regardless of profession.

The Mechanicals: All Droids.

The Flotsam: Beggars, the insane, and the unemployed.

Xan are not allowed to ascend beyond the level of Talent. The vast majority are Talents, Drones and Domestics.

The Xan

The Xan are native to Algara. They are hairless, slender humanoids with large, bulbous heads. Their height averages between 1.5 and 1.75 meters. Skin coloration ranges from pale green, to yellow to pink. Their eyes have no irises, and are big, round pools of black. Xan faces do not show emotion, as they lack the proper muscles for expression.

The only pronounced difference between Xan physiology and that of normal Humans is their vulnerability to cold. The Xan cannot tolerate temperatures below one degree Centigrade. When the temperature ranges between zero and minus ten degrees Centigrade, Xan fall into a deep sleep. If the temperature goes below minus ten degrees, the Xan die. As a result, most Xan live in the equatorial regions of Algara.

Like most sentients in the galaxy, the Xan are emotional beings. Their code of behavior is very simple: do good to others, fight when your life is threatened, and do not let your actions harm innocents.

Life expectancy among the Xan is roughly 80 years. Xan births are single- offspring (no twins, triplets, etc), and a female Xan can give birth between the ages of 20 and 50. Unfortunately, the Algarians strictly regulate the number of children Xan women can bear. Centuries of Algarian domination has resulted in the virtual extinction of the Xan culture. What little remains must be practiced in secret, in small private gatherings. Unfortunately, most Xan have never heard the history of their race. Instead, they are fed the Algarian version of events, which speaks of Xan atrocities against the peace-loving Humans.

Most Xan can speak Basic as well as their own native sign language. A small percentage of the Algarians are also trained in the Xan language, to guard against any attempts at conspiracy among the lower classes.

The Human colonists' advanced technology allowed them to quickly dominate the Xan, a condition that has prevailed for 400 years. The vast majority of Xan are classified as Drones, doing unskilled, menial work.

Their status as second-class citizens has turned the Xan into a sullen race. They do the work required of them, no more, no less, and waste no time in complaining about their lot. They do, however, nurse a secret sympathy for the Empire. Most believe that the freedom the New Republic gives each planetary government to conduct its affairs in its own way is tantamount to a seal of approval for Algarian oppression. The Xan do not believe that their lives could be worse under Imperial rule, and

believe the Empire might force the Algarians into awarding the Xan equal status.

The Xan are forbidden by Algarian law to travel into space. The Algarians do not want their image to be tarnished in any way by Xan accusations.

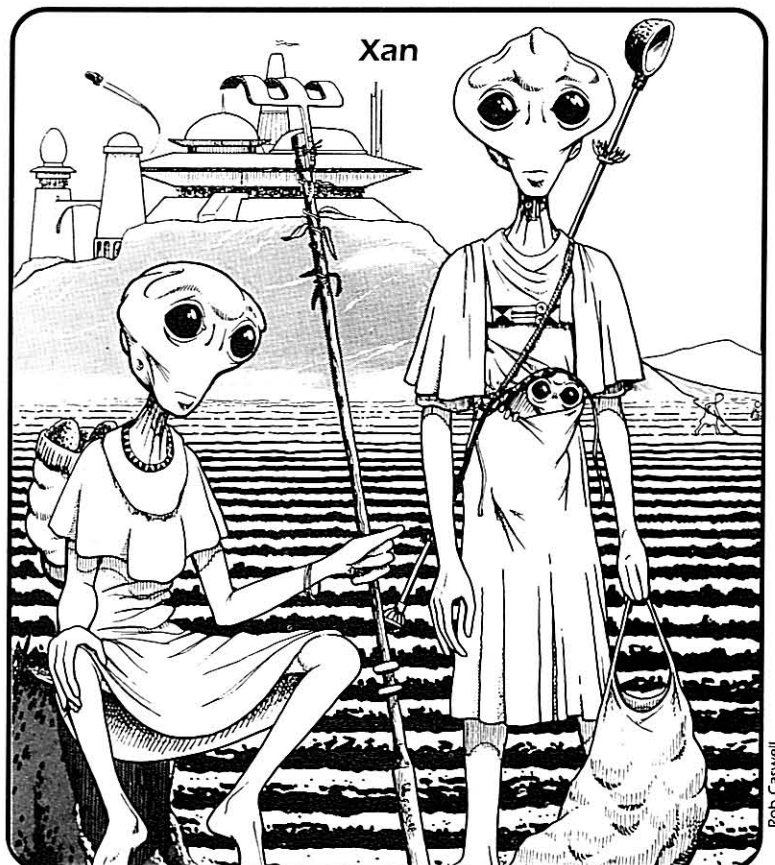
Average Xan have 2D in all attributes.

Algarine

Algarine is the sprawling capital city of the planet, and home to one of the most complex bureaucracies in the galaxy. A monorail line connects Algarine with the other major cities on the continent, Tivin and Benis, as well as to Club Prosperine.

Algarine is home to 20 million beings, plus an additional one million visitors from off-world. It is a bustling city with well-stocked shops, crowded entertainment centers, humming factories, and traffic-clogged streets. It is a city in motion.

It is difficult to point to one single Algarian as the head of the planetary government. Each aspect of life has its own bureau. All of these bureaus in turn are overseen by the Bureau of Revenue, which collects taxes and tariffs and allocates them as the need arises, within pre-set limits. The Bureau of Revenue may sound like it enjoys a certain amount of autonomy, but it is



actually composed of one member from each of the other Bureaus, all of which still have authority over their representative.

A number of corporations have branches in Algarine, including Algar Mining (a frequent target of sabotage by the Imperial Resistance); Feduch Importers, believed by the New Republic to be a front for a lucrative smuggling and slaver operation; Prosperine Entertainment and Distilleries, operators of Club Prosperine; and Kexeerian Blasters Technology.

Algarian Law

Algarian law is enforced by on-planet security forces as well as a small space fleet, based in Algarine. The fleet is composed of a military configuration Corellian Corvette named the *Bureaucrat's Triumph*, and a dozen Z-95 Headhunter starfighters.

Captured smugglers and pirates have their cargos and ships seized, and a fine of 10,000 credits levied against them.

Off-worlders who fail to correct proper data are fined 10 times the amount of the standard fee, or 100 credits if the diskwork did not require a paid fee. Second offenses double the fees. Third offenses triple the fees. A fourth offense leads to the character being banned from Algara.

Club Prosperine

The largest resort on Algara, Club Prosperine charges 500 credits per night, meals included. Here, Algarians and off-worlders alike may rest, play, eat, and sleep to their hearts' content. There are sports facilities, casinos, cabarets, electronic games of amusement, several fine restaurants and cantinas, and even a service that matches up single visitors with each other, based on gender, interests, and species.

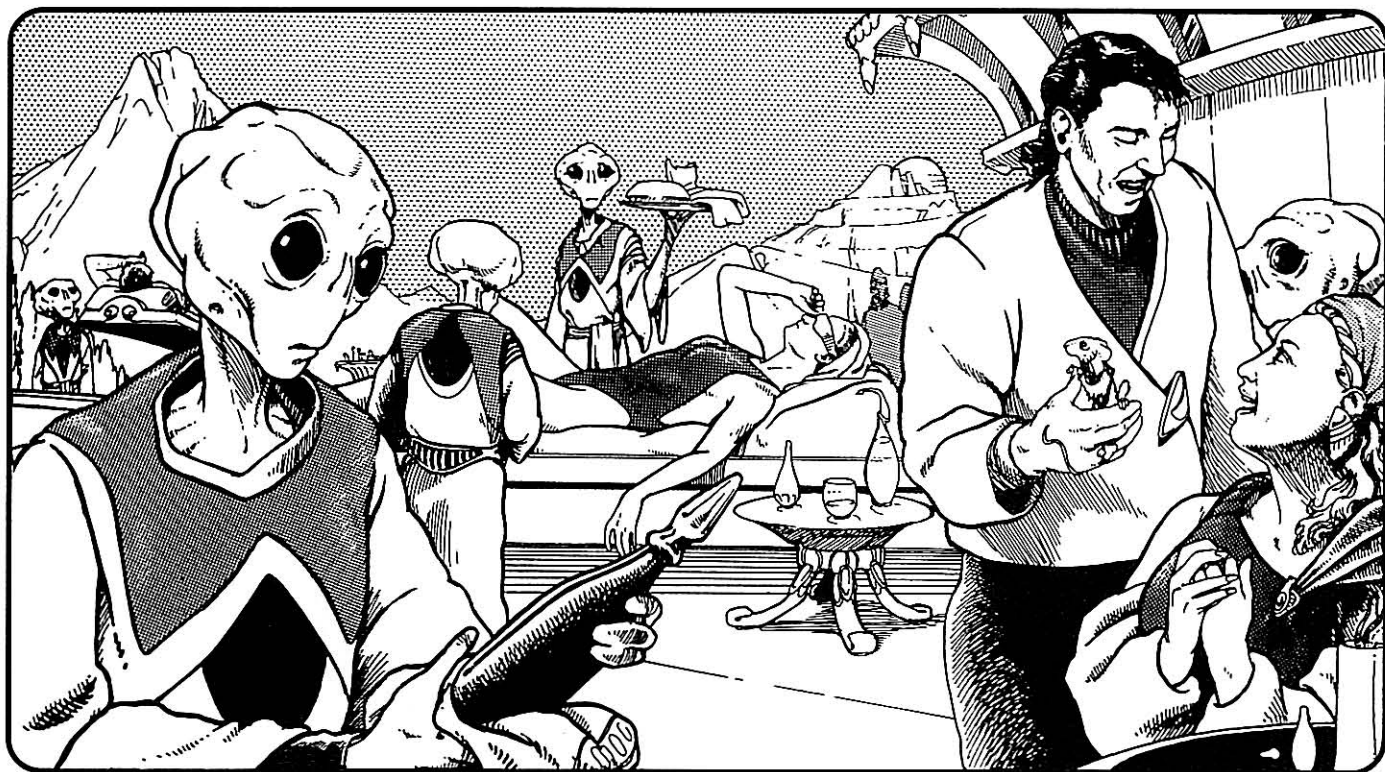
Everything in the Club Prosperine screams the word "luxury." Guests are waited on hand and foot. Exotic foods and drinks from all over the galaxy can be found here.

The grounds of the Club Prosperine are surrounded by a power fence to keep out, as the club's owner calls them, "undesirables." Droids are prohibited from entering the Club.

The Club Prosperine is owned and run by Dellin Sorth, a smarmy, fawning, weasel of a man from the Prosperine social class. He also serves as CEO of Prosperine Entertainment and Distilleries.

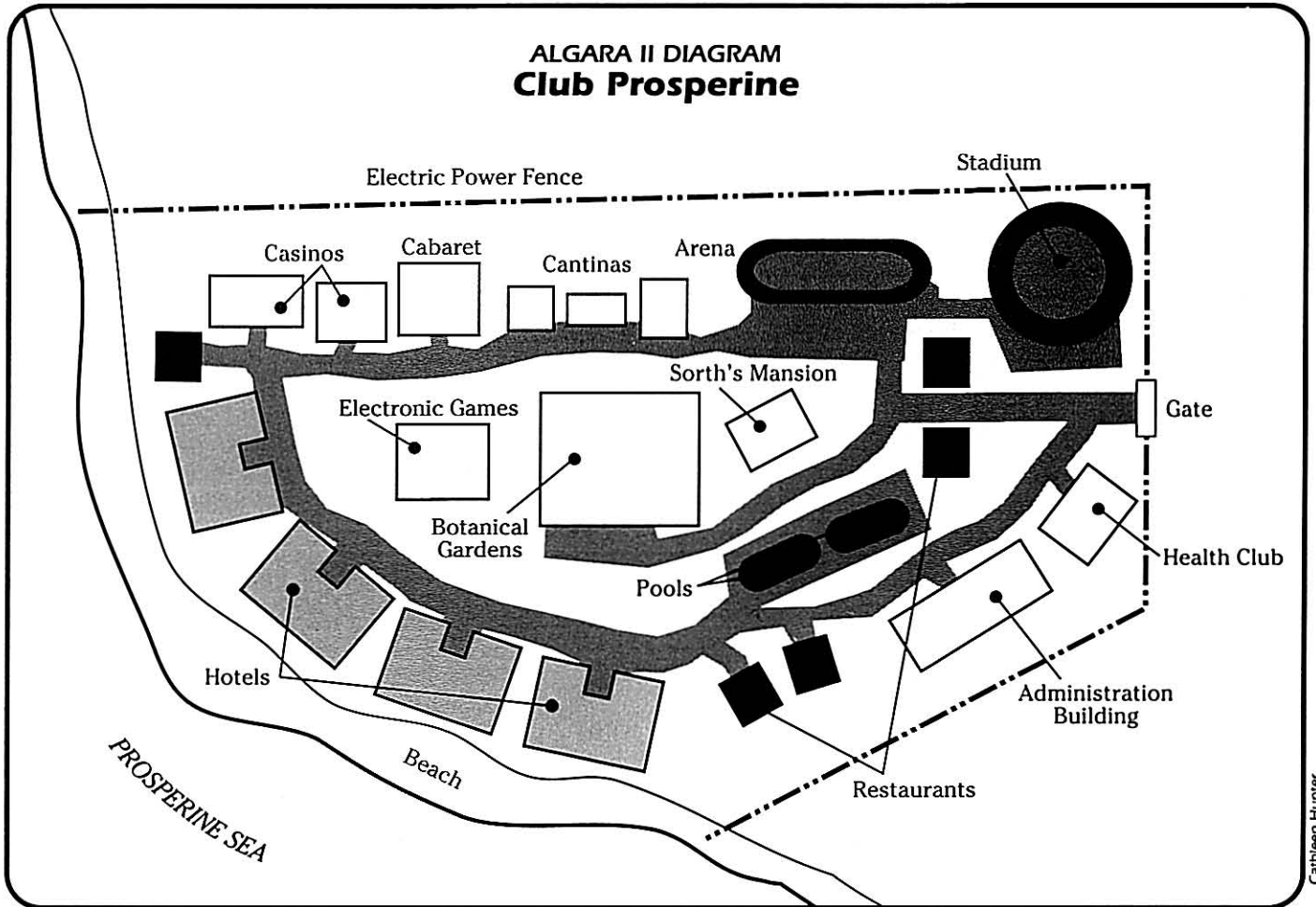
The Imperial Resistance

With cells located in the cities of Algarine, Tivin, Kaul, and Tauve, the Imperial Resistance is well-entrenched on Algara. Currently, the Resistance numbers 69,000 members, of which 40,000 are Xan and 29,000 are Algarians. The vast major-



Mike Vilardi

ALGARA II DIAGRAM
Club Prosperine



Cathleen Hunter

ity of the Resistance members hold normal jobs based upon their various social classifications. The Resistance is made up mostly of Talents, Drones, Domestics and some Flotsam.

Both Human and Xan Resistance members participate in attacks on symbols of the existing system. The Resistance goes out of its way not to injure innocents, meaning anyone who is not a Bureaucrat or a Belligerent. Targets of sabotage have included the robotic-driven industrial plants, the monorail to Club Prosperine, and military installations.

The Resistance often sends pirate broadcasts out to the populace, encouraging them to rise up and revolt. Unflattering anti-Bureaucratic graffiti finds its way on to prominent walls in the starport, for all off-worlders to see.

Cells of Resistance members meet in secret locations in their respective cities. A city may have up to 50 cells — Algarine has 220. Most of the time, the members of one cell do not know the others, for the sake of security.

The Algarian Bureaucracy has labelled the

Resistance “pro-Imperial terrorists,” and to a great extent, this description is apt. But the simple truth is that the Resistance has the right idea about the problems on Algara, but are looking to the wrong side for help. The government, meanwhile, is backing the right side, but for all the wrong reasons. The Algarians have embraced the New Republic because it lets them run the planet the way they want to. Despite the fact that their Bureaucracy crushes the people into a state of near-helplessness, they are intelligent enough to know that if the Empire moved in, the social structure would crumble, and all their privileges would be lost.

Both the Imperials and the New Republic remain unaware of the existence of the Imperial Resistance on Algara.

The Imperial Resistance is run by an ex-Belligerent, Onstruk Don, who has grown weary of the class system on Alagara. Angered by the way the Xan were treated, he made an effort to win their trust and has trained many of them to the point where they are a marginally effective guerilla

force. (The Bureaucracy's official announcement was that Don was kidnapped by the Resistance and is being held hostage.)

**Onstruk Don,
Leader of the Imperial Resistance**

Species: Human

Height: 1.7 meters **Sex:** Male

DEXTERITY 3D

Blaster 6D, blaster rifle 5D, dodge 6D, melee 7D

KNOWLEDGE 7D

Algarian history 8D, streetwise 9D, technology 7D+2

MECHANICAL 5D

Repulsorlift ops 7D+1

PERCEPTION 6D

Bargain 6D+1, command 9D, con 7D, hide/sneak 8D, search 7D

STRENGTH 3D+1

Stamina 4D

TECHNICAL 3D

Computer programming/repair 4D, demolition 8D, Droid programming/repair 4D+1, medicine 5D, security 7D

Description: Don is a solidly-built man with silver hair, and a few wrinkles. His eyes are icy blue, and his jaw is square and firm.

Goals: To overthrow the Bureaucracy and bring the Empire to Algara.

Background: Onstruk was a Belligerent, enlisting as an officer and rising through the ranks to achieve the rank of colonel. He grew disgusted with the rigid social system and the injustice shown to the Xan, thus he arranged his own disappearance, contacted the scattered and disorganized Resistance, and eventually brought them together into an effective unit.

Personality: Onstruk Don is a man of compassion with a hunger for justice. He is a brilliant tactician, and an expert in demolitions. His hatred of the Bureaucracy and passion for change on Algara have combined to blind him to the true evil of the Empire.

Equipment: Blaster pistol (4D damage), comlink, vibroblade (damage Str+1D+2), comlink, medpac, pocket computer, explosive charges, standard detonators, glow rod

Quote: "The slackness of the New Republic is responsible for the terrible conditions on Algara. I hope to change that, and bring the discipline and classless society of the Empire to this place!"

Dhislugs

DEXTERITY 3D

PERCEPTION 2D

Hide/sneak 3D

STRENGTH 7D

Speed Code: 2D (crawling)

Size: 3 meters in length

Scale: Creature

Armor: 1D to Strength (melee attacks only)

Attacks:

Acid: 5D damage per round

Crush: 7D damage, moderate difficulty

Combat: Dhislugs attack by wrapping themselves around their prey and either crushing it to death or burning it with the acid they secrete from special glands. If the dhislug exceeds the difficulty of an attack by two levels (scoring a Very Difficult success in a Moderate task), it has succeeded in wrapping itself around its victim. Escaping its clutches is a Very Difficult *Strength* task. The dhislug will then begin secreting acid, doing 5D damage per round until its prey dies.

Using Dhislugs in the Roleplaying Game: Algara's urban areas — specifically, their underground waste disposal systems — have become the home to a particularly rapacious predator, called the dhislug. Thus far, its victims have been primarily Xan living in the poorer areas, limiting the amount of attention the Algaran government has paid to the problem. However, a Bureau of Terrestrial Gastropod Mollusk Research has been formed to study the problem.

Dhislugs are huge, slimy creatures, with twin antennae on their heads that act as primary sensory organs — their eyes are largely useless from years spent in the dark. Their sole other "facial" feature is a toothless maw. Dhislugs can grow to a length of four meters, although most are in the three meter range.

Dhislugs enjoy damp, dark areas. They congregate in colonies of up to 10 in the sewers and waste disposal pits of Algarine and other cities. They emerge only at night, using acid secretions to melt their way through gratings. They will rarely venture far from these openings, crushing the first prey they spot and dragging it down for a feast. The Bureaucrats have blamed the damaged sewer accesses on everything from natural erosion to terrorist activity by the Imperial Resistance.

Dhislugs need to feed at least once a week to remain healthy. They are strict meat-eaters, but not picky, attacking any creature nearby. While not armored, their body's natural resilience does provide some protection against melee weapons.

Adventure Idea

The New Republic hires the characters to run some data to Algara II. This simple hook gets the characters to the planet. The New Republic will warn the characters to make sure that their diskwork is in order.

At some point after the characters' ship has landed but before they disembark, the Imperial Resistance, which has found out about the data shipment, will raid the vessel and try to steal the information.

Adventure Idea

The characters are supposed to meet a fellow off-worlder New Republic representative at the New Republic Cantina in Algarine. As the characters approach the cantina, their contact staggers out of an ally and collapses at their feet, dead.

The characters only have a few minutes to search his body before the police arrive and, of course, the characters will have to answer lots of questions if they are found by the body.

The victim died of a vibroblade wound. There is

nothing on his person except his Visitor Identification chip, which indicates that he was staying at the Club Prosperine and that he owned a Droid.

When they arrive at the club and check out his room, they find a group of Xan and humans going through the room, searching for something. What has happened is that the New Republic representative has been conducting his own investigation and has discovered the true nature of the situation on this planet. He recorded it all on his 3P0 Protocol Droid. The Imperial Resistance thought he was a spy and had him killed. They are now searching his room for the data he gathered, believing it to be incriminating evidence against their movement.

The Droid, in the meantime, has taken the monorail back to the Algarine starport, awaiting the passenger ship that the agent had booked passage on in order to leave the planet.

The ideal outcome of this adventure is the characters' finding out the true nature of the Resistance, while not getting killed by them, as well as avoiding arrest for the agent's murder.



Atraken

System Summary

The yellow star Kattellyn has only two planets in its system — sadly, both are dead. Kronas is a ball of searing rock that orbits much too close to the sun to ever sustain even the tiniest shred of life. Atraken is a bombed-out husk, a poisoned legacy of the Clone Wars.

Atraken has three moons, Trilos, Doulos, and Mrykos. Only Trilos is capable of sustaining life of any kind, and it is here that an Atrakenite mining colony was set up several years before the Clone Wars erupted. Atrakenite refugees made their way here and have bolstered the population to its current level.

The Kattellyn system is on a well-travelled trade route, but the disaster of Atraken is common knowledge to most spacefarers. Knowing the details of the catastrophe is an *Easy cultures* task. Those traders who have, largely by accident, discovered the Atraken settlements on Trilos have seen their tales dismissed as fantasy in other parts of the galaxy.

Atrakenite Society

This is a survivor-based society, a society built on a sadness that has not yet gone away. This, combined with the stark and gloomy setting of Trilos, makes for a somber people that seem to have little time for leisure or laughter.

The Atrakenites are a stubborn lot, and they have chosen as one people to stay in their system and try to honor the memory of their dead by rebuilding their society. In a way, it is a form of penance. Many of the refugees are still suffering from survivor's guilt.

System Datafile

Kattellyn system, star: Kattellyn, yellow sun. Two planets, Kronas and Atraken. Atrakenite mining colony on Trilos, primary Atrakenite moon.

ALERT: RESTRICTED SYSTEM! The population of the planet Atraken was decimated during the Clone Wars. There is no one left on the planet to trade or interact with. Possible hazards include biochemical weaponry residue, unexploded ammunition, and other sustained environmental hazards. This system is dead and off-limits to all personnel.

There is only one distinction made in Atrakenite society, that which exists between the descendants of the miners and the descendants of the original refugees. Neither group has dominance over the other, and marriages and the like are certainly permitted between the two. The Atrakenites maintain the largely ceremonial division simply as a way to remember their heritage and to keep their history alive.

The professional organization called the Atrakenite Guild of Miners runs the day-to-day affairs of the planetoid. When the refugees first came to Trilos, it made sense that the miners were the ones to set up a functioning government, since it was they who knew the planetoid well. The organization is headed by an eight-member Mining Council, which consists of the descendants of six mining families and two refugee families.

The destruction of their planet has given the Atrakenites a strong streak of non-violence. They have become outright pacifists and will not attack another creature unless their lives are directly threatened and there is no other alternative available. Some of the traders who have landed on Trilos and spoken about the Empire-New Republic conflict have been surprised by the Atrakenite reaction. The Atrakenites do not want anything to do with either side. They do not care who runs the galaxy as long as they can be left in peace and allowed to rebuild their own shattered lives.

Starport Touchdown

This is a limited services starport, formerly used as the main starport in the pre-Clone War days. Now, it lies mostly unused. Most of the spacecraft used to evacuate Atrakenite survivors have been disassembled, and only two craft remain.

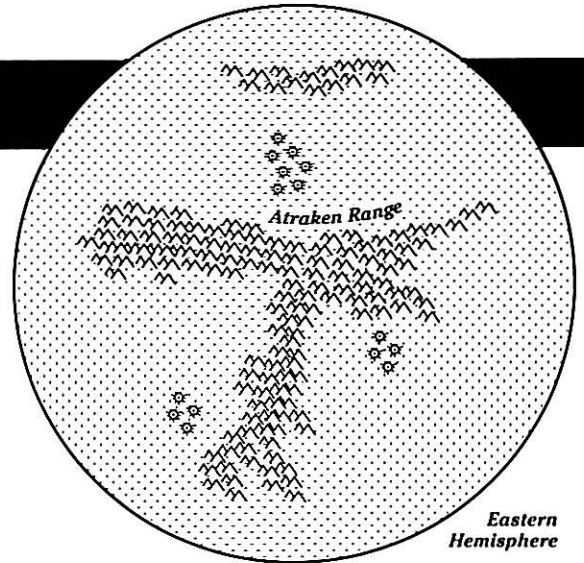
The two surviving craft are light freighters, the *Atraken Hope* and the *Atraken Memory*. Only the *Atraken Memory* still functions, while the *Atraken Hope* is now used for spare parts to keep the freighter working. Unfortunately, the *Atraken Memory* is currently under repair.

One interesting bit of salvage from post-Clone War days that drifted into the system was the battered hulk of an X-wing fighter, obviously battle-damaged as a result of a run-in with Imperial forces. Though the pilot was dead, the R2

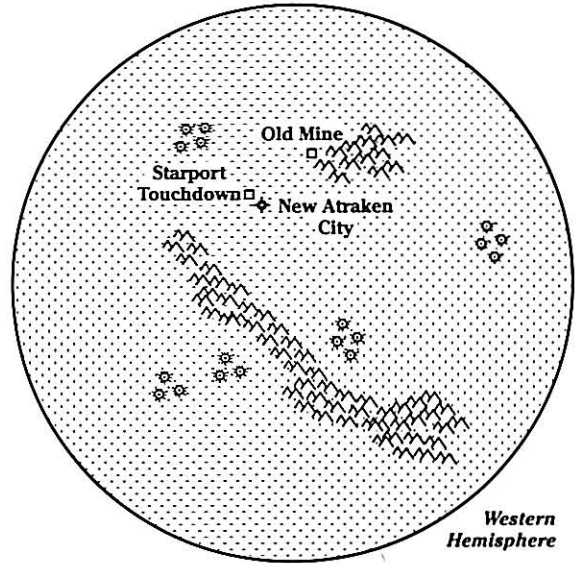
PLANET LOG

Planet Name Atraken	Planet Type Satellite
Type: Satellite	
Temperature: Cool	
Atmosphere: Type III (Breath Mask Required)	
Hydrosphere: Arid	
Gravity: Light	
Terrain: Caves, mountains, craters	
Length of Day: 20 Standard Hours	
Length of Year: 340 Local Days	
Sapient Species: Human, Ee (N)	
Points of Interest: Ee colony, Old Mine, Starport Touchdown	
Starport: Limited Services	
Population: 100,000	
Government: Guild/professional organizations	
Tech Level: Information	
Major Exports: None	
Major Imports: None	

SYSTEM DATA		
System Name: Kattellyn		
Star Name: Kattellyn	Star Type: Yellow	
ORBITAL BODIES		
Name	Planet Type	Moons
Kronas	Desolate Searing Rock	0
Atraken	Desolate Wasteland	3
Torilos (Moon)	Barren Mining Satellite	0



Eastern Hemisphere



Western Hemisphere

World Summary

The planet Atraken is the primary world of this system. Atraken is a wasteland, ravaged by the Clone Wars to the point of irreparable ecological disaster. The planet has been totally written off the world logs as a place for visitors to travel and trade.

However, what the overwhelming majority of the galaxy is unaware of is that a small segment of the Atraken population escaped the conflict and fled by ship to Trilos, one of the three moons of Atraken.

Now miners and colonists dwell in pressurized shelters above and below ground. Most of the ores they mine are processed on the planetoid itself and used to expand the colony. In essence, it is a self-sustaining world.

Standing water is found in underground springs, and massive hydroponic and fungal gardens provide nutrients.

The Atrakenites have, in the last few years, begun making salvage runs back to their home world.

Stephen Crane

Droid still functioned. Using their resourcefulness, and dumping the memory banks of the R2, the Atrakenites have managed to build other R2 units.

The X-wing now sits on the runway of the starport, unable to be completely repaired due to the lack of certain key parts. The Atrakenites are willing to trade it for needed goods, but the value of what is offered must equal at least half of the price of an X-wing.

In order to repair the X-wing, the characters need to purchase spare parts found only at Stellar class starports and costing 50,000 credits. Once this is achieved, repairing the ship takes two weeks and is a Difficult task.

New Atraken City

The word "city" is a slight misnomer, as the population of New Atraken hardly qualifies the site for such a classification. It is located half a kilometer below the lunar surface and connected by access paths to the starport.

It was, at one time, a tiny community, populated by miners and their families. Once the refugees from Atraken arrived, the little mining village had to be expanded to fit everyone. Current population stands at 40,000.

The city has two cantinas, the Last Resort and the Downside. There are no hotels, casinos, or restaurants here. The cantinas are the only places

where the people of Atraken/Trilos can go to rest, drink, and exchange news.

The citizens of New Atraken City live in modular apartments grouped together in building configurations.

The city is connected by a subway to the Old Mine. The trip takes two hours, and a train leaves every hour on the hour. The subway is double-tracked, so that trains going back and forth present no problem. There are no other stops on the route.

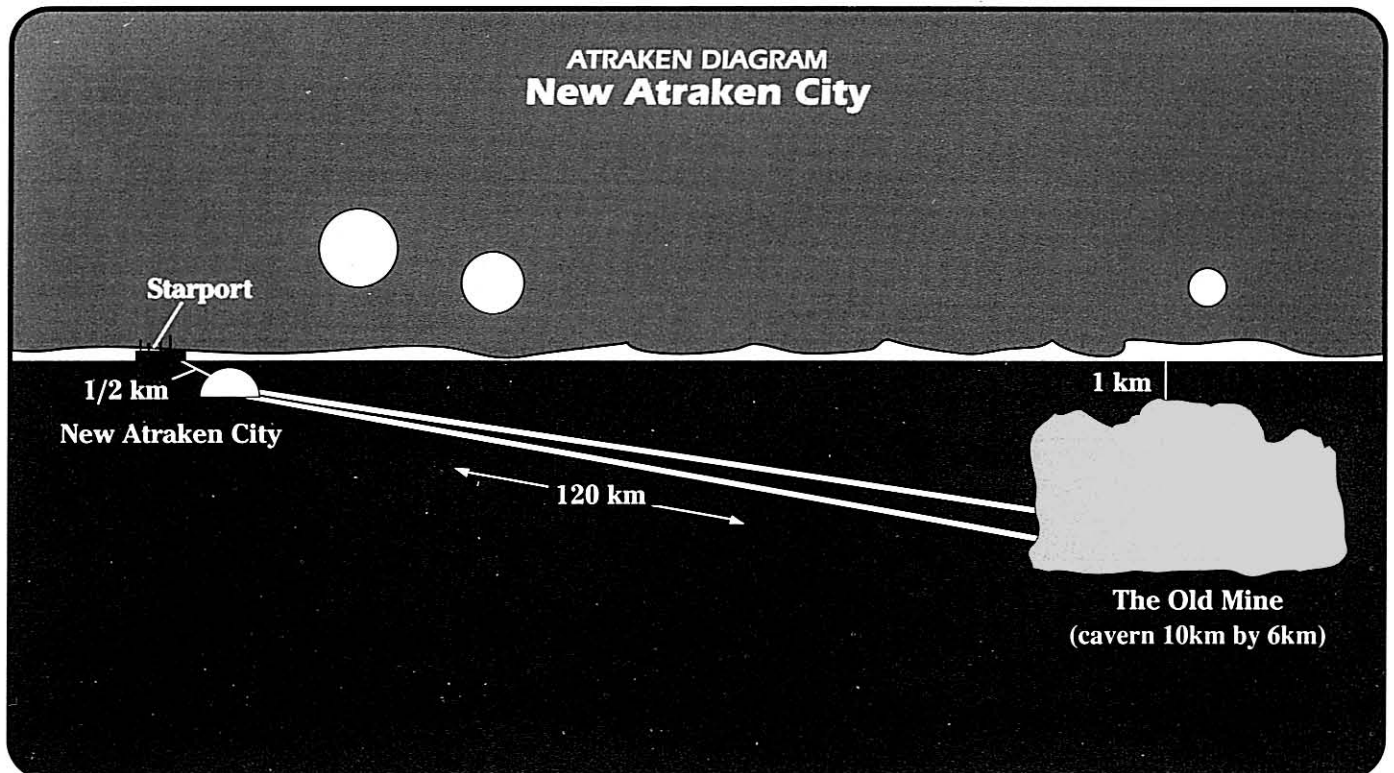
Current Mines

The Atrakenites have begun new mines. Each one is set in one of the big craters in the planetoid's western hemisphere. Travel to these mines is accomplished using pressurized landspeeders and ore barges.

Each mine has a pressurized dome with sleeping facilities for 180 workers. The mines are very productive, and there are even plans for expanding the subway to reach each of them, once enough raw material has been mined, refined, and made ready to use.

The Old Mine

Located one kilometer below the surface, this huge cavern (10 kilometers long by six kilometers wide) was the first mine established by Atraken. It has since been played out, and now houses the



Atrakenites' manufacturing equipment.

The Old Mine also hosts a community now, composed of the laborers charged with constructing most of the goods. Current Old Mine population is 10,000. The community has one cantina, also called the "Old Mine."

The Ee

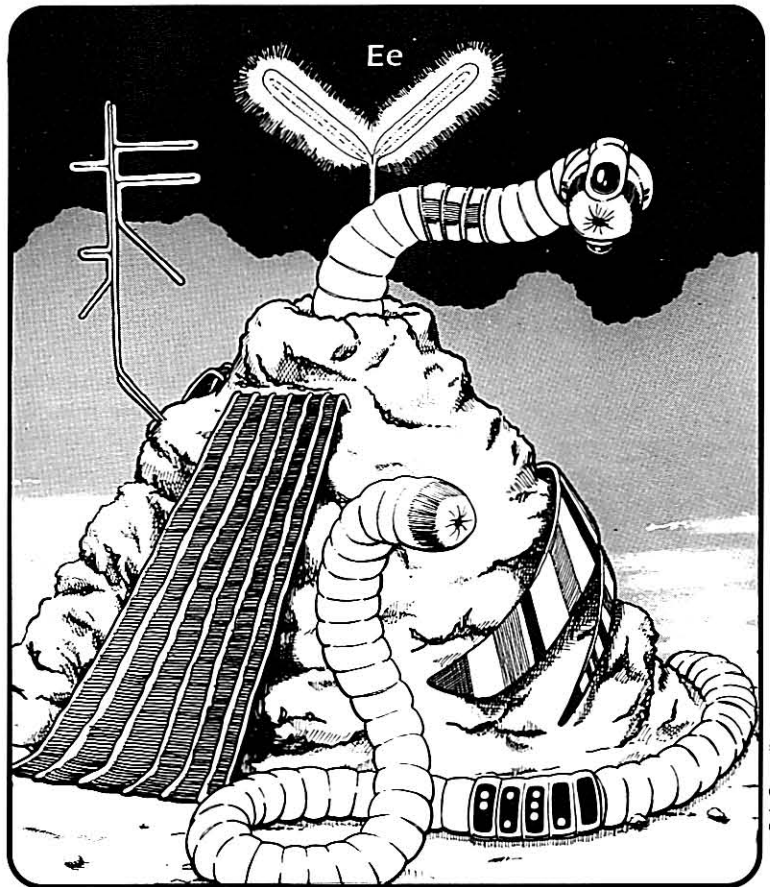
The Ee are a race of small worms native to Trilos, not more than six centimeters in length. Ee coloration is grey or tan, with a darkened area marking the location of their heads. The moon Trilos is infested with Ee, who enjoy burrowing through the rock and eating very small amounts of minerals and fungus. The cold, harsh conditions of space do not bother the Ee, and they are able to exist with very little oxygen.

Ee have tactile, olfactory, and audio nerve endings all over their bodies serving as sensory organs. The head contains one optical organ that allows sight. Their tiny mouths have a sharply defined taste organ, so that the burrowing Ee may be able to tell what sort of mineral it is burrowing through. Some Ee have even become connoisseurs of particular minerals.

The Ee have two unusual abilities. The first is that their digestive system allows them to ingest several different types of mineral and rock, and produce alloys. These substances are used in the construction of Ee equipment (see below). Also, when an Ee eats into a vein of metal ore, it refines the metal to its purest form, since what it is really consuming from the ore are the impurities. The Ee then take the threads of pure ore and, using their mental powers, weave and weld the metals into functioning devices. Most of these devices are powered by solar power, collected by micropanels on Trilos' surface and stored in micropowercells, all of which are formed by the Ee manufacturing process. The Ee have also found that ingesting certain chemicals allows them to produce different substances from the minerals they take in, but they are forced to rely on the unwitting Atrakenites to provide the needed solutions.

One of the most unusual things about the Ee is their mental prowess. The species is quite intelligent and has developed a number of powers of the mind to enable them to rise to a level of civilization unheard of for most invertebrates.

Each Ee has male and female characteristics, and reproduces by laying 1D eggs. The incubation period is a time-consuming, random affair, with the young taking 2D months to form. Average Ee life expectancy is 20 years.



Rob Caswell

Ee Society

The Ee are individuals but have a linked group mind, and consequently the issue of government is a simple one. Each Ee puts its thoughts into the problem, and the course of action which results is an amalgam of all the ideas submitted. Despite this potentially confusing system, the Ee manage to get things accomplished.

Ee dwellings consist of hives made of cone-shaped rock formations, found on the moon's surface as well as in underground caves.

Ee society is divided into the following categories, based on occupation:

Purifiers: Those Ee especially adept at processing ore into pure elemental form.

Weavers: Ee who show talent in taking the processed materials and forming them into the machinery needed.

Thinkers: Ee who have a knack for theories, principles, and such.

Mindbenders: Ee who have especially strong mental talents.

Bulwarks: Ee whose primary duties involve the protection of the race.

None of these castes is considered superior to any other., but exist only to make the best use of

every Ee's talent.

The Ee have no spoken language. They do possess an iconographic alphabet, which uses symbols to represent words and ideas, but this system is only rarely used. Most of the time, the Ee rely on their telepathic power to communicate with each other and with aliens.

The Atrakenites have not discovered the true nature of the Ee. They are aware that Trilos has some forms of life, including these worms, but they are not aware that they are sharing the world with another civilization.

As for the Ee, they have been watching the Atrakenites very closely, reading their minds, and observing their behavior. The Ee feel pity for the Atrakenites, who have lost their home planet. The little creatures are waiting for the group mind to finally decide when the time is right for contact. Many Ee feel that this will be soon.

Until then, special measures are taken to ensure that the Atrakenites never learn of the Ee civilization. Ee iconography is never done in a place where the Atrakenites are known to pass by or frequent. The minds of traders who stop at Trilos are manipulated by the Ee so that their tales of the planet are so fantastic as to not be believed.

The Ee have learned of the existence of the Empire-New Republic civil war. The Ee came to

the conclusion, rather quickly, that the Empire is the prime offender. The Ee also feel that if the Empire were to find out about this mining facility, it would move in, brutally taking everything it wished and turning it into an Imperial production facility. This is another reason why they feel it necessary to remain hidden, although many of the species are bothered by toying with alien memories.

Ee Mental Powers

All Ee are adept at at least one type of mental power, be it physical skills, environmental skills, or mental skills. One Ee in 10 is adept at two categories, and one Ee in 100 is adept at all three.

Ee begin with 2D in these skills, but may increase their skills. Effective range of all powers, unless otherwise stated, is five meters.

Physical Skills

Cell Burst: Disrupts the cells in organic or inorganic matter, causing 4D damage. Difficulty is Easy for organic matter and Moderate for inorganic matter.

Healing: Completely removes an injury. Difficulty: Very Easy for wounded victims, Easy for incapacitated ones, and Difficult for mortally wounded ones. **Note:** These difficulties are DOUBLED when the target is non-Ee.

Pliability: Causes any substance to become

Ee

Length: 1.0 - 6.5 centimeters
DEXTERITY 0D **PERCEPTION 3D**
KNOWLEDGE 4D **STRENGTH 1**
MECHANICAL 1D **TECHNICAL 5D**

Speed Code: 4D (burrowing)

Special Abilities: The Ee have three distinct types of mental ability, *physical skills*, *mental skills*, and *environmental skills*. Ee start out with their respective skills at 2D — skills may be increased at double the normal skill cost (for instance, going from 4D to 4D+1 costs 8 skill points). See "Ee Mental Powers," beginning on page 17.

Combat: The Ee rely on their mental powers in battle, having little in the way of physical skills.

Using Ee in the Roleplaying Game: The Ee are small and fragile, but with formidable mental powers and great knowledge. They do their best not to get into any physical confrontations whatsoever, firmly believing that discre-

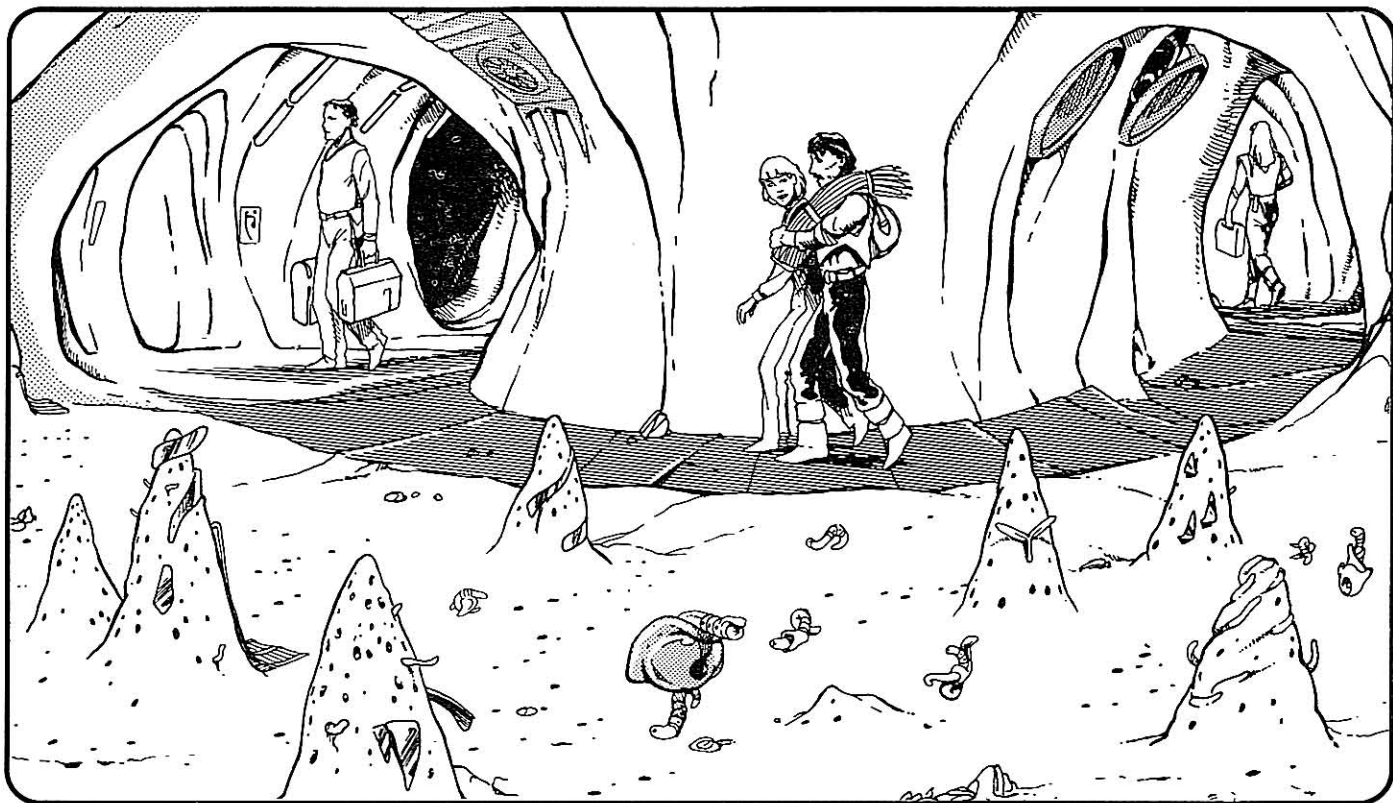
tion is the better part of valor. They would rather out-think their opponents than outfight them.

The Ee do not seek to inflict harm on others, concentrating mostly on defending themselves and innocents. But, if pressed, and there are no other options available, they will use their mental powers to harm.

If the Ee have any flaw, it is their egos, which are far larger than their bodies. An Ee looks down upon anyone not as intelligent as himself. They have little patience when it comes to explaining difficult procedures to beings of lesser intelligence.

The Ee are natural explorers, and have mapped every section of Trilos. There is no doubt that the Ee would jump at the chance to explore space.

Quote: "Yes, yes, I know you are not a segmented-bodied, telepathic invertebrate. I guess we cannot all be perfect!"



Mike Vilardi

flexible. Difficulty: Easy.

Telekinesis: Though Ee telekinesis is different than the Force power of the same name, for simplicity's sake, the same description can be used for both. Ee difficulty numbers of telekinesis are two levels higher than those of the Force power.

Teleportation: Ee with this power can teleport objects which weigh no more than one kilogram. The object can be teleported one meter per three points rolled (round down). For example, if a 15 is rolled, Ee can teleport an object up to five meters. If the power user attempts to teleport himself, difficulty is Moderate. Standard difficulty: Very Easy.

Environmental Skills

Light: This power must be centered on an object weighing no more than one kilogram. The object must be within 10 meters of the Ee. When used successfully, a globe of light 10 meters in diameter is created. The object can be moved and the light globe will move with it. Difficulty: Very Easy.

Null Gravity: An Ee interference field disrupts the gravity in a two-meter radius. Anyone caught in it, floats upward until the Ee ceases using the power. The Ee must be on the perimeter of the radius, and the null gravity area cannot be moved. Difficulty: Easy.

Power Drain: Sucks all power out of a battery

or other charge-holding device. Difficulty: Moderate.

Raise/Lower Temperature: Affects a 20-meter diameter circle. Difficulty is Very Easy for a five degree Centigrade change, Easy for a 10-degree change, Moderate for a 15-degree change, etc.

Mental Skills

Group Mind: Enables all Ee to communicate with each other. All involved Ee must be within 30 meters of each other (Ee normally form a "chain" to keep in contact). Difficulty: Very Easy.

Memory Alteration: Rearranges the memory patterns of the victim. The Ee's power roll must exceed the victim's *Perception* roll. Ee use this power to change the memories of aliens, so that they tell outlandish, and easily dismissed, stories about Trilos.

Mindlink: Allows two-way mental communication, even if recipient has no mental powers. Difficulty: Moderate.

Projective Telepathy: This is somewhat similar to the Force power, with the difficulty Easy, or Moderate if the target is in an extremely emotional state.

Sensory Overload: Causes the target to experience a huge influx of sight, sound, taste, hearing, and touch stimuli, causing him to pass out. Difficulty based on victim's *Perception*: 1D-2D:

Very Easy; 3D-4D: Easy; 5D-6D: Moderate; 7D+: Difficult.

The effects of *memory alteration*, *cell burst*, *power drain* and *healing* remain even after the power is no longer being used.

Whenever an Ee uses a mental power, it must rest for twice the amount of time spent performing that action. The maximum amount of time an Ee can spend using a mental power is one hour.

Ee Technology

The Ee have developed and continue to manufacture the following items: solar panels, intruder sensors, motion sensitive alarms, lighting panels, fortifications for their dwellings and supports for tunnels

All of this machinery is, of course, to scale with the Ee race and of no use to the average visitor.

The World of Atraken

The once-beautiful planet of Atraken now stands as a monument to mindless destruction. Opposing forces in the Clone Wars made it their battlefield, destroying each other, the planet's environment, and over 90 percent of the native population.

Nowadays, Atraken's oceans, those that have not been boiled away, are huge bodies of poisonous water. Most plant life has been blasted away,

and all animal life is gone. The very air is poisonous, carrying either the remains of chemical weapons or virulent strains left over from germ warfare. The only life form that remains are large, burrowing insects called "diehards" that have adapted to eating the poisons of Atraken.

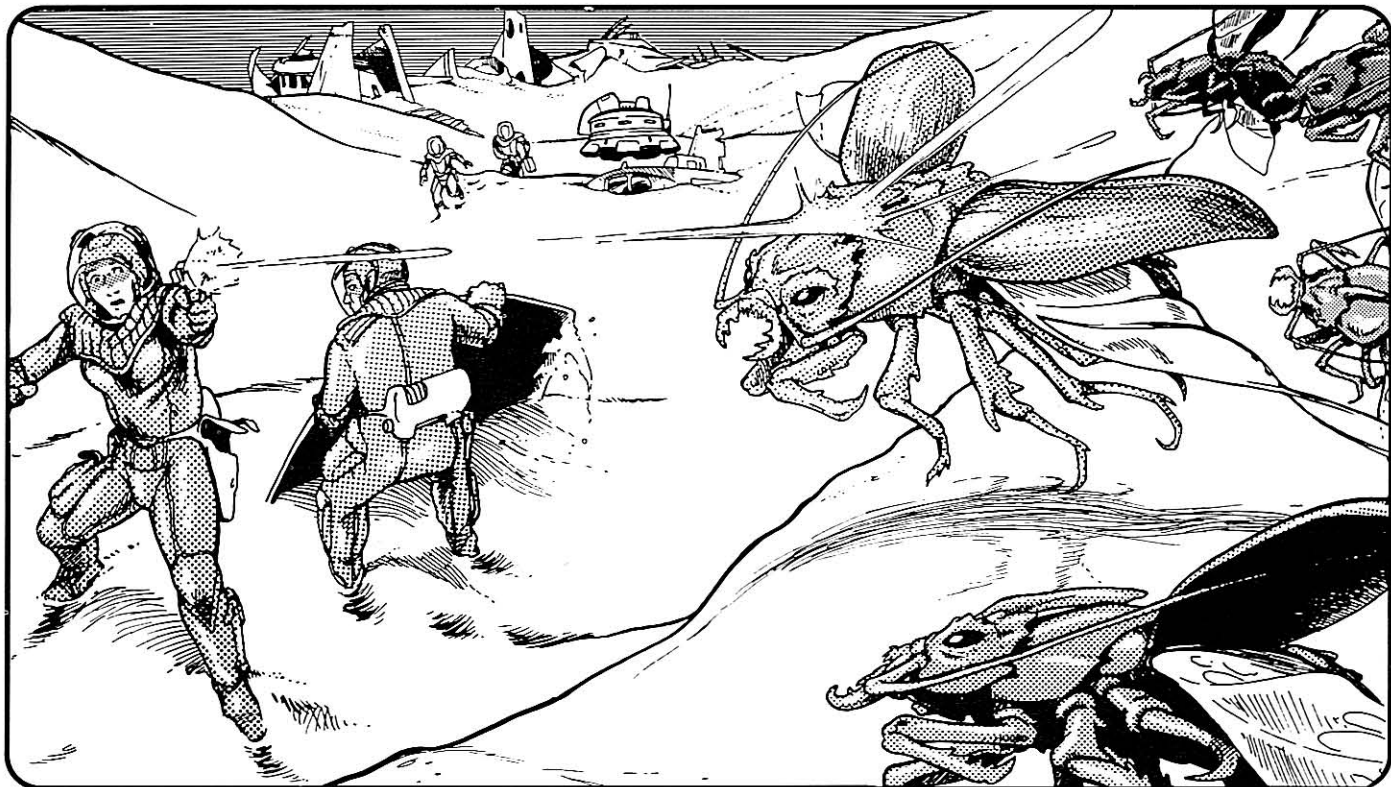
All that stands now are the shattered remains of Atraken's cities and a carpet of debris, the last bits of evidence that a thriving civilization once existed here.

Exploring Atraken

The only legitimate reason for exploring Atraken is for purposes of salvage. In order to survive for any length of time on that blasted planet, full protection space suits will be needed. Even these, however, are not enough — the howling winds of Atraken, laced with corrosive chemicals, will slowly cause a suit to lose its structural integrity, eating away at the non-metal parts.

In game terms, consider the suit to have a *Strength* of 5D for purposes of protection from the hostile environment of Atraken. For each hour spent on Atraken, a cumulative 1D is rolled against the suit. As soon as a wound result is scored, the suit has lost integrity, and the character is vulnerable.

Once a suit is compromised, the character is attacked by a cumulative 2D damage for every



Mike Vilardi

ten minutes of exposure.

Visibility on most parts of the planet is down to 20 meters. Dust and other pollutants in the atmosphere obscure sunlight. Daytime temperature hovers at about two degrees Celsius, while nighttime temperatures dip to minus ten degrees Celsius.

Atraken Events

For every half hour spent on Atraken, roll 2D and consult the "Atraken Hazards Table" to see what peril, if any, the characters encounter.

Storms last for 6D minutes. It is possible to have overlapping conditions.

Searching for Salvage

Characters exploring Atraken may attempt to salvage materials. Each character may attempt to find salvage once per hour. For each character attempting such an action, roll 2D and consult the "Salvage Table" for the results.

Cidwen

DEXTERITY 5D

PERCEPTION 4D

STRENGTH 1D +1

Speed Code: 5D (flying), 4D (gliding)

Size: .5 meters in length, 1-meter wingspan

Scale: Creature

Attacks:

Beak: Str+2D damage

Claws: 4D damage

Combat: Cidwens attack from the air. If their prey is relatively small — a diehard, for instance — they will attempt to seize it in their claws and carry it off before consuming it. If faced with a large target, they will fly past and rake it with their claws until it is unconscious. They will then land and tear it to pieces.

Using Cidwen in the Roleplaying Game: There are, in reality, very few cidwen on Atraken— no more than a dozen at present. They are actually natives of the planet Keros, some light years away, and a pair were left behind by a free-trader. Shortly after, the Atrakenities discovered that the cidwen, while potentially dangerous, have developed an appetite for diehards.

Cidwen are ebon-hued birds with sharp beaks and vicious claws. They nest in ruins throughout Atraken. Their keen eyes allow them to spot diehard activity from a distance, at which point they take to the air and snatch up the offending insects.

Though cidwen are capable of flight, they often glide when stalking prey, as there is less chance of their being heard. Should a cidwen's

Roll	Encounter
2-5	No encounter.
6-7	Massive dust storm. Visibility cut to five meters. -1D to all <i>Perception</i> and <i>Dexterity</i> -related skills.
8	Ground collapses underneath 1D character's feet. Roll for falling damage. Total distance fallen equals 3D.
9	Characters come upon a fairly intact building.
10	Electrical storm prevents communication and sensor operation.
11	Characters encounter 1D diehards.
12	High radiation area. All characters hit by 4D of radiation damage, regardless of protection.

Roll	Result
2-6	Nothing.
7-8	Useful spare parts for Droids.
9	Useful spare parts for spaceships.
10	One random piece of broken equipment, gamemaster's choice*.
11	One random broken weapon, GM choice*.
12	A broken landspeeder**.

*Recommend that only two such items be found by any one party of characters. Can be repaired, Very Difficult task.

** Recommend that only one such item be found by any one party of characters, and only once. Can be repaired, Very Difficult task.

nest be disturbed, or the creature simply be hungry or irritated, it may attack people. This generally involves gliding down and clawing. There has only been one recorded instance of cidwen eating a person, they are generally more interested in driving away the offending party.

Diehards

DEXTERITY 5D
PERCEPTION 1D
STRENGTH 6D

Speed Code: 4D

Armor: +2D to *Strength*

Note: Energy weapons are less effective against Diehards. When attacked, add 3D to their *Strength* to resist damage.

Size: .5 meters long

Scale: Creature

Attacks:

Mandibles: 4D damage

Combat: Diehards burrow up from underneath rubble and attack their victims. They are aggressive hunters, who have had to subsist for far too long on minerals and old building materials.

Using Diehards in The Roleplaying Game: Diehards are bugs, which have survived the catastrophe not because of their wits, but simply because of their physiology. The diehards were unaffected by the various plagues, radiation, and energy weapons used in the war.

In fact, in order to kill diehards, characters

must use explosives, melee weapons, kinetic energy weapons (slugthrowers, bows), or light sabers. Diehards are very resistant to energy attacks.

Diehards are driven by instinct. They are not intelligent and do not use complicated strategy. Instead, they swarm all over their prey and bring it down by force of numbers.

Once a diehard hits a target, it remains fastened to the victim by means of its mandibles. After the first successful attack by a diehard, that particular insect will automatically hit in subsequent rounds, doing an additional 2D of damage. Removing a diehard is a Moderate *Strength* task.

The Atrakenites nicknamed this species of insect "diehards" due to their ability to survive the devastation of the planet. The diehards are ten-legged insects with a chitinous shell on their backs, and nasty mandibles. They are encountered in groups of 2D-1.

Diehards can also be found on Trilos, having travelled there on Atrakenite salvage ships.

Adventure Idea

This should be the first adventure set in the Kattelyn system.

The characters spot a Corellian stock light freighter adrift in space. It does not answer any hails. If the characters board it (gamemasters can use the interior blueprint of the Millennium Falcon found on pages 40-41 of the *Star Wars Sourcebook*), they will find that the crew of four is dead.

The ship appears to be ruined, as if vandals tore into it with vibroaxes. None of the systems save the computer and the environmental control still work, and even these will go in 1D hours.

This is what happened: The freighter *Lucky Bantha* discovered the Kattelyn star system. The crew stopped off at Trilos, exchanged some small goods and pleasantries, then, against the advice of the Atrakenites, went to check the ruined planet of Atraken for salvage.

Unfortunately, the crew did two things wrong. First of all, their space suits were of cheap quality, and easily compromised. This led to their catching radiation sickness, which eventually caused their deaths. Secondly, they DID find some salvage, unaware that a small nest of diehards was included with it.

When the crew brought the salvage into their cargo hold, the diehards left the salvage and began eating away at the ship itself. Of course, the crew was already dead of radiation poisoning by the time the diehards had managed any significant damage.

The names of the ship and crew, their last port-of-call and its coordinates, their next planned destination, their activities on Atraken, and their final entry, are all on the ship's computer. It is a Moderate *computer programming/repair* task to obtain each of the above listed bits of information out of the computer.

The dead crew members, incidentally, are still irradiated. Unless the bodies are jettisoned, the characters will suffer 3D of radiation per hour spent in the *Lucky Bantha*.

Adventure Idea

Once on Trilos and acquainted with the natives, the characters are asked to investigate some odd goings-on in the Old Mine. Large amounts of chemicals used in manufacturing are missing, and all evidence points to the theft being an inside job.

This curious event is the work of a few ambitious Ee, who are defying their group mind and using their powers to get the Atrakenites to produce large quantities of chemicals for their use. They alter the memories of the Atrakenites so that they do not recall mixing the solutions.

There are a few small Ee tracks in the dust, which can be found with a Very Difficult *Perception* task. The tracks lead to a cone, which is the entryway down into a five meter wide cavern, where the Ee have a small city.

The Ee will not wish to be revealed to the Atrakenites. It will be rather interesting to see how the characters react to telepathic worms who are living refineries.

Adventure Idea

While the characters are on another planet, they are approached by a somber-looking elderly couple. They offer to pay the characters 50,000 credits to fly them to the Kattelynn system.

The old couple know of the fate which befell Atraken. They are the children of two refugee families who fled the planet before the war broke out. Now, in their declining years, the old couple wish to go back and see their homeworld one last time before they die.

The couple are unaware of the existence of the Trilos colony. The characters are unaware that

the couple are New Republic sympathizers who are being followed by Imperial agents. A confrontation on Atraken between the Imperials and the characters may be called for.

For gamemasters and players who like happy endings, add the following wrinkle: the old couple doesn't know it, but they have relatives still alive on the mining colony.

Adventure Idea

In the realm of the truly off-beat, an Ee approaches the party in a cantina (perhaps after the party has drunk a bit too much), and asks them to take it to the moon Trilos in the Kattelynn system. For payment, the Ee can give the characters 5,000 credits worth of pure metals, but can only pay this price once it gets back to Trilos.

It seems that a free-trader who visited Trilos wound up with an Ee in his spacesuit. The curious Ee wanted to see "what was out there," but has seen enough.

What could make this adventure even MORE unusual is having a horde of half-drunk aliens who love worms as a delicacy, or for putting in their drinks, notice the Ee talking to the characters. The drunken aliens will give chase to the characters, demanding the worm. Of course, the aliens have their own ship (or ships), too.



Carosi XII

System Summary

The Carosus system has undergone some dramatic changes in the recent past. Three hundred years ago, the sun, Carosi, an orange star, reached the point where it had consumed most of its hydrogen and began an unusually rapid expansion. Carosite astronomers predicted that the sun would soon turn into a red giant, devouring most of the inner planets.

The first five planets in the system were destroyed. Carosi IV, the Carosite home planet, was swallowed up by the sun. Carosi V, a prime candidate for colonization, was also destroyed. Carosi VI, a planet with potential for terraforming, is now the closest planet to the sun, and consequently has had any life-giving potential burned away. Carosi VII and VIII have rapidly turned into stiffling hot greenhouses suitable for colonization at some later date, and Carosi IX, X, and XI are useless gas giants. Only Carosi XII, once a frozen ice ball and now improved to polar planet status, has a habitable environment.

It was Carosi XII that the scientists spent decades terraforming in anticipation of colonization. The results have paid off, though the work is not yet complete. As a result, Carosi has a great need for scientists and other specialists interested in building a world.

Carosites

The Carosites are a bipedal race, one and a half meters tall and quite thin, with unusually long necks. Their faces have long snouts, small dark eyes, and a fine layer of fur. This fur covers

their bodies as well, and keeps them warm. Their senses are extremely acute, and their hands are very nimble and well coordinated.

Carosites have a life expectancy of 120 standard years. The Carosite reproductive cycle is a very fleeting thing. Carosites can only have young twice in their lifetime. Each birth produces a litter of 1D young. This accounts for the Carosite's intense respect for life, since they have so few opportunities for renewal. It was this respect for life that helped the Carosites develop their amazing medical talents, from which the entire galaxy now benefits.

The only social unit in Carosite society is the family, consisting of an adult male, adult female, young, and any family member that is too old to take care of itself.

Carosites are a gentle, beneficent race with a talent for healing and invention. They possess an instinctive grasp of alien physiologies, as well as a special insight into what ails a patient. Carosites are also hopeless optimists.

Tradition and ritual are very important to the Carosites. The destruction of their home planet has served to strengthen their resolve to remember and venerate the past.

Verbal or written promises are regarded as completely binding by Carosites, and they extend that courtesy to off-worlders, expecting visitors to the planet to reciprocate. Thus, Carosites are frequently disappointed by what they perceive as the dishonor prevalent among some other species.

Though Carosites are more devoted to healing a body than harming it, they will vigorously fight to defend their homes, families, and planet. If a Carosite's convalescing patients are being threatened, the Carosites on hand go into a berserk "life-saving fanaticism" state. This enables a Carosite to add 2D to their *Strength* dice for as long as the patient is endangered.

Although the Carosites have the ability to engage in space exploration, they have chosen instead to devote their time, energy, resources, and intelligence to perfecting the medical arts. They use the *Sudden Restoration*, a Carosite space vessel that functions as a hospital ship, to spread their talents to needy systems. The *Restoration* travels the galaxy, bringing free medical care to all in need. The *Restoration* has also visited New Republic and neutral worlds in the aftermath of battles and administered care to the civilians. (In

System Datafile

Note: Update files to indicate new system status. Carosi is no longer an orange star, but is now a red giant. Please adjust star maps and navigational computations accordingly.

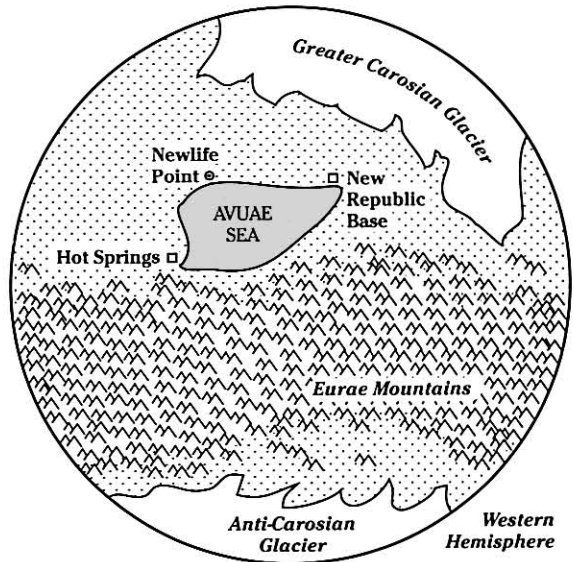
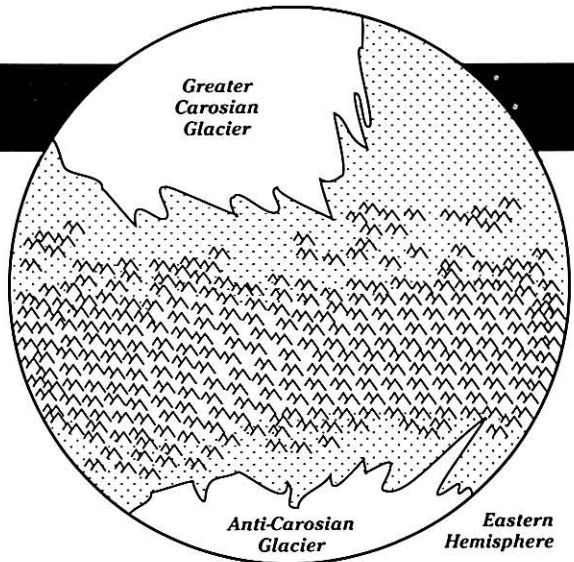
Carosus star system, star: Carosi, red giant. Formerly 12 planets in system, has been reduced to seven planets due to solar expansion. Old numerical reckoning retained; closest planet to sun is Carosi VI.

Carosi XII, New Republic planet. Primary function: Medical care and prosthetics. **NOTE:** If emergency medical care is required, radio Carosi XII starport on standard hailing frequencies. An emergency trauma team will be standing by.

PLANET LOG

Planet Name Carosi XII	Planet Profile Terraformed
Type: Terrestrial	
Temperature: Cool	
Atmosphere: Type I	
Hydrosphere: Moderate	
Gravity: Low	
Terrain: Glaciers, mountain	
Length of Day: 30 Standard Hours	
Length of Year: 400 Local Days	
Sapient Species: Carosites	
Points of Interest: Newlife Point, hot springs, New Republic outpost	
Starport: Standard	
Population: 2 million	
Government: Democracy	
Tech Level: Space	
Major Exports: Prosthetics, cybernetics	
Major Imports: Manufactured goods, food, luxury items	

SYSTEM DATA		
System Name: Carosus		
Star Name: Carosi	Star Type: Red Giant	
ORBITAL BODIES		
Name	Type	Moons
Carosi VI	Searing Rock	0
Carosi VII	Desolate Swamp	1
Carosi VIII	Jungle	2
Carosi IX	Gas Giant	6
Carosi X	Gas Giant	10
Carosi XI	Gas Giant	15
Carosi XII	Cool Terrestrial	1



World Summary

There are very few planets that have openly supported first the Rebel Alliance and now the New Republic; Carosi XII is one of them. Located far from the Imperial Core, but close to an important free-trader route, the arctic planet is visited by many who seek healing of the mind or body. Carosi XII is a safe haven for free-traders and New Republic agents alike, thanks to a Republic base established close to the sole Carosite city.

The topography of Carosi XII is made up mostly of mountains, stretches of open, frigid plains, and gigantic glaciers. The sole sea, the Avuae, provides a terrestrial haven for the Carosites. The only city on the planet, Newlife Point, is located on the shores of the Avuae.

The planet still has some latent volcanic activity, the most popular manifestation of this being the hot springs located south of Newlife Point. The springs are known for their soothing properties and are used to accelerate healing.

The Carosites are the only intelligent race on Carosi XII. There are a few species of marine life and wildlife, but nothing of any great note.

Stephen Crane



Rob Caswell

general, the vessel avoids Imperial space, given the Empire's long-standing policy of discrimination against non-humans.)

Since the ship aids anyone in need, the *Restoration* is generally safe from any attack. Many pirates and free-traders would take it upon themselves to hunt down anyone who harmed the *Restoration* or its crew.

A little known "side business" of the Carosites is their programming of medical Droids. Technicians on Carosi can "squeeze" the maximum performance out of medical Droids. Increasing a medical Droid's existing programming while on Carosi XII takes half the required number of credits.

The Carosites also enjoy teaching medicine, and have set up a school. Famous doctors, surgeons, scientists, and other medical personnel come to Carosi XII to either study or teach.

Carosi Society and History

The Carosites as a race are still trying to find their bearings after the massive emigration to Carosi XII. The evacuation took a total of 20 years, meaning that the Carosites landed on their new home roughly 200 years ago. Though the Carosites venerate and continue to observe their old customs and traditions, there is a fragment of

Carosites

Height: 1.5 meters

DEXTERITY 3D

PERCEPTION 4D

KNOWLEDGE 4D

STRENGTH 2D

MECHANICAL 1D

TECHNICAL 4D

Special Abilities: All Carosites begin with 5D in *medicine*; life-saving fanaticism attack, +2D to *Strength* dice.

Roleplaying Hints: Carosites are an honest, caring people. They will insist that an injured character receive treatment before continuing on his mission. They despise the war and anyone, on either side, who revels in killing.

Quote: "That shoulder looks very bad. Your task can wait — sit down, this will only take a moment."

Carosite society that is pushing for new traditions to go with their new home. This is a source of heated debate among the population.

The other bone of contention has been provided by a small but vocal segment of Carosites who call themselves "The Preventers." They feel that their people must take aggressive action against the weakened Empire, so that no more lives will be lost to the galactic conflict. The arguments on this subject are loud, emotional affairs.

Once every 10 years, the Carosites elect one of their number to serve as the ultimate planetary authority. This leader is advised by a group of 11 counsellors, chosen from the 11 most prominent families.

Medical metaphors are very common in the Carosite language. Things such as the state of the New Republic, the state of the planet, or a business deal are described in medical terms. For instance, a business deal that has taken some bad turns but may still be salvaged would be described as follows: "The business is ailing, but may be healed with proper treatment."

The Carosites are loyal to the New Republic, but events often lead them to treat Imperials or Imperial sympathizers. The Carosites regard every life as sacred and every private thought inviolate. The Carosites would never try to interrogate, brainwash, or otherwise attempt to remove information from the minds of their patients.

Carosites and the Force

The existence of the Force is not disputed by the Carosites. They believe it exists, and they would like to learn more about it.

There has never been a Carosite Jedi. Carosites are not interested so much in becoming Jedis or in learning everything there is to know about the Force. They merely wish to study the power so they may channel it into new ways of healing. This is not so unusual, since there are Carosites who are still engaged in trying to adapt blaster technology to healing.

Medical Care

All things considered, the promise of excellent medical care is still the thing which attracts people to Carosi XII. The Carosites charge their patients an amount commensurate with their ability to pay.

A tricky area is the realm of prosthetics and cybernetics. Prosthetics are units used to replace damaged or lost limbs and organs. These units do not improve upon what was lost, they merely replace it with an artificial replica that can perform its function adequately. Carosites refuse to install cybernetic enhancements, however.

As a result, if someone wishes to have cybernetic enhancements installed, the Carosites will not do so. Full expenses run upwards of 500 credits per day, although poor patients will be charged considerably less.

The Carosites have also made significant strides in the cataloguing and treatment of many kinds of mental illnesses. Their sanitariums are clean, well-lit places where healing, not incarceration, is emphasized.

Newlife Point

Newlife Point is the only city on Carosi XII. It was built on the landing site of the first refugee ships. There is still much left to build, so the city is still in development. Much of the skyline is dotted with the skeletal frames of buildings under construction.

The Newlife Point starport is located in the northwestern section of the city, close to the major hospitals, asylums, and cybernetics fitting centers.

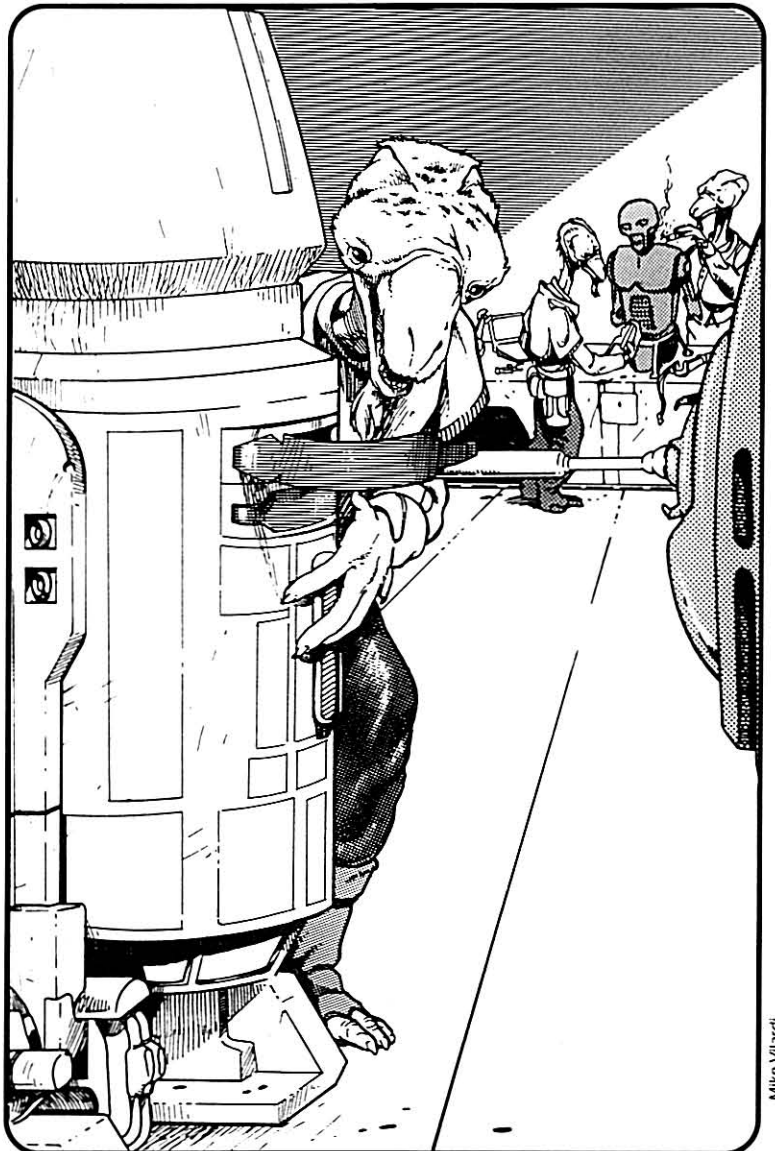
There are a few aspects of Newlife Point which off-worlders regard as negatives. By far, the worst of these is considered to be the pathetically small number of bars extant. It appears that the Carosites are not enamored with alcohol and the effects it has, both long- and short-term, on the physiologies of many beings. As a result, establishments that serve liquor are kept to a minimum, and the liquor itself is taxed heavily. In all fairness, it needs to be mentioned that the revenue generated goes towards the continued improvement of medical facilities most likely to be used by off-worlders.

The other aspect of Newlife Point that fails to impress visitors is the constant stream of dietary advice given to restaurant patrons by the waiters, cooks, doormen, busboys, and passersby. "Eat right and live right," is the most popular phrase heard in restaurants. Some visitors to Carosi XII claim the Carosite doting is worse than the excessive fretting done by some Protocol Droids.

Hot Springs

Located inside a beautiful crystalline cave are several huge pools of mineral-laced warmed water. The water is heated by underground volcanic activity.

The mineral content and the high temperature combine to produce a relaxing and very healthy bath. Soaking in the hot springs for two hours allows an injured character to make one extra



Mike Vitarci

natural healing roll per day.

There are always six Carosite attendants on duty to help visitors. The Hot Springs are connected to Newlife Point by an underground subway system. Some people enjoy taking pleasure boats from Newlife Point to Hot Springs. The springs are located a short two kilometer walk from the Avuae coast.

New Republic Outpost

The current Carosite leader, Omo Taj, has given the New Republic permission to construct an outpost on Carosi XII. The outpost is built into the side of a mountain near northern shore of the Avuae Sea. Its location is not disclosed to off-worlders, and its secret is guarded most jealously.

Gamemasters can use the floorplans for the Tierfon Rebel Outpost, found on pages 110-114 of the *Star Wars Sourcebook*.

The outpost complement is:

Personnel

Pilots	28
Ground Troops	54
Officers	14
X-wing ground crew	32
Y-wing ground crew	32
Technicians	24
General Staff	24
Intelligence Personnel	10

Vehicles

Airspeeders	5
Landspeeders	2
Speeder Bikes	4
X-Wing starfighters	8
Y-Wing starfighters	8
Shuttles	4

The outpost commander is Balderik Rajana, an idealistic young man who has been fighting the Empire for as long as he can remember. He maintains good relations with the Carosites.

The Avuae

The Avuae is a small sea and the only aboveground body of water on Carosi XII. The Avuae is teeming with marine life, which serves as a source of protein for the Carosites. The water is extremely cold, but due to its high mineral content, it never freezes over.

Many Carosites enjoy a refreshing dip in the icy water of the Avuae. The Carosites claim that the water has healing properties, and that all creatures can benefit from a good soak in the ocean. Of course, Carosites have fur to keep them warm.

Rinacats

DEXTERITY 4D

PERCEPTION 7D

STRENGTH 6D

Size: 2 meters from head to tail, one meter at the shoulder

Scale: Creature

Attacks:

Claws: 4D damage

Teeth: 5D damage

Combat: Rinacats will take up position on a ledge or boulder and spring down on prey passing beneath. When attacking something larger than themselves, they normally attempt to catch its throat in their jaws. They will then drag the carcass off to eat at their leisure.

Using Rinacats in the Roleplaying Game: The most dangerous creature on Carosi XII is the rinacat, a mountain-dwelling predator, renowned for its ability to track prey for weeks without losing the scent or tiring markedly. Rinacats have been known to traverse entire continents to bring down particularly desired prey.

One of the unusual traits of the rinacat is its ability to survive for up to a month without water, making it able to survive even in the rare arid regions.

The rinacat possesses a set of sharp teeth with which to rend and tear prey. It is unable to bare them as many other members of the cat family can — stories that a rinacat signals hostility by showing its fangs are myths, which have resulted in the deaths of a number of Carosites.

Rinacats primarily prey on teshek and other herd animals. But when wounded, sick or maddened, these creatures have been known to come down from the mountains and attack Carosites living on the fringes of Newlife Point.

Rinacats do not travel in packs, but rather hunt alone. In general, the only time you see more than one rinacat at a time is when a mother is training her cubs to bring-down prey.

The Sudden Restoration

This huge hospital ship was named the *Sudden Restoration* only after it had already been in active service for a year. Many of its patients marvelled at “the ship which appeared suddenly in our system, and quickly began healing the sick and restoring the injured.” The name stuck. There is talk among the Carosites of constructing more such vessels.

The Sudden Restoration

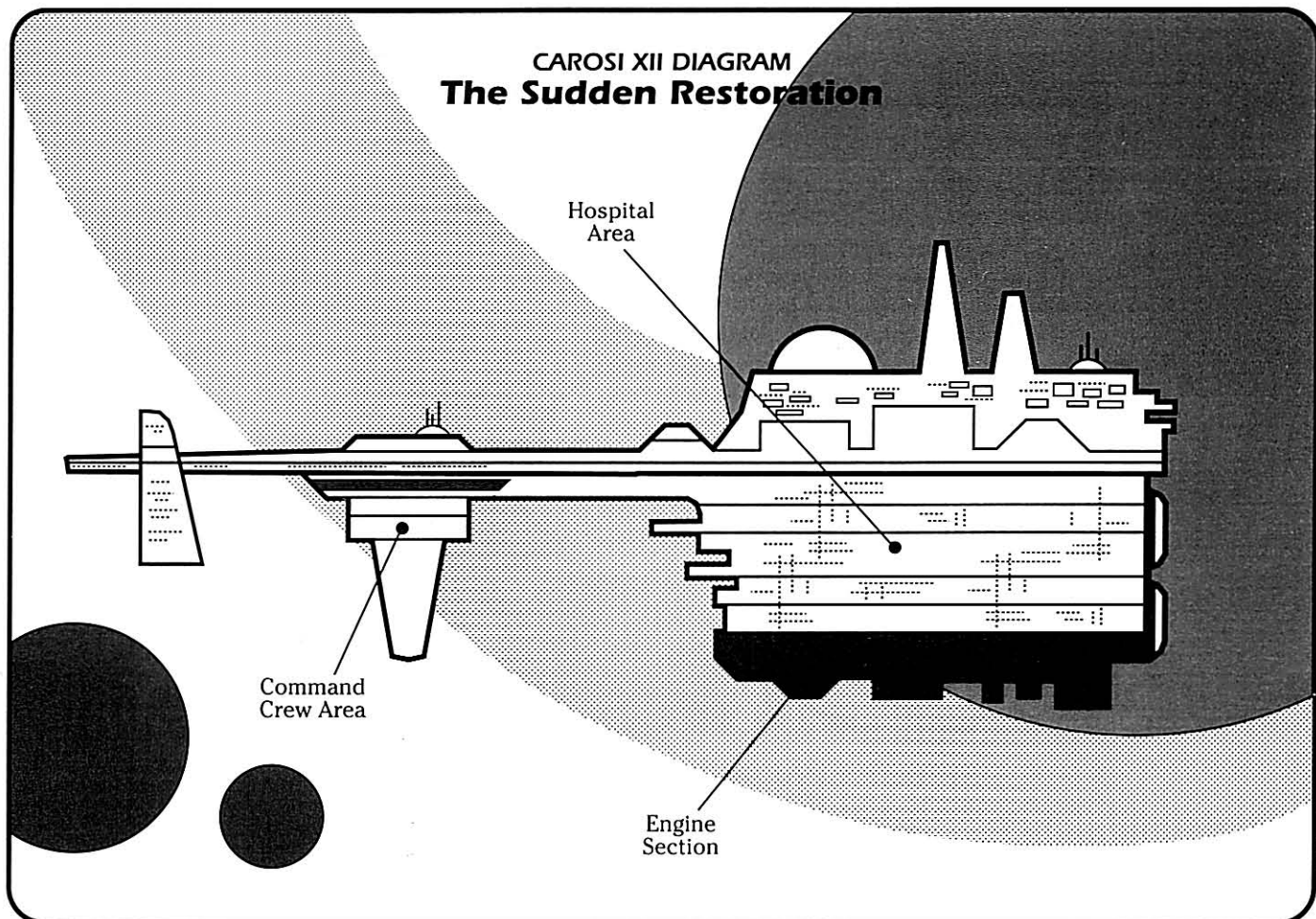
Craft: *Sudden Restoration* HS-1

Type: Hospital Ship

Length: 330-meters

Scale: Capital

**CAROSI XII DIAGRAM
The Sudden Restoration**



Cathleen Hunter

Crew: 600 (20 officers, 200 enlisted, 380 medical personnel)

Maximum Patients: 2,000

Medical Droids: 1,000

Cargo Capacity: 2,000 metric tons

Consumables: 1 year

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backup: Yes

Sublight Speed: 2D

Maneuverability: 1D

Hull: 2D

Shields: 1D

Note: The *Sudden Restoration*, in a compromise with New Republic leaders, has reluctantly equipped itself with two X-wing fighters as guards. The hospital ship has large enough hangars that it can launch the X-wings with no difficulty. Most of the time, however, the ship relies on its peaceful reputation as its defense.

Adventure Idea

Rinacat attacks in the vicinity of the New Republic outpost have been occurring more and more frequently, claiming the lives of a number of sentries and throwing operations into disarray. Belief that it was one sick animal doing all the killings was dispelled when three rinacats were seen in the area.

The characters are hired to hunt down the offending creatures. Once in the mountains, they discover that an Imperial spy has discovered the location of the outpost and has trained rinacats to stage guerilla attacks. Both the spy and his man-eaters will have to be eliminated to ensure the security of the base.

Adventure Idea

New Republic soldiers being treated on the *Sudden Restoration* have begun dying, all from apparently "natural causes." The characters are asked to go undercover on the ship and discover the truth.



Mike Vilardi

Once there, they find to their shock that one of the Carosite physicians has been blackmailed by the Empire into acting as their agent. The New Republic soldiers are not dead, merely comatose—their coffins, shot off into space, are being recovered by an Imperial vessel and then revived for interrogation.

Adventure Idea

The characters are hired by the Republic to go to Carosi XII and pick up some medical supplies. The supplies are to be delivered to a star system that is being blockaded by the Empire.

Once the characters arrive, they find that their mission has changed somewhat. Not only are they supposed to deliver the supplies to the planet in question, but they are also to pick up a famous surgeon wanted by the Empire, and bring him back to Carosi, without bringing the Empire along for the ride!

After the characters manage to get by the Imperial blockade and on to the planet, the characters are given yet another wrinkle: the surgeon has already been captured by the Empire, and is on a small, temporary base that the Empire has set up on the planet's moon. A rescue is called for.

To all this, the gamemaster must add the imperative that the Empire must not follow the characters back to the Carosi system lest it be discovered and subjugated by the Empire.

Adventure Idea

While in space, the characters receive a distress call from the *Sudden Restoration*. Apparently, someone does not respect its non-combatant nature and is attacking the vessel.

Arriving at the scene, the characters find a Corellian stock light freighter attacking the huge ship. When the characters arrive, the ship will break off its attack and flee. The *Sudden Restoration*, bound for Carosi XII, will ask that the characters escort the hospital to its system.

Unknown to both vessels, the marauding freighter follows the ships to Carosi XII. The freighter is owned by a half-crazy bounty hunter/professional killer. An Imperial official that crossed a crime boss is currently recovering on the *Restoration*. The crime boss has hired the bounty hunter to kill the official. The bounty hunter and his crew of four miscreants do not care about the hospital ship or the innocent patients on-board. They are single-mindedly focusing on killing the official.

Once the *Sudden Restoration* arrives in-system, the Imperial official is transferred to the Carosi Alpha Hospital. The bounty hunter lands several hours later and begins his search for the official by going to countless public places and trying to bribe, bully or trick anyone he can find for information.

The characters may wind up running afoul of

the bounty hunter and his crew. The gamemaster must decide how successful the bounty hunter is in finding out the correct location of the target.

It is very possible that the Carosites may wish to hire the characters to serve as security for the sick official, a truly ironic twist. If this happens, the climactic scene is the successful infiltration of Alphabythebountyhunter, ending in a battle between the hunter and his gang and the characters.

Adventure Idea

A variation of the previous, idea, a frail, sick old woman hires the characters to take her to Carosi. Unknown to them, she is a highly-placed Imperial official. Still, she bears them no ill will, for she is dying, and she only wants a less painful place to die, and the facilities on Carosi XII are ideal.

Unfortunately, a group of free-traders who are allied with the New Republic are tailing her, and

will attack the characters' ship. These worthless traders are using their connections as members of the New Republic in order to do what they please.

When the characters get the old woman to Carosi XII, the free-traders will pursue and hunt them down, convinced that the characters are "Imperial stooges." They have their heart so set on committing violence that they will not stop to ask questions.

The perfect ending to this adventure would be to give the characters the opportunity to turn the free-traders in at the nearest New Republic outpost (which of course, happens to be on Carosi XII). There will be a reward for the characters for removing this blot from the Republic's reputation, plus the undying enmity of the free-traders who were thrown out. The characters may very well end up making enemies for life!



Ergeshui

System Summary

Ergeshui is the only planet in the Agash system. Ergeshui has two moons, Magresh and Sagresh, causing dramatic tidal changes on the planet.

The Agash system is fairly free from Imperial intervention. New Republic vessels make routine stopovers. Many free-traders put aside their revulsion at Ergesh aesthetics in order to trade for the much-prized Ergesh rum.

Ergeshui

This giant planet has two small continents. The main continent is called Ersheg, and the lesser one is named Queesh. There are few permanent islands due to the harsh tides.

The atmosphere on Ergeshui is thick and hot. On most days, thick clouds cover the skies. Despite this heavy cover, enough red sunlight filters through to give the landscape an eerie reddish cast. The temperature remains at a consistent 30 degrees Centigrade year round, day and night. Many off-worlders have remarked that the planet is like one huge greenhouse.

The most interesting natural phenomenon to be found on Ergeshui is the tidal flats. Due to the presence of the moons, there are huge variations in the tide. When the tide is out, the continents almost double in size. When the tide comes in, the exposed land is flooded. The Ergesh find this pleasant, especially since, despite their bulk and weight, they can float. Most off-worlders find it dangerous, since the tides come roaring in at 60 kilometers per hour. The roar of the travelling water is deafening.

Any character caught in a tidal wave takes 4D of damage and must make a Difficult *swimming* check each round. Failing the check inflicts an

additional 2D of damage to the character, plus a cumulative -1 penalty to additional *swimming* checks. If the character fails three checks in a row, he has drowned.

The seas of Ergeshui are composed of water, salt, and other chemical compounds. The seas are not polluted—quite the contrary, The Ergesh have taken special care to ensure they live in harmony with their environment.

Ergeshui soil is one of the planet's best-kept secrets. This soil is so laced with nutrients and minerals that it can grow and support plant life from most places in the galaxy. The Ergesh do not export this soil, as they feel that this would deplete the planet, and perhaps even pose a threat to their society, should the Empire hear of its properties.

Feeling Gravity's Pull

Characters adventuring on Ergeshui suffer a -1D penalty to all *Strength* and *Dexterity*-related actions (except for resisting damage, which remains the same). Characters must make one Moderate *stamina* check per round of heavy exertion. Characters who fail this check must double the amount of time they take to complete the task, or suffer a -3D penalty to all *Dexterity* and *Strength*-related actions except resisting damage in combat.

In addition, whenever a character suffers damage from collisions or falling, an extra 2D are added to the damage.

Note that these rules are not used when characters are in Outworlder City, as it has artificially moderated Standard gravity.

The Ergesh

The average Ergesh stands two meters tall and resembles a rounded heap of moving plant matter. Their bodies are covered with drooping, slimy appendages that range from two centimeters to three meters in length, and from one millimeter to five centimeters in width. Ergesh coloration is a blend of green, brown, and grey. The younger Ergesh have more green, the elders more brown. A strong smell of ammonia and rotting vegetation follows an Ergesh wherever it goes. Ergesh have a life expectancy of 200 years.

Due to their physiology, Ergesh can breathe underwater, though they do prefer "dry" land. Their thick, wet skin also acts as a strong protec-

System Datafile

Agash system, star: Agash, red giant star. One planet only, Ergeshui. Reasonably free of Imperial influence, strong New Republic ally. Strong demand for electronics, manufactured goods. Limited Service starport located adjacent to Outworlder City.

TRAVELLER'S ADVISORY: Ergeshui has a Type III atmosphere. Most species, including Humans, require breathing apparatus to survive for any length of time on planet's surface.

tive layer against all manner of weapons.

Ergesh communicate using sound-based speech. Their voices sound like thick mud coming to a rapid boil. In fact, many Ergesh, especially those that deal most with Outworlders, speak Basic, though it sounds as if the speaker is talking underwater. Their grasp of Basic is good, though due to how they perceive and understand the world around them, they often omit personal pronouns (I, me) and articles (a, the). Most small words in the Ergesh tongue are represented by vocal inflections.

Ergesh do not have faces in the accepted sense of the word. A number of the smaller tentacles are actually opticstalks, the Ergesh equivalent of eyes, while others are sensitive to sound waves.

Through the course of the average Ergesh day, a member of the species may pick up many potentially harmful microorganisms. In order to cleanse themselves, they consume Kaloob, a popular refreshment among the Ergesh. Kaloob causes every gland and organ in an Ergesh body to produce excess amounts of fluids and secre-

tions, which cleanses the body and refreshes the drinker. Note that while Kaloob can be used by other races as a detoxifier and antibiotic, it produces some rather awful side effects.

If a non-Ergesh drinks Kaloob, every gland, organ, and system begins to function in overdrive. Tears, sweat, and any other bodily secretion begins pouring out of their respective ducts. After 10 minutes of this, a crippling nausea strikes the victim for 20 minutes. After these tribulations, all dangerous toxins and chemicals have been purged from their systems.

Ergesh cannot get intoxicated, drugged, or poisoned by most substances. Their immune systems break down such substances quickly, then the natural secretions carry out the harmful or waste elements.

Ergesh reproduce by a special ritual. Two Ergesh each produce a seed which has their respective genetic codes. Both seeds are planted together in a special swamp called the Shoobloorp, or "Land of Beginnings." In 20 Ergeshui days, a young Ergesh grows up from the ground, self-aware and ready to join society. Being asexual beings, Ergesh have no concept of gender. Each Ergesh may produce one seed every two Ergeshui years.

In terms of personality, Ergesh are boisterous, curious, and rather naive. They are social beings, greatly prizing friends and "family." Despite their fearsome appearance, they are not violent. Unfortunately, Ergesh have yet to become accustomed to all of the diverse races of the galaxy. To Ergesh, Humans are the "unfathomable alien race." Still, if a Human makes an effort to get to know the Ergesh race, he may find that he has made friends for life. References to gender, figures of speech, and the condition known as "dry" are lost on the Ergesh.

Ergesh personal names are long affairs, with many odd bubbling noises included. The Ergesh tolerate being given nicknames by off-worlders that they are dealing with.

Once per year, there comes a day when both moons are aligned in a certain way, with devastating effect upon the Ergesh. During this period, the Ergesh act irrational, violent, even insane. It is almost as if the Ergesh are intoxicated. This day is called the "Bad Water Pull," and all off-worlders are encouraged to stay clear of the native population until the effects cease.

Ergesh definitely believe in the Force. They have heard tales of the Jedi, and are rather anxious to meet one. Since practically everything on Ergeshui is alive, the Ergesh feel that the Force is especially strong on their world.

When an Ergesh gets angry, it quakes and begins to make a sound something like gargling.

Ergesh

Height: 2 meters

DEXTERITY 2D PERCEPTION 4D
KNOWLEDGE 4D STRENGTH 3D
MECHANICAL 2D TECHNICAL 3D

Armor: 2D

Roleplaying Hints: Ergesh are gentle, intelligent, and curious, especially about off-worlders' manners and equipment. In some respects, they are fearless, though much of this stems from their naivete.

Also remember: Ergesh are very wet. Fluid is everywhere, and it means everything to them. Though there is no word for dryness, there is a term for "not wet," usually used as a curse.

The Ergesh do not stand on ceremony, and are very informal. Concepts like manners and privacy are alien to them. Ergesh prize life and hate destructive things. The best way to make an Ergesh angry is to claim to be either a bounty hunter or an Imperial representative.

Due to their inquisitive nature and boldness, Ergesh make excellent scientists.

Quote: "Ah! Happy are Ergesh to see visitors come! Ergesh home is visitors' home! Act accordingly! Consume much food! Drink huge fluid amounts! Seek comfort!"

They are poor combatants, with their most effective attack simply trampling over their opponents. Due to their massive bulk (an adult Ergesh weighs half a metric ton), this crude tactic is extremely effective against foes Human-sized and smaller. The major drawback of this attack is that the Ergesh must be close to his opponent to begin with, as they are not swift enough to catch a fleeing foe.

Ergesh are divided into clans, which have formed a federation that rules the planet. The eldest Ergesh from each clan is part of the governing body. This government meets monthly in the Communal Pool. The Ergesh federation keeps in regular contact with the leaders of the New Republic.

Ergesh are not hesitant about travelling into space. They wear special belts that not only produce a nitrogen field that allows them to breathe, but also retains the vast majority of their moisture. The Ergesh travel in living spaceships (see below).

When embarking on potentially dangerous expeditions, Ergesh wear a harness that holds a series of containers. In each container sits a small plant bud that produces an electrical current. When hurled at a dry opponent, the plant's current discharges and causes injury (4D damage dispersed by insulated armor). Each bud can only be used once, and an Ergesh normally carries 24 buds.

Ergesh Society

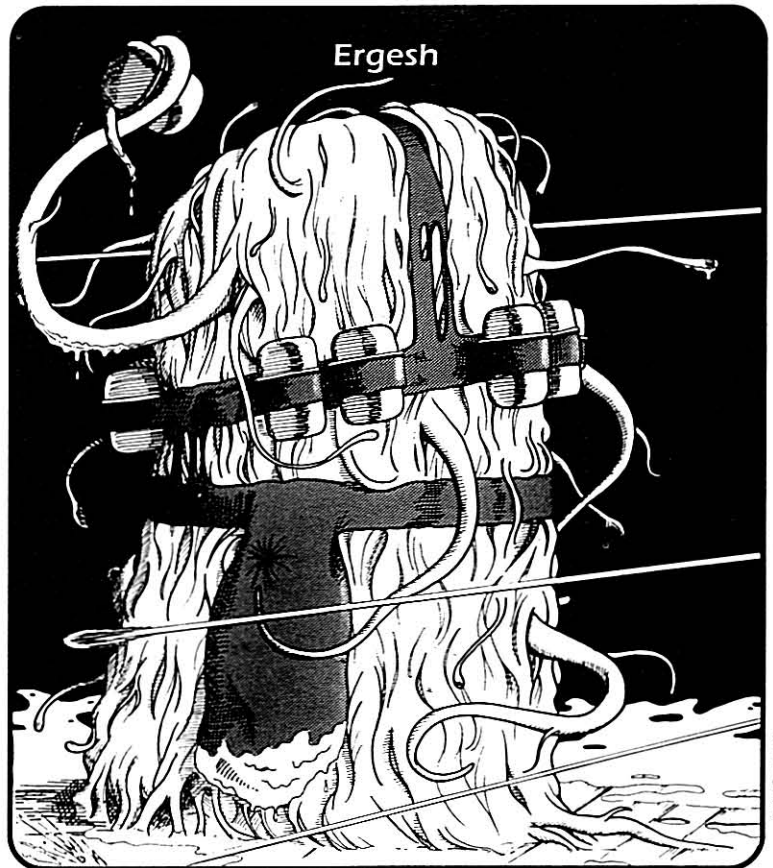
In their dealings with each other, Ergesh are honest and fair. There is a society with no classes, no discrimination, no wants. There is no crime among the Ergesh. Property is a communal thing, to be shared each according to his own need.

This utopian situation quickly breaks down when off-worlders are placed into the equation. Ergesh are often taken advantage of by unscrupulous off-worlders, but fortunately, there are usually New Republic agents around to undo the damage, or more travelled Ergesh able to come to the aid of their naive kinfolk.

Ergesh do not use money, but instead rely on a barter system. The only place credits are used (or even accepted) is Outworlder City.

Ergesh Technology

Ergesh machinery is a fusion of plant matter and manufactured materials. This equipment cannot be deprived of moisture for more than one Standard hour, or it ceases to function properly. The Ergesh have their own versions of comlinks, hand computers, and an odd device known as a sensory intensifier, which serves the Ergesh in the same way that macrobinoculars serve Humans.



The Ergesh Starjumper

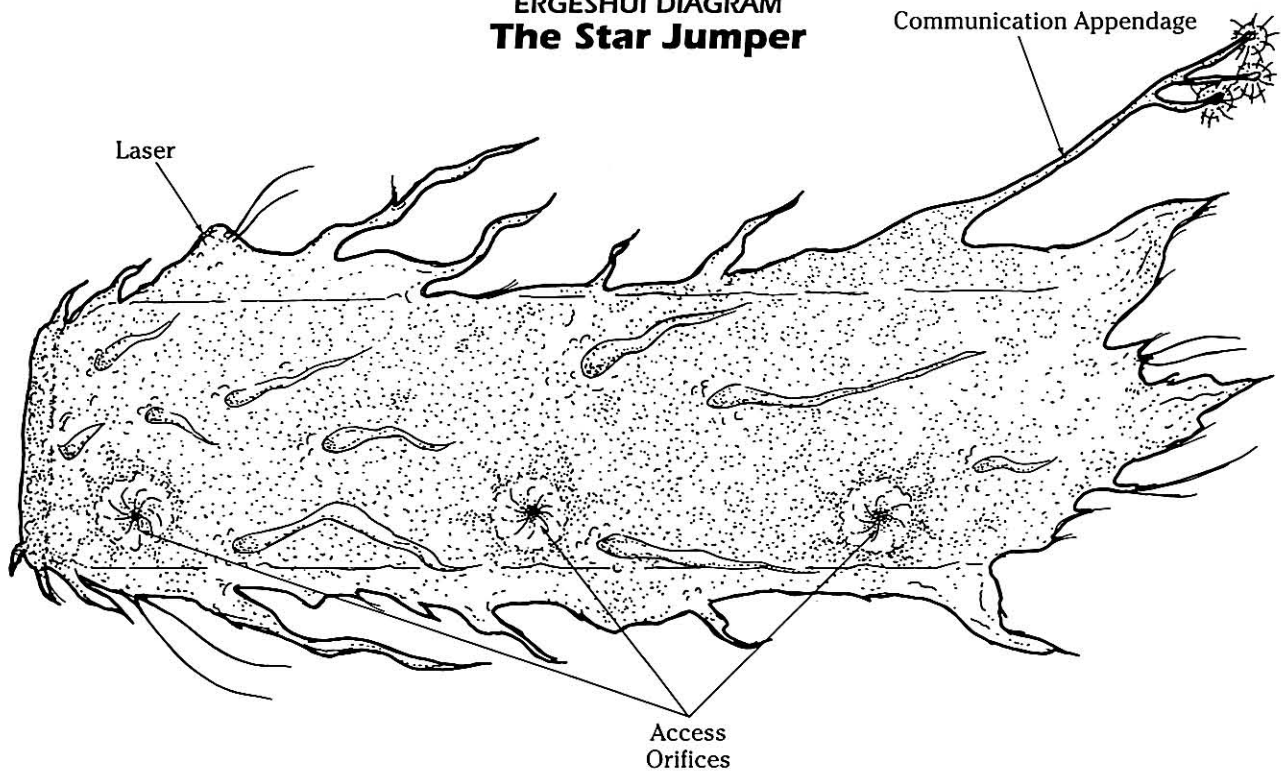
The Starjumper is an organic vessel, resembling a huge brown cylinder 30 meters wide, with long green tentacles trailing from the hull. The Starjumpers are biologically-engineered creatures, not lifeforms native to Ergeshui. The tentacles act as navigational, fire control, and communications appendages for the ship-creature. This versatile vessel is able to make planetary landings.

All Starjumpers are sentient, thinking creatures whose huge bulks can survive the harsh rigors of space. In fact, the Ergesh and the Starjumpers share a symbiotic relationship. The ship derives sustenance from the Ergesh's bodies, and the Ergesh get to where they are going. Most Starjumpers have unique personalities, and are treated by the Ergesh as trusted friends or clan members.

Starjumpers have the ability to self-repair battle damage. Consider the ship to be a character, and allow it *natural healing* rolls, except that it may only perform this action (and no other) once every three hours.

The interior of a Starjumper is covered in a layer of muck. The Ergesh control the ship by touching their tentacles to certain areas of the ship, which

ERGESHUI DIAGRAM The Star Jumper



Cathleen Hunter

Ergesh Spaceship

STRENGTH 10D
KNOWLEDGE 4D PERCEPTION 4D
PERCEPTION 4D TECHNICAL 6D

Craft: Ergesh Starjumper
Type: Exploratory/Commerce Vessel
Length: 200 meters
Scale: Starfighter
Crew: 800 Ergesh
Cargo Capacity: 4,000 metric tons
Consumables: 6 months
Hyperdrive Multiplier: x6
Nav Computer: Yes
Hyperdrive Backup: Yes
Sublight Speed: 1D
Maneuverability: 1D
Hull: 3D
Weapons:
One Electrical Beam
Fire Control: 6D
Damage: 5D
Shields: 2D

causes particular systems to activate.
 Ships cannot reproduce. Instead, they are

“grown” in the tidal flats. It takes six months to “grow” a Starjumper.

Starjumpers are useful for exploration and trade, but are too fragile to be used as blockade-runners or fighting ships. Unfortunately, the ships are useless to Humans and their associated races as only an Ergesh can manipulate the controls.

In addition, the Starjumpers have a nasty tendency to be quite argumentative. They dislike combat, and even show a marked reluctance to visit certain planets where they have had bad experiences.

Erglush

The capital city of Ergeshui is Erglush, located on the continent of Ersheg. In fact, Erglush is one of the few cities on the planet.

Buildings average 40 meters in height, and are composed of mud and other organic matter. The two favorite architectural designs are tall columns or squat pyramids, with no doors but plenty of window openings.

Buildings of Ergesh design are either solitary living creatures or an amalgam of symbiotic life forms. No doors are needed because the buildings know who they belong to. Each Ergesh has a specific tentacle/stalk configuration unique in

the same way as human fingerprints, and Ergesh buildings can tell members of the species apart. Ergesh buildings have ramps instead of stairs — indeed, stairs are unheard of, and there is no such word in the native language.

Off-worlders are permitted to visit Erglush, but the vast majority prefer Outworlder City, which is connected to Erglush by the Living Monorail.

Erglush is also home to the Industrial Swampfields, located on the outskirts where the tidal flats begin. These huge fields are used to grow the organic machines that power Ergesh society. One entire section is devoted to the growing of Starjumper organic spaceships. The Industrial Swampfields produce products around the clock, and are constantly manned by over 2,000 Ergesh workers and farmers.

The Living Monorail

This transportation system consists of two huge vines, each stretching from Erglush to Outworlder City. Both vines are fixed in place by root systems, which also serve to nourish them. On each vine is a bean-shaped growth that actually slides along the length of the vine, propelled by methane gases and a photosynthetic charge. The growths are the “cars” of the monorail, and each holds up to 40 Ergesh (for counting purposes, one Ergesh equals two Human-sized passengers). The cars make the run between the two

cities in four hours. Thus, every fourth hour of the day, a car leaves both cities.

Passage on the Monorail is free. The trip is non-stop. The cars are living entities that move by instinct.

Outworlder City

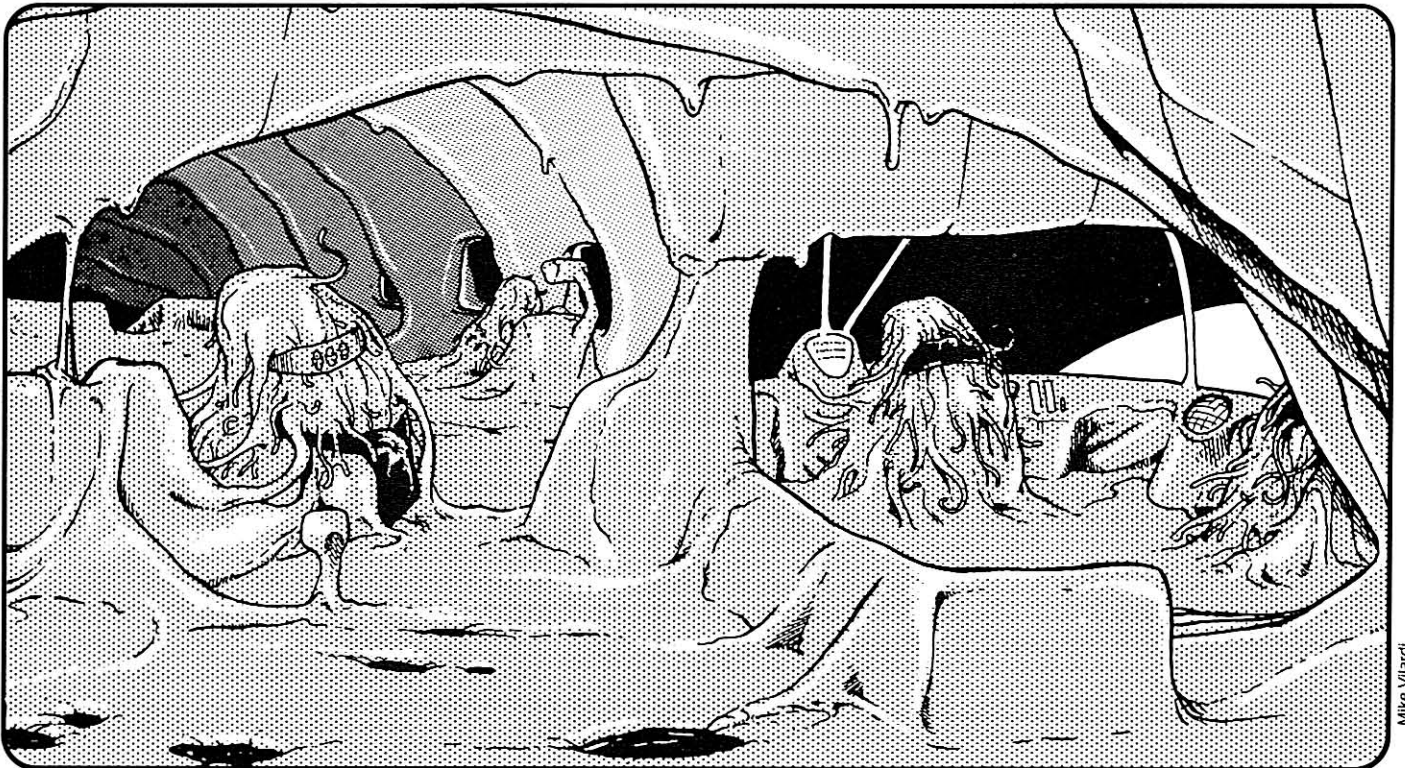
This area is also called Dry Ground, Safe At Last, Sanity, and, in the Ergesh tongue, Oorlglush. Outworlder City is protected by a transparent dome, and climate-controlled to maintain a comfortable humidity level and a constant temperature of 20 degrees Centigrade.

The city was constructed 30 years ago to take care of off-worlders who visit Ergeshui and cannot tolerate the climate and the land. Outworlder City is built on huge metal supports that raise it above the soggy terrain.

The starport, such as it is, is located just outside the dome, where a mechanical monorail shuttles people back and forth. Expanding the starport is the next thing on the Ergesh agenda.

At any given time, Outworlder City has 50,000 aliens living, working, playing, and resting within it. There is a permanent staff of 5,000 aliens who work the businesses and run the services. There is a perpetual quest for more workers, and the pay is good.

Very few Ergesh ever enter Outworlder City, as most of them consider it to be too sterile.



Mike Vitarci

Plasticrete sidewalks, metal walkways, and stairs are things that almost every Ergesh considers offensive. Still, there is an Ergesh Relations Office, staffed by 10 of the natives. The building is an Ergeshui living construct and is located at the base of the dome, where it can tap into the "healthy" soil of the planet just past the shield.

The New Republic keeps a small embassy staffed with 30 Humans in Outworlder City. They have the necessary equipment to communicate with ships entering the system or close to it. The head of the embassy is a young man named Arvin Tadle, a competent bureaucrat.

Outworlder City also contains the usual facilities so vital to spacefarers, such as bars, restaurants, medical facilities, equipment shops, casinos, and hotels.

Weaponry is tough to purchase on Ergeshui, even in Outworlder City. The Ergesh weapons are not for sale, and the only weapons that can be purchased are melee weapons and blaster pistols. One needs a license for the latter.

Several galactic corporations have offices in the City, especially those that aspire to purchase harvesting rights to some of Ergeshui's flora. Unfortunately, not all of these companies have the best interests of the Ergesh in mind.

The Communal Pool

Located on the smaller continent of Qesh, this is a great, miry swamp pool with especially heavy vegetation. The swamp is flooded with the Ergesh equivalent of water, four meters deep. Several odd columns of plant life, arranged in a geometric pattern, mark this spot. The Pool is the Ergesh equivalent of a governmental meeting hall. Every month, the heads of all of the clans gather at the Communal Pool for a continuous 40 hour meeting, in which all planetary business is conducted.

There are 80 clans, each with about 10,000 members. Each clan leader, the eldest Ergesh in the group, brings one Ergesh as an aide and ceremonial security guard.

Travelling From Ersheg to Qesh

Intercontinental travel is achieved by huge airships, much like dirigibles. The air sac is made up of giant plant spores attached to each other. A gondola made of hardened mud and plant matter is attached to the underside of the air sac. The gondola can hold 20 Ergesh, the Human equivalent, or a combination of the two.

The airships run from Erglush to the Communal Pool. The trip takes 20 hours, with one airship departing each point every 20 hours. Interconti-

ental travel is not in heavy demand. Only when the clan leaders get together is there heavy air traffic, as extra airships are added to handle the increased demand.

Creatures of Ergeshui

Swamp Skimmer (Garalalesh)

DEXTERITY 5D

PERCEPTION 2D

Hide/Sneak 5D

STRENGTH 6D

Orneriness: 5D

Speed Code: 6D (swimming)

Size: 3 meters from head to tail

Scale: Creature

Armor: 2D to Strength

Attacks:

Mouth: 5D damage

Combat: The swamp skimmer swims towards its intended victim, mouth agape, and tries to swallow its prey whole. If it fails to accomplish this, it will settle for taking bites out of its prey until the latter dies of wounds.

A swamp skimmer may only attempt this maneuver if it manages to take its quarry by surprise. If the skimmer exceeds the difficulty number by more than 10, it swallows its prey, which takes 3D damage for every combat round spent inside the creature. Any attacks made by the victim when inside the skimmer are Very Difficult tasks. If the victim cannot extricate himself from the swamp skimmer within five rounds, he dies.

Using Swamp Skimmers in The Roleplaying Game: The swamp skimmer is a definite hazard of the swamps, and is meant to be used to drive home the point of just how dangerous such areas are. Skimmers swim silently through the murky waters, hunting alone, looking for prey.

As a good rule of thumb, swamp skimmers will not attack a creature whose length is two meters or more. It prefers smaller creatures, so that it may swallow them without difficulty.

Muckworms (Garool)

DEXTERITY 3D

PERCEPTION 2D

STRENGTH 6D

Speed Code: 4D

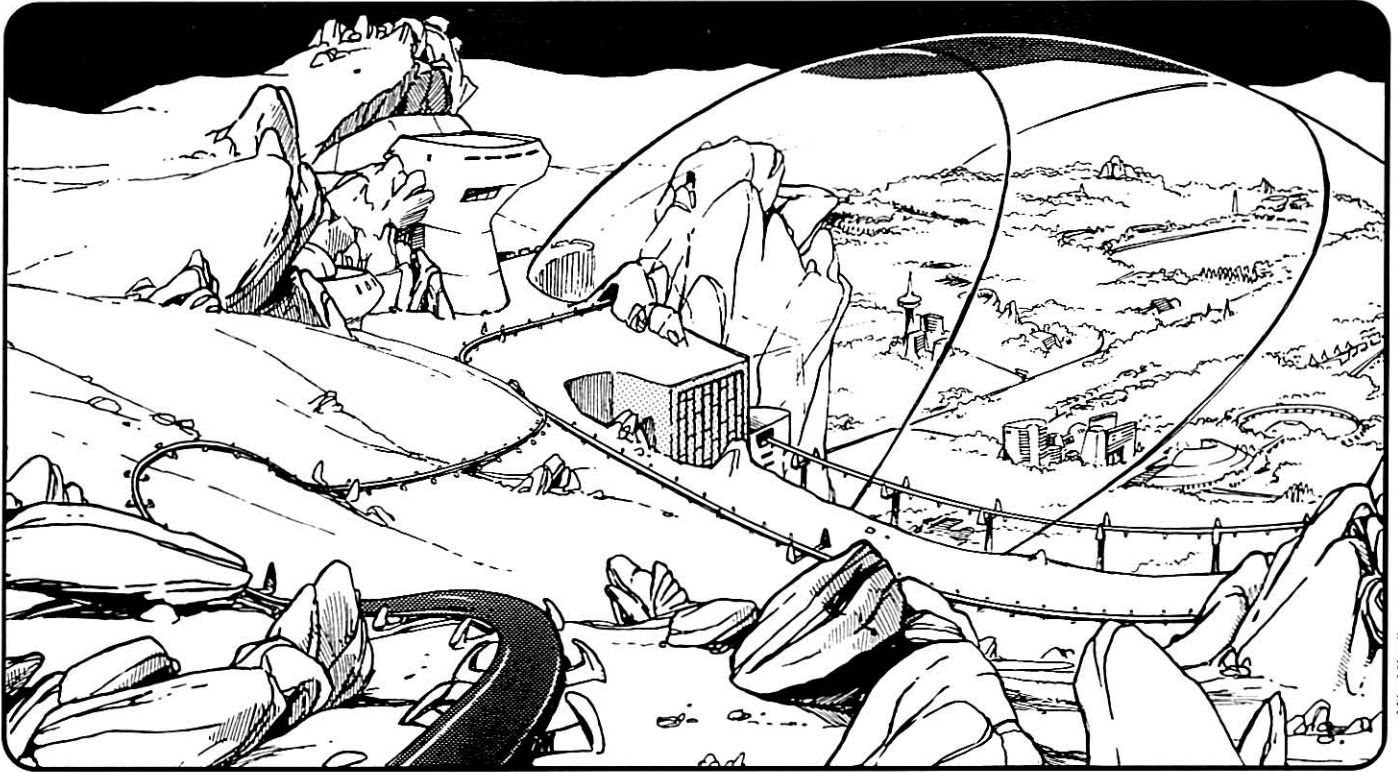
Size: 2 meters long

Scale: Creature

Attacks:

Bite: 4D damage

Combat: Muckworms enjoy fastening themselves to their prey using their toothy maw. Once attached, they suck fluids out of their victims, for



2D of damage per round. They stop when the victim is dead.

In order to remove a muckworm, the victim must generate a *Strength* roll that exceeds the muckworm's *Strength* roll.

Using Muckworms in The Roleplaying Game: The muckworms are deadly enemies of the Ergesh, since these creatures can actually hurt the huge beings. On the other hand, the Ergesh consider muckworm a great delicacy, so in many cases it becomes a question of who eats whom first.

Muckworms are vicious predators, often hunting in groups of 1D+2. They are as at home in the water and on land. Their speed code is the same whether they are swimming, crawling, or burrowing through the soil.

Nemats

DEXTERITY 6D
PERCEPTION 1D
STRENGTH 1D

Size: 25 centimeters, wingspan of 50 centimeters

Speed Code: 2D (flying)

Scale: Creature

Attacks:

Stingers: 2D damage

Combat: Nemats nest in the swamps and will attack any warm-blooded creature. They attack in swarms of up to 100, and the sight of nemats in

the air has been likened to that of a fog rolling in. Although their stingers contain no venom, their bite is painful. A sufficient number of stings can fell even the strongest prey.

Using Nemats in the Roleplaying Game: Nemats are flying insects, known for the shrill nature of their buzz and their agonizingly painful sting. They generally prey on swamp skimmers and other creatures, since they cannot derive satisfactory sustenance from the Ergesh.

Once a nemat swarm has found likely prey, it will continue to plague him until there is no more blood to be drawn. Outrunning a nemat swarm is difficult, but impossible — however, Ergesh authorities recommend wearing protective clothing or venturing into the swamp only in an enclosed vehicle.

Newborn nemats are ravenous and are credited with slaying an entire New Republic expeditionary team some time ago. The Ergesh have thus far refused requests to allow spraying in the swamps to eliminate the nemats, feeling that killing the insects would radically upset the balance of nature on Ergeshui.

Adventure Idea

Imperial agents have been smuggled into the swamps of Ergesh, with orders to carry out a deadly research project: an effort to breed a larger, more vicious version of the nemat. It is

believed that a swarm of such creatures would be sufficient to drive away the Humans staffing the New Republic's embassy and leave the planet wide open for Imperial takeover (after, of course, the bugs were eradicated by aerial spraying).

Such a scheme, if successful, could result in the enslavement of the Ergesh and the destruction of their fragile ecosystem. The characters must find a way to stop the Imperial scientists before their experiment goes too far.

Adventure Idea

A team of mercenaries has recently arrived on Ergesh. Their plan: steal the secrets of the Starjumper, along with a few Ergesh, and deliver the vessel to a wealthy "collector" who wants to add the ship as an oddity in his private holdings.

It is up to the characters to stop the mercs before they succeed in escaping off-planet with their captives.

Adventure Idea

Large portions of the population of Erglush are being ravaged by a mysterious disease that causes their bodies to dehydrate, inevitably bringing death. Ergesh scientists have discovered that the only possible cure lies in the genetic structure of the muckworm, necessitating the characters' travelling into the swamp to capture some of the creatures.

Unfortunately, not everyone wants them to be successful. A traitorous Ergush, in the employ of the Imperials, pursues them, sabotaging their equipment and attempting to leave them at the mercy of the swamp.

Adventure Idea

The New Republic embassy tracked something that crashed on the continent of Ersheg, but they are not sure what it was. Due to its trajectory, they do not believe it was a natural object. Impact point is near the halfway mark of the Living Monorail. The party is asked to investigate. A monorail plant car will be conditioned to stop at the halfway point for the characters, and another will be by four hours later to pick them up. The ride from Outworlder City to the halfway point takes two hours.

The object in question is a TIE fighter from the Star Destroyer *Dark Nebula*, the latter on a raid mission. The fighter was disabled and forced to make a crash landing on Ergeshui. The crash site is an hour's march from the monorail dropoff point.

The pilot is still alive and is effecting repairs to his craft and its distress beacon. He is desperately

trying to call in help from his squadron comrades. The pilot will fix his distress beacon in 1D hours. Help will arrive in the form of 1D TIE fighters, 1D hours after the call goes out.

If the pilot is captured alive, it is possible for the characters to get information out of him about the Star Destroyer's planned raid on a neighboring star system under New Republic control, to take place two days from now.

If the characters approach the New Republic embassy with this information, they will be informed that there are no rebel ships in the area, and their communications equipment does not have the range to reach past the system. The New Republic will suggest that the characters try to outrun the Destroyer and reach the system to warn them.

Adventure Idea

Loprana Soil-Enrichers is a corporation with branch offices on many planets, some Imperial, some New Republic, some neutral. Loprana has an office in Outworlder City, and it is a representative from that office that calls the characters in order to hire them.

The executives from Loprana want a team to investigate the Industrial Swampfields and take audio/video footage of the operations. Note that the executive will attempt to recruit the characters almost as soon as they land. Loprana wants to get a group of off-worlders who have not yet had much exposure to the Ergesh, so the corporation can feed the visitors propaganda about the Ergesh, as well as passing themselves off as the characters' best allies on the planet.

The New Republic embassy has their eyes on Loprana, since they know how unscrupulous that particular corporation is. They will assign four agents to tail the party. Once the agents see the party taking shots of the Swampfields, they will confront them and attempt an arrest, bringing along several Ergesh to make the whole procedure official.

The characters will have to convince the agents that they were unaware of Loprana's duplicity. In order to clear their names, the characters may have to be part of a sting operation to nab Loprana's executives in the act. This will be highly dangerous, since it is common knowledge that Loprana has hired muscle to keep their offices safe and their informants honest.

Adventure Idea

An Imperial plot is afoot to destroy the clan heads when they meet at the Communal Pool. The Empire has hired a bounty hunter and pro-

vided him with a specially engineered poison which can overwhelm even the amazing Ergesh immune system. The bounty hunter has a crew/gang of five outlaws.

The bounty hunter arrives at the Outworlder City starport in his light freighter and begins asking the right people questions about Ergesh habits. The bounty hunter has three airspeeders to help him and his men to get around, and to carry the poison.

Adventure Idea

An Imperial sympathizer was discovered in Outworlder City and has escaped. He stole a landspeeder and roared off to the north. The characters are hired by the New Republic to

bring him back. They are provided with a landspeeder.

The sympathizer is following the Living Monorail trail north to the city of Erglush. Since he is a recent arrival on the planet, he is unaware of what the capital city holds. Once he arrives at Erglush, he will realize his mistake and continue north, unaware that he is riding on a tidal flat that will soon be flooded.

Among suggested hazards/encounters for the characters are: swamp skimmers, Ergesh parties out for a stroll, and tidal shifts. As an extra wrinkle, the sympathizer could have friends lurking in the tidal flats with a light freighter. He is supposed to rendezvous with them so that they may get him off the planet.



Fyodos

System Summary

Tatrang IV, otherwise known as Fyodos, is the only habitable planet in the Tatrang system. It has three moons, their real names lost in the Great Cleansing, and they are now called Life-moon, Deathmoon and Warmoon. The people of Fyodos, centered on the continent of Tharak, are barbaric and superstitious.

On Deathmoon and in the mountains of Tharak on Fyodos, twin energy pulses go off at eight-hour intervals. These are the automated beacon systems of the two remaining bases in the Fyodos system.

Tatrang I-III are commercially worthless. Tatrang V has rich ore deposits never touched by the ancient Fyodoi. Tatrang VI and VII are ringed gas giants with little economic value. The asteroid belt surrounding the system contains trace minerals. The largest asteroid is big enough to hold a small scout base.

Getting Into the System

The asteroid belt around the Tatrang system is a treacherous navigational hazard. In order for a ship to get through, a *starship piloting* roll must be made. The number of these rolls required, as well as the difficulty of the task, is determined by the speed of the vessel as it travels through the belt. The slower the ship goes, the easier it is to avoid asteroids and other debris. (Note that it is possible for a ship to go slower than its listed Speed Code.) The gamemaster should ask the pilot's player how fast he intends to go, in terms of dice.

It is also possible for a ship to come to a complete stop while in the belt. For every five minutes spent "on station" in the belt, the pilot must make a Moderate *starship piloting* roll.

Failing a *starship piloting* roll while passing through the asteroid field means an asteroid has hit the ship. Roll 1D and consult the Asteroid

System Datafile

Tatrang system, star: Tatrang, red star. One terrestrial planet, Fyodos. Imperial astrocatalog designation Tatrang IV. Low-tech retrograde-Human population, no known strategic resources. Mapping and exploration of planet incomplete. No known Imperial installations to date. No known political inclination.

Asteroid Field Travel Table

Speed	No. of Rolls	Difficulty
1D	6	Very Easy
2D	5	Easy
3D-4D	4	Moderate
5D	3	Difficult
6D+	2	Very Difficult

Asteroid Damage Table

Roll	Asteroid Size	Damage
1	Tiny	1D
2	Small	2D
3-4	Medium	3D
5	Large	4D
6	Very Large	7D
7	Shipwreck*	8D

*Gamemasters should determine the exact nature of the wreck, including how much of the ship is still intact and whether or not any cargo is salvageable. In all likelihood, there will be no survivors on board.

Damage Table to determine exact damage. All damage listings are for starfighter scale. This chart is a modified version of the Asteroid Chart found in *Planets of the Galaxy, Volume One*. If the pilot fails his *starship piloting* roll by more than 10, add a +1 penalty to the Asteroid Damage Table roll.

Fyodos

The planet Fyodos has three major continents, Tharak, Kalid and Othlor, along with several scattered islands. Only Tharak contains any remnant of the humanoid race known as the Fyodoi.

Kalid and Othlor are overgrown into huge wildernesses, dominated by vast forests. Forests are also a frequent feature on Tharak, but the presence of the Fyodoi has created a demand for wood for houses, fuel and such, leading to the clearing of more and more land.

Average temperature on Tharak is 20 degrees Centigrade in the daytime and five degrees at night. These temperatures run 20 percent higher in summer months and 20 percent lower in winter months.

PLANET LOG

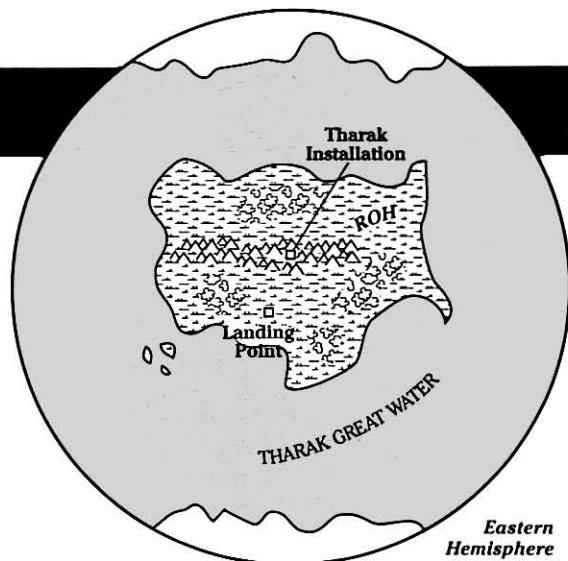
Planet Name Fyodos	Planet Profile Temperate Forest
Type: Terrestrial	
Temperature: Temperate	
Atmosphere: Type I (Breathable)	
Hydrosphere: Moderate	
Gravity: Standard	
Terrain: Forest, grasslands, mountains	
Length of Day: 20 Standard Hours	
Length of Year: 360 Local Days	
Sapient Species: Humans (N), Galidyns (N)	
Points of Interest: Pre-Cleansing ruins, Galidyn communities, abandoned base on moon (Deathmoon)	
Starport: Landing field	
Population: 200,000	
Government: Tribal	
Tech Level: Feudal	
Major Exports: Melee weapons, hides	
Major Imports: Exotic foodstuffs, intoxicants, slugthrower ammo	

SYSTEM DATA

System Name: Tatrang	
Star Name: Tatrang	Star Type: Red Giant

ORBITAL BODIES

Name	Type	Moons
Tatrang I	Desolate Searing Rock	0
Tatrang II	Desolate Searing Rock	0
Tatrang III	Poisonous Jungle	3
Fyodos	Temperate Forest	3
Tatrang V	Desolate Mountainous	2
Tatrang VI	Gas Giant	23
Tatrang VII	Gas Giant	11
Tatrang VIII	Asteroid Belt	0



Eastern Hemisphere



Western Hemisphere

World Summary

Fyodos is a world of faded glory, a retrograde culture that has toppled from the apex of high technology into the dark abyss of barbarism and technophobia. The people of Fyodos are a proud, strong people, adhering to a strict warrior code and tribal customs.

The Fyodoi hatred of technology stems from a devastating war called the "Great Cleansing." Their great cities lie in ruins, many with technological artifacts hidden within them, but such areas are strictly taboo.

Fyodos has three moons, Lifemoon, Deathmoon and Warmoon. The latter is home to an old, abandoned pre-Cleansing base.

The planet and its system were mapped by the Empire, but the planet was judged to be too troublesome for purposes of base construction. Fyodos' location has no strategic value, nor is it on a major trade route. The Empire did not even bother naming the planet nor its moons. Only the star was given a name to facilitate mapping. The term "backwater" planet has shown up on every Imperial scouting report for Fyodos. The massive asteroid belt on the outer limits of the system is a navigational hazard.

In terms of fauna, Fyodos is a haven for predators, grazers, scavengers and birds. The continents of Kalid and Othlor are also teeming with wildlife.

Faded Glory

Centuries ago, the planet Fyodos was home to a technologically advanced culture. The Fyodoi had a thriving space program, having explored their own moons and their nearest neighboring world, Tatrang V.

The three continents of Fyodos were each populated by a race of Humans of similar technological level but widely disparate philosophical beliefs. Though they sometimes cooperated, relationships between the various groups could best be described as strained.

Tensions eventually reached such a point that war broke out between the three lands. The battles escalated until weapons of mass destruction were brought to bear — so thorough was the devastation that the war came to be known as the “Great Cleansing.” The cities and entire populations of Othlor and Kalid were wiped out and the third continent, Tharak, suffered 90 percent casualties. Its cities, too, suffered grievous damage.

Survivors made a point of avoiding the ruined cities, fearful that they might somehow still harbor enemies capable of strikes. Instead, the refugees waded off and began living on what little uncontaminated land remained.

Years turned to decades, and then to centuries. The people regressed, coming to shun technology, which was seen as the cause of the Cleansing. It became taboo to approach or touch any form of technology more complex than that produced during the planet’s medieval period.

The Fyodoi now dwell in stone and thatch huts, their society built around a tribal structure. Nature has slowly restored the other two continents to habitable status, and they are now populated by dozens of species of wildlife. The remaining Fyodoi have no interest in travelling across the sea to Othlor or Kalid, and in fact the overwhelming majority of the people are unaware that other continents even exist.

Each tribe is led by a chief, with the largest extant group being the Roh. Once per season, the tribal leaders gather together for a sacred ritual called the “summat.” The chiefs gather in the middle of a circle of straw huts constructed especially for the ritual. All of the chiefs then begin yelling at each other, spouting gibberish, and continue this for four hours. At the end of that time, the chiefs rise up and set all but one of the huts aflame.

What the chiefs are doing is reenacting the

prelude to the “Great Cleansing” and a symbolic version of the war itself. After this is done, the chiefs have a great feast, and talk about tribal concerns.

Every tribe also has a shaman. The title of shaman is hereditary. Each shaman teaches his son the secrets of the tribe. The greatest tribal secret is the fact that each tribe settled around a pre-Cleansing supply dump. As the people fled the great cities, they found refuge in shelters that contained food, equipment and weaponry. The only supplies now left are hundreds of thousands of rounds of slugthrower ammunition. Slugthrowing weapons are the only pieces of advanced equipment the Fyodoi are allowed to carry by tribal law, a special dispensation made so that the tribes could defend themselves from predators (in essence, the shamans are ammunition supply officers).

Once every six months, the shaman of the Roh tribe makes a solitary pilgrimage to the still-functioning Tharak military installation. There he utters incantations and presses certain buttons and levers in a sequence handed down through the generations. What the shaman is actually doing is resetting a pre-Cleansing “doomsday weapon” with a six-month time cycle. Were the countdown allowed to reach zero, the thrice-daily energy pulse sent to Deathmoon would be cut off, triggering the launching sequence for literally hundreds of atomic missiles, which would impact around the planet, almost certainly completely poisoning the world.

Visitors to Fyodos are most likely to encounter the Roh tribe, led by Kalor. He has a wife, Alyak, and two sons, Dubeh and Meerak. The Roh shaman is named Tseeach. In a pouch on his belt is a high-tech device, a receiver which emits a high-pitched hum if the silent alarm at the Tharak installation should be tripped. Tseeah’s son, Erloi, is in training to become shaman someday.

Tseeah’s hut is always guarded by a Fyodoi warrior. Within are old technical manuals, detailing the repair and maintenance of electronic equipment and slugthrowers.

Average Fyodoi

DEXTERITY 3D

Brawling parry 4D, dodge 5D, melee parry 6D, melee 7D, slugthrower 3D, missile weapon 5D

KNOWLEDGE 2D

Survival 5D

MECHANICAL 2D

Beast riding 4D+1

PERCEPTION 1D

Bargain 2D, hide/sneak 5D, search 2D



Mike Vliardi

STRENGTH 3D

Brawling 7D, climbing/jumping 5D, lifting 6D, stamina 7D, swimming 6D

TECHNICAL 1D

Equipment: slugthrower (damage 3D+1), spear (damage STR+1D+1), knife (damage STR+1D)

Fyodoi usually hunt in groups of five. The average Fyodoi is loud, boisterous, narrow-minded, stubborn and a born warrior. They are friendly to those who show them friendship and formidable enemies to any who dare attack them.

It is ironic that the Fyodoi blame technology for their demise, when it is quite clear to even the most casual observer that the Fyodoi tendency to launch themselves enthusiastically into combat is in large part to blame for their plight. Their racial memories are apparently strong, however — though it is permitted for tribe members to fight amongst themselves, given sufficient provocation, war with other tribes is expressly forbidden.

Landing Point

The remains of a starport, with nothing more than a single runway extant, lies 14 kilometers north of the Roh village. An underground transponder still broadcasts a signal intermittently. Any ship which approaches the planet will pick up the signal, which is a variant of the accepted landing field signal. Any vessel's nav systems can be used to determine the source of the signal.

The landing point is always patrolled by 2D Fyodoi, who are unaware of its significance, but post guards as one of many timeless traditional ceremonies.

Fyodoi Customs/Trade

Fyodoi are expert hunters and blacksmiths. They are usually clad in armor made of hides and tanned leather and they carry spears, bows and arrows, daggers, swords and slugthrower pistols.

The various tribes enjoy trading with each other. Any off-worlders who arrive (courtesy of the landing point) will find the Fyodoi to be enthusiastic traders. They particularly covet intoxicants and will always be willing to trade for such substances. Trades involving weapons or ammunition must be conducted with the shaman. While the average Fyodoi understands how to load, aim and fire a slugthrower, they all believe that the shaman makes the "magic metal stingers" by some holy ritual.

In point of fact, a precious few off-worlders have landed on Fyodos and conducted trade with the planet's residents. However, the traders' accounts of a planet with huge, flying lizards (the Galidyn) and men chasing them with primitive swords have been dismissed as tall tales.

Justice among the Fyodoi, for crimes such as breaking taboos, stealing, etc. is trial by combat, usually a sword duel over a fiery pit. Occasionally, offenders are tossed into caverns inhabited

by carnivorous beasts.

Taboos include going to a technology spot, entering a shaman's home unbidden, offering to the Fyodoi or using in their presence any sort of advanced technology (except slugthrower firearms). Things which cause offense but are not considered taboo include talking about the benefits of high-tech equipment or openly displaying such artifacts.

The sight of aliens does not bother the Fyodoi, though if the alien is reptilian in appearance, there may be some initial suspicion of his intentions (due to the Galidyns). Droids are regarded as demons and will be attacked immediately, as will any who accompany them (no doubt thralls of the creature).

The Fyodoi cannot comprehend the concept of a huge galactic war. They will not choose sides, New Republic or Imperial. Rather, the Fyodoi wish to be left alone so they can hunt, fish, make weapons and kill Galidyn.

Fyodoi written language can be considered *obscure* for purposes of comprehension.

Report from Imperial Scout XX-298-B

Upon achieving orbit around the only habitable planet in the Tatrang system, I immediately began performing the necessary geo/bio surveys. After a few hours, a blip of energy showed up on the primary continent, followed by what seemed to be a response blip from the second largest moon.

I brought my ship to a landing on the moon and found little more than a small observation base, abandoned of all life. I was unable to penetrate the lower levels of the base, but huge power generators, inactive at the time, were detected by my scanners.

Making a landing on the planet, I was amazed to find a squad of primitive men brandishing archaic melee weapons. They seemed agitated at my presence, with their anger specifically directed at my equipment. After dispatching them, I investigated the other base and found an automated communications relay station.

It is my belief that the planet cataloged as Fyodos was once home to a technologically advanced society, which somehow collapsed over the course of time. In my opinion, the Empire has no use for such a place, unless we intend to start using metal swords to fight the Rebels.

I was not sure if I should include this, but when I got back into my ship and took off, I had a near collision with a huge flying lizard. There must have been some actual damage done to the ship's external audio receptors, because it appeared that the lizard turned to me and said, "Terribly sorry, my fault!"

The Force and the Fyodoi

If any character uses the Force in front of a Fyodoi, the tribesman will consider the character to be some sort of deity. While this may seem amusing at first, it will turn deadly serious when the tribe insists on keeping the deity in their camp forever. And they are just as willing to worship a dead deity as a live one.

The Moons of Fyodos

The three moons, Lifemoon, Deathmoon and Warmoon, all go through normal lunar cycles. According to the Fyodoi, battles are best fought when Warmoon is full. This includes hunting the Galidyn. When Deathmoon is full, superstitious fear grips the tribes (this can be explained, in part, by the fact that, when full, this particular satellite resembles the withered face of a corpse.) A full Lifemoon means parties, marriages and coming-of-age tests. The Fyodoi even seem less fearful of the Galidyn at this time and spend less energy hunting the creatures.

All of the moons are airless chunks of rock, with very little in the way of minerals or other resources. They are devoid of life.

When the moons come into conjunction, a unique gravitational flux is created. This has the effect of agitating the upper atmosphere of Fyodos, producing an aurora borealis effect. This also causes interference with sensors and communications for up to 20 hours.

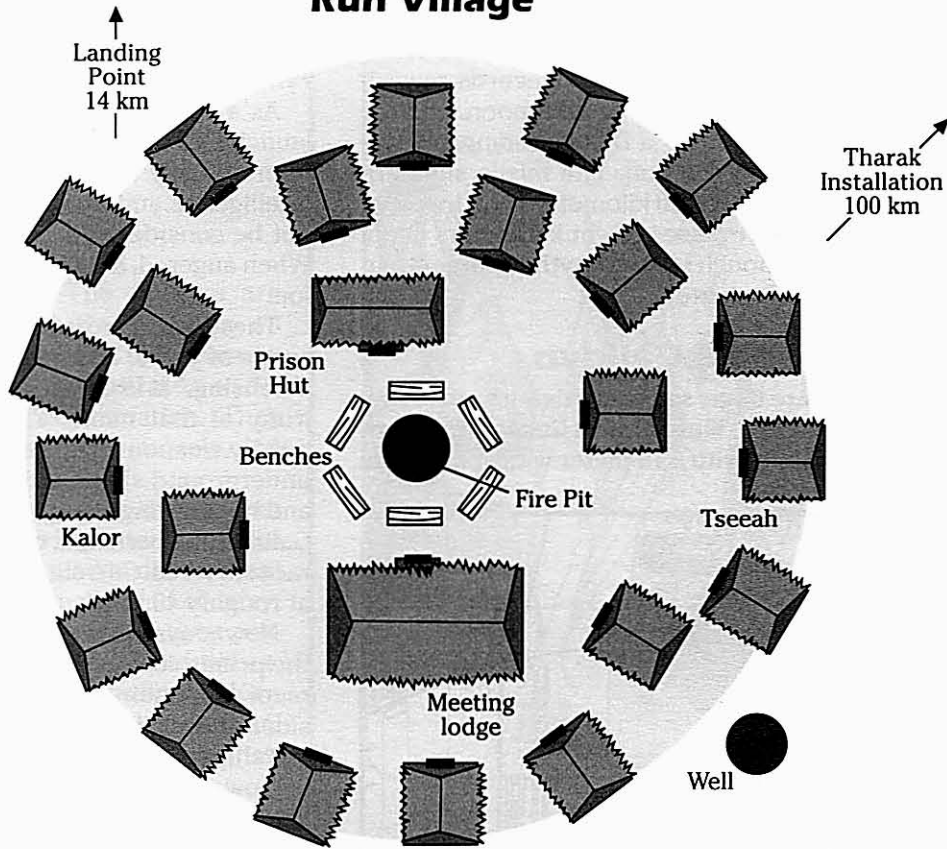
The biggest event in Fyodoi culture coincides with the conjunction of all three moons, which takes place once every 190 days. The event is called "the Gathering," and features a huge feast attended by all the chiefs and shamans, along with at least 100 members of each tribe. Tests of skill and combat prowess are featured, as well as children's rites of passage into adulthood. The Gathering's commencement is signalled by the aurora borealis that marks the lunar conjunction.

The Tharak Installation

The Tharak installation once served as an orbital control site, monitoring and routing space traffic. Hidden inside a mountain, most of the installation's lightpanels, environmental controls and other machinery still functions. The signal beacon is located at the mountain's peak. Unauthorized intrusion into the installation triggers a silent alarm and a signal relayed to a device carried by the shaman. The shaman will bring the chief and 20 men with him to investigate, as the alarm means that a great taboo has been broken.

There are any number of tools and spare parts

**FYODOS DIAGRAM
Ruh Village**



here which can be salvaged for use by the characters, including power cells for energy weapons and ammunition for slugthrowers. The installation also comes equipped with comfortable barracks, med facilities and communications gear, which gives evidence of the existence of a base on Deathmoon.

The most amazing thing here is the holo-globe of the planet. This two-meter-wide hologram also shows the exact location of the three moons. Small points of light represent the Tharak installation, the Deathmoon base, the landing strip, the player characters' ship and any other vessel in orbit, all in their correct positions.

The Galidyn have no understanding of what the installation was used for, but they watch over it once the shaman leaves. Because they have a poor understanding of Fyodoi technology (despite the advanced nature of their own devices), they have been unable to decipher the nature of the base. This place is a very likely spot for visitors to meet a Galidyn.

Deathmoon Base

This small base on Deathmoon was built to accommodate 24 men. Besides communications dishes, sensor arrays and telescopes, the base contains enough equipment to make the base the equivalent of a Limited Services starport. Of course, the base is abandoned, but in excellent shape, since there are no natural forces to produce wear and tear. The base is still functional, and all energy and environmental controls are in working order. There is even fuel still in storage.

Characters must make a Difficult *security* roll to be able to enter the base's lower levels. Once in these levels, they may learn of the missiles in the base.

Accessing the base computer gives an account of the staff's indecision regarding whether or not to return to Fyodos during the crisis, stay put on the base, or even strike out for other planets. During the Cleansing, they received orders to launch the missiles, but in light of the overwhelming carnage they had witnessed, couldn't bring themselves to launch the attack.

Cathleen Hunter

Eventually, some left for the planet (and were subsequently incinerated). After the war ended, it initially appeared that no one on Fyodos had survived. Thus the personnel remaining on Deathmoon abandoned the base for other worlds.

The computer also contains records regarding the missiles present on the moon. Getting that information out is a Difficult *computer programming/repair* skill roll. The missile silos are located in a crevasse 10 kilometers northwest of the base. The crevasse is eight kilometers deep, but not wide enough to hold anything larger than a Stock Light Freighter.

The Galidyn

Galidyn are huge, scaly lizards with small prehensile forepaws. Though most Galidyn are about five meters long with a 10-meter wingspan, some

specimens grow to only two meters in length, with a four-meter wingspan. Possessed of keen intellects and great curiosity, Galidyn prize ideas and discussion above all else, though every once in a while they “go native” and prey on some of Fyodos’ wandering herd animals.

As a rule, the average Galidyn would rather launch into an analysis of Fyodoi combat tactics than actually fight them. However, their keen intelligence and impressive vocabulary should not be considered a sign of physical weakness. When angered, a Galidyn makes for a formidable foe.

These lizard creatures have a lifespan of thousands of years, and many remember the “Great Cleansing,” at least well enough to appreciate the irony of that name. The Galidyn avoided the deadly weaponry of the Fyodoi through natural underground shelters not known by the Fyodoi and hibernating for a good century or two. Many Galidyn still perished, but the vast majority of the race survived. Current Galidyn population stands at roughly 40,000.

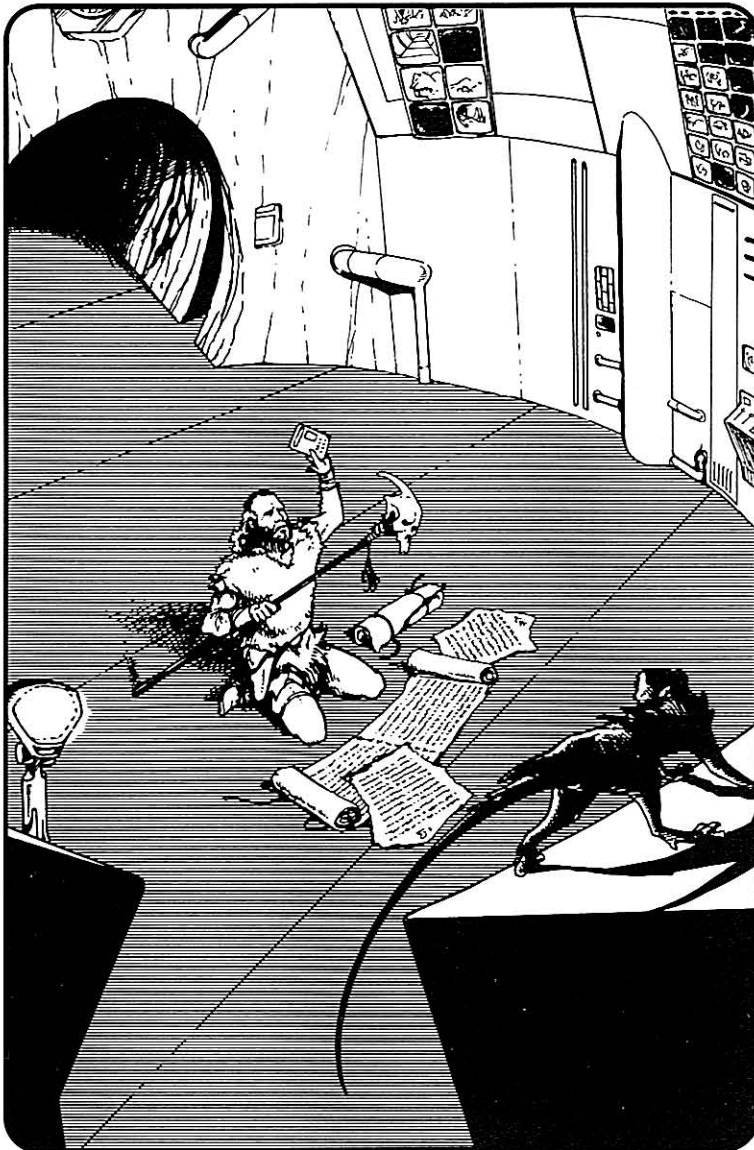
Nowadays, all attempts to communicate with the primitive Fyodoi have proven futile. With all records of their past expunged, the Fyodoi consider the Galidyn to be heinous, technology-worshipping monsters. In truth, the Galidyn feel sorrow and pity for the Fyodoi, but realize that attempts to re-educate them would be wasted, at least under the current conditions.

When a Galidyn takes flight, it is a majestic thing, indeed. To the paranoid, superstitious Fyodoi, the sight of a flying Galidyn is a terrifying omen of death.

The Galidyn speak the same language as the Fyodoi, except that the lizards speak it in its purest form, while the Fyodoi speak a corrupted, highly altered form of the language. A Galidyn who tries to speak to a Fyodoi runs the risk of having the Human understand only a few of the lizard’s words and misconstrue the intent of the conversation (perhaps seeing it as an attempt to lure the Human to his doom).

Galidyns have underground complexes, complete with many technological devices. These communities are located in the mountain ranges north of the Roh village.

The Galidyn reproduce by laying one egg every century. Each young is cared for by its immediate family, then educated in the Galidyn “school system,” usually by an elder Galidyn who teaches history, hunting, mathematics, language, aerodynamics, computers and medicine. The species has a participatory democracy and all Galidyn who complete their instruction successfully can participate.



Mike Vierardi

Galidyn

Length: up to 5 meters long

Height: 2 meters

DEXTERITY 4D PERCEPTION 5D

KNOWLEDGE 4D STRENGTH 6D

MECHANICAL 1D TECHNICAL 2D

Armor: 1D

Speed Code: 3D, 6D (flying)

Combat:

Fangs: 8D

Roleplaying Hints: The Galidyn are rather distressed that the Humans on Fyodos have so far declined to communicate with them. These flying lizards so desire some intelligent conversation. They are gentle when approached politely, but fearsome fighters if attacked.

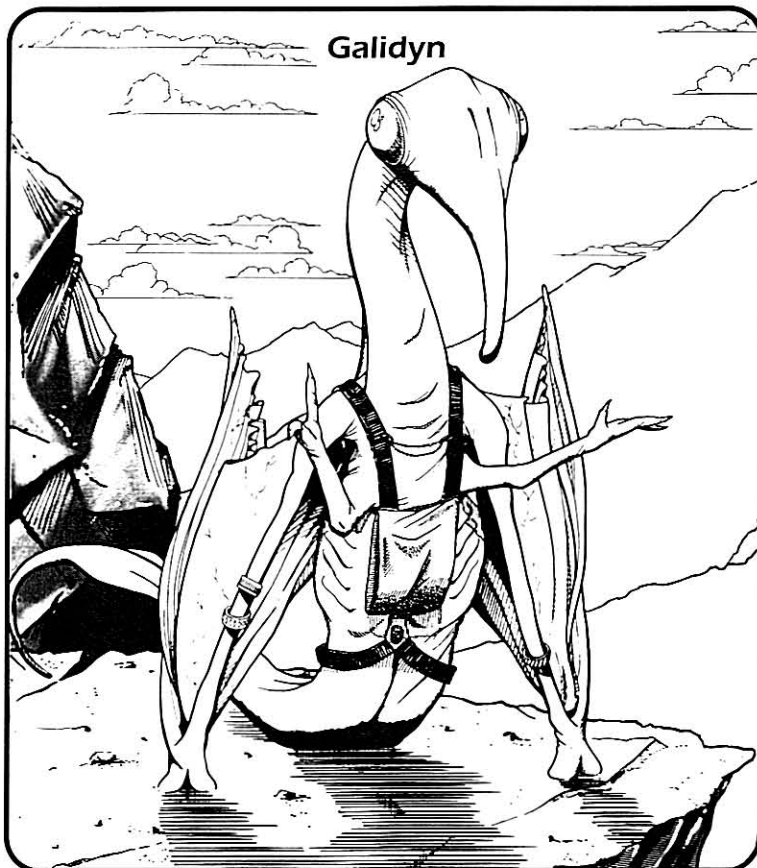
Quote: "The Humans on our fair planet have gone from a starfaring, intelligent race to a pack of silly people clad in dead animal skins. They seem abnormally fond of carrying around iron swords, which they proceed to stab us with as they run about, yelling. When our three moons line up for a conjunction, they think it's some sort of evil omen. I surely hope you are not like that. Say, do you play holochess?"

The Imperials remain unaware of the presence of Galidyn on the planet. When initial probes and scouting parties landed on Fyodos, the Galidyn hid themselves and used their sensor-jamming equipment to avoid detection. The only encounters between Imperials and Galidyn have been accidental in nature, and written off by the Empire as hysteria-induced fiction on the part of their personnel.

Galidyn Society

The average Galidyn community is comprised of a few hundred beings. The communities are located at least one kilometer below the planet's surface, and consist of caverns filled with lightpanels, electronic gear, security alarm systems, environmental control systems, geothermal power plants, fungus parks, and living quarters made of refined metal and plastics. Several communities are often united to form a city. Average Galidyn population in one of these cities at any given time is about 5000.

There are eight cities, each ruled by a Galidyn whose title is "Steward." The closest city to the Roh tribe has a Steward named Sseeeseetek, a



Rob Caswell

4000-year-old Galidyn who is clearly the oldest, strongest and most respected member of the species on the planet.

Any off-worlders spotted with high-tech equipment will be escorted to an open meeting place called the "Crater of Debate," and asked to explain themselves and where they have come from. It is very possible that some particularly eloquent heroes may be able to convince the Galidyn to support the Republic, but the majority of the great creatures will not consent to leave their planet. Instead, they will vigorously defend the planet from any Imperial incursions, as well as aid the Republic in setting up a base on one of the abandoned continents. (Some Galidyn may be persuaded to venture out into space, providing they are promised intellectual stimulation and problem-solving.)

Bear in mind that the Galidyn are the truly civilized species on the planet. They can boast of scientists, physicians, philosophers, technicians and the like.

Galidyn and the Force

The Galidyn will be absolutely delighted to see manifestations of the Force. Their scientists and philosophers have debated the existence of an

“all-encompassing energy field in all things,” but have not been able to either prove or disprove its existence.

Lesynn

DEXTERITY 4D

PERCEPTION 1D

STRENGTH 1D+1

Size: 33 centimeters in length, 66-centimeter wingspan

Speed Code: 5D (flying)

Scale: Creature

Attacks:

Beak: Str+1D damage

Combat: Lesynn are not particularly dangerous creatures. While they have been known to peck at Fyodoi venturing too close to their nests, in most cases they will take to the air rather than engage in conflict.

Using Lesynn in the Roleplaying Game: Lesynn are avian creatures, noted for their gorgeous golden plumage and delicious meat. They nest in the forests of Fyodos, feeding on insects and some vegetation. Their song is said to be a cry for peace, one that went unheeded during the “Great Cleansing.” Now they sing everywhere they go to remind the Fyodoi of the beauty that can be destroyed by war.

Most Fyodoi value lesynn for their taste and use the feathers for ornamentation. However, a small sect who have turned away from their shaman now worship the birds, believing them to be messengers from the gods. They fiercely protect the nests in their territory, even going so far as killing their fellow Fyodoi to keep them from harming the lesynn.

The birds themselves are relatively harmless, providing their nests and eggs are unmolested. They mate once, for life, and females lay two to three eggs a year. Lesynn feathers can occasionally be found on expensive clothing produced in years past by the Empire (gleaned from small-time traders), but there is no organized effort to export the plumage.

The Fyodoi might not be so enamored of the lesynn if they realized that the birds’ favorite activity is flying beside Galidyn. The winged lizards enjoy the company of the avians as well, but do their best to keep this friendship a secret, for fear the superstitious Fyodoi would exterminate the birds if they found out.

Adventure Idea

The characters are informed by New Republic officials that the Tharak installation may contain key information. It is believed that the Empire once attempted a biological warfare experiment

on nearby Tatrang III, and the products of that project may still be alive in the poisonous jungle. The characters must travel to the Tharak installation (hopefully without triggering the alarm) and obtain the information. While there, they will encounter a Galidyn.

Should they set off the alarm, the shaman and his men will arrive in time to see them in conversation with the “demonic” lizard.

Adventure Idea

The Fyodoi group which worships the lesynn have spotted one of the objects of their adoration flying with a Galidyn. Far from losing faith in the avians, they are instead convinced that the demons were attempting to tempt the lesynn.

There can obviously be only one response to this: the Galidyn must be exterminated, once and for all. They lesynn-worshippers are currently trying to convince the rest of the Fyodoi to join them in a “holy war” against the lizards. If they are successful, Fyodos could be the site of yet another bloody conflict. The characters must find a way to defuse this situation before hostilities erupt.

Adventure Idea

A free-trader who landed by accident on Fyodos has been imprisoned for attempting to sell a blaster pistol to a native and plans are moving ahead for his execution. What makes the situation even more dire is that the man carries information of value to the New Republic.

The characters must find a way to extricate the free-trader from this situation, either by negotiating or breaking him out of the crude Fyodoi prison.

Adventure Idea

The Imperial scouting report (see sidebar) winds up in New Republic hands, and the characters are sent to investigate Fyodos, particularly these rumors of talking lizards. The mission has the feel of a diplomatic venture.

A possible variation on this theme could be that the characters themselves find the report, perhaps with a drunken scout, trader, or even a pirate. This would be especially useful if the characters are not actively involved with the New Republic.

Adventure Idea

While just passing by this system, the characters’ ship picks up the planetside blip, which resembles a landing transponder code. The curi-

osity factor present is that the ship's Nav computer has a planet listing of "low-tech retrograde civilization" for Fyodos.

Adventure Idea

Fyodos can be a great place to have the characters' ship break down, or have some ship that is being pursued by the characters go down here. In either case, a forced landing on the Tharak continent could prove interesting. The landing pad transponder will be one of the primary signals picked up by the stricken ship, and may fool the characters into thinking that there is an advanced civilization on this planet.

Adventure Idea

A seemingly addled eccentric scientist wishes to hire the characters to take him to Fyodos. He is a scholar of dead civilizations. Unknown to the characters, he is also an Imperial lackey and carries a long-range homing device. If he finds anything of great importance, he will call in Imperial help. (Apparently, the Empire was not so quick to dismiss their initial scout's report.)

Adventure Idea

Once on the planet, the characters, if befriended by the Fyodoi, could be told exaggerated stories about the great flying lizards and

their alleged atrocities against the Fyodoi. The characters will be approached and persuaded to join the hunt.

In fact, either the Fyodoi corner a wounded lizard, which attempts to speak, or the Galidyn wipe out the party, saving the characters for last.

Adventure Idea

This adventure should be used if the characters befriend a Fyodoi chief. The party incurs the jealousy of the shaman. Since he recognizes technology, he attempts to trick the party into revealing their items. Such attempts may include herding wild animals in the characters' direction, or having someone feign illness and see if the characters use modern medicine. If the characters reveal technological items, the items will be destroyed and the characters seized and forced to undergo trial by combat.

Adventure Idea

The Galidyn, who know of the presence of "something big and disturbing" under the Deathmoon base, alert the characters to some eventual danger to the planet. There should be a tough time in getting down the crevasse where the missiles are located, most likely with the use of *climbing* skill. Disarming the missile system requires a Very Difficult *demolitions* skill roll.



Gacerian

System Summary

The Gacerian system consists of six planets orbiting an orange star called Klozar. Of the half dozen planets in the system, only Gacerian and Alc have any sort of breathable atmosphere. Alc has yet to be explored, as current geological reports show that the expense of settling would far outweigh any profit to be made from the natural resources present there.

Gacerian's two airless moons, Tempay and Fortay, orbit the planet once every 37.5 days. The moons are in opposition: located 180 degrees from each other, they are always on opposite sides of the planet.

The Empire has recently established a small base on Tempay. While no great effort has been made to keep this a secret, it is not exactly common knowledge in the area. Since it occurred a mere few months ago, word of its construction has not gotten around yet.

The precious stones of Gacerian are the main reason the Empire is here. The stones are mined by the citizens, and a hefty percentage is willingly turned over to the Empire.

The most important Imperial presence on the planet is the Imperial Governor, his staff of 12, and his 24 stormtrooper bodyguards.

A Planet of Sand

Gacerian is a hot desert planet with two main continents, Elto and An-Elto, plus a small archipelago. Most of the citizenry live in the capital city of Harmonia (in fact, Harmonia is the only city on the planet).

Due to the planet's very low axial tilt, there are no seasonal variations. The orange sun is so intense that the daytime temperature reaches 30 degrees Centigrade at high noon. When the sun sets, the temperature plummets to five degrees Centigrade.

System Datafile

Gacerian system, star: Klozar, orange star. Six planets in system; one terrestrial planet, Gacerian, fourth from the sun. High-tech, near-human civilization. Music and leisure are largest planetary industries. High demand for luxury goods and foodstuffs. Possible Imperial presence in system.

Please take some time to learn the social customs of Gacerian during your stay. It will show your good manners.

There are strong winds on Gacerian, which make desert travelling a hazard. Difficult *survival* rolls are required when crossing the desert. If the characters do not come from a desert planet and/or have never had to attempt survival in a desert, the task becomes Very Difficult. The winds are most common around dawn and dusk, when the air is either heating up or cooling down.

Gacerites

Gacerites average 2.5 meters in height, and are thin humanoids with spindly limbs. They are completely hairless. Gacerite eyes are tiny, in order to protect their optic nerves from their sun's glare. Their ears, however, are huge and exceptionally keen.

The most unusual physiological feature of the Gacerites is their respiratory system. In addition to having a highly efficient pair of lungs (the better to breathe the thin air of Gacerian with), Gacerites have a second set of air-intake holes, located on their necks, right below the jaw. These breathing holes are attached to a third lung. Gacerites make music with these "gills," which means that they can breathe normally and sing without having to pause for breath.

Gacerites live in family units, though their word for family translates more as "ensemble," as in a musical group. All children are raised with musical training.

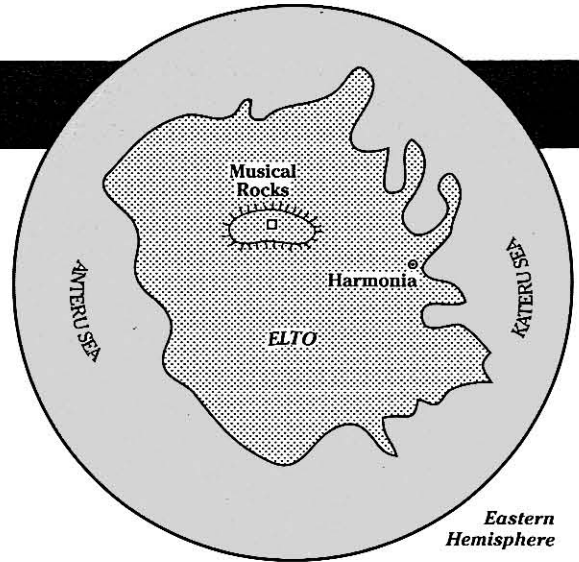
Music and etiquette are the way of life for the Gacerites, and all aspects of their culture reflect this. In fact, the Gacerite courtship ritual, a series of songs and mannerisms, can take upwards of 10 years to complete. Fortunately, Gacerites have a life span of 150 years.

The average Gacerite loves music and the freedom of expression that it brings. On the other hand, music is made up of notes played to a certain rhythm. Everyone in an orchestra must know their part and when to play it. As a result, the Gacerites have also developed a love of discipline and order. This carries over into their system of etiquette.

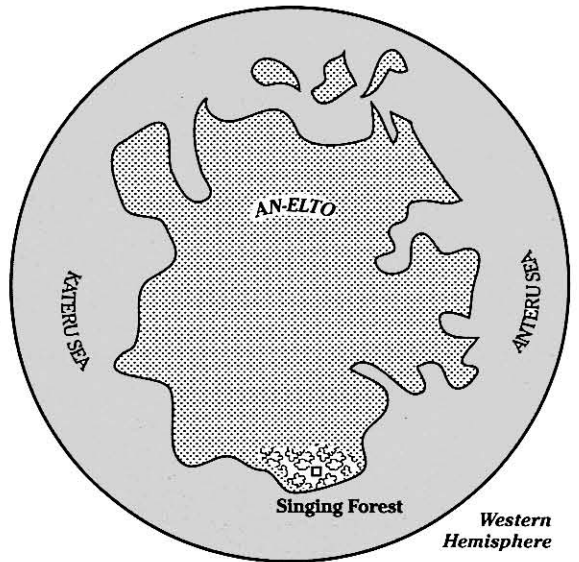
Unfortunately, the mixture of the artist's creative mind and the strictness of order make for a rather bad social combination, especially when it comes to government. Thus, the Empire has assigned a governor to rule the planet. Gacerites are rabidly pro-Imperial, since the Empire stands for order, and each player must play his part.

PLANET LOG

Planet Name Gacerian	Planet Profile Desert
Type: Terrestrial	
Temperature: Hot	
Atmosphere: Type II (Breath Mask Suggested)	
Hydrosphere: Dry	
Gravity: Light	
Terrain: Desert, Mountains	
Length of Day: 36 Standard Hours	
Length of Year: 375 Local Days	
Sapient Species: Gacerites (N)	
Points of Interest: The Musical Rocks, the Singing Forest, Harmonia	
Starport: Stellar	
Population: 27 million	
Government: Imperial Government	
Tech Level: Space	
Major Exports: Musical entertainment, gemstones	
Major Imports: Foodstuffs, luxury goods	



Eastern Hemisphere



Western Hemisphere

SYSTEM DATA

System Name: Gacerian	
Star Name: Klozar	Star Type: Orange

ORBITAL BODIES

Name	Type	Moons
Tun	Desolate Searing Rock	0
Wei	Desolate Searing Rock	0
Alc	Steaming Jungle	1
Gacerian	Terrestrial	2
Tytun	Gas Giant	8
Rue	Frigid Rock Planet	0

World Summary

Gacerian is a hot desert world of stark beauty. It has very little in the way of remarkable geological features, but the few it does possess are rather unique.

The planet is a frequent rest stop for traders and travellers, especially those seeking tranquility or those recovering from severe injuries, be they physical or mental. What the vast majority of travellers are unaware of is the existence of an Imperial base on one of Gacerian's moons. The planet is run by an Imperial governor, since the Gacerites have demonstrated their incompetence at self-rule.

Gacerian is also known for its high-quality gemstones. The Gacerites mine them using the most advanced known sonic mining equipment. This is probably the most manual labor done by the delicate Gacerites.

Gacerian has always been an Imperial-aligned planet.

Cathleen Hunter

In terms of language, the Gacerites speak in musical tones. The higher the key, the happier the words. Things like war, death, sadness, and displeasure are conveyed by low bass notes and dirge-like melodies. In fact, it is rumored that, prior to his death, Emperor Palpatine had a fondness for Gacerite dirge opera.

Gacerite manners are excruciatingly precise and their social rites are complex and feature long-winded orations. There is a certain etiquette to everything, and each occasion has its own rules and regulations regarding what constitutes standard behavior. Though the Gacerites make it a point to learn the customs and etiquette of other races, this is usually reserved for their dealings off-planet. When on Gacerian, the Gacerites expect visitors who have been exposed to their society to at least make the attempt to conform to their mannerisms.

Gacerite Society

The Gacerites have a classless society which revolves around music and manners. Social customs are tightly regulated and enforced. Politeness is the most valued trait of all, even if it means telling a few white lies or indulging in false modesty.

It is easy to mistake the Gacerite's excessive

courtesy for cowardice. Nothing could be further from the truth. Despite their pleasant demeanor and near grovelling attitudes, Gacerites are fearsome in warfare. Their armies are well-disciplined, and are most receptive to the martial music played by the unit Musicmakers. In fact, when the *Aria Callet'dira* is played, Gacerite soldiers erupt into a battle frenzy as the music stirs their passions.

The pleasing Gacerite melodies attract many music lovers from all over the galaxy, enough so that the Gacerites have been able to turn their music into a thriving industry. In fact, sound and the sense of hearing are venerated above everything else here. Silence is equated with death. On the other hand, loud, grating noises or atonal music is considered the equivalent of swearing.

As for etiquette, Gacerites pride themselves on knowing the manners of most known cultures — the more exotic the manners, the more interested the Gacerites become. Gacerites make excellent translators and diplomatic aides. Many travellers who own 3PO units seek out Gacerite programmers to improve their Droids.

In addition, the Gacerites have mastered the science of sound, and use sound-based weapons to stun opponents, kill enemies, or even level buildings. Of course, these weapons are useless in space, which is where the Imperials take over and defend Gacerite vessels, in return for continued Gacerite obedience.

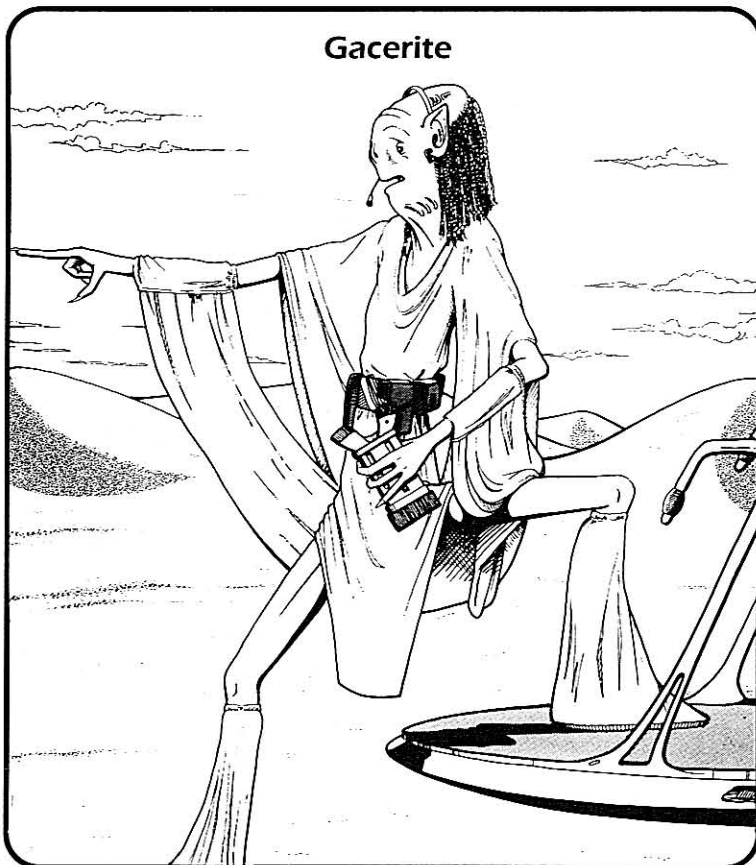
Culture and songs are taught to Gacerites from infancy. Many Gacerites have special songs which they sing whenever they get into certain moods. For instance, a Gacerite may have a song for happiness, one for fear, and one for hunger.

As mentioned before, the Gacerites are extremely poor at governing themselves. The Imperial Governor meets once every Gacerian week with a group of Gacerites and goes over routine matters. It is part of Gacerite society to respect the Empire, which includes reporting all suspected New Republic members to the Governor, who in turn calls in reinforcements from the moon base.

Harmonia

The only city on Gacerian, Harmonia, and its accompanying starport take up an area of 520 square kilometers. Most of the city is made up of tall, glistening spires of crystal that vibrate from the offshore breezes, setting up a beautiful resonating music. The orange sunlight reflecting through translucent portions of the crystal buildings produces brilliant colors.

The Imperial Governor rules from and lives in Harmonia. An atmospheric shuttle runs from



Rob Caswell

Harmonia to places such as the gem mines, the Musical Rocks and the Singing Forest. The shuttles depart every four hours.

The Imperial Governor

Ulbrek Gostech is the Empire's representative and the Imperial Governor of Gacerian. The Gacerians willingly awarded him the title of *Gacer'grocinga*, meaning "leader of artists". He is a popular leader. He is the first Imperial representative to hold the title, and has been in charge for the past seven years. (Fortunately, he is a music lover.)

Although Gostech scrupulously adheres to Imperial policy, his rule of Gacerian is actually quite fair. Gostech is smart enough to know that, especially when dealing with a manners-conscious race such as the Gacerites, using the kind and fair approach yields better results than an iron hand could. Of course, if things did get out of control, Gostech could always resort to the iron hand, and would do so without the slightest hesitation or regret.

Ulbrek Gostech Imperial Governor of Gacerian

Species: Human

Height: 1.5 meters **Sex:** Male

DEXTERITY 1D+2

Hold-out blaster 3D, dodge 3D

KNOWLEDGE 6D

Alien races 6D, bureaucracy 7D, culture 7D, Imperial law 8D, languages 7D,

Gacerites

Height: 2.5 meters

DEXTERITY 1D PERCEPTION 3D+2

KNOWLEDGE 3D STRENGTH 1D

MECHANICAL 1D TECHNICAL 2D+1

Skill Notes: All Gacerites have at least 1D in the following *Knowledge* skills: *alien races*, *bureaucracy*, *cultures*, and *languages*.

Roleplaying Hints: Gacerites are extremely polite and scrupulously well-behaved. Gacerites communicate a variety of ways, including in a sing-song voice, through a series of whistles, or even by humming a melody.

Quote: "Would you please, if it is not too much trouble, please consider dropping your weapons? It is improper to point weaponry at your hosts, especially when they have more weapons pointed at you than you do at them. Your cooperation is appreciated."

Gacerite Weapons

The following is a list of Gacerite weapons, presented in the same format as those listed in the *Star Wars Sourcebook*. Weapons with a parenthetical entry under Damage can be used to inflict stun damage, requiring a simple change of a setting.

Weapon	Where	Cost	Damage
Sound Pistol	3F	800	5D+1 (4D)
Sound Rifle	3R	1400	6D+1 (5D)
Sonic Grenade	3X	300	6D (5D)

planetary systems 8D, streetwise 6D+1

MECHANICAL 3D

PERCEPTION 5D

Command 8D, con 9D

STRENGTH 1D+1

TECHNICAL 4D

Description: Gostech is a portly man with beady eyes and short black hair. He dresses the part of Imperial Governor, in full regalia.

Objectives: To run Gacerian efficiently, and gain a reputation as an excellent administrator and a tough enforcer of Imperial law.

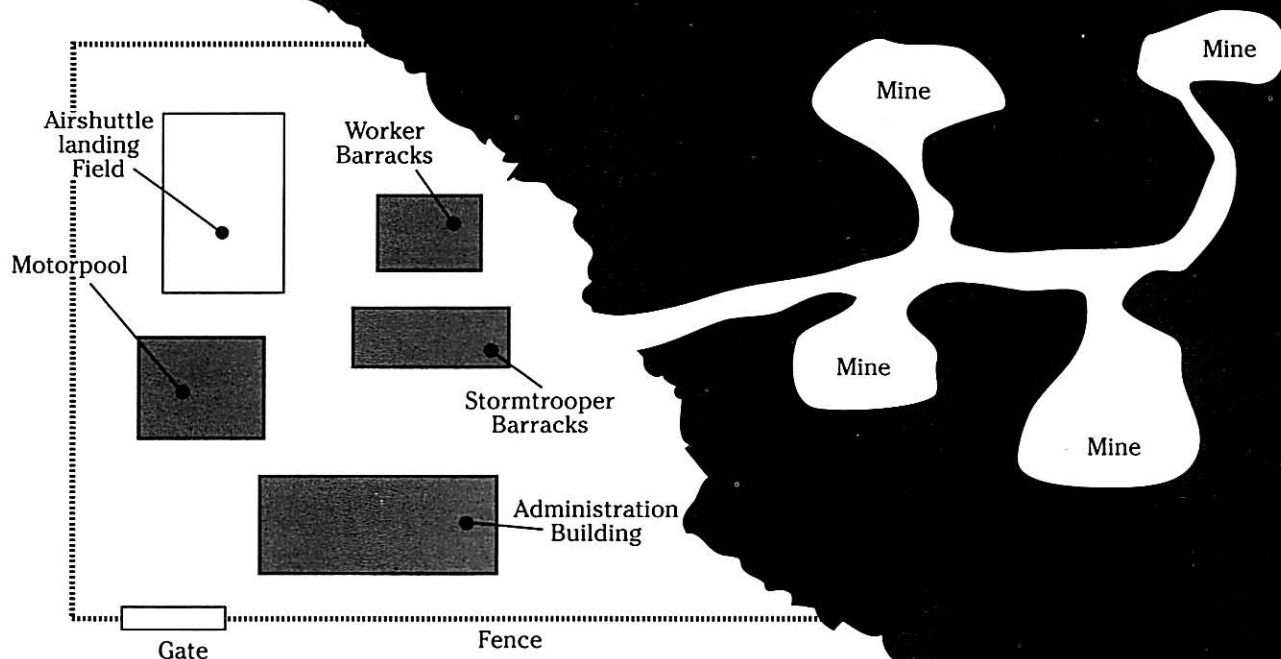
Background: Gostech's career in the Empire has been one characterized by steady competence. Though fanatically loyal to the Empire, it was felt that his "soft touch" methods would not get him far. Still, the Emperor did not want to waste the man's talents on some meaningless job. When the need came for an Imperial Governor for a planet of docile artists who were loyal to the Empire, Palaptine knew the perfect man for the job — Gostech.

Personality: Gostech is a man of culture and taste. He does not lose his temper easily nor react too quickly to any situation. Even when confronted by New Republic prisoners, Gostech is usually civil to them, unless the prisoners caused a huge amount of damage and loss of Imperial lives in the system.

Gostech is curious about the workings of what he calls the "criminal mind," and will even invite New Republic prisoners to dine with him and explain their motivations. Of course, if they should let slip some vital information about the New Republic, especially after the tenth glass of Corellian whiskey, then so much the better.

Gostech is also aware of his rivals' beliefs that he is not tough enough. In order to show his superiors that he is not soft-hearted, he has executed Republic prisoners and ordered harsh

GACERIAN DIAGRAM Typical Gacerian Gem Mines



Cathleen Hunter

imprisonment for any Gacerites who have been found guilty of treason.

Equipment: Comlink, hold-out blaster (3D+1)

Quote: "A kind word and a smile often gets better results than a harsh word. But a kind word and an electroprod *always* gets better results than a kind word and a smile."

The Musical Rocks

Also called *Oueee-ha* in the Gacerite language, the Musical Rocks are a group of boulders on the Plateau of Dreams, a huge formation in the middle of the Elto continent.

The rocks got their name from the eerie music that is produced when the wind blows through them. Many Gacerites come here to meditate, and this is the closest thing in the Gacerite culture to a religious shrine.

Unfortunately, the Musical Rocks often attract wild animals, who pose a threat to unwary tourists and pilgrims.

The Singing Forest

Translated as *Keee-s'ae* in Gacerian, the Singing Forest is made up of a dense area of *s'ae* trees. The *s'ae* tree trunks get as wide as 12 meters at

the base, and the average tree height is 100 meters. Since this area is close to the southern polar region, the temperature is cooler and more moisture is found in the air, allowing the huge trees to thrive.

As opposed to the Musical Rocks and the spires of Harmonia, both of which make music because of the wind, the *s'ae* trees in the Singing Forest are sensitive to seismic activity. The slightest shift in the bedrock, a movement so slight that the average person cannot detect it, causes the trees to resonate like a forest of tuning forks.

In the direct center of the Forest is a spring-fed lake. This is a popular area for swimmers to take their ease.

The Gem Mines

Each gem mine is staffed by 110 Gacerities, 100 of whom do the mining and 10 who handle administrative duties. In addition, there are 20 Imperial stormtroopers stationed at each mine, ostensibly to protect the workers from wild animals and off-world gem thieves. The stormtroopers have been warned not to abuse the Gacerites, since they are working in the mine as normal paid workers, not as slaves.

At any given mine, there is a two in six chance of there being 3D off-worlder miners here as prisoners, usually being held on smuggling or low-level piracy charges. In such instances, the number of stormtroopers present is doubled.

Each mine also has an administrative building, an airshuttle landing field, workers' barracks, stormtrooper barracks, plus a motorpool containing six landspeeders, 12 military speeder bikes, and one cargo skiff.

Revirs

DEXTERITY 4D
PERCEPTION 3D
STRENGTH 4D

Size: 1.5 meters in length, 1 meter at the shoulder

Speed Code: 3D

Scale: Creature

Attacks:

Howl: 6D damage per round, 100 m range

Claws: 3D

Teeth: 4D

Combat: Revirs use their howl to bring down prey before consuming it. The revir howl will do 6D damage to anyone within a 100 meter radius of the animal. Earplugs provide 2D protection; a helmet 1D. The revir can sustain the howl for up to five rounds. It then must rest a round before howling again. Damage will be done each round the revir sings.

Using Revirs in the Roleplaying Game: Revirs are carnivorous mammals who haunt the mountains of Gacerian, as well as the fringes of its deserts. They most closely resemble wolves and are covered in a glossy ebon coat of fur.

Although they do possess nasty claws and teeth, the revirs primarily rely on their piercing howl to disable enemies. The pitch of the howl can be altered to act as a signal to members of the pack over distances as great as one kilometer.

Revirs hunt in packs of 2D. While some have been known to be man-eaters, they generally content themselves with prey animals. It can, however, be most unwise to wander into the mountains at night, as hungry revirs have been known to make mistakes.

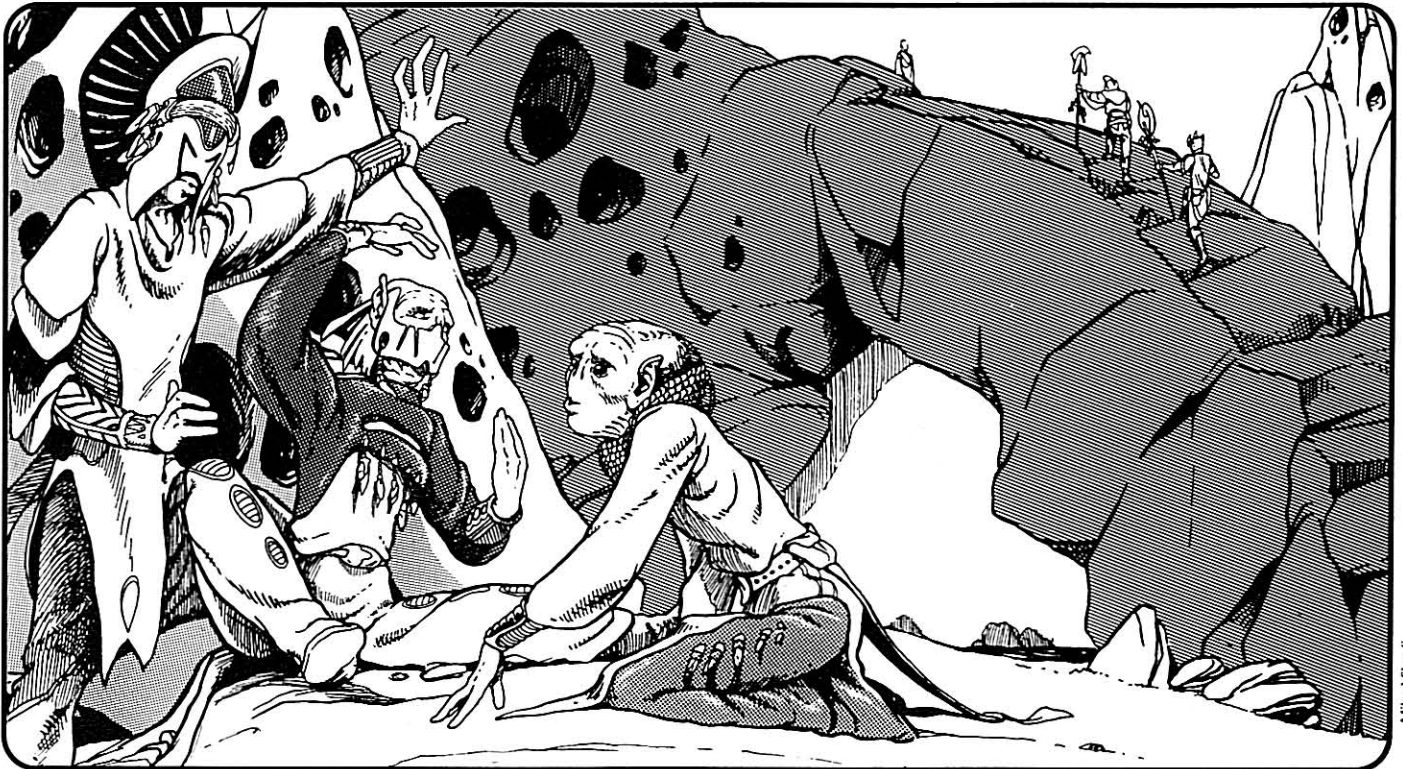
The revir's howl is considered to be the most fearsome sound on Gacerian. On a planet where music is revered, the idea of a song being used to destroy is abhorrent. For that reason, revirs are often hunted. Their pelts decorate the homes of those who have survived such expeditions.

Mears

DEXTERITY 3D
Missile weapons 4D+1
PERCEPTION 1D
STRENGTH 3D

Climbing/jumping 4D

Size: 2.5 meters in length, 2 meters at the shoulder



Mike Vilardi



Mike Vilardi

Speed Code: 2D (running)

Scale: Creature

Attacks:

Horns: 5D, range 3-10/11-30/31-100

Hooves: 4D

Combat: Mears essentially rely on their horns and their hooves in combat. However, their hooves are only of use in close-in battles — and as their primary enemy are the revirs, who can fell a foe at long range, evolution forced the them to develop a ranged weapon.

Mears are capable of shooting their horns at an enemy. The first set of horns fired will be replaced immediately by a new set — however, should these be used also, the mear will have to wait roughly a week for new pair to grow in.

In close-range combat, the mears will rear up on their two hind limbs and attack with all four others.

Using Mears in the Roleplaying Game: Mears are six-legged herbivorous mammals who make their homes in the mountains. They live on what little vegetation grows among the peaks, often venturing to the highest passes in search of some greenery. Mears are excellent climbers.

Mears normally travel in groups of 1D. They are frequently preyed upon by revirs and a mear season exists on the planet, to allow hunters to keep the population under control. Mear meat is a staple of many diets on Gacerian.

The Tempay Imperial Base

The Gacerite moon of Tempay is host to an Imperial scout base. Constructed several months ago, the base is not yet common knowledge.

Tempay always shows the same side to Gacerian, so the base is located on the north pole, at the terminus point between light and darkness. This way, base personnel can keep tabs on both the planet and on space beyond the system.

The base is commanded by Captain Engar Ret, an Imperial Navy officer who is at odds with Governor Gostech. Captain Ret covets the governor's position, and is always alert for any signs of weakness in order to report it to the Empire. Actually, the way Ret has planned it, he will win either way. Either Gostech will not be hard enough on the Gacerites, in which case the governor will be replaced, or Gostech will be too harsh, causing an uprising, which Ret will be there to quell. After ending a rebellion, Ret would file a report indicating that Gostech cannot even control his own population of supposedly loyal Imperial citizens.

The base's complement consists of:

- 40 Stormtroopers
- 32 TIE Pilots
- 32 Ground Crew Technicians
- 12 Controllers

12 Sensor Technicians
24 Gunners/Weapons Technicians
20 Imperial Intelligence Officers
50 Base Security/Detention Troops
One squadron of TIE fighters (12)
One squadron of TIE/rc reconnaissance (12)
20 miscellaneous vehicles

Any New Republic prisoners captured on Gacerian are sent to the moon in Gacerite light freighters manned by Imperial forces.

Adventure Idea

A New Republic Senator has vanished en route to a conference. The last transmission from his vessel put it in the vicinity of the Gacerian system. From all indications, it appeared that the trip was proceeding normally. The characters are sent to Gacerian to look into the disappearance and hopefully rescue her.

The Senator, named Ala Cornin, is being held under house arrest in the Imperial Governor's crystal tower. Two days after the characters land, she will be transferred to a freighter and brought to the moon base for further interrogation.

Adventure Idea

A variant of the previous idea. Several prominent figures in New Republic politics and industry have disappeared in recent weeks. They were last seen at Harmonia's poshest hotel.

What has happened is that these important guests have been kidnapped from their rooms and sent to the moon base. To add to the drama, a Star Destroyer is due soon in-system to pick up the prisoners and take them into the heart of Imperial space.

Adventure Idea

(This is a good one for greedy players.) While drinking in a cantina on some planet, the characters hear a grizzled prospector talking about a place where "you can just walk around and pick the gems off the dirt!" The coordinates he gives are for Gacerian.

This is a scam. The grizzled prospector is Dek Anorik, a smuggler who was captured, along with his best friend, by the Imperial forces on Gacerian. In exchange for his freedom, Dek is to assume the guise of an old prospector and try to lure Rebels and free-traders to Gacerian, in order to have them put to work in the gem mines. His friend remains on the planet in order to assure Dek's cooperation.



Korbin

System Summary

The Korbin system contains a large number of planets, with most of them of little use to starfarers. Four of the planets in the system, Beneris, Tolloero, Lynaria, and Altrax, are incapable of supporting life and have no resources to speak of. Only the third, fourth, and fifth planets, known respectively as Amrap, Torvix, and Korbin, are habitable.

The sixth orbit is occupied by Grillis, an asteroid belt, which supports some light mining under the aegis of Cross-Galactic Mining, a mid-level sized corporation that has mines scattered on a dozen worlds. The seventh world is the gas giant Abatrang, with its poisonous ammonia atmosphere.

All in all, the system is a lawless dangerous place. The Empire and the New Republic agree on one thing: anyone who goes to Korbin and gets into trouble deserves everything he gets.

Weather and Geography

Korbin has no axial tilt, which results in no seasonal variations. However, the orange sun is very strong and heats things up quickly. Daytime temperatures get as high as 35 degrees Centigrade. When the sun sets, the temperature plummets to as low as five degrees below zero Centigrade.

What rainfall there is normally begins at dusk and lasts for 1D hours. On exceedingly rare occasions, Korbin sees snow.

A huge mountain range girdles the planet. The high peaks are often covered in ice and snow and howling winds whip around them, making the going even more treacherous. The only safe means of travel through the mountains are the two passes, Selenfer (linking the cities of Pleasant and Happy), and Refin (linking Joy and Peace).

System Datafile

Atrig system, star : Atrig, large orange sun. Nine planet system. Main terrestrial planet Korbin, principal industry, mining. Black markets in weaponry, ships, and other equipment exist on the planet.

TRAVELLER'S ADVISORY: The Atrig system is not under any political jurisdiction. Anarchy reigns on Korbin. Proceed at your own risk!

However, the passes have dangers of their own, as bandits often lurk there waiting to ambush travellers.

Redeye

Korbin's sole moon, Redilos was long ago christened "Redeye" by the planet's occupants. The huge moon hangs close to the planet — if Korbin had oceans, the tides would be horrific.

Redeye is an intimidating sight, a huge blood-red disk, pock-marked with craters and ridges. Redeye is barren, and has no resources to speak of.

A World to Beware

The planet Korbin played host to a thriving mining industry for centuries under the Old Republic. Though the population was never very big, it was a productive, industrious place.

But long before the fall of the Republic, Korbin's resources began to dwindle, with veins of ore becoming harder and harder to find. It soon became evident that the expenses involved in getting the ore out of the ground dwarfed the income generated by its sale. The planet's limited resources would not support terraforming into an agricultural planet, and tourists were not interested in vacationing in old mine shafts. Slowly, the population left for better prospects on other planets.

Eventually, the only people left were some struggling miners working for a few small corporations. A nearby system with overcrowded prisons asked for the Old Republic's permission to resettle 200 dangerous prisoners on Korbin. The Republic agreed, and the prisoners were settled on Korbin and made to earn their keep by working in the mines.

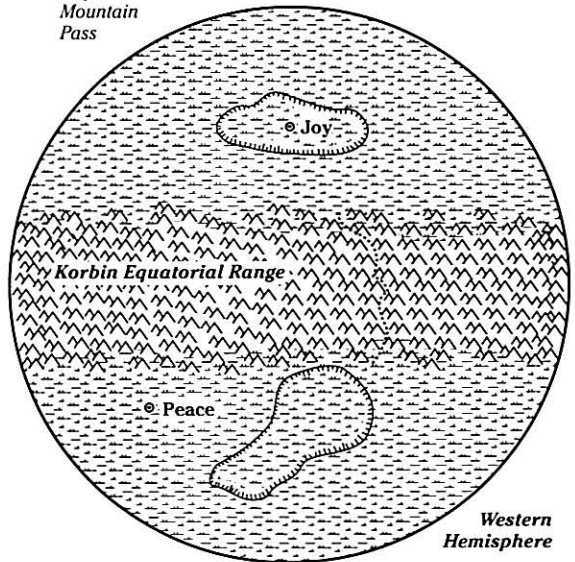
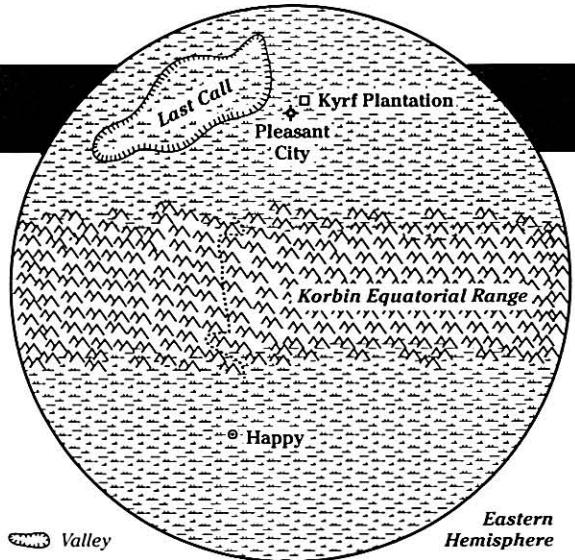
At this point, most of the honest workers left, concerned about how long they would last working side by side with murderers and psychopaths. As the years went by, more planets sent their felons to Korbin. In time, fugitives, dregs of society, and other lowlives began flocking to the planet in droves, using it as a refuge from the law.

It soon became apparent that the inmates were running the prison, but the Republic did not have the initiative to get involved — other, more important, matters were at hand. The felons were confined to the Atrig system, and the few corporations left on Korbin gave the whole arrangement a touch of legitimacy.

PLANET LOG

Planet Name Korbin	Planet Type Temperate Plains
Type: Terrestrial	
Temperature: Hot	
Atmosphere: Type I (Breathable)	
Hydrosphere: Dry	
Gravity: Standard	
Terrain: Scrub, urban	
Length of Day: 28 Standard Hours	
Length of Year: 380 Local Days	
Sapient Species: Human (N)	
Points of Interest: Asteroid Mining, Pleasant City	
Starport: Standard	
Population: 1 million	
Government: Anarchy	
Tech Level: Space	
Major Exports: Mining, kyrf	
Major Imports: Thieves and degenerates	

SYSTEM DATA		
System Name: Atrig		
Star Name: Atrig	Star Type: Orange	
ORBITAL BODIES		
Name	Planet Type	Moons
Beneris	Searing Rock	0
Tollero	Searing Rock	0
Amrap	Desert	2
Torvik	Swamp	1
Korbin	Terrestrial	1
Grillis	Asteroid Belt	0
Abatrarg	Gas Giant	18
Lynaria	Frozen Rock	0
Altrax	Frozen Rock	1



World Summary

Korbin is an excruciatingly hot planet with very little to justify its continued existence. Formerly a successful mining colony, the veins of ore have long been played out. What remains barely keeps the planet's economy going. The planet's secondary industry is the growing of a certain fruit that is used to make a potent alcoholic beverage, but its primary money-maker is a thriving black market in everything.

The planet has no surface oceans. Water is found in small quantities in underground pools and reservoirs. The terrain is mostly flat scrub plains, with a few small mountain ranges and valleys to break up the monotony.

Korbin is the last stop for many in the galaxy whose fortunes and scruples have dwindled to nothing. The Korbin system is located far enough away from normal Imperial routes and patrols that the Empire sees no point in going in and cleaning the place up.

Planetary government is non-existent. Chaos and anarchy reign. Korbin has never professed loyalty to either the Empire or the New Republic, and the Battle of Endor changed nothing as far as the planet's occupants were concerned.

Even the corporations themselves got into the act, by sending their most bothersome, irritating, and incompetent executives and employees to Korbin. In an atmosphere where the rules had ceased to matter, many of these corporates began making a profit on the side by selling goods at vastly inflated prices. This was the start of what is now a thriving black market on Korbin.

With no central government on the planet to watch for smugglers, the transport of goods that are illegal in other systems is acknowledged and encouraged here. Korbin is well known among free-traders and pirates as the place where they can obtain anything, for a price: weapons and other personal equipment, forged identification, Imperial seals of safe conduct, even ships, all can be found somewhere on the planet. (Expect prices for these items to be two to three times that listed in the *Star Wars Sourcebook* — the sellers are, after all, criminals and swindlers.)

Pleasant City Encounter Chart

Roll	Encounter
3	Characters witness a blaster fight between 1D+1 city dwellers.
4	Characters witness a brawl with melee weapons, between 2D city dwellers.
5	Characters witness a small conflict with heavy weaponry between 3D city dwellers.
6-7	1D of natives amble up to the characters and offer to sell them services of some kind (gamemaster's choice).
8-9	2D natives are doing some gambling on the street. Characters may feel free to join in.
10-11	A native comes up to the characters and offers to sell them something (gamemaster's choice).
12-15	A group of 2D natives attempts to mug the characters.
16	A madman rushes up to the party and claims to be someone important (e.g. a New Republic spy, Imperial official, Jedi Knight).
17	Someone from an upstairs apartment dumps garbage on the characters.
18	A big, ugly, drunk, well-armed alien mistakes one of the characters for its worst enemy. (Gamemaster option: Alien mistakes character for its girlfriend.)

Korbin Society

Korbin has only one law: "The one with the biggest blaster makes the rules." Despite this edict, there is a "rough justice;" often, a gang of Korbinites will gang up on someone they feel has done a little too much rule-making. Therefore, survival on this world requires knowing when to be aggressive and when to hold back. Many Korbinites die trying to learn this lesson.

The best summation of Korbin law is that there is no Korbin law. Everyone does whatever they please, though even some of the worst dregs know that running around and destroying everything is a sure way to get one's throat slit. But there is no weapon, no pastime, no substance, no thought or idea, that is considered illegal. In some ways, Korbin can be said to have a perfectly integrated society with no bias whatsoever. Everyone distrusts and dislikes everyone else.

Pleasant City

All of the cities of Korbin were deliberately given cheery names as a cruel joke. Pleasant City is the largest urban area and home to the Korbin Starport. There are no customs inspections at the starport, which should come as no surprise.

In addition, the Pleasant City starport has no truly qualified mechanics. Characters can rent a berth for their vessel and conduct their own repairs. Naturally, Pleasant City will not be held responsible for any break-ins or vandalism done to the ship while it is berthed.

The buildings of Pleasant City are a tumbledown collection of prefabricated houses and old stone structures. Many of the buildings show signs of efforts at repair having been made, but such renovations are half-completed, as if the laborers simply lost interest.

The air is hot and dusty, and smells of garbage, sweat, and some minor industrial emissions. There are few children, and most of them are free-running ruffians. Korbin is not where one goes to start a family.

Since hygiene is not a major priority, diseases are common. For each day spent in Pleasant City, each character must make an Easy roll against their *Strength*, or else contract an airborne disease, virus, or plague (gamemaster's discretion as to damage).

All equipment found in the *Star Wars Sourcebook* can be found in Pleasant City. There are no restrictions on legality codes or licenses, but prices are high, as noted above. Whenever an item is purchased, the gamemaster should secretly roll 2D. On the result of a "2," the item bought is flawed, and will break down at the most

inconvenient time. On a “12,” the item never works, period. Since most “stores” have at least one violence-loving bouncer, refunds are unlikely (always assuming that the character is still alive to ask for one).

What Pleasant City does have is a huge variety of alien species among its residents. Practically every known species is represented here, and they mix freely. For every ten minutes in which the characters are walking the streets of Pleasant City, roll 3D and consult the “Pleasant City Encounter Chart.”

Jedi Knights, the Force, and Korbin

Jedi Knights without any traces of the Dark Side will stick out in Korbinite society like Darth Vader in a field of Imperial stormtroopers. The power, serenity, and honor of the Jedi Knights is practically a tangible thing in this pit of evil, corruption, despair, and dishonor. This will either cause the natives to give the character a wide, fearful berth, or get cocky and indignant and try to pick a fight with the character.

Korbin Careers

There are a number of occupations available to the aspiring Korbinite. The following list covers some of them, and is useful for gamemasters to consult when trying to create encounters.

Miner — There are not many of these left, as most of the mines are played out. They are looked down upon by the unsavory elements on the planet, most of whom have never done a day’s honest labor in their lives.

Asteroid Miners — These are the people who toil in the corporate mines in the asteroid belts. The procedure for a worker is 38 days of work on an asteroid, followed by 19 days off on Korbin.

Scavengers — Armed with a ship and protective suits, these vultures travel the system, looting any vessels that might crash on one of the worlds (see below).

Gangs — Organized groups of criminals, each gang led by a crime boss. Many gangs have rivalries. This is by far the most well-represented occupation on the planet, since most gangs also dabble in the black market. Gangs also account for most of the robberies and protection rackets operating on Korbin.

Black Marketeers — Sellers of both legal and illegal goods abound on Korbin. Most do their best to avoid violent confrontation, as it’s bad for business.

Mercenaries — Professional soldiers who hire themselves out as muscle. They are the most reliable folks on Korbin, and will keep their word when working for someone, providing they are



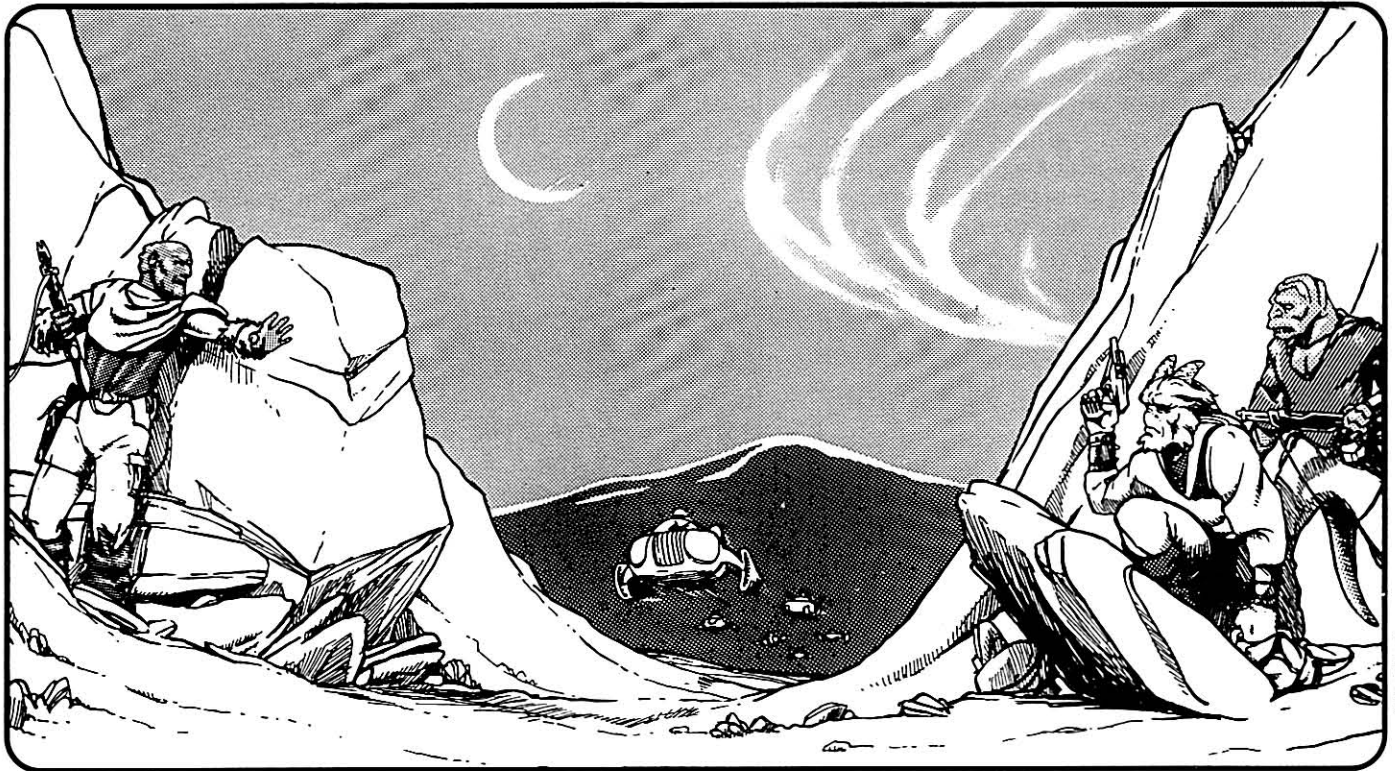
well paid to do so.

Pirates — Organized gangs with space-going capability, they prowl around both within and outside the system, waiting to attack unwary vessels. The scavengers make much of their income simply by shadowing the pirates and stealing whatever they leave behind.

The Last Call

As might be expected, life is “nasty, brutal and short” on Korbin. Some way of disposing of all of the victims had to be found, and quickly, before the cities grew more diseased than they already were. The natives settled upon the idea of “Last Call.”

A huge valley 700 meters deep, the floor of “Last Call” is littered with the remains of Korbinites and foolish off-worlders. Fortunately,



Mike Vilardi

the prevailing winds blow to the north, sweeping away any possible unpleasantness.

The Small-Timers

Korbin's cities are connected by a system of roads, but these are rarely travelled, as the cities do not often trade with each other. Each city keeps to itself. Besides Pleasant City, the other cities are Happy, Joy, and Peace. Collectively, the three smaller cities are known as Small-Timers.

Life in the Small-Timers is similar to Pleasant City, only less intense. Also, the mines are located on the outskirts of Pleasant City, so there are fewer hard-working people in the Small-Timers.

The Kyrf Plantation

Besides a smattering of mining and the black market, Korbin is known for an alcoholic beverage called *kyrf*, which is derived from the fruit of the same name. Kyrf only grows in one area of Korbin, and that area is a plantation owned by a less than honest Korbinite, Drelmar Bin.

Kyrf itself is an extremely flavorful and quite powerful drink. A Human drinking one glass of *kyrf* needs to make a Very Easy *Strength* roll in order to avoid the intoxicating effects. Every additional glass requires another *Strength* roll, but at the next highest level of difficulty.

Beings drunk on *kyrf* start misspeaking and

slurring words, then lose their coordination, then lose consciousness. Those who fail a *Strength* roll by 10 or more go straight to unconsciousness.

Korbinites love *kyrf*, because it enables them to escape into oblivion for a while. The effects last for 2D hours.

Located a mere 10 kilometers northeast of Pleasant City, Drelmar Bin's *kyrf* plantation is the closest thing to class on Korbin. The 900 square kilometer plantation is a forest of green trees, all of them bearing the oval-shaped, metallic golden *kyrf* fruit — the fruit thrives in dry or arid conditions. The plantation is surrounded by a power fence, and the perimeter is heavily guarded by mercenaries who are unflinchingly loyal to Bin. Many of the laborers on the farm are people who owe Bin money and must work to pay off their debt. The plantation also has a small processing plant, which turns out the *kyrf* liquor.

Cross-Galactic Mining Corporation handles the exportation of the liquor. Bin doesn't trust the corporation, but it seems to be the only organization on the planet sufficiently competent to handle the shipping of the product and business transactions with the purchasers.

Bin lives in a spacious, beautiful home, air-conditioned and filled with every luxury imaginable, including several Droids and a few mistresses.

**Drelmar Bin, Corrupt
Plantation Owner**

Species: Human

Height: 1.5 meters **Sex:** Male

DEXTERITY 3D

Dodge 5D, hold-out blaster 4D, melee parry 3D+2

KNOWLEDGE 3D+2

Streetwise 8D, technology 7D

MECHANICAL 2D+1

Repulsorlift ops 4D, starship piloting 3D

PERCEPTION 4D

Bargain 7D, command 6D, con 8D, search 5D+1

STRENGTH 2D

Brawling 3D+2

TECHNICAL 3D

Security 4D

Description: Bin is a pencil-thin, hawk-nosed man with a pinched smile, sharp chin, and slicked-back hair. He dresses in the finest clothing, and keeps his hold-out blaster hidden.

Objectives: To accumulate massive wealth, and take over Cross-Galactic Mining someday. To become the most prominent power on Korbin,

while staying safe from harm.

Background: Bin was a corporate employee on a large industrial planet, until it was discovered that he was embezzling funds. He fled before anyone could capture him and wound up seeking refuge on Korbin. Once there, he met a man who had perfected a means of distilling kyrf fruit into a potent liquor. Bin killed the man and took over his plantation.

Personality: Bin is a conniving, scheming anything-for-a-credit crimelord. He has no scruples, though he sees himself as a man of taste. Bin always enjoys negotiating from a position of strength.

Equipment: Hold-out blaster (damage 3D), comlink, gaudy jewelry, rich clothing.

Quote: "You call me a swindler ... I prefer to consider myself a 'creative financier.' It sounds SO much nicer!"

Average Mercenary

DEXTERITY 3D

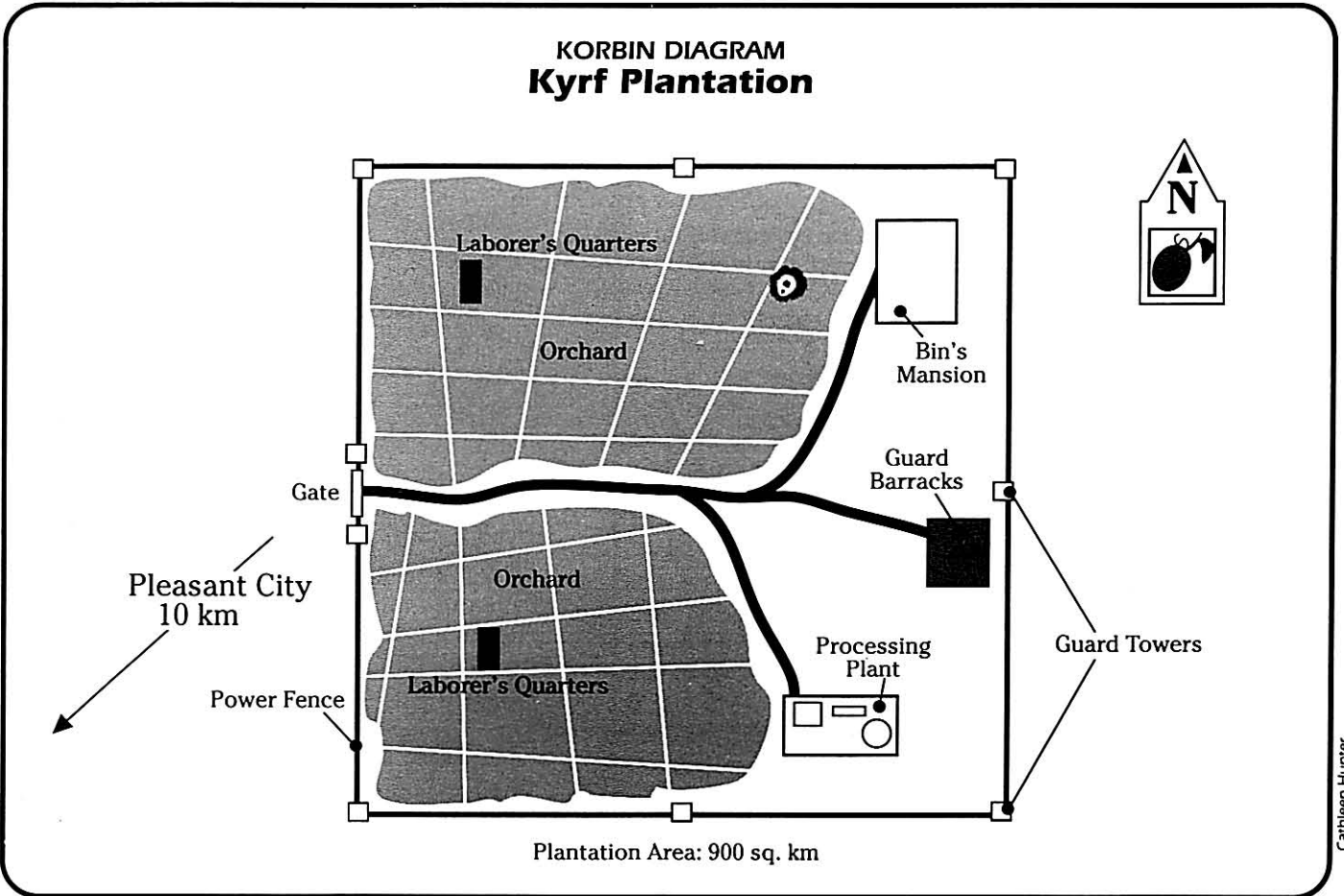
Blaster 5D, brawling parry 4D, melee 6D

KNOWLEDGE 1D+2

Alien Races 4D+1, streetwise 5D

MECHANICAL 1D

**KORBIN DIAGRAM
Kyrf Plantation**



Cathleen Hunter

PERCEPTION 2D

Bargain 4D, con 5D, hide/sneak 4D+1, search 5D

STRENGTH 3D+1

Brawling 5D+1

TECHNICAL 1D

security 4D

Equipment: Bounty hunter armor (1D), heavy blaster pistol (damage 5D), vibroblade (Str+1D+2), comlink, two grenades (damage 5D), macrobinoculars.

Quote: "Great pay, great hours, free kyrf liquor, and the opportunity to shoot lots of people. It's a dream job!"

Scrub Lizards

The predominant native life form on Korbin is the scrub lizard. These large carnivorous reptiles enjoy congregating in the Last Call valley, as well as near the roadways that link the cities. Scale coloration ranges from copper to golden brown. Scrub lizards can crawl flush with the ground, which leads some to mistake them for snakes.

Korbinites enjoy hunting the big lizards for food and sport. The skin and teeth of a scrub lizard make colorful personal adornments. Some

of the nastier local gangs take their enemies and "lizardbait" them, which involves tying the unfortunate to stakes pounded into the ground and letting the lizards take him.

Scrub lizards are attracted to kyrf, but are incapable of becoming intoxicated by drinking it. Drelmar Bin has a large force of mercenaries employed to keep the lizards away. Denying the only decent fruit to the scrub lizards does not do much for their temperament, which might explain their aggressive and violent behavior toward humans.

Efforts to domesticate the scrub lizards have met with mixed success, with a few of the species made into mounts, beasts of burden or watch-lizards.

Scrub Lizards

DEXTERITY 2D**PERCEPTION 3D**

Hide/Sneak 5D, tracking 5D

STRENGTH 3D

Orneriness: 5D

Speed Code: 3D

Size: 3 meters long, 1 meter high at shoulder

Scale: Creature

Armor: +1D to *Strength*

Attacks:

Teeth: 5D damage

Trample: 4D damage

Combat: A scrub lizard enjoys grabbing an opponent in its jaws and shaking him around. If the lizard's attack roll exceed the difficulty by 10 or more, the lizard has the opponent in its mouth.

In subsequent rounds, the lizard continues to shake its prey around, automatically causing 3D of damage. In order to get free of the lizard, the victim must make a Difficult *Strength* roll.

Another favorite tactic of the lizards is to trample opponents. The scrub lizard can attack two opponents at once in this manner.

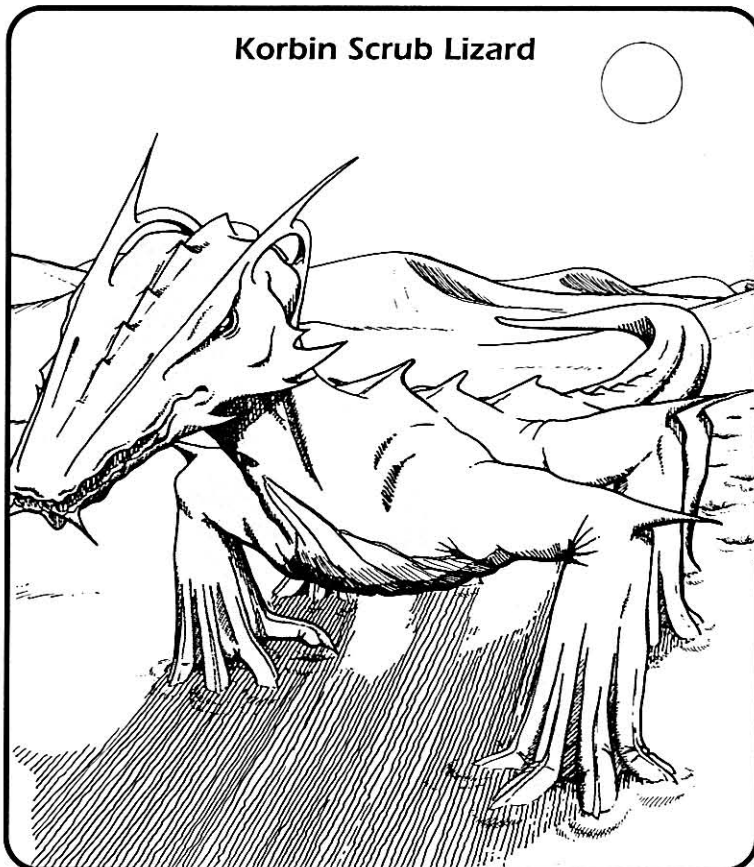
Using Scrub Lizards in The Roleplaying Game: These lizards are ill-tempered and always hungry. They live off of the scrub plants and insects found on the planet, but the lizards really prefer meat, such as the Korbinites. If a victim is wounded by a lizard, the scent of blood drives the creature into a frenzy, which enables it to move at twice its normal speed and it gains an extra 1D for *Strength* and *Dexterity* actions.

Scrub lizards often travel in groups of 1D+1.

The Salvaging Crews

There exists a core of people on Korbin who do salvaging for a living.

The total time of most salvage runs, including round trip travel time, is four days. The salvage is



The Night Havok

Craft: The *Night Havok*

Captain: Kara Saffch

Type: Corellian Stock Light Freighter, Modified

Length: 30 meters

Scale: Starfighter

Crew: 2

Passengers: 5

Cargo Capacity: 200 metric tons

Consumables: 1 month

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backup: Yes

Sublight Speed: 3D

Maneuverability: 1D

Hull: 5D

Weapons:

Dual Laser Cannons (fire linked)

Fire Control: 4D

Damage: 6D

Single Laser Cannon

Fire Control: 3D

Damage: 3D

Shields: 2D

Description: The ship carries an Astromech Droid, Artoo Zeefer. The ship is stocked with salvage equipment such as space suits, metal detectors, cutting torches, etc.

either directly used as is, or sold or traded on the Korbin.

The only law of salvage is "finders keepers, providing the keepers can hold on to it." There are some pirates, nicknamed "carrion eaters," who lurk in the spaceways between Korbin and her sister worlds, waiting for a successful salvage ship to come by. These pirates want others to take the risks, so that they may take the loot.

Of course, not all salvagers are rotten to the core. A few, like Kara Saffch and her technician brother, Willi, are willing to take on risky jobs for relatively little money, providing they have some regard for the cause being fought for. Often, these residents of Korbin can be found well outside the system, pursuing their trade.

Kara Saffch, Salvage Expert and Captain of the Night Havok

Species: Human

Height: 1.7 meters **Sex:** Female

DEXTERITY 2D

Blaster 6D+1, dodge 6D, melee parry 3D+2

KNOWLEDGE 2D

Salvage 9D, streetwise 7D, technology 7D

MECHANICAL 4D

Astrogation 5D, repulsorlift ops 6D, starship gunnery 6D, starship piloting 7D, starship shields 5D+2

PERCEPTION 4D

Bargain 6D+2, command 5D, con 6D, gambling 5D+2, search 8D

STRENGTH 2D

Brawling 5D, lifting 4D

TECHNICAL 4D

Starship repair 6D+2

Description: Kara is a Human female with brown hair that barely reaches to the back of her neck. She is usually dressed in a flight suit and comfortable jacket. Kara has a cocky grin that many people find charming, and more find irritating.

Objectives: To keep her ship intact and eventually put together enough money to relocate from the Korbin system once and for all.

Background: When she was 17 years old, Kara and her younger brother, Willi, ran away from home in order to explore the galaxy and have some fun. Ten years later, after many interesting incidents, she and her brother found themselves the owners of their own ship, and a great deal of debt along with it. Both realized that the Korbin system was a pit, but that the cost of living there was amazingly cheap.

Not willing to become pirates, they decided to do salvage work and the occasional passenger run to pay the bills.

Personality: Kara is upbeat, proud, and full of enthusiasm for her work. She tries to put on an "everything is under control" act whenever things break down. Sometimes, she is even convincing.

Equipment: Blaster (damage 4D), comlink, space suit.

Quote: "No, no, that was NOT our hyperdrive coils ... That was just the ship settling after that exhausting jump ... yeah, that's it."

Necresh

DEXTERITY 4D

PERCEPTION 2D

STRENGTH 1D

Size: 20 centimeters from head to tail

Speed Code: 4D

Scale: Creature

Attacks:

Teeth: 2D damage

Combat: Necresh attack en masse and use their teeth to inflict damage. While they can be dangerous when disturbed, there are no known instances of their attacking a living person. But visitors to Last Call would be wise to be wary of

these little creatures.

Using Necresh in the Roleplaying Game: Necresh are rodent-like mammals, carrion-eaters who thrive in Last Call. It's unknown just how many thousands may be living in the valley. Little attention is paid to pest-control on Korbin, and the violent nature of the planet keeps the creatures well fed and away from the cities.

Necresh are covered in short, wiry red hair and can scurry exceedingly rapidly on their four legs. Their senses of smell and hearing are acute, but they are completely mute. One Korbin wit once said that necresh are silent "out of respect for the dead."

Those low-level criminals charged with delivering bodies to Last Call regard the necresh with loathing and a trace of fear. For their part, the rodents generally flee when they hear anyone approaching, emerging again after their visitors are gone.

Draz

DEXTERITY 4D

PERCEPTION 3D

STRENGTH 2D

Size: 1.5 meters from head to tail

Speed Code: 2D

Scale: Creature

Attacks:

Teeth: 4D damage

Claws: 3D damage

Combat: Draz use their claws and teeth to good effect in combat, and most are trained to go for the throat or, if the foe is armed, the gun hand. The tactics of wild draz are completely unpredictable, and if encountered, these creatures are best left alone.

Using Draz in the Roleplaying Game: Draz are extremely vicious canines, the product of some long-forgotten effort to breed animals purely for purposes of combat. The experiment was both a success and a failure: the draz are certainly efficient killers, but so much so that no one off-planet wanted anything to do with them. Most of the creatures can at best be called crazed.

Draz are used as guard animals and for protection by various gangs on Korbin. The sight of a growling draz or two, steel-gray hair standing up in anticipation of the kill, is sufficient to frighten away all but the most determined foes.

Draz can be found in every major city on Korbin. Some are taken into training schools and sold, others must fend for themselves in the streets and alleyways. These are the most dangerous, as hunger and desperation often drives them to attacking humans.

Adventure Idea

A criminal organization based in Pleasant City has begun shaking down the citizens of Happy for protection money. Most of Happy's residents are, of course, criminals as well — but those few who are (relatively) innocent are also being victimized. A collection of Happy residents ask the characters to protect them, promising in return access to a cache of weapons originally intended for shipment to Imperials.

The characters are outnumbered and outgunned. They will have to rely on their wits and make good use of the terrain in and around Happy to defend the city from its larger neighbor.

Adventure Idea

The *Night Havok* has been hired to transport an important cargo of black market medical supplies to a New Republic base in a nearby system. But Captain Saffch well knows that pirates will be waiting to seize the medicines and equipment if possible, and so hires the characters to "ride shotgun" on the shipment. They will accompany her, brother Willi, a New Republic official, and a trio of mercenary "security guards" on the run.

During the course of the trip, the *Night Havok* will have to outrun pirates and avoid some more aggressive salvage crews. In addition, the characters will find evidence that all is not as it seems on the ship. All signs point to the mercenaries having betrayed the ship to Imperials. But in fact, the New Republic official is an impostor who has substituted poison for the medicine being transported. The characters must uncover the deception before the *Night Havok* reaches the base or else watch tragedy befall their comrades.

Adventure Idea

Ores mined in the asteroid belt are somehow being smuggled out of the system and sold to raise money for fragments of the Imperial army. The New Republic asks the characters to go undercover as miners for the Daedalus Corporation to discover the truth of the matter.

The characters swiftly discover that nothing is how it appears to be at Daedalus. Miners are treated like convicts, many being worked until they drop dead. Disk work is being falsified and corporate officials are seen wearing full protective suits when handling ores. Some of the laborers are afflicted with strange illnesses. The existence of entire digs are being covered up at the highest levels of Daedalus.

The truth is horrendous: using slave labor purchased on Korbin, Daedalus has its miners

illegally digging for radioactive ores, to be sold to Imperial engineers for use in weaponry. Lacking the proper protection, the miners are being poisoned by the very ore they're handling.

The characters must find a way to stop the mining operation and expose Daedalus as an Imperial front before they, too, perish.

Adventure Idea

A Corellian Corvette, the *Empire's Twilight*, has been lost. The last signals came from the vicinity of the Korbin system. The Republic hires the characters to search for the vessel and any survivors.

The *Empire's Twilight* was attacked by pirates while passing through the Korbin system, in the vicinity of Abatrang. Captured by the gravity of that planet, the ship went out of control — fortunately, the 45 crewmembers had the presence of mind to eject in an escape module. They are currently living inside this structure on the planet's surface, with enough food, water and air to last for one week.

Salvage crews will inevitably spot the module.

The characters will have to brave the perils of Abatrang to save the crew, and even then their mission will not be finished — “carrion eaters” are waiting in space near the world and may mistake the characters for successful scavengers.

Adventure Idea

While on Korbin, the characters are approached by Drelmar Bin's men and told that he has a business proposition for them. At his plantation, Bin tells the characters that he wants them to capture two scrub lizards, since he wishes to have them trained as attack animals.

Being a generous man, he will pay each character 2500 credits for each lizard captured. He does not have cages and nets, so the characters are going to have to make do with what they have, or can purchase in Pleasant City. He mentions that the best place to look is “Last Call.”

In the valley, the characters will find scrub lizards, all right. They will also find gang members disposing of the bodies of some of their rivals, who will be disposed to attack the characters “so they can't tell anyone what they saw.”



Zelos II

System Summary

The Zelosian system has a white star and three planets. Keryt, the first planet in the system, is a barren rock that could be terraformed if the effort were ever to be put into it.

Zelos is the second planet in the system. Its four moons have never been explored, as the Zelosians have forbidden others to explore them due to overwhelming ancient superstitions.

Rymm is the third planet, and is a considerable distance from Zelos. The planet is geologically unstable and still going through tectonic shifts, characterized by frequent earthquakes and volcanic eruptions.

The gravity well is close to Rymm, and there is some speculation that Rymm's instability can be attributed to the well. Ships that file a navigational flight plan with the Empire are given the proper approach vectors.

The Gravity Well

This anomaly is a stationary distortion in space, located close to the orbit of Rymm, the third planet in the Zelos system. The Empire has it well-charted and is aware of a means to avoid it.

When a ship piloted by someone who is not aware of the anomaly's presence passes the system (or enters it), there is a strong likelihood that the gravity well will capture the vessel and hurl it close to the orbit of Zelos II.

The anomaly's effects are handled as follows:

- The unsuspecting ship arrives within range of the gravity well. Hyperdrive immediately cuts out due to the presence of massive gravitational forces.

System Datafile

Zelos system, star: Zelos, white star. Three planets in system, second planet, Zelos II, terrestrial. Good port facilities.

Be warned that there are many nocturnal predators on Zelos II, a source of fear among the populace. Be advised that the population is extremely superstitious.

Loyal citizens of the Empire, be advised that the only safe approach vector to Zelos II is X coordinate 7.5, Y coordinate 4.2, Z coordinate 0.9. Any other course will result in disruption due to presence of a gravity well.

- Ship's pilot must make a Moderate *starship piloting* roll. Success indicates the ship is stabilized, and may resume its journey, even if the destination is not the Zelos system.

- If the ship's pilot failed his roll, the vessel is caught in the gravity well and begins hurtling uncontrollably into the system. Ship's pilot must make another *starship piloting* roll, this one Difficult. Success means the ship is stabilized, and slows down as it arrives in Zelos II's orbit.

- Failing the roll means that the ship was badly shaken during its passage through the system. Roll twice on the "Starship System Damage Table" contained in *Star Wars: The Roleplaying Game*.

Note that hurtling through the system, regardless of whether or not the second *starship pilot* roll was made successfully, produces a very bumpy ride, with lots of shaking and rattling. This little trip should produce a lot of dramatic tension as everything inside the ship begins shaking and things are turned upside down, falling off of shelves, and people are tumbling out of bunks, falling out of chairs, etc.

The Zelosian Moons

Zelos II has four moons, named, from largest to smallest: Bellatrig, Tanatrig, Moratrig, and Nekotrig.

If all four moons ever appear in the night sky together, with at least one moon full, this is enough to send the populace into a deep depression and intensify their fears, even in the daytime. This phenomenon happens once every 120 days.

The worst experience possible for the Zelosians is a solar eclipse which, when the entire sky is darkened, reveals the presence of the other three moons in the sky. Such an event is called the "Day of Sepulchral Night," and prompts mass closings of stores and bars, locking of all doors, and in some instances, temporary insanity or suicide attempts, prompted by abject terror. (In truth, the sky on a Day of Sepulchral Night does look foreboding. When the eclipsing moon moves into position, it almost seems as if the other moons appear by magic.)

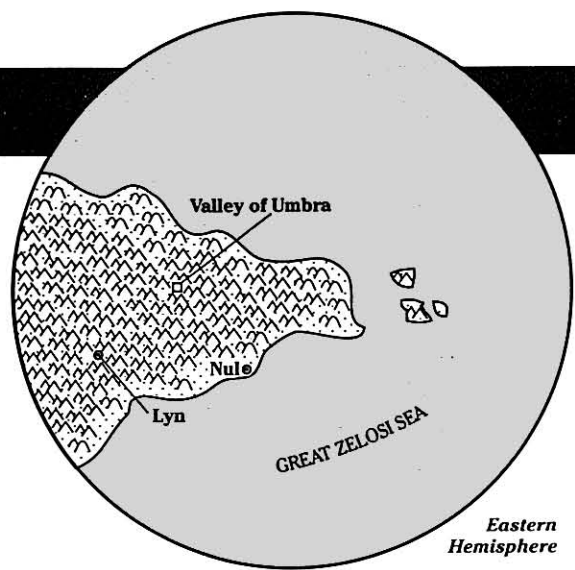
The Zelosians

The natives of Zelos II appear to be of Human stock, but with some subtle differences. Their height, build, hair color variation, and ability to

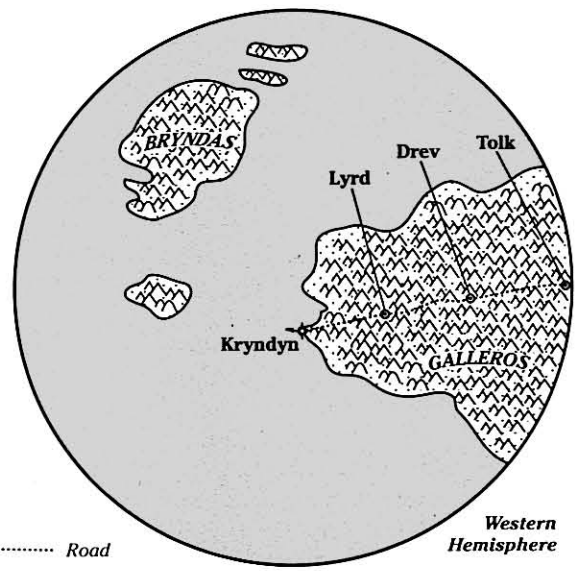
PLANET LOG

Planet Name Zelos II	Planet Profile Mountainous
Type: Terrestrial	
Temperature: Temperate	
Atmosphere: Type I (Breathable)	
Hydrosphere: Moderate	
Gravity: Standard	
Terrain: Mountains, hills	
Length of Day: 20 Standard Hours	
Length of Year: 300 Local Days	
Sapient Species: Humans (N)	
Points of Interest: Kryrdyn, Valley of Umbra	
Starport: Standard	
Population: 10 million	
Government: Dictatorship	
Tech Level: Information	
Major Exports: Raw ores	
Major Imports: Weaponry, food	

SYSTEM DATA		
System Name: Zelos		
Star Name: Zelos	Star Type: White	
ORBITAL BODIES		
Name	Type	Moons
Keryt	Barren Rock Planet	0
Zelos II	Terrestrial	4
Rymm	Mountainous/Volcanic	1



Eastern Hemisphere



Western Hemisphere

..... Road

World Summary

Zelos II is located near an important regional Imperial trade route. It is considered a pleasant place to stop by to do some trading, perhaps get some routine maintenance done on one's ship, perhaps even enjoy a little bit of relaxation.

The planet is known for its mining industry, and is a prime source of ores for the Empire, though the Zelosians are not aware to whom their government sells the minerals. The Zelosians believe themselves to be neutral in the galactic struggle.

The planet is covered by hills, mountains, and other rough terrain. There are only a few scattered islands in the Zelosian oceans. Kryrdyn, the capital, is located on the primary continent.

Zelos II boasts four moons, upon which many local superstitions center. An inexplicable gravity well also rests at the edge of the system, which is responsible for untold numbers of unexpected visitors to the planet every year.

Zelos II is Imperial-aligned.

Cathleen Hunter

grow facial hair is similar to other typical Human races. All Zelosians are night-blind, their eyes unable to see in less light than that provided by a full moon. In addition, all Zelosian eyes are emerald green.

The greatest difference between Zelosians and standard Human stock is that Zelosians are descended from intelligent plant life. Their veins do not have blood, but a form of chlorophyll sap. There is no good way to visually tell a Zelosian from a regular Human, since their skin pigmentation resembles the normal shades found in Humanity. This plant heritage is something the Zelosians keep secret.

The Zelosians' plant heritage does go a long way toward explaining their dislike of darkness, and their transformation into happy, carefree people in the sunlight. Their skin photosynthesizes for them, though they are also able to take nourishment from other sources, including other plants, as well as animal meat.

Since the vast majority of alcoholic beverages come from plants, Zelosians love to drink, though due to their physiology, they cannot become intoxicated. Refined sugar, on the other hand, is something else. A tablespoon of sugar to a Zelosian is the equivalent of four ounces of strong liquor to a Human.

The entire culture of the Zelosians is built upon the dichotomy of day and night. In their language, "good" is synonymous with bright, light, glowing, and day. "Bad" is identified with dimness, darkness, shadows, and night. Speaking any of the four latter words is akin to swearing in the Zelosian society.

There are dark-skinned Zelosians, but they are not shunned. It appears that the light-darkness stigma is limited to their words and ideas, and excludes colors, as they paint their dwellings all manner of hues and will wear any shade of clothing, including black.

During daylight hours, Zelosians are happy, cheerful, energetic, helpful, kind, open, pleasant people with laughing voices and animated movements. As the sun goes down, their moods sink, and they seek the shelter of their well-locked homes, even to the point of being rude and leaving someone in the middle of a task or conversation in order to get home in time. During the night, Zelosians are fearful, easily cowed, suspicious, and unwilling to help strangers.

Whatever the time of day, the Zelosians are very superstitious people. The following are some of their more interesting superstitions:

- Never leap out of a starship and land on the ground with both feet.
- Never travel in groups of four. Four is an

unlucky number.

- If the light of two full moons strikes you, you will die within one day.
- If someone spills water or any other drink, they must be lightly slapped across the face
 - Right is an unlucky direction. Shake with your left hand. Right-handed people are more vulnerable to bad luck.
 - Never begin a voyage, including a space voyage, at night.
 - Never make plans at night.
 - Devout vegetarians are bad luck.

Government

Galleros Nul is the charismatic military leader of the planet. Though in simple terms he is a dictator, he dislikes the word, and instead prefers to call himself the "Mandated Commander of the People of Zelos." People may address him as "Commander."

Nul's most amazing talent is his ability to withstand being outside at night without breaking into a panic. This discipline came slowly and with much training, but it has paid off by vastly increasing his stature among the people. His evening constitutionals are the only time he travels without his six bodyguards, who have yet to overcome their dislike of the darkness (they are always within shouting distance, however).

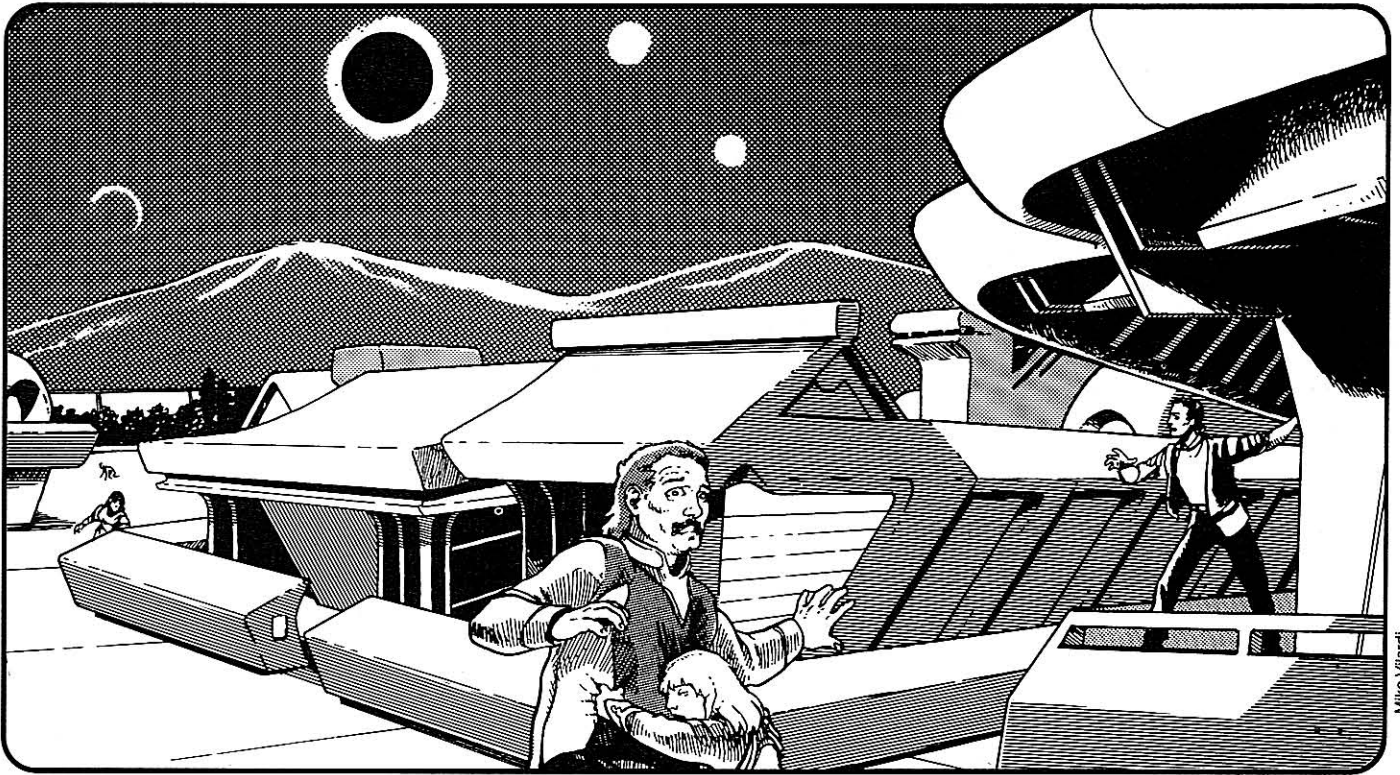
The word of Commander Nul is absolute law. The people obey his orders without question. This blind obedience stems from Nul's record of public service. He enlisted in the Zelosian Home Defense Force as a young man and worked his way rapidly through the ranks, eventually being named a general.

Soon after that, a particularly devastating attack on the capital city of Kryndyn by a horde of nocturnal predators resulted in the slaying of the planet's leadership. General Nul declared a temporary state of emergency. He rallied the armies under his command, launched a counter-attack, and drove back the hordes of night.

This incident, known as the "Battle of Kryndyn," was fought 10 years ago. Nul has yet to lift the state of emergency and has no intention of doing so.

As for the Empire and the New Republic, Commander Nul has declared Zelos II to be neutral. This is a hollow gesture, since the Empire controls all approaches to the Zelos system, and has in fact established a full sized TIE fighter base in the Valley of Umbra. This is the ideal site for such a base, as no Zelosian, not even Nul dares set foot here (see below).

Thus, Nul's absolute rule exists because the Imperials allow it to, largely because it saves



Mike Viardi

them the trouble of keeping the skittish population in line. Besides, there are some in the Imperial ranks who admire Nul's use of power plays and underhanded tactics.

**Commander Galleros Nul
Dictator-For-Life**

- Species:** Zelosian
- Height:** 1.7 meters **Sex:** Male
- DEXTERITY 3D**
- Blaster 4D, blaster rifle 5D, dodge 7D, melee parry 5D+1, melee 5D
- KNOWLEDGE 4D**
- Bureaucracy 7D, survival 6D, technology 5D
- MECHANICAL 2D**
- Repulsorlift ops 3D
- PERCEPTION 3D**
- Bargain 7D, command 9D, con 6D+2
- STRENGTH 3D**
- Brawling 5D, stamina 5D
- TECHNICAL 3D**
- Security 4D+1

Physical Description: Commander Nul is a handsome, fortyish man, with jet-black hair and piercing green eyes. He generally wears his military uniform, covered with his medals.

Objectives: To stay in power for his entire life, while somehow grooming a worthy successor.

Background: Galleros Nul was raised to fear the dark, but his curiosity prompted him to make late-night forays to see what was out there. In time, he became virtually immune to the terrors the evening brings on Zelos II, although there are still places, like the Valley of Umbra, to which he will not go. The rest of Nul's background is covered above.

Personality: Nul is a tactical and strategic genius. However, he is all too well aware of this, and has an inflated ego as a result. His sense of arrogance and self-importance is truly amazing. He feels that, when he gives an order, it should be obeyed without question.

Nul possesses a strong streak of curiosity, which has served him well. He enjoys meeting new people, and, if word gets to him about interesting travellers who have landed on the planet, he will invite them to dinner and talk about science and the stars.

Equipment: Blaster pistol (4D), vibroblade (damage STR+1D+2), comlink, swagger stick

Quote: "I am just a humble soldier who was in the right place at the right time. I shall step down when the state of emergency is lifted. When is that? Ah. Well, with all of the hordes of nocturnal predators that we must deal with, to cancel the state of emergency now would be suicide. Once I am convinced that my beloved kingdom is safe, I shall step down."



Mike Viardi

Population Centers

There is only one political unit on Zelos II, based in the capital city of Kryndyn. No other nations exist. In fact, the entire population lives on a single continent, Galleros (renamed in honor of the Commander). The capital city of Kryndyn holds nine million people, while the remaining five smaller cities hold the other million. The largest of these is the coast city of Nul (also named in honor of the Commander).

All Zelosian cities have certain things in common. Each city features a 10 meter-high wall around it, with six gates. The wall is wide enough that sentries may walk on top of it while on patrol. Each small city has a garrison of 1000 troops. Kryndyn has a garrison of 50,000 troops.

The five small cities have several mines close by, usually within a few kilometers of each city. The cities are connected by a roadway and a railway system. The two lines run parallel to each other. The railways are the only way for the ore to be transported to Kryndyn, from where it is then shipped off-planet on ore freighters. Nul also has an airfield that allows airshuttle landings, and a port that accommodates ships from the capital.

Kryndyn

Kryndyn is the heart and soul of Zelos II. Here, a traveller can find a wide selection of bars,

casinos, entertainment centers, libraries, sports events, and hotels.

The natives of Kryndyn are very friendly to off-worlders, especially those that bring shipments of weapons or edible delicacies to sell. There is a thriving commodities market, where traders come to purchase loads of Zelosian ore. The market is dominated by the Empire, though this is not common knowledge.

Commander Nul resides in the old Royal Palace, from which he runs the affairs of the planet. The Palace always has at least 100 soldiers garrisoned within it at any given time.

The Valley of Umbra

This unique geological formation has a valley 500 meters deep, protected by many mountainous overhangs. Despite appearances, there is ample room in the valley for fighter pilots and airspeeder or landspeeder drivers to operate their vehicles.

The Valley of Umbra is always in the shadows. Sunlight never strikes it, and consequently it is shunned by all Zelosians. The Empire has taken full advantage of native superstition by creating a fully equipped, fully operational base and Imperial garrison. The base follows the same design and sports the same defenses as the Imperial Garrison detailed on pages 116-120 of the *Star Wars Sourcebook*. The only exception is that this

base is occupied by a half-strength garrison, which includes the following:

Stormtroopers	400
Scout Troopers	20
Speeder Bike Technicians	10
TIE Fighter Pilots	20
Ground Crew Technicians	30
Controllers	12
Sensor Technicians	12
Gunners/Wpns Technicians	50
Walker Crew Personnel	25
Walker Technicians	40
Imperial Intelligence	25
Base Security/Detention	75
Perimeter Support Troops	100
Command Personnel	150
Support/Services Person.	250
Technical Personnel	100
Science Personnel	100
Medical Personnel	50
TIE Fighters	20
AT-AT Walkers	5
AT-ST Walkers	5
Speeder Bikes	20
Landspeeders	30
Misc. Vehicles	50

The Imperial Garrison is commanded by Luana Treftite, an ambitious young lady who aspires to greater things than the command of an installation on a backwater planet populated by superstitious sheep.

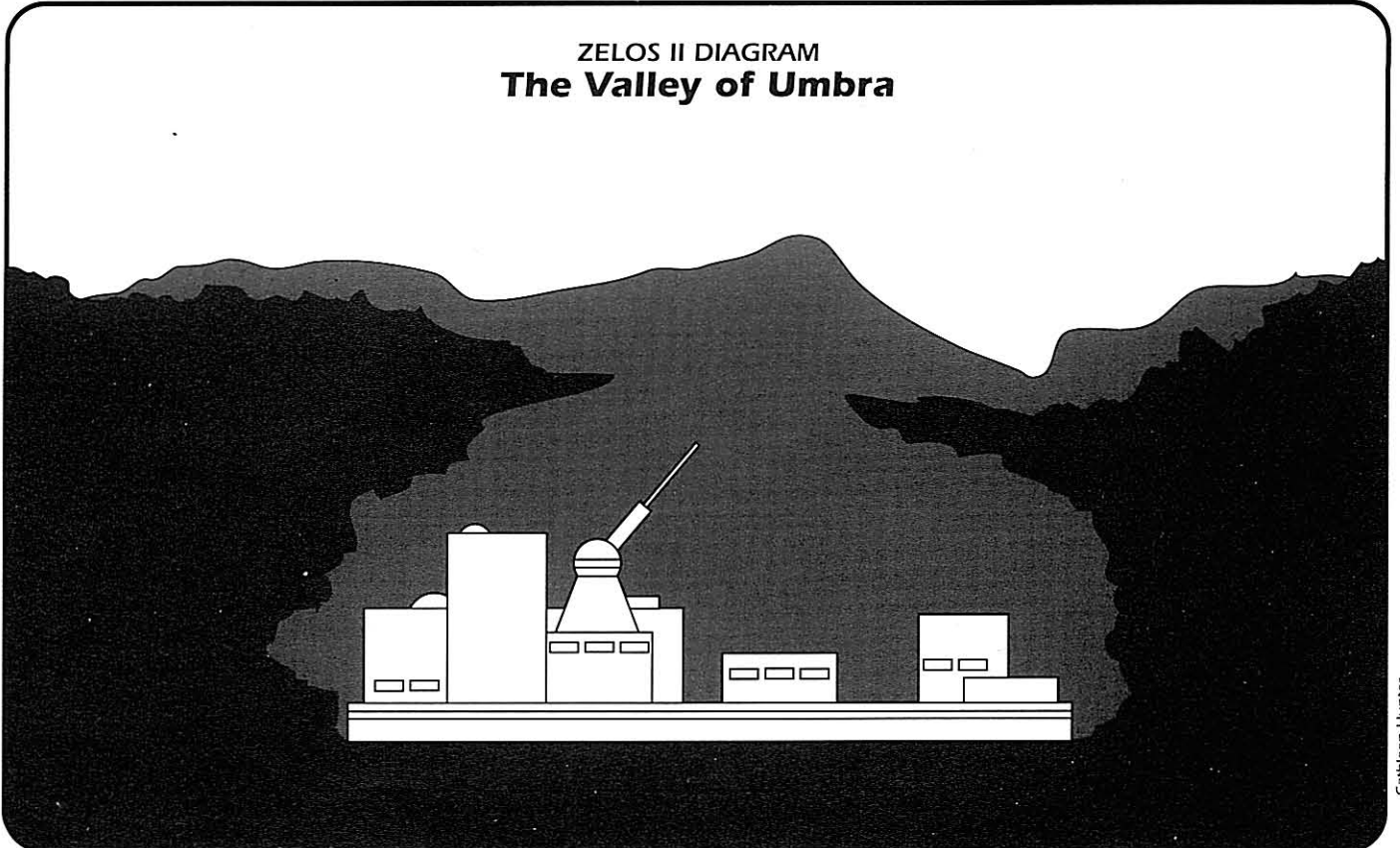
Though the Zelosians are, of course, aware of the continued existence of the Empire, they have no idea that there are Imperial forces on the planet. Even Nul is unaware of the existence of the base, firm in his belief that the Empire heeded his wishes that Zelos II be left alone.

Treftite will concede that the Zelosians are correct about the potential dangers from nocturnal predators on the planet. The bold, fearsome and plentiful creatures have accounted for a number of losses among her base's perimeter guards.

**Major Luana Treftite
Imperial Garrison Commander**

Species: Human
Height: 1.6 meters **Sex:** Female
DEXTERITY 3D
 Blaster 5D, dodge 5D, melee 5D
KNOWLEDGE 3D
 Survival 6D+1, technology 5D
MECHANICAL 4D

**ZELOS II DIAGRAM
The Valley of Umbra**



Cathleen Hunter

Astrogation 5D+1, repulsorlift ops 6D, starship gunnery 7D, starship piloting 8D, starship shields 5D

PERCEPTION 4D

Bargain 6D, command 8D, con 6D, search 7D

STRENGTH 2D

Brawling 4D, stamina 3D

TECHNICAL 3D

Computer programming/repair 4D, security 5D, starship repair 3D+1

Description: Luana is a coldly beautiful, severe-looking woman with very pale skin, pale blonde hair in a tight bun, and icy blue eyes. She is always in her uniform, including her officer's cap.

Objectives: To rise above this assignment, and be reassigned to better duty, hopefully either in the heart of the Empire, or in command of an important military base.

Background: Luana grew up on tales of the Jedi Knights. Her parents were loyal to the Old Republic. As a teenager, she attempted to learn the ways of the Force. However, she failed in her training, mostly because she desired the power solely in order to gain glory and inflict injury on her enemies. Embittered, she embraced the Empire, turned her parents in, and has risen in the ranks of the Imperial forces.

Personality: Like her appearance, Luana is severe. She is a no-nonsense military officer and underneath her harsh exterior and business-like demeanor, there beats a heart of cold stone.

Often Luana flies her own TIE Interceptor.

Equipment: Blaster pistol (4D), comlink

Quote: "This may be a garrison on a backwater planet, but it's my garrison, and it shall be run as if it were the late Emperor's own personal guard! Any who disagree are free to protest by doing an extra shift of perimeter patrol ... armed only with a dagger."

Creatures of Zelos

Zelos II is home to a number of dangerous creatures, the vast majority of whom are nocturnal, including the three listed below.

Aga

Aga have leathery grey skin, yellow eyes, fangs, and six muscular legs. They can walk on their four hind legs, using the forelegs as arms. Aga have the potential to become an advanced species, as shown by their tendency to use tools such as clubs.

Aga generally travel in groups of 1D+1.

Aga

DEXTERITY 4D

PERCEPTION 5D

Hide/sneak 7D

STRENGTH 7D

Orneriness: 5D

Speed Code: 3D

Size: 4 meters tall

Armor: Str+1D

Attacks:

Bite: 4D

Claws: 3D

Clubs: Str+1D

Combat: Aga attack other creatures for the sheer enjoyment of the fight as well as for food. Normally, they will use their clubs to batter their opponents to death.

Using Aga in The Roleplaying Game: Aga are pack creatures, who stalk their prey until a good opportunity to attack shows itself. Aga begin their attacks with a terrifying screech (it is recommended that the gamemaster let loose with a completely unexpected screech before springing the encounter on the players). All opponents who hear the screech must make a Moderate *Perception* roll, or be so shaken that they suffer a minus 1D penalty to all actions against the Aga.

Kilit

The Kilit is a raptor covered in oily, black short hair. It clearly resembles an avian, complete with beak, beady eyes, wings, and claws. Kilit travel in flights of 2D.

A little-known legend says that the Kilit got its name when two ancestors of the Zelosians were wandering in the wilderness. The pair ran afoul of one of the avians, which attacked the senior scout. The amazed junior scout, who had been taught all he knew by his companion, exclaimed "What is it?," to which the senior scout, in pain, replied "Kill it!" The name stuck.

Kilit

DEXTERITY 4D

PERCEPTION 4D

STRENGTH 3D

Orneriness: 4D

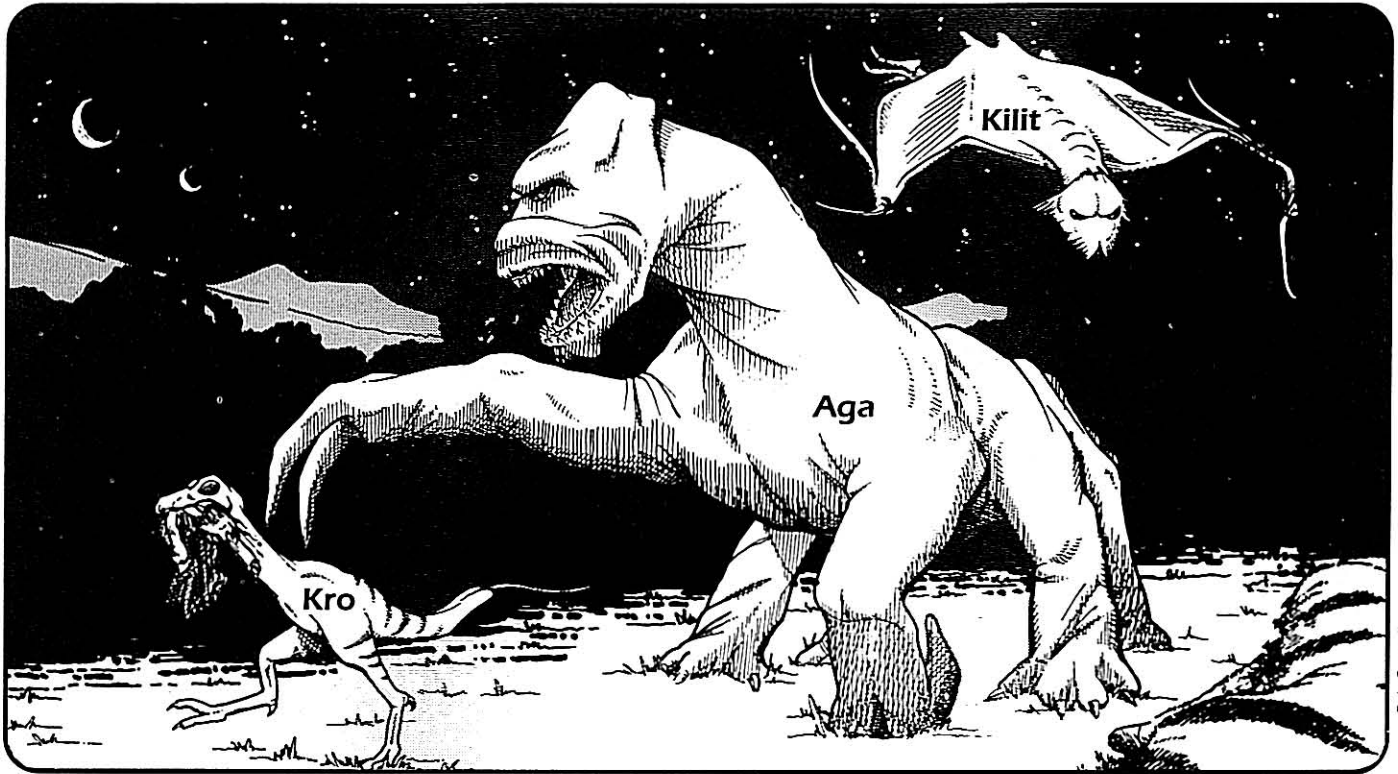
Speed Code: 6D (flight)

Size: 1 meter long, 2-meter wingspan

Attacks:

Beak: 4D

Combat: Kilit are avian creatures with razor sharp beaks. They attack by swooping down on unsuspecting prey, latching on with their beaks, and draining as much fluid as they can. Once attached, the kilit will attempt to continue to drain fluids until the victim dies. The kilit auto-



matically causes 2D damage to the victim every round after the initial attack.

Removing the kilit requires a Moderate (modified by the Kilit's *Strength*) *Strength* roll. If the victim is light enough, a Kilit will attempt to carry it off.

Using Kilits in The Roleplaying Game: Kilits have a knack for finding moisture, particularly in the form of living beings. They possess a certain amount of craftiness.

Kro

Kro are rodent-like reptiles with wide, scoop-like snouts, and a toothy maw. Their tails are prehensile, and they use them to hang from tree branches, or get a better grip on an opponent.

The most frightening aspect of the Kro is their red eyes, which glow in the dark. The Kro have two legs and bristly brown hair.

Kro travel in packs of 4D. They will never attack a group of beings that they do not outnumber by more than two to one.

Although the Kro savor flesh, they usually make do with roots and scrub plants. They make a distinctive "meep" sound when they are attacking.

Kro

- DEXTERITY 4D**
- PERCEPTION 2D**
- STRENGTH 1D**
- Speed Code: 5D**
- Size: 1 meters long**

Attacks:

Bite: 3D

Combat: The Kro attack with a bite. Their favorite tactic is to swarm over their opponents and overwhelm them.

Using Kro in The Roleplaying Game: Kro are cowardly if encountered alone. It is from the pack that they get their strength and courage.

The Walking Dead

Zelos is home to a unique species of nocturnal parasite called "Jumpers." This three millimeter-long creature feasts solely on the dead. However, its feeding produces a rather grisly side-effect. If the body has been dead for a week or less, it is vulnerable to certain enzymes and electrical currents released by the Jumper during its feasting. This combination of enzyme and electrical energy "jumps" the brain back into activity. Motor skills are engaged, and the dead get up and walk. Residual memory causes the animated dead to go to the last site visited prior to its death and just stand there, which produces some unpleasant reactions among the living.

The effect lasts for 1D hours, after which the Jumper leaves the body, having taken everything it can from that particular corpse. The emptied body then collapses again.

It must be stressed that the so-called revived dead are automatons. There is no conscious-

ness. All functions are reflexive, triggered by the parasite. If the body is attacked by weapons, and given four more wound levels, it collapses and will not move again.

Note that it is the Imperial garrison that has discovered these parasites, not the Zelosians. The Zelosians are convinced that the dead truly walk again. Imperial Commander Luana Trefite is delighted that this phenomenon elicits such a reaction; she wants to keep the population terrified.

Adventure Idea

A mysterious figure has begun stalking the capital city of Kryndyn, setting fire to buildings, robbing shops and generally terrorizing the populace. The culprit is an Imperial guard whose mind was broken by too many nights on sentry duty, fending off Zelos' nocturnal predators. Though Major Trefite is aware of the situation, she is unwilling to take steps to stop his rampage, for fear of exposing the presence of an Imperial base on the planet.

At the same time, the Zelosians are unable to stop him because of their fear of the dark. The only possibility of stopping the madman lies with the characters, who must brave the terrors of the Zelosian night to bring him down.

Adventure Idea

The characters learn that a top Imperial official will be passing through the Zelos system, on his way to a secret meeting with some of the galaxy's top assassins. It is believed he will be handing out a contract on a major New Republic figure — but who, and where the meeting will be held, remain mysteries.

The official's ship will be protected by a number of Imperial fighters, and Commander Nul has given his "permission" for them to pass through the system. The New Republic asks the characters to stop this convoy and learn the target of the murder plot.

The characters are provided with ships, though nowhere near enough to stop the Imperials. However, if the Imperials could be lured into the clutches of the gravity well and forced down on Zelos or one of its neighboring planets, the characters might have a far better chance of success.

Once they capture the Imperial agent, they will learn that the target of the assassination is none other than Mon Mothma herself. The agent taunts them that if he does not arrive to meet with the assassins, they have orders to send message back through Imperial spies and await further instructions. Eventually, he says, the Empire will send someone else to pay them their blood money,

The characters have only one chance: if one of them could impersonate the Imperial agent, they could lead the assassins into a trap and save the life of Mon Mothma. But exposure would mean instant death, so the chosen character had best be sure his act is perfect.

Adventure Idea

A group of Imperial agents have been directed to ensure that Commander Nul "keeps in his place" and does not get the idea into his head to challenge Imperial authority directly. Rather than actually threatening him, the agents have decided to use the common superstitions of the Zelosians against him — rigging it so that he travels in groups of four, is (apparently) struck by the light of two full moons, etc.

Frightened (though unwilling to admit it), Nul retains the services of the characters to protect him from what appears to be a conspiracy by the Fates to destroy him.

With the characters involved, the agents up the ante. After all, they are prohibited from killing Nul, but not a bunch of New Republic upstarts. Again using the superstitions of the Zelosians as their jumping-off point, the agents scheme to slay the characters using a noxious black gas, hoping that Nul will interpret their deaths to mean that the darkness itself is stalking him.

The characters' own lives depend on their ability to stop this plan from coming to fruition.

Adventure Idea

The most obvious hook is the gravity well, which draws the character's ship into the system, since it is very unlikely that the characters filed an Imperial flight plan.

This hook can then be used in conjunction with any of the following ideas.

Adventure Idea

While on another planet, the characters hear a rumor about Zelos II: "Though the day brings happiness and wealth to all, the dead walk at night on Zelos II." This alone should be enough to intrigue the characters.

Adventure Idea

The New Republic contacts the characters and asks them to visit Zelos II, for two reasons. The first task is to check out the possibility of swaying the sympathies of the population. The second task is to scout the system for Imperial influence.

If the characters meet Commander Nul and

inquire about the Imperial presence, it will be met with blustery denials, which may seem phony but are actually sincere. Nul truly believes that the Empire pays heed to his wishes.

The Imperial garrison routinely sends intelligence personnel disguised as traders into Kryndyn to check out visitors to the planet. If they catch wind of New Republic sympathizers in the city, this information will be immediately relayed to Luana.

Adventure Idea

The Zelosians hire the characters to act as security on a shipment of ore going by rail from Nul to Kryndyn. The train ride from Kryndyn to Nul is uneventful, and is used to show the characters the route. The ore train has a crew of four Zelosians. The train departs Nul at midday, and the ride lasts five hours.

After passing Lyrd, four and a half hours into the ride, the train derails and overturns. The crew is killed. The sun is going down. There are no other people on the nearby roads. Walking to

either Lyrd or Kryndyn will take two hours.

The characters are about to get a first-hand look at Zelos' nocturnal predators. At least three encounters will suffice. Then all the characters have to do is to go to the walls of a city and convince the night-frightened guards to let them in.

Adventure Idea

The characters are hired by Commander Nul to make a landspeeder courier run to Lyn. They are to stay the night there, then bring back any return packages from the Lyn garrison commander.

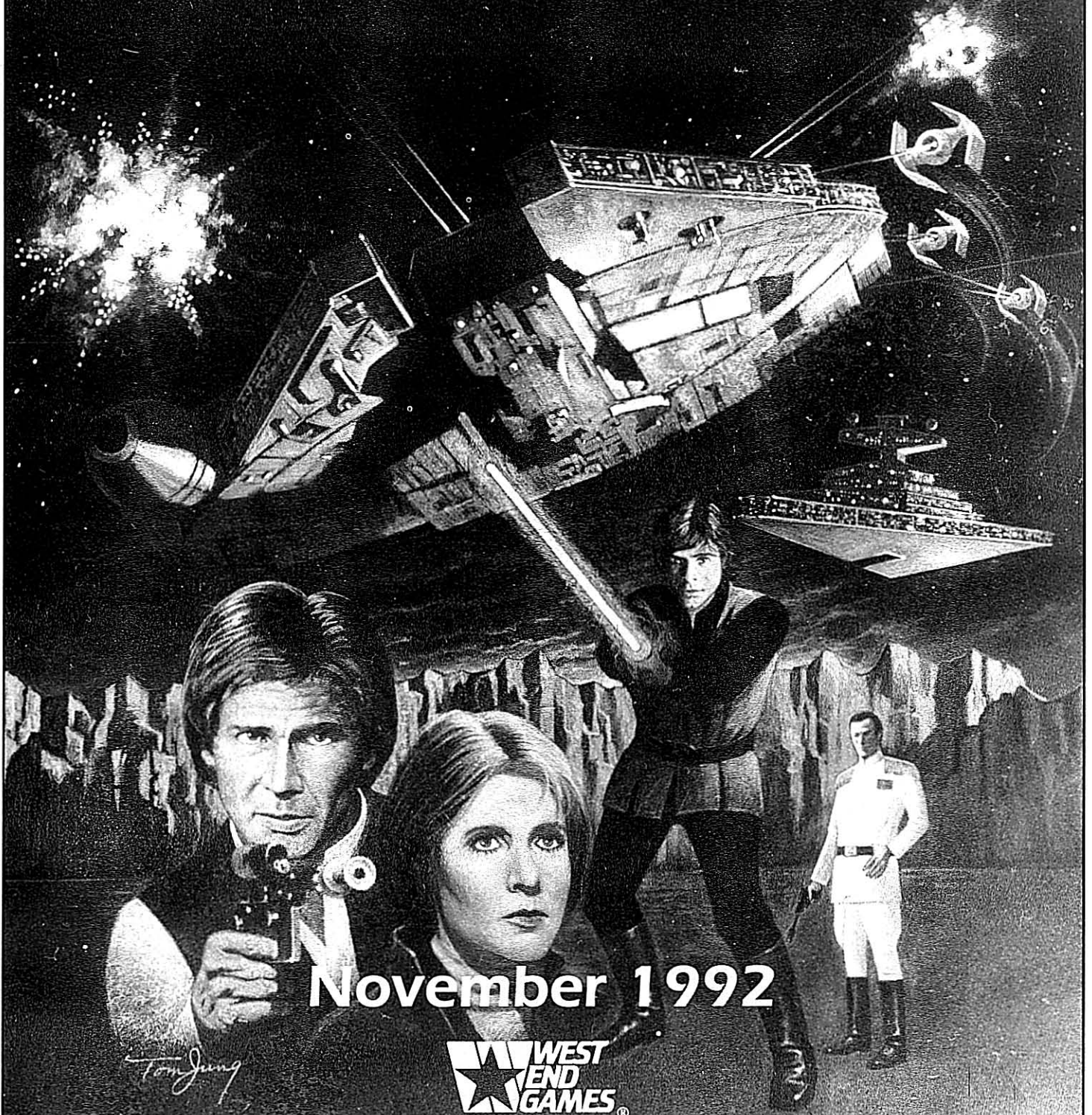
The evening they arrive in Lyn, the alarm is raised as several corpses begin to rise and wander about. The wrinkle that should get the characters interested is that two of the dead are Imperial stormtroopers, killed in an avalanche, who are now staggering around the perimeter of the village.

It is possible for the characters to track the dead men back to their compound, which happens to be the Imperial Garrison.

The Saga Continues!

DARK FORCE RISING

S O U R C E B O O K



November 1992



RR 3 Box 2345 • Honesdale, PA 18431

©, TM & © 1992 Lucasfilm, Ltd. (LFL). All Rights Reserved. Trademarks of LFL used by West End Games under authorization

STAR WARS®

• THE SECOND EDITION •

October 1992

FROM



STAR WARS®

THE NEW REPUBLIC

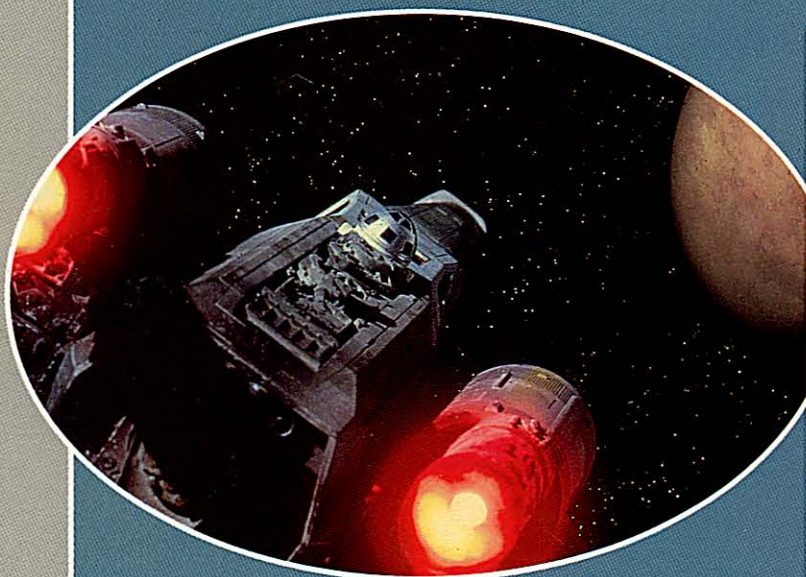
Planets of the Galaxy

Volume Two

by John Terra

Soar among the stars and discover worlds of danger, adventure and riches beyond imagining in the Star Wars galaxy. Challenge the perils of these planets and the might of the Empire!

Planets of the Galaxy: Volume Two brings to life eight new planets for gamemasters and players alike. Battle the Imperial resistance on Algara, or encounter the bizarre Ee on Atraken. Learn the secrets of Ergeshui's strange technology, or explore the gem mines of Gacerian and the dark streets of Korbin. From the flying serpents of Fyodos to the dread mysteries of the Valley of Umbra, **Planets of the Galaxy: Volume Two** will take you where you've never been before.



80-page book features:

- Eight new worlds, including information on native cultures, creatures, and points of interest.
- Diagrams and adventure hooks that allow gamemasters to plunge right into the excitement.
- Imperial plots, hidden dangers, and new villains suitable for any *Star Wars* adventure.
- New alien species suitable for use as game-master characters or player characters.
- Player handouts so players can immediately get a feel for these planets.

A supplement for *Star Wars: The Roleplaying Game*.
For ages 12 and up.

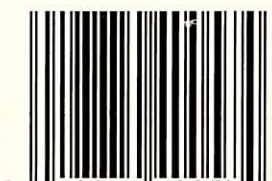
A **STAR WARS®**
SUPPLEMENT



West End Games
RR 3 Box 2345
Honesdale, PA 18431
40057

©, ™ & © 1992 Lucasfilm, Ltd.
(LFL). All Rights Reserved.
Trademarks of LFL used by
West End Games under
authorization.

ISBN 0-87431-180-2



0 18874 40057 4