

STAR WARS

ROLEPLAYING GAME

THE UNKNOWN REGIONS™

GARY ASTLEFORD OWEN K.C. STEPHENS RODNEY THOMPSON

GONZALO FLORES

STAR WARS®

ROLEPLAYING GAME

THE UNKNOWN REGIONS

RODNEY THOMPSON, STERLING HERSHEY, DANIEL WALLACE



CREDITS

DESIGNERS

Rodney Thompson, Sterling Hershey,
Daniel Wallace

ADDITIONAL DESIGN

Jonathan Stevens, Patrick Stutzman,
Robert Wieland

DEVELOPER

Rodney Thompson

ART DIRECTOR

Paul Hebron

EDITORS

Ray Vallese, Bradley Will

LUCAS LICENSING EDITOR

Frank Parisi

MANAGING EDITOR

Torah Cottrill

DIRECTOR OF RPG R&D

Bill Slavicsek

SPECIAL THANKS

Leland Chee

PRODUCTION MANAGER

Cynda Callaway

GRAPHIC DESIGNERS

Jino Choi, Breanne Miller

PRE-PRESS MANAGER

Jefferson Dunlap

GRAPHIC PRODUCTION SPECIALIST

Christopher Tardiff

COVER ARTIST

Gonzalo Flores

INTERIOR ARTISTS

Kalman Andrasofszky, Drew Baker, Jeffrey Carlisle,
Miguel Coimbra, Michael Dubisch, Gonzalo Flores,
Jason Juta, Robert Lazzaretti, Corey D. Macourek,
Ramon Perez, Brian Snoddy, Francis Tsai, Franz
Vohwinkel, Rebecca A. Wrigley

IMAGING TECHNICIAN

Ashley Brock, Carmen Cheung

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U.S., Canada, Asia,
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Wizards of the Coast LLC
P.O. Box 707
Renton, WA 98057-0707
Questions? 1-800-324-6496

GREAT BRITAIN
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

EUROPE
Wizards of the Coast, Belgium
Industialaan 1
1702 Groot-Bijgaarden
Belgium
+32 070 233 277

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INTRODUCTION

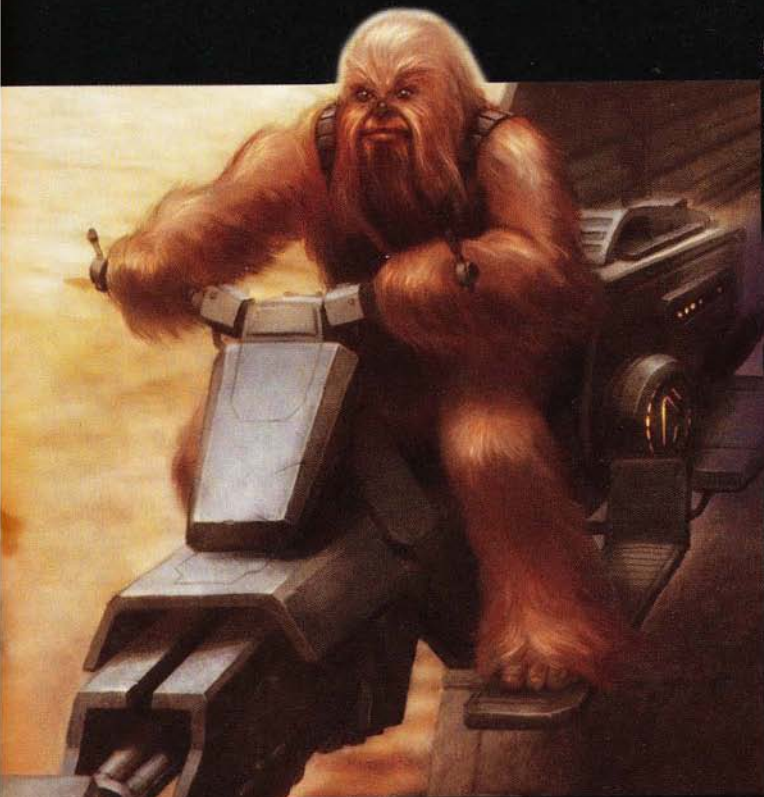


Beyond known civilized space lie the vast, mysterious Unknown Regions. These officially unexplored areas lie beyond the galaxy's core, beyond the Outer Rim territories, and beyond the galactic disk. The term also applies to a massive area of space within the western galactic disk, isolated by dangerous and complex hyperspace hazards. Cut off by the lack of known hyperspace lanes and the dangers of mapping new routes, the Unknown Regions remain largely unexplored throughout all eras of galactic history.

A *Star Wars Roleplaying Game* campaign in the Unknown Regions allows players to venture into distant, mysterious, and unpredictable realms where the normal balance of galactic power is vastly diminished or nonexistent. It provides a place for Gamemasters to create their own worlds and stories without having to account for established continuity and storylines. Traveling into these reaches requires exploration, making the journey as much a part of the story as the destination.

Although the Unknown Regions are the least defined areas in the *Star Wars* galaxy, they are not without recognizable characters, species, and threats. Depending on the location and the era, heroes might interact with the Chiss Ascendancy, the Ssi-ruuvi Imperium, the insectoid Killiks, or the remnants of the ancient Infinite Empire of the Rakata. Heroes might even battle the Imperial forces of Grand Admiral Thrawn as he attempts to establish the Empire of the Hand.

The Unknown Regions provide a safe haven for the survivors of long forgotten civilizations and belief systems. Ancient Sith use the area to hide, recover, and rebuild their forces for their ongoing battles with the Old Republic and the Jedi. Mandalorians and mysterious Force users also make the region their home, whether permanently or temporarily. Any of these groups might hold information, material goods, or knowledge that heroes could find valuable enough to justify the dangers of unreliable hyperspace routes and of operating without immediate aid or material support.



THE UNKNOWN REGIONS

Galactic citizens know little about the strange worlds and isolated civilizations beyond the reach of the official galactic government of their time. Even the frontier worlds on the edges of known space know little of the nearby systems of the Unknown Regions. These areas are regarded as isolated and dangerous, and only the desperate, brave, or foolhardy venture into them on a regular basis. However, over the course of galactic history, new political entities and armed invaders emerge from the Unknown Regions to threaten isolated worlds or even the greater galactic government of the time. Some of these events, such as the one involving the Ssi-ruuk at Bakura, have a political impact far beyond the scope of a local conflict.

The mysterious Unknown Regions provide great opportunities for those willing to accept substantial risks and dangers. Every year, scouts and explorers painstakingly map new hyperspace routes and catalog new star systems. Some go in search of valuable natural resources or new civilizations to trade with. Colonists enter hoping to establish new homeworlds far from the reach of the galactic government. Criminals go in search of secret hyperspace routes to hidden strongholds, taking substantial risks to locate those routes. Even influential corporate entities occasionally use the unregulated regions for their own purposes.

Official scouting expeditions are regularly commissioned, although their scale and level of support vary greatly by era and government. Most galactic governments have official scouting agencies, as do regional and corporate authorities. The Republic's Outbound Flight expedition is a well-known example of a large-scale, officially sanctioned expedition that proves to be a complete failure. Less well known, but of greater galactic impact, is the Emperor's decree that Grand Admiral Thrawn establish an Empire of the Hand to extend Imperial control into a region known as Wild Space.

EXPLORATION BY ERA

Most of the themes and material in this volume can be used in any *Star Wars* era. Although some starships, some technology, and the history of specific species appear in known *Star Wars* stories, Gamemasters are free to adapt these ideas to the eras in which their games takes place. Below are general guidelines for material that is appropriate for a specific era.

THE OLD REPUBLIC

As a percentage, the Unknown Regions take up a larger area of the galaxy during this era, since exploration is just beginning. Although many of the worlds that will be influential in the course of galactic history are already known, many other planets remain isolated or undiscovered for centuries to come. Some species that will be well known in later eras are unheard-of at this time. In this era, the galactic disk has large, isolated pockets of unknown regions, which remain unexplored until they draw the attention of an exploitive corporation, a governmental agency, or another group. In the Unknown Regions, explorers are more likely to run across Sith settlements

WHAT YOU NEED TO PLAY

As with any *Star Wars* game supplement, you need the Saga Edition core rulebook to make full use of the material in this volume. This book also uses material from other supplements, including the *Knights of the Old Republic Campaign Guide* and the *Legacy Era Campaign Guide*, but these supplements are not essential in order to run a campaign in the Unknown Regions. Visit the official *Star Wars Roleplaying Game* website at www.wizards.com/starwars for the latest updates and official errata.

and isolated remnants of the Infinite Empire of the Rakata than in any other era. Scouting expeditions are regularly commissioned by the Republic and by companies—such as the Czerka Corporation—in search of worlds rich in raw materials. The need for hyperspace route mapping is greatest in this era.

THE REPUBLIC AND THE CLONE WARS

In this era, the major worlds of the Republic and of the future Empire have been located. Isolated unknown regions remain within civilized space, but few hold any real surprises. Scout services mainly probe the outer boundaries of the Republic until the start of the Clone Wars, when they focus on the war effort. However, exploration occurs even during the war, because both the Separatists and the Republic search for new staging areas and keep a watchful eye out for the other's hidden bases. The doomed Outbound Flight project is commissioned in this era.

THE EMPIRE

Imperial scouts efficiently map large portions of the galaxy, cataloging and verifying the existence of a vast array of star systems in order to consolidate Imperial control and exploit new resources. Remaining pockets of unexplored space within the bounds of the Empire are scouted and officially mapped. These scouts also serve as Imperial spies and observers, always on the lookout for Rebels, illegal activities, and anything that might threaten Imperial power. An Imperial scout ship might turn up in any star system unannounced. Corporate exploration is much reduced, even by companies allied directly with the Empire. Freelance scouting is restricted and discouraged by the government. Under the Emperor's orders, Grand Admiral Thrawn enters the unknown region called Wild Space to establish the Empire of the Hand. The Emperor also orders greater exploration of the Deep Core, where he seeks out isolated worlds for his own purposes.

THE NEW REPUBLIC AND THE GALACTIC ALLIANCE

After the establishment of the New Republic, the Unknown Regions become a greater source of threats to the stability of the galaxy, including the return of Grand Admiral Thrawn and the Killik-instigated Swarm War. Some explorers find new knowledge within the Unknown Regions, including clues to galactic

history and lesser-known aspects of the Force. Jacen Solo is rumored to have entered the Unknown Regions for this purpose. The New Republic scout service is established to identify new threats from the Unknown Regions, and the service is continued and expanded by the Galactic Alliance.

THE LEGACY ERA

With the fall of the Galactic Alliance and reestablishment of Imperial rule, organized scout services decline dramatically. Although officially sanctioned exploration diminishes, the scouts themselves are in high demand from competing military forces, as each strives to locate the other's locations and weaknesses. In particular, scouts with little concern about their employer find lucrative work seeking new healing technologies for Darth Krayt and his New Sith Order. Other scouts seek out the Galactic Alliance fleet and offer their services as spies.

NEW WORLDS, NEW HAZARDS

While traveling the Unknown Regions, heroes are likely to face new dangers from never-before-seen species, creatures, and space and environmental hazards. Throughout this book, Gamemasters can find numerous tools for creating new worlds, creatures, and civilizations. Suggestions for creating near-Human variants can be found on page 17. Expanded creature-creation guidelines, including a variety of creature abilities, begin on page 89. A new planet-creation system and iconic planet-creation advice is presented in Chapter 3, "Exploration Campaigns." A variety of planetary and space-based hazards, ready-made for immediate play, can be found in Chapter 4, "Hazards." Additionally, eight new worlds are presented in detail in Chapter 6, "Planets," each with a mini-adventure of its own in Chapter 7, "Deep Space Encounters." Gamemasters can also use these systems to modify existing worlds and creatures for use outside the Unknown Regions.

HYPERSPACE NAVIGATION CHALLENGES

Few hyperspace routes have been charted in the Unknown Regions, so traveling through hyperspace into and within the Unknown Regions requires skill

ORIGINS OF THE UNKNOWN

Although much of the information in this book is presented here for the first time, the material here builds upon stories that came before. Most characters, civilizations, and stories of the Unknown Regions come from the novels, graphic novels, and games of the Expanded Universe, rather than from the *Star Wars* movies. Although this book provides the essential information needed to use these related themes in your game, the original stories provide additional information and flavor. Among these are the *Heir to the Empire* trilogy, *Outbound Flight*, *Truce at Bakura*, *The Swarm War* trilogy, portions of the *New Jedi Order* novels, and the *Knights of the Old Republic* games and comics.

and bravery. Unknown Regions routes that exist are not kept up-to-date in the galactic charts, and information about these routes is not widely available. Entering the Unknown Regions from within the galactic disk requires a trip through a chaotic web of hyperspace interference, referred to as the tangle. The irregularly shaped tangle extends many light years into the western region of the galactic disk. Common modifiers to hyperspace navigation in the Unknown Regions are shown in Table I-1: Common Unknown Regions Astrogation DC Modifiers. Once within the Unknown Regions, some astrogation data might be obtained from local spacefaring sources, but this information is normally of limited quality and scope.

Mapping the Unknown Regions

Scouts mapping their own forays into the Unknown Regions must spend time and effort to accumulate accurate navigation and environmental data. A simple hyperspace jump log contains useful data for future jumps, but a true charting expedition requires the recording of as much sensor data as possible during a jump. Prior to making a hyperspace jump, the mapper must make a single DC 20 Use Computer check to initiate sensor sweeps before, during, and after the flight. Mapping adds 1d4 hours to the hyperspace flight and requires 30 minutes' worth of scanning before and after the jump for verification purposes. After a route has been mapped, it can be transmitted by datapad to another navigation system.

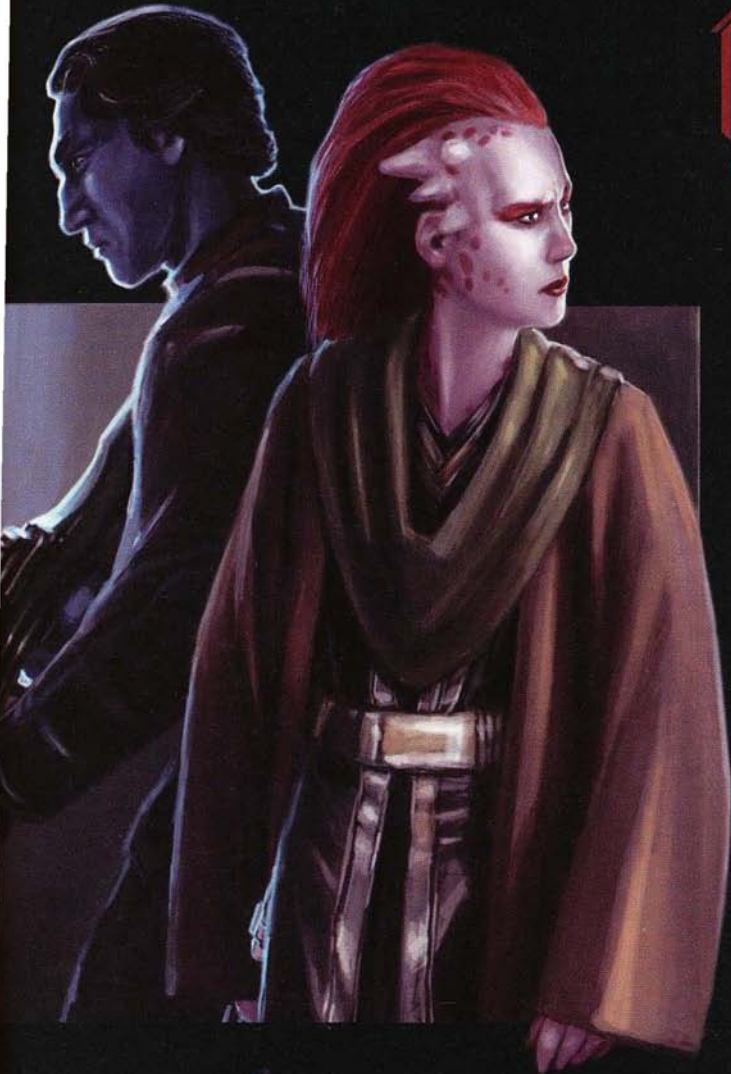
**TABLE I-1: COMMON UNKNOWN REGIONS
ASTROGATION DC MODIFIERS**

SITUATION	DC OR MODIFIER	TIME OR MODIFIER
No astrogation data available	DC 30	1 hour to make Use Computer check
Locally obtained astrogation data	DC 20 or 25*	1 minute to make Use Computer check
No HoloNet access	-5	-
Traversing the tangle	+15	+1 hour to make Use Computer check , +1d10 days of flight time

* Dependent on age of data (see page 12 of *Starships of the Galaxy*).

CHAPTER I CHARACTER OPTIONS





Explorers are curious by nature, driven by complex needs and desires. Some love the thrill of discovery. Others enjoy freedom and isolation from the complicated, dangerous, and often war-torn galaxy at large. Many are driven by profit, working for interstellar conglomerates or private enterprises, in search of new resources or planets to exploit. Some seek refuge from a hostile government, a vengeful syndicate, or their own troubled past. However, no matter what drives beings to the wildest and least understood areas of the galaxy, they must rely on their own abilities and skills to survive.

When exploring the Unknown Regions, adaptable and diversely trained heroes perform best. Those trained in survival techniques or adjustable styles of combat do well when physically exploring new worlds. Heroes who have insightful communications abilities might negotiate successfully with a newly encountered species, perhaps deciphering the basics of its culture. Clever mechanics might adapt or jury-rig broken machinery in the field, far from a store or a machinist's shop. These are useful tools anywhere in the galaxy, but they are vital to heroes operating without support in a strange environment.

This chapter presents several new species playable as heroes in *Star Wars* campaigns. Many of these species are commonly encountered throughout the galaxy and are not restricted to the Unknown Regions. However, their nature or history often ties them to the lesser-known regions of space. Gamemasters can use the information in Chapter 5 for species and threats native to the Unknown Regions.

Although heroes of the scout class are best suited for standard exploration duties, heroes of all classes have skills and abilities useful to an exploration team. In this section, all standard classes and core prestige classes will find new talents and feats suitable for expanding their exploration options. Two new non-Jedi Force traditions presented at the end of this chapter will interest those who want to search out new non-Jedi Force traditions and abilities unique to the Unknown Regions.

NEW SPECIES

Some species are drawn to travel to distant regions of the galaxy, and others are native to the isolated pockets. Some are seen in the galaxy only rarely, in numbers too small to make a lasting impression. Yet despite the typical characteristics of a given species, an isolated individual might end up virtually anywhere in the galaxy.

SPECIES CHARACTERISTICS

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1-1: Species Ability Adjustments, and apply the adjustments to your character's ability scores. Use the next two tables to help determine age, height, and weight.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Anzati	None
Chadra-Fan	+2 Dexterity, -2 Wisdom
Ishi Tib	+2 Intelligence
Krevaaki	+2 Wisdom, -2 Charisma
Nikto	+2 Strength, -2 Intelligence, -2 Charisma
Shistavanen	+2 Dexterity, -2 Intelligence, -2 Charisma
Sluissi	-2 Dexterity, +2 Intelligence
Squib	-2 Strength, +2 Dexterity
Verpine	None

TABLE 1-2: AGE BY SPECIES

SPECIES	YOUNG		MIDDLE		OLD VENERABLE	
	CHILD	ADULT	ADULT	AGE	OLD	VENERABLE
Anzati	1-12	13-99	100-649	650-799	800-950	951+
Chadra-Fan	1-11	12-15	16-40	41-59	60-79	80+
Ishi Tib	1-6	7-11	12-39	40-59	60-79	80+
Krevaaki	1-12	13-17	18-62	63-94	95-129	130+
Nikto	1-10	11-15	16-35	36-54	55-64	65+
Shistavanen	1-9	10-13	14-40	41-60	61-95	96+
Sluissi	1-8	9-14	15-39	40-59	60-75	76+
Squib	1-8	9-12	13-38	39-53	54-64	65+
Verpine	1-4	5-9	10-40	41-60	61-80	81+

TABLE 1-3: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Anzati	1.7 m	60 kg
Chadra-Fan	1.0 m	20 kg
Ishi Tib	1.8 m	60 kg
Krevaaki	2.0 m	65 kg
Nikto	1.8 m	60 kg
Shistavanen	1.6 m	60 kg
Sluissi	1.7 m	60 kg
Squib	1.0 m	22 kg
Verpine	1.9 m	60 kg

ANZATI

Almost every culture in the galaxy has a legend about immortal creatures that lurk in the shadows, existing only to feed upon the unwary. And in most cases, the Anzati are the monsters of those legends. They have roamed the galaxy for eons, cunning predators hidden amid the crowd, capable of invisibly and efficiently tracking, killing, and feeding on their prey, taking nourishment from their victims' life energy contained within the gelid substance they call soup. Despite their long life span, few Anzati are expert scholars, and although they indulge in different pastimes throughout their lives, Anzati rarely pursue skills that do not directly relate to the hunt.

Personality: For Anzati, the hunt for soup is their primary goal, and they pursue it with the devotion of an addict craving the next fix. The common belief is that Anzati view all others as mere livestock, but only the most decadent Anzati subscribe to this view. However, Anzati do enjoy the perverse joke that forming friendships with other species is akin to playing with their food.

Physical Description: Although their appearance is similar to that of Humans, the Anzati are an unusual species, and are most noted for their lack of a readily detectible pulse and for their low body temperature. An Anzat's other distinguishing physical trait is a pair of cheek pouches, each of which conceals a proboscis that extends for feeding.

Homeworld: Anzati are native to Anzat, a mountainous world located in the Mid Rim. The planet's sky is covered in an omnipresent aurora that has deep religious significance for the Anzati.

Languages: Anzati speak Anzat, an ancient language known only to them.

Example Names: Akku Seii, Dannik Jerriko, Nikkos Tyris, Rath Kelkko, Saljé Tasha, Volfe Karkko.

Adventurers: Due to their predatory nature, Anzati find themselves drawn to the professions of assassin and bounty hunter, which better enable them to hunt for nourishment. It is the rare Anzat that does not shun the morality of the Jedi Knights, although Force adepts are not uncommon among the Anzati.

ANZATI SPECIES TRAITS

Anzati share the following species traits:

Ability Modifiers: None.

Size: As Medium creatures, Anzati have no special bonuses or penalties due to their size.

Speed: Anzati base speed is 6 squares.

Presence Sense: The Anzati's acute senses enable them to sense a person's Luck. When making a Survival check to track a living creature, an Anzat gains a species bonus equal to the quarry's Force Point total.

Mesmerize: As a standard action, an Anzat can make a special attack against the Will Defense of a single target within 6 squares of the Anzat. The attack modifier is equal to the Anzat's character level plus his or her Charisma modifier. If the attack is successful, the target loses its standard action for its next turn. If the attack fails, the target is immune to this effect for 24 hours. This is a mind-affecting effect.

Soup Drinking: As a swift action once per round, an Anzat can use its proboscis to drain energy from a grabbed target, moving the target -1 step on the condition track as a persistent condition and granting the Anzat bonus hit points equal to 5 + half the Anzat's level. The Anzat can repeat this action each round until the target escapes the grab or until the target is rendered unconscious. If the target survives the feeding attempt, the persistent condition is removed after the target rests for 8 hours.

Hunter's Instincts: Stealth and Survival are class skills for Anzati.

Low-Light Vision: Anzati ignore concealment (but not total concealment) from darkness.

Automatic Languages: Anzat and Basic.

CHADRA-FAN

Known for being among the most cheerful and friendliest beings of the galaxy, the Chadra-Fan are found in many places. On their native world, hurricanes and tsunamis frequently wipe out their homes, so the Chadra-Fan have developed an intense fear of water and choose new homes on arid planets. This experience with frequent destruction also leads them to regard few things as being truly permanent. Chadra-Fan embrace the moment and enjoy themselves as much as they can, living with a contagious zest for life.



Chadra-Fan are notorious for their love of tinkering, frequently disassembling and reassembling unattended devices into something different. Chadra-Fan find work in industrial research, and conventionally trained engineers attempt to duplicate Chadra-Fan creations.

Personality: Gregarious, exuberant, and outgoing to a fault, Chadra-Fan are not picky when it comes to friends and frequently suffer from depression if left alone for extended periods of time. They are inquisitive, particularly about machinery, and are hard pressed to restrain the urge to tinker with any device within reach.

Physical Description: No more than a meter tall, with flat noses and round, dark eyes, Chadra-Fan are covered in fur everywhere except for their fingers, toes, and large ears.

Homeworld: The Chadra-Fan are native to Chad, a world located in the region of the Outer Rim known as the Slice. Covered with extensive marshes and bayous, the planet has nine moons, which give the world a complex tidal cycle.

Languages: The Chadra-Fan language sounds substantially different from Basic, so those Chadra-Fan who speak Basic do so with a very squeaky tone.

Example Names: Fandar, Gudb, Kabe, T'achak T'andar, Tekli, Tutti Snibit.

Adventurers: Chadra-Fan prefer the scoundrel and scout classes, which better enable them to indulge their boundless curiosity. At least one Chadra-Fan is known to have joined the ranks of the New Jedi Order.

CHADRA-FAN SPECIES TRAITS

Chadra-Fan share the following species traits:

Ability Modifiers: +2 Dexterity, -2 Wisdom.

Size: As Small creatures, Chadra-Fan gain a +1 size bonus to their Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters those of Medium characters.

Speed: Chadra-Fan base speed is 4 squares.

Heightened Awareness: A Chadra-Fan may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.



CHADRA-FAN

Tinkerer: When a Chadra-Fan repairs or jury-rigs a droid or a device using a Mechanics check, the droid or device regains an additional 1d8 hit points.

Darkvision: Chadra-Fan ignore concealment (including total concealment) from darkness.

Automatic Languages: Basic and Chadra-Fan.

ISHI TIB

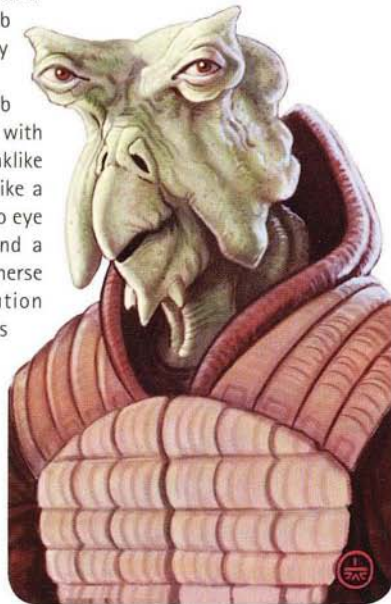
Ishi Tib live in schools—communal groups of thousands of individuals, governed by elected representatives who hold office for one-year terms. An Ishi Tib does not know the identity of his or her birth parents, because each Ishi Tib school assumes responsibility for the welfare of its hatchlings, creating a strong sense of community and promoting the needs of the group over those of an individual. Unlike species that have wreaked environmental havoc upon their homeworlds, Ishi Tib protect their planet, Tibrin, with extensive laws legislating ecological preservation.

During the Clone Wars, the Ishi Tib side with the Confederacy of Independent Systems after Count Dooku liberates their world from the Suribrans Tu, although Tibrin is still represented in the Galactic Senate. During the Galactic Civil War, Ishi Tib who join the Rebel Alliance plan raids against the Empire, and several Ishi Tib tactical experts are present at the briefing prior to the Battle of Endor.

Personality: The Ishi Tib are meticulous and exacting, but they are also known for their strong reverence for nature. Despite these peaceful traits, a primal undercurrent colors their moods, and in combat Ishi Tib do not hesitate to tear an enemy apart with their sharp beaks.

Physical Description: Ishi Tib are green-skinned amphibians with protruding eye stalks and beaklike mouths. An Ishi Tib's head is like a five-pointed star, featuring two eye stalks, two cheek pouches, and a beak. Ishi Tib must routinely immerse themselves in a brine solution similar to the water of Tibrin's oceans to prevent death from dehydration.

Homeworld: Tibrin—located in the Mid Rim—is covered by shallow oceans dotted with coral reefs and sandbars, which serve the Ishi Tib as communal centers and hubs of commerce.



ISHI TIB

Languages: Ishi Tib read, speak, and write in Tibranese, which employs honks, squeals, and beak-clacking in its spoken form. The written language uses hieroglyphs.

Example Names: Gume Saam, Suribrans Tu, Thilis-Brin, Waks Trode, Vek Drow.

Adventurers: Ishi Tib encountered away from their oceanic homeworld are most often ecologists and oceanographers, although a substantial number of them find work as corporate accountants or corporate overseers.

ISHI TIB SPECIES TRAITS

Ishi Tib share the following species traits:

Ability Modifiers: +2 Intelligence.

Size: As Medium creatures, Ishi Tib have no special bonuses or penalties due to their size.

Speed: Ishi Tib base speed is 6 squares. They have a swim speed of 4 squares.

Breath Underwater: As amphibious creatures, Ishi Tib cannot drown in water.

Ecological Awareness: Due to their conscientiousness and drive to protect the natural environment of their homeworld, Ishi Tib can roll twice when making a Knowledge (life sciences) check, keeping the better result.

Expert Swimmer: An Ishi Tib can reroll any Swim check. In addition, an Ishi Tib can take 10 on Swim checks even when distracted or threatened.

Natural Weapons: An Ishi Tib has a natural weapon, in the form of a sharp beak. An Ishi Tib can choose to use its natural weapon, dealing 1d6 points of piercing damage with that attack instead of normal unarmed damage. Ishi Tib are always considered armed with their natural weapons.

Low-Light Vision: Ishi Tib ignore concealment (but not total concealment) from darkness.

Automatic Languages: Basic and Tibranese.

KREVAAKI

Krevaaki are a peaceful, spiritual species. With minimal interest in acquiring wealth, power, or fame, they seek wisdom through exploration and meditation. Although they are an ancient spacefaring species, Krevaaki are rarely encountered in the galaxy at large. Even during the Old Republic era—their most active period—groups of more than a few Krevaaki are seldom seen at any one location.

In response to other species' xenophobia, the Krevaaki cloak their tentacled bodies with heavy robes or similar garments, leaving only their two dominant tentacles exposed like humanoid arms. More than a few beings have been caught unaware by the sudden appearance of additional tentacles from beneath the folds of a Krevaaki's garments.

Personality: Krevaaki prefer not to draw attention to themselves, and they are thoughtful, wise, and spiritual, refocusing their negative emotions



through meditation and seeking to resolve conflicts peacefully. Force-sensitive Krevaaqi develop a particularly deep understanding of the Force. Krevaaqi travelers seek greater understanding of others or of the Force.

Physical Description: Evolved from shallow-water crustaceans, a Krevaaqi has a red protective shell and glassy black eyes. A Krevaaqi lacks a nose, but compensates by detecting scents with six feelers around its mouth. Krevaaqi use their eight segmented tentacles for increasingly specialized tasks as they grow older. A Krevaaqi child uses all its tentacles, but adults stand upright on six of them, using the other two the way other beings use their hands. Some tentacles

develop protrusions similar to opposable thumbs. Tentacles used as legs become stronger but less able to dexterously grasp and manipulate smaller objects.

Homeworld: Krevas.

Example Names: Chal-Vosa, Craasadi, Jol Kion-Tas, Visto Skaasad, Vodo-Siosk Baas.

Adventurers: Krevaaqi adventurers are usually scouts and nobles. Force-sensitives become Jedi or follow nonviolent Force traditions. It is unusual for the meditative Krevaaqi to be drawn to the Dark Side, although not impossible.

KREVAAKI SPECIES TRAITS

Krevaaqi share the following species traits:

Ability Modifiers: +2 Wisdom, -2 Charisma.

Size: As Medium creatures, Krevaaqi have no special bonuses or penalties due to their size.

Speed: Krevaaqi base speed is 6 squares.

Conditional Bonus Feat: A Krevaaqi's tentacles give it an advantage in climbing. A Krevaaqi who has Climb as a trained skill gains Skill Focus (Climb) as a bonus feat.

Carapace: Krevaaqi gain a +1 natural armor bonus to Reflex Defense and a +1 natural armor bonus to Fortitude Defense. A natural armor bonus stacks with an armor bonus.

Stoic: Krevaaqi physiology and their limited ability to use facial expressions make them difficult for other species to read accurately. Any creature attempting to use the Sense Motive application of the Perception skill on a Krevaaqi takes a -5 penalty to the skill check.

Tentacles: Krevaaqi use their two dominant tentacles like the arms and hands of a humanoid. Krevaaqi gain a +2 species bonus to Climb checks and a +2 species bonus to grapple checks.

Automatic Languages: Basic and Dromnyr.

NIKTO

Widely recognized as a slave species of the Hutts, the Nikto have served their masters since before the founding of the Old Republic, proving to be cunning warriors in the Hutts' battle with the legendary conqueror Xim the Despot. Wherever the Hutts are, the Nikto are never far behind. Because of their homeworld's radioactive atmosphere, the Nikto have five distinct subspecies, each adapted to a specific type of terrain (see page 28).

Personality: Although lacking in personal charisma, Nikto possess a single-minded tenacity that makes them excellent followers. Eons of enslavement by the Hutts have left them more comfortable with taking orders from their masters than with thinking on their feet.

Physical Description: Tough, leathery skin and a lack of extensive facial muscles limit the range of Nikto facial expression. Their deep black eyes further enhance their reptilian appearance. A Nikto's subspecies can be determined by his or her skin tone and the presence of small spikes or horns.

Homeworld: Kintan, a radioactive planet located within Hutt space in the Outer Rim Territories.

Languages: All Nikto learn to read, speak, and write their own Nikto language along with either Basic or Huttese.

Example Names: Bok, Fi-Ek Sirch, Giran, Klaatu, Ma'kis'shaalas, Nysad, Woof.

Adventurers: Nikto have the tenacity to pursue any career, but their status as a slave species to the Hutts forces them into roles as guards and soldiers.



NIKTO

NIKTO SPECIES TRAITS

Nikto share the following species traits:

Ability Modifiers: +2 Strength, -2 Intelligence, -2 Charisma.

Size: As Medium creatures, Nikto have no special bonuses or penalties due to their size.

Speed: Nikto base speed is 6 squares.

Great Fortitude: Nikto gain a +2 species bonus to Fortitude Defense, having evolved to survive the harsh environment of their homeworld.

Natural Armor: A Nikto's tough hide provides a +2 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Survival Instincts: A Nikto can reroll any Survival check, but the result of the reroll must be accepted even if it is worse.

Automatic Languages: Nikto and either Basic or Huttese.

SHISTAVANEN

More commonly known to the galactic populace by the nickname Wolfmen, the Shistavanen are an isolationist species that originates in the Uvena system. Having evolved from predators, Shistavanens excel at hunting and can track prey through crowded urban streets and across desolate plains with equal ease.

Although the vast majority of Shistavanens prefer to remain within their home system, a growing minority choose to travel the galaxy's hyperlanes. Even during the height of the First Galactic Empire's discrimination against non-Humans, Imperial Intelligence made frequent use of those Shistavanens it could recruit; other Shistavanens joined the Rebel Alliance.

Personality: Shistavanens are aggressive and forthright to the point of rudeness, and they prefer the company of their own kind over that of other species. Known and feared for their surly temperament, some Shistavanens overcome their natural tendencies and are more sociable and outgoing, but only a rare few fully overcome their cultural prejudices.

Physical Description: Shistavanens have large, slightly glowing eyes, pointed ears, and pronounced muzzles lined with sharp teeth. Their bodies are covered with thick brown or black fur,



SHISTAVANEN

and their fingers and toes are tipped with the sharp claws of their predatory ancestors.

Homeworld: Shistavanens come from Uvena Prime, one of several habitable planets in the Uvena System in the Outer Rim Territories. The Shistavanens were quick to colonize the remaining worlds of their system in an effort to keep outsiders from getting too involved in their affairs.

Languages: Shistavanens read, speak, and write Shistavanen, which is composed mostly of barks and growls of varying volume and pitch.

Example Names: Hovrak, Lak Sivrak, Riv Shiel, Severian, Voolvif Monn.

Adventurers: Those Shistavanens who overcome their species' xenophobic tendencies and head out into the galaxy engage in a wide array of occupations, but most rely on their quick reflexes and keen senses and become bounty hunters, explorers, mercenaries, pilots, or sport hunters. Shistavanens have also served in both the Old and New Jedi Orders.

SHISTAVANEN SPECIES TRAITS

Shistavanens share the following species traits:

Ability Modifiers: +2 Dexterity, -2 Intelligence, -2 Charisma.

Size: As Medium creatures, Shistavanens have no special bonuses or penalties due to their size.

Speed: Shistavanen base speed is 6 squares.

Natural Weapons: A Shistavanen has natural weapons in the form of sharp claws. When making an unarmed attack, a Shistavanen can use his or her natural weapons, dealing 1d6 points of slashing damage instead of normal unarmed damage. Shistavanens are always considered armed with their natural weapons.

Quick Reflexes: A Shistavanen can reroll any Initiative check, but the result of the reroll must be accepted even if it is worse.

Conditional Bonus Feat: A Shistavanen who has Perception as a trained skill gains Skill Focus (Perception) as a bonus feat.

Uncanny Tracker: Survival is a class skill for Shistavanens.

Low-Light Vision: Shistavanens ignore concealment (but not total concealment) from darkness.

Automatic Languages: Shistavanen.

SLUISSI

Sluissi are pioneers of faster-than-light propulsion, having developed space travel before their first contact with Duros and Human explorers and the Old Republic. Their home planet of Sluis Van is known for centuries as an excellent shipyard. The Sluissi use their shipyards to reinforce and expand their contact with other species and to maintain and improve their position within the Republic.

Sluissi technicians are renowned for starship construction and modification. Although Sluissi methods are slower than others, customers are willing to wait to own the best starship technology available. The Sluissi consider starship construction to be an art form. So respected are Sluissi shipyards that

SLUISSI

the slow pace of construction is tolerated by even the Empire, albeit impatiently.

Personality: Sluissi are tinkers at heart. Even those who do not pursue mechanical arts professionally dabble in them regularly. Most Sluissi encountered away from their homeworld and colonies are apprentice mechanics or skilled technicians. They have an unhurried style that tries the patience of even the most tolerant travelers and clients. Sluissi are sociable, even among other species.

Physical Description: Sluissi have long, legless, and distinctly serpentine bodies that are covered in fine scales, typically ranging in color from light brown to dark green. A Sluissi's eyes are round and totally black. A forked tongue aids a Sluissi's sense of smell.

Homeworld: Sluis Van.

Example Names: Hass Sonax, Mektiss Risohr, Secles Uslopos, Sekae N'sehnor, Sirlahn Alsek, Ten Dorne, Usahn L'sehl, Vsil Ejahsa.

Adventurers: Sluissi travel individually or in small groups. They easily find work as technicians and starship mechanics throughout the galaxy.

SLUISSI SPECIES TRAITS

Sluissi share the following species traits:

Ability Modifiers: -2 Dexterity, +2 Intelligence.

Size: As Medium creatures, Sluissi have no special bonuses or penalties due to their size.

Speed: Sluissi base speed is 6 squares.

Careful Worker: A Sluissi who takes twice the normal amount of time required to use the Mechanics skill gains a +10 circumstance bonus to the Mechanics check.

Conditional Bonus Feat: Sluissi quickly learn to tinker with technology. A Sluissi who has Mechanics as a trained skill gains the Tech Specialist feat (*Starships of the Galaxy*, page 21) as a bonus feat.

Serpentine: By coiling their serpentine bodies, Sluissi are able to make long jumps without getting a running start. Sluissi are always considered to have a running start for Jump checks. They also gain a +5 stability bonus when making grapple checks against the Trip feat.

Automatic Languages: Basic and Sluissese.



SQUIB

Squibs are known throughout the galaxy for their talents at collecting, trading, and haggling. The uneven distribution of natural resources on their homeworld led early Squibs to compulsively collect and stockpile goods and to develop a maddeningly complex system of barter. But in spite of their penchant for needless complexities when negotiating, Squibs are surprisingly honest in their dealings, following a specific set of rules whenever they bargain with someone. For Squibs, the process of haggling is more important than the end result.

Personality: Squibs are cheerful, curious, and overconfident to the point of egotism. Although these traits make them likable at first, long-term associates eventually view Squibs as either mildly annoying or downright obnoxious. To a Squib, no art form is greater than bargaining, which Squibs view as the highest form of communication, so saying that a Squib bargained well is grand praise indeed.

Physical Description: Squibs are small, rodentlike humanoids with pink skin covered in fur of almost any color, including red, blue, violet, white, and brown. Their eyes are large in relation to their skulls, and this—combined with their large, tufted ears—gives the Squib a comical appearance.

Homeworld: Skor II, a pleasant world located in the Outer Rim, is the Squibs' planet of origin. Its varied climate and planetary composition causes the planet to have a wide range of natural resources that are each found only in particular regions of the world.

Languages: Squibs speak, read, and write Squibbian, a language evolved from Old High Squibbian, which remains in use as a secret form of communication, frequently to convey the location of trash dumps or other such important resource finds.

Example Names: Ebaree-baveebedee, Emala, Grees, Mace-millian-winduarté, Sligh, Slythor, Smileredon-Verdont.

Adventurers: Squibs who venture out into the galaxy are typically scoundrels or scouts or, less commonly, nobles. Although Squib Jedi do exist, they are exceedingly rare.



SQUIB

SQUIB SPECIES TRAITS

Squibs share the following species traits:

Ability Modifiers: -2 Strength, +2 Dexterity.

Size: As Small creatures, Squibs gain a +1 size bonus to Reflex Defense and a +5 size bonus to Stealth checks. However, their lifting and carrying limits are three-quarters those of Medium characters.

Speed: Squib base speed is 6 squares.

Natural Diplomat: A Squib gains a +5 species bonus to Persuasion checks made to Haggle (see page 71 of the Saga Edition core rulebook). Additionally, Persuasion is always a class skill for Squibs.

Tech Savvy: A Squib can reroll any Knowledge (technology) check, but the result of the reroll must be accepted even if it is worse. A Squib is not limited to common knowledge when making an untrained Knowledge (technology) check.

Weapon Familiarity: Squibs who have the Weapon Proficiency (rifle) feat are proficient with the Squib tensor rifle.

Automatic Languages: Basic and Squibbian.

VERPINE

The Verpine have been spacefarers for all their recorded history, long before they had contact with other species. Verpine have traveled for so long that the name and location of their homeworld have been lost to antiquity. They are fascinated with technology in all its forms, and consider themselves to be experts in all technological fields. Any device that falls into Verpine hands is prone to being taken apart, reassembled, and improved with astonishing speed and skill. The asteroid field that the Verpine have transformed into a thriving colony is a testament to their mastery of technology.

Verpine society is guided by an absolute majority rule. Their natural communication ability enables the Verpine of a community to easily poll every individual Verpine within it. Each Verpine has an equal say in any governmental process, and the final decision is binding. This approach to government enables a single Verpine to speak with certainty about his or her community's stance on any given issue.



VERPINE

Personality: Deeply fascinated by technology, a Verpine will risk his or her life to protect valuable equipment. Verpine consider technology to be the best means for resolving a dilemma and are willing to improve existing equipment when necessary. Other species find Verpine to be personable and enthusiastic.

Physical Description: Their height and sticklike limbs give Verpine a gangly appearance. Their bodies are covered in green plates of chitin. Each Verpine has two large black eyes and dual antennae. Verpine have three digits on each hand and foot.

Homeworld: The Verpine's largest settlement is the Roche asteroid field, located in the Mid Rim. Verpine rely extensively on technology to make the asteroids habitable.

Languages: Verpine read, speak, and write Verpine, which they transmit to each other through organically generated radio waves.

Example Names: Garginoolaara, Jurfel, Kyli Ned'Ix, Suskafoo, Zix, Zraii.

Adventurers: Verpine are frequently scoundrels and scouts, with a focus on creating and repairing technology.

VERPINE SPECIES TRAITS

Verpine share the following species traits:

Ability Modifiers: None.

Size: As Medium creatures, Verpine have no special bonuses or penalties due to their size.

Speed: Verpine base speed is 6 squares.

Natural Armor: A Verpine's carapace provides a +1 natural armor bonus to his or her Reflex Defense. A natural armor bonus stacks with an armor bonus.

Heightened Awareness: A Verpine can reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Verpine Communication: A Verpine can mentally communicate with any Verpine within a 1-kilometer range.

Conditional Bonus Feat: A Verpine who has Mechanics as a trained skill gains Skill Focus (Mechanics) as a bonus feat.

Automatic Languages: Basic and Verpine.

SMALLER CHARACTERS

Species come in a great variety of sizes and heights. Usually these differences are not great enough to affect game mechanics. However, it is possible that a character is naturally small enough to qualify for a smaller size modifier. With the Gamemaster's approval, a player can create a character one size category smaller than the one noted in its species description, gaining all the benefits and penalties of that size.

NEAR-HUMANS

Throughout much of the galaxy, Humans are the most commonly encountered species. Not surprisingly, after a millennium of interstellar travel and colonization, an enormous number of humanoids share a common genetic code. Commonly called near-Humans, these humanoids are substantially the same as Humans in look and physiology, but exhibit one or more differences significant enough to set them apart.

The origins of most near-Humans are not known, but the common assumption is that isolated groups naturally adapt to the specific environmental conditions of their current world. These conditions occasionally cause genetic mutations, improving the near-Humans' likelihood of survival. However, genetic engineering and cloning technology are other possible explanations for near-Humans' variation from Human norms. Classification efforts are further complicated by the many bipedal humanoid species that are unrelated to Humans. Looks can be deceiving.

UNKNOWN REGION LANGUAGES

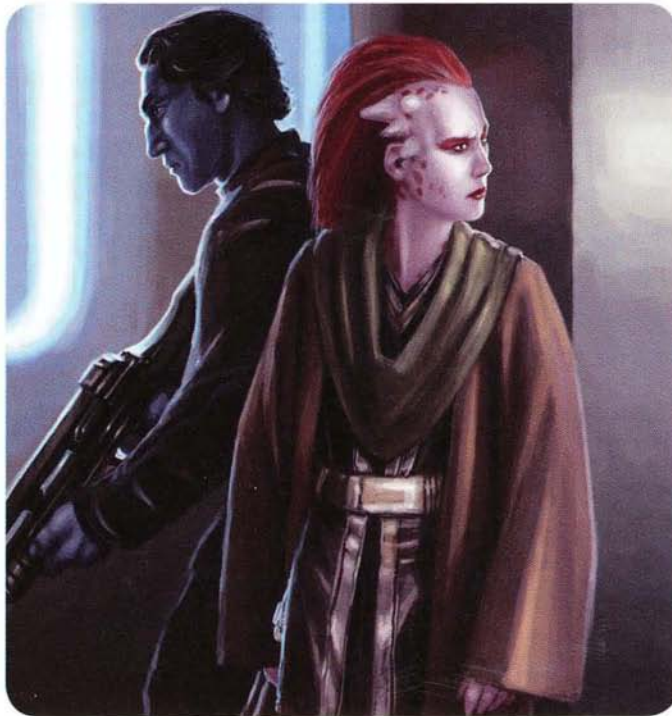
Although the Unknown Regions have no widespread common language such as Basic, several languages are regularly used among specific nomadic groups and within some systems and regions. Trade languages are commonly used to bridge the formidable language gap. When creating a character native to the Unknown Regions, you can select a language from the following list, with your Gamemaster's approval. When selecting a new language for an existing character from known space, your character might be able to learn one of these languages, with Gamemaster approval.

Altirish*	Rakata**
Anzat*	Rammocate (trade language)
Anarrese*	Shistavanen*
Dromnyr*	Sluissese*
Chadra-Fan*	Squibbian*
Cheunh*	Ssi-ruuvi*
Ebruchese*	Sy Bisti (trade language)
Killik*	Tibranese*
Kreva	Tof*
Minnisiat (trade language)	Vagaari*
Nikto	Verpine*

* Local language not widely spoken except on its planet or in its nomadic group of origin.

** Widely spoken before the Old Republic era, locally spoken in all other eras.

A WROONIAN (LEFT) AND A THEELIN (RIGHT), TWO NEAR-HUMANS



In the *Star Wars Roleplaying Game Saga Edition*, near-Humans have only small differences from Humans. These differences might be cosmetic, physiological, or, most commonly, both. Players and Gamemasters wanting to create their own near-Human characters should use the following near-Human generation system.

CREATING NEAR-HUMANS

To create a near-Human, start with the Human species in the Saga Edition core rulebook. Next, select one of the traits from Table 1-4: Near-Human Traits, replacing either the bonus trained skill or the bonus feat that Humans normally receive. Finally, select one, two, or three minor physiological variations from Table 1-5: Near-Human Variants. These variants are typically cosmetic, but Gamemasters might allow a variant to have a minor mechanical or roleplaying effect. Variants normally should not cause a near-Human character to incur a penalty to attack rolls or skill checks, but it might occasionally do so at the Gamemaster's discretion. As always, the Gamemaster has the final say in trait and variant combinations allowed in his or her game.

TABLE 1-4: NEAR-HUMAN TRAITS

TRAIT	DESCRIPTION
Ability adjustment	Increase one ability score by 2 and reduce another by 2 to account for emphasis in certain attributes (such as strength or intelligence).
Additional arms	Up to 2 additional arms. When making multiple attacks, the character can reduce the penalty to the attack roll by 2.
Biotech augmentation	Augmented with biotechnology. Select one bio-implant (see pages 67–68 of the <i>Legacy Era Campaign Guide</i>).
Breathe underwater	Amphibious and cannot drown in water. Can have gill slits or similar external features.
Climate adaptation	Resistant to a specific climate. Select one: freezing, rarefied atmosphere, searing, smoky, tropical, or watery. When challenged by an environmental factor in that climate (chosen from those listed, or others at the Gamemaster's discretion), can reroll an Endurance or a Survival check, taking the better result.
Conductive	Naturally generate a small amount of electrical energy and use as a natural weapon in an unarmed attack, dealing 1d6 points of energy damage. Character is always considered armed with a natural weapon.
Cultural cybernetics	Culture commonly augments members with cybernetics from birth. Select one cybernetic enhancement.
Darkvision	Gain natural darkvision (see page 257 of the Saga Edition core rulebook).
Empath	Can use the telepathy application of the Use the Force skill untrained, and without having the Force Sensitivity feat. Additionally, can sense the emotions of a target if the Use the Force check equals or exceeds the target's Will Defense.
Expert swimmer	Can reroll a Swim check. Can take 10 on Swim checks when distracted or threatened.
Heightened awareness	Can reroll a Perception check.
Low-light vision	Ignore concealment (but not total concealment) from darkness.
Natural armor	Thickened skin or natural armor plates grant a natural armor bonus of +1 to Reflex Defense.
Natural weapon	Can use natural claws in an unarmed attack, dealing 1d6 points of slashing damage instead of normal unarmed damage. Character is always considered armed with the natural weapons.
Naturally acrobatic	Considered trained in the Acrobatics skill, even if it is not normally a class skill for the character.
Persistent	Can reroll an Endurance check.
Quick	Gain +1 to speed.
Quick healing	At the end of an encounter, regain hit points equal to 1d4 + Constitution modifier (minimum 1).
Resistant	Naturally resistant to poisons, disease, radiation, or other hazards, gaining a +2 species bonus to Fortitude Defense. Gamemaster can restrict resistance to a single, specific hazard.
Scent	At close range (within 10 squares), ignore concealment and cover for purposes of Perception checks, and take no penalty from poor visibility when using the Track application of the Survival skill.
Spring step	When using the High Jump or Long Jump applications of the Jump skill, reduce the number of squares required for a running start by 2.
Strength surge	Once per encounter, can reroll one Strength-based ability or skill check, doubling the character's Strength modifier (minimum +1), or can add 2 to a single damage roll on a successful melee attack, when Strength normally adds to the roll. This does not apply when Weapon Finesse is used.
Visually striking	Character's appearance is visually surprising or stunning. The character's Charisma bonus is doubled when using the Persuasion skill on Humans, near-Humans, and similar humanoids (such as Twi'leks).
Weapon familiarity	Character selects a single exotic weapon and treats it as a simple weapon instead. Must be commonly used by character's native culture.

TABLE 1-5: NEAR-HUMAN VARIANTS

VARIATION	DESCRIPTION
Eye variation	Eyes are of an unusual color and/or pupils are of an unusual shape.
Digit variation	Number of digits on each hand or foot is greater or fewer than 5, but without affecting skill use in terms of game mechanics.
Fins	Character has small fins that have no effect on swimming.
Hair variation	Character's hair is naturally an unusual color, length, texture, or size.
Shaped	Character has been biologically altered by the Yuuzhan Vong shaping process. This can account for the character's near-Human trait, or the trait might be cosmetic or for roleplaying purposes. Shaped characters typically gain Yuuzhan Vong physical features or are otherwise physically altered.
Skin color	Skin is naturally a color (or a combination of colors) not normally associated with Humans.
Skin texture	Obviously unusual skin texture, such as leathery, especially smooth, overly wrinkled, or scaly.
Teeth variation	Teeth are noticeably differently colored, sharper, larger, or smaller than those of typical Humans.
Towering	Over 2 meters tall, although the additional height does not change the character's Size.
Webbed digits	Flaps of skin span the character's fingers or toes.

HEROIC CLASSES

Beyond the boundaries of known space lie adventure, risk, and deadly threats. Exploration and trailblazing can change from a great discovery into a deadly nightmare in seconds. Heroes must be self-reliant and able to operate far from medical or technical aid. Heroes must also be able to quickly adapt to bewildering cultures and species, although they might find the environment more challenging than many foes they encounter. This section provides new talents and abilities for heroes who specialize in exploration and operating in deep space.

JEDI

As they pursue their duties or follow the will of the Force, Jedi often find themselves in little-known areas. Though few engage in exploration for its own sake, some follow its path to discover new aspects of the Force. They might seek a long-lost or hidden Force tradition or attempt to discover the fate of a fellow Jedi or a Sith on the run.

New Jedi Sentinel Talent

This new talent expands the Jedi Sentinel talent tree (see page 40 of the Saga Edition core rulebook). Any character who can normally choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Sense Primal Force: Jedi who spend time in a diverse wilderness learn the nuances of the living Force at work within a wild ecosystem. When within a natural wilderness area, such as a jungle, a forest, a steppe, a swamp, or plains, you tap into the vibrant living Force of the area and can use Sense Surroundings to detect targets out to a 30-square radius, regardless of line of sight.

NOBLE

Nobles who seek out the wilds of the Unknown Regions are usually part of a greater exploration team. They might operate as corporate negotiators or governmental representatives. Noble families occasionally subsidize their own exploration teams to expand their sphere of influence. Political dissidents flee to the Unknown Regions in an effort to escape political persecution when even fringe worlds cannot sufficiently hide them. The more criminally minded also use the Unknown Regions as a convenient base of operations or to hide wealth outside the legal boundaries of the dominant galactic government.

Exile Talent Tree

You have broken with your family, world, or organization and cannot rely on its aid or support. Whether forced or self-imposed, your exile allows you to adapt in new ways to the galaxy at large.

Arrogant Bluster: You take on an air of arrogance, allowing you to distract and sway others with your apparent knowledge and experience. When you make a successful Persuasion check to change an enemy's attitude, the enemy takes a -5 penalty to its Will Defense until the end of your next turn. If you spend a Force Point, the duration is extended to the end of the encounter. This is a mind-affecting effect.

Prerequisite: Trained in the Persuasion skill.

Band Together: You can inspire disparate beings to temporarily ally for a common cause. You can use each of the following actions once per encounter:

- **Directed Attack:** As a swift action, designate one enemy character or vehicle as the target of this talent. Until the end of your next turn, whenever an ally within 12 squares of you hits the target, add 1d6 points of damage to each hit.

- **Strength in Numbers:** Your allies gain confidence in numbers. As a swift action, you grant all allies within 12 squares of you and within your line of sight a +5 bonus to Will Defense until the end of your next turn. You must have a minimum of two allies to use this action.
- **Temporary Allies:** With a successful Persuasion check, you can turn a Gamemaster character with an attitude toward you of unfriendly or indifferent into an ally willing to aid you and follow your direction for the remainder of the encounter. As a swift action, you direct the Gamemaster character to attack a target, aid another character, or use a skill to aid you or your allies. This is a mind-affecting effect.

Prerequisites: Galactic Guidance, Self-Reliant, trained in the Persuasion and Knowledge (galactic lore) skills.

Galactic Guidance: You share your considerable galactic knowledge to inform others' actions and decisions. Once per encounter, as a reaction, if you succeed on a DC 25 Knowledge (galactic lore) check, you enable one ally within 6 squares of you and within your line of sight to reroll a failed Intelligence- or Wisdom-based skill check (other than Perception).

Prerequisite: Trained in the Knowledge (galactic lore) skill.

Rant: You are a master of voicing your opinion loudly, continuously, and distractingly. If you succeed in making a Persuasion check to intimidate an enemy that is within 6 squares of you and that can hear, see, and understand you, you deny that enemy the use of a move action on its next turn, instead



AN EXILED NOBLE REPAIRS HIS JUMPMASER 5000.

of gaining the normal intimidation results. You grant one ally a move action to use immediately (the ally uses the move action as a reaction).

Prerequisite: Trained in the Persuasion skill.

Self-Reliant: You need not rely on others when the going gets tough. Once per encounter, you can use one talent that you possess from the Inspiration talent tree on yourself, although you are not normally allowed to do so.

New Leadership Talent

The following new talent expands the Leadership talent tree (see page 44 of the Saga Edition core rulebook). Any character who can normally choose talents from the Leadership talent tree can choose the following talent as well.

Coordinated Leadership: You coordinate your actions with other leaders. Choose one talent you possess from the Leadership talent tree. The bonuses you provide with this talent are now considered to be untyped bonuses, allowing them to stack with the bonuses granted by your allies.

Prerequisites: Born Leader, Coordinate.

SCOUNDREL

Scoundrels thrive in any region that lacks sufficient law and order to restrain their activities, making the Unknown Regions prime operating territory. Scoundrels might seek out unknown areas for use as hideouts, or they might find isolated settlements to con and exploit. Some scoundrels provide critical transportation services between far-flung outposts or civilizations that lack interstellar flight capability. Scoundrels are also the most likely class to use the Unknown Regions for their own hideouts or as bases from which to raid border worlds on the edges of known space.

Outsider Talent Tree

By their nature, scoundrels are outsiders. By blurring the line between lawful and lawless, scoundrels operate outside social and cultural norms. Eventually, they learn to make the most of their positions.

Oafish: Whether you come by oafishness naturally or it is all an act, you use your lack of sophistication and finesse as an excuse to bluff your way into or out of delicate situations. Once per encounter, when you fail either a Deception or a Persuasion check, you can add a bonus equal to 1d6 + your Wisdom modifier to your Deception or Persuasion check result.

Outsider's Eye: Your status as an outsider gives you an objective view of enemies and acquaintances. Once per encounter, you can make a DC 20 Perception check as a standard action. If the check is successful, you gain your choice of one of the following pieces of information: one Defense score of one character or vehicle within your line of sight, or the identity of the character or the vehicle within your line of sight that has either the lowest or highest current hit points or the lowest or highest position on the condition track.

Prerequisite: Trained in the Perception skill.

Outsider's Query: You use your outsider status as an excuse for mistakes, missteps, and social offenses. If you fail a Persuasion check to change a target's attitude, the target's attitude toward you does not change. You can also attempt to change the target's attitude one additional time per encounter (see page 71 of the Saga Edition core rulebook).

Prerequisite: Trained in the Persuasion skill.

Wary: Your outsider status makes you cautious, observant, and ready for action. If an enemy fails a Stealth or a Deception check opposed by your Perception check, you can take one move action as a reaction. If multiple enemies fail on the same turn (such as when you detect several enemies sneaking up on you), the number of move actions you take cannot exceed your Dexterity modifier.

Prerequisites: Outsider's Eye, trained in the Perception skill.

New Spacer Talents

The following new talent expands the Spacer talent tree (see page 47 of the Saga Edition core rulebook). Any character who can normally choose talents from the Spacer talent tree can choose this talent as well.

Deep Space Raider: Whether you are taking on military targets on behalf of a resistance movement or you are out for personal gain, you are experienced at raiding starships and similar targets. You can use each of the following actions once per encounter:

- **Clear a Path:** Your attack forces an enemy to alter course or move out of your way. You must be fighting aboard a starship to use this action. As a standard action, make a ranged attack. If the attack hits, on its next turn your target must move its speed to a square that is not adjacent to you. If the target is an enemy starfighter engaged in a dogfight, the target instead must attempt to disengage from the dogfight.
- **Covering Fire:** You squeeze off several shots as you escape pursuing enemies. As a full round action, if you are the pilot of a vehicle, you may move the vehicle up to twice its speed and make a single ranged attack with one of the pilot-controlled weapons at any point during that movement. If you hit and deal damage to a vehicle with this attack, the target vehicle takes a -2 penalty to attack rolls against your vehicle until the end of your next turn.
- **Disabling Fire:** Make a ranged attack with a vehicle weapon. If you make this attack against a vehicle and hit and deal damage, you can choose one of the following to take effect until the end of your next turn: one of the target's weapons ceases to function, the target's SR is reduced to 0, the target's hyperdrive is disabled, or the target's speed is reduced to 2 squares.

Prerequisites: Spacehound, Starship Raider.

SCOUT

The Unknown Regions present the scout with the greatest opportunities for exploration and discovery. Scouts might explore for their own pleasure or in the employ of others, for the right amount of credits. Scouts can guide others seeking specific individuals or locations. Scouts might serve as trailblazers or as stealthy reconnaissance agents observing newly discovered civilizations. A scout can also search for new systems that meet the specific requirements of an employer, such as a corporation, the Empire, the Rebel Alliance, a criminal mastermind, or a despotic warlord.

New Camouflage Talents

The following new talent expands the Camouflage talent tree (see page 49 of the Saga Edition core rulebook). Any character who can normally choose talents from the Camouflage talent tree can choose this talent as well.

Extended Ambush: During a surprise round, if you make a ranged attack against a target that is surprised, you can aim at that target as a free action.

Prerequisite: Improved Stealth.

New Hyperspace Explorer Talents

The following new talent expands the Hyperspace Explorer talent tree (see page 28 of the *Knights of the Old Republic Campaign Guide*). Any character who can normally choose talents from the Hyperspace Explorer talent tree can choose this talent as well.

Silent Movement: You know how to move silently in almost any environment. You never suffer from unfavorable circumstances from environmental effects associated with noise when you sneak using the Stealth skill. Once per round, when you make a Stealth check, you can automatically use the aid another action on one ally's Stealth check.

Prerequisite: Trained in the Stealth skill.

Master Scout Talent Tree

You are more experienced and talented than the average scout. You draw upon your diverse abilities to gain advantages others cannot match. Several of these talents draw upon talents from multiple talent trees available to the scout class.

Piercing Hit: You are skilled at fighting armored characters, taking advantage of their weaknesses. You can use each of the following actions once per encounter:

- **Binding Hit:** You dislodge an enemy's armor, causing it to hinder the wearer's defenses. Make a melee or ranged attack as a standard action. If you hit and damage your target, the target loses its armor bonus to Reflex Defense and is flat-footed. This effect remains until the target spends a standard action to adjust its armor.

- **Blinding Fire:** Make a melee or ranged attack as a standard action. If the attack hits and damages the target, the target takes a -2 penalty to all attacks until the end of your next turn. Additionally, all other creatures, droids, and vehicles have concealment from the target until the end of your next turn.
- **Slowing Shot:** Your hit damages your target's armor so that the target's movement is hindered. Make a melee or ranged attack as a standard action. If you hit and damage the target, the target's speed is reduced to 2 squares until the end of your next turn.

Prerequisites: Acute Senses, Keen Shot.

Quicktrap: You can use Tripwire as a move action instead of a standard action.

Prerequisites: Jury-Rigger, Tripwire, trained in the Mechanics skill.

Speedclimber: You do not take the penalty when using the Accelerated Climbing application of the Climb skill.

Prerequisites: Long Stride, Surefooted, trained in the Climb skill.

Surprisingly Quick: In a surprise round, if you are not surprised, you can take a swift action in addition to the one other action normally allowed. If you are surprised, you can take a single swift action (instead of no actions).

Prerequisites: Skill Focus (Initiative), trained in the Initiative skill.

Tripwire: As a standard action, you can set up a simple snare or trap across an opening up to 3 squares wide. You must have the required item to set the trap. Make a successful DC 20 Mechanics check to set the trap. Make a Deception check to conceal the wire. Compare the result of the Deception check to the Perception check of the next creature that passes through that square (-10 if it observes you setting the trap). If the creature fails the Perception check, it takes the result indicated for the trap. If the creature succeeds, it can make a DC 10 Acrobatics check to avoid the wire. Select one of the following options:

- **Clothesline:** Requires thin wire, set at neck height. Success results in the target falling prone in the trapped square, ending its actions for the turn and taking 1d6 points of damage.
- **Electronic tripwire:** Success results in mine damage (treat as frag grenade, 2-square blast radius centered on one end of the wire). Target is automatically hit; roll 1d20+10 against the Reflex Defense of adjacent targets.
- **Tripwire:** Requires thin wire, set at ankle height. Add 2 to the Deception check result. Success results in the target immediately falling prone in the trapped square and ending its actions for the turn.

Prerequisites: Jury-Rigger, trained in the Mechanics skill.

Mobile Scout Talent Tree

Always mobile, scouts have developed ways to ride and drive over all types of terrain. The following talents enable a scout to become a more effective rider and pilot.

Battle Mount: You know how to fight from a living mount. You can use each of the following actions once per encounter:

- **Covered Attack:** Once per encounter, when you use Use Mount as Cover (but not improved cover) with the Ride skill (see page 72 of the Saga Edition core rulebook), you can make an attack as a standard action, but you must have a free hand to do so.
 - **Reduce Profile:** You gain additional cover from your mount. When you succeed in using the Use Mount as Cover application of the Ride skill (see page 72 of the Saga Edition core rulebook), you gain improved cover. If you fail by less than 10, you still gain the benefit of normal cover. You gain no benefit if you fail by 10 or more.
 - **Swift Attack Mount:** Once per encounter, the mount you are riding can make an attack as a swift action instead of as a standard action.
- Prerequisites:* Expert Rider, Terrain Guidance, trained in the Ride skill.



A SHISTAVANE SCOUT RIDES A MARU.

Expert Rider: You can reroll any Ride check, but the result of the reroll must be accepted even if it is worse.

Prerequisite: Trained in the Ride skill.

Terrain Guidance: You effectively guide your mount through rough terrain. When in control of your mount, you can make a DC 20 Ride check as a swift action to negate the effect of difficult terrain on your mount's speed.

Prerequisite: Trained in the Ride skill.

Mechanized Rider: You use your riding experience to improve your skills on a speeder bike or a swoop. When riding a speeder bike or a swoop (or similar vehicle), you can use the following applications of the Ride skill (see page 72 of the Saga Edition core rulebook): Fast Mount or Dismount, Soft Fall, Stay in Saddle, and Use Mount as Cover.

Prerequisites: Trained in the Pilot and Ride skills.

SOLDIER

Military might is useful for a great range of operations within the Unknown Regions. Soldiers might hire themselves out as bodyguards for expeditionary teams. Mercenary teams might find regular employment from less advanced cultures, gaining great wealth through the deployment of high-tech weapons systems against their employers' relatively primitive enemies. Deserters might take refuge far from their abandoned stations and organizations. Pirates and outlaws of every sort could always use an extra gun, and even the least able soldier can find some paying job.

New Commando Talent

The following new talent expands the Commando talent tree (see page 52 of the Saga Edition core rulebook). Any character who can normally choose talents from the Commando talent tree can choose this talent as well.

Out of Harm's Way: As a reaction, when you use Harm's Way (which still requires a swift action to activate), you can move into the square of the ally you are protecting, and move the ally to any legal square adjacent to you. This movement does not provoke an attack of opportunity.

Prerequisites: Harm's Way, trained in the Initiative skill.

Warrior Talent Tree

Warriors draw upon their natural aggressiveness, powerful bodies, and fighting abilities to defeat their enemies. Whether they fight with primitive or advanced weaponry, they are fearsome combatants.

Champion: You fight for protection, honor, or glory for yourself and others. You can use each of the following actions once per encounter:

- *Champion's Pride:* Your pride and dedication drives you on in the most difficult moments. When you use your second wind, you move +1 step on the condition track and remove one fear effect or mind-affecting effect in addition to the normal benefit of second wind.

- *Disarming Hit:* When you hit and damage a creature and that damage equals or exceeds the target's damage threshold, you can make a Disarm Attack (see page 152 of the Saga Edition core rulebook) against that target as a free action. If using a ranged weapon, you must also have the Ranged Disarm feat.

- *Masterful Strike:* You land an impressive blow against your enemy. When making a successful unarmed or melee attack (except when using a lightsaber), increase your damage by 2 for every 5 points by which your attack roll exceeds your target's Reflex Defense.

Prerequisites: Warrior's Awareness, Warrior's Determination.

Quick Study: You excel at turning an enemy's tricks against it. Once per encounter, if an enemy attacks you using a non-Force-related talent, you can use the same talent against it on your next turn. You must use an appropriate weapon or item, if required by the talent, although you do not have to have the prerequisites. You can take this action even if your enemy's attack misses you.

Prerequisite: Warrior's Awareness.

Simple Opportunity: You can make attacks of opportunity when using a ranged or thrown simple weapon against a single target. Area attack weapons cannot be used with this talent.

Prerequisite: Weapon Proficiency (simple weapons).

Warrior's Awareness: You learn your enemy's preferred tactics quickly. When an enemy character makes an unarmed or a melee attack against you for at least the second time in an encounter, make a Perception check as a reaction. If the check is successful, you gain a +1 bonus to your Reflex and Fortitude Defenses against that character until the end of the encounter. You can use this against only one character at a time, until that character is incapacitated or killed, or until you voluntarily switch targets by dropping the use of this talent for one full round (you can take other actions normally).

Warrior's Determination: Your natural determination carries you through tough battles. Once per encounter, as a reaction, you can ignore one non-Force-related effect, talent, skill, or ability that exceeds your Will Defense. If you spend a Force Point, you can ignore one mind-affecting effect, even if it is the result of a Force power, technique, or secret.

FEATS

The feats presented here supplement those found in the Saga Edition core rulebook and are suitable for any era of play. Although these feats are designed with an emphasis on self-reliance in exploration, any character who qualifies can select them.

ACROBATIC ALLY

You move an ally around with ease and accuracy by giving him or her a leg up or a helpful toss.

Prerequisites: Dexterity 13, Strength 13, trained in the Acrobatics skill.

Benefit: You can hoist or toss an ally of your size or smaller up to 2 squares. You and your ally must act on the same initiative number and start in adjacent squares. If you succeed on a DC 20 Acrobatics check as a standard action, your ally ends up in a square of your choosing up to 2 squares above or away from you. This counts as a free action for your ally and ends your turn. Your ally can then continue his or her turn. If you fail your check, both you and your ally immediately become prone in your square. Your turn is ended, but your ally can take his or her turn normally.

Special: This feat can provoke attacks of opportunity against either character.

ACROBATIC DODGE

When you react to an attack, your acrobatics training improves your mobility.

Prerequisites: Dexterity 13, Dodge, Mobility, Skill Focus (Acrobatics), trained in the Acrobatics skill.

Benefit: Once per encounter, as a reaction, if a melee attack misses you, you can immediately move into an adjacent square without provoking an attack of opportunity.

Special: You must be aware of the attacker to benefit from this feat. You can use this feat a second time during the encounter by spending a Force Point.

COMBAT TRICKERY

You excel at deceiving others with your tricks and masterful feints in combat.

Prerequisite: Trained in the Deception skill.

Benefit: You can spend two successive swift actions on the same turn to make a Deception check against a target's Will Defense. If the check is successful, the target is flat-footed against your next attack made before the end of your next turn. Additionally, you can spend a Force Point to extend your target's penalties until the end of the encounter.

ELDER'S KNOWLEDGE

You have gained the wisdom of elders, whether through your own experiences or by learning from their instruction.

Prerequisite: Skill Focus (Knowledge [social sciences]) or (Knowledge [galactic lore]).

Benefit: Once per encounter, you can substitute a Knowledge (social sciences) or Knowledge (galactic lore) check for a Wisdom or Wisdom-related check.

FRIGHTENING CLEAVE

Enemies that see you successfully use the Cleave feat become fearful.

Prerequisites: Strength 13, Cleave, Power Attack, base attack bonus +4.

Benefit: Immediately after you use the Cleave feat, each enemy within 6 squares of you and within your line of sight takes a -1 penalty to its Reflex Defense, attack rolls, and skill checks against you until the end of the encounter. This penalty stacks to a maximum of -5. This is a mind-affecting effect.

GRAB BACK

You are able to counter grab and grapple attacks, redirecting them back on your attacker.

Prerequisite: Dexterity 13.

Benefit: You gain a +2 bonus to your Reflex Defense against grab and grapple attacks. If an enemy misses you when making a grab or grapple attack, you can immediately make your own grab attack against the same enemy as a reaction. If you have a feat that enables you to make a grapple attack (such as Pin or Trip), you can make a grapple attack instead.

BONUS FEATS

Some of the feats in this chapter can be selected as bonus feats by members of certain classes. Each class can add the following feats to its relevant bonus feats list.

Class	Bonus Feats
Jedi	Elder's Knowledge, Instinctive Attack, Instinctive Defense
Noble	Combat Trickery, Elder's Knowledge, Intimidator, Mounted Combat
Scoundrel	Acrobatic Ally, Acrobatic Dodge, Combat Trickery, Hold Together, Improved Sleight of Hand
Scout	Hold Together, Hyperblazer, Improvised Weapon Mastery, Maniacal Charge, Mounted Combat, Targeted Area, Trample, Wilderness First Aid
Soldier	Frightening Cleave, Grab Back, Halt, Heavy Hitter, Improvised Weapon Mastery, Maniacal Charge, Targeted Area

TABLE 1-6: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Acrobatic Ally	Dex 13, Str 13, trained in the Acrobatics skill	Hoist or toss an ally of your size or smaller up to 2 squares.
Acrobatic Dodge	Dex 13, Dodge, Mobility, Skill Focus (Acrobatics), trained in the Acrobatics skill	When a melee attack misses you, move into an adjacent square without provoking an attack of opportunity.
Combat Trickery	Trained in the Deception skill	Spend two swift actions to make Deception check to make enemy flat-footed.
Elder's Knowledge	Skill Focus (Knowledge [social sciences]) or (Knowledge [galactic lore])	Substitute a Knowledge (social sciences) or (galactic lore) skill check for a Wisdom-related skill check.
Frightening Cleave	Str 13, Cleave, Power Attack, base attack bonus +4	When you use the cleave feat, each enemy within 6 squares and line of sight takes a penalty to Reflex Defense, skill checks, and attack rolls against you.
Grab Back	Dex 13	As a reaction, make a grab or grapple attack following a failed grab or grapple attack made against you.
Halt	Trip, Weapon Focus in selected weapon, Weapon Proficiency in selected weapon, base attack bonus +8	Knock an enemy prone after a successful attack of opportunity, immediately end target's remaining actions when also exceeding its damage threshold.
Heavy Hitter	Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons)	Add 1 point of damage for every 5 points rolled above the target's Reflex Defense, plus additional benefits when you exceed the target's damage threshold.
Hold Together	Trained in the Mechanics skill	Delay the damage caused to a vehicle until the end of the round.
Hyperblazer	Trained in the Use Computer skill	Cut all calculation time and Use Computer penalties by half when making Use Computer checks for astrogation in the hyperspace tangle. Reduce hyperspace mapping time by half.
Improved Sleight of Hand	Dex 15, Skill Focus (Deception), trained in the Deception and Stealth skills	Use Deception to aid your Stealth check to use Sleight of Hand; use Stealth to draw and palm a weapon simultaneously.
Improvised Weapon Mastery	Weapon Proficiency (simple weapons)	Treat improvised weapons as simple weapons, deal +1d6 points of damage.
Instinctive Attack	Proficient in weapon used, living character (not a droid)	Spend a Force Point to reroll an attack and take the better result.
Instinctive Defense	Living character (not a droid)	Spend a Force Point to increase all defenses by 2 for 1 round.
Intimidator	Trained in the Persuasion skill	When you successfully intimidate, enemy takes -5 to skill checks and -2 to attacks for one round.
Maniacal Charge	—	Intimidate your enemies when charging, preventing adjacent characters from making attacks of opportunity and denying your target its Dexterity bonus.
Mounted Combat	Trained in the Ride skill	Increase speed and avoid attacks when riding a mount.
Nikto Survival	Member of Nikto subspecies	Reroll Survival checks in native environment.
Targeted Area	Weapon Proficiency in selected weapon, base attack bonus +5	Deal an additional 5 points of damage against one target within a successful area attack.
Trample	Trained in the Ride skill	When using the mounted charge action, attack enemies between you and your target.
Wilderness First Aid	Trained in the Survival skill	Use Basic Survival skill as if you have a medpac for Treat Injury checks.

A NIKTO SOLDIER HALTS A CHARGING SCOUT.



HALT

When making an attack of opportunity, you can stop an enemy in its tracks.

Prerequisites: Trip, Weapon Focus in selected weapon, Weapon Proficiency in selected weapon, base attack bonus +8.

Benefit: If you hit with an attack of opportunity against an enemy of up to one size larger than you, compare the same die roll result against the target's grapple check (see page 154 of the Saga Edition core rulebook). If the die roll succeeds against the grapple check, the target immediately halts all movement and falls prone in its current square. The target can spend any remaining actions normally. If your attack exceed the target's damage threshold, the target loses any remaining actions and ends its turn immediately. Apply damage normally to the target regardless of the results of this feat.

Special: If the target is using the charge action when moving past you, its charge is ended if you successfully knock it prone, and the target cannot charge again on this turn.

HEAVY HITTER

You know how to pound targets when firing heavy-weapons emplacements and vehicle weaponry.

Prerequisites: Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons).

Benefit: When making an attack roll using a weapons emplacement or a vehicle weapon, you add an additional 1 point of damage for every 5 points you roll above the target's Reflex Defense. If you exceed the target's damage threshold, then on its next turn the target cannot attack and its speed is reduced by 2 squares (1 square starship scale).

HOLD TOGETHER

Sometimes vehicles seem to hold together by your force of will.

Prerequisite: Trained in the Mechanics skill.

Benefit: As a reaction, you can spend a Force Point to delay the effect of damage dealt to a vehicle you are riding in or piloting until the end of the round. The vehicle must be of Colossal size or smaller.

HYPERBLAZER

You are familiar with blazing new routes and navigating the tangled web of hyperspace in the Unknown Regions.

Prerequisite: Trained in the Use Computer skill.

Benefit: When traversing the hyperspace tangle, you reduce by half the calculation time and penalties on Use Computer checks for astrogation (see page 237 of the Saga Edition core rulebook). You also reduce hyperspace mapping time by half when mapping new hyperspace routes.

IMPROVED SLEIGHT OF HAND

You manipulate small objects quickly, and they seemingly disappear with a flick of your wrist. You excel at hiding objects when observed, even at close range.

Prerequisites: Dexterity 15, Skill Focus (Deception), trained in the Deception and Stealth skills.

Benefit: When using the Sleight of Hand application of the Stealth skill (see page 73 of the Saga Edition core rulebook), you can use your Deception skill to improve your chance of success. Prior to making the Stealth check, you can make a Deception check as a swift action. The opposed Perception check of anyone attempting to notice your action must exceed both your Deception check and your Stealth check.

Additionally, you can, as a single action, use Improved Sleight of Hand to simultaneously draw and palm a weapon two sizes smaller than you. Make a Stealth check as a free action when drawing your weapon to successfully conceal it in a position in your hand (or similar appendage), where you can use it on a following action. Once the weapon is used, you can attempt to palm it again as a swift action.

IMPROVISED WEAPON MASTERY

You use improvised weapons with true skill.

Prerequisite: Weapon Proficiency (simple weapons).

Benefit: You treat all improvised weapons as simple weapons, and you can use them without penalty and with talents and feats designed for use with simple weapons. You also deal an additional 1d6 points of damage on a successful hit.

INSTINCTIVE ATTACK

Your accuracy improves when you act on instinct. Though you might call it luck, the Force is with you.

Prerequisite: Proficient in weapon used, living character (not a droid).

Benefit: When you use a Force Point when making an attack, you can reroll the attack and take the better result. Apply the results of the die from the Force Point to the better result.

INSTINCTIVE DEFENSE

You naturally know how to avoid attacks and defend your mind and body when the Force is with you.

Prerequisite: Living character (not a droid).

Benefit: On your turn, as a free action, you can spend a Force Point to increase all your defenses by 2 until the start of your next turn.

INTIMIDATOR

When you intimidate others, either physically or verbally, you shake their confidence so severely that it affects their performance.

Prerequisite: Trained in the Persuasion skill.

Benefit: When you successfully use the Intimidate application of the Persuasion skill against a creature, instead of the normal results, the creature takes a -5 penalty to all skill checks (including Use the Force) and a -2 penalty to all attacks when you are within its line of sight, until the end of your next turn. If aboard another vehicle, your enemy must be able to see or detect your vehicle.

Special: You cannot use this feat with the Maniacal Charge feat.

MANIACAL CHARGE

You charge your enemies like a battle-crazed berserker.

Benefit: When using the charge action, you can make a Persuasion check as a free action to intimidate your target and each enemy you pass within 1 square of. When your check succeeds against an enemy you pass, it cannot make an attack of opportunity against you. When your check succeeds against your target, it loses its Dexterity bonus and is considered flat-footed until the start of your next turn.

MOUNTED COMBAT

You know how to get the most from a mount in combat and in other dangerous situations.

Prerequisite: Trained in the Ride skill.

Benefit: You can make a DC 20 Ride check as a swift action to spur your living mount to move faster than its normal speed. If the check fails, your mount's speed does not increase and it moves -1 step on the condition track. If the check succeeds, your mount's speed increases by 2 squares until the start of your next turn. You cannot take 10 on this check. Your mount must succeed on a DC 20 Endurance check prior to each subsequent attempt to use this feat in the same encounter.

Additionally, once per round, as a reaction, when you are riding a mount, you can negate a weapon hit against either you or the mount by making a successful Ride check. The DC of the skill check is equal to the result of the attack roll you want to negate.



A SLUISSI SCOUT CREATES A TARGETED AREA TO PIN DOWN A RAKATAN WARRIOR.

NIKTO SURVIVAL

You gain an additional boost to your Survival checks, based on your Nikto subspecies.

Prerequisite: Must be a member of the Nikto species (see Nikto, page 13).

Benefit: Select a Nikto subspecies: Kajain'sa'Nikto (desert), Kadas'sa'Nikto (forest), Esral'sa'Nikto (mountains), Gluss'sa'Nikto (ocean), or M'shento'su'Nikto (arctic). In addition to the usual Nikto species traits, when you are operating in an environment advantageous to your native subspecies, you can reroll any Survival check, taking the better result.

TARGETED AREA

Your area attacks deal more damage to one target within the area of effect.

Prerequisite: Weapon Proficiency in selected weapon, base attack bonus +5.

Benefit: When you make a successful area attack, select a single target hit by the attack. That target takes an additional 5 points of damage from the attack, before applying the effect of the Evasion talent.

TRAMPLE

When charging, your living mount can flatten smaller targets between you and your target.

Prerequisite: Trained in the Ride skill.

Benefit: When you use the mounted charge action, your mount can make a single melee attack as a free action. While charging, compare the result to the Reflex Defense of each enemy whose square you charge through. Each enemy hit by the attack takes claw, gore, or slam damage from the mount's natural weapons plus the mount's Strength modifier. You or your mount still can make a regular attack at the end of the charge.

Special: You can use this feat if either you or your mount has taken it. Mounts with this feat do not require the prerequisite.

WILDERNESS FIRST AID

You know how to treat wounds in the wilderness, using only the natural materials around you.

Prerequisite: Trained in the Survival skill.

Benefit: Once per day, you can make a DC 20 Survival check. If the check is successful, when you use the Basic Survival application of the Survival skill, you are considered to have a medpac for any Treat Injury checks made until the end of the day.

Special: The Gamemaster can adjust the DC for the current environment, raising it for harsh or desert climates or lowering it for more diverse locales.

FIGHTING FROM MOUNTS

The Ride skill (see page 72 of the Saga Edition core rulebook), along with associated feats and talents found in this and other *Star Wars Roleplaying Game* Saga Edition supplements, covers fighting from a living mount. The following combat actions can also be used with mounts, by characters trained in the Ride skill.

Attacks of Opportunity

When an enemy provokes an attack of opportunity, both you and your mount can each make a single attack once per round. You can elect for both you and your mount to take the attack of opportunity simultaneously in response to the same provoking action, or you can save one or both attacks for a future attack of opportunity in the same round. Having the Combat Reflexes feat allows you or your mount to make additional attacks, but you cannot share extra attacks with your mount, or vice versa.

Catch a Second Wind

A mount that has a heroic class or the Extra Second Wind feat can catch a second wind once per day as a swift action.

Fall Prone

A mount voluntarily falling into a prone position requires a swift action. If the mount is trained in the Acrobatics skill, it can fall prone as a free action with a successful DC 15 Acrobatics check.

Mounted Charge

You can charge while riding a mount. As a standard action, you can move your mount's speed (minimum 4 squares) in a straight line, and then you or your mount can make a melee attack at the end of movement. You or your mount gain a +2 competence bonus to the attack roll and take a -2 penalty to Reflex Defense until the start of your next turn. You can charge through squares containing low objects and difficult terrain, but doing so costs twice as much per square as normal. You can charge through squares occupied by enemies smaller than the size of your mount, but not squares occupied by enemies of the same size as or larger than your mount. After you resolve a charge attack, you can take no further actions this turn. You can use feats that modify the charge action when making a mounted charge attack.

Stand Up

Standing a mount up from a prone position requires a move action. A mount trained in the Acrobatics skill can stand up as a swift action with a successful DC 15 Acrobatics check.

PRESTIGE CLASS TALENTS

The following talents expand the talent trees available to the prestige classes found in the Saga Edition core rulebook.

ACE PILOT TALENTS

Scouts, warriors, and criminals depend on their starships in the unpredictable Unknown Regions. With so much time devoted to the complexities of travel in the region, many become excellent pilots, anticipating and avoiding even the most difficult deep-space hazards.

New Expert Pilot Talents

The following new talents expand the Expert Pilot talent tree (see page 207 of the Saga Edition core rulebook). Any character who can normally choose talents from the Expert Pilot talent tree can choose these talents as well.

Roll Out: You are an expert at escaping dogfights. When making an opposed check to disengage from a dogfight, you can reroll your Pilot check, taking the better result. If you fail, you remain in the dogfight, but the gunners on your vehicle do not take penalties to their attack rolls (see page 171 of the Saga Edition core rulebook).

Prerequisite: Elusive Dogfighter.

New Gunner Talents

The following new talents expand the Gunner talent tree (see page 207 of the Saga Edition core rulebook). Any character who can normally choose talents from the Gunner talent tree can choose these talents as well.

Fast Attack Specialist: Once per encounter, when piloting a vehicle of gargantuan size or smaller, you can make a full attack as a standard action. You can spend a Force Point to use this action one additional time in an encounter.

Prerequisites: Expert Gunner, Quick Trigger.

Overcharged Shot: You know how to overcharge your vehicle's weapon to produce additional damage. As a swift action, you can overcharge your vehicle's energy weapon and deal 1 die of damage on your next attack in the same turn. However, your weapon loses 1 die of damage on its subsequent attacks and cannot be overcharged again, until a full round passes without the weapon firing.

Prerequisites: Expert Gunner.

BOUNTY HUNTER TALENTS

Bounty hunters seeking targets in the Unknown Regions can expect to earn a premium for their specialized services. They must know their territory well, relying on their own knowledge and detective work, since they will receive little aid from scattered witnesses and informants. However, bounty hunters are able to operate with much greater freedom in the Unknown Regions, with no rules or regulations on their activities beyond local restrictions that can be easily ignored.

New Bounty Hunter Talents

The following new talents expand the Bounty Hunter talent tree (see page 208 of the Saga Edition core rulebook). Any character who can normally choose talents from the Bounty Hunter talent tree can choose these talents as well.

Familiar Enemies: You can apply your familiar foe bonus against a second enemy. If you can see both enemies simultaneously in the same round, you need to spend only a single full-round action observing them. Otherwise, you must spend a separate full-round action on each enemy.

Prerequisite: Familiar foe special quality.

Familiar Situation: You can apply your familiar foe bonus to your Fortitude and Will Defenses against attacks and actions taken against you by the target of your familiar foe special quality.

Prerequisite: Familiar foe special quality.

Quick Cuffs: You are fast with the binders. As a swift action, when you successfully use the grab action against a target, you can use binder cuffs or similar restraints to bind one of the target's arms to one of your arms or to an adjacent object. You cannot use improvised materials, such as mesh tape, for this talent, and the binders must be in your hands or readily available. You and the target both take a -2 penalty to attack rolls and Reflex Defense while bound together.

Prerequisite: Quick Draw feat.

CRIME LORD TALENTS

Crime lords operating outside civilized space can become virtual warlords or minor governments in their own right. A crime lord might control an entire planet or star system with thousands or tens of thousands of beings under his or her control. Although they operate beyond all legal jurisdictions, crime lords must still fear attacks by rivals as well as by governmental organizations determined to pursue criminals no matter where they hide.

New Infamy Talents

The following new talents expand the Infamy talent tree (see page 210 of the Saga Edition core rulebook). Any character who can normally choose talents from the Infamy talent tree can choose these talents as well.

Master Manipulator: When you make a successful Persuasion check, you can immediately make a second Persuasion check against the same target, even if it is not normally allowed. The second Persuasion check need not be for the same use of the Persuasion skill as the first. For example, if you successfully change the attitude of the target, you can immediately attempt to change it a second time, or you can attempt to intimidate the target instead.

Prerequisites: Notorious, Skill Focus (Persuasion), trained in the Persuasion skill.

Small Favor: You can call in a small favor from someone who owes you. Once per day, make a DC 25 Persuasion check. If the check is successful, an informant gives you information, granting you a +10 competence bonus to one Gather Information or Knowledge check made within the next 24 hours.

Prerequisites: Notorious, Trained in the Persuasion skill.

New Mastermind Talent

The following new talents expand the Mastermind talent tree (see page 210 of the Saga Edition core rulebook). Any character who can normally choose talents from the Mastermind talent tree can choose these talents as well.

Master's Orders: When an ally uses an action granted to him or her by you, the ally can reroll any attack or check made during that action, taking the better result.

Prerequisites: Impel Ally I, Impel Ally II.

ELITE TROOPER TALENTS

The Unknown Regions create skilled, tough combatants who can survive the areas' unexpected perils. Elite troopers from known space are often protectors or mercenaries. On primitive worlds, superior clan warriors or tribal champions are frequently elite troopers.

New Critical Master Talent

The following new talents expand the Critical Master talent tree (see page 42 of the *Force Unleashed Campaign Guide*). Any character who can normally choose talents from the Critical Master talent tree can choose these talents as well.

Extended Critical Range (simple weapons): When you attack with a simple weapon, you extend the weapon's critical range by 1 (for example, 19–20 instead of 20). However, anything other than a natural 20 is not considered an automatic hit; if you roll anything other than a natural 20 and still miss the target, you do not score a critical hit.

Prerequisites: Weapon Proficiency (simple weapons), base attack bonus +10.

New Weapon Master Talents

The following new talents expand the Weapon Master talent tree (see page 211 of the Saga Edition core rulebook). Any character who can normally choose talents from the Weapon Master talent tree can choose these talents as well.

Extended Threat: When using a ranged weapon eligible to make attacks of opportunity, you threaten all squares within a 2-square radius.

Prerequisites: Weapon Focus and Weapon Proficiency with weapon used.

Multiattack Proficiency (simple weapons): When you make multiple attacks with any type of simple weapon as a full attack action (see page 154 of the Saga Edition core rulebook), you reduce the penalty to your attack rolls by 2.

You can take this talent multiple times; each time you take this talent, you reduce the penalty to your attack rolls by an additional 2.

Two-For-One Throw: As a standard action, you can throw two weapons simultaneously. Both weapons target the same enemy or target square and are thrown with one hand. Make separate attack rolls for each weapon, each at a –10 penalty. The weapons must be similar, such as two grenade-like

objects or two knives, and they must be no larger than one size category smaller than you. The attack cannot exceed short range (typically 8 squares).

Prerequisites: Weapon Focus (simple weapons), Weapon Proficiency (simple weapons).

FORCE ADEPT TALENTS

The Force adepts of the Unknown Regions have knowledge and abilities that are undiscovered or long forgotten by the Force-users of known space. Characters from known space should learn these talents from an Unknown Regions native, instead of learning them on their own.

New Force Adept Talents

The following new talents expand the Force Adept talent tree (see page 214 of the Saga Edition core rulebook). Any character who can normally choose talents from the Force Adept talent tree can choose these talents as well.

Instrument of the Force: You are particularly in tune with the living Force. When you successfully use Search Your Feelings, you gain a Force Point that must be used before the end of the encounter. If you use this Force Point in a manner that would end in unfavorable results (per Search Your Feelings), you raise your Dark Side Score by 1. If you use the Force Point in an action that would normally raise your Dark Side Score, you raise your Dark Side Score by 2 instead.

Long Call: When using the telepathy ability of Use the Force, you reduce the DC of the Use the Force check by half, as do those Force-users for whom you are a willing telepathic recipient. When attempting to contact an unwilling target, you can reroll and take the better result. By spending a Force Point, you can simultaneously contact a number of targets equal to your Charisma modifier (minimum two) with a single Use the Force check.

Prerequisite: Mystical Link.

Mystical Link: The Force guides you in unexpected ways. As a standard action, make a DC 30 Use the Force check. If the check is successful, you gain one of the following benefits, as selected by the Gamemaster: one Force power is returned to your Force suite; one Force Point that is lost if it is not spent before the end of the encounter; an additional use of a Force-related talent or feat normally restricted to once per encounter; or roll an additional die when making a Force check and select the highest die rolled.

GUNSLINGER TALENTS

When operating in areas far beyond the reach of the law or other aid, gunslingers are among the heroes best able to protect themselves.

New Gunslinger Talents

The following new talents expand the Gunslinger talent tree (see page 216 of the Saga Edition core rulebook). Any character who can normally choose talents from the Gunslinger talent tree can choose these talents as well.

Lingering Debilitation: Once per encounter, when you successfully use Debilitating Shot to move a target character –1 step on the condition track, the target suffers a persistent condition requiring 4 hours of rest or a DC 25 Treat Injury check to remove.

Prerequisite: Debilitating Shot.

Retreating Fire: When moving away from a pursuing target, if you either run or use two move actions during this turn, you can make a single ranged attack with a –5 penalty as part of your move action. You can spend a Force Point to avoid the penalty.

Slowing Shot: If you successfully use Debilitating Shot, until the target moves to the normal state on the condition track or until the end of the encounter, the target's speed is reduced by 2 squares, and it loses its Dexterity bonus to its Reflex Defense and is considered flat-footed. These effects occur in addition to the effect of Debilitating Shot (see page 216 of the Saga Edition core rulebook). If you spend a Force Point, the target's speed is reduced by 4 squares or half of its normal speed, whichever is the greater reduction.

Prerequisite: Debilitating Shot.

Swift Shot: Once per encounter, you can make a single ranged attack with a handheld weapon as a swift action instead of a standard action. However, you cannot use your remaining actions for an attack.



A HUMAN GUNSLINGER USES RETREATING FIRE TO ESCAPE A SSI-RUUK SOLDIER.

OFFICER TALENTS

An officer on an extended mission into the Unknown Regions operates with great autonomy from his or her host organization and might develop unusual tactics. Such an officer might also be specialized in guerrilla tactics or command irregular forces within the military or paramilitary organization.

New Military Tactics Talents

The following new talents expand the Military Tactics talent tree (see page 221 of the Saga Edition core rulebook). Any character who can normally choose talents from the Officer talent tree can choose these talents as well.

Commander's Prerogative: During the first round of combat in an encounter (after the surprise round, if any), you can take your turn before any of your allies, but you must use either the share talent prestige class ability or a talent from one of the following talent trees as part of your turn: Commando, Leadership, or Military Tactics. On the subsequent round, you return to your normal place in the initiative order.

Prerequisite: Trained in the Initiative skill.

Irregular Tactics: Your tactics confuse enemy commanders and tacticians that can see or otherwise observe your forces in action, such as when using sensors. After using the share talent special quality, make a Knowledge (tactics) check as a free action. The result replaces the DC of any talents that use Knowledge (tactics) from the Military Tactics talent tree used against you or your allies.

Prerequisite: Share talent special quality.

Lead by Example: If you have already used a talent in an encounter before granting the same talent to an ally with your share talent special quality in the same encounter, any character who benefits from share talent gains one of the following bonuses when using that talent: Reduce the talent's DC by 5; gain an additional +2 bonus to any bonus to attack, Defense, or damage used by the talent; or reduce the amount of damage taken by the character through the use of the talent by 10 points. If the talent can be affected by more than one effect, the character using the talent selects the desired effect.

Prerequisite: Share talent special quality.

Turn the Tide: Once per encounter, after the first round of combat, you can make a Knowledge (tactics) check as a full-round action and compare the result to the Will Defense of all enemies within 12 squares of you and within your line of sight. If your check is successful, affected enemies must reroll their Initiative checks at the start of the next round. Allies within your line of sight can choose whether to reroll their check. Rerolls and other modifiers to the Initiative skill apply normally to this check for all affected targets.

Prerequisites: Command Decision, Commander's Prerogative, trained in the Initiative skill.

FORCE-USING TRADITIONS

What new secrets of the Force lurk within the vast and mysterious Unknown Regions? Throughout the millennia, Force-users of all types seek refuge in wild, uncharted space, including ancient Sith fleeing Jedi shadows and sentinels, Order 66 survivors fleeing the Empire, and lesser-known traditions seeking their own way in the galaxy. In addition, Force-using natives of the Unknown Regions naturally develop their own traditions and ideas regarding the power of the light and dark sides. Over the millennia, Jedi, Sith, and other followers of the Force have journeyed into the Unknown Regions, following rumors of experts and sages as they search for greater understanding or new and mysterious techniques.

The following non-Jedi Force tradition is specifically for use in the Unknown Regions. However, Gamemasters should feel free to incorporate elements of traditions from other *Star Wars Roleplaying Game* supplements and campaign guides with these or other traditions of their own creation. With such diverse influences, virtually any tradition might have made its way to the Unknown Regions, but it might have been so adapted, warped, or corrupted that its original source is no longer recognizable.

THE BLAZING CHAIN

The Blazing Chain is a group of nomadic raiders who ply their way through the Unknown Regions in search of poorly defended settlements and starships from which they can plunder whatever they need. Blazing Chain ships are painted with variations of a fiery chain wrapping across the vessel, an intimidating and fearsome symbol. Though many call them pirates, the members of the Blazing Chain prefer quick raids, living on the spoils for long periods of time. Unlike typical raider groups, however, the Blazing Chain uses the Force to gain the upper hand. The Blazing Chain does not adhere to a single philosophy of Force use. Members add powers and techniques to their Force repertoires through trial and error, through the admission of outside Force-users to their ranks, and through teaching the techniques commonly used in raids. Members of the Blazing Chain cannot build lightsabers and rarely use them. Those who manage to obtain lightsabers lack the training to use them effectively.

History

In the time of the Old Republic, the Blazing Chain starts deep within the Unknown Regions as a group of talented pirates and raiders, bolstered by members who have rudimentary Force abilities. After the Great Sith War, the Blazing Chain encounters Sith ships fleeing into the Unknown Regions. Although a few of the less powerful Sith join Blazing Chain crews, most encounters between the Sith and the Blazing Chain are violent and deadly. However, the Chain learns new techniques from the Sith, even though the group rejects the Sith's established philosophy.

Gradually, the Force-users in the Blazing Chain outnumber those without Force abilities. By the time of the Dark Wars, 90 percent of Blazing Chain members are Force-sensitive. The Blazing Chain operates as a dozen small autonomous fleets, scattered throughout the Unknown Regions. The fleets are made up of a wide variety of ships captured over the years. Each fleet is lead by an Adacap, a strong-willed, charismatic, and intelligent captain, able to keep his or her followers in line through threat, bribery, or genuine respect. Rarely does a single leader emerge to head the entire Blazing Chain. However, the fleets regard each other as brethren and rarely combat each other directly. United raids are carried out on an ad hoc basis.

One year prior to the Battle of Naboo, members of the Blazing Chain Blackshackle fleet fall to the dark side while under the command of Adacap Zonsoe. Inspired by tales of Sith power, Zonsoe exchanges the role of raider for that of conqueror and begins to take permanent control of some of the Blazing Chain's favorite targets and havens. Zonsoe defeats the rival Blazing Chain Arcblade fleet, absorbing half of its members into his ranks. Over the next five years, the remaining Blazing Chain fleets fight both alone and in concert against Zonsoe's forces, finally shattering the Blackshackle fleet in a massive space battle that leaves the surviving Blazing Chain fleets significantly weakened until after the Battle of Yavin.

Over the next few years, the Blazing Chain slowly rebuilds its strength, and its fleets establish strongholds on isolated worlds. The Blazing Chain expands its knowledge of the Force, paying greater heed to the difference between the light and dark sides. Although not shunning the dark side completely, the Blazing Chain is more aware of its influence and pitfalls. By the fall of the Galactic Alliance, the Blazing Chain is once again a formidable threat, operating widely in the Unknown Regions.

Location

The far-ranging and splintered Blazing Chain can be found in any part of the Unknown Regions, although it is commonly encountered within the galactic disk and surrounding cloud. A long-isolated fleet might emerge in an unexplored pocket of known space, but this is rare.

Most members of the Blazing Chain live aboard their vessels. The largest fleets use colony ships as self-contained cities operating far from any civilized world. However, a fleet typically operates in a particular sector or collection of systems, using deep space or planetary shadowports for resupply and socializing. Later Blazing Chain fleets establish well defended strongholds on isolated worlds, kept secret from outsiders and other fleets. Most strongholds are not homeworlds, but they serve as rallying points, supply caches, fortifications, and meeting locations.

Philosophy

The Blazing Chain adheres to no single Force philosophy, other than using the Force in any way that benefits its members and makes raiding easier. Although some adhere loosely to light-side principles, Blazing Chain raiders

freely use their anger and aggression to call upon the dark side. Although some fall to the dark side, the vast majority of Blazing Chain members do not. To the Blazing Chain, members falling to the dark side is only a problem if it endangers the fleet, ship, or crews. Some ships and fleets run for years under a fallen commander. Force training is treated like gunnery or pilot or any other training. Skillful Force-users lead classes grounded in practical use, rather than theory or philosophy.

Membership: About 80 percent of the Blazing Chain's members are born into the fleet. However, the Blazing Chain accepts nearly any roguish Force user into its ranks, as long as the fleet can be persuaded that the candidate adds to the group's power and will not betray the fleet to opposing forces or rival Blazing Chain fleets. Non-Force-users are also admitted, although most find themselves at a distinct disadvantage and unable to rise through the ranks. A Force user who has clearly turned to the dark side is considered risky and is closely watched, especially after the fall of the Blackshackle fleet.

Playing a Member of the Blazing Chain

Blazing Chain members begin as scoundrels, scouts, or soldiers. Some who have command abilities begin with the noble class, but few start with the Jedi class. Those of the Jedi class normally concentrate on talents from the Jedi Guardian and Jedi Sentinel talent trees, and virtually none has experience with the Lightsaber Combat talent tree. Members select talents that make them difficult to see or hit, such as Force Haze and Elusive Target. They also prefer talents from the Alter and Control talent trees and their own talent tree, below. Those who have a Dark Side Score greater than 0 often have one or more talents from the Dark Side tree.

Powerful Force-wielding Blazing Chain members eventually take levels in the Force adept prestige class. Members can take levels in Sith- or Jedi-related prestige classes only if they have access to holocrons or to members of those traditions. They might also learn talents of other traditions they encounter, if someone is available to instruct them.

BLAZING CHAIN TALENT TREE

Blazing Chain members develop abilities that aid them in raids and starship combat. They do not rely on lightsabers, so they apply the Force to blasters and other weapons in ways that other traditions have not attempted.

Force Directed Shot: You use the Force to alter the flight of your blaster bolt, projectile, or similar missile from a thrown or ranged weapon. As a swift action, select one square within 12 squares of you and within your line of sight. You treat that square as the origin square for your next ranged attack with an energy weapon made before the end of your next turn, and determine cover and concealment as though you were firing from that square. You must have line of sight to the target of the attack from the square you occupy.

Prerequisites: Force Sensitivity, trained in the Use the Force skill.

Negate and Redirect: When you successfully use the negate energy power (see page 99 of the Saga Edition core rulebook) against a ranged energy weapon (such as a blaster), you can redirect some of the shot's

energy at an enemy target, in addition to the power's usual benefit. As a free action immediately following your successful use of the negate energy power, choose one enemy you can see within 6 squares of you, and make a Use the Force check against the target's Fortitude Defense. If you hit, the target takes energy damage equal to one-half of the damage you negated.

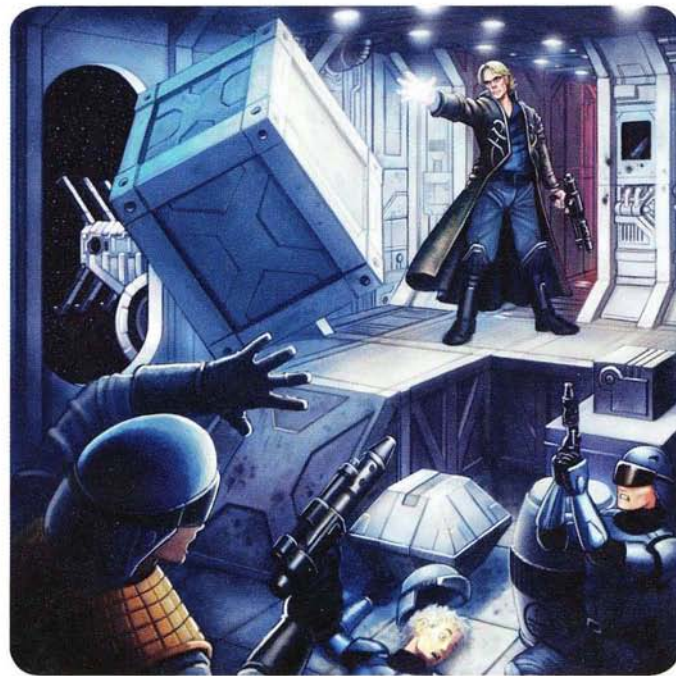
Prerequisite: Negate energy, Force Sensitivity, trained in Use the Force.

Rising Anger: You tap directly into your anger to increase the effectiveness of your attacks. Once per round as a reaction to an ally taking damage or being moved down the condition track by an enemy, you gain a +1 morale bonus to your next attack roll. If you use this talent again before you make an attack, the bonus increases by 1, up to a maximum of +5.

Prerequisite: Force Sensitivity, Dark Side Score of 1 or higher.

Rising Panic: You start a rising panic in an enemy who observes your attacks and actions, inhibiting the enemy's ability to respond. Once per round as a reaction to an enemy damaging one of your allies or moving one of your allies down the condition track, you can make a Use the Force check against the target's Will Defense. If the check is successful, you move the target -1 step on the condition track. An enemy moved to the bottom of the condition track by this talent does not fall unconscious, but instead must spend its actions fleeing combat for one minute or until it moves up the condition track. This is a mind-affecting fear effect.

Prerequisite: Force Sensitivity, Dark Side Score of 1 or higher.



A BLAZING CHAIN ADEPT HURLS CRATES AT GALACTIC ALLIANCE TROOPERS.

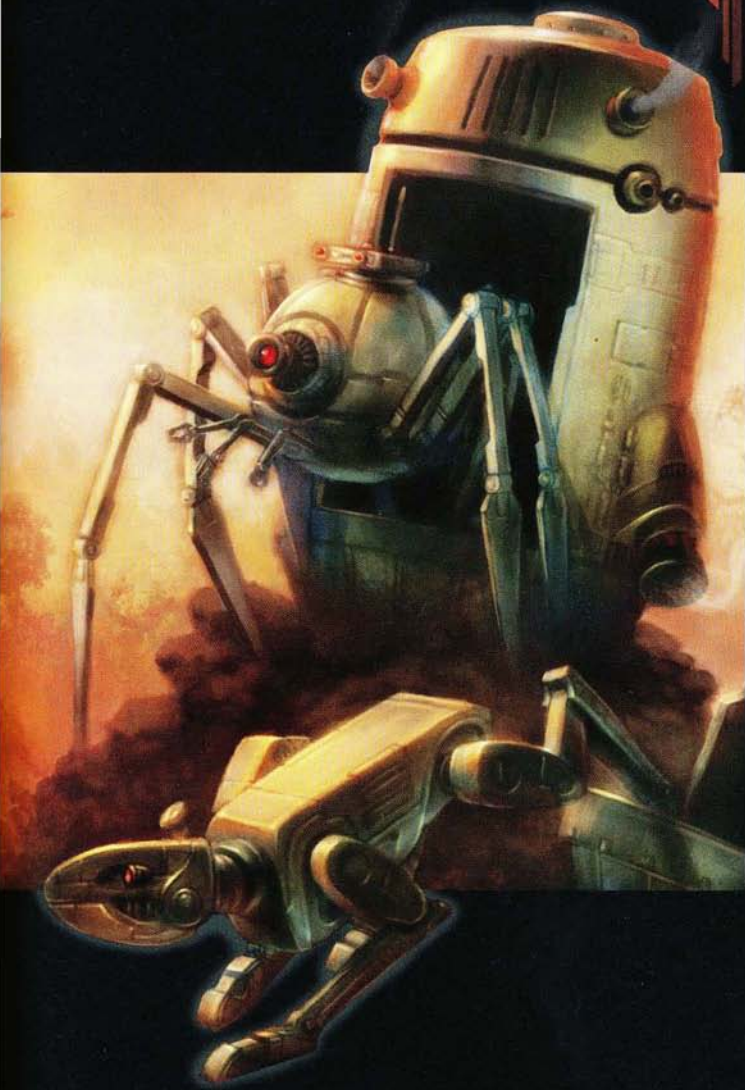
CHAPTER II EXPLORER'S EQUIPMENT



An explorer is only as good as his or her equipment. Although the best explorers can get by with the bare necessities of a breather and a blaster, only the reckless and the foolhardy venture out into the unknown expanses of the galaxy without the equipment necessary to ensure both success and survival. Any veteran scout can tell you that when you're a million light-years away from civilization, your wits and your gear make the difference between accomplishing your mission and death. Explorers prize durability and functionality over aesthetics, because their lives require equipment that works over equipment that looks good. Despite what the holos show, an explorer's life isn't glamorous.

Anyone can recognize the need for a reliable weapon when venturing into unknown and potentially hostile territory, but those who take up the scouting life often need far more, because there are as many potential hazards waiting for the unwary as there are stars in the galaxy. A scout soon learns how to determine the right tool for the environment he or she is heading into. An Aquata breather is of little use on a world that has no moisture and a toxic atmosphere. And while a bulky space suit is a lifesaver in the cold darkness of space, it can be a liability on a world that has thick vegetation. Those whose explorations consist mainly of scouting enemy encampments know that being detected by the people you are spying on frequently leads to a bad end. Every explorer comes to rely on a core set of equipment, including weapons, armor, and transportation.

Although a good scout can find a use for almost any piece of equipment, some pieces have become mainstays in the explorer's arsenal, varying little even when the political landscape changes drastically. Some equipment can prove just as useful in civilized space as it can on some unknown chunk of dirt.



MELEE WEAPONS

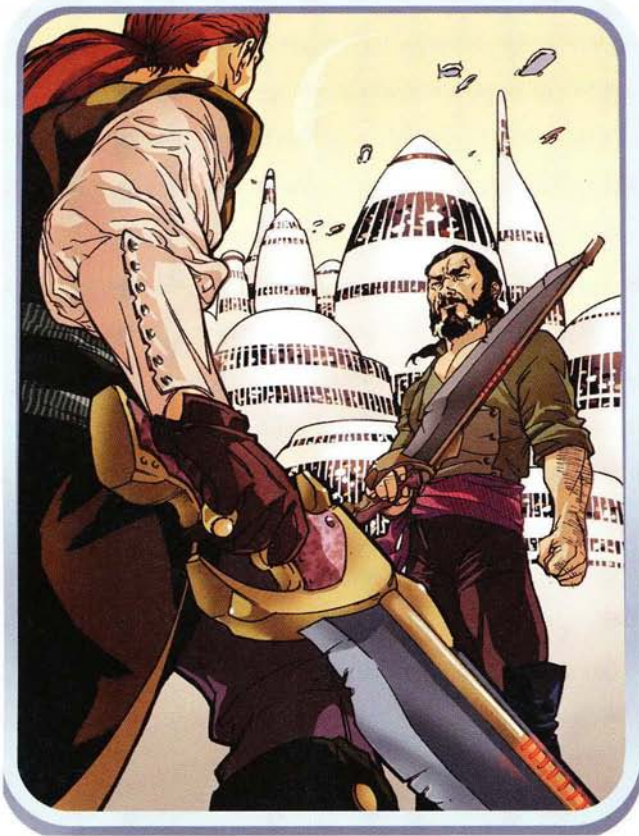
Although a reliable melee weapon is frequently a secondary concern, many an explorer has faced a situation in which a melee weapon would have been far more useful than a blaster.

Blastsword

Exotic Weapon

The favored weapon of duelists from the remote world of Adumar, the blast-sword is an odd combination of a standard vibroblade and the inner workings more commonly found in blaster weapons. At the tip of the blade sits a small metal nozzle, which emits a slight glow and an audible hum when activated. When the user successfully stabs a target, the blaster energy discharges.

A blastword is well balanced, and its wielder can consider it to be a light weapon for the purpose of using the Weapon Finesse feat. A blastword requires a power pack to operate.



HUMAN DUELISTS PREPARE TO FIGHT WITH BLASTSWORDS.

Contact Stunner

Simple Weapon

Frequently sold as a personal protection device, the contact stunner is a small, inconspicuous weapon, the forward end of which is covered with over a dozen contact disks, enabling it to deliver a concentrated and, therefore, effective discharge when it contacts a target. However, the weapon's lack of mass makes it less useful for anything other than rendering a target unconscious.

Because of its slender and compact design, a contact stunner grants a +5 equipment bonus to Stealth checks made to conceal the weapon. A contact stunner requires an energy cell to operate.

Electropole

Advanced Melee Weapon

Similar to the more common electrostaff, the electropole or static pike is an electrified melee weapon used primarily by the Gungans of Naboo and the picadors on Geonosis. Both cultures use the weapon for herding beasts as well as in battle. Unlike the standard electrostaff and the force pike, the electropole can be thrown like a javelin. Experienced users often keep two or three electropoles within reach when expecting trouble, one for close combat and the rest to be thrown at the enemy.

Gungans are considered proficient with the electropole if they have the Weapon Proficiency (simple weapons) feat. An electropole requires two energy cells to operate.

Survival Knife

Simple Weapon

A small hand-held weapon with a sturdy blade, the survival knife can be used as both a tool and a weapon, making it popular with explorers and survivalists alike. It is frequently issued to pilots in military units in the event they are shot down and survive their vehicles' destruction. The handle is hollowed out to allow storage of very small items, typically rudimentary survival tools such as a fire rod (see page 40), a short length of binding wire, or an energy cell.

A character who has a survival knife can always determine which way is north thanks to the built-in digital compass.

Vibro-Saw

Exotic Weapon

A large and cumbersome variation of the vibro-ax, a vibro-saw is typically used to cut down large vegetation such as trees and exceptionally thick vine clusters. However, its impressive cutting power has led the vibro-saw to be used to cut through bulkheads in boarding actions by military units and pirates alike. The vibro-saw also has the distinct advantage of being legal in areas where the possession of any other type of vibro weapon is a criminal offense.

A vibro-saw ignores a target's Damage Reduction. A vibro-saw requires two energy cells to operate.

TABLE 2-1: MELEE WEAPONS

ADVANCED MELEE WEAPONS	COST	DAMAGE	STUN DAMAGE	WEIGHT	TYPE	AVAILABILITY
Medium						
Electropole ¹	1,500	2d8	Y	1.3 kg	Bludgeoning and Energy	Licensed
EXOTIC WEAPONS						
Medium						
Blastsword	600	3d6	—	2.1 kg	Energy	Rare
Large						
Vibro-saw	400	2d10	—	10 kg	Slashing	Licensed
SIMPLE WEAPONS						
Small						
Contact stunner	700	1d4	Y (2d8)	1.1 kg	Bludgeoning or Energy	Licensed
Survival knife ²	100	1d6	—	1.4 kg	Slashing	—

¹ Can be thrown

² Can be thrown, inaccurate weapon

RANGED WEAPONS

As explorers travel from world to world, they can encounter a diverse array of ranged weapon designs, including variations on standard blasters and primitive bows and arrows. The types of sidearms that explorers need can vary as much as the environments in which they find themselves.

Black-Powder Pistol

Pistol

The black-powder pistol's usage or possession is rarely regulated, because it is considered antique on most worlds. Although reloading the weapon is slow and the weapon has a limited range, its main benefit is that knowledgeable explorers can usually scrounge together the materials to produce ammunition no matter where in the galaxy they might be. Black-powder pistols are notoriously finicky and require frequent maintenance. Many a spacer forced to use an ill-kept pistol has had it literally fizzle on him or her.

A black-powder pistol must be reloaded after each shot and requires a full-round action to reload, preventing the use of any feats or talents that allow multiple shots. Ammunition can be purchased in sets of 50 shots and costs 5 credits per set.

A character trained in Mechanics can attempt to forage for supplies to make his or her own ammunition, requiring a DC 20 Perception check to search the area for the necessary materials. One hour and a DC 15 Mechanics check can produce enough ammunition for 5 shots, and an extra 5 shots are produced for every 5 points by which the check result exceeds the DC.

Concussion Rifle

Rifle

A powerful if uncommon weapon, the concussion rifle operates by firing a concussive energy charge, creating a powerful shock wave that can knock down a full-grown Human. The technology required for these weapons is more complex than that used in blaster weapons, so few companies except Arakyd Industries and BlasTech produce them. In spite of their rarity, concussion rifles are popular with Trandoshan mercenaries and slavers and are used by several bounty hunters and some unconventional military units.

A character using this weapon makes an attack roll against the target's Fortitude Defense. If the attack is successful, the target is knocked prone in addition to the damage dealt by the weapon. A concussion rifle requires a power pack to operate. After 25 shots, the power pack must be replaced.

Crossbow

Simple Weapon

A primitive weapon used by cultures lacking access to blaster or black-powder weaponry, the crossbow requires more time to reload than a bow, and it exchanges range for greater stopping power. In spite of these drawbacks, professional assassins use modified crossbows because they are quiet and do not show up on weapon scanners. As a further benefit to explorers, crossbow bolts can be manufactured by hand with a little time and effort, although the quality of such makeshift ammunition might be questionable.

A crossbow holds only a single bolt at a time, and it requires a move action to reload. A case of 10 crossbow bolts costs 20 credits and weighs 0.6 kg.

TABLE 2-2: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Magna caster ¹	2,000	3d8	—	S	4 kg	Piercing	Restricted
Squib tensor rifle	10,000	3d8	—	S	7.2 kg	Energy	Restricted, Rare
Verpine shatter gun ¹	15,000	3d10	—	S	1 kg	Energy	Illegal, Rare
PISTOLS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Small							
Black-powder pistol ²	200	2d4	—	S	1.4 kg	Piercing	Rare
Stun pistol	550	—	Y (3d6)	S	1 kg	Energy	Licensed
Medium							
Heavy slugthrower pistol	400	2d8	—	S	2.1 kg	Piercing	Restricted
RIFLES	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Targeting blaster rifle ¹	1,000	3d6	Y	S	4 kg	Energy	Restricted
Large							
Concussion rifle	1,800	2d10	—	S	2.1 kg	Energy (sonic)	Restricted, Rare
SIMPLE WEAPONS	COST	DAMAGE	STUN DAMAGE	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Crossbow ²	300	1d8	—	S	1.8 kg	Piercing	—

¹ Accurate weapon: This weapon takes no penalty when firing at targets at short range.

² Inaccurate weapon: This weapon cannot attack targets at long range.

Heavy Slugthrower Pistol

The projectile equivalent of a heavy blaster pistol, the heavy slugthrower pistol uses a larger round than a slugthrower pistol, creating greater stopping power at the cost of increased recoil, which makes accurate firing of several shots in rapid succession a difficult prospect. In spite of this lack of accuracy, the heavy slugthrower pistol does provide a psychological advantage, both because of its large size as well as the loud report it makes when fired, something to be considered when dealing with a skittish group of unfriendly natives.

If you use the Double Attack, Triple Attack, or Rapid Shot feat with a heavy slugthrower pistol, you take an additional –1 penalty to attack rolls.

A heavy slugthrower pistol uses an ammo clip instead of a power pack. After 8 shots, the clip must be replaced. A clip costs 15 credits and weighs 0.1 kg.

Magna Caster

Exotic Weapon

Initially an attempt to duplicate both the lethality and simplicity of the Wookiee bowcaster, the magna caster is unable to replicate the penetration or power of the bowcaster. However, its use of a magnetic field generator makes the weapon substantially quieter than other ranged weapons, making it ideal for game hunters who track prey easily spooked by the sudden bursts of light and loud noises of blasters.

Its lack of noise gives a magna caster a +5 equipment bonus to Stealth checks made to snipe. A magna caster uses a case of bolts instead of a power pack. After 10 shots, the case must be replaced. A case of 10 bolts costs 50 credits and weighs 1 kg.

Squib Tensor Rifle

Exotic Weapon

Squibs are among the galaxy's foremost experts on tractor-beam technology, having adapted tractor beams to function as effective weapons. The tensor rifle, which fires invisible bursts of compressed tractor beams at the target, inflicts extensive cell disruption upon living targets hit with successive blasts. The weapon is also noted for being incredibly loud, and more than a few Squibs have used tensor rifles to get the undivided attention of beings who would otherwise dismiss them.

A character using this weapon makes an attack roll against the target's Fortitude Defense. If the attack is successful, the target moves -1 step on the condition track, regardless of the actual damage roll. Squibs treat Squib tensor rifles as rifles, rather than as exotic weapons.

A Squib tensor rifle is treated as a rifle for the purpose of determining range, and it requires a power pack to operate. After 15 shots, the power pack must be replaced.

Stun Pistol

Pistol

Although most blaster sidearms come with a stun setting as a standard feature, the stun pistol is designed to be used exclusively as a nonlethal weapon, often for crowd control or for subduing enemies without causing extensive injury. The weapon proves a popular option with law enforcers as well as with bounty hunters who prefer to bring their targets in alive for a higher payout.

Unlike other weapons set on stun, a stun pistol can be used to attack targets up to 20 squares away, instead of the usual range of 6 squares.

A stun pistol requires a power pack to operate. After 50 shots, the power pack must be replaced.

Targeting Blaster Rifle

Rifle

Although technically a sporting blaster, the targeting blaster rifle generates nearly as much firepower as a military-grade blaster rifle. Considered a cynical attempt by blaster manufacturers to circumvent restrictions on military-grade rifles, this weapon retains the legal status of a sporting blaster rifle and relies on overfocusing the blaster beam to significantly increase its punch. However, to gain the full benefit of the overfocused beam, the shooter must be precise. Targeting blaster rifles can be quickly disassembled for ease of storage and just as quickly reassembled when the weapon is needed. Assembling or disassembling the weapon requires a full-round action. Although the weapon is ostensibly designed for the sport hunter who wants something with a bit more kick, the targeting blaster rifle is popular with assassins, and only extensive lobbying by the manufacturers has prevented these weapons from being recategorized as military-grade hardware.

If you aim prior to making an attack roll, the targeting blaster rifle's damage dice change from d6s to d8s. A targeting blaster rifle does not have a folding stock. A targeting blaster rifle requires a power pack to operate. After 50 shots, the power pack must be replaced.

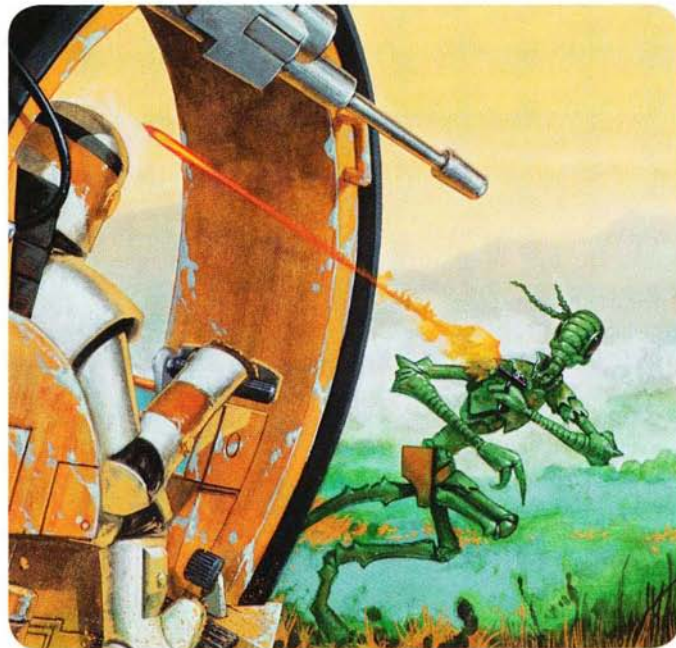
Verpine Shatter Gun

Exotic Weapon

Created and produced by the Verpine, the shatter gun is an extremely powerful but deceptively fragile handgun. Utilizing a magnetic coil, the shatter gun is nearly silent when fired, but it causes tremendous kinetic damage with small metallic projectiles that are accelerated to just under the speed of sound. The Verpine could increase the velocity of the projectiles, but the resulting sonic boom would be far more detrimental to the shooter than the benefit provided.

On a successful critical hit, a Verpine shatter gun deals an additional 1d10 points of damage (after multiplying for the critical hit). Verpine shatter guns are extremely fragile, so if the weapon takes any damage, it is considered disabled until repaired with a Mechanics check (see page 70 of the Saga Edition core rulebook). Verpines treat Verpine shatter guns as pistols, rather than as exotic weapons.

A Verpine shatter gun is treated as a pistol for the purpose of determining range, and it uses a special ammunition clip, which costs 1,000 credits for 50 shots. After 50 shots, the ammunition clip must be replaced.



A VERPINE USES A SHATTER GUN TO FIRE AT A 4B

EQUIPMENT

Table 2-4: Equipment presents common equipment used by explorers. Refer to the descriptions below for other pertinent information.

TABLE 2-3: EQUIPMENT

ITEM	COST	WEIGHT
Antidote synthesizer	2,500	0.8 kg
Climbing harness	45	0.7 kg
Emergency vacuum seal	750	0.9 kg
Fire paste	15	0.1 kg
Fire rod	25	0.1 kg
Hypoinjector wristband	350	0.1 kg
Microlab	1,800	0.8 kg
Personal multitool	100	0.2 kg
Personal translator	2,000	0.1 kg
Plastent	300	2.7 kg
Portable beacon	1,500	6.8 kg
Repulsor boots	200	2 kg
Repulsor hitch	100	3 kg
Saddle, riding	125	4 kg
Saddle, war	250	6 kg
Shipsuit	200	1 kg
Signal wand	300	0.2 kg
Sonar mapper	400	1 kg
Subsonic field emitter	120	0.2 kg
Water extractor	400	3.2 kg

Antidote Synthesizer

An antidote synthesizer is a small, portable device that takes the portability of a microlab one step farther. If an antidote to a poison or a toxin is needed and proper medical attention is not immediately available, an antidote synthesizer can be used to help the victim survive. The synthesizer can analyze a small amount of poison or toxin inserted into the machine's sample tube, and within 1d6 rounds it can create 1d4 doses of antivenom or antitoxin that each grant a +2 bonus to a Treat Injury check made to treat the poison or toxin. To reproduce an antidote after the doses are expended, however, requires a new sample of the poison or toxin.

Climbing Harness

Providing a measure of safety for a wide array of climbing activities, the climbing harness secures the wearer to a climb line, reducing the chances of falling by providing several attachment points for anchor lines, as well as additional options for securing equipment. A character using a climbing harness when making a Climb check falls only when he or she fails the check by 10 or more.

Emergency Vacuum Seal

Designed to quickly seal a starship's interior compartments during a hull breach, the disk-shaped emergency vacuum seal is a biomechanical device that has proven useful in such a crisis. When the seal has been placed at the site of the breach, a series of micromolecular grips keep it lodged firmly in place while a mild electrical current stimulates the colony of microorganisms, causing them to quickly multiply and seal the breach. A neutralizing current is applied once the seal's sensors determine the breach has been sealed. The result is a temporary but durable hull patch that allows a badly damaged starship to make its way back to port for repairs.

When a character makes a Mechanics check to jury-rig a starship that has suffered a hull breach, the use of an emergency vacuum seal allows the ship to move +1 additional step on the condition track.

Fire Paste

Fire paste is a thick beige substance that can act as a fuel for starting a fire. The paste, once squeezed from its tube, can be placed on virtually any surface, including ice and wet wood. With a single spark, the paste ignites, burning for 3d4 minutes. If applied to a living creature or an object, the burning paste causes 1d6 points of damage as long as it burns and remains in contact with the creature or object. A single squeeze tube contains 5 applications of fire paste.

Fire Rod

When a fire is needed and nothing is around to create a one, many people turn to a fire rod—a 10-cm hollow plastic tube that has two chambers, each filled with a chemical that is inert on its own. When the two chemicals are mixed, they combine to become a highly volatile substance that ignites within seconds. A fire rod burns for 2d8 minutes without any additional fuel. Adding wood or other combustible material keeps the fire burning longer.

Hypoinjector Wristband

An inconspicuous metal band, the hypoinjector wristband can help a wearer avoid succumbing to the effects of poisons and other harmful chemicals. The refillable wristband stores up to 8 doses of vaccines, antidotes, or other medication. In addition to the hypoinjector, the wristband also houses a bioscanner that continually scans the wearer for any foreign chemicals

that the device can counteract. When a harmful substance is detected, the hypoinjector administers the appropriate drug. Refilling the wristband requires a standard action per dose or 4 rounds for the entire set. The device runs on two energy cells that must be replaced after 5 days of constant use.

Microlab

A microlab is a handheld portable laboratory for analyzing substances. When you need quick identification of a material and you cannot wait for the results of a full analysis from another location, the microlab works well enough to answer most questions. In some cases, the microlab's analysis is just as good as a full examination. A sample of the substance in question is placed in a small tube that is then slid into the microlab. A DC 15 Knowledge (physical sciences) check is necessary to complete the examination, and the results are then displayed on the device's small screen.

Personal Multitool

People who explore the untamed wilderness need many tools. In most cases, full-sized tools can be unwieldy, especially when cargo space is a limited commodity. The personal multitool is a low-tech device that holds miniature versions of several simple tools that can be useful in the wilderness. Although the arrangement of the implements can vary, the standard personal-multitool configuration for beings of Medium size includes a 5-cm vibroblade, a low-power hydrospring, a small hydrogrip, a toothpick, and a miniature set of eating utensils. These tools are stored within the 6-cm handle and each fold out on a hinge. The vibroblade, hydrospring, and hydrogrip are all powered by a single energy cell that must be replaced after 50 hours of constant use. The vibroblade can be used as a melee weapon that deals 1d4 points of damage.

Personal Translator

Drawing from the successes of many protocol droids, the designers at Cybot Galactica condense the translating abilities of a 3PO unit into a tiny shell that can be worn around a person's neck or carried in a pocket. Thus, a person can carry a personal translator unit anywhere without having to rely on a protocol droid. The universal translator can translate verbal communications in the owner's language and up to three other languages of the owner's choosing. The device operates at the level of a DC 10 droid translator unit. The translator has no photoreceptors or appendages, so it is not able to interpret nonverbal forms of communication such as sign language.

Plastent

A plastent is a prefabricated high-grade polymer shelter that can be easily transported from place to place. Fully inflated, a plastent forms a triangular structure about 2 meters tall, providing enough room for four beings of Medium size. The temporary structure is light enough to be moved easily and

sturdy enough to withstand most weather conditions. In addition to providing shelter, the plastent can have small pieces of equipment, such as a sensor array, mounted onto it. Most models come equipped with an inflation unit that can fully inflate the plastent within a few minutes.

Portable Beacon

Portable beacons do nothing more than transmit signals that can be received only by sensors. A single beacon is about 1 meter long. One end is pointed, making the beacon easy to embed in the ground, but a beacon also features a built-in tripod, enabling the beacon up be set up on a hard, flat surface. Able to transmit a signal to a range of 10,000 km from a planet's surface, a portable beacon is commonly used to mark the location of a safe landing zone. However, a beacon can be reprogrammed to broadcast a warning or a distress signal by connecting it to a datapad and succeeding on a DC 10 Use Computer check.

Repulsor Boots

This footwear allows the wearer to float a short distance above the ground. Repulsor boots use a tiny repulsorlift unit in the sole of each boot to elevate the wearer up to 0.5 meters above the ground. With careful manipulation and positioning of one's feet, the boots can be used to move, but users cannot exceed a movement rate of 2 squares per round with this method. Although they are not an optimal method of travel, repulsor boots are a great aid in climbing, granting the wearer a +10 equipment bonus to Climb checks.

Repulsor Hitch

When a large or heavy object needs to be moved and a speeder is not available, a repulsor hitch can be used instead. The hitch is a small repulsorlift encased in a durasteel shell that can be attached to a cable or another extension. When activated, a repulsor hitch can lift items weighing up to 200 kg, enabling them to be moved. Explorers find that the hitch is especially useful for transporting large creatures. Objects weighing more than 200 kg are not affected by the hitch, since the repulsor field is not strong enough to lift the entire mass. Some droid models, such as the MULE droid (page 45), are designed to allow a hitch to be attached to their chassis, allowing the droids to move heavy objects.

Saddle, Riding

Although the styles vary from one corner of the galaxy to another, the basic function of a riding saddle remains unchanged: to provide a rider with a supportive structure that is fastened to a mount and that often incorporates a means of directing the creature. Saddles must be made to conform to the type of creature for which they are used. Most vendors who sell riding mounts include the cost of a riding saddle with the purchase of the creature.

Saddle, War

A variant of the standard riding saddle is the war saddle, which offers a sturdier platform for the rider, reducing the chances of being knocked off the mount and better enabling the rider to guide the beast in combat while still fighting effectively. Use of a war saddle on a mount provides the rider a +2 equipment bonus to Ride checks made to control the mount in battle, to guide the mount with his or her knees, and to stay in the saddle.

Shipsuit

Manufactured by Ayelixe/Krongbing Textiles, the shipsuit is a multipocketed coverall made of a tough synthmesh fabric, which has been known to last through years of regular use. A fitted coverall can also be used as an environmental suit in an emergency, although a separate life support system such as a breath mask is required.

A shipsuit provides enough pockets and pouches to carry up to 24 objects of Small size and weighing no more than 1 kg each. The cumulative weight of the objects is halved for the purpose of calculating the wearer's total carried weight. A character wearing a shipsuit receives a +1 equipment bonus to his or her Fortitude Defense when resisting extreme temperatures.

Signal Wand

The signal wand is a 0.25-meter-long stick that has multiple functions. One of its most popular features is its orbital-range broadband comlink, which can transmit a tight-beam signal well beyond a planet's gravity well. If the wand is connected to a more powerful energy source, the tight-beam signal can travel through subspace to reach interstellar distances. However, the user must know exactly where to point the wand to ensure the beam is on target. The wand also has a red external light that can be used to transmit signals, such as Mon Calamari blink code.

Sonar Mapper

Modern sensor systems are reliable and can be used in many circumstances. However, in some situations a standard sensor pack does not work. In those instances, a sonar mapper can be used instead. A sonar mapper is a specialized sensor system that emits sonar pulses at regular intervals, mapping an area through echolocation. The sonar mapper does not provide the detail that a sensor pack can, because its dedicated screen displays only the echolocation. Also, the sonar mapper does not have as great a range as a sensor pack, because it reads the pulses only up to a range of 100 meters with any degree of accuracy. The sonar mapper can internally record up to 12 hours of readings, making a good backup map if the user becomes lost.

Subsonic Field Emitter

More of a convenience than a necessity for wilderness scouts, the subsonic field emitter generates a subsonic pulse attuned to the nervous systems of nonsentient insects and other vermin, discouraging them from entering the emitter's 6-meter broadcast radius and allowing beings within the radius to relax without being disturbed by natural pests. Tiny or smaller creatures with an Intelligence of 2 or less cannot willfully enter the radius of a subsonic emitter.

Water Extractor

For organic beings, water is a necessity of life. Some worlds have abundant water, but others lack this vital liquid. The water extractor can help beings who find themselves on a dry world. Working like a condensing canteen found in a field kit, the water extractor is a cone-shaped apparatus that attracts water vapor from the air, collecting it in specialized bins at the broad end of the cone. As the water accumulates, contaminants and toxins are filtered out, rendering the water potable. Although the amount of water collected varies depending on the moisture content of the atmosphere, field tests conducted on Tatooine yielded enough water in a period of 16 hours to sustain a humanoid for a full day.

ANCIENT AND ADVANCED TECHNOLOGY

With the countless number of worlds in the galaxy, heroes can come across a wide range of technology, including outdated steam-powered groundcars and unusual vessels that employ a bizarre fusion of organic and inorganic materials. Instead of trying to devise entirely new equipment, a Gamemaster can instead use the Advanced and Archaic Ship templates from *Starships of the Galaxy* (see pages 59 and 62) as well as the Antiquated Weapon and Antiquated Vehicle templates from the *Legacy Era Campaign Guide* (see page 100). Advanced tech weapons, droids, vehicles, and other items are perhaps best handled by providing an appropriate bonus from either the Tech Specialist feat in *Starships of the Galaxy* (see page 21) or the Rakatan weapon template from *Knights of the Old Republic Campaign Guide* (see page 79).

Heroes who encounter such antiquated or advanced technology should be allowed to make Knowledge (technology) checks to puzzle out what a device does and how it works. The DC of these checks is determined by how different the item is compared to those the heroes are used to. Such technology can be an interesting adventure hook, as the heroes rush to learn what some incredible new piece of technology does, or try to ensure that an archaic relic of a long-gone civilization finds its proper place in a museum.

DROIDS

The following new droid models are among the most common models used by explorers throughout the galaxy. Each droid entry also includes a statistics block in the protocol format, introduced in the *Scavenger's Guide to Droids* supplement, for explorer heroes using these droids.

AS23 AERIAL SURVEY DROID

Many scouting droids are geared toward exploring territory on the ground, but the AS23 aerial survey droid from Arakyd Industries accomplishes its task from the air. The triangular AS23 aerial survey droid is streamlined to cut down on wind resistance, letting it easily fly through a planet's atmosphere with speed and maneuverability. The droid's silhouette also resembles that of avian predators found throughout the galaxy, encouraging local wildlife to give the AS23 a wide berth as it performs its duties.

Since the primary function of the AS23 aerial survey droid is to gather geographical data, its onboard equipment is tailored to achieve that goal. The automap installed within its chassis records topographical information, and the droid's darkvision is routed directly to the automap to allow the droid to gather information on the darkest nights. The information it gathers can be stored within its memory banks for later access, or it can be transmitted by comlink to its master for immediate review.

AS23 aerial survey droids cannot be played as droid heroes.

AS23 Aerial Survey Droid

CL 0

Small droid (3rd-degree) nonheroic 1

Init +4; Senses darkvision, low-light vision; Perception +14

Languages Basic (cannot speak), Binary, 1 unassigned

Defenses Ref 15 (flat-footed 11), Fort 9, Will 12

hp 3; Threshold 9

Immune droid traits

Speed 9 squares (flying)

Base Atk +0; Grp -1

Abilities Str 8, Dex 18, Con —, Int 12, Wis 14, Cha 7

Special Qualities droid traits, spotter

Feats Skill Focus (Perception, Pilot, Survival), Skill Training (Pilot)

Skills Perception +14, Pilot +14, Survival +12

Systems basic processor, flying locomotion, automap, darkvision, improved sensor package, internal comlink

Availability Licensed; Cost 23,500 credits

Spotter—When in flight, the AS23 aerial survey droid can use its observation skills to locate enemy targets and relay their locations back to its master to assist in targeting for long-range and artillery weapons. Any attacks against targets spotted by the droid ignore all concealment and reduce cover by 1 step; for example, total cover becomes improved cover.

AS23 Aerial Survey Droid

Small droid (3rd-degree)

hp 3

Threshold 9

Move (1 swift action, 2/turn)

The AS23 aerial survey droid moves 9 squares (flying).

Engage the Enemy (1 free action)

The AS23 aerial survey droid makes a Pilot check instead of an Initiative check at the start of a battle.

Know Direction (3 swift actions, 1/turn)

After making a successful Survival check, the AS23 aerial survey droid can determine which direction is north while planetside.

Spotter (swift 2 actions, 1/turn)

The AS23 aerial survey droid can locate targets and relay their locations to its master, reducing the targets' cover by 1 step and ignoring concealment.

Skills Perception +14, Pilot +14, Survival +12

Vital Systems flying locomotion, automap, darkvision, internal comlink

DSH-3 PROBE DROID

The DSH-3 probe droid is a compact droid capable of traversing a large area of unexplored territory in a short time, recording every detail of its trip.

After seeing the success of its DRK-1 probe droid series with spies and covert scouts, Arakyd Industries expands the line, providing an alternative version of the droid called the DSH-3. This droid model looks similar to its black cousin, although it has green-gray shell because of Arakyd's failure to gain authorization from the Republic to make new droids with the stealth shell used by the DRK-1. The DSH-3 employs many of the same systems and equipment, but it does not carry weaponry or defensive systems. The droid has a high stealth rating and can to hide itself when directly threatened. Coupled with the droid's ability to maneuver where other probe droids cannot, this makes the DSH-3 a good choice for galactic explorers.

DSH-3 probe droids cannot be played as droid heroes.

DSH-3 Probe Droid

Small droid (4th-degree) nonheroic 3

Init +5; **Senses** darkvision, low-light vision; Perception +15

Languages Basic (cannot speak), Binary, 1 unassigned

Defenses Ref 15 (flat-footed 11), Fort 8, Will 12; Dodge

hp 8; **Threshold** 8

Immune droid traits

Speed 6 squares (hovering)

Base Atk +2; **Grp** +1

Abilities Str 6, Dex 18, Con —, Int 12, Wis 14, Cha 9

Special Qualities droid traits, easily hidden

Feats Dodge, Skill Focus (Perception, Stealth, Survival), Skill Training (Stealth)

Skills Perception +15, Stealth +20, Survival +13

Systems heuristic processor, hovering locomotion, darkvision, improved sensor package, internal comlink, locked access, secondary battery

Possessions audio recorder, video recorder

Availability Licensed; **Cost** 13,000 credits

Easily Hidden—The DSH-3 probe droid can hide more easily than other droids of similar size and function. It can take 10 on a Stealth check even when distracted or threatened.

DSH-3 Probe Droid

Small droid (4th-degree)

hp 8

Threshold 8

Move (1 swift action, 2/turn)

The DSH-3 probe droid moves 6 squares (hovering).

Avoid Surprise (1 free action, 1/turn)

The DSH-3 probe droid can make a Perception check at the start of a battle. If the check is successful, its master avoids surprise.

Create a Diversion to Hide (2 swift actions, 1/turn)

The DSH-3 probe droid can make a Deception check (–1) to divert an enemy's attention, giving its master time to hide.

Easily Hidden (2 swift actions, 1/turn)

The DSH-3 probe droid can take 10 on its Stealth check to sneak even when distracted or threatened.

Sneak (1 swift action, 1/turn)

The DSH-3 probe droid can slip past an enemy without being noticed with a successful Stealth check opposed by the enemy's Perception check.

Track (2 swift actions, 1/turn)

The DSH-3 probe droid can locate tracks with a successful Survival check.

Skills Perception +15, Stealth +20, Survival +13

Vital Systems audio recorder, darkvision, internal comlink, video recorder

CL 1

F1 Exploration Droid

Designed to be a companion and a protector for those venturing to the edge of known space and beyond, the F1 exploration droid packs a lot of functionality within a small frame. As a four-legged droid, the F1 uses its low profile to its advantage as it attempts to remain hidden. Its sensor array allows the droid to survey its environment through audio, visual, and olfactory sensors, much like a natural creature. The F1 also has a motion sensor suite to detect nearby anomalies. An internal comlink enables the droid to remain in contact when traveling far from its master's camp.

The F1's features enable the droid to perform well as a security droid, even though its core programming does not emphasize that function. Although the F1 exploration droid's defense capabilities are not as sophisticated as other droids, it can deliver a vicious bite with its mechanical jaw. However, the droid has enough fine control over its mandible to grasp an organic creature without causing damage. This ability is particularly useful if its master is wounded; the droid has enough strength to return its master to camp for medical attention.

F1 exploration droids can be played as droid heroes.

F1 Exploration Droid

Small droid (5th-degree) scout 3

Force 3

Init +7; **Senses** darkvision, low-light vision; Perception +15 (can reroll, keeping better result)

Languages Basic (cannot speak), Binary

Defenses Ref 17 (flat-footed 16), Fort 15, Will 15

hp 33; **Threshold** 15

Immune droid traits

Speed 4 squares (walking)

Melee bite +3 (1d3+2)

Base Atk +2; **Grp** –2

Atk Options Running Attack

Special Actions Improved Stealth

Abilities Str 13, Dex 13, Con —, Int 8, Wis 14, Cha 10

Special Qualities droid traits, motion sensors

Talents Acute Senses, Improved Stealth

Feats Running Attack, Skill Focus (Perception, Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Jump +7, Perception +15 (can reroll, keeping better result), Stealth +17 (can reroll), Survival +8

Systems basic processor, walking locomotion (2 extra legs), 1 claw appendage (jaw), darkvision, improved sensor package, internal comlink

Availability Licensed; **Cost** 12,500 credits

CL 3

Motion Sensors—The motion sensor suite installed in the F1 exploration droid allows it to reroll its Perception check and keep the better of the two results. In addition, this carries over to its master's Perception check when trying to locate the same target, allowing the master to reroll his or her Perception check and keep the better result.

F1 Exploration Droid

Small droid (5th-degree)

hp 33

Threshold 15

Move (1 swift action, 2/turn)

The F1 exploration droid moves 4 squares (walking).

Create a Diversion to Hide (2 swift actions, 1/turn)

The F1 exploration droid can make a Deception check (+0) to divert an enemy's attention, giving its master time to hide.

Motion Sensors (2 swift actions, 1/turn)

When its master uses the Notice Targets application of the Perception skill, the F1 exploration droid enables its master to reroll the Perception check, keeping the better result.

Search (1 swift action, 1/turn)

Using its improved sensors, the F1 exploration droid can help locate a specific person or object by granting a +2 bonus to its master's Perception check.



AN F1 EXPLORATION DROID (BOTTOM) AND A SCOUT SURVEYOR DROID (TOP) EMERGE FROM DROP PODS ON AN UNEXPLORED WORLD.

Track (2 swift actions, 1/turn)

The F1 exploration droid can locate tracks with a successful Survival check.

Skills Initiative +7, Jump +7, Perception +15 (can reroll, keeping better result), Stealth +17 (can reroll), Survival +8

Vital Systems claw appendage (jaw), darkvision, internal comlink

MULE DROID

The mechanical universal labor eliminating droid, more commonly known as the MULE droid, is primarily used as a beast of burden, carrying supplies and personal equipment needed by its master.

The MULE droid uses a powerful repulsorlift engine to move a large amount of cargo—up to 10 kg internally and another 40 kg externally. The repulsorlift allows the droid to travel smoothly over the roughest terrain. However, the droid moves slowly and can attain a maximum altitude of only 1 meter.

The MULE droid's self-diagnostic system is particularly useful. The system is a highly sensitive diagnostic network that allows the droid to assess any damage it sustains, reporting it to its master or mechanic. This information cuts down on repair times. The droid's findings can be accessed by attaching a datapad to a socket located behind the droid's head.

MULE droids can be played as droid heroes.

MULE Droid

CL 0

Medium droid (5th-degree) nonheroic 2

Init +1; **Senses** Perception +12

Languages Basic (cannot speak), Binary

Defenses Ref 10 (flat-footed 10), Fort 15, Will 11

hp 9; **Threshold** 15

Immune droid traits

Speed 4 squares (hovering)

Melee claw +6 (1d4+5)

Base Atk +1; **Grp** +6

Abilities Str 20, Dex 10, Con —, Int 7, Wis 12, Cha 6

Special Qualities droid traits, self-diagnostic

Feats Skill Focus (Mechanics, Perception), Skill Training (Mechanics), Toughness

Skills Mechanics +9, Perception +12

Systems basic processor, hovering locomotion, 1 claw appendage, diagnostics package, internal storage (10 kg)

Availability Licensed; **Cost** 9,000 credits

Self-Diagnostic—The MULE droid can make a Mechanics check (+11) to determine what repairs it needs. By communicating this information to its master, the droid grants a +4 bonus to its master's Mechanics check to make the repairs.

MULE Droid

Medium droid (5th-degree)

hp 9

Threshold 15**Move** (1 swift action, 2/turn)

The MULE droid moves 4 squares (hovering).

Avoid Surprise (1 free action, 1/turn)

The MULE droid can make a Perception check (+12) at the start of a battle. If the check is successful, its master avoids surprise.

Eavesdrop (3 swift actions, 1/turn)

The MULE droid can make a Perception check to listen in on conversations and learn information.

Notice Targets (reaction)

As a reaction, with a successful Perception check, the MULE droid can notice targets that come within its line of sight. Actively searching for hidden enemies is a standard action.

Self-Diagnostic (1 swift action, 1/turn)

With a successful Mechanics check (+11), the MULE droid grants a +4 bonus to its master's Mechanics check on repairs to the droid.

Skills Mechanics +9, Perception +12**Vital Systems** 1 claw appendage, diagnostics package, internal storage (10 kg)**WANDERER SCOUT SURVEYOR DROID**

Emphasizing tasks such as investigating a specific area chosen by its master, a scout surveyor droid can explore and report its findings with a precision not seen in other droids of its class.

Built to resemble an arachnid, the SoroSuub Wanderer scout surveyor droid is a spherical body supported by eight legs. Fixed atop its body is a photoreceptor eye on a swivel mount, enabling the droid to see in virtually any direction. Not only does this allow the droid to better view its surroundings, but it also helps prevent an adversary from sneaking up on the droid. In addition to the photoreceptor eye, the droid's stun blaster maximizes the droid's defense and specimen-capturing capabilities. At the droid's front, below its primary sensor array, are four fine manipulator arms, each with a grasping claw and surgical tools for dissecting specimens in the field.

Despite the scout surveyor's success at scouting frontier worlds, owners can become frustrated with the droid's lack of personality. The extensive scouting and medical protocols programmed into the droid leave no room for a personality matrix. Even if an owner adds a personality matrix to it, the droid ignores it, continuing to perform its primary function without interacting with its master or others.

Scout surveyor droids cannot be played as droid heroes.

Wanderer Scout Surveyor Droid

Medium droid (5th-degree) scout 1

Force 2**Init** +3; **Senses** Perception +6**Languages** Basic (cannot speak), Binary**Defenses** Ref 16 (flat-footed 16), Fort 14, Will 12hp 26; **Threshold** 14**Immune** droid traits**Speed** 6 squares (walking)**Melee** claw +2 (1d4)**Ranged** stun blaster +3 (3d6 stun)**Base Atk** +0; **Grp** +3**Abilities** Str 14, Dex 16, Con —, Int 8, Wis 13, Cha 3**Special Qualities** 360-degree vision, droid traits**Talents** Expert Tracker**Feats** Surgical Expertise, Weapon Proficiency (pistols, rifles, simple weapons)**Skills** Climb +7, Jump +7, Perception +6, Survival +6, Treat Injury +6**Systems** basic processor, walking locomotion (extra legs), 4 tool appendages, 1 claw appendage**Possessions** stun blaster (treat as blaster pistol set on stun), sensor pack, surgery kit**Availability** Licensed; **Cost** 9,400 credits

360-Degree Vision—Although it is not able to constantly see everything around it, the scout surveyor droid can turn the photoreceptor mounted on top of the droid in any direction, allowing the droid to retain its Dexterity bonus to its Reflex Defense regardless of being caught flat-footed or struck by a hidden attacker. The droid also cannot be flanked.

Wanderer Scout Surveyor Droid

Medium droid (5th-degree)

hp 26

Threshold 14**Move** (1 swift action, 2/turn)

The scout surveyor droid moves 6 squares (walking).

Accelerated Climbing (1 swift action, 2/turn)

With a successful Climb check (+7), the scout surveyor droid can climb at half its full speed.

Notice Targets (reaction)

As a reaction, with a successful Perception check (+12), the scout surveyor droid can notice targets that come within its line of sight. Actively searching for hidden enemies is a standard action.

Sensor Sweep (2 swift actions, 1/turn)

The scout surveyor droid can detect lifeforms within a 24-square range with a successful Perception check.

Stun Blast (2 swift actions, 1/turn)

With its stun blaster, the scout surveyor droid can make a ranged attack at +3. If the attack is successful, it deals 3d6 points of stun damage.

Track (2 swift actions, 1/turn)

The scout surveyor droid can locate tracks with a successful Survival check.

Skills Climb +7, Jump +7, Perception +6, Survival +6, Treat Injury +6

Vital Systems stun blaster, sensor pack, surgery kit

WED-20 TREADWELL

Following in the footsteps of the successful WED-15 Treadwell, Cybot Galactica's WED-20 Treadwell resembles the older repair droid model. However, it performs an entirely different function. The WED-20 Treadwell acts as a first-contact planetary-analysis droid.

When an explorer lands on a newly discovered planet, one of his or her first objectives is to collect and record information about the planet. The WED-20 Treadwell ventures away from its ship and collects soil and local flora samples and video footage of any local fauna. Like the WED-15 Treadwell, the WED-20 is equipped with seven arms fitted with tools to collect samples. To complete its survey more quickly, the droid can feed a sample into the microlab in its base, analyzing the sample as it continues to collect.

WED-20 Treadwell droids can be played as droid heroes.

WED-20 Treadwell

Small droid (1st-degree) nonheroic 2

Init +3; **Senses** Perception +13

Languages Basic, Binary, 3 unassigned

Defenses Ref 13 (flat-footed 11), Fort 9, Will 12

hp 5; **Threshold** 9

Immune droid traits

Speed 4 squares (tracked)

Melee 2 claws +0 (1d6 -1)

Base Atk +1; **Grp** -2

Special Actions Melee Defense

Abilities Str 8, Dex 14, Con —, Int 16, Wis 15, Cha 10

Special Qualities droid traits, scientific focus

Feats Melee Defense, Skill Focus (Knowledge [life sciences, physical sciences], Perception)

Skills Knowledge (life sciences) +14, Knowledge (physical sciences) +14, Perception +13, Survival +8

Systems basic processor, tracked locomotion, 2 claw appendages, 5 tool appendages, diagnostics package, internal comlink, vocabulator

Possessions field research kit, microlab, video recorder

Availability Licensed; **Cost** 8,300 credits

CL 0

Scientific Focus—By adapting its diagnostics package, the WED-20

Treadwell droid gains a +2 equipment bonus to any Knowledge (life sciences) or Knowledge (physical sciences) checks.

WED-20 Treadwell

Small droid (1st-degree)

hp 5

Threshold 9

Move (1 swift action, 2/turn)

The WED-20 Treadwell droid moves 4 squares (tracked).

Know Direction (swift 3, 1/turn)

After making a successful Survival check, the WED-20 Treadwell droid can determine which direction is north while planetside.

Patrol Duty (1 swift action, 1/turn)

The WED-20 Treadwell droid makes a Perception check opposed by the target's Stealth check. If its check is successful, the droid detects the enemy.

Scientific Focus (1 swift action, 1/turn)

The WED-20 Treadwell droid can offer its scientific knowledge to assist its master, granting a +2 bonus to a single Knowledge (life sciences) or Knowledge (physical sciences) check.

Telemetry (2 swift actions, 1/turn)

The WED-20 Treadwell droid can transmit what it sees and hears to its master.

Skills Knowledge (life sciences) +14, Knowledge (physical sciences) +14, Perception +13, Survival +8

Vital Systems 2 claw appendages, diagnostics package, field research kit, internal comlink, microlab, video recorder

VEHICLES

The following vehicles are used by explorers to investigate newly discovered worlds.

48 Roller Wheel Bike

A single large tire propelled by jet engines on the rear base, the Gallis-Tech 48 Roller is used for reconnaissance, as a racing vehicle, and as a utilitarian transport on remote mining worlds such as Tyne's Horky. Unlike with conventional wheeled vehicles, the wheel bike's pilot sits within the wheel, using a combination of handlebars and leaning to control the vehicle. Although the wheel bike operates best on flat surfaces, its wide base makes it stable on harsh terrain. Resistance groups have outfitted wheel bikes with low-grade blasters for hit-and-run attacks.

Gallis-Tech 48 Roller Wheel Bike

CL 1

Large ground vehicle (wheeled)

Init +8; **Senses** Perception +5**Defense** Ref 15 (flat-footed 11), Fort 14; +2 armor**hp** 40; **DR** 5; **Threshold** 19**Speed** 10 squares (max. velocity 330 km/h)**Fighting Space** 2x2; **Cover** +5**Base Atk** +0; **Grp** +9**Abilities** Str 18, Dex 18, Con —, Int 12**Skills** Initiative +8, Mechanics +5, Perception +5, Pilot +8**Crew** 1 (normal); **Passengers** 1**Cargo** 20 kg; **Consumables** 1 day**Availability** Licensed; **Cost** 8,000 credits (1,500 used)**Aerosled**

Tangan Industries designs the aerosled for use as a company vehicle and to sell on the civilian market. At only slightly longer than 4 meters, the one-person aerosled is one of the smallest airspeeders in production. The vehicle's size, which makes it easy to store and transport in starships, is one of its major selling points. The cockpit is located at the front of the speeder and dominates the forward section. All the aerosled's vital systems are tightly packed behind the cockpit. With this compact design, the speeder's body is streamlined and highly aerodynamic.

Aerosleds sold on the open market are unarmed. However, Tangan Industries sells armed versions to certain clients and maintains a fleet of armed aerosleds for use by its internal security force. Typically, at least one pair of armed airspeeders patrol each of its installations.

Tangan Industries Aerosled Mark III

CL 5

Large air vehicle (airspeeder)

Init +11; **Senses** Perception +6**Defense** Ref 16 (flat-footed 10), Fort 14; +1 armor**hp** 32; **DR** 5; **Threshold** 19**Speed** fly 12 squares (max. velocity 780 km/h), fly 3 squares (starship scale)**Ranged** laser cannon +7 (see below)**Fighting Space** 2x2 or 1 square (starship scale); **Cover** total (crew)**Base Atk** +2; **Grp** +13**Atk Options** autofire (laser cannon)**Abilities** Str 18, Dex 22, Con —, Int 16**Skills** Initiative +11, Mechanics +6, Perception +6, Pilot +11**Crew** 1 (skilled); **Passengers** none**Cargo** 24 kg; **Consumables** 1 day; **Carried Craft** none**Availability** Military; **Cost** 22,000 credits (12,000 used)**Laser cannon (pilot)****Atk** +7 (+2 autofire), **Dmg** 4d10**All-Terrain Roller**

The all-terrain roller, which includes a wide variety of designs, uses three or four wheels for movement, resulting in a slower land speed but greater safety than other one-person utility vehicles. Intended to handle a wide variety of terrain, and with maintenance and repairs easier to make than for repulsorlift vehicles, the all-terrain roller is popular on remote worlds where repulsorlift replacement parts are difficult to obtain.

All-Terrain Roller

CL 1

Medium ground vehicle (wheeled)

Init +10; **Senses** Perception +5**Defense** Ref 16 (flat-footed 11), Fort 12; +1 armor**hp** 20; **DR** 5; **Threshold** 12**Speed** 10 squares (max. velocity 120 km/h)**Fighting Space** 1 square; **Cover** none**Base Atk** +0; **Grp** +5**Abilities** Str 14, Dex 20, Con —, Int 12**Skills** Initiative +10, Mechanics +5, Perception +5, Pilot +10**Crew** 1 (normal); **Passengers** 1**Cargo** none; **Consumables** 1 day**Availability** Licensed; **Cost** 3,500 credits (500 used)**Compact Assault Vehicle/Wheeled PX-10**

First used by the Imperial army, the CAV PX-10 is a one-person land-based surveillance vehicle for use on worlds that are too remote to warrant full occupation but are too valuable to neglect, especially during the Galactic Civil War when the Empire seeks to deny the Rebel Alliance every resource it can. Rebel forces soon learn that a lone CAV indicates that a particular world lacks a significant Imperial presence.

The PX-10 is small for a military vehicle, and it relies on agility more than armor plating to survive combat. The vehicle's susceptibility to sensor jamming and its light armament keep it from gaining widespread acceptance outside the ranks of the Imperial military. However, its utility and its ability to easily traverse a wide variety of terrain makes it a popular choice with scouts who expect to travel into territory occupied by hostile natives.

Compact Assault Vehicle/Wheeled PX-10

CL 7

Large ground vehicle (tracked)

Init +9; Senses Perception +8

Defense Ref 16 (flat-footed 14), Fort 21; +5 armor

hp 110; DR 5; Threshold 26

Speed 8 squares (max. velocity 260 km/h)

Ranged medium blaster cannon +9 (see below)

Fighting Space 2x2; Cover total

Base Atk +5; Grp +21

Abilities Str 32, Dex 14, Con —, Int 14

Skills Initiative +9, Mechanics +8, Perception +8, Pilot +9

Crew 1 (expert); Passengers none

Cargo 100 kg; Consumables 2 weeks

Availability Military; Cost Not available for sale (25,000 credits on the black market)

Medium blaster cannon (pilot)

Atk +9, Dmg 5d10



SCOUTS UNLOAD CARGO FROM A CAV PX-10.

Groundcar

Groundcars are similar to landspeeders, but they move on four or six wheels instead of with repulsorlifts. Although this design is considerably slower and far more prone to mechanical failure than that of more common speeders, groundcars are a cheap substitute on remote worlds. The standard models are intended for paved roads, but a common modification to the suspension and tires enables a groundcar to be driven off-road.

Groundcar

CL 0

Huge ground vehicle (wheeled)

Init +5; Senses Perception +5

Defense Ref 13 (flat-footed 11), Fort 15; +3 armor

hp 50; DR 5; Threshold 25

Speed 8 squares (max. velocity 160 km/h)

Fighting Space 3x3; Cover total

Base Atk +0; Grp +15

Abilities Str 20, Dex 14, Con —, Int 12

Skills Initiative +5, Mechanics +5, Perception +5, Pilot +5

Crew 1 (normal); Passengers 4

Cargo 300 kg; Consumables 1 week

Availability Licensed; Cost 4,000 credits (1,000 used)

Land Crawler

A land crawler is a groundcar specially equipped for harsh terrain, with a heavy-treaded rear-wheel assembly. Although land crawlers are considered extremely primitive, their large cargo capacity makes them popular with salvagers, and their durability helps them withstand the punishing environments of backwater worlds. However, land crawlers' lumbering speed makes their use for anything beyond hauling cargo highly impractical.

Land Crawler

CL 1

Huge ground vehicle (tracked)

Init +3; Senses Perception +5

Defense Ref 12 (flat-footed 12), Fort 20; +4 armor

hp 100; DR 5; Threshold 30

Speed 6 squares (max. velocity 95 km/h)

Fighting Space 3x3; Cover total

Base Atk +0; Grp +20

Abilities Str 30, Dex 10, Con —, Int 12

Skills Initiative +3, Mechanics +5, Perception +5, Pilot +3

Crew 1 (normal); Passengers 6

Cargo 5 tons; Consumables 1 week

Availability Licensed; Cost 7,500 credits (3,000 used)

Landmaster

A wheeled, amphibious all-terrain vehicle constructed by Jaffryes Universal Automotive, the ARK-II series Landmaster proves to be a surprising success for the company. Using four sets of tri-wheels, the Landmaster can handle any terrain just as ably as a tracked vehicle, and it also operates while completely submerged, retaining buoyancy even when the interior is half filled with water. Because the ARK-II is designed to be utterly practical, its detractors refer to it as a big metal box. However, the triple layered duranium plating and redundant engine array make the Landmaster a perennial favorite with explorers who expect to travel through long stretches of dangerous territory, particularly as the spacious interior lends itself to easy customization for mission-specific requirements. Another factor in the Landmaster's favor is the ease of using third-party replacement parts when extensive repairs are necessary.

Jaffryes Universal Automotive ARK-II Series Landmaster CL 8

Gargantuan ground vehicle (tracked)

Init +2; **Senses** Perception +5

Defense Ref 16 (flat-footed 14), Fort 26; +9 armor
hp 240; **DR** 10; **Threshold** 46

Speed 8 squares (max. velocity 240 km/h)

Ranged medium blaster cannons +2 (see below)

Fighting Space 4x4; **Cover** total

Base Atk +0; **Grp** +31

Abilities Str 42, Dex 14, Con —, Int 14

Skills Initiative +2, Mechanics +5, Perception +5, Pilot +2

Crew 3 (normal); **Passengers** 10

Cargo 800 kg; **Consumables** 1 month

Availability Restricted; **Cost** 120,000 credits (30,000 used)

Medium blaster cannons (gunner)

Atk +2, **Dmg** 5d10

Mobile Recon/Research Vehicle

Although most exploration missions use a starship as a central base of operations, during the later years of the Old Republic the Science and Culture Administration puts out an open contract for the design of a land-based mobile research center capable of operating for extended periods without support. The Hyrotii Corporation's Mobile Recon/Research Vehicle wins the final bid. Although sluggish, the MR/RV fulfills the necessary requirements: It is remarkably durable, and its variable repulsorlift array enables the craft to successfully negotiate a broad array of terrain. The MR/RV can store two speeder bikes, enabling the crew to perform long-range preliminary patrols. As the Republic gives way to the Empire, MR/RVs fall out of favor because of their civilian-grade armament, particularly in light of the speed and firepower of the AT-ST, but independent scout teams still find the MR/RV worth the cost of purchase.

Hyrotii Corporation Mobile Recon/Research Vehicle

CL 0

Colossal ground vehicle (speeder)

Init -2; **Senses** Perception +6

Defense Ref 15 (flat-footed 13), Fort 24; +13 armor
hp 200; **DR** 15; **Threshold** 74

Speed 8 squares (max. velocity 200 km/h)

Ranged light quad blaster cannon +5 (see below)

Fighting Space 12x12; **Cover** total

Base Atk +2; **Grp** +36

Abilities Str 38, Dex 14, Con —, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2

Crew 6 (skilled); **Passengers** 4

Cargo 2 tons; **Consumables** 2 months; **Carried Craft** 2 speeder bikes (or equivalent)

Availability Licensed; **Cost** 220,000 credits (90,000 used)

Light quad blaster cannon (gunner)

Atk +5, **Dmg** 5d10

Nightfalcon Speeder Bike

Appealing to civilians, racers, and the military, one of Ika's-Adno's most popular vehicles is the 22-B Nightfalcon speeder bike. Marketed as a fast and sturdy bike, the Nightfalcon can be seen throughout the galaxy in a wide variety of roles, including personal transport, racing bike, and scouting speeder. Although not faster or stronger than Aratech's 74-Y or 74-Z speeder bikes, the 22-B Nightfalcon offers a combination of speed and strength that attracts the attention of both civilians and the military.

Ika's-Adno 22-B Nightfalcon Speeder Bike

CL 2

Large ground vehicle (speeder)

Init +15; **Senses** Perception +5

Defense Ref 16 (flat-footed 10), Fort 13; +1 armor
hp 32; **DR** 5; **Threshold** 18

Speed 12 squares (max. velocity 400 km/h)

Ranged laser cannon +2 (see below)

Fighting Space 2x2; **Cover** none

Base Atk +0; **Grp** +11

Atk Options autofire (laser cannon)

Abilities Str 16, Dex 23, Con —, Int 14

Skills Initiative +15, Mechanics +5, Perception +5, Pilot +15

Crew 1 (normal); **Passengers** 1

Cargo 4 kg; **Consumables** 1 day; **Carried Craft** none

Availability Licensed; **Cost** 6,250 credits (1,000 used)

Laser cannon (pilot)

Atk +2 (-3 autofire), **Dmg** 4d10

A WOOKIEE EXPLORER RIDES A NIGHTFALCON SPEEDER BIKE OUT OF THE BED OF AN SRV-1.



Scout and Retrieval Vehicle

Used extensively by the fledgling New Republic in the years following the Battle of Endor, the SRV-1 is a rugged yet inexpensive vehicle that can transport troops and supplies to and from the battlefield and can perform reconnaissance duties. The civilian version is unarmed, but the military model sports a pair of medium blaster cannons in matching turrets on top of the cockpit.

SRV-1 Scout and Retrieval Vehicle

CL 6

Huge ground vehicle (tracked)

Init +6; Senses Perception +6

Defense Ref 14 (flat-footed 12), Fort 24; +4 armor

hp 140; DR 5; Threshold 34

Speed 8 squares (max. velocity 275 km/h)

Ranged 2 medium blaster cannons +3 (see below)

Fighting Space 3x3; Cover total

Base Atk +2; Grp +26

Abilities Str 38, Dex 14, Con —, Int 12

Skills Initiative +6, Mechanics +6, Perception +6, Pilot +6

Crew 3 (skilled); Passengers 8

Cargo 3 tons; Consumables 1 week

Availability Restricted; Cost 7,500 credits (3,000 used)

Medium blaster cannon (gunner)

Atk +3, Dmg 4d10

STARSHIPS

The following starships are examples of vessels used to explore the Unknown Regions and the outer reaches of the known galaxy.

Deep-X Explorer

Many ships that are not designed as exploration vessels are converted into scouting ships. The Deep-X Explorer is among the most successful and enduring of such conversions. Originally designed and built by Uulshos Manufacturing, the DPx yacht is a top-of-the-line personal transport, featuring dual engines and a delta-wing body to provide exemplary speed and handling for a civilian leisure craft. In the Explorer variant, the engine compartments are redesigned to provide maximum performance, incorporating a dual hyperdrive system to grant the vessel impressive speed without sacrificing reliability. A pair of low-yield blaster cannons protect the Explorer. The ship design requires two gunners if the weapons are to be used.

Uulshos Manufacturing Deep-X Explorer

CL 5

Gargantuan starfighter

Init +4; Senses Perception +5

Defense Ref 15 (flat-footed 11), Fort 22; +6 armor

hp 60; DR 10; Threshold 42

Speed fly 12 squares (max. velocity 1,000 km/h), fly 3 squares (starship scale)

Ranged 2 light blaster cannons +3 (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total (crew)

Base Atk +0; Grp +27

Abilities Str 34, Dex 18, Con —, Int 16

Skills Initiative +4, Mechanics +5, Perception +5, Pilot +4, Use Computer +5

Crew 3 (normal); Passengers 3

Cargo 50 tons; Consumables 6 months; Carried Craft none

Hyperdrive x1 (backup x8), navicomputer

Availability Licensed; Cost 135,000 credits (55,000 used)

Light blaster cannon (gunner)

Atk +3, Dmg 2d10x2

Drexl-class Starfighter

Designed by SoroSuub Corporation, the *Drexl*-class starfighter is a two-person fighter. Its strengths in planetary and short-range defense make it better suited for use by customs agencies than by military forces.

The *Drexl*-class starfighter, named for a winged predator indigenous to the moon of Dxun, can be flown by a single pilot, but optimal operation requires a copilot and an astromech droid. The large cockpit allows room for the copilot to perform maintenance and emergency repairs during flight, working in tandem with an astromech droid. If no copilot is aboard, the cockpit is spacious enough to allow 50 kg of cargo space in addition to the fighter's dedicated cargo compartment.

The *Drexl*-class was originally a prototype for the ship that would eventually become the *Preybird*-class starfighter. However, when design decisions led engineers away from the *Drexl*-class fighter's design, these plans were shelved. Some years later, SoroSuub engineers would return to these plans for a new model of starfighter, and the *Drexl*-class starfighter was born.

SoroSuub *Drexl*-class "Planetary Defender" Starfighter CL 10

Gargantuan starfighter

Init +6; **Senses** Perception +6

Defense Ref 18 (flat-footed 13), Fort 28; +8 armor

hp 150; **DR** 10; **SR** 10; **Threshold** 48

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)

Ranged dual laser cannons +6 (see below) or

Ranged concussion missiles +6 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total (crew), +5 (astromech droid)

Base Atk +2; **Grp** +35

Atk Options autofire (dual laser cannons)

Abilities Str 46, Dex 20, Con —, Int 14

Skills Initiative +6, Mechanics +6 (+13*), Perception +6, Pilot +6, Use Computer +6 (+13*)

Crew 2 plus astromech droid (skilled); **Passengers** none

Cargo 70 kg; **Consumables** 2 days; **Carried Craft** none

Payload 12 missiles

Availability Military; **Cost** 165,000 credits (100,000 used)

**If the ship has an astromech droid, use these skill modifiers instead.*

Dual laser cannons (pilot)

Atk +6 (+1 autofire), **Dmg** 5d10x2

Concussion missiles (pilot)

Atk +6, **Dmg** 8d10x2, 4-square splash

JumpMaster 5000

Designed during the waning years of the Galactic Republic, the JumpMaster 5000, also known as the JM-5K, performs lengthy reconnaissance and exploration missions, such as scouting new hyperspace routes and mapping newly discovered systems. It is also specifically designed to allow a single crew member to travel across the galaxy for extended periods in relative comfort, although it has limited room for additional passengers. The JM-5K performs admirably in most regards, but the design is plagued by a hyperdrive system both prone to breakdowns and incredibly slow. The first modification owners make is replacing the stock hyperdrive system with a faster, more reliable engine. Bounty hunters find the ship well suited to their needs, the most infamous example being the hunter Dengar and his substantially modified JM-5K, the *Punishing One*, which features vastly improved shields and a significant increase in firepower.

JumpMaster 5000 Scout Ship

CL 8

Colossal space transport

Init -1; **Senses** Perception +6

Defense Ref 15 (flat-footed 12), Fort 26; +12 armor

hp 120; **DR** 15; **SR** 15; **Threshold** 76

Speed fly 16 squares (max. velocity 1,200 km/h), fly 4 squares (starship scale)

Ranged laser cannons +6 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; **Grp** +38

Abilities Str 42, Dex 16, Con —, Int 14

Skills Initiative -1, Mechanics +6, Perception +6, Pilot -1, Use Computer +6

Crew 1 (skilled); **Passengers** 1

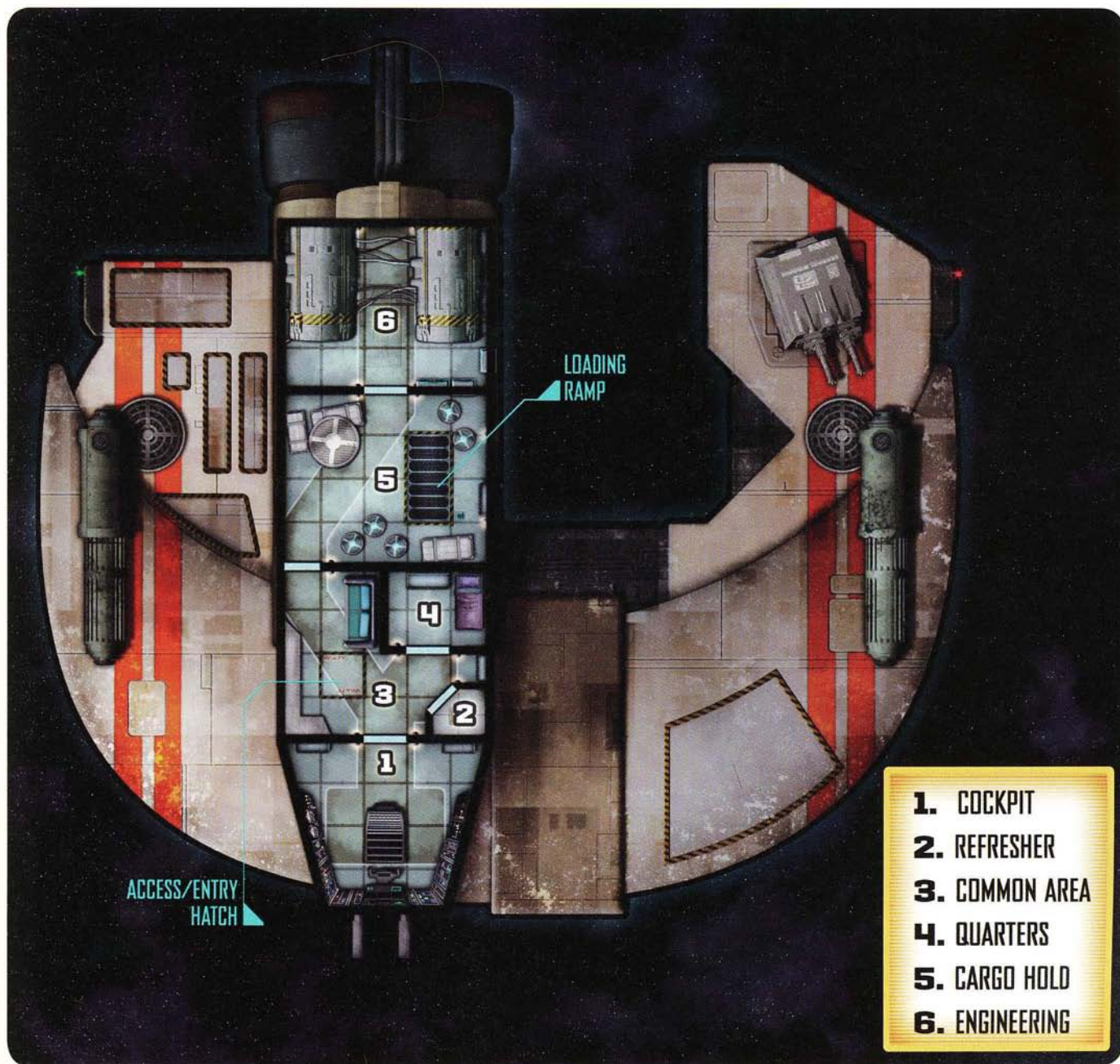
Cargo 50 tons; **Consumables** 4 months; **Carried Craft** none

Hyperdrive x3 (backup x15), navicomputer

Availability Restricted; **Cost** 110,000 credits (40,000 used)

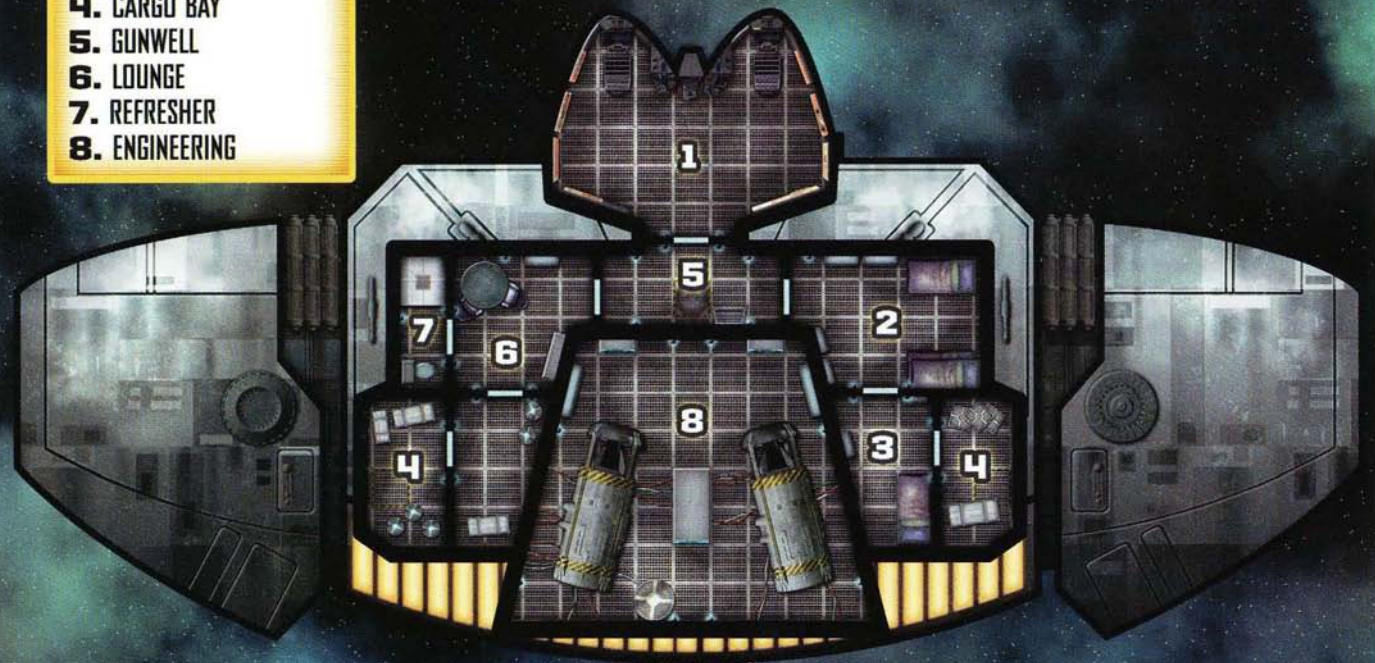
Laser cannons (pilot)

Atk +6, **Dmg** 4d10x2



A JUMPMASER 5000 INTERIOR

1. BRIDGE
2. CREW QUARTERS
3. PASSENGER QUARTERS
4. CARGO BAY
5. GUNWELL
6. LOUNGE
7. REFRESHER
8. ENGINEERING



MRX-BR Pacifier

In the early years of the Empire, members of the Imperial Scout Corps take an aggressive stance when visiting new worlds and making first contact with indigenous lifeforms. For those explorers, the MRX-BR Pacifier designed by Sydon Vehicle Works is an excellent fit.

The Pacifier can serve two different functions: first contact starship or attack vessel. For those using it for first contact, the MRX-BR features onboard system arrays that are among the most powerful of the time. Those owners using the MRX-BR for more aggressive negotiations find the weapons systems more than capable of eliminating opposing forces.

MRX-BR Pacifier Combat/Contact Vessel

CL 9

Colossal space transport

Init -2; Senses Perception +6

Defense Ref 13 (flat-footed 11), Fort 22; +11 armor

hp 60; DR 15; SR 30; Threshold 72

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares (starship scale)

Ranged laser cannons +5 (see below) or

Ranged proton torpedoes +5 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +34

Atk Options autofire (laser cannons)

Abilities Str 34, Dex 14, Con -, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 2 (skilled); Passengers 3

Cargo 25 tons; Consumables 1 year; Carried Craft none

Payload 8 proton torpedoes

Hyperdrive x1 (backup x8)

Availability Licensed; Cost 170,000 credits (100,000 used)

Laser cannons (gunner)

Atk +5 (+0 autofire), Dmg 4d10x2

Proton torpedoes (gunner)

Atk +5, Dmg 9d10x2, 4-square splash

"SHE MAY NOT LOOK
LIKE MUCH, BUT
SHE'S GOT
IT WHERE IT
COUNTS, KID."
-HAN SOLO

Mu-2 Shuttle

Based upon the success of the *Lambda*- and *Theta*-class shuttles, Siemar Fleet Systems designs the *Mu*-class shuttle for long-range applications, particularly scouting and espionage. The Galactic Empire uses the *Mu*-class shuttle extensively as a scouting vessel searching for the remote, uncharted worlds where the Rebel Alliance establishes its bases. The exterior design of the *Mu*-class shuttle owes a great deal to its forebears, using two fold-out lower stabilizer wings for maneuverability, although the central fin is replaced by a series of sensor arrays to allow the crew to better perform reconnaissance duties. The cockpit is significantly redesigned to allow for a smaller crew.

The *Mu*-class comes in two models. Model 1 has limited sleeping space for crew but provides seating for up to 24 passengers, making it best suited to short-range journeys. Model 2 better fulfills the needs of a scouting mission, including enclosed cabins and space for food stores. Because of its versatility, the *Mu*-class shuttle is used by the New Republic for years after the Battle of Endor. Its ability to ferry large groups to distant points makes it an ideal choice for outpost duty as well as exploration.

The *Mu*-class shuttle's sensors provide the system operator a +5 equipment bonus to Perception and Use Computer checks made to operate the ship's sensors.

Siemar Fleet Systems Mu-2 Model 2 Shuttle

CL 8

Colossal space transport

Init -2; Senses Perception +6

Defense Ref 14 (flat-footed 12), Fort 26; +12 armor

hp 120; DR 15; SR 25; Threshold 76

Speed fly 12 squares (max. velocity 850 km/h), fly 4 squares (starship scale)

Ranged laser cannons +4 (see below)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +38

Atk Options autofire (laser cannons)

Abilities Str 42, Dex 14, Con -, Int 14

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 2 (skilled); Passengers 14

Cargo 100 tons; Consumables 6 months; Carried Craft none

Hyperdrive x2 (backup x20), navicomputer

Availability Restricted; Cost 160,000 credits (110,000 used)

Laser cannons (copilot)

Atk +4 (-1 autofire), Dmg 5d10x2

Preybird-class Starfighter

Designed several years prior to the Battle of Endor by the SoroSuub Corporation, the *Preybird*-class starfighter is intended to be sold on the open market rather than used in Sullust's own defense forces, to placate Imperial overseers and retain a small measure of independence for the planet. However, protracted disputes over weapons systems cause significant cost overruns, so only a few small production runs are finished before the project is cancelled. Despite the small number of Preybirds to make it off the assembly lines, a large proportion of them find their way into the hands of criminal factions, specifically pirate groups such as the Hurrim and the Cavrilhu Pirates. The smuggler Mazzic acquires two Preybirds from the initial production run at a substantial discount, integrating them into his burgeoning fleet. Toward the end of the Galactic Civil War, the Imperial Remnant is forced to supplement its dwindling TIE fighter stores by using Preybirds as front-line fighters, giving the design a second life and belated fame as a sign of the Remnant's weakening position against the New Republic.

SoroSuub *Preybird*-class Starfighter

CL 10

Gargantuan starfighter

Init +8; **Senses** Perception +6**Defense** Ref 18 (flat-footed 11), Fort 23; +6 armor**hp** 75; **DR** 10; **SR** 20; **Threshold** 43**Speed** fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)**Ranged** laser cannons +6 (see below) or**Ranged** concussion missiles +6 (see below)**Fighting Space** 4×4 or 1 square (starship scale); **Cover** total (crew)**Base Atk** +2; **Grp** +30**Atk Options** autofire (laser cannons)**Abilities** Str 36, Dex 24, Con —, Int 18**Skills** Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6**Crew** 2 (skilled); **Passengers** none**Cargo** 15 kg; **Consumables** 4 days; **Carried Craft** none**Payload** 10 concussion missiles**Hyperdrive** ×3, navicomputer (5 jumps)**Availability** Rare, Military; **Cost** 84,000 credits (50,000 used)

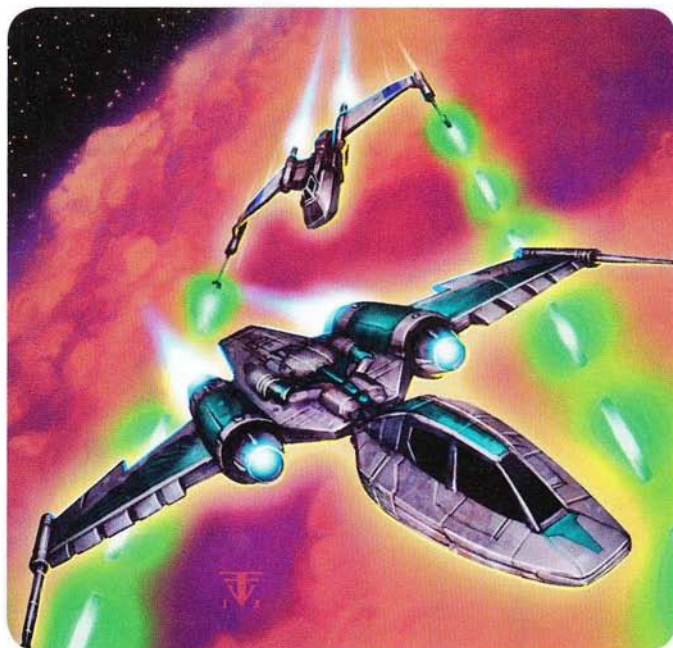
Laser cannons (gunner)

Atk +6, **Dmg** 5d10×2

Concussion missiles (gunner)

Atk +6, **Dmg** 8d10×2

A PREYBIRD STARFIGHTER FIRES UPON A DREXL-CLASS FIGHTER.



SCT Scout Craft

From its primary shipyards orbiting the Mid Rim world of Ganzik near the Perlemian Trade Route, Mesens Corporation designs and builds the SCT scout craft shortly before the Battle of Yavin. One of its best-known starship models, the SCT is marketed by Mesens as a long-range exploration vessel, drawing interest from governmental agencies and criminal organizations alike. The starship's heavy defense systems and superior sensor arrays catch the attention of customers, but its low fuel efficiency and limited consumables capacity discourage many potential buyers. Some customers use the ship's cargo space for additional fuel tanks and as storage for extra consumables.

Mesens Corporation SCT Scout Craft

CL 12

Colossal (frigate) space transport

Init −5; **Senses** Perception +5**Defense** Ref 11 (flat-footed 11), Fort 34; +11 armor**hp** 660; **DR** 15; **SR** 60; **Threshold** 134**Speed** fly 12 squares (max. velocity 820 km/h), fly 3 squares (starship scale)**Ranged** dual turbolaser turret +4* (see below)**Ranged** point-defense dual laser cannon +4 (see below)

Fighting Space 1 square (starship scale); **Cover total** (crew)

Base Atk +0; **Grp** +44

Atk Options autofire (dual laser cannon)

Abilities Str 58, Dex 10, Con —, Int 18

Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5,
Use Computer +5

Crew 2 (normal); **Passengers** 8

Cargo 275 tons; **Consumables** 3 months; **Carried Craft** none

Hyperdrive ×3 (backup ×12)

Availability Licensed; **Cost** 1.2 million credits (720,000 used)

**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Dual turbolaser turret (gunner)

Atk +4 (-16 against targets smaller than Colossal), **Dmg** 6d10×5

Point-defense dual laser cannon (gunner)

Atk +4 (-1 autofire), **Dmg** 5d10×2



A MU-2 SHUTTLE FLIES OVER THE WRECKAGE OF AN SCT SCOUT SHIP.

SkyBlind

When scouts encounter a potentially hostile new world, stealth is the key to staying alive and avoiding capture. To help achieve these objectives, Loronar Corporation designs the SkyBlind reconnaissance ship.

The SkyBlind's unusual spherical hull naturally enhances a primary feature of the ship: sensor baffling. The absence of flat surfaces on the SkyBlind's outer hull means that sensor waves and other electronic detection systems have no clear means of reflecting back to the source, making the ship difficult to detect. Additional sensor baffling along the hull makes the SkyBlind virtually invisible to sensors.

If the ship's crew decides to chance visiting a hostile planet, they can use the SkyBlind's landing sphere to descend to the surface. The landing sphere, also designed by Loronar, is available exclusively as an auxiliary craft for the SkyBlind. It can take off and land within the ship's cargo bay. Without the landing sphere, the SkyBlind's cargo capacity doubles.

Loronar Corporation SkyBlind Recon Ship

CL 8

Colossal space transport

Init -5; **Senses** Perception +5

Defense Ref 13 (flat-footed 13), Fort 30; +13 armor

hp 180; **DR** 15; **SR** 45; **Threshold** 80

Speed fly 12 squares (max. velocity 650 km/h), fly 3 squares
(starship scale)

Ranged proton torpedoes +2 (see below)

Fighting Space 10×10 or 1 square (starship scale); **Cover total** (crew)

Base Atk +0; **Grp** +40

Abilities Str 50, Dex 10, Con —, Int 10

Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5,
Use Computer +5

Crew 1 (normal); **Passengers** 7

Cargo 50 tons; **Consumables** 6 months; **Carried Craft** 1 landing sphere

Payload 6 proton torpedoes

Hyperdrive ×3 (backup ×20)

Availability Licensed **Cost** 650,000 credits (400,000 used)

Proton torpedoes (pilot)

Atk +2, **Dmg** 9d10×2, 4-square splash

Landing Sphere

CL 2

Huge air vehicle (airspeeder)

Init +3; **Senses** Perception +5**Defense** Ref 12 (flat-footed 12), Fort 20; +4 armor**hp** 100; **DR** 5; **Threshold** 30**Speed** fly 12 squares (max. velocity 650 km/h), fly 3 squares (starship scale)**Fighting Space** 3x3 or 1 square (starship scale); **Cover** total (crew)**Base Atk** +0; **Grp** +20**Abilities** Str 30, Dex 10, Con —, Int 10**Skills** Initiative +3, Mechanics +5, Perception +5, Pilot +3, Use Computer +5**Crew** 1 (normal); **Passengers** 7**Cargo** 5 tons; **Consumables** 1 week; **Carried Craft** none

Star Seeder-class Colony Ship

The *Star Seeder*-class is a multipurpose colony ship produced by Kuat Drive Yards. The cargo area can be quickly and easily reconfigured, allowing colonists to transport a variety of different materials, such as construction tools, supplies, and plants and wildlife. The ship's hangar has enough room for a single shuttle along with a few speeders and other ground equipment.



A DEEP-X EXPLORER (TOP) FLIES AWAY FROM A STAR SEEDER COLONY SHIP (BOTTOM).

To protect the colonists on their journey, the *Star Seeder* is armed with six turbolaser batteries, a tractor beam projector, and substantial shields. The ship is capable of atmospheric entry and maneuvering.

Kuat Drive Yards *Star Seeder*-class Colony Ship

CL 9

Colossal (frigate) capital ship

Init -3; **Senses** Perception +5**Defense** Ref 12 (flat-footed 10), Fort 32; +10 armor**hp** 400; **DR** 15; **SR** 45; **Threshold** 132**Speed** fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)**Ranged** 6 turbolaser batteries +5* (see below) and tractor beam battery +5* (see below)**Fighting Space** 1 square (starship scale); **Cover** total (crew)**Base Atk** +0; **Grp** +42**Abilities** Str 55, Dex 14, Con —, Int 12**Skills** Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use Computer +5**Crew** 169 (normal); **Passengers** 800**Cargo** 7,500 tons; **Consumables** 5 years; **Carried Craft** 1 shuttle**Hyperdrive** x3 (backup x15), navicomputer**Availability** Licensed; **Cost** 3 million credits (1 million used)**Apply a -20 penalty on attacks against targets smaller than Colossal size.*

Turbolaser battery (2 gunners)

Atk +5 (-17 against targets smaller than Capital), **Dmg** 3d10x5

Tractor beam battery (2 gunners)

Atk +5 (-17 against targets smaller than Capital), **Dmg** — (grapple +42)

Vaya-class Scout Ship

Used extensively by the Republic Astrogration Survey Team just prior to the Jedi Civil War, the *Vaya*-class scout is an excellent exploratory vessel. Although not configured for prolonged combat engagements, the ship is able to safely take Republic explorers and scientists into the uncharted regions and bring them back. The ship is also popular with independent explorers because of its low price as well as its spacious interior, which enables explorers to bring their families along on journeys that are not particularly dangerous. Some purchase the ships to be used as traveling homes as they go about the course of their business. Although Republic officials claim that the *Vaya*-class has a 3 percent failure rate, the design has one striking flaw. During the strenuous and complicated maneuvers of combat, the port ion engines have a tendency to shut down, causing the vessel to go into a dangerous spin. Any time this ship moves down the condition track as a result of taking damage from an attack, the pilot must make a Pilot check (DC 20) or the ship cannot move until the end of the pilot's next turn.

Hoersch-Kessel Vaya-class Scout Ship

CL 9

Colossal space transport

Init +1; **Senses** Perception +5

Defense Ref 17 (flat-footed 11), Fort 24; +11 armor

hp 90; **DR** 15; **SR** 35; **Threshold** 74

Speed fly 12 squares (max. velocity 700 km/h), fly 3 squares (starship scale)

Ranged light laser cannon +3 (see below) and

Ranged concussion projectiles +3 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total (crew)

Base Atk +0; **Grp** +34

Atk Options autofire (light laser cannon)

Abilities Str 38, Dex 22, Con —, Int 16

Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 3 (normal); **Passengers** 4

Cargo 60 tons; **Consumables** 1 month; **Carried Craft** none

Payload 4 concussion projectiles

Hyperdrive x4 (backup x15), navicomputer

Availability Licensed; **Cost** 45,000 credits (15,000 used)

Light laser cannon (gunner)

Atk +3 (–2 autofire), **Dmg** 3d10x2

Concussion projectiles (gunner)

Atk +3, **Dmg** 5d10x2

ANIMAL MOUNTS

Given the range of technology available throughout most of the galaxy, one might wonder why anyone would expend the time and effort to train a live animal to serve as transportation instead of simply acquiring a speeder or some other form of high-speed transport.

However, for a large number of scouting missions, stealth is far more important than speed. A speeder bike can easily cover a large area, but it is also loud and prone to disturbing wildlife, which can lead to disastrous results. Mechanical vehicles are also readily detectable by sensors. Vehicles can break down or become badly damaged, and when exploring beyond the confines of the known galaxy, finding replacement parts can be a tall order.

A living creature that serves as a mount is quieter than a comparable vehicle, and if an enemy's sensors pick up the creature, most operators would dismiss it as just another beast. Most beasts are keenly alert to danger and have a natural instinct to avoid it, so a living mount is another set of senses to help prevent the rider from walking into a bad situation. And when an explorer is alone in an unexplored region, a living companion can provide comfort that a machine is unable to replicate.

Aiwha

A giant flying creature that lives on watery planets such as Kamino and Naboo, the aiwha uses its large wing-fins to swim underwater and to fly through the sky. Kaminoans keep large herds of aiwhas to serve as domesticated riding beasts, since the creatures can traverse the perpetually stormy seas of Kamino with relative ease. The Gungans of Naboo train the beasts to provide airborne transportation and use them in war for reconnaissance patrols and as bombers. Given the striking similarities between the two species, the aiwhas and the thrantas of Alderaan are believed to share a common ancestor, although no relation has been conclusively proven.

Aiwha

CL 4

Gargantuan aquatic beast 5

Init +2; **Senses** Perception +2

Defenses Ref 6 (flat-footed 6), Fort 16, Will 11

hp 47; **Threshold** 35

Speed 12 squares (flying), 12 squares (swimming)

Melee slam +10 (2d6+9)

Fighting Space 4x4; **Reach** 2 squares

Base Atk +3; **Grp** +25

Abilities Str 25, Dex 10, Con 20, Int 2, Wis 11, Cha 8

Feats Improved Defenses, Skill Training (Swim)

Skills Perception +2, Survival +7, Swim +14



AN AIWHA

Bantha

Perhaps the most adaptable herbivores in the galaxy, banthas are found on numerous worlds and are so well known that their name is used in a plethora of proverbs, sayings, and children's stories. Several fringe religions see the bantha as a divine messenger. Banthas can survive in most environmental extremes, and are able to go without food or water for several weeks. Although many subspecies have adapted to the peculiarities of their environments, most banthas have large, curving horns and long, shaggy fur.

Banthas are commonly used as transportation and as beasts of burden. Their meat and hides are highly prized, particularly by the Sand People of Tatooine, who use the beasts extensively.

Bantha

CL 2

Huge beast 3

Init +1; **Senses** Perception +1

Defenses Ref 8 (flat-footed 8), Fort 18, Will 10

hp 37; **Threshold** 28

Speed 4 squares

Melee gore +11 (2d6+10) or

Melee trample +11 (1d8+10)

Fighting Space 3×3; **Reach** 1 square

Base Atk +2; **Grp** +21

Atk Options Bantha Rush

Special Action trample

Abilities Str 28, Dex 10, Con 26, Int 2, Wis 11, Cha 4

Feats Bantha Rush, Skill Training (Endurance)

Skills Endurance +14, Perception +1, Survival +6

Trample—As a standard action, a bantha can attempt to trample an adjacent target that is at least one size category smaller, making a melee attack roll against the target's Reflex Defense. If the attack succeeds, the target takes damage as normal. If the attack misses, the target takes half damage.

BANTHAS ACROSS THE GALAXY

The bantha serves as an archetypical mount and pack animal anywhere in the galaxy. The bantha statistics above represent the baseline for the common bantha. Gamemasters should feel free to alter that statistics block to make the bantha better fit the environment in which it is found.

As examples, the dune banthas of Tatooine would have the desert species trait, and the white-furred banthas of Nelvaan would have the arctic species trait (see page 275 of the Saga Edition core rulebook). The Kashyyyk grayclimber subspecies would exchange the Trample attack for the expert climber special quality (see the "Sullustans" description on page 31 of the Saga Edition core rulebook). Aquatic or subterranean banthas might be waiting out there in the galaxy for your intrepid group of explorers to discover.

Bergruutfa

Best known as the mounts of the Teloc hunters, bergruutfas are enormous beasts with hides that are thick enough to stop blaster bolts and thicker plates of armor covering their heads. Although their natural habitats are the plains and jungles of their homeworld, bergruutfas are exported to other planets because they are mild-tempered and easily domesticated. However, when angered, a bergruutfa becomes dangerous and difficult to stop without causing lasting harm to the beast.

Rebel SpecForce commandos occasionally use bergruutfas as riding beasts during the Galactic Civil War, and Weequays are known to capture and sacrifice bergruutfas to Quay when away from Sriluur.

Bergruutfa

CL 5

Huge beast 6

Init +1; **Senses** Perception +9

Defenses Ref 4 (flat-footed 4), Fort 18, Will 11

hp 81; **DR** 5; **Threshold** 33

Speed 10 squares

Melee slam +9* (1d8+14)

Fighting Space 3×3; **Reach** 1 square

Base Atk +4; **Grp** +22

Atk Options head butt, Power Attack

Abilities Str 26, Dex 6, Con 27, Int 2, Wis 12, Cha 5

Feats Improved Damage Threshold, Power Attack, Toughness

Skills Perception +9

Head Butt—When a bergruutfa makes a successful melee attack against an adjacent target, it makes an immediate opposed grapple check. If the check is successful, the target is moved back 1 square for every 5 points by which it failed the check. This movement does not provoke an attack of opportunity. A bergruutfa receives a +5 circumstance bonus to its grapple check if it charges prior to making the attack.

**Includes 3 points of Power Attack*

Eopie

Of all Tatooine's indigenous creatures, eopies are perhaps the most useful to that world's residents, providing sustenance as well as being extremely useful as pack animals and mounts. And eopies are far more affordable than banthas or dewbacks. The eopie's long snout enables it to eat the water-sucking weeds that invariably creep up around moisture vaporators, much to the pleasure of moisture farmers across Tatooine. Eopies are known for being able to survive for weeks without water, as well as for plodding along in the worst sandstorms. The eopie's noted lack of panic at a sudden threat has led to a common spacers' expression: "as steady as an eopie."

USING MOUNTS IN COMBAT

Riding a beast in combat is much like riding a speeder bike or another vehicle. The beast uses the rider's actions, such as a move action to move up to its speed, or a standard action to use its natural weapons, or 3 swift actions to allow the mount to move up the condition track with the recover action. For the most part, the mount is treated as being under the rider's control, especially if the creature has been trained for battle. Obviously, being trained in Ride helps maximize the benefit of using a live mount in battle. Typically, a mount has better speed than its rider, or it possesses a means of travel that its rider does not, such as exceptional climbing ability or flight.

Like vehicles, mounts can take advantage of certain feats that the rider possesses, such as Dodge, Mobility, Powerful Charge, and Running Attack, in addition to the Momentum Strike and Mounted Defense feats found on page 127 of *Threats of the Galaxy*.

Eopie

CL 1

Large desert beast 2

Init +0; **Senses** Perception +0

Defenses Ref 8 (flat-footed 8), Fort 14, Will 9

hp 17; **Threshold** 19

Speed 4 squares

Melee bite +4 (1d8+4)

Fighting Space 2×2; **Reach** 1 square

Base Atk +1; **Grp** +9

Abilities Str 17, Dex 9, Con 18, Int 1, Wis 8, Cha 4

Special Quality imperturbable

Feats Skill Training (Survival)

Skills Endurance +10, Perception +0, Survival +5

Imperturbable—Eopies gain a +5 species bonus to Will Defense to resist the effect of a mind-affecting attack. In addition, a rider does not have to make a Ride check to control an eopie mount in battle.

Fenwolf

A popular lupine riding animal, the fenwolf has been exported to as many worlds as the bantha, so determining the creature's original homeworld is a high-impossible task. Many planets have significant populations of wild fenwolves because the beasts escaped from their handlers, so scouts on those planets find that using fenwolves as mounts gives them a better chance of operating without detection. The Rebel Alliance uses fenwolves as often as possible, because Imperial personnel are unlikely to bother sending out a patrol to investigate a common pest.

Fenwolf

CL 3

Large beast 4

Init +4; **Senses** scent; Perception +8

Defenses Ref 11 (flat-footed 9), Fort 13, Will 11

hp 30; **Threshold** 18

Speed 8 squares

Melee bite +7 (1d8+6)

Fighting Space 2×2; **Reach** 1 square

Base Atk +3; **Grp** +12

Atk Options Trip

Abilities Str 18, Dex 14, Con 17, Int 2, Wis 13, Cha 6

Special Quality scent

Feats Skill Training (Survival), Trip

Skills Perception +8, Survival +8

Scent—Fenwolves ignore concealment and cover when making Perception checks to notice enemies within 10 squares, and they take no penalty from poor visibility when tracking (see the Survival skill, page 73 of the Saga Edition core rulebook).

Kaadu

When the Gungans migrate into the waters of Naboo, they bring kaadu with them to serve as draft animals and war mounts. An everyday sight within Gungan bubbled cities, kaadu are not found on any other planet in the galaxy. Thanks to their powerful legs, kaadu are incredibly quick, both on land and underwater, making them excellent choices for scouting missions and for making sudden charges in battle. Their particularly acute hearing enables kaadu to avoid predators lurking in Naboo's swamps.



Kaadu

CL 1

Large aquatic beast 2

Init +3; **Senses** low-light vision; Perception +5**Defenses** Ref 11 (flat-footed 9), Fort 13, Will 9**hp** 15; **Threshold** 18**Speed** 12 squares, 8 squares (swimming)**Melee** kick +4 (1d6+4)**Fighting Space** 2×2; **Reach** 1 square**Base Atk** +1; **Grp** +9**Special Action** sprint**Abilities** Str 16, Dex 14, Con 16, Int 2, Wis 9, Cha 10**Feats** Skill Training (Perception)**Skills** Perception +5, Swim +9**Sprint**—Kaadu can move up to 5 times their speed when using the run action.**Kalak**

One of the more plentiful species found on the Outer Rim world of Roon—a remote world located in the region of space known as the Cloak of the Sith and famed for its Roonstones—the kalak is a nimble quadruped that is capable of impressive overland speeds. Kalaks are commonly ridden by messengers delivering goods and news. Its numerous and prominent teeth enable a kalak to chew leaves from trees and to tear the flesh from anything that tries to attack it.

Kalak

CL 1

Large beast 2

Init +2; **Senses** Perception +5**Defenses** Ref 10 (flat-footed 9), Fort 14, Will 9**hp** 17; **Threshold** 19**Speed** 12 squares**Melee** bite +4 (1d8+4)**Fighting Space** 2×2; **Reach** 1 square**Base Atk** +1; **Grp** +9**Abilities** Str 16, Dex 13, Con 18, Int 2, Wis 8, Cha 6**Feats** Skill Training (Survival)**Skills** Perception +5, Survival +5**Maru**

Native to Alaris Prime in the Kashyyyk system, maru are agile reptilian riding beasts, able to cover large distances due to their muscular hind legs. Although their forearms are vestigial, maru can use their long tails to defend themselves against predators. The Wookiees who inhabit Alaris Prime use maru as pack animals and ride them as war mounts, using special harnesses each fitted with two bowcasters and a seismic pulse emitter.

Maru

CL 2

Large beast 2

Init +9; **Senses** Perception +5**Defenses** Ref 12 (flat-footed 9), Fort 12, Will 9**hp** 13; **Threshold** 17**Speed** 10 squares**Melee** tail slam +3 (1d6+3)**Fighting Space** 2×2; **Reach** 1 square**Base Atk** +1; **Grp** +9**Special Action** sprint**Abilities** Str 15, Dex 16, Con 14, Int 2, Wis 9, Cha 5**Feats** Skill Training (Initiative)**Skills** Initiative +9, Perception +5**Sprint**—Maru can move up to 5 times their speed when using the run action.**Orray**

Orrays are strong, leathery-skinned reptiles native to Geonosis, and they are commonly used by Geonosian picadors as riding mounts. The picadors rely on the orrays' quick gait to keep them out of reach of the various wild creatures used in the Geonosian arenas, particularly such ferocious beasts as the acklay and the nexu. To tame an orray, Geonosians remove its stinger-tipped tail, making the orray more docile. However, even a docile orray might attack its rider with little provocation. Wild orrays can devour thousands of larval Geonosians in a single meal, using their long snouts to root inside the Geonosians' delicate egg chambers.

Orray

CL 3

Large desert beast 4

Init +8; **Senses** Perception +1**Defenses** Ref 10 (flat-footed 9), Fort 12, Will 9**hp** 19; **Threshold** 17**Speed** 8 squares**Melee** bite +4* (1d8+7)**Fighting Space** 2×2; **Reach** 1 square**Base Atk** +3; **Grp** +11**Atk Options** Power Attack**Abilities** Str 17, Dex 12, Con 15, Int 2, Wis 8, Cha 6**Feats** Power Attack, Skill Training (Initiative)**Skills** Initiative +8, Perception +1, Survival +6**Includes 2 points of Power Attack*

Rakazzak Beast

Three-meter-tall arachnids from the Forest Moon of Endor, rakazzak beasts are commonly used by the Yuzzum as mounts. Carnivorous in the wild, rakazzak beasts spin webs to trap prey, which frequently includes Ewoks. A rakazzak beast can also actively hunt prey, rearing back on its hind legs to ensnare a meal with its forelegs. Rakazzak beasts are commonly preyed upon by condor dragons. A rakazzak beast's long legs give it exceptional ground speed and also keep its rider high above the attacks of land-based enemies, a fact that the Yuzzum use to their advantage against Ewok adversaries.

Rakazzak Beast

CL 2

Huge beast 3

Init +11; Senses Perception +3

Defenses Ref 13 (flat-footed 8), Fort 12, Will 12

hp 19; Threshold 22

Speed 10 squares

Melee 2 claws +7 (1d8+3)

Fighting Space 3×3; Reach 2 squares

Base Atk +2; Grp +17

Atk Options Pin

Abilities Str 14, Dex 20, Con 15, Int 1, Wis 14, Cha 4

Feats Pin, Weapon Finesse

Skills Initiative +11, Perception +3

Rockhopper

The bipedal rockhopper is believed to be a genetic cousin of the Cracian thumper, perhaps having evolved from stocks of thumpers transplanted off their homeworld. Rockhoppers lack the sharp claws of their cousins, but instead they possess strong jaws filled with sharp teeth. They are most commonly found on Roon, where they are ridden in the Roon Colonial Games, although specimens have also been found on Biitu in the Outer Rim.

Rockhopper

CL 2

Large beast 3

Init +3; Senses Perception +6

Defenses Ref 11 (flat-footed 9), Fort 12, Will 10

hp 19; Threshold 17

Speed 8 squares

Melee bite +3 (1d8+2) and

tail slam +3 (1d6+2)

Fighting Space 2×2; Reach 1 square

Base Atk +2; Grp +9

Atk Options Running Attack

Special Action sprint

Abilities Str 13, Dex 15, Con 14, Int 2, Wis 10, Cha 7

Feats Running Attack, Skill Training (Endurance)

Skills Endurance +8, Perception +6

Sprint—Rockhoppers can move up to 5 times their speed when using the run action.

Ukian Torbull

As an experiment by the Ukians to breed a hardy pack animal able to survive in any environment, the Ukian torbull is only a partial success. Although the creature is capable of functioning in a diverse range of environments and is easy to domesticate, it also has the major disadvantage of having a voracious appetite, requiring feeding and watering at least four times a day. As result, the torbull is not popular as a pack beast, especially on worlds where food is scarce. Torbulls are also a popular source of food, with the most notable dish being a soup made from the creature's tail.

Ukian Torbull

CL 1

Huge beast 1

Init -1; Senses Perception -1

Defenses Ref 11 (flat-footed 11), Fort 17, Will 10

hp 10; Threshold 27

Speed 12 squares

Melee gore +4 (2d6+4) and

tail slam +4 (1d8+4)

Fighting Space 3×3; Reach 2 squares

Base Atk +0; Grp +14

Abilities Str 19, Dex 9, Con 22, Int 1, Wis 8, Cha 3

Special Qualities tame, thick hide, voracious

Feats Improved Defenses

Skills Perception -1, Survival +4

Tame—A Ukian torbull is exceptionally docile, providing its rider a +5 favorable circumstance bonus to Ride checks.

Thick Hide—Ukian torbulls have exceptionally tough hides, providing a +3 natural armor bonus to Reflex Defense.

Voracious—A Ukian torbull takes a -5 penalty to Endurance checks made to ignore the effects of starvation.

Ycaqt

A native creature of the isolated, wealthy world of Velmor, the ycaqt is a gigantic, hairless beast supported by a pair of massive legs and possessing an equally massive maw that enables it to scoop up more than a dozen liters of water and filter out the plankton that is its primary diet. In spite of the intimidating size of its mouth, a ycaqt instead relies on its speed and its powerful tail to defend itself from predators, because any damage to the

delicate baleen it uses to filter its food could result in the ycaqt's starvation. Early in the history of Velmor, ycaqts are used in battle and for hunting by Velmorian nobles, and the creatures retain their cultural significance, being used in ceremonial events such as precoronation festivities. Despite protests by some nobles, ycaqts are successfully exported to other worlds for use in sports.

Ycaqt

CL 1

Large beast 2

Init +2; **Senses** Perception +1

Defenses Ref 10 (flat-footed 9), Fort 14, Will 10

hp 17; **Threshold** 19

Speed 12 squares

Melee tail slam +5 (1d6+5) or

Melee trample +5 (1d6+5)

Fighting Space 2×2; **Reach** 1 square

Base Atk +1; **Grp** +10

Special Action trample

Abilities Str 19, Dex 12, Con 18, Int 1, Wis 10, Cha 4

Feats Skill Training (Survival)

Skills Jump +10, Perception +1, Survival +6

Trample—As a standard action, a ycaqt can attempt to trample an adjacent target that is at least one size category smaller, making a melee attack roll against the target's Reflex Defense. If the attack succeeds, the target takes damage as normal. If the attack misses, the target takes half damage.

ANIMAL COMPANIONS

Animals that have been domesticated to serve as companions can be particularly beneficial to explorers and scouts. Popular holovids show explorers with animal sidekicks, usually feral beasts that they have managed to tame. Even the notoriously fierce and battle-hardened Mandalorians are known to have a soft spot for some animals, particularly those that can handle themselves in a fight.

In many respects, having an animal companion is like including an NPC droid or a nonheroc minion as part of the group. And as with allowing too many player-controlled NPCs, the Gamemaster should be careful about allowing characters to have too many animal companions. The Gamemaster should also avoid allowing heroes to select an animal companion that has a Challenge Level significantly higher than the heroes' character level. A group of 1st-level characters who have a pet strill will have an easier time overcoming combat challenges that would otherwise be balanced for a similar group of characters.

ANIMAL COMPANIONS AND GAINING EXPERIENCE POINTS

If the Gamemaster decides to award an animal companion an equal share of the group's earned experience points, eventually the creature will gain enough experience points to advance in level. Even though it is a player-controlled NPC, the animal companion still follows the advancement rules on page 273 of the Saga Edition core rulebook. Since heroes are exceptional individuals, their animal companions would likely become similarly exceptional.

If the animal companion is under the direct control of a player and provides the group with a distinct advantage, specifically in combat encounters, the creature should receive an equal share of the experience points for that adventure. For example, a voorpak that is the animal companion of a noble in a group of five player characters would receive one-sixth of the experience points that the group earns. If the animal companion is handled as an NPC and largely operates independent of the players, or if it does not provide a significant advantage to the party, then it should not receive experience points.

Directing a player-controlled animal companion can be simple. The owner indicates what actions the creature should take. Domesticated creatures can be assumed to obey the commands of their owners, provided the commands are not too complex and do not put the creature in too much danger. An animal companion acts on its owner's initiative count.

The creatures described below frequently serve as animal companions.

Dark Wolf

Also known as raquor'daan by the Weequays of their native world, Sriluurian dark wolves are nocturnal hunters. This stealthy and deadly predator uses its poison-laden claws and stinger-tipped tail to bring down prey, and its tough, leathery hide protects it from both sandstorms and its own stinger. Dark wolves are natural enemies of the equally vicious bandigos, so they are treated with great respect by the Weequays, whose legends include stories of the fearsome dark wolves. Although they are among the more dangerous creatures of Sriluur, dark wolves can be tamed to serve as loyal hunting companions.

Dark Wolf

CL 3

Medium desert beast 4

Init +11; **Senses** darkvision, scent; Perception +9

Defenses Ref 14 (flat-footed 10), Fort 13, Will 12

hp 30; **Threshold** 13

Speed 10 squares

Melee bite +7 (1d6+6) and

2 claws +7 (1d4+6 plus poison) and
tail attack +7 (1d3+6 plus poison)

Base Atk +3; **Grp** +7

Atk Option poison

Abilities Str 18, Dex 18, Con 16, Int 2, Wis 15, Cha 8

Special Quality scent

Feats Skill Training (Initiative, Survival)

Skills Initiative +11, Perception +9, Survival +9

Poison—When a dark wolf deals damage to a living target with its claws or its stinger, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target moves -1 step along the condition track. A target moved to the last step of the condition track by the poison is immobilized, but not unconscious. The poison attacks each round until cured with a successful DC 10 Treat Injury check.

Scent—Dark wolves ignore concealment and cover when making Perception checks to notice enemies within 10 squares, and they take no penalty from poor visibility when tracking (see the Survival skill, page 73 of the Saga Edition core rulebook).

Saber Cat

A large carnivorous species native to the Mid Rim world of Monastery, the saber cat is a ferocious predator. Members of the Order of the Sacred Circle are known to keep several tamed saber cats as pets and protectors. The creature's name refers to its razor-sharp claws and teeth, but a saber cat also possesses a thick horn that can be used as a weapon. Difficult to procure, saber cat whelps fetch a high price on the black market, and the unsettling appearance of saber cats makes them appealing both as pets and as status symbols for crime lords and nobles.

Saber Cat

CL 5

Medium beast 6

Init +7; **Senses** Perception +9

Defenses Ref 14 (flat-footed 10), Fort 11, Will 11

hp 33; **Threshold** 11

Speed 8 squares

Melee bite +8 (1d6+5) and

2 claws +8 (1d4+5) or

Melee gore +8 (1d6+5) and

2 claws +8 (1d4+5)

Base Atk +4; **Grp** +8

Atk Option pounce

Abilities Str 14, Dex 18, Con 13, Int 2, Wis 12, Cha 7

Feats Skill Training (Jump, Stealth), Weapon Finesse

Skills Jump +10, Perception +9, Stealth +12

Pounce—When long jumping, a saber cat does not require a running start for jumps of 4 squares or fewer and does not double the Jump DC when doing so (see page 68 of the Saga Edition core rulebook). If the saber cat successfully jumps into or adjacent to a target enemy's square, the saber cat can make an immediate attack against the target. If the attack is successful, the saber cat can attempt to trip the target (as if using the Trip feat on page 88 of the Saga Edition core rulebook) as a free action that does not provoke attacks of opportunity.

Strill

A strill is a six-legged Mandalorian hunting animal that has a large, fang-filled mouth. Strills are considered to be highly intelligent by their owners. Slightly over a meter in length, strills are covered in loose flaps of skin, which they use to glide through the air. As it glides, a strill is capable of carrying a surprising amount of weight for a creature of its size. Strills have substantially longer life spans than Humans, so it is common for a Mandalorian to pass ownership of a strill to a younger clan member upon his or her death.

Strill

CL 4

Small beast 5

Init +4; **Senses** Perception +13

Defenses Ref 14 (flat-footed 12), Fort 13, Will 12

hp 39; **Threshold** 13

Speed 4 squares

Melee bite +9 (1d4+8)

Fighting Space 1 square; **Reach** 1 square

Base Atk +3; **Grp** +4

Special Action gliding

Abilities Str 22, Dex 14, Con 14, Int 2, Wis 12, Cha 3

Special Quality carrying capacity, gliding

Feats Improved Defenses, Skill Focus (Perception)

Skills Perception +13

Carrying Capacity—Strills are treated as Medium creatures when determining their carrying capacity.

Gliding—As a move action, a strill can glide, which is treated as a Jump check with the strill being considered to have a running start. Strills gain a +10 species bonus to Jump checks to determine the distance cleared.

CHAPTER III EXPLORATION CAMPAIGNS





Every *Star Wars* film begins with the same words, which remind us that a galaxy full of adventure waits for us. Untold worlds exist beyond the many already known by name. Exotic creatures wait after the next hyperspace jump to aid or confound the heroes. Every roleplaying session with your friends is an opportunity to explore new worlds together and create classic adventure stories. The galaxy is a big place. Every world is an adventure waiting to happen.

One of the great appeals of *Star Wars* is the exotic locations where stories can take place. Every planet seems familiar, yet has a unique element that makes it memorable. From the giant forests of Endor to the endless deserts of Tatooine, the worlds of the galaxy reinforce the familiar yet fantastic tone.

No matter the era of *Star Wars*, the galaxy offers thousands of unexplored worlds. Explorers continually push beyond the frontier and expand the fringe. Some operate as part of a governmental body, looking for worlds to colonize and conquer. Some operate as employees of galaxy-spanning companies that seek new worlds to exploit for profit. And others operate on their own in small, battered ships, trying to carve out a home in the spiraling void.

This chapter includes suggestions on how to make worlds that will resonate in your stories. It has resources and advice for building new worlds, as well as a planet generator to help when time or inspiration is lacking. It also suggests different ways to bring the theme of exploration to the forefront of your *Star Wars* campaign. And, because attitudes about exploration differ throughout the eras, summaries of those attitudes are included here. Chapter 3 introduces two campaign outlines that have exploration as their central theme. Each of these campaigns offers suggestions on how to customize the campaign to best fit your play style. Also check out the tips and guidelines on how to include exploration as a theme in an ongoing campaign.

CAMPAIGN OUTLINE: POOR WAYFARING STRANGERS

This campaign revolves around a group of heroes trying to find their way home from the Unknown Regions. The heroes are flung out of known space by a hyperdrive accident, and they are trapped on a ship with members of an opposing faction. The heroes must first learn to coexist with the opposing faction by either converting or eliminating its members. Then, to find medical assistance for the engineer who can repair their ship, they must bring peace to the sector of space they have been hurled into. Finally, they must locate an ancient space station that has the technology to send them home.

Part of the conflict stems from the heroes being stuck in the Unknown Regions with a group of enemies. Many natural pairings fit this idea. All the heroes need not be from one of the factions, but having at least one character directly involved in the conflict makes for excellent drama.

- Empire/Rebels
- Jedi/Sith
- Republic/Mandalorian

ACT I: ONE-WAY TICKET

The campaign begins in the middle of the action, much like the opening of *Star Wars: A New Hope*. The heroes are making the final assault on an enemy flagship. They are pursuing Dr. Xita, an eccentric hyperdrive engineer. Xita, along with members of the enemy faction, is attempting to escape in an experimental craft. The craft possesses a multiphase hyperdrive that allows the ship to travel farther and faster while in hyperspace. At the end of the encounter, after the heroes have boarded Dr. Xita's ship in order to capture him, the experimental hyperdrive is activated, either accidentally or deliberately. The multiphase hyperdrive damages itself upon its activation. The ship has a backup hyperdrive, but using it to return to civilized space is a long and arduous process.

The heroes find themselves deep in the Unknown Regions, trapped on the same ship with their enemies. They must learn to coexist, at least for now. Will they survive long enough to find their way home?

The ship has food and water for two weeks. If the heroes are to have any hope of survival, they must find new sources of these necessities. Adventures on hostile worlds gain the heroes some supplies. However, gear and replacement parts for the ship cannot be found in the wild, so the heroes must interact with the strange species of this unknown sector. Natives willing to trade are unwilling to accept credits. Most of the equipment on the ship is vital to their survival, but the heroes can offer their services in exchange for parts.

One of the best ways to highlight the differences of an Unknown Regions campaign is to use lesser-known non-Human species. The races described in Chapter 1 are a good place to start, as well as the races found in other *Star Wars Roleplaying Game* Saga Edition rulebooks and in other *Star Wars* books, comics, movies, and television series. Players accustomed to seeing Wookiees and Trandoshans in every spaceport will feel more out of place when they come into contact with species that are not immediately recognizable.

Another way to set an Unknown Regions campaign apart is to challenge players' expectations. The decades of *Star Wars* lore lead players to expect certain patterns of behavior from the inhabitants of the galaxy they know. A campaign set outside the usual galaxy offers a chance to explore those ideas and play with them. Rodians are known as bounty hunters. What if the heroes come across a Rodian who was exiled because she was unable to kill her first target? Members of other familiar races might have been lost in the sector. Perhaps Hutts are the benevolent guardians of a charitable monastery, or a planet is at war over a prized Jedi artifact that turns out to be a hydrospanner.

During their initial exploration, the heroes come across a small ship pursued by a much larger force of pirate vessels. The fleeing ship transmits a distress signal, and the heroes swoop in, sending the raiders fleeing. The rescued ship belongs to Grazdoc, a Nebalite trader in the sector. Nebalites are cephalopods of Gargantuan size who have ships constructed around their bodies like suits of clothing. When Grazdoc needs a face-to-face agent, he sends a small protocol droid, X-17-D. The droid is unable to speak, but it communicates through gestures. Grazdoc is grateful for the heroes' intervention and turns out to be a valuable ally.

The raiders make excellent recurring villains. They are a gang of low-level space thugs who have bribed local authorities to look the other way when they bully defenseless ships. Led by a pirate known as Bereliz, the raiders operate out of a hidden base that the heroes must locate. The raiders might find new allies in the enemy faction on board the heroes' ship. The enemy faction can give inside information to the raiders, revealing any weaknesses the heroes might have so the pirates can exploit them. The raiders help the enemy faction set up ambushes and attempt to take control of the ship. Alone, the raiders are not a great threat, but as the enemy faction attempts to take command of the ship away from the heroes, the raiders complement the intrigue aboard the ship with an external threat.

This act concludes when the heroes face off against the raiders and take the fight to their hidden base. The raiders have captured Grazdoc and are holding him hostage. This is an opportunity to include a classic adventure encounter as the heroes make their way into the base. They might use speed, combat, or stealth, but the heroes eventually come face to face with Bereliz. The pirate leader is a cut above the riffraff in his employ. He makes the heroes an offer: If they join him, they can become kings of the sector. If the heroes refuse Bereliz's offer, the confrontation quickly becomes violent.

ACT II: THE SEARCH FOR A CURE

Before repairs can be made to the multiphase hyperdrive, Dr. Xita succumbs to a mysterious sickness. Years of exposure to the multiphase hyperdrive have affected his health. The heroes discover from local traders that the only cure for his disease lies in the strange technology of the Xaxax, a long-extinct race of beings who left powerful technological artifacts scattered throughout this part of the galaxy.

This act also introduces a new set of villains. The local name for the members of this organization roughly translates to the Guardians. They were brought together to watch over Xaxax technology and ensure that it is not used for evil purposes, but the Guardians have grown corrupt after thousands of years and jealously guard the advanced technology of the lost Xaxax.

A strange piece of ancient technology comes into the heroes' possession. Perhaps it is discovered in the treasure trove of Bereliz's defeated raiders, or perhaps it is given to the heroes as a token of Grazdoc's gratitude. Studying the artifact reveals two facts: The artifact is very old, possibly predating the Republic, and the small but highly advanced artifact enables the user to communicate across far distances. If the heroes ask local contacts about the artifact, they receive cryptic responses. Such technology has been seen in the region before, but no one seems to use it.

The heroes must keep Dr. Xita alive, because he is the only being capable of repairing the multiphase hyperdrive. Without constant maintenance by Dr. Xita, the ship begins to break down. The backup hyperdrive starts to malfunction, as do the weapons. Doors stick. A strange smell issues from the air vents. These inconveniences are not life-threatening, but serve to spur the heroes to find a cure for Dr. Xita before the ship deteriorates further.

Many of the adventures and encounters in this act involve the search to find a cure for Dr. Xita's illness. Grazdoc puts the heroes in contact with various healers—some who have legitimate gifts, some who sell colored water to gullible natives. A visit to a primitive Force-sensitive shaman sends the heroes on a quest for a rare healing herb on a dense jungle planet. A rumor of ancient technology puts the heroes at odds with the Guardians. Through these adventures the heroes find treatments for Dr. Xita's symptoms, but no cure for the disease that is slowly killing him.

The main villain of the act is the enemy faction on board the ship. With the heroes occupied with the search for a cure, the enemy faction decides to seize control of the ship or destroy everyone in the process. The enemy faction does its best to sabotage any objectives the heroes have by methods such as destroying the translation database, making interactions with other races more difficult. It provokes fights with hostiles to force the heroes to expend time and energy smoothing things over, and it reveals the ship's location to criminals and pirates. It wipes the memories of droids and deactivates weapons. The enemy faction has gathered together the enemies bested by the heroes, using those allies in its push to seize control of ship and destroy the heroes.

The Guardians are a minor threat in this act because, unlike the raiders, the Guardians do not make deals with the enemy faction. The threat they represent might seem distant, but the heroes should gradually become aware of the depth of the Guardians' corruption. The Guardians let criminals go. They harass the heroes in their search for medicine. They confiscate items of ancient technology, which inevitably turn up in a villain's clutches. The Guardians don't take direct action against the heroes. Even if the heroes launch an attack on a Guardian ship, the Guardians fight to disable. But they are only waiting for the right moment to act, and when they strike, the Guardians will show the heroes no mercy.

The climax of the second act comes when the heroes discover a world with technology that can cure the mysterious disease that afflicts Dr. Xita. The world is said to have been built by the Xaxax, and it appears to have been the source of the bits of advanced technology that turn up throughout the sector. The Guardians abandoned the world long ago, having looted what technology they could locate. Depending on the heroes' strengths, the climactic encounter can incorporate an assault on an ancient fortress, a battle over the Xaxax world, or a clash of lightsabers while the rest of the heroes race to save Dr. Xita's life.

CAMPAIGN OPTION: KEEP YOUR ENEMIES CLOSER

The heroes must learn to live with their enemies while they are stranded in the Unknown Regions, instead of constantly battling them for control of the ship. You might allow players to make characters who are members of the enemy faction. The players can use what they know about the opposing factions in the game to find creative ways to resolve the conflict set up in the beginning of the campaign. For example, a Sith character might be turned away from the dark side by Jedi characters, or a Republic soldier might learn discipline from a Mandalorian. You should include encounters that emphasize that all the characters will have to work together to survive.

ACT III: A LONG SHOT

The goals of this segment of the campaign are twofold. The heroes must eliminate the Guardians and find their way home. The Guardians observe the conflict between the two factions with increasing interest. The Guardians are confident that they can bargain with the enemy faction if it wins. If the heroes win, they become a threat to the Guardians that must be dealt with. During the final battle with the enemy faction, the heroes discover evidence of a hidden Xaxax station somewhere in the sector. Dr. Xita remarks on how the design of the station mirrors the design of the multiphase hyperdrive. The ancient space station is the heroes' ticket home! Now all they have to do is find it.

The power core for the station was salvaged and split up by the Guardians. The heroes must locate and recover enough pieces to power the station for one final jump. (The exact number of pieces needed is up to the Gamemaster.) One piece is located on a planet where the primitive population worships it as a god. Another is used as the power source for the Guardians' largest ship. Another might be hidden among the million fragments of an asteroid belt. Dr. Xita can cobble together the pieces into a device that will supply enough power to the station for one risky jump home.

The Guardians keep the location of the station secret, because it's the place where they decode and study the artifacts they find. But a small number of Guardians oppose their organization's corruption, and they feed information about the ancient station to the heroes. These dissenters are eventually discovered and eliminated by the Guardians, but not before having provided the heroes with enough clues to locate the station. Ultimately, the heroes sow the seeds of rebellion, intentionally or not, and the planets of the sector start to rise against the Guardians.

The heroes and their allies mount an assault on the station, where the Guardians make their last stand. The Guardians are led by General Klaxus, a shrewd commander. A member of the enemy faction might make a surprise return as Klaxus's second in command. This final act offers a great opportunity for a multilayered showdown. Run a round of space combat, then have some of the heroes lead an assault on a vital substation, and then stage a duel between one of the heroes and General Klaxus. Cutting between the battles is a classic *Star Wars* tactic, heightening the tension and keeping everyone on the edge of their seats.

CAMPAIGN OUTLINE: THE SEARCH FOR ENDELAAN

This campaign features the crew of the ship *Spiral Dancer*. The *Spiral Dancer* has been specially built to head into the Unknown Regions for a lengthy mission. The players will have adventures along the way to fulfilling their ultimate goal of finding a lost planet known as Endelaan. You should adjust the reason the heroes need to find Endelaan to fit the era and the characters. Endelaan might be an enclave of Jedi who survive Order 66. It might be a new homeworld for a species displaced by the Empire or by the Mandalorians, or it might be the source of a strange new technology.

The *Spiral Dancer* is a large ship with a large crew complement. Select a ship appropriate for the era of play. This larger ship allows for a different play experience than the typical light freighter often used as a transport. It offers a chance to refresh resources used during the course of the campaign. Starfighters are destroyed, weapons are lost, and Gamemaster characters perish during the campaign. Replacing them is easier because of the resources available on the *Spiral Dancer*.

THE MULTICHARACTER CAMPAIGN

One challenge of a game featuring a large crew is keeping the heroes together for adventures. If, for example, the heroes consist of a protocol droid, a medical officer, a hotshot pilot, and a Jedi ambassador, writing adventures that require the skills of each character can be difficult. One way to resolve this problem is to allow players to make multiple characters with different specialties. The players can then choose to play the characters who best suit each mission.

ACT I: THE OUTER RIM

The first few adventures take place on the known frontier of the galaxy, in the Outer Rim. These adventures allow you to use traditional *Star Wars* elements while preparing the heroes for the unique challenges to come.

Subo the Hutt is the crime lord of the sector, a minor wheel in the larger crime family. Subo is a Hutt with refined taste, and he believes himself to be a humble art collector, although he engages in the same brutal behavior that Hutt crime lords are known for. Subo is fine with his small-time role, because he has a much longer view. He, too, is interested in Endelaan, because he believes that something on the planet can extend his life indefinitely. While the other Hutts poison and kill each other through the years, the secret of Endelaan will ensure that Subo is the ultimate inheritor of the crime empire.

The first of Subo's enforcers is a Human named Jakka. Jakka is not bright and brags about his work for Subo. Subo keeps the thug around because of his resilience. For some reason, Jakka is difficult to kill, and he has the cybernetics to prove it. Jakka is a relentless foe, returning to the pursuit of the heroes time and time again after they believe him to be dead. Jakka takes pride in his cybernetic replacements and does his best to find those that are intimidating and obvious. He remembers any hero who injures him in an encounter, and he does what he can to use his new toy on that hero in the next encounter. Jakka should ultimately end his career in the final encounter of this act, after he has become more machine than Human.

Renarra is Subo's lieutenant and main advisor. This Wookiee owes a life debt to Subo, and she uses her position to her advantage to get out of trouble with the authorities. Renarra is as ruthless and cunning as her boss, and her temper is legendary. Although she does not engage in the berserker rages typical of Wookiees, she is no less deadly in anger. She has sent Jakka and other enforcers after targets who have committed only the slightest infractions. She is particularly hard on smugglers who fall behind in their debts. Subo keeps her in check, but when he wants someone eliminated, Renarra gets the job done. She is a stubborn enemy and does not tolerate failure in herself or her minions.

Subo attempts to plant an agent on the *Spiral Dancer*. He wants to learn what the heroes know about Endelaan and tries to persuade at least one of the heroes to become a double agent. Subo has studied the heroes well and knows how to tempt them. He might offer a Jedi an ancient holocron or perhaps a list with the names of all the Force-sensitives in the sector. He might offer a soldier a prototype weapon or a scoundrel a chance at a big payday. The key is to have Subo make an offer that the hero will find difficult to refuse. It should be a tough decision, and one that the hero might regret later.

The heroes themselves might be immune to Subo's temptations, but not everyone on board can resist his charms. On a ship as large as the *Spiral Dancer*, Subo will eventually get to somebody. The traitor onboard is a plot that needs to be revealed slowly. Start with a weapons malfunction. Direct suspicion onto one of the player characters, and then spread it to the others. The heroes should trust one another, but let their suspicion of the rest of the crew work its way into the story. The traitor reveals his or her identity near the end of the act, but the heroes should feel that they are close to uncovering the identity at any moment.

Most of the adventures are small clashes over artifacts that offer information about Endelaan. Subo leaves Renarra to handle these matters. Renarra uses violence as her main tool, arranging burglaries and attacking vulnerable crew members whenever she can. After the *Spiral Dancer* has been identified as a threat, Renarra throws any obstacles she can at the crew. She knows that she does not have the resources to battle a ship the size of the *Spiral Dancer*, but the crew is another matter entirely. Individual crew members can be intimidated, kidnapped, or killed, and the repercussions of these events are felt by everyone.

The conflict with Renarra comes to a head with the discovery of the *Antara Satrap*. This small scout ship visited Endelaan by accident, and vital navigation information is stored in its logs. Renarra kidnaps the last living relative of the *Satrap*'s captain and tortures the young Human for information. He claims to know nothing about the ship. The heroes come to his rescue and discover that one of his family heirlooms points to the location of the *Satrap*. The ship is intact but heavily damaged. The logs require time to repair and decipher. Renarra knows that the time to strike has arrived and calls in a last favor from the traitor on board the ship.

When the *Satrap* is repaired, the traitor makes his or her move. The ship is stolen and leads the *Spiral Dancer* on a chase through the Outer Rim. The *Satrap* jumps into a system, creates as much confusion as possible, and jumps away, leaving the heroes to resolve problems such as hostile natives, counterfeit artifacts, and red herrings designed to slow the heroes down. The *Antara Satrap* eventually leads the heroes to Subo's personal vessel, the *Codexen*.

The *Codexen* is a large luxury liner that has been converted to cater to Subo, his entourage, and his guests. Unlike other examples of Hutt excess, the ship is not filled with slave dancers, pet monsters, or other such ephemeral pleasures. Subo considers himself an art collector and a Hutt of refined

tastes, and his ship is a floating museum. Subo's collection should make the heroes reluctant to destroy the ship. The heroes instead find themselves on a careful raid of the *Codexen*, trying to acquire the information that Subo has about Endelaan as well as recover the *Antara Satrap*. Throw in a mix of valuable artifacts, the final appearance of Jakka as a henchman, and the final confrontation with Renarra, and you have an excellent conclusion to the first part of your campaign.

ACT II: THE DANGER OF THE NEBULA

Having recovered the *Antara Satrap*, or at least its logs, the heroes now have a general idea of Endelaan's location, and the search for the planet begins in earnest. The *Spiral Dancer* leaves the Outer Rim and the machinations of Subo the Hutt behind. This act features adventures with themes of exploration and discovery. The heroes have had a good dose of classic *Star Wars* adventure on the fringes of the galaxy. This act makes the transition from a game featuring familiar *Star Wars* elements into a game with new elements but the same themes.

The Nebula is the main threat of this act. This ancient cult does not have a massive fleet of starships. It does not have the evil powers of the Sith. But it does have a prophecy that states that the discovery of Endelaan will bring about the end of the galaxy. The Nebula believes itself to be the only organization able to stop the prophecy from coming true. When the *Spiral Dancer* arrives, the members of the Nebula know they must act. The secret of Endelaan is theirs to protect, and the *Spiral Dancer* is the biggest threat they have faced.

A campaign in the Unknown Regions is an excellent chance for the heroes to make history by discovering a brand-new species. Perhaps they find one of those detailed in this book, or perhaps they discover a species you have designed. The heroes have a blank slate to work with. The newly discovered species might become essential allies. Or they might align with the Nebula and work with the secret society to defeat the *Spiral Dancer*. Give the heroes a few encounters that can influence the new species' opinion of them.

The Nebula hopes to quietly eliminate the heroes and stop them from triggering the prophecy. One of the Nebula's agents starts to spread lies about the crew of the *Spiral Dancer*. These stories are exaggerated versions of the heroes' previous exploits. A soldier's heroic defense of an outpost becomes a massacre of legendary proportions. Delicate trade negotiations by the communication officer are transformed into the fleeing of an entire planet. Distort incidents from earlier in the campaign until the actions become villainous. The heroes must work to restore their reputation, and they become aware that someone out here is sabotaging their efforts to find Endelaan.

As they search for the lost planet, the heroes begin to influence the Unknown Regions. The technology they bring is different from anything in the sector. It should subtly transform the civilizations that the heroes encounter.

How might a primitive civilization react to a speeder or a blaster? The *Spiral Dancer* develops a black market that sells equipment wherever the ship stops. Some view it as harmless, but the problems escalate when a native species uses the technology to dominate the other species on the planet. The heroes must put things right the best way they can.

As the *Spiral Dancer* gets closer to Endelaan, a member of the Nebula reveals himself to the heroes. He wants protection from the society and is willing to reveal its secrets in exchange for a small parcel to live on when Endelaan is reached. This turncoat leads to a series of adventures that include verifying his stories and dealing with crew members who are unhappy with a traitor coming on board. Ultimately, the traitor truly wants to defect and help the *Spiral Dancer*, but the heroes should face many moments of doubt before his good intentions are proven.

The *Spiral Dancer* soon comes to be seen as a source of justice in the sector. Ships seek out the *Spiral Dancer*, hoping that it can settle interplanetary conflicts. Without an Empire or a Republic to keep order, the locals of many worlds need the *Spiral Dancer* to act as an intermediary to broker treaties and prevent wars. These challenges should offer a mix of diplomacy and action. Negotiating a treaty can be difficult, but it becomes much more complicated when one of the ambassadors is kidnapped and the *Spiral Dancer* has to rescue her. Some of these challenges are the result of the Nebula's interference. The heroes' reputation is in constant fluctuation. For every planet where the *Spiral Dancer* does some good, the Nebula does evil in the heroes' names.

The positive influence that the *Spiral Dancer* creates in the sector eventually pays off. The heroes are directed to Mnemos, a planet-sized computer database that holds the secret to the location of Endelaan. The Nebula knows that this is the best opportunity to stop the heroes, and the organization arrives at the planet before the heroes do. Nebula agents sabotage the access nodes on the planet, so the heroes must restore the nodes to find the location of Endelaan. These encounters should offer multiple ways for the heroes to shine. For example, one node might hide a Nebula ambush, while another involves a cryptic puzzle that must be solved before time runs out and the node is permanently disconnected. These encounters should be tailored to your heroes' specialties, giving each one an opportunity to shine and to have a hand in locating the planet that they have been searching for since the beginning of the campaign.

Endelaan is within sight. The long journey into the unknown is almost complete, and the Nebula makes a last, desperate move. Its agents attempt a mutiny on the *Spiral Dancer* and try to destroy the ship and all on board before it reaches the final destination. The heroes begin this encounter stripped of their weapons and equipment, and they must find away to overcome the Nebula before it destroys the *Spiral Dancer*. A tense encounter on the bridge or in the engineering section either results in the heroes retaking the ship or in the destruction of the *Spiral Dancer* if the heroes fail.

ACT III: RETURN OF THE MANDALORIANS

This act should take place after a break in the campaign. Time has passed on Endelaan—perhaps six months, perhaps longer. The heroes have had a chance to settle down but, as is always the case in the lives of heroes, something arises to thrust them back into greatness again. The heroes' peaceful life on Endelaan is shattered when a fleet of ships darkens the skies and a transmission comes from the flagship battle cruiser *Victus*. The leader wears Mandalorian armor and makes a simple statement: Surrender or die. The heroes take up arms once again to defend the lives they have built on Endelaan.

The invasion force is made up of soldiers dressed as Mandalorians. Gamemasters looking for a classic *Star Wars* enemy need look no further. Even if the era in which the game is set is not one where the Mandalorians play a role, the invaders look the part. Perhaps they are part of a resurgent movement, or perhaps they use the trappings of the Mandalorians to instill fear into their victims. They move and attack with the Mandalorians' deadly efficiency. Even if they aren't true Mandalorians, the way they march across Endelaan should demonstrate to the heroes that they mean business.

These Mandalorians are led by a being named Vipsanis. Vipsanis believes he is destined to become the new Mandalore, and he plans for his empire to begin with Endelaan. Though he might come to respect the heroes' defense of their adopted homeland, Vipsanis is convinced that his destiny cannot be denied. He has chosen to invade Endelaan because he knew he would come into conflict with the heroes, and Vipsanis knows that if he cannot defeat the heroes, his followers will consider him unworthy of the title he seeks.

The Mandalorians are tough enemies to defeat, and the heroes should find their confrontations with Vipsanis's forces challenging. If the heroes are successful in some encounters, they are defeated in others. The heroes can defend only so many places at once, and the Mandalorians stretch their resources to the breaking point. Villages are destroyed, settlements sacked, and any of the improvements the heroes made to their surroundings when they settled on Endelaan are methodically being reversed. Heroes dislike being defeated, so this is possibly the trickiest part of the campaign. Find a balance between victories and setbacks. Perhaps the heroes keep getting the best of a certain commander even as the Mandalorians move across Endelaan.

As the heroes' situation declines, highlight their successes by playing up personal victories. *Star Wars* heroes are usually broad. By this time in their careers, the heroes have probably saved the galaxy at least once as well as destroyed an evil organization or two. Even as the Mandalorians win, the heroes see reasons to keep fighting. Each small success—the valiant defense of a Jedi Padawan as she takes up her fallen master's lightsaber, or the soldier ensuring that civilians escape as the Mandalorians advance—can feel as important as a large victory.

Vipsanis has nominated Akero as his general in charge of the occupation. Akero is a good choice. He is a young warrior in search of glory, and his prowess on the battlefield is quickly becoming legendary. Akero challenges the heroes at every turn, but unlike Vipsanis, Akero also sees the honor the

MANDALORIAN SCOUTS OFTEN KEEP STRILLS AS ANIMAL COMPANIONS.



heroes bring to the battle. In his quest to become the Mandalore, Vipsanis is blind to the atrocities he is ordering Akero to commit. The heroes have a potential ally in Akero. But how can they ask him to work with them against Vipsanis without sacrificing his own honor?

Eventually, the time comes when the heroes have their backs to the wall. They retreat to where they have stored the *Spiral Dancer*. A decision must be reached. Should the heroes abandon Endelaan, or should they regroup for one last battle? Assuming that the heroes elect to stay and fight, they will have to spend time making the *Spiral Dancer* ready for battle. This might require stealing weapons from the Mandalorians, repairing the engines, and training resistance fighters. When the heroes get their force ready, they take the battle to Vipsanis.

The main Mandalorian battle cruiser is more than a match for the *Spiral Dancer*. A stand-up fight is a quick route to an airless grave. The *Spiral Dancer* can engage the battle cruiser *Victus*, but it must do so carefully. Such an engagement might involve the heroes piloting a small shuttle and trying to sneak around the Mandalorian vessel while it is engaged in battle with the

Spiral Dancer. The heroes must capture the opposing bridge before their fellow crew members aboard the *Spiral Dancer* are killed. The final encounter of the campaign is a grand battle on the bridge of the *Victus* between Vipsanis, his personal guard, and the heroes.

SCOUTING ORGANIZATIONS

The popular image of the scout is that of a lone pilot with a trusty droid heading out into the Unknown Regions and discovering adventure and wealth beyond imagination. This is an image scouting recruiters play up in their advertisements, and while the myth has some truth, a scout rarely heads out without some support back home. The three major types of scouts are service, corporate, and independent. Each type has advantages and disadvantages to the way it explores the universe.

SERVICE SCOUTS

Service scouts work for a government, such as the Old Republic or the Galactic Empire, often as part of the military. Service scouts are sent to look for locations for military bases, to monitor enemy troop movements, or to do espionage and courier work. Elite scouts work with small special forces units, guiding them into dangerous situations and retrieving them when they need to leave in a hurry. Service scout crews are loyal to one another. They know they have only each other to count on out in the Unknown Regions, so they develop a tight bond.

Service scouts are mostly concerned with exploration. The more detailed the map their government has of space, the better the armed forces can deploy for defense and to fend off threats. Scout services in time of war are trained in starship combat and hit-and-run tactics. When these scouts muster out of the service, they often find themselves in high demand from corporate scout divisions. Military service also fosters connections among the independent scouts who were once service scouts. A former service scout who encounters another might gain a free drink, information, or a steadfast ally.

The main advantage of being a service scout is stability. Even when a government is not interested in expanding its borders, service scouts are still needed to perform routine reconnaissance. The salary is constant, regardless of whether a scout discovers a mineral-rich world or a lifeless asteroid. Service scouts not on duty are decommissioned to a reserve status. Such scouts are allowed to keep and operate their ships, with the understanding that they can be called into active duty at any time. Joining a scout service is one of the few reliable ways of obtaining a ship without enlisting the aid of a crime lord. If the scout performs above and beyond the call of duty in the name of the service, the scout service can award the scout his or her ship as a reward.

The disadvantage of being a service scout is the associated bureaucracy and red tape. A service scout is sent to a specific sector with rigid mission parameters. The commanders back home might give a scout latitude in the field, but a service scout who plays too fast and loose with regulations has many questions to answer when he or she heads home to resupply. Service scouts can be heroic, but they should not expect a parade and a medal when they arrive home.

The Corporate Sector Authority has no official scout service arm, but CSA ships are often called upon to perform many of a service scout's duties. Unlike corporate scouts, CSA scouts rarely discover new planets, because the sector in which they operate is well documented. The main function of CSA scout ships is to be on the lookout for ships flying too close to one of the sector's planets, trying to acquire insider information.

The Yuuzhan Vong invasion causes a panic in the New Republic scout service. Scout ships are equipped with military-grade weaponry and attached to New Republic military units. The scouts are often first on the scene when a new Yuuzhan Vong ship appears. Scout ships are also used for Alliance SpecOps missions to gather information on a Yuuzhan Vong installation or to eliminate a Yuuzhan Vong stockpile. The bond between a unit and its scout becomes strong, and many units stay in touch after the New Republic victory.

Rumors abound regarding the Jedi shadows. Traditional Jedi serve the Council, take on Padawans, and are well publicized when they arrive on a planet. Jedi shadows typically work alone, although a few operate with small, trusted crews. These small bands keep their leader's Jedi background hidden, traveling with little to identify the Jedi if the mission goes wrong. Shadows slip onto and off a planet at the behest of the Jedi Council, with no one the wiser. When a mission is exposed, the Council typically denies any knowledge of the shadow's actions and states that the Jedi is a rogue. Shadows are often sent to unexplored planets to search for locations strong in the Force or to seek rumored Sith enclaves.

Automated droid scouts make up most of the expansion division of the Confederacy of Independent Systems. Unlike the solo droids of the Imperial era, droid scouts are small ships sent out to search for planets rich in the resources needed for the massive war machines used by the CIS. Each droid is assigned a specific function. These scout groups are efficient and find many worlds where droid factories and other industrial production can flourish. However, the scout teams are unable to adapt to conditions not covered by their programming, such as combat or accidental damage. In these situations, the scouts have a general order to jump out of the system. But droid scouts are then often at a loss about how to proceed, and they exhibit strange behaviors until memory wiped.

To expand their territory, the Mandalorians use scouts as well as soldiers. Young soldiers serve as scouts when they first join the Mandalorians. Groups of scouts are overseen by an older soldier who acts as both commanding officer and drill sergeant. This position, known as the Gogi, is given to a Mandalorian who has passed his or her prime as a warrior but still has much to teach others. Most Mandalorians remember their Gogi fondly and look

forward to serving as one. The Gogi determines where the scout ship goes and what it does, but the ship can be recalled by the army to be sent on a specific mission.

CORPORATE SCOUTS

Each corporate scout works for one of the millions of corporations in the galaxy. Corporations are constantly on the lookout for more resources, whether ore, elements, or cheap labor. Large corporations have exploration divisions looking to expand business opportunities, and some hire out their scout services to other companies. These scouts are paid a flat rate and sign over all their rights of discovery to the company. The benefit of working as a corporate scout is the ability to see the galaxy and go to places no being has been before. The corporate scout is one of the important components in bringing civilization to the galaxy.

The focus of a corporate scout's mission is acquisition. Corporations want planets that can make money. Whether the planet is inhabited or has ancient Sith ruins matters little. If the company wants the rights to the planet, the corporate scout must do whatever he or she can to secure the planet. A corporate scout might be asked to do nearly anything, including negotiating with an undiscovered species or destroying an ancient holy site. The scout must be willing to play dirty with other scouts to ensure that his or her company comes out on top.



A CZERKA CORPORATE SCOUT TAKES A READING OUTSIDE HIS MRX-BR PACIFIER SCOUT SHIP.

One of the most prolific scouting divisions is part of the Czerka Mining Corporation. Czerka owns hundreds of scout ships and contracts thousands more to search for rich mineral deposits. The reports sent back from these expeditions make the company one of the most successful in the galaxy for centuries. The scout division cares little for planets that do not fit the profile set down by the executives. Hundreds of planets discovered by Czerka ships go unexplored because they are not of the right composition. Some of these are sold to other companies for development, but the locations of many simply become lost again.

Corporate scouts attract employees by offering excellent compensation. Corporate equipment is top of the line. Scout companies know that it takes money to make money, so they foot the bill for technology upgrades. However, corporations are protective of their assets, so corporate scouts are wise to carefully review the contracts they sign. Corporations offer bonuses for finding planets that fit their desired profile. These bonuses drive scouts into the Unknown Regions to find the perfect planet that will enable them to retire. Such planets are mythical, but enough stories filter through the company to make the idea seem plausible.

There are drawbacks to working as a corporate scout. Corporations are motivated by profit, which can make for hard decisions in the field. A scout who earns a bonus for discovering uninhabited planets might be faced with a difficult decision if he or she discovers a small colony on the far side of a desirable planet. Different divisions might have different goals for a newly discovered planet. The scout can become caught up in these power struggles. And a corporation's response to a scout's misfortune can be severe. The corporation might quickly replace a scout ship destroyed in the line of duty, but it might also garnish the scout's credits from future discoveries until the cost of the ship has been repaid.

The Survey and Development arm of the Czerka Corporation is one of the best-known corporate scout divisions in the galaxy. The company is one of the first to sell colonization rights to planets that it discovers but does not want. A common motto throughout the exploration community is "Czerka trained the rest of the galaxy." Most first-generation scouts come out of Czerka's program and bring their training with them. They pioneer many of the standard protocols that are adopted by countless scouting organizations that form afterward. No matter what era a scout is a part of, Survey and Development has a hand in how that scout does business.

Bellixan Endeavors is a scouting business that is a front for the Black Sun criminal empire. The Bellixan logo is used to hide ships full of illegal cargo with falsified manifests claiming they are filled with soil samples and other such mundane items. Guns are often hidden in crates marked as survey equipment. Bellixan does have working scout ships and is attentive to its employees, but the scouting operation is tiny compared to the smuggling conducted using Bellixan ships. Bellixan flourishes in the Rebellion era and finds itself targeted by Rebels looking for supplies to fight the Empire. After

the death of Black Sun leader Xizor, Bellixan scouts become a favorite target of privateers allied with the Rebels. Without the support of Black Sun, the company quickly folds.

Sienar Fleet Systems finds itself in a bad situation after the fall of the Empire. Many of its TIE factories are either dormant or destroyed. Facing a company-ending crisis, designers build the Lone Star scout ship based on existing TIE designs. The ship is remarkable because of the purchase program the marketing department devises. For every planet the owner discovers and signs over to the company during the first year, the owner receives credit back on the starship. The popularity of the ship soars as would-be explorers try their luck at getting a brand-new starship for free. In addition to the large number of ships sold, Sienar also makes lucrative deals selling the rights of the planets it acquires to other companies.

Colony companies such as Anawa are responsible for the expansion of civilization into the Unknown Regions. Their scout ships not only discover new planets, they also administer the planets for Anawa while the colonies develop. Anawa scouts are granted law-enforcement powers until a colony can provide its own. Anawa also expects its scouts to patrol nearby systems and protect colonists from pirates and undesirables ready to pounce on supply-rich colonies. The Empire might be cutting back on exploration to divert resources to military pursuits, but companies such as Anawa are there to take up the slack. Beings looking to escape the dark times are encouraged to consider becoming colonists, and there is always work for scouts with the colony companies.

Siechel Transystem's scouting division is not interested in a whole planet but rather in a specific resource. Siechel seeks out water-rich planets and sells the water to other planets that need it. Siechel scouts negotiate water contracts with planets and haul water across the galaxy. Siechel agents have a good reputation as fair merchants who treat clients on both ends with respect and integrity. Siechel is contracted by the Galactic Alliance to set up a water convoy from Mon Calamari to Tatooine. The job is not glamorous, but it is steady work for Siechel's scouts and a great way for a young pilot to rack up flight hours.

INDEPENDENT SCOUTS

Independent scouts work as freelancers, selling their discoveries to the highest bidder. When regular citizens think about scouts, they envision an independent scout. These scouts make up single-ship operations crewed by up to ten beings. Profits from discoveries are split between the members of the crew after the costs of maintaining and repairing the ship are covered. The crew determines the command structure of the ship. Some ships are commanded solely by the captain. Some captains let the crew vote on major decisions.

Survival is the main concern of an independent scout. Discovering planets is an independent scout's primary means of making ends meet, but sometimes

lucrative discoveries dry up. At times such as those, scouts dabble in other jobs, such as transporting passengers or shipping. Desperate times push the independent scout into more questionable activities. Many options exist on the frontier, and the odds of running into the law are low. To survive, these scouts are willing to expand their roles by taking a bounty, flying escort for a crime lord, or running cargo on the Outer Rim. These odd jobs keep the ship flying and let the scout plan his or her next expedition.

The independent scout values freedom above all else. These scouts obey no orders but their own. They determine where they go and whom they keep in contact with. They can explore deep space for weeks on end. Without any backup, these scouts are willing to fight longer and harder to hold onto discoveries. The independent scout also can use his or her judgment without reprisal in dangerous situations. These scouts do not worry about rules and regulations when the chips are down and a difficult choice must be made.

Support is a challenge for any independent scout. These scouts usually work in single-ship operations, so if the hyperdrive motivator blows and strands a crew of independent scouts in the middle of nowhere, the crew is left to its own resources to get home. No recovery ship or fellow employee can be called on for help. Many independent scouts come out of the scout service or a corporate scouting division. Independent scouts who have these backgrounds have built up the contacts that are necessary for a good support network. Independent scouts might not have official support, but sometimes a good friend is the difference between life and death.

Few independent scout organizations exist, but one was born out of a large tragedy. The Tommba Brotherhood is a loose affiliation of scouts who are natives of the destroyed planet Alderaan. Many of those who called Alderaan home settle on New Alderaan, but others wander the galaxy without a home. Many of these wanderers end up as independent scouts who band together in a loose, informal affiliation. Their name comes from a herd animal that wandered the plains of Alderaan. Despite the masculine name, both males and females can be members, as long as they are from Alderaan.

The scout known as Captain Nova is often dismissed as an old spacer's tale. Yet, when drinks are flowing at the local cantina, everyone seems to have had a friend or a friend of a friend who has encountered the captain. Captain Nova's ship, the legendary *Runner 309*, arrives in the nick of time when a spacer runs out of fuel or is attacked by pirates. Nova renders aid, offers a salute from his tinted, full-face helmet, and jumps out of the system without stopping. Stories of Captain Nova have been reported by everyone from Mandalorians to Imperial Knights, but his identity remains a mystery. No single being could live so long, could he?

Many heroes are made in the Battle of Kashyyyk. A young Wookiee named Grabathar uses his status as a war hero to begin ThrillSpace Travel. Grabathar takes travelers on trips to exotic destinations throughout the galaxy. He offers prepackaged tours but also is available for chartering. Business has been booming since the end of the Clone Wars, so Grabathar has added other captains and ships into his operation and is on the lookout for more spacers with the ability to entertain as well as protect passengers.

The Parallax Chain is a secret society of independent captains who deal in the most reviled criminal activity in the galaxy. Most are not outright slavers, but they are willing to deal with those who trade in lives for profit. The Chain uses scouts as spies and informants. Even during the Empire's peak, when slavers were able to operate almost openly, the Chain hides and keeps an eye out for opportunities to make profit. The Chain values new planets either to exploit for slaves or to use as hideaways for valuable hostages it plans to sell back to wealthy parents and corporations.

One of the longest-running independent scouting operations is the Lakhasa Caravan. Amada Lakhasa was a Twi'lek who headed out from Ryloth with little more than a beat-up freighter and a few credits for cargo. He slowly added children to his family and ships to his fleet. The fleet and the family continue to this day. Every Lakhasa ship is named for the relative that taught the owner the tricks of the spacer trade. Today, the Lakhasa name is well known in ports across the galaxy. Some beings have tried to falsely claim membership, only to be visited by the larger and more temperamental members of the family. The Lakhasa Caravan knows that all it ever has for certain is its good name, and it protects that name vigorously.

EXPLORATION IN YOUR CAMPAIGN

Adding exploration elements to an existing campaign is simple. *Star Wars* is about wonder, undiscovered places, and exotic elements. Once you have a solid idea that engages you, finding a way to engage the players is much easier if you know where to look. The tips and tricks that follow should help you find the right hook to bring an exploration theme into any campaign.

One of the best places to look for inspiration for exotic creatures, breathtaking locales, and interesting phenomena is the world around you. A few clicks on the Web are all you need to find an element to draw your heroes into adventure. Nature programs and magazines are other places to find ideas. The natural world is filled with conflict and danger. Increasing the scale of something such as a beehive is a simple way to create a tense encounter for explorers. Imagine your heroes creeping into a gigantic anthill to rescue an ally—or into an automated starship factory that works like a beehive. Spice up an everyday element with a bit of *Star Wars* and you are on the right track for a memorable adventure.

Earth's age of exploration is another excellent source of inspiration. Personalities such as Columbus and Byrd can be inspirations for allies and rivals of heroes exploring the unknown. Blur the myths and legends of history together to produce something unique. Everything from the discovery of the New World to the space race has dozens of stories, myths, and personalities that can fit into an adventure. Embellish, change, mix together, and modify the events to fit your storyline.

Once you have the idea, the next step is getting your players involved. Even if one player is specialized in exploration, a good adventure engages the whole group and gives everyone a stake in the story as well as a chance

A VAYA-CLASS SCOUT SHIP DEPLOYS A HYPERSPACE NAVIGATION BEACON.



to shine. The heroes have those talents and feats for a reason. Designing scenes and encounters that utilize them makes everyone happy. Let the noble negotiate with the planet's leadership. Encourage the Jedi to explore the differences in his philosophy with the shaman. Allow the scoundrel to teach the locals how to play sabacc. Even giving a hero a small spotlight can make him or her feel good. The players are there to be the stars of the movie. Be sure they have interesting things to do.

Skill checks and dice rolls can heighten the tension of an adventure, but they should always be necessary rolls. A good exploration adventure should have a clear line from one scene to the next. Hinging a plot point on a die roll is challenging. What if the hero fails to see the ancient runes on the back of the holocron? If finding a clue is important to the adventure, then the heroes should find the clue. Failed checks should never stop the adventure, but they should make it more interesting. One way of adding tension to a check is to give the heroes an advantage in an encounter if they succeed or to make the encounter more difficult if they fail. If you ask for a roll, be prepared with something interesting to happen on a success or a failure.

Pacing is an important part of an exploration adventure. Nobody wants to spend time playing the survey team that methodically explores a grassy planet indefinitely. Add a ticking clock element to spur your heroes to action. If that grassy planet is going to be overrun by the Empire and the heroes need to usher some innocents off the planet, that sense of urgency heightens the drama and makes the situation more interesting. The heroes must act before

the end of the scenario, or else something bad happens. The bad outcome can be minor or major, but put the pressure on your heroes and watch them shine.

Heroes don't have to save the galaxy every time. Personal victories are just as rewarding for heroes as long as they feel like they accomplished something. If every adventure ends with a large enemy ship exploding, the heroes will become bored. *Star Wars* is epic, but it has smaller elements as well. Was the turning point on Endor the moment when the Ewoks arrived or when Luke Skywalker refused to strike down Darth Vader? Your heroes want both of these moments in their journey. Ending a session with a Jedi completing her new lightsaber or a scoundrel paying off the last of his debts creates an important moment that will be discussed around the gaming table for years to come.

Star Wars is a space fantasy. Elements of science are involved, but the laws of physics take a backseat to fast spaceships and explosions in space. A good exploration element balances the science with the fantasy. Discovering a new rock formation is good science, but adding something exotic to that discovery makes it *Star Wars*. What if the rock formation was home to a new species? Or the marker to find a lost Jedi temple? Mixing exploration and adventure gives heroes the same thrills they got when they first saw the exotic vistas of places such as Tatooine and Hoth. Discuss with the rest of the group how flexible the laws of science should be in your game. Make sure everyone is on the same page, and the game will not become bogged down with digressions about realism.

Another element of exploration is finding new information about the familiar. You do not have to go to the Unknown Regions to find things that need to be discovered. Remember that planets from the films have much yet to be discovered, as well. Heroes could be sent to learn more about places such as Hoth, Mustafar, or any of the other planets known to *Star Wars* fans. Many resources detail the planets in the films and books, but there is still a lot to room to breathe. Even civilized worlds such as Coruscant hold secrets. The lower levels of the city are as dangerous as a canyon on a forgotten world. The dangers are just different. Use these familiar elements as touchstones for your stories, but expand them to make them your own.

Wondrous technologies exist in the Unknown Regions. The Jedi and the Sith are common origins of these strange devices. Lightsabers and holocrons are just two examples of technology that mystifies the rest of the galaxy but seems common to these masters of the Force. A lone Jedi who escaped to the Unknown Regions could spend her life mastering her Force abilities. She might craft a variety of items that have both mundane uses and special functions that can be unlocked only by those sensitive to the Force. Sith Alchemy is another technology that can harness amazing abilities. Perhaps a Sith Master finds the time, patience, and resources to build a ship made entirely of alchemical metals. The ship is almost indestructible, and the Sith Lord waits for the day he returns to Coruscant for revenge.

Although *Star Wars* has a cosmopolitan attitude toward non-Humans, space is a large canvas. Wookiees and Rodians might be familiar to fans, but they are not the only species out there. If the Empire can build the Death Star,

an undiscovered species can build something just as terrifying. Strange ruins can be set up as a classic dungeon crawl or as the main driver of an entire campaign. A drifting hulk offers an opportunity for exploration and danger. In the Unknown Regions, mystery is an important component of exploration. A new technology is a great way to inject some of that excitement from the first time you saw *Star Wars* back into your game.

Conflict is key to any *Star Wars* adventure. With "Wars" in the titles of the movies, heroes expect a lot of action. A good adventure moves fast and keeps the heroes on their toes. Battle is the most common means of resolving conflict, but other types of confrontation can be just as exciting as those involving blasters and lightsabers. A pen or a computer terminal can be as mighty as a vibrosword. Adventures in the Unknown Regions need not be about discovering a new planet and fighting with new creatures every week. Rival scouts negotiating with a tribal leader for water rights might not end in violence, but it has an impact on everyone involved. If the heroes belong to a scouting organization, be sure to feature rivals from other organizations in an adventure. Nothing hooks a hero into a game like a well-played rival. If the heroes have someone working against them, defeating that rival is satisfying. Being awarded a contract over a bitter rival can be more fun than destroying a technological terror bent on eating planets, because the rival makes it personal.

A common theme for exploration adventures is the challenge presented by the environment. The heroes must climb mountains, navigate lava pits, and survive natural disasters to make it home. Exotic undiscovered planets allow you to invent challenges that exceed the normal. Why just add whitewater rapids when you can have whitewater rapids populated by fast reptilian predators? A cavernous shootout is good, but a shootout with magnetic rocks that allow for trick shots and ricochets is better. Exotic elements make *Star Wars* unique and keep encounters more interesting than simply firing blasters in initiative order.

A complementary theme to environmental conflicts is confrontation with wildlife. Heroes faced with exotic beasts and dangerous plants have a choice: Fight them, or try to outwit them. These creatures can also serve as interesting and dynamic terrain in another encounter. Perhaps the heroes must sneak past a nest of sleeping beasts to find their way into an enemy outpost. Or perhaps the confrontation with the main villain takes place in his botanical garden, where exotic plants can influence the battlefield.

Heroes are often portrayed as having no flaws and showing no fear. But interesting conflicts arise when a hero is anxious about the coming action. A well-defined hero should have a flaw or two, which can provide excellent drama. Characters who value both credits and friendship will have a dilemma when one of their friends is threatened by a crime lord. Jedi must put away their doubts and fears, because those emotions can lead to the dark side. A character afraid of heights should be the one who must solve a problem on the outside of the airship while in flight. These difficulties can make a heroic triumph all the more satisfying.

Mix up the encounters in an adventure for maximum effect. *Star Wars* is a galaxy of breathless escapes, fast action, and thrilling chases. Heroes who find themselves always blasting stormtroopers eventually find that it is not as much fun anymore. Different types of encounters and challenges keep everyone's interest longer. If you have a big battle planned for the final encounter of the evening, start off with a chase scene or a tense negotiation. Not every hero will be suited for every battle in the same way, so having encounters that play to different strengths keeps the heroes happier overall.

HOW TO COME HOME SAFELY

A scout who wants to survive in the Unknown Regions needs as much help as possible. The guidelines offered here are a combination of common sense, hard experience, and the best advice from explorers who have come before. Some organizations have regulations that differ from the wisdom given below. The differences between what a scout must do for the sake of policy and what a scout must do for the sake of survival can be powerful plot hooks and springboards into adventure. Scouts go to dangerous places, so having the right information can mean the difference between coming home as a hero and not coming home at all.

Exploring a System

Jumping into a new system can be one of the most challenging parts of exploring the galaxy. The safe approach uses a series of small jumps to the edge of long-range sensors, then crawling through the system with sublight engines. This process is time-consuming and hard on the hyperdrive motivator. Veteran scouts pick a specific distance from the system star and jump the ship to that distance. The distance is a number of parsecs chosen by the scout, often for superstitious reasons.

If the system is unknown, a hyperspace navigation beacon should be released near the edge of the system. These beacons are standard equipment on most ships and automatically send data to the Hyperspace Navigator's Guild to update navicomputers. After a beacon is deployed, jumping back to the system becomes much easier. The Guild recommends deploying the beacon right away, but larger exploration organizations encourage their employees to deploy the beacon only after a cursory exploration of the system. A few suggest that if the system has nothing of value to the organization, then navigators should not waste a beacon and should move to the next unexplored sector.

Two methods are recommended for the initial flythrough of an unexplored system. The first is the median line. A straight-line course is plotted past the system's star, coming as close as possible to each planet in the system. The median line is used primarily in systems believed to be uninhabited. This method allows for a closer scan of all the planets in the system and lets the scout decide which, if any, planets should be surveyed. Corporate scouts are taught this method. Any planet in a system might be valuable, so each one should receive a cursory scan as the scout heads through the system.

The other common flythrough method is the return orbit. The scout plots a course that takes the ship in toward the system's star, orbits the star once, and then slingshots away from the sun back to the original entry point. This orbit is useful when a scout wants to slip in and out of a system without being detected. Service scouts use this method to avoid detection by enemy ships in the sector. The loop around the sun is made to confuse pursuers. The scout does not want to let in-system authorities know which planet or planets are of interest, so a quick loop and back ensures a good snapshot for a later targeted search. Looping back also gives the scout ship a route out of the system if it is discovered.

Some expeditions cover space that has been previously explored. Navigation beacons can break down and malfunction. A scout might prefer the dangerous and rewarding job of discovering new planets and making contact with new species, but this is not always the case. Sometimes scouts are sent to a system to perform maintenance on a beacon or replace it entirely. Organizations might also ask scouts to visit a system to verify survey information. These check-ups can be initiated because of a celestial event such as a supernova or because of a simple clerical error in the original scout report. Such missions are not glamorous, but they often hold the same danger as exploration missions.

The Planetary Survey

A scout should complete at least one orbit around a newly discovered planet before attempting to land. Most scout services recommend two; one equatorial orbit—around the widest part of the planet—and one meridian orbit—connecting the north and south poles. Ship sensors should be able to pick up any lifeforms or major hazards after two orbits. More orbits around the planet increase the chances that the sensors might catch anything that might endanger the scout and his or her ship, but in a system with a hostile presence, spending the time for extra orbits increases the risk of a scout's being spotted by opposing forces.

Choosing the right landing zone is the next decision a scout must make. If a scan of the area reveals no current inhabitants, a higher-altitude landing zone is the most common choice. A ship on a hill or a low mountain has a better chance of receiving transmissions from a landing party as well as making transmissions off planet if the ship becomes stranded. A high position is also more defensible if the ship is attacked by local wildlife or undetected natives.

Lower-altitude landing zones are chosen by scouts exploring inhabited planets. A scout hoping to log a planet and leave without alerting inhabitants flies in low and avoids large population areas. This technique might be used to avoid a hostile encounter, or it might be the first element of a recon or an espionage mission. Corporate scouts are often sent in to observe competitors in this way, especially if a rival corporation places facilities on an out-of-the-way planet.

Any existing guild registrations appear during the initial flyby of a system. If the planet has not been registered, the first task a scout should complete after landing is to register the planet with the Hyperspace Navigator's Guild. If a planet has already been registered, the scout will not need to further explore the planet and can instead focus on a specific planetary mission or continue on to the next planet. The registration process helps eliminate claim jumping, although the practice still exists. A scout can set down on a planet, dreaming of the fortunes the rights will fetch, only to be the victim of pirates intent on eliminating the scout and registering the planet as their own find.

Deciding if they should sample local cuisine is another dilemma scouts face. Whether accepting a dinner invitation from the local baron or cooking up something after a long day's hunt, a scout who has been living on nutrition paste looks forward to fine dining. A ship's scanners can determine whether something is edible, but scouts in the field should be cautious. Wise scouts bring a few samples of food back to the ship from the first foray and analyze them before consumption. Without advice from local guides, local foods should be eaten only if no other resources are available. Even then, scouts should exercise caution, since a local guide might take the opportunity to rob a scout blind if the scout falls ill from a meal.

A typical planetary survey takes 30 standard hours or, according to the rule most scouts use, one full day/night cycle. The longer a scout stays on a planet, the more in-depth the survey is, so scout organizations that want more information on specific planets require longer stays. Minimum camp time can vary from planet to planet within a system. A corporate scout might spend more time on planets that have resources his or her employer uses but spend little to no time on planets the company has less interest in. An independent scout stays on a planet as long he or she can, to ensure that a claim can be made and to earn a profit from the discovery.

Scout ships are primarily collectors of data, but many have small cargo bays as well. Scout organizations offer bonuses for items recovered from a new planet. Soil samples analyzed in the field are useful, but a large-scale organization would prefer to have that soil examined by its own lab technicians before authorizing any plans for the planet. Independent scouts collect local trinkets and knickknacks to sell when they land at civilized ports. Unique works of art can bring high prices, so a few scouts move out of the scouting business and into the art-dealer business.

Quarantine for at least 48 hours is recommended after a scout leaves a planet. Quarantine exists to ensure that illnesses or dangerous lifeforms are unable to spread back to the known worlds. Service scouts, upon arrival from an assignment in the Unknown Regions, might spend up to a week in quarantine, but corporate scouts have a reputation for bending the quarantine laws, because time is money to their masters.

First Contact Etiquette and Protocol

Different services have different protocols for dealing with intelligent lifeforms. First contact with a new species can make or break a scouting career. A successful first contact can project the scout into higher ranks with more autonomy and more challenging assignments. A blown contact can ruin a scout's reputation no matter why the contact went wrong. One bad encounter with a new species can have a greater effect on a scout's reputation than ten perfect encounters. Encounters with unknown species are divided into five categories.

E1: An E1 encounter occurs when a scout discovers evidence of intelligent life on a planet. Finds such as ancient ruins or constructed tools are E1 encounters. Studying this evidence provides insights into the species before contact is made. Familiarity with a culture prior to making direct contact can provide bonuses to interaction rolls if the scout decides to initiate contact. Explorers should proceed with caution, because an inhabited planet is more complicated to explore than an uninhabited one. An extremely cautious reaction would be to immediately retreat to the ship and attempt to contact the species by comlink.

E2: A scout who observes a new species in action has an E2 encounter. The encounter might be the result of careful tracking of a native to its domicile or a random encounter on the planet. The difference between an E2 encounter and an E3 encounter is the awareness of the natives. Whether natives are aware of being watched can change the outcome of any observation. E2 encounters are the most rare because scouts usually interact with a new species upon discovery. However, service scouts have a higher number of E2 encounters than other scouts because they are expected to observe and report back to let the high command decide how to handle the undocumented species.

E3: Interacting with a new species is the basis of an E3 encounter. Interaction encompasses a broad range of contacts, including a brief moment of greeting, arranging a trade, or rescuing a crewmate from a hostile tribe of natives. E3 meetings are the most unpredictable, since neither side can be fully aware of the intentions of the other. Independent scouts are the scouts most often thrust into E3 encounters, because they have no policies or protocols restricting their encounters with new species. This kind of encounter is the riskiest, but it also holds the most reward. A successful negotiation can offer information that would otherwise require weeks of careful survey and exploration, or it can result in profitable trade arrangements being made between the scout and the new species.

E4: In some cases, a scout abandons a post and completely intermingles with the new species. This behavior is classified as an E4 encounter and often requires follow-up from another scout crew. In an E4 encounter, a scout might have fallen in love with a local or might have become lost on the planet following first contact. An E4 encounter follow-up is dreaded by corporate scouts because they might be heading into a hostile environment.

The company might also want a recovery of corporate assets such as the ship or the original scout. If the ship has been repurposed as a holy site, for example, or otherwise incorporated into the local culture, reacquisition can be difficult.

E5: E5 encounters are frowned upon by scouts. These encounters involve bringing a native on board the scout's vessel. Much can go wrong, such as the native carrying an exotic disease that the medical droid cannot counteract or a native attempting to seize control of the vessel. These encounters are rare and made only in specific circumstances. The company might understand that an E5 encounter is justified when the scout brings a tribal leader on board the ship to be treated by the medical droid after an assassination attempt. Then again, it might not.

Establishing Rapport

When scouts acquire items from newly discovered species, they report the items as "artifacts." Broadcasting any more information might make the scout a target of pirates or smugglers looking to make some credits from a hold full of jewels and precious metals. So a scout who reports having artifacts might have found simple spears or a one-of-a-kind hyperdrive motivator. Service scouts and corporate scouts sometimes use code words to let the home base know what to expect when the scout arrives. For example, New Republic scouts refer to new technology as "Alderaan tapestries" in their cargo manifests.



A SQUIB SCOUT HAS FIRST CONTACT WITH TWO CHISS EXPLORERS.

TEN ITEMS EVERY SCOUT NEEDS (CRACKEN'S ESSENTIALS):

Backpack: A sturdy pack can keep your arms free and keep your gear in operating order. A good scout learns to take only the necessities into the field. You cannot be prepared for every situation, but you can bring equipment that prepares you for as many situations as possible. A sturdy pack can also be used for a fabric supply if an enviro-suit is damaged or if a bandage is needed.

Blaster Rifle: Blaster rifles can be used for defense, for hunting, and for other situations when having range on a potential enemy is an advantage. Even in close combat situations, the firepower available from a blaster rifle is preferable to that of a blaster pistol. The power packs are also easily adaptable to charge other items such as light sources and comlinks. And when set to overload, they can also be used as explosives.

Comlink: Any link to aid and civilization is a good idea. Even scouts heading to planets that have no long-range communication arrays should slip a comlink in with their gear. Comlinks are relatively cheap and can be easily disassembled. The small electronics parts can be used as spares for vital electronics in items such as enviro-suits and blasters. A quality comlink can be rewired to serve as a high-frequency emitter so that it broadcasts on a frequency that Humans cannot hear but that scares off wildlife and predators. Keeping predators away from a campsite allows for an essential element of a successful scouting mission—sleep.

Knife: A regular knife is preferred over a vibroknife. Vibroknives are easier to use, but a vibroknife has a tendency to break when used as a cutting tool without the power pack. The power pack on a vibroknife is also not as versatile as that on a blaster, so a good scout prefers the unpowered version. A popular choice is a scout knife or a survival knife. The hollowed hilt of each type of knife contains small tools for survival, such as a compass and fire-starting tools. The hilt can also be used as a breathing tube or as a container for liquid.

Light Source: Scouts venture into dark places, so a light source can be key to staying alive. A reliable light source can be used to barter with natives or to signal a rescue party. Simply switching the light on and off can catch somebody's eye. Light sources can also be easily modified to function as power packs, and their components can be used to repair other equipment. Be sure that whatever you are fixing is more necessary than being able to see in the dark.

Liter of Water: Water is the most important item you can have when you go through the airlock. Even if traveling in an enviro-suit with recyclers, a good scout still finds a way to fit a liter of water into his or her pack. Recyclers can break down, especially if a trip is longer than expected. The usefulness of a watertight container in the field cannot be overstated. If necessary, a scout can pour the water into the enviro-suit recycler reservoir and use the container to catch fluid out of a leaky repulsorlift drive.

Medpac: A scout might be hurt out in the middle of nowhere. A medpac is the tool that scout needs to get into good enough condition to travel to a location where he or she can find civilized medical care. Another way to use a medpac is to get into the good graces of a tribe by curing any ailments being suffered by influential members. The medicine inside can also be valuable to trade with other scouts. A small packet of disinfectant can be worth 100 times its mass in valuable minerals to a scout in the field.

Mesh Tape: Many scouts put mesh tape at the top of the list to put in a pack, above even food and water. A good roll of mesh tape has multiple uses above and beyond repairing enviro-suits and holding up shelters. Veteran scouts are full of stories about how judiciously applied mesh tape saved lives. In addition to repairing clothing, fabrics, and containers, mesh tape can be used to construct these items. Mesh tape strengthens fabric and works as a decent substitute. Mesh tape also serves as an excellent restraint for dealing with hostile natives or a fugitive hiding out on an unexplored planet.

Multitool: These small items can be purchased anywhere, from gift shops on luxury liners to military supply catalogs. You get what you pay for, but a multitool can do wonders to keep you alive on a hostile surface. Equipment breakdowns are always a headache and manufacturers use many different kinds of fasteners, so a multitool can help with most repairs. A multitool can also be used as a last-ditch weapon and as a means to start a fire. A multitool saves wear and tear on a scout's regular knife, since a sharp edge has many uses outside combat. Many scouts would give up their blasters or blades before leaving a multitool behind.

Nutrition Paste: Having something a scout knows he or she can eat is extremely important. The compact size of a nutrition paste tube enables a scout to take along a supply without bulking up a pack. But scouts rarely eat the contents of the tubes. Paste makes for good bait. Animals are curious about new foods, so a more satisfying meal can be had with the creative use of nutrition paste near a watering hole.

Scouts barter with natives for a variety of items. Information, weapons, artifacts, and supplies are all fair game for a scout willing to give up something of value to the natives. Credits are of little use in the Unknown Regions, but weapons and food are always desirable. Technology often impresses natives, since even those who have advanced technology might be deficient in a key area. Some scouts make outrageous claims to sell items of little value. These scouts sour explorers' reputations on the frontier. Bad deals lead to hostile natives, and hostile natives create challenges for later scouts arriving at that planet.

A major challenge of first contact is avoiding disruption in the development of the species. Service scouts operate under strict interference regulations, but all scouts should be aware of the consequences of their actions. Even a single hold-out blaster can allow a tribe of natives to dominate the other tribes on a planet. By the time representatives of civilization return, the political dynamics of the planet might have shifted greatly. Scouts are also cautioned to make sure they leave little behind as evidence of their passing. A corporate scout once left a discarded energy pack on a planet, and when he returned, the tribal natives were worshipping it as a deity.

Properly concluding contact is also a valuable skill for a scout. Leaving a planet without a warning can bring suspicion on a scout, making further dealings more challenging. The scout should give a planet's natives as much warning of his or her departure as possible. Even if little chance exists for the scout or any representatives of the scout's organization to return to the planet, leaving on friendly terms is a smart move. Having friends in the Unknown Regions can make later expeditions much easier.

Sometimes proper diplomacy never makes it to the table. The natives might be hostile, attacking immediately. When a scout is attacked without any context or history with a native species, the scout's best response is to retreat. Service scouts wait for the backing of their armed forces before proceeding. Corporate scouts prefer to return to the company rather than risk losing equipment or skilled personnel in combat. Independent scouts have no backing, so going up against an unfamiliar species is a deadly proposition. A scout always has other systems to explore, and hostile natives sometimes require a solution bigger than a single scout ship.

EXPLORATION THROUGH THE ERAS

Tales from the Old Republic can be excellent inspiration for a campaign that centers on exploration and discovery. The earliest days of adventure in the *Star Wars* universe offer heroes a chance to make their mark on galactic history. For example, the heroes might discover one of the non-Human species that later is known throughout the galaxy. The era also offers a chance to play in familiar settings with a fresh spin on events familiar to all the players. What if the Ewoks revere C-3PO as a god because of the efforts of a medical droid that visited the forest moon of Endor thousands of years earlier?

During the Clone Wars, scouts find themselves drawn into the conflict one way or another. The scouting data acquired by corporate and independent

scouts is used to plan troop movement and system garrisons. The terms "scout" and "spy" are sometimes interchangeable, and spies often use scout ships as cover to explain their presence in restricted and unknown systems. Some scouts engage in bidding wars for planets that both the Republic and the CIS value. Playing such large organizations against each other is a dangerous game, and some scouts who angle for a bigger payday end up dead instead.

The Empire finds exploration to be largely unnecessary. Many service scouts of this era are folded directly into the military or discharged. The shroud of secrecy that descends over the government causes many discoveries to be lost in a bureaucratic shuffle. More extreme measures are taken with those planets that Lord Vader might find useful as he purges the Jedi from the galaxy. The independent spirit that leads spacers to the scout service makes them difficult to intimidate into silence, so when intimidation fails, the next best option is elimination. Scouts who discover lost Sith temples or hidden Jedi enclaves are often rewarded with dinner with Lord Vader and an after-dinner tour of the airlock.

Scouts who become wise to Emperor Palpatine and his tactics find patrons and allies in the Rebel Alliance. The Rebels are on the lookout for places to build hidden bases, place weapons caches, and locate hideouts for operatives. Some service scouts still in the employ of the Empire secretly aid the Rebels. Scout ships are perfect places to stash weapons and supplies because the small ships can reach out-of-the-way places and keep an eye on Imperial developments in parts of the galaxy such as Endor. When the Empire falls, the first ships to spread the word are scout ships.

The New Republic makes a concerted effort to explore the galaxy once again. It knows that every world it convinces to join the New Republic is one less world for the dying Empire to coerce or intimidate. The New Republic is also in need of economically viable worlds, because many of the Core Worlds delay joining the New Republic. Exploration of new planets is a means of locating new allies and resources in the New Republic's struggle against the Empire.

This rededication to exploration pays off with the early discovery of the extragalactic threat of the Yuuzhan Vong. Explorers are the first line of defense against the invasion. Many of the early casualties of the Yuuzhan Vong invasion are among these defenders. The Yuuzhan Vong are infamous for the damage they do to the resurgent Jedi community, but the scouts killed in the Unknown Regions are as big a blow to the exploration of the galaxy.

The role of the scout falls into decline during the Legacy era. Exploration also falls out of favor with the Galactic Alliance because the Alliance must devote most of its resources to combating threats from within during the Second Galactic Civil War. Beings with the same free spirit and curiosity still roam the stars, but they no longer call themselves scouts. Most fringers do a little bit of everything—they explore, they hunt bounties, they smuggle guns. Fringers do whatever they can to get by, but they rarely become sucked in by the wonder of discovering a new planet. It's a mudball like all the others.

CREATING NEW WORLDS

Encountering new worlds is central to Unknown Regions adventures. New worlds should be only as detailed as the adventure goals require. Some planets might require superficial descriptions, but others might need significant details for an extended stay or adventure. This section includes two methods of world creation: building a planet from scratch (mainly for detailed worlds), or using the planet generator to create simpler worlds quickly or on the fly.

CREATING PLANETS

Creating an entirely new world gives you great freedom in adventure design. Every aspect of a world's environment and history can be generated and tinkered with to enhance the storyline. Although assembling a well-thought-out world takes time, the following steps can guide you through the process. You can also use elements from the planet generator for inspiration.

Start with a Basic Idea

Each planet should start with a strong basic element, idea, or theme that makes the planet memorable and plays a central role in its use in an adventure. This element might be climatic, such as the desert world of Tatooine or icy Hoth. It might be ecological, such as the forest moon of Endor or volcanic Mustafar. It might be thematic, such as the administrative planet-city of Coruscant or the underworld planet-city of Nar Shaddaa.

A new world should support your story as much as possible. Create types of worlds you want to feature, and avoid elements you don't need in your adventure. *Star Wars* planets typically focus on a single dominant feature or environment. All planets have a variety of climates and features, but focusing your story on the world's dominant or impressive elements makes for a memorable locale.

Develop Key Themes and Features

Next, develop the overall theme of the planet. Is it harsh, lush, violent, or desolate? Is it friendly or dangerous to the heroes? Is there a society, and if so, are the heroes familiar with it? While developing the planet's theme, you should also think about memorable features for the heroes to interact with. Since *Star Wars* uses locations and items of a massive scale, bigger can be better and very impressive. Examples include climbing through the massive wroshyr trees of Kashyyyk or navigating the never-ending city of Coruscant.

Focusing on a consistent theme enhances your players' experience in the limited time that they spend on the planet. In fact, if they remember and refer to a world in shorthand such as "that blazing planet with the nasty, poisonous, killer beasts," you can be sure that the planet made an impression. Themes also help players anticipate and prepare for what they might encounter.

Populate the World

Next, add the overall environmental details, including civilization, foliage, and creatures. These items must work together to create a believable planet. If something is drastically out of place, you should have a good reason for it, to sustain your players' suspension of disbelief. Don't overlook this technique as a source of adventure ideas, however. An out-of-place creature might be a major encounter clue for the heroes to follow.

Decide if the world has a sentient population and, if so, how technologically advanced it is. Planets in *Star Wars* feature civilizations of all levels, sometimes with the most primitive and the highly advanced sharing the same world. Remember that cultural advancement and technological advancement do not necessarily occur at the same rate. A technologically advanced civilization might be primitive in its social structure, perhaps obtaining its technology from visiting traders or by force rather than developing it on its own.

Consider how widespread the civilization is. For clarity, worlds should include only a single civilization, unless you intend to feature the interaction of two or more groups in the adventure. Decide how the population lives. Are there cities, and if so, of approximately what size and distribution around the planet? What form does a city take? Is it made up of standard buildings, underground dwellings, underwater structures, or floating platforms?

Are the planet's inhabitants a new species of your own design, or a known species transplanted from elsewhere in the galaxy? One easy option is to use the information on creating near-Human species from Chapter 1 to create a species that is familiar, yet with a twist of its own. If more than one sentient species is on the world, decide how well they get along.

Most important, decide how the civilization will interact with your adventurers. Determine their basic culture and their tolerance for the actions that most heroes engage in. Where they collide with the heroes' activities, you will have ready-made situations for drama and conflict. Outline a basic government, particularly the portions the heroes might encounter. This includes local law enforcement, bureaucrats, and even influential fringe elements.

Once you determine the reach of the civilization, you will know how much wilderness is available for wild creatures and large-scale ecological systems such as forests or oceans. Decide which basic environments the heroes are likely to encounter. Doing this can help you determine the types and number of plants that grow in the area. Additionally, consider the common hazards that occur on the world, such as an active volcano, a poisonous rainfall, an unstable atmosphere, or frequent earthquakes. See Chapter 4, "Hazards," for additional details and ready-made hazards.

Creatures and beasts are common antagonists in *Star Wars* adventures. Most are hostile and dangerous, although beneficial and helpful creatures can make for an equally memorable story. Match your creatures to your environment. See the creature generator later in this chapter for suggestions and inspiration.

Name the World

You can call your new world whatever you want, but some names fit into the galaxy better than others. Most planet names in *Star Wars* are made up from scratch, although some are related to real-world names, words, or concepts. If the heroes are visiting a completely unknown world, they might have nothing more than a star chart identification number. Avoid creating a name that is too long or unpronounceable, or the players will shorten it to a nickname you probably won't appreciate.

Adventures and Campaigns

Ultimately, the planet sets the scene for the adventure. Because Unknown Regions adventures deal with mysterious locales, the planet should play a prominent role in the adventure. The heroes should sometimes face the challenge of overcoming an aspect of the planet. It might be the central focus of some adventures, such as surviving a crash on a wild and dangerous world, or it could be an interesting backdrop used for dramatic effect to introduce a new culture.

Give your new world a level of detail that is appropriate for your adventure length. For a single adventure, even over several gaming sessions, focus on the main encounter area and provide a general overview of the rest of the planet. If you plan to use this world for an extended campaign or as a base of operations for the heroes, develop specific details, but dole them out as play progresses. Each encounter or session should reveal a new facet of the planet. Worlds used for campaigns can afford to be more complex in environment, culture, or both.

PLANET GENERATOR

Need a planet in a hurry or quick inspiration for your new world? The planet generator enables you to create a quick overview of a planet featuring a few memorable elements. Roll on each table to create a completely random world, or pick and choose suitable elements. Feel free to combine the two methods as needed. The generator starts with the star system (or equivalent) and becomes more detailed with each table. If a result is inconsistent with the planet type, skip it or reroll on the same table.

TABLE 3-1: SYSTEM TYPE

ROLL	TYPE
1	Binary star system
2	Black hole
3-5	Nebula/dust cloud
6-14	Single star system
15-18	Double star system
19	Triple star system
20	Quadruple (or more) star system

TABLE 3-2: NUMBER OF PLANETS IN SYSTEM

ROLL	NUMBER
1	None
2	1
3	2
4	3
5-6	4
7-8	5
9-10	6
11-13	7
14-16	8
17-18	9
19	10+
20	Extrasolar world (outside the system); roll again for system size and reroll if this result occurs again.

TABLE 3-3: PLANET TYPE

ROLL	TYPE
1	Artificial or space station
2	Asteroid field or belt (no satellites)
3	Dwarf planet
4	Gas giant
5	Planetoid (no satellites)
6	Satellite (roll again for planet orbited; ignore asteroid, planetoid, and dwarf planet results)
7-10	Terrestrial

TABLE 3-4: NUMBER OF MOONS*

ROLL	NUMBER
1-4	None
5-7	1
8-10	2
11	3
12	4
13	5
14	6+
15-17	Rings
18-19	Asteroid cluster
20	Artificial debris field

* For gas giants, add 20 moons and roll twice, ignoring duplicate ring results, asteroid clusters, and debris fields.

A PLANET WITH A HAZARDOUS ATMOSPHERE REQUIRES SPECIAL EQUIPMENT TO EXPLORE.

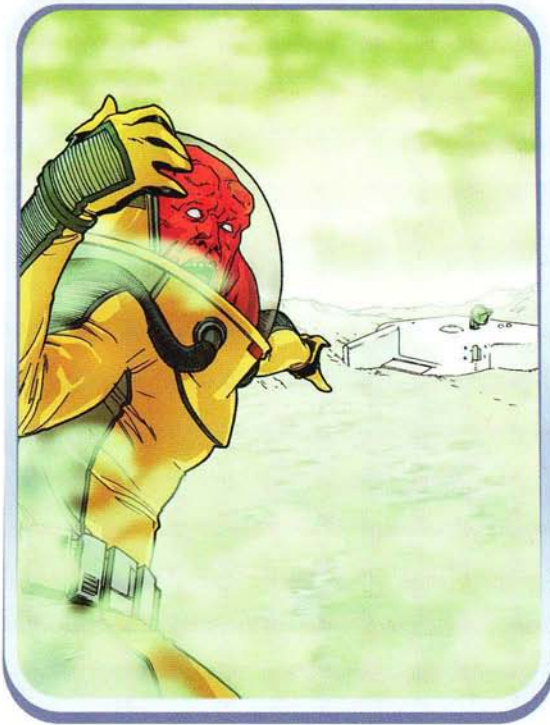


TABLE 3-5: ATMOSPHERE*

ROLL	TYPE
1-2	None
3-11	Breathable
12-15	Breath mask required
16-18	Environment suit required
19-20	Hazardous environment suit required

*Based on Human compatibility.

TABLE 3-6: HOURS PER DAY

ROLL	NUMBER
1	4-8 hours
2-5	9-12 hours
6-8	13-20 hours
9-12	21-24 hours
13-15	25-30 hours
16-18	31-35 hours
19	36-40 hours
20	41+ hours

TABLE 3-7: LOCAL DAYS PER YEAR

ROLL	NUMBER
1-2	100-200
3-4	201-250
5-7	251-300
8-10	301-350
11-13	351-400
14-15	401-450
16-17	451-500
18	501-600
19	601-700
20	701+

TABLE 3-8: CLIMATE

ROLL	TYPE
1	Arid
2-3	Temperate
4	Tropical
5	Subarctic
6	Superheated

TABLE 3-9: DOMINANT ENVIRONMENT*

ROLL	TYPE (SELECT ONE OR MORE SUBTYPES)
1	Arctic (glacier, ice shelf, icy, slushy, snowy)
2	Atmospheric (clouds, fog, fumes, steam)
3	Barren (boulder fields, canyons, dusty, eroded badlands, rocky)
4	Craters (deep, massive, overlapping, shallow, water filled)
5-6	Desert (arid, dusty, frozen, hot, sandy, searing, rocky)
7	Forest (conifer, deciduous, temperate)
8	Island (archipelago, atoll, island chain, isolated islands)
9	Jungle (dense, rain forest, sparse, wet)
10	Mountainous (ancient and worn, jagged, massive ranges, peaks, pinnacles, spires, rocky hills)
11	Ocean (frozen/icy, impossibly deep, methane, shallow, underwater features)
12-13	Plains (grassy, salt, savanna, steppes)
14	Subterranean (cave systems, sinkholes, underground canyons)

TABLE 3-9: DOMINANT ENVIRONMENT* CONTINUED

ROLL	TYPE (SELECT ONE OR MORE SUBTYPES)
15	Swamp (dank, forested, open, overgrown, sprawling, wetlands)
16-17	Urban (dense urban cores surrounded by impassible terrain, planetwide city, polluted, sprawling)
18-19	Volcanic (active ranges, continuous lava flows, mega-sized, oceanic islands)
20	Vacuum

*Skip for gas giants. Reroll, adjust, or select climate as necessary.

TABLE 3-10: GRAVITY

ROLL	STRENGTH
1	Low
2-5	Standard
6	High

TABLE 3-11: SENTIENT POPULATION

ROLL	NUMBER
1-2	None (skip following tables)
3	A few hundred
4	A few thousand
5	Tens of thousands
6	Hundreds of thousands
7	Millions
8	Billions

TABLE 3-12: TECHNOLOGICAL DEVELOPMENT

ROLL	TYPE
1	Atomic
2	Computerized
3	Industrial
4	Middle age
5	Stone age
6	Technologically advanced

TABLE 3-13: DOMINANT GOVERNMENT

ROLL	TYPE
1-2	Affiliated with/controlled by dominant galactic government
3	Anarchy/none
4	Authoritarian
5	Confederation
6	Corporatocracy
7	Democracy
8	Dictatorship
9	Federation
10	Feudal
11	Independent empire
12	Military
13	Monarchy
14	Oligarchy
15	Organized crime
16	Republic
17	Socialist
18	Technocracy
19	Theocracy
20	Tribal/clan

TABLE 3-14: ECONOMIC BASIS

ROLL	TYPE
1-2	None (abandoned cities/colony/station)
3	Academic
4-5	Agricultural
6-7	Colony
8	Entertainment
9-10	Exploration
11	Government center
12	Hidden base (corporate, criminal, governmental, Rebel)
13	High technology
14	Industrial
15	Leisure
16	Medical
17	Military
18	Mining
19	Outpost (recon, research)
20	Trading

TABLE 3-15: SIGNIFICANT FEATURE

ROLL	FEATURE
1	Planetwide aurora
2	Continent-sized volcano
3-4	Crater, hundreds of kilometers deep
5	City is a 20-km square solid structure
6	Artificially carved and sculpted mountain range
7-8	Waterfalls, many kilometers high
9	Nearly constant earthquakes
10	Constant, extreme thunderstorms
11	Force nexus (dark side or light side)
12-13	Frequent ion storms
14	Sprawling, ancient ruins the size of large cities
15-17	Battlefield, ancient or recent
18	Massive test range for weapons or machinery, abandoned or in use
19	Sith tomb
20	Marooned colony from an ancient known or unknown civilization

TABLE 3-16: CULTURAL QUIRKS

ROLL	QUIRK
1	Violence is forbidden and punishable by death
2	Protocol droids are believed to be evil spirits
3	Not wearing a weapon to a formal dinner is an insult to your host
4	Official, formal language, such as legal proclamations or business deals, is always sung
5	Guests thank a host for a good meal by eating messily and chewing with their mouths open
6	Droids are first-class citizens and organics are slaves
7	An item common to the heroes is valuable, such as water, glow rods, or mesh tape
8	Alliances and friendships are cemented by an exchange of hair clippings
9	Ships are treated as sentient beings
10	Passengers must remove their shoes before boarding ships
11	All technology is barred from religious sites
12	Pets are given as part of a military alliance; the alliance lasts only as long as the pet lives

TABLE 3-16: CULTURAL QUIRKS CONTINUED

ROLL	QUIRK
13	There is no concept of ownership—anything anyone wants, he or she takes
14	Off-worlders are required to wear a certain piece or type of clothing at all times
15	A variation of Basic is spoken, such as speaking backward or adding a prefix to nouns/verbs
16	Looking someone in the eye is an insult
17	Any gift accepted must be refused three times first
18	Males are not allowed to speak in public
19	Off-world visitors are believed to be reincarnations of deceased relatives
20	The leader of the planet must spend the winter as the guest of a randomly selected citizen

TABLE 3-17: FAMILY CUSTOMS

ROLL	CUSTOM
1	Only unmarried beings can carry weapons in public
2	Even-numbered children can hold office; odd-numbered children are expected to raise families
3	The groom and the best man fight a duel on the wedding day, and the winner marries the bride
4	The elderly are granted a small ship upon retirement but are never allowed to return to the planet again
5	Once a year, each family in a village exchanges one of its children with another family
6	The family ancestral weapon is given as a token of betrothal
7	If a wife dies, the husband must join a monastic order
8	If a husband dies, the wife must leave her family and become a spacer
9	If a both of a child's parents die, the child is taught the ways of mysticism and, possibly, the Force
10	Marriages can be performed only by off-worlders
11	The dead must be buried on the same spot where they are married, and unmarried beings are buried in space
12	Children have their earlobes removed at birth
13	At birth, every child is given a bottle of liquor that he or she must drink only before heading into battle

UNEXPLORED WORLDS MIGHT HAVE STRANGE JUXTAPOSITIONS OF TECHNOLOGY AND PRIMITIVE LIVING CONDITIONS.

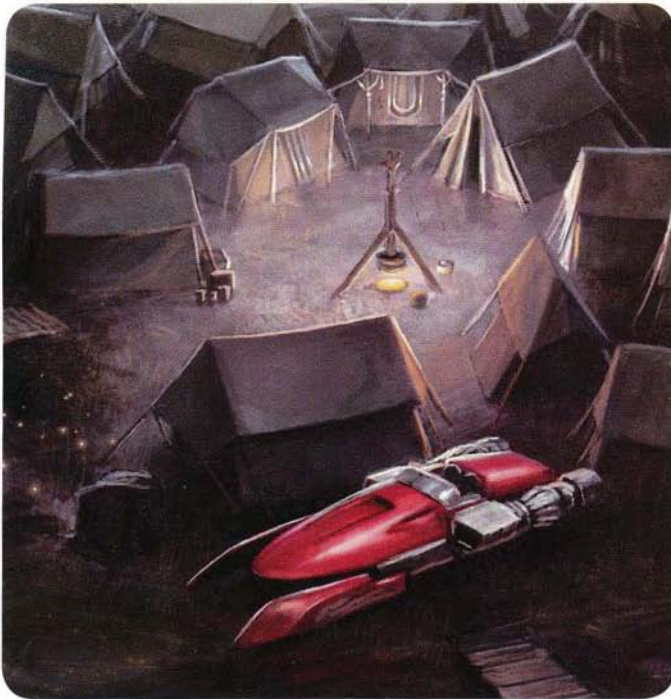


TABLE 3-17: FAMILY CUSTOMS
CONTINUED

ROLL	CUSTOM
14	A deceased relative is buried with the flowers of the last family bride, and a bride wears jewelry belonging to the last deceased relative
15	The youngest sibling is raised by older brothers and sisters until he or she is replaced or reaches the age of maturity
16	The status of eldest sibling is determined by an unarmed duel that can take place at any time and at any location
17	The eldest daughter must return to her homeworld each year; if she cannot, she is not permitted to return to the planet again
18	When a feud begins, both parties abstain from food and sleep; the first to pass out from exhaustion is considered to be the guilty party
19	Starships are available only to married couples
20	When a ship jumps to hyperspace, the cockpit lights are extinguished in remembrance of family members lost in space

TABLE 3-18: CITIES AND ARCHITECTURE

ROLL	TYPE
1	Different building types are different shapes: for example, homes are squares and government buildings are spheres
2	All cities are built on the tops of large trees/plants
3	Cities are built on massive barges, and the land is untouched by civilization
4	The more important a building is, the more mirrored surfaces it has
5	All housing is built underground
6	Every building features a built-in weapon
7	Every building features a representation of a historical figure, such as a bust, a statue, or a painting
8	Junkyards and prisons serve the same purpose
9	Repulsorlifts are forbidden within city limits, and beasts of burden are used for transport
10	Every city has a large city center featuring an artificial environment completely different from the planet's natural climate
11	Buildings are built of modular materials that are easily disassembled and rebuilt
12	Each building is named for a person famous for a noteworthy deed
13	The single city on the planet exists inside a sphere surrounded by a hostile environment
14	Buildings are cultivated like gardens
15	The city is a virtual creation explored through electronic data sent to a ship in orbit
16	Residences have no furniture that touches the floor
17	All buildings are transparent
18	Restaurants are made entirely of edible substances
19	Only natives can touch the planet; off-worlders must use a series of elevated walkways
20	The city is a complex connection of airlocks, ships, and other space vehicles

CREATING NEW CREATURES

The galaxy teems with life, and most sentient beings encounter only a tiny fraction of the creatures of their own homeworld, let alone the galaxy at large. Heroes traveling the Unknown Regions should regularly discover, fight, and otherwise interact with creatures they have never seen before.

In this section, you'll find a step-by-step guide through the beast creation process. If you need a simple beast quickly, use the creature generator that follows this section. These tables focus on creating threats, rather than mounts. See Chapter 2, "Explorer's Equipment," for a selection of mounts that the heroes can use. If you want to create a new mount, consider modifying one of the existing mounts with information from this section.

Before creating a beast's statistics, decide on a theme or a concept for the beast. Start with a general physical description and a basic idea of how the beast behaves and attacks. These details can guide your choices through the rest of the process.

CREATING A BEAST

This section builds on the beast creation rules originally included in the Saga Edition core rulebook (see page 273). The beast creation process is presented here in sequence, to aid in expediency. Beasts are not sentient, and have levels in the nonheroic beast class.

1. Roll or select ability scores. Select an Intelligence score of 1 or 2. An advanced beast species with Intelligence of 3 or above can multiclass into heroic classes, but must begin with its first level in the beast class.
2. Increase one ability score by 1 point at every fourth level, if the beast is above 1st level.
3. Select the beast's size and apply the appropriate modifiers (see Table 16-2 on page 274 of the Saga Edition core rulebook).
4. Add hit points (1d8 + Constitution modifier per level).
5. Beasts do not have Force Points. However, if a beast has the Force Sensitivity feat, assign it a number of Force Points equal to one-half its beast level (minimum 1).
6. Select a speed for the creature (usually 6 or 8 squares). If the creature has other movement methods (such as swim or fly), select those speeds as well (usually 4 or 6 squares).
7. Determine the beast's defenses and damage threshold. Apply natural armor, if any (see below and page 274 of the Saga Edition core rulebook), adding a natural armor bonus to Reflex Defense equal to or lower than the creature's beast class level. Some natural armor grants additional effects as a special quality (and counts as one of the beast's special qualities). See Table 3-22: Natural Armor with Special Qualities on page 92.

8. Add feats at the rate for normal characters (see Table 3-1 on page 37 of the Saga Edition core rulebook). The beast class does not grant additional starting feats.
9. Select a number of trained skills equal to 1 + Intelligence modifier (minimum 1; see page 274 of the Saga Edition core rulebook). Apply the size modifier to Stealth, as well as modifiers to other skills, such as size or feat modifiers.
10. Select one to three natural weapons (see pages 274–275 of the Saga Edition core rulebook), and determine the beast's melee attack and damage with its natural weapons.
11. Determine the beast's grapple modifier: base attack bonus + Strength or Dexterity modifier (whichever is better) + grapple size modifier (see page 153 of the Saga Edition core rulebook).
12. Select any special senses, such as low-light vision or darkvision.
13. Select a species trait (see page 275 of the Saga Edition core rulebook), if desired.
14. Select from zero to three special qualities. You can create them yourself, or select from those discussed below.

CREATURE GENERATOR

Start with the size and level of the beast. If you need a creature quickly and don't feel the need to create its details from scratch, select the pertinent items from the Tables 3-20 and 3-21 while following the steps above. Table 3-19: Sample Creature Ability Scores and Speeds is for convenience, and you can modify any score by several points to fit your creature concept.

Special Qualities

Special qualities give creatures abilities and features that differentiate them from other beasts. Although special qualities are not required, most creatures have at least one, and some have up to three. A beast must have the appropriate natural ability to have a special quality from one of those described below. For example, a beast must be able to make two claw attacks in the same turn if it is utilizing the rend special quality.

Combat Special Qualities

The following special qualities focus on a beast's combat abilities, and they can be applied to beasts of any compatible type. Offense special qualities include those that are triggered by making attacks or by specific circumstances in battle. Defense special qualities include those that modify defense scores, healing, and other abilities that keep a creature going during an encounter.

OFFENSE SPECIAL QUALITIES

Ambush—The beast deals an additional 2d6 points of damage with its natural weapons against an enemy that is flat-footed or that is denied its Dexterity bonus.

TABLE 3-19: SAMPLE CREATURE ABILITY SCORES AND SPEEDS

SIZE	ABILITY SCORES	SPEED	CLIMB	FLY	SWIM
Colossal	Str 42, Dex 10, Con 42, Int 2, Wis 10, Cha 8	4	1	6	4
Gargantuan	Str 34, Dex 10, Con 34, Int 2, Wis 10, Cha 8	4	1	6	4
Huge	Str 26, Dex 10, Con 26, Int 2, Wis 10, Cha 8	6	1	8	6
Large	Str 17, Dex 10, Con 18, Int 2, Wis 10, Cha 8	6	1	8	6
Medium	Str 14, Dex 12, Con 15, Int 2, Wis 10, Cha 8	8	2	8	8
Small	Str 10, Dex 14, Con 12, Int 2, Wis 10, Cha 8	8	2	8	8
Tiny	Str 8, Dex 16, Con 10, Int 2, Wis 11, Cha 8	6	1	6	6
Diminutive	Str 6, Dex 18, Con 8, Int 2, Wis 12, Cha 8	6	1	6	6
Fine	Str 4, Dex 20, Con 6, Int 2, Wis 12, Cha 8	4	1	6	4

Constrict—If the beast successfully grapples an enemy, it can use the Crush and Pin feats as normal. When crushing, however, the beast deals damage equal to 2d6 + its Strength modifier + half its beast class level rounded down.

Devour—If the beast hits with its bite attack against a target two size categories or more smaller than itself, it can automatically make a grapple check with its bite attack at its full bonus (even if it has already taken a full-round action). If the grapple check is successful, the beast can begin devouring its target, and each round the target is in the beast's mouth, the beast deals damage equal to 1d8 + its Strength modifier + half its beast class level rounded down. If the target reaches 0 hit points, it is swallowed by the beast and continues to take 1d6 points of acid damage each round.

Ferocious—The beast can reroll a failed attack with one of its natural weapons.

ADDITIONAL NATURAL WEAPONS

The following attacks are considered natural weapons attacks (see page 274 of the Saga Edition core rulebook).

Tail Attack: A tail attack has reach and deals an amount of bludgeoning damage determined by the beast's size: Fine, Diminutive, or Tiny, damage 1, reach 0; Small, damage 1d2, reach 1; Medium or Large, damage 1d3, reach 1; Huge, damage 1d4, reach 1; Gargantuan, damage 1d6, reach 2; Colossal, damage 1d8, reach 3. A tail lash or tail barb attack or other tail attack types do not differ in damage or reach, but other special qualities or abilities might apply.

Tail Slam: A tail that has no special qualities associated with it can deal slam damage instead of tail attack damage (see "Slam" on page 275 of the Saga Edition core rulebook). A tail slam attack has the same reach as the beast.

Pack Hunter—The beast gives a +4 bonus instead of a +2 bonus when using the aid another action.

Poison—The beast delivers poison through a bite, a claw, or a sting natural weapon attack. If the beast deals damage to a living target, the target is also poisoned. If the poison succeeds on an attack roll (1d20+10) against the target's Fortitude Defense, the target moves -1 step along the condition track. A target moved to the bottom of the condition track by the poison is immobilized but not unconscious. The poison attacks each round until cured with a successful DC 5, 10, 15, or 20 (select one) Treat Injury check.

Pounce—When long jumping, the beast does not require a running start for jumps of 4 squares or fewer and does not double the Jump DC when doing so (see page 68 of the Saga Edition core rulebook). If the beast successfully jumps into or adjacent to a target enemy's square, the beast can make an immediate attack against the target. If the attack is successful, the beast can attempt to trip the target (as if using the Trip feat on page 88 of the Saga Edition core rulebook) as a free action that does not provoke attacks of opportunity.

Rend—If the beast hits with both of its claw attacks in the same turn, it rends the enemy for an additional 2d6 points of damage.

Tremorsense—The beast automatically senses the location of anything that is in contact with the ground and within 100 squares (no Perception check required).

Trip—If the beast hits with a tail attack, it can attempt to trip an enemy (as if using the Trip feat) as a free action that does not provoke attacks of opportunity.

DEFENSE SPECIAL QUALITIES

Camouflage—The beast's natural coloration changes to mimic its surroundings. The beast ignores its size modifier when it makes Stealth checks.

Fast Healing 5 or 10—The beast automatically regains 5 (or 10 if the beast is Gargantuan or larger) hit points every round at the end of its turn, up to its normal maximum, until it is killed.

TABLE 3-20: SAMPLE CREATURE HIT POINTS, DEFENSES, AND DAMAGE THRESHOLDS

BEAST LEVEL SIZE	HIT POINTS					DEFENSES*			DAMAGE THRESHOLD
	1	5	10	15	20	Ref	Fort	Will	
Colossal	21	103	205	308	410	Ref 0	Fort 26	Will 10	76
Gargantuan	17	83	165	248	330	Ref 5	Fort 22	Will 10	42
Huge	13	63	125	188	205	Ref 8	Fort 18	Will 10	28
Large	9	43	85	128	170	Ref 9	Fort 14	Will 10	19
Medium	7	33	65	98	130	Ref 11	Fort 12	Will 10	12
Small	6	28	55	83	110	Ref 13	Fort 11	Will 10	11
Tiny	5	23	45	66	90	Ref 15	Fort 10	Will 10	10
Diminutive	4	18	35	53	70	Ref 19	Fort 9	Will 11	9
Fine	3	13	25	38	50	Ref 25	Fort 8	Will 11	8

*Reflex Defense includes size and Dexterity modifiers, but bonuses for natural armor must be added to this number. For natural armor, you can add up to the beast's level to this number.

TABLE 3-21: SAMPLE CREATURE MELEE ATTACK BONUS AND GRAPPLE CHECK

BEAST LEVEL SIZE	MELEE ATTACK BONUS					GRAPPLE CHECK				
	1	5	10	15	20	1	5	10	15	20
Colossal	+16	+19	+23	+27	+31	+36	+39	+43	+47	+51
Gargantuan	+12	+15	+19	+23	+27	+27	+30	+34	+38	+42
Huge	+8	+11	+15	+19	+23	+18	+21	+25	+29	+33
Large	+3	+6	+10	+14	+18	+8	+11	+15	+19	+23
Medium	+2	+5	+9	+13	+17	+2	+5	+9	+13	+17
Small	+0	+3	+7	+11	+15	-3	+0	+4	+8	+14
Tiny	-1	+2	+6	+10	+14	-7	-4	+0	+4	+8
Diminutive	-2	+1	+5	+9	+13	-11	-8	-4	+0	+4
Fine	-3	+0	+4	+8	+12	-15	-12	-8	-4	+0

Roar—As a move action, the beast produces a terrifying, rumbling sound and makes a Persuasion check to intimidate (see page 71 of the Saga Edition core rulebook) any enemy target within 6 squares of it. If the attempt succeeds, the target must move away from the beast on the target's next turn, and the target moves -1 step on the condition track. This is a mind-affecting effect.

Scent—The beast ignores concealment and cover when making Perception checks to notice enemies within 10 squares, and takes no penalty from poor visibility when tracking (see the Survival skill on page 73 of the Saga Edition core rulebook).

TABLE 3-22: NATURAL ARMOR WITH SPECIAL QUALITIES*

TYPE	EFFECT
Bony plates	As a reaction, can apply DR 5 to mitigate one successful hit per round.
Dense, layered hair or fur	Can reroll Endurance and Survival checks to counter the effect of cold, taking the better result.
Hardened exoskeleton	DR 1 for Small and smaller creatures, DR 2 for Medium and Large creatures, DR 5 for Huge and larger creatures against simple weapons and unarmed attacks.
Leathery scales	When taking damage that exceeds its damage threshold, the beast takes half damage instead, although it still moves -1 step (or more) on the condition track.
Metallic scales	When taking damage that exceeds its damage threshold, the beast takes one-quarter damage instead, although it still moves -1 step (or more) on the condition track.
Spiked skin	Gain an additional +2 to Reflex Defense against melee and unarmed attacks. Once per turn per attacker, if an attacker misses on a melee or an unarmed attack against the beast, the beast can make a single attack as a reaction, using its spikes as a natural weapon (gore).
Thickened hide	Can use Fortitude Defense in place of Reflex Defense against unarmed and melee attacks (except lightsabers).

*Typically provides natural armor bonus equal to number of beast levels. Can be reduced, if desired.

Screech—As a swift action, the beast produces a piercing, high-pitched sound. The beast makes an attack roll (1d20+10) against the Fortitude Defense of every character within 6 squares of it. If the attack succeeds, the target takes a -5 circumstance penalty against Perception checks and skill checks requiring concentration, and the target has difficulty hearing until the end of the beast's next turn.

Environmental Special Qualities

The following special qualities focus on abilities generated from the beast's adaptation to a specific environment. The beast in question should have the associated species trait (see page 275 of the Saga Edition core rulebook). These special qualities are not available to beasts that cannot physically perform the related action.

AIRBORNE SPECIAL QUALITIES

Aerobatics—As part of its move action, a flying beast uses the Tumble ability of the Acrobatics skill (see page 63 of the Saga Edition core rulebook) to fly through a threatened area or the fighting space of an enemy without provoking an attack of opportunity. The beast must make a successful DC 15 Acrobatics check and is considered trained in Acrobatics for the purpose of using this special quality.

Diving Attack—The flying beast dives sharply to attack an enemy at a lower altitude. When making a Charge attack (see page 152 of the Saga Edition core rulebook), in addition to the competence bonus granted by the charge attack, the beast gains a +1 circumstance bonus to its attack roll (up to a +5 total circumstance bonus) for every square the flying beast moves

downward. Additionally, the beast can use a move action after resolving the charge attack. Until the end of its next turn, the beast takes a -2 penalty to its Reflex Defense because of the charge action.

AQUATIC SPECIAL QUALITIES

Electroshock—When in water or underwater, the beast produces a short-range electrical jolt. As a standard action, the beast makes an area attack (1d20+10) centered on one of its own squares against the Fortitude Defense of all creatures in adjacent squares. If the attack is successful, the target takes 4d6 points of energy damage. If unsuccessful, the target takes half damage.

Ink Cloud—When in water or underwater, as a swift action, the beast produces an inky substance, which expands out from the creature in all directions at a rate of 1 square per round, up to a 3-square radius. The cloud grants concealment to characters within or behind it. Additionally, the beast makes an attack roll (1d20+5) against the Fortitude Defense of water-breathing creatures within the cloud. If the attack succeeds, the target takes 1d6 points of damage and moves -1 step on the condition track. If the attack fails, the target takes half damage and does not move on the condition track.

ARCTIC SPECIAL QUALITIES

Icy Shock—When the beast succeeds with a melee attack using its natural weapon and the attack deals damage greater than the target's damage threshold, the target takes an additional 5 points of damage and moves -1 step on the condition track. Targets with the arctic species trait are immune to this special quality.

DARK WOLVES ARE JUST SOME OF THE STRANGE CREATURES SCOUTS USE AS COMPANIONS.



DESERT SPECIAL QUALITIES

Dustball—The beast can kick up a huge cloud when in dusty, dirty, or sandy terrain. Any square the beast passes through, as well as any adjacent squares, provides concealment until the end of the beast's next turn. The beast can remain stationary, but it must expend a move action to produce the effect. Make an attack roll (1d20+5) against the Fortitude Defense of all targets within the cloud. If the attack is successful, the targets are blinded for as long as they remain in the cloud (see page 254 of the Saga Edition core rulebook).

SUBTERRANEAN SPECIAL QUALITIES

Rumble—As a full-round action, the beast violently shakes the ground around it, making an attack roll (1d20+10) against the Reflex Defense of all characters on (or under) the ground within 6 squares of the beast. If the attack is successful, standing or sitting targets are knocked prone. If the attack fails, the cost of all movement on or through the ground is doubled until the end of the beast's next turn (or until it is killed or incapacitated). Underground targets caught in a successful rumble attack cannot move. Any target that is knocked prone can get up as a full-round action, but the

target is subject to further rumble attacks. The rumble lasts for a number of rounds equal to the beast's Constitution bonus (minimum 2), making an attack each round. The beast can extend the duration with a successful DC 20 Endurance check.

Underground Speed—The beast can move underground, burrowing through dirt and rocky soil but not solid rock. Typically, the beast's speed is 3 squares when moving underground, although you can alter its speed due to the soil conditions.

Undertow (Subterranean)—This beast can pull its prey under the surface of the ground. As an attack action, the beast makes an attack against a target's Fortitude Defense. If the attack is successful, the target is pulled below the surface of the ground and moves –1 step on the condition track. The target is unable to take any additional actions until it succeeds on a DC 15 Climb check as a standard action.

EMPHASIZING STRANGE CREATURES

In a galaxy already full of bizarre and fantastic creatures, creating a beast that the characters perceive as unusual can be challenging. New creatures should add to the sense of strangeness of a newly discovered world in the Unknown Regions. A good combination of unusual creatures on a new world should make for a memorable adventure.

The strangeness of a creature can be expressed through its physical description, a featured ability, or a behavior. Physical strangeness includes attributes such as outlandish color or markings, unexpected hide or hair texture, and irregular or asymmetrical body shapes or limbs. Behavioral strangeness includes unexpected actions, such as working with creatures not of the same species, intelligent communications, and unexpected planning, target selection, taunting, or movement in a skirmish.

When using a new creature in an encounter, play up the fact that the heroes have no idea what the creature might be capable of. Build the suspense. The heroes could run across unusual but threatening tracks or the remains of a carcass that is a recently finished meal. They might hear howls, screeches, or other bizarre noises that suggest that a dangerous beast might be nearby. Perhaps they catch only glimpses of the creature as it stealthily approaches or escapes. When the heroes eventually see it, emphasize the creature's most bizarre or unusual traits and actions. Its fighting style or decision making might be completely unforeseen and opposed to what the heroes expect, promoting confusion in their interaction with the creature.

CHAPTER IV HAZARDS





The galaxy is full of obstacles waiting to trip up heroes as they strive to fulfill their destinies. Every planet has its own perils—whether menacing plant life, an unsafe atmosphere, or something worse—and any explorer can confirm that the greatest danger when traveling to a new world is encountering some new hazard not yet known to the galaxy at large. Stormtroopers and Sith Lords are obvious threats to the safety of just about everyone, but it is often the unseen and unexpected hazards that bring heroes down.

Hazards, first introduced in the Saga Edition core rulebook, appear throughout *Star Wars* films, novels, comics, and other sources. Until now, hazards have been basic rules elements used to address a variety of situations that might come up during a game. This chapter's goal is to make hazards more appealing as a regular part of adventure and encounter design. When the heroes visit strange worlds in the Unknown Regions, they should feel as if every step could lead them into dangerous territory. By using hazards more frequently, you can emphasize the fact that the heroes are far from home in a place where many of the galaxy's niceties simply are not present.

This chapter introduces a new format for hazards, along with rules for designing your own hazards and suggestions for using them in your adventures. Additionally, the chapter provides many sample hazards that are ready to be used in a game; these examples also will help guide you in creating your own hazards. The samples are grouped by environment, so you can choose hazards appropriate to the setting and level of your adventure and drop them in as needed.

HAZARD BASICS

A hazard is an obstacle that can hurt, slow, kill, or otherwise impede your heroes, their associates, or their equipment. Usually, hazards are not living beings but are sources of potential harm that do not normally receive a full statistics block, such as an avalanche, a rockslide, a carnivorous plant, an exposed plasma conduit, or a black hole. Some hazards (such as an ice cave, an asteroid field, or a laser gate) are associated with particular locations, whereas others (such as poisons or diseases) can be mobile. Although hazards can take many forms, as a rule of thumb, anything that has a chance to harm or impede the heroes and is not a creature, a droid, or a vehicle can be classified as a hazard.

The Gamemastering chapter of the Saga Edition core rulebook introduces a number of hazards. This chapter recasts many of those hazards in a new statistics block format to make it easier for you to drop them into your encounters. In addition, if you compare the hazard statistics in this book with their descriptions in the core rulebook, you should be able to determine how to convert other previously published hazards to the new format.

HAZARDS IN COMBAT

Hazards are a great way to spice up combat in your game, and they can serve as small distractions, major threats, or anything in between. You can also



ESCAPING FROM A SABER CAT IS MADE MORE DIFFICULT BY HAZARDS LIKE ROCKY TERRAIN.

use them to create dynamic terrain in an encounter. For example, the droid factory sequence in *Attack of the Clones* is filled with hazards that break up the terrain of the encounter. When designing the battlefield in which your encounter takes place, consider using hazards that encourage or force movement. For example, a free-swinging girder that sweeps through the encounter area every other round forces the heroes to keep jumping out of its way, and it also might encourage them to try to bantha rush their enemies into the girder's path. This addition creates a more dynamic encounter, and treating the girder as a hazard should ensure that it presents an appropriate challenge for the heroes.

HAZARDS ALONE

Throughout the *Star Wars* saga, characters often deal with hazards outside combat. For example, Luke stumbles through the icy wastes of Hoth, battling a blizzard (a clear hazard) in an effort to escape from the wampa. R2-D2 navigates the droid factory on Geonosis, saving Padmé from certain death while dodging hazards the whole time. Similarly, you can use hazards as scenes unto themselves, presenting them as obstacles that the heroes must overcome before the story can progress. Hazards are great challenges to throw at the characters when the pace of the adventure begins to slow, and they can add tension to any sequence.

DESIGNING NEW HAZARDS

Designing hazards is much like designing new terrain or other challenges that can spice up an encounter or an adventure. Unlike the process for designing an enemy character, beast, droid, or vehicle, the process for designing a new hazard is somewhat simpler, and it helps you cater directly to the needs of your particular adventure by creating elements that add diversity to encounters. You can follow a series of basic steps to design a hazard that challenges your players and makes sense in the context of the adventure.

The first step is to determine the basic concept of the hazard. It might be a natural hazard, such as a slick patch of ice or a carnivorous plant, or it might be an artificial hazard, such as an automated blaster turret or a gravity trap. Typically, you should base the hazard's form and function on the setting in which it will be used. For example, lava pits on Mustafar make sense, but lava pits on Hoth require more of an explanation, and you do not want the players to sidetrack the game by trying to find that explanation. Similarly, if you know that your heroes will spend time trudging through a network of glacial caverns on Csilla, you might design an icy cave-in that will occur during a combat sequence on the planet.

As suggested above, tailor the design of the hazard to the way in which it will be used. If you want a hazard to be a minor distraction, design one that is a nuisance to the heroes rather than a major obstacle to be overcome.

Alternatively, if you want a hazard that serves as a set piece for an entire encounter, think big and create something that interacts with many or all of the heroes on a round-by-round basis. In the Csilla example above, the icy cave-in will affect all combatants, so it is best used to create a scene full of tension.

In general, a hazard should do one or more of the following:

- Provide a flavorful background element that reinforces the details of the setting
- Add tension and danger to a scene
- Require the heroes to spend actions to deal with the hazard
- Create interesting terrain that requires the heroes to move to avoid it
- Give the heroes a chance to use skills to overcome the threat with or without combat

CHALLENGE LEVELS

Each hazard has a basic Challenge Level (CL), which works like other CLs in the game. You choose the CL of the hazard, and it affects everything the hazard does. Typically, you should create a hazard with a CL that is less than or equal to the average level of the heroes, although from time to time you can use a hazard with a higher CL to increase the tension and danger of an encounter.

As a general rule, you can include one hazard of the appropriate CL in an encounter without having to take its CL into account when determining the encounter's difficulty. (The heroes still receive experience points for overcoming the hazard; this reward is added to the XP they receive for dealing with the encounter.) Any hazard beyond the first and any hazard with a CL higher than the average level of the heroes should be considered an enemy when calculating encounter difficulty. If you are including a skill challenge (introduced in *Galaxy of Intrigue*) in the encounter, take into account the CL of all hazards when determining encounter difficulty.

Continuing the Csilla example, assume that you are designing an adventure for a group of 8th-level heroes. Since you want the icy cave-in to be a significant hazard, you should give it a CL of (or near) 8. Because it is the only hazard in the encounter, it does not count when determining the encounter's difficulty.

KEYWORDS

All hazards have one or more keywords that describe how the hazards function mechanically. Some creatures have bonuses against certain types of hazards (for example, a beast might ignore environmental hazards in certain terrain). The following keywords represent most of the existing mechanical elements of hazards, but feel free to create new ones for special conditions that are common in your campaign. When you design a hazard, be sure to select the right keyword(s) based on its nature.

CLS IN THE GALAXY

Most of the hazard-creation rules in this chapter assume that you are designing a new hazard to be used in an adventure. The rules also assume that you want to create a suitable challenge for your heroes, not one that is inappropriate for their level. However, not every hazard you design needs to be based on the current level of the heroes. Certain locations throughout the galaxy are simply more dangerous than others, and hazards are a great way to reflect that idea. For example, it is reasonable to assume that hazards in the middle of the Emperor's citadel on Byss are more dangerous than those found in the run-down spaceport of Mos Eisley. You can base the CL of a hazard you design on the circumstances surrounding it, but keep in mind that your time in preparing the hazard is best spent on something that is an appropriate challenge for the heroes.

Acid: Hazards with the acid keyword deal acid damage. All acid hazards should have the contact keyword as well.

Area: Hazards with the area keyword make area attacks, and their damage can be halved or negated by heroes who have the Evasion talent. Not all hazards that deal damage to creatures in more than 1 square are area hazards; only those that specifically make area attacks have this keyword.

Artificial: Hazards with the artificial keyword are manufactured or produced and do not occur naturally.

Atmospheric: Atmospheric hazards are those that fill the air. They are also considered to be inhaled hazards for the purpose of being negated by a breath mask.

Contact: Hazards with the contact keyword are triggered by touch. Contact poisons and acids are good examples of these hazards.

Disease: Diseases are a special type of hazard that attack the immune systems of creatures. They always attack the Fortitude Defense of a target, ignoring equipment bonuses to Fortitude Defense, damage reduction, and shield rating. If a disease moves a target down the condition track, it likely imposes a persistent condition as well, which cannot be removed until the disease is cured or until it fails an attack roll against the target twice. Some diseases require special equipment to treat.

Energy: Hazards with the energy keyword deal energy damage.

Fire: Hazards with the fire keyword deal fire damage.

Ingested: A hazard with the ingested keyword is triggered only if consumed by a creature.

Inhaled: A hazard with the inhaled keyword affects creatures that breathe within its area. Creatures that do not breathe (such as droids) and creatures wearing breath masks or environmental suits are immune to the effects of an inhaled hazard.



Natural: Hazards with the natural keyword are created with no intervention from sentient beings.

Poison: Hazards with the poison keyword represent toxins that are harmful or fatal to creatures. They always attack the Fortitude Defense of a target, ignoring equipment bonuses to Fortitude Defense, damage reduction, and shield rating. If a poison moves a target down the condition track, it likely imposes a persistent condition as well, which cannot be removed until the poison is cured or until it fails an attack roll against the target.

Sonic: A hazard with the sonic keyword deals sonic damage. Sonic damage is also considered to be energy damage.

TRIGGERS

Every hazard has a trigger—an event that causes the hazard to become active or to attack or otherwise interact with something else. Most triggers are simple and might require only that a target touch or come close to the hazard. When designing a new hazard, ask yourself what must happen to require you to use the hazard's statistics. Answering that question will help you determine the trigger. A trigger can be an event, or it might be a metagame concept; for example, one trigger might be a hero passing through a doorway, whereas another could be the party making initiative checks at the start of combat. There is no absolute rule or formula for coming up with an appropriate trigger; the sample hazards in this chapter offer examples that should help you create your own. In the hazards presented in this chapter, if

the target of the hazard differs from the creature or object specified as the trigger, that information is included in the trigger line.

Continuing the Csilla example, if you want the cave-in to take place during a combat encounter to heighten the tension, you might choose "A creature in the ice cavern fires a weapon that makes noise" as the trigger for the hazard. Not only is this trigger thematically appropriate (since loud sounds setting off a cave-in is a common trope), but it also seems assured to occur once combat breaks out. Because the cave-in will include more targets than only the creature that triggered it, you should also include information about what the targets will be.

TABLE 4-1: AVERAGE DAMAGE PER DIE

DIE	AVERAGE DAMAGE
d4	2.5
d6	3.5
d8	4.5
d10	5.5
d12	6.5

TABLE 4-2: DIFFICULTY CLASSES FOR HAZARDS BY CL

ADVENTURE CL	EASY DC	MEDIUM DC	MODERATE DC	HARD DC	HEROIC DC
1	13	18	23	26	31
2-3	14	19	24	27	32
4-5	16	21	26	29	34
6-7	17	22	27	30	35
8-9	18	23	28	32	37
10-11	19	24	29	33	38
12-13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16-17	23	28	33	38	43
18-19	24	29	34	39	44
20	26	31	36	41	46

AREA

Every hazard has a specific area in which its attacks take place. When you include a hazard in your game, you should decide in advance the area that the hazard will affect (unless the area of effect is already included in the existing hazard). Hazards such as poisons or animal traps might affect very limited areas, perhaps as little as a single square. Other hazards, such as loose sand, avalanches, and turret blasters, affect larger but still discrete areas. Hazards such as atmospheric hazards and vacuum might affect the entire area in which an encounter takes place. When you choose a hazard to use in an encounter, choose an area of effect for the hazard that is appropriate to its type and its use in your game.

ATTACKS AND DAMAGE

Hazards make attack rolls as enemies do, although not always with the same focus or direction. Almost everything a hazard does to a creature, a droid, or an object is categorized as an attack roll of some kind. A hazard attacks one of the three defenses (as appropriate to the nature of the attack), and it typically makes no more than one attack per round against the target. When you design a hazard, you choose which defense it attacks. In general, attacks that can be avoided physically are made against Reflex Defense; those that affect the integrity of the body are made against Fortitude Defense; and those that attack the mind or intellectual capacity of the target are made against Will Defense. A hazard's attack bonus should be equal to its CL + 2.

Likewise, many hazards deal damage to the target, and some deal damage on a miss (representing the fact that, no matter how good the target's defenses are, the hazard eventually gets the best of them). On average, a hazard should deal damage equal to 10 + one-half its CL. Choose a dice

expression (such as 3d8 or 2d4+2) that is likely to produce this average damage result. Table 4-1 shows the average damage result per die type. If the hazard deals damage of a particular type, select the type as well. Hazards that are meant to affect vehicles may have a damage multiplier (×2 for starfighters and transports, ×5 for capital ships).

Continuing the Csilla example, you know that the cave-in will be CL 8. Since its attacks (falling ice and rock) can be avoided physically, the hazard attacks Reflex Defense. Its attack bonus is approximately +10 (the hazard's CL + 2), and it deals about 14 points of damage per attack (10 + one-half its CL). Looking at Table 4-1, you see that a d12 has an average damage of 6.5, so 2d12 has an average damage of 13. Thus, you set the hazard's damage expression at 2d12+1 to meet the expected damage dealt.

ADJUSTING HAZARD STATISTICS

When designing hazards, feel free to vary their statistics a bit to suit your heroes. Average damage amounts and attack bonuses can vary by 1 or 2 points above or below their expected amounts, and you can take the statistics and abilities of your heroes into account to design a hazard that is exactly as tough as it needs to be. For example, if all the heroes have low or middling Fortitude Defenses, you can provide tougher challenges by creating hazards that target Fortitude Defense without cranking up the CL too drastically.

Special Attacks

A few hazards, such as the vacuum hazard, have special attacks that occur only under certain circumstances. Typically, these attacks represent the inevitable nature of the hazard (for example, the vacuum hazard's special attack automatically deals damage to unconscious creatures). If you give your hazard a special attack, it should occur only under specific conditions. Special attacks can be a bit more deadly as long as they take place less frequently.

Cumulative Damage

Some hazards deal cumulative damage, which is damage that grows larger round by round. Cumulative damage is extremely dangerous and should be used only in situations when escaping from or eliminating the hazard's conditions is necessary for survival. For example, suffocation (drowning) uses cumulative damage because each round that you endure the suffocation hazard, the situation grows significantly worse. Usually, only special attacks deal cumulative damage, and only if they will kill or destroy a target that is exposed to the hazard, regardless of the target's level. When a target takes cumulative damage, increase the damage by the same amount each round. For example, the vacuum hazard deals 1d6 points of damage in the first round, 2d6 points in the second round, 3d6 points in the third round, and so on.

The Condition Track

You can create a hazard that has attacks that move the target down the condition track instead of dealing damage (or in addition to dealing damage). That movement should be taken into account as a part of the hazard's average damage. Moving -1 step on the condition track is worth about the same as 5 points of damage, and moving -2 steps is worth about the same as 10 points of damage. No hazard should move a target more than -2 steps on the condition track at a time. For example, if a hazard normally deals an average of 15 points of damage, you could reduce its damage to 10 points and also have the hazard move the target -1 step on the condition track.

Many hazards that move a target down the condition track also impose persistent conditions. When this occurs, the condition is assumed to have a lasting effect on the target's health and well-being. Although you do not need to reduce the damage output of a hazard that imposes a persistent condition, you should consider reducing the attack's frequency or accuracy so that an entire group of heroes are not affected by persistent conditions as the result of a single hazard.

RECURRENCE

Most hazards have a recurrence—a frequency with which the hazard makes its attacks. A hazard should not affect an individual target more than once per round; in some cases, the frequency of recurrence can be much lower, perhaps once a day, once a week, or even less often. Diseases and poisons in particular have infrequent recurrence. Possible recurrence options include:

- At the start or the end of an affected target's turn
- On a particular initiative count
- When the triggering condition is met
- At a specified time interval (such as daily, hourly, or weekly)

Additionally, a hazard's recurrence indicates how long it continues to attack a target. Some hazards, particularly diseases and poisons, continue to make attack rolls until successfully treated. Other hazards cannot be stopped (such as suffocation in a vacuum) and must be escaped to prevent recurrence. Be sure to specify whether a hazard's recurrence can be stopped.

SKILL DIFFICULTY CLASS

Heroes can use their skills to interact with many hazards. For example, a scout might use a Knowledge skill to identify the nature of a particular hazard and a different skill to avoid or disable it. Pick a few skills that can interact with your hazard, particularly skills that the heroes have and might try to use. Then assign skill Difficulty Classes (DCs) based on the hazard's CL; Table 4-2 contains sample skill DCs based on the CL of the hazard. For each CL, the table gives an easy DC, a medium DC, a moderate DC, a hard DC, and a heroic DC. Most skill DCs for hazards should be easy, medium, or moderate; hard and heroic skill DCs should be reserved for skills that have only an outside chance of affecting the hazard.

Some skills can actually be used before the hazard is encountered, allowing heroes to avoid the hazard (if possible) or prepare to minimize its effects. Whenever a hazard's skill line lists a skill that allows the hero to identify it, the Gamemaster must determine whether or not identification of the hazard is enough to avoid it, based on the current circumstances.

Continuing the Csilla example, you decide that the heroes could notice that the ice on the roof of the cave is cracked and unstable. Thus, you choose the Perception skill and assign it a medium DC of 23, since the hazard is CL 8. Particularly nimble heroes might be able to avoid the falling ice, but that could be more difficult given the size of the cave. To reflect that possibility, you assign a moderate DC of 28 to an Acrobatics check to grant a hero a +5 bonus to Reflex Defense against the falling ice.

SPECIAL EFFECTS

Unlike beasts and enemies that are built with talents, feats, and other existing mechanics, some hazards have unique effects or rules that come into play only when the hazard does. These effects are not always negative; sometimes they provide special ways to circumvent the hazard, or they are neutral effects that neither harm nor help the targets. For example, the disease known as the Cardooinie chills can affect a creature only once, and the Krytos virus is weaker against Humans. Usually, such effects and other special rules are determined by the nature of the hazard. Be careful that they do not make the hazard too hard or too easy; look at the special effects of the hazards in this chapter for inspiration. Typically, when designing your own hazard, keep the special effects to a minimum to ensure that the hazard remains balanced.

HAZARD STATISTICS BLOCK

Finishing the example of the icy cave-in on Csilla, after taking the preceding rules into account, you might come up with the following statistics block for the hazard.

Csilla Cave-In

CL 8

The underground ice caverns of Csilla shake and rumble, sending heavy blocks of ice crashing to the ground.

Natural

Trigger A creature or a droid in the ice cavern fires a weapon that makes noise; targets any creature, droid, or object in the area of the cave-in

Attack +10 vs. Reflex Defense

Damage 2d12+1

Recurrence Each round at the start of the target's turn, as long as the target remains in the area of the cave-in

Skills

Acrobatics (DC 28): As a move action, a character can make an Acrobatics check to gain a +5 circumstance bonus to Reflex Defense against a falling ice attack made against the character at the start of his or her next turn.

Perception (DC 23): A character notices that the roof of the ice cavern is unstable and believes that a loud noise could cause a cave-in.

Each hazard statistics block begins with the hazard's name and CL, followed by a brief description of the hazard and its keyword(s). Next, the block describes the trigger, presents the attack value and damage value, and explains the conditions of recurrence. The block then lists the skills that interact with the hazard and concludes with special effects (if any) that come into play.

SAMPLE HAZARDS

The remainder of this chapter presents sample hazards that should give you enough examples and guidelines to help you design your own hazards. The section below starts with hazards from Chapter 14 of the Saga Edition core rulebook, which have been reformatted using the rules in this chapter, then it explores new hazards based on environment. Some of the hazards from the core rulebook do not exactly conform to the suggested hazard attack and damage numbers, but have been reproduced in the new format for ease of use.

Acid

CL 2

Acid burns through metal and skin alike, corroding them.

Acid, contact, natural

Trigger A creature, a droid, or an object comes into contact with the acid

Attack +4 vs. Fortitude Defense

Damage 2d10 acid (*Miss*: Half damage)

Recurrence Each round at the start of the target's turn, until the acid is washed off or treated

Skills

Treat Injury (DC 14; requires medical kit): The character treats the acid.

Atmosphere, Corrosive

CL 4

The chemicals of a corrosive atmosphere eat away at clothing, objects, and flesh.

Acid, atmospheric, contact, natural

Trigger A creature, a droid, or an object begins its turn in a corrosive atmosphere

Attack +4 vs. Fortitude Defense

Damage 2d6 acid (*Miss*: Half damage)

Recurrence On trigger

Skills

Knowledge (physical sciences) (DC 16): The character identifies the presence of a corrosive atmosphere.

Special

Creatures, droids, or objects that have special protection against a corrosive atmosphere, such as environmentally sealed space suits, are not affected by this hazard.

Atmosphere, Toxic

CL 6

A toxic atmosphere is filled with chemicals that harm most creatures.

Atmospheric, contact, natural

Trigger A creature begins its turn in a toxic atmosphere

Attack +5 vs. Fortitude Defense

Damage 1d6, and the target moves -1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence On trigger

Skills

Knowledge (physical sciences) (DC 17): The character identifies the presence of a toxic atmosphere.

Special

Creatures, droids, or objects that have special protection against a toxic atmosphere, such as environmentally sealed space suits, are not affected by this hazard.

Atmosphere, Vacuum

CL 8

The vacuum of space holds no air and diffuses heat, freezing anything exposed to it.

Atmospheric, contact, natural

Trigger A creature begins its turn in a vacuum

Attack +20 vs. Fortitude Defense

Damage 1d6, and the target moves –2 steps on the condition track (*Miss*: No damage, and the target moves –1 step on the condition track)

Special Attack Automatic hit on attacks against unconscious targets

Damage 1d6 cumulative; if this damage equals or exceeds the target's damage threshold, the target dies.

Recurrence On trigger

Skills

Endurance (DC 10): The character holds his or her breath for 1 round, reducing the vacuum's attack roll by 10. Each round the character holds his or her breath in this manner, the check DC increases by 2.

Special

A creature cannot move back up the condition track until it is returned to a breathable atmosphere.

Disease, Cardoone Chills

CL 2

This disease is common throughout the galaxy and is typically only an inconvenience.

Atmospheric, disease, natural

Trigger A creature is exposed to the disease

Attack +4 vs. Fortitude Defense

Damage 1d6, and the target moves –1 persistent step on the condition track

Recurrence Daily, until treated

Skills

Knowledge (life sciences) (DC 14): The character identifies the disease.

Treat Injury (DC 15; requires medical kit): The character treats the disease.

Special

Once a creature has been exposed to the Cardoone chills and the disease has been treated, that creature cannot contract the disease again.

Disease, Krytos Virus

CL 5

This genetically engineered virus was produced by the Empire to target non-Humans.

Atmospheric, disease, natural

Trigger A creature is exposed to the disease

Attack +10 vs. Fortitude Defense

Damage 2d6, and the target moves –1 persistent step on the condition track

Recurrence Daily, until treated

Skills

Knowledge (life sciences) (DC 21): The character identifies the disease.

Treat Injury (DC 21, or DC 16 with bacta tank; requires medical kit): The character treats the disease.

Special

The Krytos virus takes a –5 penalty to attack rolls against Humans. Once a creature has been exposed to the Krytos virus and the disease has been treated, that creature cannot contract the disease again.

Explosive Charge

CL 5

An explosive detonates when triggered by a timer.

Area, artificial, energy

Trigger The explosive's timer expires; targets all creatures, droids, and objects in a 1-square burst radius

Attack +10 vs. Reflex Defense

Damage 10d6 (*Miss*: Half damage)

Recurrence None

Skills

Mechanics (DC 16): The character disarms the explosive charge.

Explosive Trap, Detonite

CL 2

An explosive detonates when triggered by a timer.

Area, artificial, energy

Trigger The explosive's timer expires; targets all creatures, droids, and objects in a 1-square burst radius

Attack +10 vs. Reflex Defense

Damage 5d6 (*Miss*: Half damage)

Recurrence None

Skills

Mechanics (DC 14): The character disarms the explosive trap.

Extreme Heat or Cold

CL 4

Extreme heat or cold can punish those who are unprepared for it.
Natural

Trigger A creature is exposed to extreme heat or cold

Attack +6 vs. Fortitude Defense

Damage 2d6, and the target moves –1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Hourly

Special

A creature that has taken damage from extreme heat or cold cannot regain hit points or move up the condition track until it spends at least 1 hour in a normal environment. Heavy clothing or armor provides a +5 equipment bonus to Fortitude Defense to resist extreme cold but imposes a –5 penalty to Fortitude Defense to resist extreme heat.

Fire

CL 3

When clothing or objects catch fire, they continue to burn and take fire damage.

Artificial or natural, fire

Trigger A creature, a droid, or an object takes fire damage

Attack +5 vs. Fortitude Defense

Damage 1d6 fire (*Miss*: Half damage)

Recurrence Each round at the start of the target's turn, until the flames are extinguished (a full-round action)

Poison, Dioxis

CL 8

Dioxis is an inhaled gas often used in assassinations.

Atmospheric, natural, poison

Trigger A creature is exposed to the poison

Attack +10 vs. Fortitude Defense

Damage 4d6, and the target moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Each round at the start of the target's turn, until treated

Skills

Treat Injury (DC 23; requires medical kit): The character treats the poison.

Poison, Knockout Drops

CL 2

When put into food or drink, this poison renders a target unconscious.

Artificial, ingested, poison

Trigger A creature ingests the poison

Attack +4 vs. Fortitude Defense

Damage The target moves –1 step on the condition track

Recurrence Each round at the start of the target's turn, until treated

Skills

Treat Injury (DC 14; requires medical kit): The character treats the poison.

Poison, Paralytic

CL 5

An injected poison renders a target immobile for a short time.

Artificial, contact, poison

Trigger A creature is injected with the poison

Attack +10 vs. Fortitude Defense

Damage The target moves –1 step on the condition track

Recurrence Each round at the start of the target's turn, until treated

Skills

Treat Injury (DC 16; requires medical kit): The character treats the poison.

Special

A creature moved to the bottom of the condition track by this poison is immobilized but does not fall unconscious.

Smoke

CL 2

Smoke obscures creatures' vision, causes them to choke, and burns their eyes.

Atmospheric, natural

Trigger A creature begins its turn in smoke

Attack +4 vs. Fortitude Defense

Damage 1d6, and the target moves –1 step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence On trigger

Special

Smoke grants concealment to creatures and objects within it.

Space Sickness

CL 1

In zero gravity, some creatures have a hard time maintaining their internal equilibrium.

Natural

Trigger A creature is exposed to weightlessness

Attack +0 vs. Fortitude Defense

Damage The target moves –1 persistent step on the condition track

Recurrence Once, after 8 hours

Skills

Treat Injury (DC 20): The character removes the persistent condition.

Special

The persistent condition from space sickness is removed from a creature after 8 hours of rest.

Trash Compactor

CL 10

The powerful walls of the trash compactor crush anything trapped inside.
Artificial

Trigger A creature, a droid, or an object begins its turn inside a trash compactor that has closed completely

Attack Automatic hit

Damage 10d6

Recurrence On trigger

Special

A trash compactor takes 10 rounds to close, remains closed for 5 rounds, and takes 10 rounds to open fully once more.

Turret, Blaster

CL 2

This automated turret blasts enemies that come within its range.
Artificial, energy

Trigger The turret detects a creature or a droid within its line of sight

Attack +4 vs. Reflex Defense

Damage 3d6 energy

Recurrence Each round, on initiative (Initiative +5)

Skills

Stealth: The character makes a Perception check, opposed by the turret's Perception check (+5, with darkvision). If the character's check is successful, the character is not noticed by the turret.

Turret, Blaster Rifle

CL 3

This automated turret blasts enemies who come within its range.
Area, artificial, energy

Trigger The turret detects a creature or droid within its line of sight; targets all creatures in a 2x2-square area

Attack +5 vs. Reflex Defense

Damage 3d8 energy (*Miss:* Half damage)

Recurrence Each round, on initiative (Initiative +5)

Skills

Stealth: The character makes a Perception check, opposed by the turret's Perception check (+5, with darkvision). If the character's check is successful, the character is not noticed by the turret.

AQUATIC HAZARDS

Adventures in environments such as the homeworlds of species like the Mon Calamari or underwater cities like those of the Gungans provide opportunities for exciting aquatic scenes. You can use the following hazards to add a new dimension of danger to those watery environs.

Crashing Waves

CL 1

Waves of water crash into the shore where you stand, threatening to drag you out when they recede.

Natural

Trigger A creature or a droid is within the area of the hazard on the hazard's initiative count

Attack +4 vs. Fortitude Defense

Damage The target is knocked prone and slides one square toward the source of the waves

Recurrence Each round, on initiative (Initiative +5)

Skills

Acrobatics (DC 13): The character can make an Acrobatics check as a reaction to avoid being knocked prone by the waves.

Crashing waves occur along the shore of an ocean, an inland sea, or another large body of water. When placing this hazard, the GM should choose a direction from which the waves come. This is the direction in which targets affected by the hazard are pulled.

Rough Waters

CL 3

The wind whips across the water, causing whitecaps and tumultuous conditions.

Natural

Trigger A creature begins its turn swimming in the area of the hazard, or the pilot of an aquatic vehicle starts his or her turn in the area of the hazard

Attack +5 vs. Fortitude Defense

Damage 2d8+2 (*Miss:* Half damage)

Recurrence On trigger

Skills

Knowledge (physical sciences) (DC 14): The character identifies the presence of rough waters and recognizes the hazard's effects on swimming creatures and aquatic vehicles.

Pilot (DC 14): The pilot of an aquatic vehicle affected by rough waters can make a Pilot check as a reaction to avoid the rough waters.

Swim (DC 14): The character can make a Swim check as a reaction to avoid the effects of the rough waters.

Undertow

CL 4

Underwater currents can suck swimmers down into the depths, keeping them there until it is too late.

Natural

Trigger A creature begins its turn swimming in deep water

Attack +6 vs. Fortitude Defense

Damage The target is pulled 6 squares deeper underwater, and it is immobilized until the start of its next turn (*Miss:* The target is pulled 3 squares and is not immobilized)

Recurrence On trigger

Skills

Swim (DC 16): The character can make a Swim check as a reaction to keep from being affected by the undertow.

Special

A creature that is pulled underwater by undertow begins to drown. See the Endurance skill (page 66 of the Saga Edition core rulebook) for information on holding your breath as well as on the effects of drowning.

Whirlpool **CL 8**

Tidal forces stir up a dangerous whirlpool, whipping anything caught in the whirlpool around and threatening to tear it apart.

Natural

Trigger A creature or a droid begins its turn swimming in the area of the hazard, or the pilot of an aquatic vehicle starts his or her turn in the area of the hazard

Attack +10 vs. Fortitude Defense

Damage 2d10+3, and the target is moved 2 squares in a direction of the GM's choice (*Miss*: Half damage, and the target is moved 1 square)

Recurrence On trigger

Skills

Pilot (DC 18): The pilot of an aquatic vehicle caught in a whirlpool can make a Pilot check as a reaction to avoid the whirlpool.

Swim (DC 18): The character can make a Swim check as a reaction to avoid the effects of the whirlpool.

Special

Each square within the area of the whirlpool is considered difficult terrain.

A creature, a droid, or a vehicle caught in a whirlpool is subject to its strong tidal forces. When creating this hazard, the GM should choose the direction in which the water in the area of the whirlpool is moving. This is the direction in which targets affected by the hazard are moved.

ARCTIC HAZARDS

The first scenes of *The Empire Strikes Back* show the Rebellion's remote base on the ice planet of Hoth. The heroes have to deal with plummeting temperatures, avoid wandering wampas, and keep their tauntauns alive in the untamed arctic wilderness. Along the way, the Rebels encounter a number of other hazards in their efforts to keep their presence hidden. This section presents some of the dangers that might be encountered by heroes in an arctic environment. The extreme cold hazard presented earlier is also suitable for this environment.

Avalanche **CL 10**

The ground rumbles as the surface above you begins cascading down at high speed.

Natural

Trigger A creature, a droid, or an object within the area of the hazard fires a weapon that makes noise; targets any creature, droid, or object in the area of the avalanche

Attack +12 vs. Reflex Defense

Damage 2d8+1, and the target moves -1 step on the condition track

Recurrence Each round at the start of the target's turn, as long as the target remains within the area of the avalanche

Skills

Knowledge (physical sciences) (DC 24): The character identifies the weak shelf that could cause the avalanche.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the target is buried under the avalanche.

Being caught in an avalanche during combat is sure to change the nature of battle, as the heroes and their foes scramble to get out of the path of the avalanche. The sound of a blaster discharge is enough to set an avalanche in motion, so this hazard is likely to be triggered by combat.

Blizzard **CL 3**

A severe snowstorm blinds you and makes it difficult for you to move.

Atmospheric, natural

Trigger A creature starts its turn in a blizzard

Attack +5 vs. Fortitude Defense

Damage 2d4+1, and the target moves -1 step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Hourly

Skills

Endurance (DC 24): The character forces himself or herself to move through the storm, gaining a +5 circumstance bonus to Fortitude Defense against the blizzard.

Knowledge (physical sciences) (DC 14): The character identifies the blizzard before it reaches him or her.

Special

A blizzard grants concealment to creatures, droids, and objects within it.

Traveling through a blizzard without outside aid can easily cause a group of heroes to stray off course and become lost. With the large amount of snow falling during such a storm, even sensors and radios become less effective. If the heroes are trying to find their way back to a ship or a base, they might suffer the frustration of knowing that they are close but are still unable to penetrate the storm.

A blizzard is a good way to sneak in surprises for a party of heroes trekking across frozen plains. For example, a well-hidden wampa or a squad of enemies might lurk just behind some large snowdrifts, or another hazard such as a frozen lake (below) can increase the danger.

Freezing Rain CL 4

You are pelted by tiny pieces of ice and drenched by rain that chills you to the bone.

Atmospheric, natural

Trigger A creature begins its turn within a storm of freezing rain; an object within the hazard is subject to a special effect

Attack +6 vs. Fortitude Defense

Damage 2d6, and the target moves -1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Every 10 minutes

Skills

Endurance (DC 26): The character forces himself or herself to move through the storm, gaining a +5 circumstance bonus to Fortitude Defense against the freezing rain.

Knowledge (physical sciences) (DC 16): The character identifies the freezing rain before it reaches him or her.

Special

A creature that gains a persistent condition resulting from this hazard cannot move up the condition track until it spends at least 1 hour resting in a normal environment.

Any object exposed to this hazard for at least 1 hour becomes difficult to use because of ice build-up; until the ice is removed, attack rolls and skill checks that involve the use of the affected object take a -2 penalty.

Not only does freezing rain affect unprotected creatures caught in the middle of the storm, but the precipitation coats objects, including buildings and vehicles, with ice that makes their use more difficult. Due to the inconvenience this hazard causes, freezing rain makes a good cover through which enemies can approach a group of heroes or an unsuspecting installation.

Frozen Lake CL 6

The opposite shore of the frozen lake appears quite distant, but the hard surface looks safe enough.

Natural

Trigger A creature begins its turn on the frozen lake; attacks all targets in a 4x4-square area centered on the triggering creature

Attack +8 vs. Reflex Defense

Damage 2d12 (*Miss*: Half damage)

Recurrence On trigger and on each subsequent round at the start of the target's turn, until the target is rescued



Skills

Jump (DC 27): The character attempts to leap across the weakened area of the ice, gaining a +2 circumstance bonus to Reflex Defense to avoid the hazard.

Perception (DC 22): The character locates a weakness in the frozen surface and surmise that too much weight could cause it to break.

Special

A creature that falls through the ice and is subsequently rescued cannot regain hit points until it spends at least 1 hour resting in a normal environment.

On a frigid world such as Csilla or Hoth, the chances of a character breaking through a thick layer of ice while walking across the frozen surface of a lake seem slim. This hazard, however, represents a series of underwater geysers that have been heated by the planet's core and shoot boiling water up toward the surface. As a result, the ice covering the lake has become thin and weakened in areas. Since the superheated water rises in random locations, any part of the lake's surface might be affected. At any time, a creature moving across the surface might step onto a thin patch of ice and fall through.

Icy Cliffs CL 9

A jagged wall of ice and rock looms over you.

Natural

Trigger A creature or a droid begins its turn on the icy cliffs

Attack +11 vs. Reflex Defense

Damage 1d6 for every 3 meters a target falls

Recurrence Each round at the start of the target's turn, as long as the target remains on the icy cliffs

Skills

Acrobatics (DC 18): The character uses tumbling skills to slow his or her descent, reducing the distance he or she falls by 3 meters.

Climb (DC 32): The character ascends the icy cliffs more effectively, gaining a +5 bonus to Reflex Defense against the hazard.

Knowledge (tactics) (DC 23): The character plots a course up the cliffs that minimizes the effects of the hazard, granting everyone in the party a +1 circumstance bonus to Reflex Defense against the hazard.

Special

Any creature or droid that is successfully attacked by the hazard loses its grip on the cliffs and falls.

Although the heights of different cliffs can vary, an icy cliff must be at least 10 meters tall to qualify as a hazard of this type.

Icy Ground

CL 2

The slick surface of the ice makes any movement a gamble.

Artificial or natural

Trigger A creature, a droid, or a wheeled vehicle crosses the icy ground

Attack +4 vs. Reflex Defense

Damage 2d10

Recurrence On trigger

Skills

Jump (DC 19): The character leaps over the ice, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard.

Pilot (DC 14): When operating a wheeled vehicle, the character maintains control of the vehicle even if the hazard's attack is successful.

Stealth (DC 24): Using the same technique used for moving silently, the character can move at half speed and is not affected by the hazard's attack.

Special

Immediately after the hazard's successful attack, the target is knocked prone, ending its move action. The target must spend a move action to stand up. As the target attempts to regain its footing, the hazard makes an attack of opportunity against the target with a -5 penalty. If the attack is successful, the target slips on the ice and falls prone again, but it takes no extra damage.

Attacks made by this hazard can be avoided if the target is using equipment that grants better traction on icy surfaces. Spiked footwear, for example, provides a hero with the means to keep his or her balance on slippery surfaces and to avoid the hazard's attack. Heroes riding in a vehicle that does not touch the ground are not affected by the hazard's attack.

ARID/DESERT HAZARDS

The sites of desert worlds such as Tatooine are familiar to us; the *Star Wars* movies depict Mos Eisley, Mos Espa, the Lars homestead, and other locales. Of course, those landmarks do not represent everything that can be found on arid planets. A variety of desert hazards pose a danger to heroes who must travel through regions of dry wilderness, including the extreme heat hazard presented earlier in this chapter.

Dust Devil

CL 5

A huge whirlwind of dust and sand threatens to engulf you.

Area, natural

Trigger A creature begins its turn within 3 squares of the dust devil

Attack +7 vs. Reflex Defense

Damage 2d10+1 (*Miss*: Half damage)

Recurrence Each round at the start of the target's turn, as long as the target is within 3 squares of the dust devil

Skills

Acrobatics (DC 26): The character reduces the effects of being thrown by the dust devil's special effect, taking half damage if the hazard hits the character and one-quarter damage if it misses.

Perception (DC 16): The character spots the dust devil before it reaches him or her.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, at the end of the round, the target is sucked into the whirlwind and thrown 12 squares. Upon landing, the target takes an additional 3d8 points of damage.

A dust devil can draw in just about anything. Most creatures that hear its unmistakable whistling winds and notice its obvious presence will do everything in their power to avoid it. A dust devil is best used in situations when the heroes cannot flee, such as during a climactic battle at the end of a long journey. While the combat rages, the whirlwind can cut a path across the battlefield, attacking everything in its way.

A KREVAAKI JEDI USES THE FORCE TO PROTECT HIS ALLIES FROM A ROCK SLIDE.



Loose Sand

CL 1

The sand beneath your feet shifts as you move, making progress difficult.

Natural

Trigger A creature or a droid begins its turn in loose sand

Attack +3 vs. Reflex Defense

Damage 2d8+1

Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the loose sand

Skills

Acrobatics (DC 18): The character tumbles through the sand to reach more stable ground, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Jump (DC 23): The character attempts to leap out of the loose sand, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Knowledge (physical sciences) (DC 13): The character notices that the sand appears loose.

Special

If the hazard's attack is successful, the target is restricted to one move action per round, but the target cannot leave its square because it is unable to find secure footing. If the hazard's attack fails, the target can leave its square.

Technically, all sand in a desert is loose, but some areas are less tightly packed than others. Creatures unfortunate enough to stand in such an area have a hard time moving out of it. Placing loose sand atop a dune or in the middle of a dry riverbed could put the heroes in a position where they have little or no cover against enemies that find them.

Rock Slide

CL 9

A large mass of rocks and boulders tumbles down the mountainside toward you.

Artificial or natural

Trigger A creature or a droid within the area of the hazard fires a weapon that makes noise; targets any creature, droid, or object in the area of the rock slide

Attack +11 vs. Reflex Defense

Damage 2d12+1

Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the rock slide

Skills

Knowledge (physical sciences) (DC 23): The character determines from the surroundings that the area might be unstable. A minor seismic quake, a shot from a blaster bolt, or an explosive could cause a rock slide.

Survival (DC 28): After observing the area, the character finds a few places where he or she could take cover during a rock slide, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Rock slides can be particularly dangerous to a group of heroes. Their enemies can start a rock slide intentionally and perhaps even direct its path by placing artificial structures to funnel the rocks or by using the Force to move boulders onto a desired course. In addition, you can use a rock slide to steer heroes in a particular direction.

Sandstone Pillars

CL 6

Naturally carved stone pillars are the only way to cross the span of the canyon. They don't look very stable.

Natural

Trigger A creature or a droid begins its turn on a pillar

Attack +8 vs. Reflex Defense

Damage 2d12

Recurrence Each time the target reaches a new pillar

Skills

Acrobatics (DC 27): The character works to keep his or her balance while moving from pillar to pillar, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Jump (DC 27): As the character leaps to the next stone pillar, he or she aims for the center to avoid destabilizing it. By doing so, the character gains a +2 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 22): The character spots a possible weakness in the pillar ahead and avoids it, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Special

A line of 1d4+2 pillars creates a path to the other side of the ravine.

To reach the other side of a canyon, the heroes must move across a series of tall sandstone pillars. The top surfaces of the pillars are mostly flat, but wind erosion has thinned the stone to the point that the towers are unstable. The heroes discover this when a pillar shifts slightly when a hero lands on it, which might cause the hero to lose his or her balance and fall to the canyon floor below. If enemies are in pursuit, the heroes might leap hastily from pillar to pillar in an attempt to cross the canyon quickly, putting their lives in even more peril.

Sandstorm

CL 4

The sand whips past you at blinding speed, eroding any exposed objects or flesh.

Area, atmospheric, natural

Trigger A creature, a droid, or an object begins its turn in a sandstorm

Attack +6 vs. Fortitude Defense

Damage 2d10+1 (*Miss:* Half damage)

Recurrence Hourly

Skills

Knowledge (physical sciences) (DC 21): The character determines that the incoming cloud is a violent sandstorm, and all members of the group gain a +1 circumstance bonus to Fortitude Defense against the hazard.

Perception (DC 16): The character detects the sandstorm before it reaches him or her.

Special

A sandstorm grants concealment to creatures and objects within it. Any target wearing a sealed protective suit is not affected by this hazard.

Creatures caught in the middle of a sandstorm face a number of problems. Aside from the large volume of sand blowing across open surfaces and bare flesh at high speeds, the storm hinders vision. Enemies several meters away who could be seen clearly under normal conditions can barely be seen during a sandstorm, if at all. A sandstorm can be a challenging place for combat—or it can present a chance for creatures to make their escape from foes.

Sarlacc Pit

CL 12

In this pit, a sarlacc waits to capture and ingest prey.

Natural

Trigger A creature begins its turn in a square occupied by the hazard

Attack +14 vs. Reflex Defense

Damage 4d6+2

Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the sarlacc pit

Skills

Acrobatics (DC 26): The character avoids the sarlacc's tentacles, but he or she still takes damage from the attack.

Climb (DC 31): The character manages to climb 1 square closer to the edge of the pit.

Knowledge (life sciences) (DC 21): The character identifies the sarlacc pit before he or she reaches it, gaining a +5 circumstance bonus to Reflex Defense against the hazard's attacks.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the sarlacc grabs the target and pulls it to the bottom of the pit at a rate of 2 squares per round. If the target reaches the bottom of the pit, it is ingested.

Whether a creature is standing at the edge of the large pit or on a plank extended from a skiff floating over it, looking into a sarlacc pit is enough to incite fear. For most heroes, stumbling across a sarlacc is enough of an encounter in itself as they struggle to climb out of the pit and away from the hungry maw of the creature. They could also chase enemies into the pit (or be chased into it themselves), or they could find a victim that needs to be saved from being digested over a period of a thousand years. Alternatively, the heroes could be captured by their enemies (as in *Return of the Jedi*) and must escape being fed to the sarlacc.

FOREST/JUNGLE HAZARDS

Regardless of the world, forests and jungles teem with many different kinds of life, from the smallest furry rodents to beasts as large as rancors. Hazardous elements force the residents of these ecosystems to struggle for survival. The hazards presented below represent only a sample of what might be found in the forests and jungles the heroes visit.

Animal Trap

CL 3

This device is designed to entrap a wild creature.

Artificial, contact

Trigger A creature enters a square occupied by a trap

Attack +5 vs. Reflex Defense

Damage 2d4+1, and the target moves -1 persistent step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence On trigger

Skills

Perception (DC 14): The character detects the trap before he or she reaches it, gaining a +2 circumstance bonus to Reflex Defense to avoid the hazard.

Mechanics (DC 24): The character successfully disarms the trap.

Survival (DC 19): The character determines which type of creature the trap is designed to capture. For the next hour, the character gains a +1 bonus to attempts to spot that creature.

Special

A creature that gains a persistent condition resulting from this hazard cannot move up the condition track until it spends at least 1 hour resting in a normal environment.

Used throughout the galaxy, animal traps can also catch creatures for which they are not designed. Setting an animal trap in the middle of a clearing and baiting it with food might work to catch some carnivorous species, but most traps are hidden in tall grass or similar undergrowth.

Carnivorous Plants

CL 6

A large plant uses its vinelike tentacles to consume living creatures.

Natural

Trigger A creature begins its turn within 3 squares of a carnivorous plant

Attack +8 vs. Reflex Defense

Damage 2d12

Recurrence Each round at the end of the target's turn, while the target is within 3 squares of the plant

Skills

Acrobatics (DC 22): As a reaction, the character avoids being grabbed when attacked by the plant, but he or she stills take damage.

Knowledge (life sciences) (DC 22): The character identifies the plant as carnivorous and knows that it will attack if he or she gets too close, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Stealth (DC 27): When the character begins his or her turn within 3 squares of the plant, the character avoids being detected by the plant for 1 round.

Special

If the plant's attack roll exceeds the target's Reflex Defense by 5 or more, the target is grabbed and pulled toward the plant at a rate of 1 square per round. If the target reaches the plant, the target is swallowed and can be freed only by destroying the plant (Reflex Defense 8, Fortitude Defense 14).

Beings that erect permanent installations in forests or jungles often place carnivorous plants along commonly used paths as natural guardians and as a first line of defense against interlopers. Some beings might even bring them indoors for extra security.

Flooded River

CL 4

The water in the river is high, and the current is strong enough to sweep you away.

Natural

Trigger A creature begins its turn in the river

Attack +6 vs. Reflex Defense

Damage 2d10+1

Recurrence Each round at the start of the target's turn, while the target is in the river

Skills

Survival (DC 21): The character locates the narrowest point at which to cross the river. The character and his or her allies gain a +1 circumstance bonus to Reflex Defense against the hazard.

Swim (DC 26): The character swims at its normal swim speed, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Special

If the river's attack roll exceeds the target's Reflex Defense by 5 or more, the target is swept up in the current, moves downstream at a rate of 6 squares per round, and is unable to control the direction of its movement.

Combining a flooded river hazard with a waterfall hazard adds an extra level of risk for any creatures caught up in the flow, especially if they are involved in combat in the water and are not paying attention to where they are going.

Low-Hanging Branches

CL 2

A number of branches covered in jagged razorvine hang down in your path, making it difficult to maneuver past them safely.

Natural

Trigger A creature enters a square in which the hazard is located

Attack +4 vs. Reflex Defense

Damage 2d10

Recurrence On trigger

Skills

Perception (DC 14): The character detects the branches as he or she approaches, gaining a +5 bonus to Reflex Defense to avoid them.

Special

For targets riding on a creature or in a vehicle that does not provide total cover, the hazard's damage is 2d10x2.

Running into branches while traveling through a forest or jungle is never pleasant, especially when moving at high velocity on a speeder bike or a riding beast. Although branches cause problems on their own—especially those covered with sharp vines—some beings find ways to use the limbs as makeshift weapons, pulling them back and releasing them as opponents run or ride past. Clever manipulators also use low-hanging branches to divert their foes toward another trap planted along a path that looks more appealing.

Quicksand

CL 8

A deep bog is covered with sand and other natural objects, making it virtually unnoticeable.

Natural

Trigger A creature begins its turn in a square occupied by the hazard

Attack +10 vs. Reflex Defense

Damage 2d8, and the target moves -1 step on the condition track

Recurrence On trigger

Skills

Perception (DC 23): The character detects the quicksand before he or she reaches it, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard. This bonus stacks with the bonus he or she receives from a successful Survival check against the hazard.

Survival (DC 23): The character determines the boundaries of the quicksand and gains a +5 circumstance bonus to Reflex Defense to avoid the hazard. This bonus stacks with the bonus he or she receives from a successful Perception check against the hazard.

Swim (DC 28): The character escapes from the quicksand at the end of the round.

Special

A creature caught in quicksand sinks into it over a period of 5 rounds. If the creature fully sinks into the quicksand, it can hold its breath for a number of rounds equal to its Constitution score before it must begin making Endurance checks to continue to hold its breath (see page 66 of the Saga Edition core rulebook).

The hidden danger of quicksand can be exploited by beings fighting in forests or jungles. Aside from its most obvious use as a trap, quicksand can also be an excellent hiding place—as long as those using it can get out in a reasonable amount of time. Quicksand can also serve as an obstacle preventing heroes from obtaining a specific item or artifact. If the desired item is cast into the quicksand, at least one of the heroes must risk his or her life to retrieve it.

Thornbushes

CL 2

A large patch of sharp thornbushes blocks your path.

Natural

Trigger A creature begins its turn in the thornbushes

Attack +4 vs. Reflex Defense

Damage 2d10 (Miss: Half damage)

Recurrence Each round at the start of the target's turn, while the target is in the thornbushes

Skills

Jump (DC 19): The character jumps over the thornbushes, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard.

Perception (DC 14): The character locates a part of the bushes that is less densely packed with thorns, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Stealth (DC 19): The character minimizes his or her contact with the thorns while moving through the bushes. As the character moves, his or her speed is reduced by half and the character takes half damage from a successful attack by the thorns (and no damage from a miss).

Special

This hazard can be avoided by cutting through the thornbushes with an edged tool, a melee weapon, or a lightsaber.

An individual thornbush is not very threatening, but an entire field of thornbushes can give even the hardest soldier pause. A large patch could be used in a variety of ways. For example, the middle of the thorns could be the home for a pack of wild beasts that attack any creatures that disturb them. Thornbushes could cover a minefield that has been seeded with explosives by the heroes' enemies. Thornbushes can also provide concealment for anyone hiding in the thicket.

INDOOR/URBAN HAZARDS

Even in areas where sentient beings have conquered nature and built cities, heroes are not entirely safe from harm. These bastions of civilization, with all the facilities and services they offer, bring a whole new set of hazards that make urban settings as dangerous as any wild region. The sample hazards below can be used with any number of artificial structures. Some are meant to be encountered outdoors, whereas others are more appropriate inside buildings.

Crowd CL 2

A multitude of beings assembled in one place threaten to block your way, sweep you along, or trample you.

Natural

Trigger A creature begins its turn in the crowd

Attack +4 vs. Reflex Defense

Damage 2d10

Recurrence Each round at the start of the target's turn, as long as the target is in the crowd

Skills

Knowledge (social sciences) (DC 24): The character predicts the direction in which various elements within the crowd will move, gaining a +5 bonus to Reflex Defense against the hazard.

Persuasion (DC 19): The character convinces the crowd to clear a path for the character and his or her allies, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Special

The general attitude of the crowd can help or hinder the efforts of creatures trying to move through it. Table 4-3 determines the modifiers (if any) that creatures receive on attempts to make their way through a crowd.

TABLE 4-3: CROWD ATTITUDE STEPS

ATTITUDE	EFFECT ON CROWD
Hostile	+5 bonus to attack roll and +1d10 points of damage
Unfriendly	+2 bonus to attack roll
Indifferent	No effect
Friendly	-2 penalty to attack roll
Helpful	-5 penalty to attack roll and -1d10 points of damage

Although a crowd is made up of a large number of individuals, it acts as a single organism when presented with certain stimuli. The crowd can react to the presence of creatures interfering with its business in a variety of ways, depending on its feelings toward the intruders and what they represent. Beyond that, creatures can blend into the crowd to hide from their enemies. They can also manipulate a crowd into serving as a secondary defense—for example, creatures can try to set the crowd against their pursuers, especially if the crowd favors the ones being chased or becomes convinced that the pursuers oppose something the crowd supports.

Electrified Fence CL 5

The metal fence before you crackles with energy.

Artificial, contact, energy

Trigger A creature or a droid touches the fence

Attack +7 vs. Reflex Defense

Damage 2d6, and the target moves -1 step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Each round at the start of the target's turn, as long as the target is in contact with the fence

Skills

Acrobatics (DC 21): The character tumbles away from the fence, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard.

Jump (DC 26): The character leaps over the fence without taking damage.

This hazard can be as simple as an electrified chain-link fence, or it can take forms such as a powered metal wall, a series of lethal laser beams spanning the gap between relay posts, or a force field that seals off a particular area up to a certain height. Combatants can use the hazard to keep their opponents at bay while firing at them from relative safety. The hazard can also keep creatures confined to a specific area and prevent them from fleeing.

Exposed Plasma Conduit CL 9

A channel for moving superheated plasma has been ruptured, spilling its contents into the open.

Artificial or natural, contact, fire

Trigger An attack misses a target in a square adjacent to the exposed conduit, setting it off

Attack +11 vs. Reflex Defense

Damage 2d8, and the target moves -1 step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Each round at the start of the target's turn, as long as the target is in the area of the plasma spill

Skills

Jump (DC 23): The character leaps over or away from the spilled plasma, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Treat Injury (DC 18; requires a medpac): The character treats an injured creature for plasma burns.

Use Computer (DC 28): The character slices into the control network and diverts the plasma flow away from the area, negating the hazard.

Plasma conduits are most commonly encountered within manufacturing facilities or power plants, but they can appear anywhere that plasma is used. Since the means of transporting this superheated material must be very strong to prevent its accidental release, ruptures are rare. Most of the time, combatants who seek to use this hazard to their advantage will create it by shooting the conduit themselves. Then they use the unexpected danger as a diversion to keep their enemies occupied while they flee, or they let the plasma create a means of escape by burning through the floor.

Malfunctioning Blast Door**CL 4**

A blast door opens and closes on its own at lightning speed and at random intervals.

Artificial

Trigger A creature or a droid attempts to move through the blast door while it is open

Attack +6 vs. Reflex Defense

Damage 2d6, and the target moves -1 step on the condition track

Recurrence Special

Skills

Acrobatics (DC 26): The character dives through the opening, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Mechanics (DC 21): The character fixes the blast door so that it no longer operates erratically.

Use Computer (DC 21): The character bypasses the controls for the blast door and forces it to remain open.

Special

Each round, the blast door opens on a random initiative count and closes on another random initiative count; the Gamemaster makes each initiative check for the door.

A malfunctioning blast door that does not stay open or closed upon request can be used in a number of ways beyond simply endangering the heroes. The door can provide cover for those on one side or the other, allowing weapons fire to pass through only during the times in each round that the door is open. In addition, combatants can use the blast door to slow foes down while they try to get away.

**Production Assembly Line****CL 12**

A massive network of machines is in full production; moving through the room would be extremely dangerous.

Artificial

Trigger A creature or a droid begins its turn within the area of the assembly line

Attack +14 vs. Reflex Defense

Damage 4d6+2

Recurrence Each round at the start of the target's turn, as long as the target is within the area of the assembly line

Skills

Acrobatics (DC 26): The character twists and rolls between the mechanisms, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Mechanics (DC 31): The character sabotages the equipment as he or she moves through it, imposing a -5 penalty to the hazard's attacks.

Use Computer (DC 31): Slicing into the controls, the character shuts down the assembly line.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the target becomes pinned on the assembly line. The hazard gains a +5 bonus to attack rolls against the target until the target escapes being pinned.

Creatures trying to move through a production assembly line face a number of problems. The line itself, where products are assembled, usually has enough space for creatures to maneuver and possibly fight against opponents. The mechanisms that run the line provide creatures with cover or concealment during a firefight. In addition, the items being assembled might be weapons, tools, or other objects that combatants can use during battle.

Speeder Traffic**CL 8**

Dozens of speeders zip by as you attempt to cross to the other side of the thoroughfare.

Artificial

Trigger A creature or a droid begins its turn in speeder traffic**Attack** +10 vs. Reflex Defense**Damage** 4d6**Recurrence** Each round at the start of the target's turn, as long as the target is in speeder traffic**Skills**

Acrobatics (DC 23): The character weaves and tumbles through the traffic, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Jump (DC 23): The character jumps out of the way of an oncoming speeder or makes an effort to leap from one speeder to another, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 18): The character watches carefully for oncoming speeders, gaining a +1 circumstance bonus to Reflex Defense against the hazard's attacks.

The last thing that speeder pilots want to see in their path is a bunch of creatures in the middle of a fight. Nevertheless, combatants who find themselves in speeder lanes can use the vehicles in a variety of ways. If combatants put the speeders between themselves and their opponents, the vehicles can provide cover or prevent their foes from reaching them. If the combatants join the traffic to continue their battle between or atop the vehicles, they can use the speeders as island platforms from which to launch their assaults.

SPACE HAZARDS

Star Wars would not be the same without the events that take place in space, such as the Battle of Yavin or the chase through the asteroid field in *The Empire Strikes Back*. Even though most of space is void of substance, areas exist that can be hazardous to vessels and their occupants. For most of the space hazards described below, the damage dealt has a $\times 2$ multiplier for starfighters and space transports. For capital ships, change the damage multiplier to $\times 5$.

Asteroid Field**CL 10**

"The possibility of successfully navigating an asteroid field is approximately 3,720 to 1." — C-3PO

Atmospheric, natural

Trigger A vehicle begins its turn in an asteroid field**Attack** +12 vs. Reflex Defense**Damage** 4d6 $\times 2$ **Recurrence** Each round at the start of the vehicle's turn, as long as the vehicle is within the area occupied by the asteroid field**Skills**

Perception (DC 19): The character notices asteroids heading toward the vehicle.

Pilot (DC 28): The character tries to avoid hitting any asteroids for 1 round, gaining a +5 circumstance bonus to the vehicle's Reflex Defense to avoid the incoming rocks.

An asteroid field holds a lot of potential for space encounters. If creatures are willing to risk the asteroids and find a large enough rock, they could hide within the field and wait to ambush unsuspecting foes. The asteroid field could also be used as a line of defense for a group that sets up a base of operations inside one of the larger asteroids. Alternatively, the heroes could pick up a distress call from a vessel trapped within the field and try to help it escape. Of course, an asteroid field makes a good backdrop for a high-speed chase scene as well.

Black Hole**CL 20**

The gravity well of this collapsed star is so strong that not even light can escape.

Natural

Trigger A vehicle begins its turn in the gravity well of the black hole**Attack** +22 vs. Fortitude Defense**Damage** 4d8 $\times 2$, and the vehicle moves -1 step on the condition track (*Miss:* Half damage, and no condition track movement)**Recurrence** Each round at the start of the vehicle's turn, as long as the vehicle is within the area occupied by the black hole**Skills**

Mechanics (DC 36): The character works diligently to keep the ship from breaking apart, granting the vessel a +2 equipment bonus to Fortitude Defense against the black hole.

Pilot (DC 36): The character fights the severe pull of gravity and flies the vehicle toward safety, moving 1 square away from the center of the hazard.

Use Computer (DC 31): The character detects the black hole on the vehicle's sensors, granting a +2 circumstance bonus to the crew's Mechanics checks and Pilot checks when dealing with the hazard.

Special

The event horizon for the black hole covers an area with a 10-square radius (starship scale) centered on the black hole's central square. Within the event horizon, missiles and torpedoes are ineffective, and attacks with laser weapons take a -20 penalty.

Black holes are among the most dangerous cosmic objects known to exist; even the Star Destroyers of the Galactic Empire steer clear of them. What could bring a group of heroes to such a place? Perhaps they must attempt to rescue the crew of a research station being held hostage by pirates, or raid a secret military installation positioned in a barely stable orbit. Combat just on the edge of the event horizon might be possible, but any ship that falls into the gravity well of the black hole must escape or fall victim to the hazard's crushing power.

Depressurization

CL 7

The air in your compartment rushes into the vacuum of space.

Artificial, atmospheric

Trigger An opening is created between outer space and a compartment containing creatures; targets any creature within the area of depressurization

Attack +9 vs. Fortitude Defense

Damage 2d6+1, and the creature moves -1 step on the condition track (Miss: Half damage, and no condition track movement)

Recurrence Each round at the start of the target's turn, as long as the target is within the area of depressurization

Skills

Endurance (DC 22): The character manages to control his or her breathing despite the decreasing amount of air in the area, gaining a +2 circumstance bonus to Fortitude Defense against the hazard.

Special

After 1d6+4 rounds, the air is completely vented, changing the hazard to atmosphere, vacuum.

Intentionally depressurizing a room is a last-ditch strategy, since it often results in death for anyone in the chamber at the time. But desperate combatants can try to use the hazard to their advantage during battle. For example, they can force their enemies into space, or they can escape from the depressurizing room through an airlock into a normal area and seal the hatch behind them.

Micrometeor Shower

CL 5

This dense area of debris is so thick with micrometeors that your deflector shields cannot repel them all.

Artificial or natural, atmospheric

Trigger A vehicle begins its turn within a micrometeor shower

Attack +7 vs. Fortitude Defense

Damage 2d10+1

Recurrence Each round at the start of the vehicle's turn, as long as the vehicle is within the area occupied by the micrometeor shower

Skills

Use Computer (DC 16): The character configures the shields to "double front," granting the vehicle a +5 equipment bonus to Fortitude Defense against the hazard.

Micrometeor showers are fields of miniature asteroids or bits of debris resulting from damage to other vehicles. Often, micrometeor showers are not detected until it is too late to avoid them. Creatures on the run can fly into a shower to deter their foes from continuing pursuit, especially if the pursuers have few or no shields. Creatures with something to hide or protect can position their stronghold where the hazard can benefit them the most.

Nebula

CL 2

This stellar gas cloud will someday coalesce and become a star, but for now, it threatens to interfere with your ship's systems.

Atmospheric, natural

Trigger A vehicle begins its turn in a nebula

Attack +4 vs. Fortitude Defense

Damage 2d6×2, and the vehicle moves -1 step on the condition track

Recurrence Hourly

Skills

Mechanics (DC 24): For 1 hour, the character staves off the effects of nebula dust and gases (described below). The character can attempt another check each hour for as long as the vehicle remains within the nebula.

Special

The dust and gases from a nebula might affect a vehicle's systems. If the hazard's attack roll exceeds the vehicle's Fortitude Defense by 5 or more, one of the vehicle's systems (of the Gamemaster's choice) becomes unavailable and cannot be repaired until the vehicle leaves the nebula.

The brilliant and colorful dust and gases that make up a nebula might reduce visibility and damage ships' systems, but they are not extremely dangerous. Thus, many creatures seeking to escape from their enemies consider a nebula an excellent place to hide. If combat breaks out within a nebula, each side can use the cloud to its advantage, trying to attack the other from a position of concealment.

Solar Wind**CL 7**

A large emission of charged particles from a nearby star, probably the result of a solar flare, poses a risk of radiation.

Atmospheric, energy, natural

Trigger A vehicle begins its turn exposed to a solar wind

Attack +9 vs. Fortitude Defense

Damage 3d8×2 ion (*Miss*: Half damage)

Recurrence Each round at the start of the vehicle's turn, as long as the vehicle is exposed to the solar wind

Skills

Perception (DC 17): The character detects the solar flare and predicts the imminent solar wind.

Use Computer (DC 22): The character configures the vehicle's shields to better protect it from the hazard, granting a +5 equipment bonus to the vehicle's Fortitude Defense against the solar wind.

Special

Each creature inside the vehicle takes half damage from radiation if the hazard's attack is successful and takes no damage on a miss.

A star releases its solar wind as a mostly steady flow of ions that can cause damage to a vehicle's systems, much like an ion cannon. Anyone who detects the eruption of a solar flare during combat can use the incident, if they act quickly enough, to lure opponents into the solar wind and hope that the ion burst is enough to knock out the enemy ship's systems for a while. In addition, a solar wind can give away the presence of a cloaked vessel when the ions cascade against the cloaking field and reveal the ship.

Space Minefield**CL 15**

Space mines litter the area around your ship.

Artificial, energy

Trigger A vehicle begins its turn within a space minefield

Attack +17 vs. Reflex Defense

Damage 3d10×2 (*Miss*: Half damage)

Recurrence Each round at the start of the vehicle's turn, as long as the vehicle is within the area occupied by the minefield

Skills

Pilot (DC 32): The character dodges the mines as he or she passes through the field, granting the ship a +5 circumstance bonus to Reflex Defense against the hazard for the round.

Special

One square of space can contain up to 1d6+3 space mines, but only one attack occurs per ship per square.

Many pilots consider negotiating a space minefield to be attempting suicide, but entering such a dangerous area can pay off. After all, somebody took the time to plant dozens of mines, perhaps to protect something valuable in the area. Any vehicles seeking to cross the minefield can blast one mine at a time to open a path or can fly through and trust their pilots' skills. Combatants in a minefield can use a tractor beam to pull mines out of the way or to propel them at an enemy ship.

SUBTERRANEAN HAZARDS

Of all the different environments one can visit in the *Star Wars* setting, perhaps none hold as much mystery and wonder as subterranean locations. The closest we come to seeing a society that lives underground is the one found on Utapau in *Revenge of the Sith*. Although we catch only a glimpse of their civilization, we know that much more exists beneath the surface of that world, including many dangers that come with a massive network of caves and tunnels. The hazards described below can also be used on other planets, such as Ryloth or Sullust.

Cave-In**CL 8**

The cave quakes violently, causing heavy stones to crash down to the dusty floor.

Natural

Trigger A creature, a droid, or a vehicle within the cavern fires a weapon that makes noise; targets any creature, droid, or object in the area of the cave-in

Attack +10 vs. Reflex Defense

Damage 4d6

Recurrence Each round at the start of the target's turn, as long as the target remains within the area of the cave-in

Skills

Acrobatics (DC 28): The character tumbles away from the debris, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 23): The character realizes that the rock ceiling might be weak enough to collapse if a loud sound occurs within the cavern.

In tight underground quarters, a cave-in can be especially dangerous. The hazard might be triggered during a subterranean battle, or it could occur at an appropriate moment in a story arc. For example, the ceiling might come down as the heroes are about to reach their final destination, delaying their progress.

Lava Flow

CL 15

The dark orange glow and blistering heat of the lava are warnings that you should stay away.

Fire, natural

Trigger A creature, a droid, or an object begins its turn adjacent to a lava flow

Attack +17 vs. Reflex Defense

Damage 2d6, and the target moves -2 steps on the condition track

Recurrence Each round at the start of the target's turn, as long as the target is adjacent to the lava flow

Skills

Acrobatics (DC 27): The character tumbles away from the lava, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Jump (DC 27): The character jumps over or away from the lava, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Knowledge (physical sciences) (DC 22): The character can predict how the lava flow will move; the character and his or her allies gain a +1 circumstance bonus to Reflex Defense against the hazard.

Special

Any creature, droid, or object touched by the lava catches fire and takes an additional 1d6 points of fire damage each round until the fire is extinguished.

Virtually every planet in the galaxy has magma at its core, and lava can appear just about anywhere, including underground. A lava flow makes a good barrier. Placing a subterranean stronghold on an island surrounded by a lava moat challenges the heroes to find a different entrance. A bridge above a lava flow makes an exciting location for a battle as the heroes struggle to stay out of the searing magma while trying to defeat their enemies.



A LAVA FLOW ON MUSTAFAR

Pit/Sinkhole

CL 4

In your path is a large, gaping hole in the ground.

Natural

Trigger A creature, a droid, or an object ends its movement in a square occupied by a pit or sinkhole**Attack** +6 vs. Reflex Defense**Damage** Special**Recurrence** None**Skills****Acrobatics (DC 26):** The character twists to grab the edge of the hole, gaining a +5 circumstance bonus to Reflex Defense to avoid falling in.**Climb (DC 26):** As the character falls into the hole, he or she grabs the wall and slows his or her descent, reducing the amount of damage the character takes by half.**Jump (DC 21):** By jumping across the opening of the hole, the character gains a +2 circumstance bonus to Reflex Defense to avoid falling in.**Special**

If the hazard's attack against the target is successful, the target falls into the hole and takes falling damage when it hits the bottom.

The pit or sinkhole is a common hazard. The difference between a pit and a sinkhole is that a pit has no additional exit, whereas a sinkhole leads to an underground passage. Despite its apparent simplicity, a hole hazard can be used in many ways: a covered pit that spans a path, a deep sinkhole, a pit with spikes or other sharp objects lining the bottom, a pit with a predator at the bottom, and so on. Combatants separated by a hole can fight from different sides, or one group could attempt to force the other toward the edge.

Rising Water

CL 3

The water level in the cavern is rising fast. You need to find a way out.

Natural

Trigger A torrent of water begins pouring into the cavern; targets any creature in the area of the rising water**Attack** +5 vs. Fortitude Defense**Damage** The target moves -1 step on the condition track**Recurrence** Every minute, once the water level is at least 1 square deep**Skills****Endurance (DC 19):** The character resists the urge to breathe when submerged and gains a +2 circumstance bonus to Fortitude Defense against the hazard.**Perception (DC 24):** The character spots an opening through which air is escaping, which indicates a way out of the cavern.**Swim (DC 14):** The character moves through the water, gaining a +1 circumstance bonus to Fortitude Defense against the hazard.**Special**

The water level rises at a rate of 1 square per minute (10 rounds) until the cavern is filled with water. Creatures within the filled cavern must hold their breath or begin drowning.

This hazard makes for a good test of wits, especially if the heroes are trapped in a cave (whether by accident or by their opponents' design) with no apparent way out. Although the situation seems to grow more dire as the water rises, clever heroes will realize that the air must be going somewhere. This hazard can also be used to endanger other creatures that need to be rescued by the heroes. In addition, setting a battle in a cavern that is filling rapidly with water adds both a sense of urgency and a cinematic element to the combat.

Rocky Ground

CL 2

Small stones and rubble litter the floor, making it difficult to keep your balance and to move quickly.

Natural

Trigger A creature or a droid begins its turn on rocky ground**Attack** +4 vs. Reflex Defense**Damage** Special**Recurrence** Each round at the start of the target's turn, as long as the target is within the area occupied by the rocky ground**Skills****Jump (DC 14):** The character leaps over the rubble, gaining a +5 circumstance bonus to Reflex Defense to avoid the hazard.**Stealth (DC 19):** Using the same technique used for moving silently, the character slows his or her movement to half speed to avoid taking damage.**Special**

If the hazard's attack against the target succeeds, the target falls prone. If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the target falls prone and also moves backward 1 square.

Rocky ground is common in caves and probably will be present in any subterranean encounter. To increase the peril of this hazard and add more excitement, use rocky ground near cliffs, pits, and other features that create the possibility of a dangerous fall. An epic lightsaber duel on rocky ground atop a cliff overlooking a lava flow might be a memorable battle. Likewise, rocky ground can add an extra element of danger to combat that takes place around a sinkhole.

Underground Rapids

CL 7

A torrent of water rushes through a narrow cavern. A series of wet rocks is your only path across the rapids.

Natural

Trigger A creature begins its turn in the path of an underground river

Attack +9 vs. Reflex Defense

Damage 2d6+1, and the target moves -1 step on the condition track

Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the rapids

Skills

Acrobatics (DC 27): The character tumbles across the rocks to avoid the water, gaining a +2 circumstance bonus to Reflex Defense against the rapids.

Jump (DC 27): The character leaps from rock to rock to avoid the water, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 22): The character determines which rocks are least affected by the rushing water and offer the most stable footing, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Water can flow underground just as forcefully as it does on the surface, carving its own path through rock and soil alike. As creatures travel through subterranean tunnels, they might find or follow an underground waterway, perhaps as a means of reaching a particular destination or as a way of avoiding enemies in pursuit. As happens in rivers on the surface, a series of rocks resisting the flow could serve as either an obstacle to the heroes' progress or as a footbridge allowing them to cross the rapids. In either case, dealing with the rapids is a risky venture, since heroes who fall into the water can be slammed into the rocks.

SWAMP HAZARDS

All types of creatures reside in swamps, from the smallest insects to the largest predators stalking the murky wetlands. On marsh worlds such as Dagobah, the ecosystem is so diverse that it is impossible to catalog every species of flora and fauna. Each day, plants and creatures struggle against the many dangers that the marshes hold. The hazards presented below are only a small sampling of what might be found in a swamp.

Flash Moss

CL 3

A seemingly harmless plant flashes a bright light when it is touched.

Area, contact, energy, natural

Trigger A creature, a droid, or a vehicle touches the moss with enough pressure to set off its defenses, usually by stepping on the moss or by hitting it with weapons fire; targets all creatures in a 6x6-square area

Attack +5 vs. Reflex Defense

Damage Special

Recurrence Every 1d6 hours

Skills

Knowledge (life sciences) (DC 19): The character identifies the nature of the moss, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 14): The character spots the moss as he or she draws closer to it, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Special

A creature that is successfully attacked by flash moss is blinded for 1d6 rounds by a brilliant flash of light (see page 254 of the Saga Edition core rulebook for more information on blindness).

Flash moss is a plant most often found in deep swamps, where light barely breaks through the canopy to reach the ground. Creatures can exploit the plant's natural defense mechanism—a bright flash of light in the face of a threat—in a number of ways. If a creature is properly prepared, the flash of light can be used to illuminate the surroundings. Crafty creatures can use the moss to blind their opponents. The moss can be paired with another hazard, such as a pit or strangle vines, to blind a creature and make the creature more likely to fall victim to the second hazard.



THE HAZARDOUS SWAMPS OF DAGOBAH

Insect Swarm

CL 3

A dark cloud rapidly approaches, along with a low buzzing sound that gradually increases in volume.

Atmospheric, natural

Trigger A creature begins its turn in a square occupied by a swarm

Attack +5 vs. Reflex Defense

Damage 2d10 (*Miss*: Half damage)

Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the swarm

Skills

Knowledge (life sciences) (DC 14): The character identifies the insect swarm.

Survival (DC 19): The character realizes that entering a body of water or a sealed environment is the best way to avoid the swarm.

Tiny insects are common in swamps. On their own, they are merely a nuisance, but in large groups they become more dangerous. Insect swarms can be a diversion, good for distracting pursuers while giving the pursued time to regroup. Swarms can also ruin the aim of combatants, drawing their attention away from intended targets as they brush the bugs aside.

Leeches

CL 2

Tiny parasites attach to your skin and suck your fluids for nourishment.

Natural

Trigger A creature begins its turn in an area occupied by leeches

Attack +4 vs. Reflex Defense

Damage The target moves -1 persistent step on the condition track

Recurrence Each round at the start of the target's turn, until removed

Skills

Treat Injury (DC 19): The character safely removes the leeches.

Special

Leeches ignore the effects of a creature's armor, unless the armor is natural or airtight.

At some point, creatures traveling through a swamp must trudge through water. When they do, they might encounter leeches. Leeches have a way of slipping past the best defenses and latching onto the skin under a creature's armor or clothing. Not only do these parasites cause damage to the creatures they attack, they can cause a group to be hesitant to enter other bodies of water, giving opponents a chance to strike.

Spiner Plant

CL 8

A rare and beautiful flowering plant has a deadly secret.

Contact, natural, poison

Trigger A creature touches the plant

Attack +10 vs. Reflex Defense

Damage 2d8, and the target moves -1 step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence On trigger

Skills

Knowledge (life sciences) (DC 18): The character identifies the spiner plant.

Perception (DC 23): The character spots the spiner plant before it attacks, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Stealth (DC 28): The character harvests the plant without setting off its defense mechanism, gaining a +5 bonus to Reflex Defense against the hazard.

Special

The thorns of the plant deliver a toxin (see below).

Spiner Plant Toxin

CL 8

The toxin of the spiner plant can dull the senses and impede the natural processes of a living creature.

Contact, natural, poison

Trigger A creature is hit by the attack of a spiner plant hazard

Attack +10 vs. Fortitude Defense

Damage 2d8, and the target moves -1 step on the condition track and gains a persistent condition (*Miss*: Half damage)

Recurrence None

Skills

Treat Injury (DC 23, requires a medical kit): The persistent condition caused by the toxin is removed.

The spiner plant, which grows only in moist, humid climates such as swamps, has a toxin that can be processed to create a serum that treats a wide variety of diseases and poisons. However, harvesting the toxin safely is a difficult task, because the plant shoots deadly thorns at creatures that brush against it. But an entire adventure could revolve around procuring a spiner plant to help in treating a deadly disease.

Strangle Vines

CL 6

A mass of vines hangs down from the trees, creating a curtain of vegetation that can choke an unwary creature.

Natural

Trigger A creature begins its turn within an area occupied by the vines
Attack +8 vs. Reflex Defense

Damage 2d6+1, and the target moves -1 step on the condition track

Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the vines

Skills

Endurance (DC 27): If the character is being choked by the strangle vines, for 1 round he or she takes only half damage and does not move on the condition track.

Knowledge (life sciences) (DC 22): The character identifies the strangle vines. As a result, the character and his or her allies gain a +1 circumstance bonus to Reflex Defense against the vines.

Special

If the hazard's attack roll exceeds the target's Reflex Defense by 5 or more, the vines wrap around the target's neck and begin choking the victim.

Strangle vines wrap themselves around an unsuspecting victim and often choke the creature to death. Galactic scholars of botany and life sciences cannot agree about why the vines behave in this manner. Strangle vines inadvertently guard valuable items left behind by their victims, waiting to entrap any creatures that come along later to retrieve the objects.

Sucking Mud

CL 1

The patch of ground ahead looks different from the turf you have seen before now, and the small skeletons visible in the dirt unsettle you.

Natural

Trigger A creature or a droid begins its turn in the sucking mud

Attack +3 vs. Reflex Defense

Damage Special

Recurrence Each round at the start of the target's turn, as long as the target is within the area occupied by the sucking mud

Skills

Jump (DC 13): The character leaps over the patch of mud, gaining a +5 circumstance bonus to Reflex Defense against the hazard.

Perception (DC 13): The character spots the sucking mud, gaining a +2 circumstance bonus to Reflex Defense to avoid the hazard.

Survival (DC 18): The character knows a technique to escape from the mud more easily, gaining a +2 circumstance bonus to a Strength check to free himself or herself from the mud.

Special

If the hazard successfully attacks a creature, the target becomes stuck in the mud and cannot move from its current square until it succeeds on a DC 15 Strength check to free itself.

Soil can be composed of many different substances, and some dirt thickens when it turns to mud. These patches of sucking mud grab and hold any creature that tries to move through them. Combatants who know the location of a patch of sucking mud can use it to lure their enemies into a trap. Melee combat between two opponents stuck in sucking mud becomes interesting, especially if both are trapped some distance from one another.

Swamp Gas

CL 4

A near-transparent cloud of gas is exuded by decomposing matter in a swamp.

Area, atmospheric, fire, natural

Trigger A spark or fire-starting energy source, such as a blaster bolt, comes into contact with swamp gas; targets all creatures, droids, and objects in a 2x2-square area

Attack +6 vs. Reflex Defense

Damage 2d10+1 fire damage (*Miss: Half damage*)

Recurrence On trigger

Skills

Acrobatics (DC 21): The character rolls away from the swamp gas as it ignites, gaining a +2 circumstance bonus to Reflex Defense against the hazard.

Knowledge (physical sciences) (DC 16): The character recognizes the presence of swamp gas.

Virtually undetectable to the naked eye, swamp gas can be troublesome when it drifts into an occupied area, especially around creatures that are capable of making a fire. Combatants who detect the presence of the gas during combat often try to use it to their advantage, such as by firing a blaster bolt through the gas when it is near an opponent or setting off a grenade near the gas to boost the destructive power of the explosion. Clever creatures might capture swamp gas in a breakable container and use it as a grenade.

CHAPTER V THREATS





Hidden from the rest of the galaxy, the Unknown Regions hold many species capable of interstellar travel. Their initial contact with civilizations of known space is often difficult and violent. Even after a group emerges from the darkness of the unknown and meets others, it takes years to establish a mutual understanding of cultures, protocols, and spheres of influence. Formal relations usually develop slowly, although ad-hoc, emergency, or informal agreements can serve both sides in the short term.

This chapter describes some of the most prominent threats of the Unknown Regions and the era in which they were revealed to the galaxy. However, explorers from known space might encounter them decades or millennia earlier. Gamemasters should feel free to adapt the threats to meet the needs of games set in previous eras.

Each entry in this chapter includes the following:

- A basic description of the civilization, group, or threat
- The threat's central motivations, methods, and history
- Suggestions for using the threat as enemies or possible allies
- A sidebar with the traits of any new species introduced
- An antagonist (a character, a vehicle, or a starship) with a stat block suitable for immediate inclusion in an adventure

All threats are suitable for use in stand-alone encounters or in extensive campaigns. They can provide enemies or much-needed resources and services to heroes operating far from their home base. For campaigns set in and around the time of the *Swarm War* and *Legacy of the Force* novel series, the Chiss Ascendancy and Killiks provide direct links to the established continuity of the early Legacy era. The Chiss are a good example of a sophisticated and powerful species that emerged from the Unknown Regions and influenced the galaxy at large.

The first time a threat is introduced, the GM should impress upon the heroes an initial sense of mystery. Yes, the threat could be dangerous, but violence might not be the appropriate action. Over the course of the encounter, adventure, or campaign, the heroes should learn more about their new adversary or ally. Unsuspected natural abilities or cultural limitations might surprise the heroes. The experience might also be the first time the threat has encountered beings from known space. Members of the newly found civilization might never have seen a Human, a Wookiee, or a Verpine before.

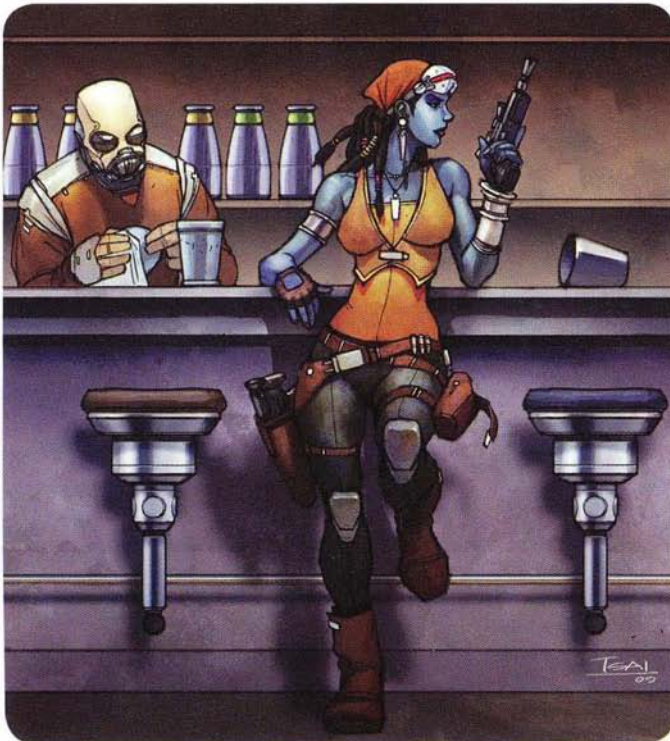
Both sides should have chances for friendship, conflict, or misunderstanding. Treat these encounters as prime chances for roleplaying and conflict resolution through alternative means.

CHISS

DESCRIPTION

One of the most striking of all near-Human species, the Chiss are instantly identifiable due to their jet-black hair, ice-blue skin, and eyes that glow with a penetrating red phosphorescence.

Many species in the galaxy independently evolved into convergent humanoid forms, but genetic analysis indicates that the Chiss are an offshoot of humanity dating back to sleeper ship colonization attempts. More than 27,000 years before the Battle of Yavin, one hypothesized lost colony settled on Csilla in the Unknown Regions. Always uncomfortably frigid, Csilla became near-inhospitable when an ice age blanketed its surface with glaciers circa 5,000 BBY. The Chiss held on by going underground, a move that further accelerated their divergence from baseline stock. Their unique skin tone is believed to have resulted from glacial minerals, and their distinctive eyes might have been an adaptation to the low-light conditions of their subterranean warrens.



A CHISS SCOUNDREL

Life under such conditions gave the Chiss a self-reliant streak that is at the root of their notoriously aloof personalities. Many say the Chiss are as cold as the ice plains they call home. Not given to passion, the Chiss view problems as curiosities to be solved through rigorous application of brainpower. They do not let the hot emotions of others interfere with their methodical unraveling of logic tangles.

The most famous Chiss, Grand Admiral Thrawn, is legendary for his ability to outthink his opponents by studying the smallest details. Although Thrawn possesses exceptional genius even by the standards of his species, his rational approach is shared by the ruling families that form the operating structure of the Chiss Ascendancy.

Chiss are almost impossible to enrage. They prefer to act only when all issues have been studied from every angle and all data has been analyzed. One of the greatest treasures of the Unknown Regions is the great library on Csilla, which dates back to the founding of Chiss civilization. The volumes among its stacks provide the basic facts that every Chiss absorbs during childhood after years of intense schooling. So universal is this reliance on data that a Chiss faced with a truly unpredictable scenario (and not gifted with Thrawn's ability to learn on the fly) might simply flee.

For details on Chiss species traits, see page 12 of the *Legacy Era Campaign Guide*.

MOTIVATIONS

The Chiss exhibit a cold lack of emotion, but their actions are not necessarily impartial. Most are motivated by the pursuit of power, and the machinations of rival ruling families encourage such competition. The ruling houses—their number has ranged from three to twelve at various points in the history of the Ascendancy—are acutely aware of any opportunity that might allow them to exploit a rival's weakness, and they are quick to take offense at any perceived insult against their station.

Ruling families are composed of clans, and clans are headed by government officials known as Aristocras. Chiss that belong to the same ruling house defend one another at every opportunity, whereas those from competing houses search for facts they can use to snipe and undermine. When dealing with the Chiss, it is important to determine the house to which each representative belongs. If ambassadors from multiple houses are present, an experienced con artist can pit them against one another as each tries to secure an advantage.

For Chiss caught in the middle of slow-simmering house rivalries, much time is spent collecting intel that might prove useful for blackmail, even if not until years in the future. Such experiences have made the Chiss excellent counterintelligence agents. A trained Chiss can see through disguises, evaluate body language, detect idiosyncrasies in speech patterns, and distinguish genuine items from forgeries.

The long spacefaring history of the Chiss has translated into a superior combat force. Chiss starfighter pilots are notorious throughout the Unknown Regions, as are their clawcraft fighters—one-person interceptors with distinctive crescent wings enclosing small cockpits (see page 69 of *Starships of the Galaxy*). Discipline rules a Chiss starfighter squadron, and pilots are certain to spare a disabled starship if it broadcasts its surrender. Pilots and other soldiers are traditionally found within the Nuruodo ruling family. Other disciplines are the domain of other families, including agriculture (the Csapla), science (the Inrokini), and education (the Sabosen).

The most famous habit of the Chiss is their refusal to act in violence unless provoked by the violence of others. This doctrine is a by-product of their cool and cautious philosophy. In their view, waiting until their opponent draws first blood guarantees that the Chiss are acting in the right. It also divorces their actions from any recklessness that might result from impulsive anger or incomplete intelligence on the enemy's intentions.

The Chiss are universally well educated. All Chiss speak Cheunh, but most of them are also fluent in at least one other language.

METHODS

The Chiss are methodical and cautious, but they respond with lethal force if an enemy makes the mistake of firing upon them. The interstellar might of the Chiss Ascendancy is represented by the Chiss Expansionary Defense Force (CEDF), which patrols the Unknown Regions and keeps tabs on its threats. The CEDF is composed of top-of-the-line capital ships. Its clawcraft starfighter squadrons, originally of Chiss manufacture, began incorporating TIE fighter design cues after Thrawn initiated resource sharing with Palpatine's Empire.

Compared to the other threats in the Unknown Regions, such as the hive-minded Killiks, the venal Vagaari, the fanatical Ssi-ruuk, and the nightmarish Lugubraa, the Chiss view themselves as a bastion of order in a sea of chaos. Those in the civilized galaxy hold a similar view, and the Chiss are the only significant Unknown Regions power to make alliances with the Empire, the New Republic, and the Galactic Alliance.

Spacers who encounter the Chiss likely are treated with arms-length respect—unless they panic and fire a first shot. However, even if a traveler refrains from violence, the Chiss are not guaranteed to let him or her pass with impunity. Anyone carrying illegal substances or hauling cargo that could conceivably supply the enemies of the Ascendancy finds the goods confiscated.

Those who violate the borders of the Chiss Ascendancy almost certainly are intercepted by the naval forces of the Household and Colonial Phalanxes. These homeguard forces protect the 28 central colony worlds of the Ascendancy, including the planets of the ruling families. It is virtually impossible to sneak into Chiss space, but intruders can take consolation in the fact that, at worst, they might only face prison time on an outlying penal colony.

HISTORY

The same hyperdrive technology that brings the ancestors of the Chiss to Csilla allows them to explore their region of space and expand beyond their glacial homeworld. In time, the Chiss claim 28 colony worlds, nine of which serve as headquarters for specific ruling families. Collectively, this stretch of systems forms the Chiss Ascendancy.

Circa 1,000 BBY, agents of Lord Kaan's Brotherhood of Darkness somehow make their way to the Unknown Regions, reaching the Ascendancy and bringing back a legion of Chiss that settle the dark side planet of Thule. Chiss born on Thule soon spread into the larger galaxy. No Chiss, however, earn special note until the arrival of Thrawn.

Mitth'raw'nuruodo, better known by his core name of Thrawn, challenges the Ascendancy's first-strike doctrine under the belief that it makes the Chiss easy targets. In 27 BBY, Thrawn collaborates with a representative from Chancellor Palpatine's Republic to destroy the Outbound Flight mission as well as a substantial Vagaari armada. This action (along with similar battles) puts Thrawn at odds with the ruling families of the Chiss Ascendancy, which banish him to a primitive world. There, a Star Destroyer finds him and brings him back to the Empire for Imperial naval training.

"THERE ARE A HUNDRED DIFFERENT THREATS OUT THERE THAT WOULD FREEZE YOUR BLOOD IF YOU KNEW ABOUT THEM. THE RULING FAMILIES CAN'T STOP THEM, AND NEITHER CAN ANY OTHER POWER IN THE REGION. IF OUR PEOPLE ARE TO BE PROTECTED, IT'S UP TO US."

—COMMANDER STENT OF THE EMPIRE OF THE HAND

As Palpatine's newest grand admiral, Thrawn begins subjugating the Unknown Regions in the Empire's name, using Imperial Star Destroyers alongside the native forces of his loyal Household Phalanx. The territory Thrawn defines becomes known as the Empire of the Hand, and it maintains an uneasy standoff with the Chiss Ascendancy. Many Aristocras unofficially support Thrawn's renegade actions, under the belief that his proactive stance will keep them safe.

By this time, the "Far-Outsiders," or Yuuzhan Vong, have made strikes on the fringes of Chiss territory, and the Ascendancy builds stellar fortresses in response. After the Battle of Endor, Thrawn's forces clash with the Ssi-ruuvi Imperium, allowing the CEDF to invade Ssi-ruuk territory once the reptilians strike back against Ascendancy worlds. Their short war leaves the Ssi-ruuk crippled and the Chiss the de facto law-and-order power in the Unknown Regions.

In 9 ABY, Thrawn returns to the civilized galaxy to rally the Empire's remnants, but he falls to an assassin's blade. Following the collapse of Thrawn's plot to return via cloning ten years later, his Empire of the Hand largely merges into the Ascendancy. Chiss dominion over the heart of the Unknown Regions becomes even more absolute.

The next war comes between the Chiss and the Vagaari over the remains of the Outbound Flight project. Subsequent years see rising tensions with the insectile Killiks after two Chiss families that used Killiks as laborers find themselves absorbed into the Killik hive mind as Joiners. In 36 ABY, the situation eventually escalates into the Swarm War between the Ascendancy, the Killik Colony, and the Galactic Alliance.

USING THE CHISS

In a general sense, the Chiss Ascendancy can stand in for the Galactic Empire during adventures set in the Unknown Regions. Like the Empire, the Chiss are a well-armed, well-trained military force encompassing a number of advanced, orderly worlds. Although the Chiss are not led by a dictator (and lack the antialien bias that led Palpatine's Empire to commit atrocities), they believe that rigid discipline and superior technology are required to hold the forces of anarchy at bay.

The Chiss are never trigger-happy, but they guard the Ascendancy's planets zealously. They intercept any ship that is not where it is supposed to be, even if the vessel is light-years from the nearest Ascendancy world. Complicating matters is the fact that the Chiss are still expanding the borders of their territory. The heroes' expedition to an unexplored planet could bring them into conflict with Chiss scouts who intend to claim the same prize.

The Chiss do not attack others unless they have been fired upon first, but heroes cannot necessarily breathe easy. The first surprise could come when they meet elements of Thrawn's Household Phalanx but mistake them for vessels of the CEDF. Thrawn's forces have a far more aggressive approach to discouraging outsiders.

A second possible surprise is finding that the Chiss are engaged in a war with the Vagaari, the Shikitari, the Killiks, or another Unknown Regions power. The heroes learn about the conflict the hard way when they are mistaken for combatants or hostile smugglers. Few vessels can stand up to a Chiss carrier and its clawcraft squadron.

On the other hand, if diplomacy prevails, the Chiss can be valuable allies. If the heroes succeed in getting the Chiss on their side, they might be cheered by the sight of the CEDF coming to their rescue during a seemingly impossible battle against another Unknown Regions threat. The Chiss always honor their promises.

The data libraries on Csilla have detailed records on the little-known hyperlanes that crisscross the Unknown Regions. If the heroes want to locate a hidden treasure or find a habitable planet, a journey to the Chiss Ascendancy and the libraries of Csilla might be an inescapable first step.

Adventures set after the Battle of Endor could find the heroes looting the scraps left after the Ssi-ruuk-Chiss conflict or smuggling weapons to one of the factions of the Swarm War. Another potential scenario is the need to penetrate Thrawn's territory to locate a wanted Imperial officer currently serving in the Empire of the Hand. The later in the timeline, the more likely it is that the Chiss have become members of the galactic community. Particularly after the Swarm War, the territory encompassed by the Chiss Ascendancy is not really considered "unknown" at all.

CHISS SPECIES TRAITS

Chiss share the following species traits:

Ability Modifier: +2 Intelligence.

Size: As Medium creatures, Chiss have no special bonuses or penalties due to their size.

Speed: Chiss base speed is 6 squares.

Bonus Trained Skill: A Chiss chooses one additional trained skill at 1st level. This skill must be chosen from the character's list of class skills.

Low-Light Vision: Chiss ignore concealment (but not total concealment) from darkness.

Automatic Language: Cheunh.

EBRUCHI

DESCRIPTION

The Ebruchi are cruel, ill-mannered pirates who plague the hyperlanes between Republic-settled space and the Chiss Ascendancy. To some, the Ebruchi are a terror. To militarily superior forces, such as the Chiss and the Vagaari, the Ebruchi are a perpetual annoyance.

Their species has a roughly humanoid configuration, with a squat, lumpy build similar to that of Gands. Their grayish heads house two wide-set eyes that never blink and a hidden mouth ringed by writhing, fleshy feelers. These tentacles are always in motion as they sample airborne scents and can grasp chunks of food to force them down the Ebruchi's narrow gullet. This process is messy and, to most species, revolting.

The Ebruchi are omnivorous. They can survive on rotting garbage if necessary, but their appetites lean toward the sadistic. They love nothing more than swallowing the wet flesh of freshly killed prisoners.

Their compact bulk makes them appear formidable despite their shorter-than-average height, and the muscles are not just for show. An Ebruchi can take a terrific pounding, then return the favor.

The Ebruchi style of dress matches their stereotype as uncivilized, opportunistic pirates. A typical outfit consists of layers of animal skins topped with shiny medallions, rings, or crowns. But those who think that an Ebruchi's



EBRUCHI SPECIES TRAITS

All Ebruchi have the following species traits.

Ability Modifiers: +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma. Ebruchi are strong and physically resilient but arrogant and repulsive to most other species.

Medium Size: As creatures of Medium size, Ebruchi have no special bonuses or penalties due to their size.

Speed: Ebruchi base speed is 6 squares.

Conditional Bonus Feat: Ebruchi are naturally tough and resilient. An Ebruchi that has a Constitution of 13 or higher gains Improved Damage Threshold as a bonus feat.

Iron Will: Ebruchi are headstrong and stubborn. They gain a +2 species bonus to their Will Defense.

Unsettling: Most species find Ebruchi physical traits and habits unsettling. Once per encounter, when an Ebruchi successfully uses the Persuasion skill to intimidate a target, the Ebruchi can move the target -1 step on the condition track instead of applying one of the standard intimidation effects. The target must be within 6 squares of the Ebruchi, and the effect lasts until the end of the encounter. This is a mind-affecting effect.

Automatic Language: Ebruchese.

appearance is lazily haphazard are mistaken. The Ebruchi put great thought into the placement of each item and layer, and all clothing is tended with exquisite care. Patches, scarves, necklaces, and intentional holes and tears are all signs of rank and achievement, although the nuances of the arrangements are lost on non-Ebruchi.

Male and female Ebruchi are nearly identical in appearance. Outsiders can distinguish them only because males and females usually wear different types of animal skins (although determining the species of animal from its fur is exceedingly difficult). It is best to employ gender-neutral pronouns when negotiating with the Ebruchi, for a mistaken identification of sex will be taken as a scandalous insult.

MOTIVATIONS

The Ebruchi are driven by the basest of emotions: greed and fear. Unwilling to give an edge to any other being—including members of their own species—they overcompensate to the point of overkill. If a ship shows a hint of aggression, they will blast it to fragments; if a subordinate challenges their rank, they will retaliate with deadly force.

Still, the Ebruchi are not foolish, and they take such drastic actions only if they believe themselves to be safe from retaliation. This tendency, of course, makes them bullies of the worst stripe. The Ebruchi show no kindness unless they gain something in the process. They spare the lives of colonists only if the weaker beings provide tribute or possess some value as slaves or meat.

This greed evolved over centuries spent as interstellar wanderers. Without a world of resources to call their own, the Ebruchi lived aboard a fleet of aging starships in which a hull puncture could mean instant death by vacuum. Pursued by the Vagaari to near-extinction, the Ebruchi assumed a hard demeanor of constant desperation, livened by short bouts of pleasure at the pain and misfortune of others. The Ebruchi fear starvation, suffocation, and enslavement, yet they are far from timid. They have sharpened their hunting instincts to ensure that they will be the predators, not the prey.

Generations in space have given the Ebruchi a mild case of agoraphobia. They are distinctly uncomfortable in wide-open spaces, and when on planetary surfaces, they can be seized with the irrational fear of falling into the sky. Starship corridors, by contrast, are reassuringly cramped. If the Ebruchi need to maintain a permanent planetary base, they ground one of their freighters and live inside it.

The Ebruchi are a practical species. They enjoy the misery of others, yet they rarely inflict it without cause (although it often seems otherwise to outsiders). A certain degree of fellowship seems evident in the way that Ebruchi accept members of other species into their pirate bands. This, however, is just another expression of cold-eyed pragmatism. Worthless outsiders are killed, useful but weak outsiders are exploited, and useful and strong outsiders occasionally are accepted as fellow pirates. Speciesism is a foreign concept to the Ebruchi, since they lack roots and reject mythology. In fact, their name for themselves, "Ebruchi," is the same name they use for their pirate fleet. Thus, members of other species that join their band are also considered Ebruchi, whether the initiates are Eickarie, Morserian, or Tarro.

METHODS

The Ebruchi share a dim genetic memory of their prehistoric existence as pack hunters. Their pirate society is simply a modern expression of this instinct. Most Ebruchi actions can be understood through the twin filters of "strength in numbers" and "survival of the fittest."

When a lone starship wanders into their territory, the Ebruchi intercept it with multiple vessels. When small convoys pass through, they approach with a large flotilla, demanding that the newcomers surrender and prepare to accept boarders.

However, when confronted by enigmatic enemies, the Ebruchi instead present a friendly face, inviting the visitors to meet aboard the Ebruchi command vessel for a feast and an exchange of information. Once the hook is baited, the Ebruchi seize the ambassadors as hostages. They use this tactic to wring out a hefty ransom, or they torture the prisoners to learn the location of hidden treasure. If an operation is a wild success, the Ebruchi disable the convoy and claim its vessels for their own, then return to the enemy's base and loot everything of value.

The Ebruchi maintain dozens of maintenance and refueling outposts—all stolen from their original builders—on various planets, moons, and asteroids. The worst crimes of the Ebruchi occur against technologically primitive societies, which are easily cowed by blasters and forced to provide tribute. Such plunder can include precious metals, casks of sweetened ale, or even native children, who are raised as cabin slaves until supplies run low and they are eaten.

The Ebruchi are skilled at space combat, although their vessels are often poorly shielded and in need of repair. The primary Ebruchi attack craft are heavily armed light freighters with nonstandard weapons welded to the hull. These add-ons include torpedo launchers, net traps, and solid-projectile cannons, but many are empty of ammunition and intended only to deceive and frighten enemies.

During an attack, several Ebruchi freighters provide cover while other freighters use magnetic grapples to affix themselves to the opposing starship. Ebruchi pirates then cut their way inside with welding torches and storm the vessel, using their trademark shrapnel pistols to shred enemies that are packed into tight spaces and slashing with daggers for personal combat in close quarters.

The Ebruchi converse among themselves using an idiosyncratic jargon incomprehensible to outsiders. They also speak and understand Minnisiat, Rammocate, Sy Bisti, and most other Unknown Regions trade languages. The Ebruchi operate close enough to civilized space to have gained a passable understanding of Basic.

HISTORY

Records of other species in the Unknown Regions indicate that the Ebruchi have been a menace for centuries, but the ruthless pirates are ignorant of their origins. Their contempt for storytelling and record-keeping might be a result of their humiliation at the hands of the Vagaari, who boast of smashing the Ebruchi and sending them whimpering into the fringes of forsaken space. It is believed that the Vagaari devastated the Ebruchi homeworld, and the desperate survivors fled their dead planet to eventually (and ironically) take up the trappings of the slavers that had displaced them. Because the Ebruchi refuse to acknowledge failure, they have erased these and similar facts from their collective memory.

In terms of firepower, range, and treasure, the Ebruchi are a mere shadow of the Vagaari. They are careful to operate in circuits that bypass Vagaari space, although they would never acknowledge this concession even in private moments. The Ebruchi have done well within their defined sectors, and to the species that suffer under their heels, they are a fearsome and merciless enemy.

The Ebruchi pirates operate under a diffused organizational structure due to their need to cover dozens of widely spaced hyperlanes. At least five clans exist, each with its own chieftain and hierarchy of captains and lieutenants

that keep the freighters in line. Each clan (the term is used as a name only, since its members do not share blood ties) controls one Ebruchi fleet, which consists of two or three smaller armadas. Each armada is in turn made up of four or five flotillas. A flotilla consists of at least one frigate-sized command ship, up to a dozen freighter-sized attack vessels, and—if the flotilla has been lucky on its acquisition raids—a handful of one-person starfighters. Particularly large flotillas might be split further into scout squadrons.

Like most civilizations in the Unknown Regions, the Ebruchi lack repulsorlift technology. Their vessels employ noisy gas jets during landing and takeoff.

USING THE EBRUCHI

The Ebruchi patrol the galactic northern quadrant, close to the Wild Space fringe separating the known galaxy from the Unknown Regions. Therefore, they are a probable first threat for heroes just venturing into unexplored space. The Ebruchi are not as advanced as other powers the heroes might encounter in the region, and their vessels and weapons are often patchwork constructions that operate sporadically (if at all). Nevertheless, they can easily outnumber the characters and can be deadly in a straight fight.

Captain Ness

The Ebruchi leader of the Burning Gear pirate flotilla, Captain Ness is an obese sensualist who loves puzzles and has an appetite for everything. Unlike most Ebruchi, he is fascinated by other cultures. Ness will urge adventurers to spill tales of the wonders they have seen or encourage them to challenge his intellect with riddles and games of chance. However, he does not desire companionship—only stimulation. As soon as he becomes bored, Ness will reach for his shrapnel pistol to put an end to the offender's life.

From his flagship *Burning Gear*, Ness commands hundreds of pirates within the flotilla. He is subordinate to the Ebruchi high captain of the armada known as Common Cork, who in turn takes orders from the chieftain of the Flux Screw fleet. An urgent report by Ness up the chain of command can bring the full weight of this particular clan down on any parties brash enough to defy their demands.

Captain Ness is vain, wearing gold bands around his mouth tentacles and purple feathers in the seams of his furs. He can be placated by gaudy trinkets and alcohol and possibly even manipulated into helping the heroes through promises of treasure to come. But his vengeance will be pitiless if he discovers that he has been tricked.

Captain Ness

CL 10

Medium Ebruchi noble 5/soldier 2/officer 3

Destiny 1; Force 5; Dark Side 8

Init +6; Senses Perception +12

Languages Ebruchese, Sy Bisti

If the heroes shy away from confronting the Ebruchi, or if they try to engage them on diplomatic terms, the pirates judge the characters to be weak and exploitable. If their numbers are sufficient, they try to disable and board the heroes' craft.

If the heroes bluff the Ebruchi, the pirates instead try to negotiate for items of value, including starship components, strong drink, sweet delicacies, and shiny objects of seemingly great value. Such negotiations would be handled by an officer similar to Captain Ness (see the sidebar), whose death would instantly brand the characters as wanted fugitives as long as they remained in the Unknown Regions.

Under the right circumstances, the Ebruchi can be useful trading partners. If given sufficient incentive, they might even provide star charts detailing specific sectors of the Unknown Regions. But if the heroes lower their guard, the Ebruchi will try to double-cross them.

The Ebruchi can be an irritant throughout the heroes' sojourn in the Unknown Regions, popping up when their ship is damaged and demanding an unfair share of whatever the characters have in the cargo hold. Putting these thugs in their place can be a cathartic break from a quest.

Defenses Ref 24 (flat-footed 22), Fort 23, Will 28

hp 67; Threshold 28

Speed 6 squares

Melee unarmed +10 (1d6+7)

Ranged shrapnel pistol +7 (2d6+5)

Base Atk +8; Grp +10

Atk Options Point Blank Shot, Precise Shot

Special Actions Assault Tactics, Born Leader, Deployment Tactics, Indomitable, Presence, Quick Draw, Vehicular Combat, Weaken Resolve

Abilities Str 14, Dex 13, Con 13, Int 12, Wis 14, Cha 16

Special Qualities command cover, share talent (Indomitable), unsettling

Talents Assault Tactics, Born Leader, Deployment Tactics, Indomitable, Presence, Weaken Resolve

Feats Armor Proficiency (light, medium), Improved Damage Threshold, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Persuasion), Weapon Proficiency (pistols, simple weapons), Vehicular Combat

Skills Deception +13, Knowledge (galactic lore) +11, Knowledge (tactics) +11, Perception +12, Persuasion +18, Pilot +11, Use Computer +11

Possessions shrapnel pistol (as slugthrower pistol), expensive garments, datapad

KILLIKS

DESCRIPTION

Once major players on the galactic stage, the Killiks are long gone by the time the first Humans reach the Killik spawnworld of Alderaan. From their new home in the Unknown Regions, the Killiks subsist for millennia until upsetting the political balance in the Swarm War of 36 ABY.

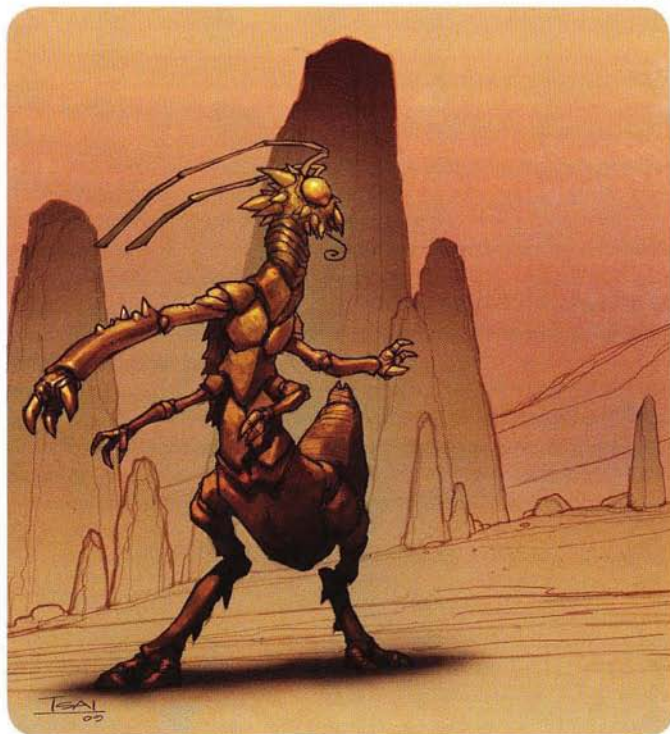
Killiks are a genetically diverse population of intelligent insects. Their society is composed of hives, also called nests. Members of each hive share the same physical characteristics and possess the ability to communicate with others through pheromones, electromagnetic transmissions, and long-distance telepathy.

Multiple nests united under a hive-mind link can be considered a single organism. Its members always refer to themselves in the third person, and each is aware of anything that has been experienced by any other member. The hive mind can be thought of as the individual, and the Killiks its eyes, ears, and hands.

Most Killiks are female. Males are needed for reproduction and little else, and they are birthed in great numbers only to help seed a new nest. A breeding female can lay a thousand eggs per month, hatching larvae that grow into work-ready nymphs in under a year.

"WHY, YES, PRINCESS LEIA. I'VE YET TO DISCOVER A LANGUAGE THE KILLIKS DON'T UNDERSTAND. IT SEEMS THEY LEARN EVERY LANGUAGE THEIR JOINERS KNOW. FOR INSTANCE, THAT WAS SNUTIB CLICK CODE."

-GALACTIC ALLIANCE
PROTOCOL DROID
C-3PO



Although there is great variation in Killik phenotypes, all share certain qualities. The majority have six limbs, hopping on the back two while using the front four to manipulate objects. Their bodies are sheathed in hard chitinous exoskeletons, but their joints are lightly armored for flexibility (and are therefore vulnerable). Killiks have oversized compound eyes and waving antennae, and they breathe through tiny spiracles lining their abdomens. Chitin color comes in every hue and shade, although members of the same hive share similar coloration patterns.

Killik hives can be distinguished not only from their members' appearance but also from their job specialties. Some hives consist of superior warriors, whereas others excel at construction, music-making, subterfuge, or scouting. All Killik hives have palindromic names that are spelled the same forward and backward. Individual Killiks have no names other than the name of their hive.

Killiks have the ability to turn outsiders into fellow hive members or "Joiners," a quality that members of other species find unnerving. This is accomplished through exposure to mind-altering pheromones, and the process is widely considered to be brainwashing, although the victims usually report rapturous fulfillment at the sensation that they finally belong.

MOTIVATIONS

Like many insect species, the Killiks wish to swell their numbers through increased birth rates and expanded territory. This desire is an instinctual response to the threat of extinction, and even other Killik hives can be viewed as obstacles to success. Many wars have occurred between nonlinked Killik hives, and hundreds of thousands have been exterminated in the millennia since the species relocated to the Unknown Regions.

The yearning to recruit new members as Joiners likely stems from the same impulse. Any individual who deals with Killiks runs the risk of falling under their spell. The species of the outsider does not seem to matter as long as it has the olfactory and cognitive receptors to register pheromones. To the Killiks, it is not at all strange to have aliens carrying out the work of their hives. In fact, Killiks believe that the galaxy would be better served if the random and contradictory efforts of egocentric species instead were harnessed under the yoke of universal cooperation.

KILLIK SPECIES TRAITS

The Killik species varies greatly in size, form, and function, although they all share a similar genetic code. The traits described below apply to most Killiks, despite cosmetic or minor size differences. Gamemasters who wish to create Killiks with vastly different forms or functions should select from the following list of traits and apply changes to the basic traits as needed.

Size: Killik sizes typically range from Small to Huge, with a few reaching the extremes of Fine and Colossal. When creating a Killik, apply the appropriate size modifiers per Table 16–2: Beast Size Modifiers (page 274 of the Saga Edition core rulebook).

Speed: Most Killiks have a speed of 6; those of Huge size or larger have a speed of 4. Some Killiks might also be able to fly or swim with similar speeds.

Traits: To include additional traits, see the Creature Generator on page 89.

KILLIKS OF MEDIUM SIZE

The following traits apply to most Killiks of Medium size.

Ability Modifiers: +2 Constitution, –2 Intelligence. Killiks are a hardy but intensely focused species.

Medium Size: As creatures of Medium size, Killiks have no special bonuses or penalties due to their size.

Speed: Killik base speed is 6 squares.

Joiners: Whenever a Killik reduces a living creature with an Intelligence of 3 or higher to 0 hit points, or the Killik knocks the creature unconscious

For many years, the Killiks keep their expansionist impulses in check, spreading only to a handful of planets in the Unknown Regions and occasionally exterminating rival hives in warfare. This status quo changes during the Yuuzhan Vong invasion, when a starship carrying three Force-users crashes on a Killik planet. Once they become Joiners, the Force-strong personalities of the trio influence the collective will of the Colony—the Killik government, such as it is—resulting in a territorial push in the direction of the Chiss Ascendancy. A border war with the Chiss begins as the Dark Nest Crisis in 35 ABY before exploding into the Swarm War one year later.

METHODS

Killik nests are driven by specialization. This uniqueness helps ensure that individual nests can survive in diverse climates and geographies, and it also assists the species by allowing members to pledge their gifts in the service of the Colony's greater good.

by moving it down the condition track, the Killik can transform the target into a Joiner. The target must be helpless for this to occur. The process takes 1 minute and exposes the target to mind-altering pheromones. Once the target becomes a Joiner, its attitude shifts to friendly to the Killik and its allies, and the target gains a +10 bonus to Will Defense against attempts to use Persuasion to alter its perceptions of its new Killik friends. A target transformed into a Joiner in this manner can make a DC 20 Intelligence check once per day to remove the effect and return to its original attitude. This is a mind-affecting effect.

Low-Light Vision: Killik ignore concealment (but not total concealment) from darkness.

Hive Mind: Killiks share a hive mind and use their antennae to communicate by telepathy with other members of their species. A Killik within 1 kilometer of another Killik can communicate with it via telepathy.

Multiple Limbs: Killiks have four limbs that are generally used as arms and hands. When making multiple attacks, a Killik reduces the penalty to its attack rolls by 2.

Natural Armor: A Killik's chitinous exoskeleton provides a +1 natural armor bonus to its Reflex Defense.

Natural Weapons: A Killik has natural weapons in the form of three-fingered claws. When a Killik makes an unarmed attack, instead of dealing normal unarmed damage, it can use its natural weapons to deal 1d6 points of slashing damage. Killiks are always considered armed with their natural weapons.

Automatic Language: Killik and Sy Bisti.

To most species in the Unknown Regions, the Killiks are known as producers of membrosia, a popular amber-colored alcoholic beverage. Others know the Killiks only from the constructions they have left behind. Killik hive mounds are the size of multistory buildings and have rounded edges that are resistant to wind and erosion. The Killik constructions on Alderaan (called the Castle Lands of Oroboro by the planet's Human colonists) stand intact for thirty millennia until they are blown apart by the Death Star's superlaser.

When Killiks go to war, individual hives combine their talents to make the Colony a death-bringing machine. The Kolosolok and Rekker nests are the heavy hitters—each member of the former can grow up to 50 meters in length and plow through enemy fortifications while shielded by an impenetrable beetlelike carapace. The members of the Rekker nest average about 3 meters in length and use powerful jumps to assault hovering gun platforms and low-flying airspeeders.

The Aebea and the Qeeq hives fill the role of air assault. The Aebea are only a meter in length and the Qeeq smaller still, but their perpetually buzzing wingbeats give them the speed to hover and travel in every direction, even backward.

The Gorog are proven warriors with a poisonous bite. The pale Mollom have a gift for digging—a unit of Mollom can topple an emplacement by undermining its foundations, or tunnel beneath the heart of an enemy camp to allow Gorog or Rekker raiders to launch a surprise attack. The Jooj are only a few centimeters in length and easily killed with just a swat, yet they never attack in groups of fewer than two dozen. A Jooj swarm can crawl beneath an enemy's armor and latch onto the skin with hooked mandibles, draining blood every second.

Not to be forgotten are the Taat, which excel as battlefield healers, and the Wuluw, which serve as long-range communicators capable of boosting signals far beyond that of typical hive-minded telepathy.

When a specific need is identified by the communal will, Killiks can create an entirely new breed in only a few generations.

HISTORY

In the annals of galactic history, the Killiks predate even the Rakata. More than 35,000 years before the rise of the Republic, a spectacularly powerful species known as the Celestials dominates the stars and conscripts the Killiks of Alderaan as laborers. The Killiks are believed to have a hand in the construction of Corellia's Centerpoint Station (which they call Qolaraloq) and to witness the birth of other Celestial wonders such as the Maw cluster of black holes and the Vultar System.

By 30,000 BBY, the Rakatan Infinite Empire reaches its peak, and the Celestials are nowhere to be found. The Killiks also abandon the civilized galaxy, leaving nothing behind but hive mounds on Alderaan and similar structures on the nearby world of Alsakan. The empty constructions ignite the imaginations of artists, who create famed works inspired by the lost species, such as the moss painting *Killik Twilight*.

The Killik nests retreat to the Unknown Regions and remain on a handful of isolated planets for thirty millennia. But in the midst of the Yuuzhan Vong war, a ship carrying three Force-users—one Jedi and two dark siders—crashes in Killik space. The Jedi, Raynar Thul, becomes a Joiner in the powerful Unu hive, and his Force abilities lead him to become the public face of a new, reunified Killik Colony.

The two remaining crash survivors become Joiners in the Gorog hive. Their evil dispositions poison the Gorog, triggering an unconscious aggressive streak in the Colony's hive mind and a resultant expansion into Chiss territory. The Gorog hive becomes known as the Dark Nest, and one dark sider becomes the hive's Night Herald while the other takes up the mantle of the Unseen Queen.

In 35 ABY, the standoff between the Colony and the Chiss turns into open warfare. Efforts by the Galactic Alliance to forge a peace in the so-called Dark Nest Crisis break down when several Jedi who fall under the influence of Killik pheromones announce their new allegiance as Joiners. One year later, the situation escalates into a three-way shooting match known as the Swarm War. Ultimately, the Dark Nest meets defeat, and the Killik Colony agrees to accept relocation restrictions. The Chiss Ascendancy, however, stands ready to respond if the Killiks step out of line again.

USING THE KILLIKS

The Killiks can be an instinctually repellent foe. Not only do they tap into the near-universal aversion to insects, but they possess a method of brainwashing that can turn a cocky warrior into a blissful, hive-minded Joiner.

However, the Killiks are not inherently evil, and they do not roam the spacelanes hunting for treasure or slaves. In fact, many worlds on the edge of Killik space do a brisk business with outsiders, trading hand-crafted items and casks of membrosia for advanced technology. These planets are reliable Unknown Regions stopovers where freighter crews can find work and pick up cantina chatter that provide hooks for other adventures in the mysterious realm. Each time the heroes return to a Killik world, however, they increase the risk that one or more of their number will fall prey to the species' influence and become a Joiner.

Killiks come in hundreds of varieties. In addition to the hives described in this entry, the Gamemaster can create virtually any insect species and present it as a previously unknown breed. If the adventure positions the Killiks in the middle of an expansionist phase, the heroes might run into new varieties that are aquatic, resistant to fire, or resistant to vacuum.

The Swarm War can also be the focus of an adventure or campaign. It brings together the Killiks and the Chiss, as well as any third parties (such as the Vagaari, the Ebruchi, or even the Sorcerers of Rhand) that might be looking to take advantage of the chaos.

Killik Dartship

The Killik dartship is the Colony's starfighter analog, constructed of spicrete and accommodating a single Killik pilot. The ships are not uniform in design, but all are long and pointed, with pits that house laser cannons and messy rocket propulsion systems. Rare models of dartships employ ion engines for superior speed and maneuverability.

Because the Killiks operate under a single hive-minded consciousness, the loss of any one Killik is no more painful than shedding a single drop of blood would be for an individual being. For this reason, the Colony is quick to employ ramming techniques with its dartships if it believes that the result will be more favorable than continued combat. Dartships on suicide runs approach their target at the same time, making it difficult to shoot them all down without sustaining at least some damage.

Dartships are carried by *Shard*-class capital ships, which begin at 1,500 meters in length and can reach many times that size. These cone-shaped vessels are built with a redundant honeycomb structure that gives them remarkable hull strength. It is common to see both dartships and *Shard*-class capital ships escorting nest ships, 8,000-meter behemoths designed to ferry the entire population of a single nest to a new world for relocation and repopulation. All Killik capital ships are armed with turbolasers and proton torpedo launchers.

Killik Dartship

Huge starfighter

Init +9; **Senses Perception** +6

Defenses Ref 17 (flat-footed 12), Fort 24; +4 armor, Vehicular Combat
hp 100; **DR** 10; **Threshold** 34

Speed fly 16 squares (max. velocity 1,200 km/h), fly 5 squares
(starship scale)

Ranged laser cannon +6 (see below)

Fighting Space 3×3 or 1 square (starship scale); **Cover** total

Base Atk +2; **Grp** +26

Atk Options autofire (laser cannon)

Abilities Str 39, Dex 20, Con —, Int 14

Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9,
Use Computer +6

Crew 1 (skilled); **Passengers** none

Cargo 70 kg; **Consumables** 2 days; **Carried Craft** none

Availability Military; **Cost** not available for sale

Laser cannon (pilot)

Atk +6 (+1 autofire), **Dmg** 4d10×2

Dartship Ram—Due to its shape and construction, a dartship deals 6d6+14 points of damage (instead of the normal collision damage for a ship of its size) when successfully ramming an enemy ship. Also, if more than one dartship rams a target in a single round, each dartship that collides with a starship during the same round deals an additional 1 die of damage to the target.

LUGUBRAA

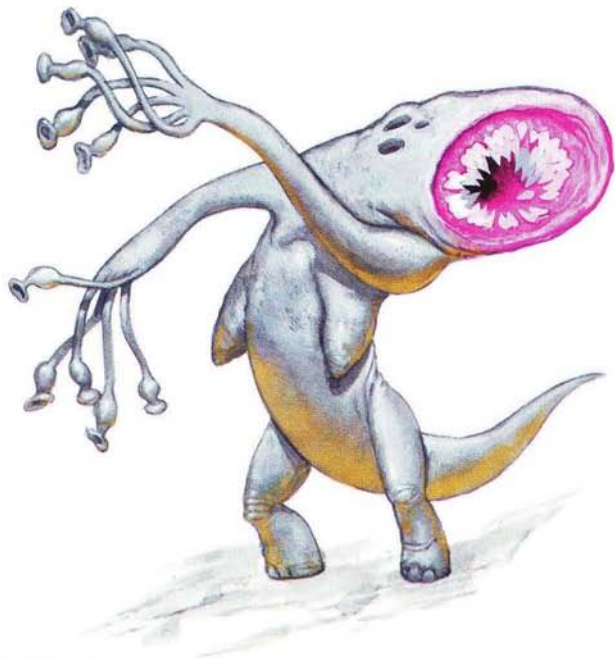
DESCRIPTION

The Lugubraa are found throughout the Unknown Regions as laborers and hired muscle. Their reproductive rates can get out of hand rapidly, ruining entire ecosystems beyond hope of restoration.

An adult Lugubraa stands approximately 1.5 meters tall on two stubby legs. Its body is a sleek tube that tapers into a short tail. The creature's face is dominated by a circular mouth, with rings of teeth that mesh in gearlike patterns for chewing, making it nearly impossible for prey to pull free once a hungry Lugubraa has latched on.

A Lugubraa lacks eyes and is blind to visual light, but surrounding its mouth are numerous heat spots that detect thermal signatures as well as echolocation pingers that can paint a radar map of the surroundings. A Lugubraa has no ears, instead detecting sounds through vibrations sensed along the length of its skin, which is smooth and thick like that of an oceanic cetacean. Skin coloration varies between white and dark gray, but most Lugubraa are so pale that they trigger unpleasant mental associations with grubs and maggots.

A Lugubraa's middle pair of limbs are useless bumps, but its forward limbs are longer and end in attenuated tentacles that wrap tightly around objects. Tiny suction cups on each tentacle conceal needlelike barbs that



A LUGUBRAA

give a Lugubraa extra purchase when scaling cliff faces or holding down thrashing victims in preparation for feeding.

New Lugubraa come to life as "splitlings" that grow on the underbelly of an adult and break off when they reach several kilos in mass. They require no nurturing and reach full size within a week.

From birth to six months, Lugubraa have the self-awareness of domesticated beasts, able to follow simple commands and steadfastly devoted to their horde or the owner that has purchased their services. After six months, their intelligence reaches that of simple-minded sentients, allowing them to communicate in short sentences but still rendering them hopeless when it comes to advanced calculations.

It is rare for Lugubraa to survive more than a few decades, but those that do undergo a second cognitive kick-start at approximately age 50. These unusual geniuses become leaders and strategists for the Lugubraa hordes, plotting ways to acquire more resources and brokering the services of their species as mercenaries to interested galactic parties.

MOTIVATIONS

Appetite drives the Lugubraa. Their churning mouths connect to gullets that never seem satisfied. Although the creatures can digest both inorganic and organic matter, they prefer the latter, and they find fresh meat so delicious that it qualifies as an addiction.

Under the right circumstances, a Lugubraa horde can become a ravenous plague consuming everything in its path. Rapid eating accelerates the production of splitlings, which in turn contributes to the overall "dumbing down" of the horde as ever-greater numbers of animalistic newborns swell their ranks.

If such a horde is left undeterred, it can overrun a continent, stripping the region of organic matter before dispatching swimmers to locate new land masses (or simply to strip the shoals of coral and sea life). When Lugubraa numbers exceed available resources, a horde starves—drawing nutrients from minerals is a slow and inefficient process.

Adult Lugubraa possess sufficient smarts to be of use to various parties in the Unknown Regions. Motivated by the need to feed, these for-hire toughs sign on as leg-breakers for crime syndicates, sentries for scouting corporations, bodyguards for gangsters, and combat grunts for private armies. They are content as long as they are well fed, and their job assignments are coordinated by elder Lugubraa agents that happily deal in cold, hard currency.

Elder Lugubraa can be found wherever a substantial horde exists, and they use their positions as power brokers to satiate their own desires for fresh food. But they also treat their hordes as valued assets, reinvesting some of their profits to outfit horde members with armor and weapons, and stocking up on high-energy consumables to guard against famine caused by overpopulation.

LUGUBRAA SPECIES TRAITS

All Lugubraa have the following species traits.

Ability Modifiers: +2 Strength, -2 Dexterity, +2 Constitution, -2 Wisdom. Lugubraa are tough but lack the intelligence of most sentient species.

Medium Size: As creatures of Medium size, Lugubraa have no special bonuses or penalties due to their size.

Speed: Lugubraa base speed is 6 squares.

Bonus Feat: Lugubraa gain Improved Damage Threshold as a bonus feat.

Darkvision: Although Lugubraa cannot see, their echolocation and heat detection abilities grant them the effects of darkvision.

Natural Weapons: A Lugubraa is always considered armed with its barbed tentacles (1d6 points of damage) and dangerous teeth (1d4 points of damage).

Lockbite: A Lugubraa that makes a successful grapple attack can automatically latch onto a target with its teeth, giving the Lugubraa a +5 bonus to any subsequent grapple checks against the target.

Lugubraa Learning: Before 50 years of age, a Lugubraa can have a maximum Intelligence score of 8. Around 50 years of age, a Lugubraa's Intelligence score naturally increases by 1d4+2 points.

Automatic Languages: Lugubraal.

METHODS

The Lugubraa's status as a durable mercenary species means that they are in use throughout the Unknown Regions, typically encountered in one of three capacities: at a sentry post, on a battlefield, or creeping across a devastated scar.

The most visible roles for Lugubraa are as guards, and employers prize the creatures for their stoutness, their willingness to obey orders, and their low cost. Lugubraa sentries wear metal or plastoid armor and carry two-handed spears or power lances. The Lugubraa cannot estimate long distances with accuracy and are poor shots with ranged weapons. The only ones they are likely to carry are indiscriminate flame projectors or wide-beam sonic stunners.

A Lugubraa's solid constitution enables it to stand at attention for days without rest, but it will react with a burst of energy if a move is made against its master. A guard attacks with its weapon until it nears grappling range, at which point it pins the enemy with its hand-tentacles and gnaws at exposed flesh with its interlocking rings of fangs. Because Lugubraa see via echoes and heat, they are not impaired by darkness, flash bombs, or smoke grenades.

Lugubraa guards are found on most worlds with stellar-class starports, where they work as security goons or common laborers. Some corporations and planetary governments require visitors to be accompanied by a Lugubraa guard at all times, ostensibly for their own protection but more often to ensure that the newcomers stay out of trouble. Some confederations

mandate that a Lugubraa escort any visiting starship crew traveling from planet to planet within their borders, requiring (under penalty of law) that they lodge the guard aboard their starship and pay a daily stipend for his or her food allowance.

Lugubraa soldiers are outfitted similarly to the bodyguards but deployed in far greater numbers. Due to their ineptitude with ranged weapons, they are generally used as first-strike infantry, overwhelming enemy fortifications while they receive support from long-range artillery and atmospheric flyers. Generals who purchase large orders of Lugubraa mercenaries seldom have long-term plans for housing and feeding them and often throw them away in suicide waves.

If sizable numbers of Lugubraa survivors are left on a battlefield, their population can grow and eventually pose a dire threat to the native wildlife. This scenario—the Lugubraa as the ultimate invasive species—has inspired some Unknown Regions masterminds to release seed quantities of the creatures on enemy worlds as a stealth biological weapon with a long-burning fuse. The most notorious example of this tactic occurred with the Croke, which introduced the Lugubraa onto their home planets during a civil war and are still struggling to wipe out the invaders they have since nicknamed the "Leech Legions."

HISTORY

The Lugubraa originate in deep space in a vast corridor of dust and ice asteroids that the Wharls call the Stratos Distribution. This unique astrophysical environment harbors predatory lightning-jacks, membranous stillsails more than 100,000 kilometers across, and forests of crystalline cometary fronds. The roots of the Lugubraa evolutionary tree can still be found here, with wormlike chewers carving warrens inside mineral-rich rocks.

Although modern Lugubraa prefer life in planetary atmospheres, they are perfectly capable of surviving near-indefinitely in vacuum or in thin and toxic atmospheres. After some of their number develop advanced intellects, the Lugubraa become more than just a hungry nuisance—their talents for combat are shrewdly marketed as a way for them to earn their food. As talent brokers, the Lugubraa elders are responsible for the species' wide spread, and their continued presence on so many planets serves as further advertising for their services.

So far, the few examples of Lugubraa overwhelming an ecosystem with sheer numbers have not discouraged planetary governments from employing them. The most extreme example of environmental catastrophe exists in the Croke Reach, where intentional insertion of Lugubraa more than 300 years ago escalated over the generations into a bitter struggle for Croke survival. The desperate arthropods commissioned the cloners of Kamino to breed a genetically altered Lugubraa variant to fight and kill members of its own species, but these berserkers proved deadly to Croke settlements as well.

USING THE LUGUBRAA

The Lugubraa are a reliable choice whenever sentries, bodyguards, or bouncers are required. Because the creatures wield melee weapons, speak in grunting sentence fragments, and are not particularly bright, they can—in general terms—be used in situations that might normally call for Gamorreans.

As noted previously, many governments in the Unknown Regions assign visitors with a Lugubraa guard as soon as they disembark. Thus, the heroes might find themselves stuck with an unwanted addition to their party that could prevent them from engaging in illegal activities, but which could prove useful when an extra set of muscles is needed. Ditching the escort will only attract more attention from local officials, and killing the Lugubraa will bring down the full might of the police force.

Due to their status as a mercenary species, the Lugubraa are likely to be involved in any armed conflict that occurs in the Unknown Regions. The heroes might be fighting for one faction or another, delivering supplies and munitions to the battlefield, or simply trying to escape after their encampment is overrun by an invading army. Any of these scenarios will require them to battle their way through a horde of blind Lugubraa warriors.

Even more dangerous is the spectacle of a planet overpopulated with Lugubraa. A treasure hunt or scouting expedition to such a world will reveal a landscape covered with wriggling, dying Lugubraa, their mouths affixed to rock as they try to drain mineral nutrients. The arrival of the heroes will turn these half-starved wretches into alert and active predators suddenly salivating for a hot meal.

Lorgrombo

Lorgrombo is more than 150 years old and possesses a piercing intellect that far outstrips those of his dull-minded peers. The elder Lugubraa works as a broker for his horde, booking hundreds of thousands of warriors for mercenary-minded clients or negotiating the employment of individual bodyguards for personal contracts.

With more than a century of experience in his genius stage, Lorgrombo is one of the most well-connected beings in the Unknown Regions. His deals have made him party to every major conflict currently burning across the galaxy's western disc, and he knows someone in every starport between Killik space and the Ssi-ruuvi Imperium. Many beings underestimate Lorgrombo, mistaking him for a typical Lugubraa, but those in the know consider him the low-tech fringe equivalent of the great Chiss data library on Csilla.

Lorgrombo considers himself the great-great-grandfather of his horde, since most of them are the splitlings of his splitlings and beyond. He is keenly aware of planets where his horde has overrun the native lifeforms and run amok on continents or islands. After sadly concluding that such incidents are bad for business, he is enlisting adventurers to kill as many Lugubraa as possible at such sites, but only after identifying and rescuing any specimens who have reached their 50-year intelligence threshold. Lorgrombo, who is looking to fill a lieutenant's vacancy, will pay a handsome reward for any intelligent Lugubraa returned to his care.

Lorgrombo

Medium Lugubraa nonheroic 15/noble 3

Destiny 1; Force 4; Dark Side 6

Init +8; Senses darkvision; Perception +22

Languages Basic, Ebruchese, Killik, Lugubraal, Minnisiat, Rakata, Rammocate, Sy Bisti, Tof, Vagaari

Defenses Ref 14 (flat-footed 14), Fort 17, Will 19

hp 102; Threshold 22

Speed 6 squares

Melee bite +13 (1d4+1) or

Melee barbed tentacle +13 (1d6+1) or

Ranged by weapon +12

Base Atk +13; **Grp** +13

Atk Options Pin

Special Actions Born Leader, Inspire Confidence

Abilities Str 10, Dex 8, Con 16, Int 18, Wis 17, Cha 14

Special Qualities lockbite

Talents Born Leader, Inspire Confidence

Feats Armor Proficiency (light), Elder's Knowledge, Improved Damage Threshold, Improved Defenses, Linguist, Pin, Skill Focus (Knowledge [social sciences]), Skill Focus (Perception), Skill Focus (Persuasion), Skill Training (Use Computer), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +16, Gather Information +16, Knowledge (social sciences) +23, Perception +22, Persuasion +21, Use Computer +18

Possessions basic clothes, local currency, comlink

CL 8

"EXPLUME IS LOST TO THE LUGUBRAA,
SIX HEXES BE UPON THEM. CLOAK AND
EVACUATE THE NESTLINGS WHILE I—
AWWWWKK!"

—FINAL TRANSMISSION FROM EXPLUME MINOR OF SHELL
CONJURER FIRTHA, TRANSLATED FROM THE CROKE

MNGGAL-MNGGAL

DESCRIPTION

Mnggal-Mnggal is the whispered horror of the Unknown Regions—a shapeless, pitiless creature that toys with its living prey in the way that a felinx tortures a dying scurrier.

It is difficult to describe Mnggal-Mnggal, because if the stories are true, it conforms to no known analogue in the University of Sanbra's catalog of intelligent life. It seems apparent that Mnggal-Mnggal is a single being and not a species, although at any given moment, it appears in thousands of places simultaneously across the galaxy.

At its core, Mnggal-Mnggal is a thick gray ooze, opaque in color, slimy in texture, and smelling of sweet rot. It exists on the surface of the planet Mugg Fallow, where it forms a world-ocean that submerges the planet from pole to pole, broken only by empty continents covered with petrified forests and crisscrossed by rivers of gray. Beneath the surface, Mnggal-Mnggal pools in dark grottos and extends its roots into the core of the dead world it calls home.

As a fluid being, Mnggal-Mnggal is capable of endless shapeshifting. It can interact with its surroundings by forming questring pseudopods, fanged mouths, and eyes on stalks. It can also break off pieces of its mass into crawling worms and flapping batlike creatures. When its constructs have served their purpose, they are reabsorbed into the totality of Mnggal-Mnggal.

If this were the entirety of Mnggal-Mnggal's existence, Mugg Fallow would be an avoidable hazard. But the entity can infect other beings with bits of itself, then eat at their insides until only shells remain. These puppets appear normal at first glance, but closer inspection will reveal their vacant gazes, stiff gaits, and (because they do not breathe or have a pulse) utter stillness when at rest.

After consuming the innards of its prey, Mnggal-Mnggal fills every square centimeter of the victim's torso, limbs, and head, and it can animate them with sufficient precision to pilot an airspeeder, type on a datapad, or carry on a conversation. Since such victims no longer possess lungs or vocal chords, Mnggal-Mnggal projects its own "voice" from inside the throat, using speech that is emotionally flat and possesses a buzzy distortion.

Bodies kept animated in this state are still corpses and subject to the normal process of decay. After a week, a zombie of this type will begin to rot, with the grayish essence of Mnggal-Mnggal leaking from the eyes, nose, mouth, or ears.

MOTIVATIONS

Mnggal-Mnggal has a single, self-aware intelligence. Some who have spent time among the petrified forests of Mugg Fallow claim to have conversed with it, and they have filled journals with recollections of its dreamlike observations.

Mnggal-Mnggal speaks in verse, metaphor, and riddles, often using ancient languages or adopting forgotten conventions of speech. Some say that it is a deceiver and that every word it utters is either a lie or flattery. Mnggal-Mnggal tells tales of the Celestials, the Rakata, and the dawn of the Jedi, as well as the current plots of conquerors, the locations of lost wonders,



and the answers to mysteries that have existed for tens of thousands of years. The veracity of this information is unclear. Mnggal-Mnggal relishes deceiving the gullible and stringing along the hopeful with truths that will remain forever just out of their reach.

It is clear that Mnggal-Mnggal has malevolent intent. Its primary tactics of aggression—infesting other beings and spreading offworld inside their husks—do not appear to be based on any sort of survival instinct. Instead, Mnggal-Mnggal seems to thrive on the suffering of others. The wrenching spectacle of a mother confronted with the reanimated corpse of her own child has been repeated on planet after planet, and Mnggal-Mnggal pushes the emotional buttons of other beings to persuade them to open airlocks and deactivate perimeter fences.

Mnggal-Mnggal desires control, and the entity has staked its claim to thousands of worlds in the great spiral galaxy that it has inhabited far longer than the ephemeral beings that are its playthings. Extinguishing individual lives appears to be a source of lazy amusement.

METHODS

In its raw form, Mnggal-Mnggal is a gelatinous goo that can take any shape. Streams and creeping amoebic blobs transport it from place to place; thin tendrils and ropy tentacles reach into spaces and operate controls.

Mnggal-Mnggal's primary method of transference is infecting others. Beings that encounter a calm pool of gray liquid might be shocked as the surface abruptly explodes, with dozens of droplets coating their faces and sliding toward their mouth and nostrils. After Mnggal-Mnggal's essence

penetrates the cranium, it moves to the internal tissues, consuming blood and muscle as it increases its own mass. Within 24 hours, this results in a hollowed-out vessel filled entirely with viscous pus.

The victim, of course, is dead, but the intelligence of Mnggal-Mnggal is now in control and can use the body however it desires. Because all are animated by the same mind, multiple zombies can essentially communicate telepathically as they work together to spew infectious fluid into the faces of new subjects. Even animals (in sizes ranging between that of a nexu and that of a bantha) can secretly be vessels for Mnggal-Mnggal.

The "ambush" method of transfer is not the only manner in which Mnggal-Mnggal spreads. Small quantities of the gray slime—no larger than a bean—can be accidentally swallowed, after which the seed begins a similar hollowing (which can take up to a week, due to the greater mass needed for conversion). A seed amount can be concealed in food or swirled into a drink by an infected victim, or it could be left by a small, wormlike segment that finds its way into a galley.

Those who swallow a piece of Mnggal-Mnggal suffer extreme pain from the internal assault. Their strength and stamina plummet, and they register Mnggal-Mnggal's sinister intelligence, fully aware of what is happening to them. Any substance that induces vomiting can cause the victim to expel the Mnggal-Mnggal seed, but only within the first 12 hours after infection.

The raw ooze of Mnggal-Mnggal is immune to edged and impact weapons, and blaster fire causes only minor damage. Killing a pool of Mnggal-Mnggal is best accomplished by wide-spray application of fire, acid, poison, or noxious chemicals.

HISTORY

Mnggal-Mnggal is an ancient creature that claims to have witnessed the golden age of the Celestials and their sudden withdrawal from the galaxy circa 30,000 BBY. The hyperspatial anomaly that bisects the galaxy would easily have been within the capabilities of the Celestials, and some speculate that it might have separated Mnggal-Mnggal's influence from the Celestial projects taking place near Corellia, Kessel, and other sites in the eastern disk.

Mnggal-Mnggal might be extradimensional in origin. Its appearance is so alien that some have tied it to reports of shapeless beings from beyond known space that have wondrous telepathic and healing abilities.

Mugg Fallow is the central world inhabited by Mnggal-Mnggal, essentially representing its brain. The planet might have been inhabited long ago but is utterly lifeless now, with fossilized tree trunks the only lingering relics of former organic matter.

This site where Mnggal-Mnggal first evolved (or arrived) is now entirely covered with its slime. A fleet of derelict starships encircles the world in a dull metallic ring, each one steered into orbit by infected zombies and stored there as a macabre decoration. The collection contains vessels from every era of space travel, including rare Gree sailships and at least one fully laden treasure barge commissioned by Xim the Despot.

Mnggal-Mnggal has extended its presence onto countless planets, moons, and space stations across the Unknown Regions. Since its puppets last only a short time before decaying, the most reliable signs of infestation are gray pools in caverns and sewer systems. Given time and an absence of countermeasures, a world can become as overrun and lifeless as Mugg Fallow within a few generations.

Extended outbreaks are responsible for the decimation of the Viis Empire and other game-changing political shifts in the Unknown Regions. The Lugubraa and the illusion-casting Croke have fought for decades against Mnggal-Mnggal's incursion into their territory, even as they persist in their efforts to annihilate each other. Recent reports from civilized space indicate that Mnggal-Mnggal has moved beyond the Unknown Regions and onto outlying worlds in Wild Space and the Outer Rim Territories. Some observers have drawn connections between Mnggal-Mnggal and the plagues created under Imperial Project Blackwing.

USING MNGGAL-MNGGAL

Mnggal-Mnggal is a clear-cut enemy. The entity is a cruel and evil killer, and its actions are not mitigated by the need to feed or reproduce. Almost all Unknown Regions inhabitants will support the heroes in burning out an infestation of Mnggal-Mnggal, although on particularly primitive worlds, the local tribes might take offense to anyone angering the "rot god."

Common throughout the Unknown Regions, Mnggal-Mnggal can be placed on any world of the Gamemaster's choosing. Most likely, first encounters occur through infected zombies, which might replace the residents of a space depot, a contact the heroes are supposed to meet, or an old friend that one of the characters will recognize from a previous encounter. Interactions with these victims consistently feel "off," with distinctive signs that include communicating without speaking, moving in choreographed patterns, and speaking with unearthly voices. Some puppets might be partially decayed and ooze gray fluid.

It is a certainty that such victims will try to infect the heroes by luring them close enough to strike their faces with tendrils of ooze. Shooting or cutting apart a zombie might cripple the host body but will only release Mnggal-Mnggal in its raw form, which will be immune to similar attacks.

A more subtle assault can result from the ingestion of a small piece of Mnggal-Mnggal. This fate might befall a GM character traveling aboard the heroes' ship. If the condition goes untreated, the victim will transform into a zombie at the worst possible moment, such as in the middle of hyperspace navigation, a tricky asteroid transit, or an intense exchange of space dogfighting.

No one knows whether Mnggal-Mnggal can be killed, but a strike on the planet Mugg Fallow would be a logical move. The ships in orbit above the site include a few that are bursting with volatile arsenals stored next to leaking antimatter engines. Such a vessel, if nudged out of orbit into a collision with the planet beneath, could trigger a chain reaction that might destroy Mugg Fallow.

Most cultures in the Unknown Regions are aware of Mnggal-Mnggal, although few understand its true nature and instead embellish the sparse facts with legend. The Chiss data library on Csilla has the most comprehensive collection of Mnggal-Mnggal lore, including the entity's purported origins and the coordinates of Mugg Fallow. The Chiss Ascendancy will pay a bounty to adventurers for clearing sites of infestation, and they will readily supply a list of candidate locations if asked.

Mnggal-Mnggal

In its pure state, Mnggal-Mnggal can be found in subterranean pools. It fights off visitors by generating batlike fliers and thrashing pseudopods, all of which attack by going for the face. Droids (or fully armored characters) that cannot be infected in this fashion are instead immobilized and torn apart. The gelatinous form of Mnggal-Mnggal can be encountered in amounts as small as a cupful or as large as deep lakes that extend to the horizon.

Mnggal-Mnggal

CL 8

Medium* beast 8

Init +6; Senses darkvision; Perception +11

Languages Mnggal-Mnggal plus any languages spoken by its host

Defenses Ref 15 (flat-footed 13), Fort 12, Will 12

hp 52; DR 5; Threshold 12

Speed 6 squares

Melee unarmed (pseudopod) +6 (1d4+4)

Ranged flying fragment +8 (1d6+4)

Fighting Space 1 square; Reach 1 square

Base Atk +6; Grp +8

Atk Options Running Attack, Trip

Abilities Str 10, Dex 15, Con 14, Int 10, Wis 14, Cha 6

Special Qualities amorphous, Mnggal-Mnggal seed

Feats Force Sensitivity, Running Attack, Trip

Skills Perception +11, Use the Force +2

Amorphous—Raw quantities of Mnggal-Mnggal have no defined shape and can alter their forms at will within the limitations of their current sizes. Such alterations can include the creation of pseudopods for combat or tendrils for grasping and tripping targets. Mnggal-Mnggal is not a natural mimic and cannot imitate or copy other creatures or alter its natural color.

Flying Fragment—As a swift action, Mnggal-Mnggal can separate fragments from a larger form that fly through the air as a ranged attack. These flying fragments can remain airborne for the duration of an encounter before becoming reabsorbed by the larger form. Additionally, as a move action, Mnggal-Mnggal can divide into two forms that are each one size smaller than the single form, or two forms can merge to become one form that is one size larger.

Mnggal-Mnggal Seed—Mnggal-Mnggal seeds allow the entity to take over the forms of other creatures. Once every four hours, make an attack roll at 1d20+6 against the Fortitude Defense of a creature that swallows a Mnggal-Mnggal seed. After 12 hours, increase the attack roll to 1d20+10. If an attack misses, the seed continues to attack until physically removed from the creature's body. If an attack succeeds, each hour, the target takes 1d12 points of damage and moves –1 step on the condition track. Once the target reaches 0 hit points or the bottom of the condition track, it is effectively consumed and becomes a Mnggal-Mnggal zombie (see below).

* *Mnggal-Mnggal essence in its natural form can range in size from Tiny to Colossal. Apply size modifiers as needed.*

Mnggal-Mnggal Zombie

In the case of a zombified puppet, Mnggal-Mnggal is concealed inside the hollow shell of a formerly intelligent being or an inconspicuous animal. Such subjects have stiff movements (which are coordinated among multiple victims at once), speak in telltale buzzing voices, and share instantaneous communication with other Mnggal-Mnggal zombies. The following statistics represent a typical Mnggal-Mnggal zombie. Mnggal-Mnggal zombies of creatures with unique physiological attributes (such as natural weapons and armor) may have additional attacks, defenses, and special qualities. You can adjust a Mnggal-Mnggal zombie statistics block to include those attacks and special qualities to better reflect the true nature of the host.

Mnggal-Mnggal Zombie

CL 8

Medium* beast 8

Init +3; Senses darkvision; Perception +11

Languages Mnggal-Mnggal

Defenses Ref 12 (flat-footed 12), Fort 12, Will 12

hp 52; DR 5; Threshold 12

Speed 6 squares

Melee unarmed +6 (1d4+4)

Ranged by weapon +5

Fighting Space 1 square; Reach 1 square

Base Atk +6; Grp +6

Atk Options Running Attack, Trip

Abilities Str 10, Dex 8, Con 14, Int 10, Wis 14, Cha 8

Feats Force Sensitivity, Running Attack, Trip

Skills Perception +11, Use the Force +2

* *The zombie's size matches that of the consumed victim. Apply size modifiers as needed.*

RAKATA

DESCRIPTION

The Rakata are perhaps the most important species alive for professors of planetary archaeology and xenanthropology. They are a link to a long-ago past that changed the galaxy forever.

At first glance, the Rakata do not seem quite so epic. They are smooth-skinned humanoids with tall craniums and protruding eyes that jut from each side of the head on short stalks. Bipedal in form, the Rakata have three-digit hands tipped with claws for digging through packed dirt.

The Rakata are uniformly lean and close to the same height. It can be difficult for outsiders to distinguish between them, although females typically have more slender builds.

Nearly all Rakata have gray or reddish-gray skin, a trait of the dominant lineage that survived the ancient plague that thinned their numbers. Very rare are representatives of near-extinct Rakata breeds such as the black Bukesek of Lehon's volcanic sands, the crimson-striped Ikalik from the blade glades, and the pale blue Droot that originated in the equatorial tidal coves.

Circa 30,000 BBY, the Infinite Empire of the Rakata achieves galactic dominance due to the species' natural Force-sensitivity and the Force-attuned technology that provides perpetual energy and hyperspace travel. But the plague that decimates their empire also severs their link to the Force. Modern Rakata are Force-blind, and they hunger for a way to restore their connection.

Rakata speak their native tongue, which is also called Rakata, but they are intelligent and pick up new information quickly. The members of the priest class, who spend much of their time deciphering dead texts, are more likely to understand the speech of newcomers.

Rakata priests wear long robes and electronic control devices on their forearms. Warriors wear angular plastoid armor and carry shock lances. Members of primitive tribes might wear armor made of wood and twine and brandish fire-blackened spears.

For details on Rakata species traits, see page 18 of the *Knights of the Old Republic Campaign Guide*.

MOTIVATIONS

The Rakata are conquerors. Within a scattering of far-flung planets that crosses the entirety of the Unknown Regions, Rakata still play out this ancient struggle. The more barbarous tribes within the "Rakatan Archipelago," such as those inhabiting the planets of Fitomp or Hilak, believe that their worlds represent all of creation and make war against other native species. On more enlightened worlds, such as Makatak and Tulpaa, the day-to-day bloodshed is lessened, but the desire to reclaim lost glories is as powerful as ever.

Most would agree that the Rakata show no outward signs of malice. Yet their species once ruled the galaxy through slavery and genocide, and their violent cores still erupt to the surface if pushed. An enraged Rakata cannot be reasoned with and will ignore its own injuries in a wild effort to destroy those it believes to be its enemies.

Even on the most backward planets, a schism exists between "those who fight" and "those who build." Warriors are darkly suspicious of priests who harness forces beyond comprehension, and priests are wary of warriors who have more muscle than brains.

On some planets, the Rakatan priest and warrior classes have united to wield the wonders of their forebears, including planetary disruptor fields, builder droids, and skipships. On other outposts of the Archipelago, the priests (also known as Elders) make war against one another using arsenals that they barely understand, leaving the landscape pitted and glowing with radioactivity.

All Rakata long to restore the Force connection that vanished many millennia ago. They can feel the loss on a spiritual level, speaking of a black hole in their chests that consumes life, contentment, and happiness. For priests, there is also a practical aspect, since ancient tech cannot be operated to its fullest potential by one who lacks aptitude for the Force.

Scientists among the priest class experiment with living beings in an attempt to discern the Force's essence. Such trials include dissecting animals and grafting plant tissue into prisoners' bodies. The crimes of Rakatan vivisectionists drive the species' monstrous reputation in the Unknown Regions, and such brutality is one reason why indigenous populations fight so fiercely to be rid of their Rakatan overmasters.



THE RAKATA

METHODS

In the Unknown Regions, the Rakata can range from rock-throwing primitives to apocalyptic mad scientists. The difference is their technology. Tribes with the ability to keep old Rakatan tech functional can unleash powers seemingly supernatural in scale. However, their Force-blindness means that the Rakata can operate the machinery at only a fraction of its desired functionality.

Some, particularly the Elders of the Makatak and Tulpaa tribes, have exhumed buried skipships and become starfarers once more. Just as in ancient times, the drives of their vessels work by zeroing in on worlds that have high Force concentrations, although the Rakata now lack the ability to control this process. The Makatak and Tulpaa have become embroiled in a resource fight as each pushes for control over the same life-rich planets.

Upon reaching a new world, the typical Rakata response is to enslave as many natives as possible with a technological show of force, then use the same equipment to strip-mine the site of metals, ores, compressed gasses, and radioactive plasma. Because the skipships typically arrive at rich, unspoiled biospheres, the Rakata have seldom needed to deal with advanced civilizations.

The Makatak and Tulpaa Elders continue to tinker with crumbling Rakatan inventions, puzzling out a way to unlock old mind traps—prison boxes that contain an infinite expanse of white nothingness. The two tribes are even competing to complete construction on scaled-down versions of the great Star Forge that once supplied the Infinite Empire with endless battle machines.

Many tribes that fled the collapse of the Infinite Empire took their slaves with them. Tens of thousands of years later, their descendants are still in service. Slave species in the Rakatan Archipelago include representatives of Infinite Empire worlds in the pre-Republic era, such as the Wookiees of Kashyyyk, the Selkath of Manaan, and the Selonians of the Corellian System.

Overbreeding among the slaves has led to sickly genetic deformities. The Wookiee slaves of Malata, for example, are stoop-shouldered and hairless, with long front incisors to gnaw timber thickets. Rakatan guard beasts are similarly mutated but still come from recognizable stock. On Persappa, blue-spotted, amphibious rancors lurk in bubbling brew pools, and the bamboo patches of Griwstrick house scurrier-sized offshoots of the Corellian sand panther.

HISTORY

Long before the rise of the Republic, the Rakata build their Infinite Empire. Centered on the Rakatan homeworld of Lehon in the Unknown Regions, the Infinite Empire soon expands by thousands of light years in every direction.

Their natural Force-sensitivity (perhaps even their predisposition toward the dark side) allows them to make machines that operate in the same way. Rakatan Force-drives give power to skipships that hopscotch between worlds rich in life, leading to an empire with a spotty, patchwork appearance. The Rakata enslave all they find and alter the ecosystems of worlds such as Tatooine, Kashyyyk, and Vagar Praxut.

By 30,000 BBY, the Infinite Empire reaches its height, stripping bare such planets as Duro and Morseer and forcing the Coruscantis and Corellians to build weapons of colossal scale. Rakatan forces defeat the era's other major powers, including the Gree and the Kwa, and only the double blow of a plague and a civil war weakens their hold sufficiently to permit a slave revolt in 25,200 BBY.

The plague also strips the Rakata of their Force-sensitivity. Blind to the energy of the universe, many go mad. Before long, Rakata all but vanish from the eastern disk, with the exception of a few holdouts in the Tion Cluster.

In the Unknown Regions, Rakatan tribes steal whatever they can carry from the storehouses of Lehon's idle Star Forge and flee in advance of a nuclear war between the warriors and the priests. These refugees fan out to settle what comes to be known as the Rakatan Archipelago.

"THE FEW SURVIVING RAKATA DECLINED TO LEAVE THEIR ANCESTRAL HOME, AND THEIR NUMBERS WERE INSUFFICIENT TO MAINTAIN A VIABLE GENE POOL. WITHIN A FEW GENERATIONS, THE LONG, SLOW EXTINCTION OF THEIR SPECIES WAS FINALLY COMPLETE."

-FROM THE OFFICIAL REPUBLIC THREAT DOSSIER REGARDING THE PLANET LEHON

Lehon returns to prominence in 3956 BBY, after Darth Revan reactivates the Star Forge and triggers the Jedi Civil War. But the planet's population continues to dwindle, and by 1000 BBY, the Rakata are believed extinct.

No Republic surveyors have ever located the Rakatan Archipelago. Many local species have been abused by this pocket civilization, but other powers in the Unknown Regions have largely remained ignorant of the threat. But if the Rakata find a way to restore their primeval technology, the Infinite Empire could rise once more.

USING THE RAKATA

The Rakata are solid antagonists for adventures centered around archaeological scouting or treasure hunting. No matter how primitive a Rakatan tribe might appear, the species once ruled the galaxy, and its current members are likely sitting on artifacts of unimaginable power that would be worth millions of credits to museums, scientists, or private collectors.

The Rakatan Archipelago is a diffusion of unaligned worlds, and few people are aware of its existence. Finding a specific site might be a painstaking ordeal of following clue after clue, but a Force-sensitive hero can provide a handy shortcut if the character knows (and is able) to scan for worlds with strong Force signatures.

On any given planet, Rakatan tribes can be archaic or relatively advanced. Some might have activated planetary disruptor fields that disable incoming starships and force crash landings. Members of the Rakatan warrior class will want to kill newcomers, whereas priests might be intrigued by the visitors' gadgetry. They will be overjoyed if one of the heroes can touch the Force and will make every move to enslave the subject for experimentation.

The Makatak and Tulpaa tribes are home to the most advanced Rakata in the Unknown Regions. Both are constructing small (half-kilometer) Star Forge orbital factories, which could be the targets of sabotage for the heroes. Both tribes possess dozens of mind trap prisons that can be unlocked only by use of the Force. If a hero helps the Rakata open one, the trap will disgorge Sharu criminals, Kwa super-soldiers, and other unhinged killers locked away since the pre-Republic era.

Elder Ruthic

Elder Ruthic is an unusual Rakata—a priest with the skills of a warrior. She became head of the Tulpaa tribe by exiling the former leaders into the empty eternity of a mind trap.

Unique among Rakata, she has been growing closer to the Force with each passing year. This development has given her great insight into the technology of her ancestors, and her tribe now sends hundreds of skipships to scour the Unknown Regions for slaves and resources. Meanwhile, the metal skeleton of a new Star Forge is taking shape in the skies above Tulpaa.

Ruthic is very bright and not given to anger or excess. The tribal leader realizes that the generations before her failed to use all the power available to them, and she is determined to uncover every lost secret. Because her emerging Force-sensitivity appears to be a fluke, she has ordered her priests to cut apart healthy slaves to determine if the Force lies in their blood, their organs, or their brains.

Elder Ruthic is protected by two Gengh-Noghri wherever she goes. These offshoots of the Noghri species, brought to Tulpaa from Honoghr's slave stock, are over 2 meters in height and have massive crocodilian heads filled with flesh-tearing teeth.

Lurking in the shadows of her ruling temple is Raspir, a pure-blooded Sith released from a mind trap prison when Ruthic banished her opponents to the same device. Raspir once served Sith King Adas as a court magician. As a practitioner of dark Sith magic, he has given Ruthic wise advice on how to bend the creation engines of the Star Forge to her will.

Elder Ruthic

CL 7

Medium Rakata noble 4/soldier 3

Destiny 1; **Force** 6; **Dark Side** 2

Init +9; **Senses** Perception +16

Languages Basic, Minnisiat, Rakata, Rammocate, Sy Bisti, Vagaari

Defenses Ref 20 (flat-footed 18), Fort 20, Will 22

hp 61; **Threshold** 20

Speed 6 squares

Melee combat gloves +8 (1d6+6) or

Melee quarterstaff +8 (1d6+6) or

Melee quarterstaff +3/+3 (1d6+6)

Ranged by weapon +7

Base Atk +6; **Grp** +7

Atk Options Dual Weapon Mastery I, Instinctive Attack, Melee Smash, Stunning Strike

Special Actions Born Leader, Inspire Confidence

Abilities Str 12, Dex 13, Con 13, Int 15, Wis 16, Cha 16

Special Qualities ancient knowledge, rage

Talents Born Leader, Inspire Confidence, Melee Smash, Stunning Strike

Feats Armor Proficiency (light), Dual Weapon Mastery I, Force Sensitivity, Instinctive Attack, Linguist, Martial Arts I, Skill Focus (Perception), Skill Focus (Persuasion), Weapon Focus (simple weapons), Weapon Proficiency (simple weapons)

Skills Deception +11, Gather Information +11, Initiative +9, Knowledge (life sciences) +10, Knowledge (social sciences) +10, Perception +16, Persuasion +16, Treat Injury +11, Use the Force +6 (untrained)

Possessions ceremonial garb, ceremonial staff, ceremonial gloves (as combat gloves)

SORCERERS OF RHAND

DESCRIPTION

The Sorcerers of Rhand live deep in the Unknown Regions, hidden by the red flow of the Perann Nebula from any disciples of the dark side who wish to tap their knowledge. Their reclusiveness is a blessing, for if the Sorcerers were to unleash the full entropic power of what they call the Dark, the entire galaxy might come to ruin.

The Sorcerers have no uniform appearance and are not presumed to be members of the same species. Yet no one is clear on what, exactly, the Sorcerers are. Succate, a chronicler from Carrivar, assembled the largest collection of information on the Sorcerers 80 years before the Battle of Yavin. According to her recounting of a meeting in the central ruin of Rhand, each Sorcerer manifests in a unique state of disassembly and decay. One lacked skin and oozed bodily fluids with every step. One was merely a blackened skeleton. Another appeared to have been turned inside out, with clean white teeth poking jaggedly from a raw mass of a head. A fourth existed as a long ribbon of flesh that swirled and coiled throughout the Rhandite receiving chamber.

Succate could not determine whether these were mortal beings that had been transformed into such states, supernatural entities that had taken strange forms, or simply illusions. But despite their unsettling appearance, the presence of additional black-cloaked figures hovering on the periphery engendered even more dread—for Succate's imagination conjured even worse horrors that might lie beneath their black folds.

Most Sorcerers appear to walk on two legs, but some hover above the ground at a height of half a meter, the hems of their robes dangling above the cold stone. Others have four or more legs and scuttle close to the floor with heavy blankets draped over their backs. A few rare members of the order flap high above their gatherings on wings, unwilling or unable to descend to ground level. Meeting an assemblage of Sorcerers is a disorienting and sometimes terrifying experience.

MOTIVATIONS

An overriding faith in the Dark motivates the Sorcerers of Rhand. This concept, unrelated to the Force practiced by the Jedi and Sith, is interpreted to mean the ultimate end of all existence. Scientists refer to the Dark as the concept of entropy, and others brush against its meaning when they complain that "things fall apart." But the Sorcerers of Rhand believe that the Dark is everything, and therefore the only true source of power.

The greatest civilization, the grandest palace, the noblest warrior—everything collapses, crumbles, and dies. Destruction is inevitable. Nothing escapes its grip, not even the universe itself. Most beings spend their time building institutions and making rules, revealing themselves in the Sorcerers' eyes as small-minded children. In time their work vanishes, unremembered and unremembered.

SORCERER OF RHAND SPECIES TRAITS

The Sorcerers of Rhand are united by a common condition rather than a shared genetic code. Although they retain a semblance of their original forms, they are twisted beyond the natural abilities of their native species. They are transformed over time and adapt to take on the following traits:

Ability Modifiers: -2 Strength, -2 Dexterity, +4 Intelligence, +2 Wisdom, -2 Charisma. Sorcerers lose their physical attributes in exchange for increased mental abilities.

Medium Size: As creatures of Medium size, Sorcerers have no special bonuses or penalties due to their size.

Speed: Sorcerer base speed is 6 squares. Some are known to hover mysteriously instead of walk.

Bonus Feat: Sorcerers gain the Force Sensitivity feat for free.

Dark-Infused: Sorcerers gain the Force Training feat for free, but half the Force powers selected with this bonus feat must have the dark side descriptor, and none can have the light side descriptor.

Repulsive Appearance: The Sorcerers' repulsive physical appearances allow them to reroll Persuasion checks to intimidate and take the better result. They also gain a +5 bonus to their Will Defense when others attempt to use the Persuasion skill against them.

Special Qualities: Each Sorcerer gains from one to three special qualities unique to his or her relationship with the Dark. Create these qualities, or select one or more using the Creature Generator on page 89.

Automatic Languages: Basic plus many others. Sorcerers are often versed in a multitude of tongues.

The Sorcerers are realists. They understand that the power of destruction, coupled with time, has more ability to change the universe than any effort of creation. They devote their efforts to understanding its purpose and ultimately divining a way to become agents of the Dark. By manipulating the forces of destruction, they can bring their enemies to ruin.

The Dark also brings with it a kind of future sight. If all things come to an end, and if the Sorcerers possess an understanding of the Dark, then they can see its effects forward and backward throughout time. By selecting or rejecting specific paths of destruction, the Sorcerers can bring about any event they desire.

The Sorcerers understand that the power does not lie with themselves. As living beings, they are only temporary constructs to be chewed apart by the Dark. But by riding its omnipotent potential, they can follow it to places of their choosing.

The most devout among the Sorcerers of Rhand believe that they can join their consciousnesses with the Dark when their mortal bodies rot. In this form, they will bring oblivion to the very stars until everything ceases to exist and the universe undergoes heat death.

The Sorcerers do not care about the traditions of the Jedi and the Sith. The idea of a "Force" with a light side and a dark side strikes them as quaint and naive. When they tap into the Dark, they are not communicating with an energy field created by living things (by definition, a fleeting, transitory trifle) but with the fundamental law of reality.

METHODS

The reclusive Sorcerers have never been spotted definitively outside the twelve star clusters of the Nihil Retreat that form a protective bulwark around the Perann Nebula. However, their techniques allow them to operate from remote distances, and it is not known how many catastrophes in the Unknown Regions have been perpetuated by their meddling.

Chief among their tools is the gift of Darksight, which allows a Sorcerer to see the future as a branching path—each path defined by the forces of destruction that trigger change. A Sorcerer can choose a path and encourage the inevitability of that future (and its associated outcomes of death and ruin).

The Sorcerers also wield a type of battle meditation that is essentially a more immediate expression of Darksight. While viewing armies engaged in warfare, a Sorcerer can sense how close each soldier is to death and nudge individuals into decisions that bring about their immediate annihilation.

A more direct method of control also exists through the use of Nihil smokestone, a native mineral with the ability to act as a mental transmitter and receiver. By imprinting slaves with smokestone—via skull implants or removable cranial harnesses—one Sorcerer can control a horde of so-called Pawns. The controlling Sorcerer is required to wear a shadow crown made from smokestone, but he or she gains the ability to receive the collective sensory input of the Pawns or give them primal commands (such as *kill*, *run*, or *feed*). Pawns can also be directly controlled like the marionettes of a puppeteer.

Finally, in the rare event that the Sorcerers are threatened in a face-to-face confrontation, they have mastered an arcane technique for channeling the Dark in a sustained, directed burst. A Darkshear strike causes the victim to suffer the cumulative damage of years of atrophy. Armor becomes rusted and brittle, power cells drain, and machinery jams. Individuals can age 30 years in an instant, and individual body parts—a heart, a lung, a knee joint—might fail in the midst of battle. The damage can sometimes be reversed with bacta, but it might require prosthetic replacement.

HISTORY

According to Succate's annals, the Sorcerers are the culmination of three ancient philosophical schools. The first is the Knell of Muspilli, a death cult from the moon trees of the Gunninga Gap that transcribed the Taurannix Codex to call forth apocalyptic deities from beyond the Gap's spatial fissure.

The second school is the Kanzer Exiles, a fanatical flock of reptilians led by the Lord Ravager Korman Lao. These exiles expanded their faith through mental enslavement and built a world-sized temple near the Valtallu Rift.

The third school is an offshoot of the Warriors of the Shadow—Taung soldiers beaten by the Battalions of Zhell in the prehistory of Coruscant. After surviving the war and a volcanic plume of ash that filled the skies for two years, the priestly sisterhood of the Taungs fled to the Unknown Regions to seek atonement through meditation and insight.

Thousands of years bring about the merging of these belief systems on the worlds of the Nihil Retreat near the Perann Nebula. Deep within the nebula itself, on the planet Rhand that gives the new movement its name, the greatest Sorcerers take up residence in the dark ruins of a long-dead species. Outposts and monasteries on the twelve planets of the Nihil Retreat come to be populated by acolytes of the faith (known as Rhandites), who have not yet attained true insight into the Dark.

Prior to the Battle of Yavin, Lord Cronal, Director of Imperial Intelligence and one of Emperor Palpatine's trusted Hands, gains understanding of the Dark from the Sorcerers of Rand. Cronal renames himself Blackhole, signifying his desire to become an event horizon to draw all life into the Dark's abyss. Unlike the Sorcerers, Cronal augments his knowledge with Sith secrets from Korriban and the teachings of the Prophets of the Dark Side on Dromund Kaas.

In 5 ABY, after using his warrior-puppet Lord Shadowspawn to devastate the Inner Rim, Cronal attempts to seize control of Luke Skywalker during the Battle of Mindor. Skywalker thwarts his efforts and Cronal vanishes, later appearing in Imperial service in a greatly diminished capacity.

USING THE SORCERERS OF RHAND

The Sorcerers of Rhand can offer temptation to any Force-user. Their philosophy—based not on living things but on the literal end of existence—could prove supremely seductive to a dark sider, or an object of unpleasant but necessary curiosity to a Jedi who wishes to gain understanding on how to reconcile the Dark with the concept of the Unifying Force.

The Sorcerers are rumored to possess Rakatan forges, Taurannix chapbooks, and other relics from throughout the



A SORCERER OF RHAND

Unknown Regions. All such items have inherent dark side power and could sell for thousands of credits to collectors in civilized space.

Because the Sorcerers never leave the edges of the Nihil Retreat, the heroes must come to them. Reaching the Retreat requires a long journey through an empty region of space. With the right cover story, any of the Retreat's worlds might accept the heroes as new disciples or pilgrims. Otherwise, the adventurers might find their ship under attack from Darkshear as a Sorcerer in a nearby orbital platform directs waves of entropy to loosen bulkhead weldings and pop open airtight compartments.

True Sorcerers are rare on the Nihil Retreat worlds, and the acolytes that live there are little more than obedient thugs. Reaching Rhand inside the Perann Nebula is impossible without specific coordinates obtained at the Retreat (or the guidance of a Force-user). The Sorcerers in the relic-strewn ruins are hallucinatory to behold and nightmarish to fight. Fortunately, they still are vulnerable to blaster fire.

Blessed Toxmalb

One of the oldest members of the Sorcerers of Rhand, Blessed Toxmalb inhabits the High Tower Observatory of Rhand's central ruin. He is a tall, bipedal being with sunken holes for eyes and chalky gray skin. Upon closer inspection, his "skin" is revealed to be nothing but powdery flakes that shed in dry rivulets, giving him a perpetually melting appearance.

Beneath this shifting layer nest hundreds of tiny flies that buzz about his head and bury themselves in his cheeks. The flies do not bite, but if directed by Toxmalb, they form a cloud around an enemy's head to force choking and suffocation.

Toxmalb is known as the Rhandite Lorekeeper and stores treasures in his aerie for translation. He speaks in a dry croak and is fluent in hundreds of languages. Although Blessed Toxmalb is most often encountered in his crumbling tower, he sometimes provides his services to visitors as a guide through the frightening and mind-bending sights of Rhand. In this same capacity, he drops in on the twelve worlds of the Nihil Retreat.

Toxmalb is skilled in the ways of the Dark and has attained his position through a century of Darksight path-walking. He wears a shadow crown buried beneath the skin flakes of his forehead, used to control up to a hundred Pawns scattered across the Retreat's worlds. Although the Pawns possess no true Dark abilities, they serve as an advanced warning system to alert Toxmalb to any danger, and he frequently throws them away as cannon fodder.

Blessed Toxmalb

CL 16

Medium Sorcerer of Rhand noble 7/Force adept 5/Force disciple 4

Destiny 3; **Force** 9 (Strong in the Force); **Dark Side** 16

Init +8; **Senses** low-light vision; **Perception** +21

Languages Anzat, Basic, Cheunh, Dromnyr, Ebruchese, Killik, Minnisiat, Sy Bisti, Tof, Vagaari, and many others

Defenses Ref 30 (flat-footed 30), Fort 30, Will 36

hp 80; **Threshold** 35

Immune mind-affecting effects

Speed 6 squares

Melee unarmed +10 (1d4+7)

Ranged by weapon +11

Base Atk +11; **Grp** +11

Special Actions Channel Aggression, Channel Anger, Embrace the Dark Side, Force Perception, Power of the Dark Side, Presence, Telekinetic Savant, Weaken Resolve, Visions

Force Powers Known (Use the Force +16): *dark rage, farseeing, Force disarm, Force grip, Force lightning, Force slam, Force thrust, mind trick, move object* (2), *rebuke* (2)

Force Secrets Devastating Power, Multitarget Power, Shaped Power

Force Techniques Force Point Recovery, Improved Telepathy

Abilities Str 8, Dex 10, Con 11, Int 18, Wis 16, Cha 6

Special Qualities darkflies, indomitable, prophet, repulsive appearance

Talents Channel Aggression, Channel Anger, Embrace the Dark Side, Force Perception, Power of the Dark Side, Presence, Telekinetic Savant, Weaken Resolve, Visions

Feats Force Boon, Force Sensitivity, Force Training (3), Improved Damage Threshold, Improved Defenses, Linguist, Skill Focus (Knowledge [galactic lore]), Skill Focus (Perception), Skill Training (Knowledge [life sciences]), Strong in the Force, Weapon Proficiency (pistols, simple weapons)

Skills Deception +11, Gather Information +11, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Knowledge (life sciences) +17, Knowledge (physical sciences) +17, Knowledge (social sciences) +17, Perception +21, Persuasion +11, Use Computer +17, Use the Force +16

Possessions decaying robes, shadow crown

Darkflies—Upon command, a swarm of darkflies erupts from Toxmalb's head and attempts to choke or suffocate one living target within 12 squares of Toxmalb. The darkfly swarm moves at speed 8. Make an attack roll at 1d20+10 against the target's Fortitude Defense. If the attack succeeds, the target takes 1d8 points of damage and moves –1 step on the condition track. If the attack fails, the target takes half damage and does not move on the condition track. Treat as 15th-level creatures of Fine size (see the tables on pages 90 and 91).

Shadow Crown—A shadow crown is a smokestone circlet that enables a Sorcerer of Rhand to communicate with and command its Pawns (which have been imprinted with smokestone) by enhancing the Sorcerer's telepathic abilities. The wearer of the crown must have the Force Sensitivity feat. As a swift action, the wearer can receive sensory information from any or all of its Pawns, gaining a +2 bonus to Perception checks for every Pawn within 12 squares or within line of sight (maximum bonus of +10). The wearer can also issue a one-word emotive command to any or all of its Pawns.

SSI-RUUK

DESCRIPTION

The Ssi-ruuk are bipedal, warm-blooded reptilians that feed on living animals. Standing up to 2 meters tall, they are powerfully built and breathtakingly swift predators. Ssi-ruuk warriors can pounce on enemies from great distances, pin them under their bulk, and pick them apart with their sharp beaks.

The volcanic jungles of Lwhekk gave rise to two related (but genetically distinct) intelligent species: the Ssi-ruuk and the P'w'ecks. The latter are smaller and dull colored, with droopy, tail-dragging gaits. By contrast, the Ssi-ruuk seem vibrant and alive, running with their powerful tails held out for counterbalance and nostrils flickering with scent-tongues to detect odors with crystal clarity. They resemble miniature versions of many of Lwhekk's jungle predators, which can grow to heights of 10 meters.

Their shimmering scales come in one of several brilliant hues: blue, gold, yellow, red, green, or black. All are outward signs of caste membership, as are the dull brown scales that result from interbreeding between two distinct castes.

Ssi-ruuk have triple lids protecting each eye, allowing them to see in low-light conditions while protecting their vision from sudden flashes. They speak in a melodic interplay of whistles, trills, and honks, with pitch changes

that are difficult for non-Ssi-ruuk to emulate. Their three-digit claws can manipulate machinery and slash open soft skin, and the Ssi-ruuk often hold objects in their mouths as a sort of third hand.

Most often, the green-scaled warrior caste are the Ssi-ruuk first encountered by outsiders. These warriors are taller, broader, and more heavily muscled than other breeds. They are heavily armed while out in the field and might carry ion stunners and long-barreled energy rifles. Warrior squads keep in touch with one another through earpiece communicators and use their powerful tails as blunt weapons.

The Ssi-ruuk do not wear clothing or armor, but they are known to carry packs, belts, and bandoliers.

MOTIVATIONS

Ssi-ruuvi society is driven by religion, and the ancient text at the heart of their faith is the *G'nnoch*—a pictoglyph etched into the volcanic rock in the throne room of the ruling palace. The G'nnoch Holy Myth tells the story of the four eggs of creation. The first hatched the deities Ssi and P'w'itthki, and the second and third eggs birthed each god's children. After a civil war, the children of P'w'itthki agreed to serve the followers of Ssi for all time. The fourth egg manifested as a home for the spirits of the dead.

This "fourth egg"—the Ssi-ruuvi afterlife—explains the species' expansionist streak and its strange caution and occasional panic. Other planets are considered world-eggs ripe for the taking, but unless they have been consecrated in a holy ceremony, any Ssi-ruu that dies on such unclean soil is doomed to wander the stars for eternity. Of course, while traveling in space from one world to the next, the Ssi-ruuk are not on consecrated ground, so an interstellar journey is one of exceptional spiritual bravery.

The logical conclusion to this dilemma is to have others fight on their behalf, and the Ssi-ruuk long ago perfected the technology for doing just that. Entechment is the process of draining an individual's life energy and using it to power a computer system or a droid starfighter. These ghost soldiers retain just enough consciousness to target enemies and respond to changing battle conditions, but the horror of their situation eventually causes their brain patterns to degenerate into madness. This deterioration does not bother the Ssi-ruuk in the least, but it requires them to continually replenish their entechment batteries with new energy. Because the act of acquiring victims requires combat that, in turn, uses up thousands of enteched battle machines, Ssi-ruuvi expansionism is inefficient and fragile.

Many Ssi-ruuk serving the armadas would prefer to return home to the sacred spires of Lwhekk, but the crusades have been mandated by their ruler, His Potency the Shreeftut. The scale of the war and the increasing pinch felt at home inflames tensions between the religious caste (represented in Lwhekk's government by the Conclave) and the political caste (represented by the Elders Council). Their struggle over the future of the Ssi-ruuvi Imperium is felt aboard even the farthest-flung ship of the fleet.



A SSI-RUUK WARRIOR

SSI-RUUK SPECIES TRAITS

All Ssi-ruuk have the following species traits.

Ability Modifiers: +2 Strength, -2 Wisdom. Ssi-ruuk are physically powerful but prone to panic and delay when faced with mortal danger, especially in space or on worlds that have not been consecrated.

Medium Size: As creatures of Medium size, Ssi-ruuk have no special bonuses or penalties due to their size.

Speed: Ssi-ruuk base speed is 6 squares.

Conditional Bonus Feat: Ssi-ruuk trained in the Persuasion skill gain Skill Focus (Persuasion) as a bonus feat.

Force Blind: Ssi-ruuk cannot take the Force Sensitivity feat, cannot make Use the Force checks, and never gain Force Points. Although they cannot use the Force, they are still subject to its power and effects.

Keen Smell: Ssi-ruuk use their keen sense of smell to detect changes in a target's emotional state. When within 6 squares of a target in the same room or open area, a Ssi-ruuk can reroll Persuasion checks against that target and take the better result.

Natural Armor: The naturally tough scales of the Ssi-ruuk grant them a +2 natural armor bonus to Reflex Defense.

Automatic Languages: Ssi-ruuvi.

METHODS

Entechment is the signature tactic of the Ssi-ruuk. In this process, a live subject is hooked to laboratory equipment and undergoes an injection of magnetic solution. As the victim's body dies, his or her life energy is drawn into computer circuitry, from which it can be shunted into a battle machine or an automated starfighter. Force-sensitive individuals who encounter one of these constructs detect a profoundly disturbed mind on the brink of burning itself out in a suicidal spiral.

During the invasion of Bakura, the Ssi-ruuk hope to use Luke Skywalker to drain life energy from a distance and entech thousands remotely. Later, they remain on the hunt for a replacement Force-user of comparable ability. Rumors that leak out from the Unknown Regions tell of entire colonies falling lifeless in an instant—possible evidence that the Ssi-ruuk might have found their subject.

All decisions from fleet movements to invasion targets are subject to the complicated internal politics of the Ssi-ruuvi caste system. The green-scaled military class does the fighting not handled by enteched machines, but even admirals have no say in macro-level war strategies. Such decisions come directly from the Shreeftut, whose words are in turn interpreted by blue-scaled politicians and gold-scaled religious leaders.

Forgotten in this power struggle are the yellow-scaled scientists, who study matter and energy, and the red-scaled workers, not to mention the brown-scaled mixed breeds and the lowly P'w'ecks, who perform only the most menial of duties. Rarely seen within the Imperium are the lithe, black-scaled Ssi-ruuk, who serve the Shreeftut as bodyguards and assassins.

Because the Ssi-ruuk need to entech as many victims as possible to keep their empire afloat, they frequently use ion paddle beamers (disc-shaped, handheld stunners) when boarding ships or attacking outposts, allowing them to take live prisoners. A Ssi-ruuk facing death fights with claws, teeth, and tail to prevent being forever denied entry into the fourth egg.

If a consecration ceremony is performed by a member of the religious caste, a patch of territory (or an entire world) becomes sacred ground on which green-scaled warriors can attack with impunity. Preventing such a ceremony from taking place can spell the difference between a colony's survival and its utter annihilation.

Egg-shaped Ssi-ruuvi capital ships range in size from the massive 900-meter *Shree*-class battle cruiser and 750-meter *Sh'ner*-class planetary assault carrier to the nimble 50-meter *Fw'Sen*-class picket ship. Their vessels are propelled by wasteful fusion drives and suffer a number of weaknesses, including unreliable inertial dampers, spotty artificial gravity, and inefficient shielding. Conductive nets are used in addition to energy shielding to help dissipate laser strikes, but the nets can cause failure in other systems.

HISTORY

The Ssi-ruuk star cluster contains six inhabitable systems besides Lwhekk's, and all of them are cleansed of their original inhabitants as part of the testing phase of the entechment process. Approximately a century before the Battle of Yavin, the Shreeftut orders a new wave of expansion beyond the worlds of the Imperium, pointing to a controversial interpretation of the G'nnoch for justification. The Ssi-ruuvi fleet swells in size, and Lwhekk becomes a polluted dumping ground as the spire cities fill the jungle with radioactive castoffs.

As the decades pass, the Shreeftut orchestrates ever more distant conquests, extending the Imperium past its star cluster and across a wide swath of the nearest spiral arm. Eventually, their crusades take them to the outlying worlds of the Empire. Palpatine contacts the Shreeftut and agrees to sacrifice colony worlds in exchange for the secrets of Ssi-ruuvi entechment technology.

Immediately following Palpatine's death at Endor, word reaches the victorious Rebel Alliance that the Ssi-ruuk have attacked the distant planet of Bakura. The subsequent battle, recorded in New Republic annals as the Bakura Incident, sees the defeat of the Ssi-ruuk and the capture of their flagship, the *Shriwurr*.

Simultaneous with the Bakura Incident come a number of actions deep in the Unknown Regions, at least one of which involves a strike on elements belonging to Grand Admiral Thrawn's Household Phalanx. After Thrawn's counterattack triggers a shooting war (ensuring the Chiss Ascendancy that "first strike" protocol has technically been followed), an armada of the Chiss Expansionary Defense Force follows the Ssi-ruuk back to their home star cluster and decimates their holdings. By the time the New Republic arrive at Lwhekk aboard the recommissioned *Shriwirr*, the reptilians are in no shape to fight anyone.

Over the next two decades, the Ssi-ruuk rebuild their strength. By this time, however, the Yuuzhan Vong have begun preparing a takeover of civilized space and Unknown Regions alike, and the extragalactic invaders plot to minimize the threat of the Ssi-ruuk. Taking advantage of the birth of a rainbow-colored Ssi-ruu known as the Keeramak, a disguised Yuuzhan Vong agent arranges for the motley mutant to lead Lwhekk's oppressed slaves under the banner of the P'w'eck Emancipation Movement.

The Keeramak makes new contact with Bakura, this time promising peace. Eventually, a consecration ceremony turns all of Bakura into sacred ground. Thus unencumbered by fear of death, the Ssi-ruuk spring a surprise invasion, as the Yuuzhan Vong had planned. The attack fails, but back on Lwhekk, a genuine P'w'eck revolt overturns the Imperium's political and religious ruling castes. Now under the control of the green-scaled warriors and their guns, the citizens of Lwhekk settle in under a military dictatorship.

USING THE SSI-RUUK

With the exception of the Chiss, the Ssi-ruuk are the most widely recognized major power of the Unknown Regions. Although the details of the Bakura Incident are officially classified, most citizens in the post-Endor timeframe have heard of these trilling saurians and their bizarre entechment equipment.

No matter the era, the Ssi-ruuk are always looking to expand their empire and obtain more life energy for their entechment batteries. Any expedition into the Unknown Regions, whether in deep space or on the surface of an unexplored planet, can run afoul of these conquerors. The Ssi-ruuk use every opportunity to stun and capture the heroes for later entechment, but they unleash deadly force if they feel that their own lives are at stake.

A squad of green-scaled Ssi-ruuk could be an unpleasant surprise for a group of heroes exploring an unknown world. Even if the characters defeat the warriors, their presence might be the first sign of a consecration ceremony and a full planetary invasion.

After the Battle of Endor, the Ssi-ruuk—which have seen the extent of Luke Skywalker's power—wish to line up a suitable replacement so they can entech users from a distance. During this time period, Force-users find themselves the target of intense attention. Force-sensitives who encounter Ssi-ruuvi entechment droids for the first time are dazed by the horror of trapped, dead minds.

It is equally possible that the Ssi-ruuk have already obtained a replacement, perhaps using a Jedi (or a dark sider) to fuel their life-drainer. Reports of mysterious exterminations in the Unknown Regions can provide the hook, with the ultimate goal of depowering the enemy weapon by rescuing the captive Force-user. But the Ssi-ruuk are experts at psychological manipulation. What happens if the prisoner does not *want* to escape?

Finally, any number of reasons—including pursuit, intelligence gathering, or a hyperdrive malfunction—might bring the heroes to Lwhekk itself. In addition to housing billions of Ssi-ruuk, the planet has jungle predators that resemble monsters from fantastical holo-features. If killing a single Ssi-ruuk is hard enough, imagine facing its ravenous, mindless cousin that is over five times its size.

"BE GLAD! THE JOY THAT WE BRING GOES BEYOND MERE SENSORY HAPPINESS. YOURS IS THE PRIVILEGE OF ASSISTING THE SSI-RUUK IN LIBERATING THE OTHER WORLDS OF THE GALAXY."

-STANDARD GREETING BROADCAST TO PLANETS PRIOR TO A SSI-RUUK INVASION

TOFS

DESCRIPTION

The Tofs come from the darkest and most obscure portion of the Unknown Regions: the peripheral halo. Far removed from the Chiss, the Vagaari, and the Ssi-ruuk in the galactic disk, the Tofs and others in the satellite galaxy they call Firefist (and named "Companion Besh" by Republic cartographers) have little understanding of, or sympathy for, traditional galactic power plays—with the exception of their aborted invasion shortly after the Battle of Endor.

Tofs are largely Human in appearance, although their skin bears a sickly green sheen and they tend to have massive physiques. Most Tofs can grow to heights of 2.5 meters, and they are either powerfully overmuscled or grossly rotund. Tofs move one slow step at a time and can flatten an opponent with one slap of a slab-sized palm.

Their culture is intentionally anachronistic. Violently opposed to streamlined functionality, the Tofs have instead embraced elaborate dress and foppish ritual. Their interstellar vessels resemble traditional sailing ships and sport curved hulls and energy-radiating sails. Their royals wear tailored greatcoats and powdered wigs. Their soldiers carry cutlasses and cudgels and collect battle scars.

Attire becomes more ornate as Tofs climb the military hierarchies that make up their society. Low-ranking deckhands wear simple cloth shirts, leather vests, and head-scarves. Ship's captains are outfitted with



THE TOFS

TOF SPECIES TRAITS

All Tofs have the following species traits.

Ability Modifiers: +2 Strength, -2 Dexterity, -2 Wisdom, +2 Charisma. Tofs are big, strong, and boisterous, but they often make poor choices in the name of sport and adventure.

Large Size: As creatures of Large size, Tofs take a -1 size penalty to Reflex Defense and a -5 size penalty to Stealth checks, and they gain a +5 size bonus to damage threshold. Their lifting and carrying limits are double those of characters of Medium size.

Speed: Tof base speed is 6 squares.

Bonus Feat: Tofs are aggressive and chaotic combatants, firing and swinging wildly. A Tof can take either Rapid Shot or Rapid Strike as a bonus feat.

Conditional Bonus Feat: Tofs that have Martial Arts I and Strength 13 can take Mighty Swing as a bonus feat.

Tof Fearlessness: Tofs are fearless on the battlefield. Once per encounter, they can ignore one fear-related or mind-affecting effect used against them. They also gain a +5 species bonus to their Will Defense when resisting attempts to intimidate them.

Automatic Language: Tof.

heavy buccaneer's boots, sparkling rings on nearly every finger, and a waist sash that holds a blaster pistol and a carved club. Tofs do not bathe, covering their stink with perfumed bows on their tunics and boots.

Their temperament is crude. Tofs enjoy rough humor and take pleasure in food and drink. They are hopelessly immersed in their own culture and see no need to understand the ways of other species. After capturing a planet, they topple its monuments and erect grotesque statuary of their own design, including fanciful depictions of water nymphs and horn-playing dryads.

Males dominate Tof society. Females are seldom seen and generally kept on-planet where they are visited only when Tof vessels return to port. During long star voyages, Tof males exhibit reckless lust for humanoid females and often make unwanted moves on attractive targets (or prove vulnerable to feminine flattery).

MOTIVATIONS

Quick to laugh and often grinning from ear to ear, Tofs can be mistaken as boisterous and good-natured revelers. The facade is revealed when Tof smiles turn cruel and their interest turns toward vandalism and torture.

The Tofs are single-minded in their pursuit of pleasure. They come from a plentiful world where they enjoy many luxuries, and they seldom know hunger or hardship. In many ways, these characteristics make them more monstrous than the Vagaari or the Killiks, which at least believe that they must expand their territory or die. Tofs wage war in the way that bored nobles might arrange a hunting expedition, wrecking entire civilizations for the sake of their amusement.

"THEY CALL THEMSELVES TOFS. THEIR THOUGHTS ARE . . . REVOLTING."

—HOOJIB AGENT PLIF, REPORTING TO
LUKE SKYWALKER

Breathtakingly wasteful, the Tofs leave a trail of glittering garbage in the wake of their rampages. They are boastful and competitive among their own kind but dismissive of outsiders. Tofs make exceptions for musicians, jugglers, and others whose talents can provide distractions, but they have been known to wager on how well a dancer can perform after the loss of a foot or how an acrobat might fare against a venomous spring viper.

Tofs are hedonists for whom temperance is incomprehensible. They gorge themselves to excess with food and drink, sexual conquests, or kills on the sporting grounds that others call war. Alcohol augments their strength and stamina and sharpens their mental focus, at the cost of speed and reaction time. Most Tof warriors on the battlefield at any given time are drunk.

Tof fearlessness is well known and is directly correlated with their confidence. But when faced with a genuinely formidable or unhinged opponent, some Tofs cannot handle the discrepancy between their worldview and reality, and they crumple into a state of defeated catatonia.

METHODS

Despite the fact that they cultivate an image developed millennia in the past, the Tofs are frighteningly modern practitioners of the art of war. The weapons mounted on their starsail galleons can shred an orbital installation or ignite firestorms across a planet's surface. Tof shuttlecraft resemble longboats but easily make orbit-to-surface hops. A Tof blaster might be fashioned with a flintlock hammer, but it fires coherent plasma just the same.

A favorite space combat tactic is to make a flanking pass at high speed, firing all side-mounted cannons simultaneously and shredding the enemy vessel's superstructure. Tofs also employ a unique ship-mounted weapon known as Fotia's Fire, a projectile that spatters glowing, superheated ooze on impact and burns away chunks of the target's hull.

All Tof capital ships, even bulk cruisers, carry at least one starfighter squadron to harass enemy ships until the larger vessel can move into position for a broadside attack. Tof starfighters are compact, single-pilot models with twin outrigger engines, comparable in performance to the A-9 *Vigilance* interceptor. A single space fleet is led by an officer known as the Supreme.

Tofs prefer to fight on land. They do not kill for resources, survival, or revenge, but simply for amusement, and they view planetary conquest as just another item to check off on a lazy-day's score sheet. Lacking adequate weaponry for sniping, Tofs employ blaster pistols at range but try to spare enough survivors to ensure that the fighting eventually gets up close and

personal. In melee combat, Tofs swing razor-edged cutlasses or clubs made of wood or metal. Many Tofs use no weapons at all, preferring to beat their enemies to death with their fists.

The Tof Kingdom is ruled by a hereditary monarch. It goes without saying that the throne's succession line is male only, but the king's children, wives, and relatives make up a decadent ruling class. Because Tof society uses blood sport to overcome boredom and frustration, the king must authorize all military expeditions that mobilize more than 20 percent of the Tof navy (which consists of all able-bodied males over the age of 10). Smaller naval groupings are allowed to roam freely and collect whatever spoils they can seize.

HISTORY

In the distant past, the Tofs build a seagoing society on the waterworld also known as Tof. This high point in their history is known for fantastic ship-to-ship battles, narrow escapes from titanic ocean predators, and drinking and carousing in the low ports constructed on the planet's island chains.

Centuries of technological advancement put an end to this golden age, but the spirit of the ocean returns following the invention of interstellar starships. Presented with a sea of stars, the Tofs inaugurate a new age by reclaiming their heritage. With the return of their former trappings, Tof society soon becomes synonymous with piracy and the rule of the sword. Their outmatched enemies have no chance to defend themselves. Hindered by inferior war machines, the shipbuilders of the Faruun and the malleable cyborgs known as the Maccabree fall before the Tof juggernaut.

The Nagai prove to be a more vexing foe. The Tof invasion of the planet Nagi comes at a great price, with millions of dead Tofs a testament to the hard-won victory. In vengeful celebration, the Tofs desecrate the cold beauty of Nagi with their ostentatious statuary, then move on to a new distraction.

The surviving Nagai, however, do not accept their new status as a conquered people. They launch a resistance campaign and forge an alliance with the Maccabree and the Faruun. Meanwhile, Nagai spies reach the Skyriver—the vast galaxy that illuminates their night sky—and report that its major political power is on the verge of collapse. They believe that the implosion of this "Galactic Empire" will give rise to chaos, which the Nagai can exploit with a well-timed invasion of the Skyriver. After carving out a position of strength, they will return to Firefist and settle their score with the Tofs.

At first, the plan seems to work. A full Nagai invasion occurs shortly after the Battle of Endor, with blitzes against Endor, Iskalon, and Mandalore. But

the Tofs soon follow. Excited by the prospect of new worlds to smash and happy to humiliate the Nagai, the Tofs strike at Trenwyth, Zeltros, and Saijo and make a pact with the Dark Lady Lumiya. The leader of the Tof assault, Prince Sereno, makes his temporary palace on Saijo, where he becomes a target for an Alliance counterattack. Luke Skywalker personally forces Sereno's surrender by holding two lightsabers to his throat.

The bulk of the Tof armada retreats home. The Nagai, however, gain new allies and take back their homeworld with help from the Mandalorians. The Tofs find themselves in an utterly unfamiliar position—on the defensive.

USING THE TOFS

The Tofs have adopted the popular image of pirates from the open sea. Most pirate stereotypes are accurate regarding the species, making it easy to get a handle on their methods and integrate them into a campaign. Of course, unlike true seafarers, the Tofs can attack from any direction, due to their position above and perpendicular to the galactic plane. The heroes need not mount an expedition to Companion Besh, since the Tofs can simply drop "down" into whatever sector the characters are exploring.

The Tofs are always on the hunt for idle distractions. If tormenting the heroes seems likely to supply an afternoon's worth of amusement, they will take potshots at the adventurers' starship or start a brawl in a confrontation on land.

Tofs can be an unwelcome complication to any planetary mission. For example, while the heroes are scouting for a mysterious relic of an ancient culture, a Tof party might appear and decide to use the object for target practice. If the heroes are cataloging exotic new species, Tofs might identify some of the same creatures as the quarry for their latest hunting expedition. Regardless of the circumstances, as soon as the heroes interfere, the Tofs turn their attentions toward the spoilsports who dared to ruin their fun.

Alternatively, the heroes might stumble into the middle of a full-scale Tof invasion. If the Tofs are fighting a vicious enemy like the Vagaari, the heroes' only concern might be to get out of the crossfire. On the other hand, if the Tofs' opponent is weak and certain to lose, the heroes might be present as representatives for a party that wishes to save the targeted species from genocide.

Royal Fortune Light Clipper

The *Royal Fortune*-class light clipper is a typical ship of the line in the Tof armada. Reflecting the idiosyncrasies of its builders, the 290-meter vessel has an ornamental wake-cutting hull and energy emitters deployed in the configuration of sails. *Royal Fortune* clippers are nimble and can easily outmaneuver freighters one-fifth their size, and they move speedily through hyperspace. Each clipper has 38 laser cannons—19 each to port and starboard—plus two quad batteries fore and aft. A *Royal Fortune* clipper also has one Fotia's Fire launcher amidships. The vessels are crewed by a complement of 480, commanded by a Tof naval captain.

Each clipper carries a minimum of 14 starfighters and 4 longboats; each longboat can hold 40 crew members. All members of the crew double as ground troops in the happy event of a planetary invasion.

Targeted vessels disabled by a *Royal Fortune* clipper are boarded by armed longboats protected by a starfighter screen. Ships trying to escape from a clipper would do well to fire at its rigging, since laser strikes on its energy sails can trigger power surges that might disable onboard networks.

Royal Fortune Light Clipper

CL 15

Colossal (frigate) capital ship

Init -2; Senses Perception +6

Defenses Ref 13 (flat-footed 11), Fort 28; +11 armor

hp 700; DR 15; SR 80; Threshold 128

Speed fly 3 squares (starship scale)

Ranged 8 laser cannon batteries +12 (see below) and

2 quad laser cannon batteries +6 (see below) and

1 Fotia's Fire cannon +4 (see below)

Fighting Space 1 square (starship scale); Cover total

Base Atk +2; Grp +40

Atk Options autofire (laser cannons, quad laser cannons)

Abilities Str 46, Dex 14, Con —, Int 14

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2,

Use Computer +6

Crew 480 (skilled); Passengers 200

Cargo 8,000 tons; Consumables 1 year; Carried Craft 14 starfighters, 4 longboat shuttles

Hyperdrive ×2 (backup ×12), navicomputer

Availability Military; Cost not available for sale

Laser cannon battery (5 gunners)

Atk +12 (+7 autofire), Dmg 4d10×2

Quad laser cannon battery (2 gunners)

Atk +6 (+1 autofire), Dmg 5d10×2

Fotia's Fire cannon (gunner)

Atk +4, Dmg 7d10×2, 2d10×2 for 2 subsequent rounds

VAGAARI

DESCRIPTION

The Vagaari Empire thrives on cruelty and terror. It is so effective at spreading fear that even other Unknown Regions threats, such as the Ebruchi and the Rakata, flee from its forces. Arrogant speciesists, the Vagaari believe that all non-Vagaari are idiotic cowards who exist only as resources to be farmed.

A Vagaari is shorter than an average humanoid, with a large head dominated by wide violet eyes and small ears that lie flat against the skull. With their stubby limbs, the Vagaari are not capable of great speed, but they are far stronger than they look. Their tan skin is mottled with golden swirls that highlight their jaws and chin. The most distinctive Vagaari feature is a jaw with two mouths, each studded with pebbly teeth.

The Vagaari have separate digestive and respiratory tracts. The upper mouth is used for breathing and speaking, and the lower mouth is used for eating. Thus, choking is virtually impossible, and many Vagaari chew on stimulant-laced leather strips known as pureweed while conversing.

Vagaari fashion is designed for maximum intimidation. They wear oversized fright masks that bear painted expressions of fury, horror, and agony. Off the battlefield, they dress in voluminous robes, with roomy folds to conceal hidden weapons and poisons. Vagaari soldiers wear body armor and decorate their full-face helmets with death's-heads and demon mouths.

Males and females have separate but equally important roles within the Vagaari Empire. Males dominate the soldiering, piloting, and political classes, and females make up the castes responsible for invasion strategy, slave acquisition, and torture. Food preparation, sanitation, maintenance, and similar drudge work is performed by slaves.

The Vagaari are led by a ruler known as the Miskara. An individual cannot become the Miskara without the support of a substantial cadre, whose members become the new ruling class when their candidate executes a coup.

Many species in the Unknown Regions have been overrun by the Vagaari, but few have reliable data concerning the nature of their attackers. Many battles take place in space, where the Vagaari are loath to open visual communication or meet face to face. On the ground, the Vagaari press-gang slaves into storming fortifications and marching across minefields.

A VAGAARI



Newcomers to the Unknown Regions hear rumors of the Vagaari long before they actually encounter the arrogant species. But much of the information they receive is contradictory. The most widespread rumor—which happens to be true—is that the Vagaari herd slaves into transparent blisters on the outsides of their ships, thereby forcing attackers to take the lives of innocents when they fire on these “living shields.”

Because the Vagaari did not evolve as a predatory species, they carry all their menace in their dress and their attitude. A dead Vagaari, its face cleared of hatred, appears mild and nonthreatening.

MOTIVATIONS

The Vagaari have a near-total lack of empathy and a narcissism rivaled only by the Hutts. In their mythology, the gods created the Vagaari so that even the deities would have superior beings to worship. Although modern Vagaari are not particularly religious, their culture provides a perpetual feedback loop for this type of arrogance.

All Vagaari are accomplished actors. Their conviction that other species are stupid and gullible gives them the confidence to masquerade as members of less-threatening species or to convince others that *this* time, the promise of cooperation with the Vagaari will prove fruitful. The Vagaari speak a musical trilling language but are fluent in most trade tongues, including Minnisiat, Sy Bisti, and pidgin Basic.

The Vagaari are nomads, considering attachments (such as family and home) to be soft indulgences and wasted energy. Such extreme self-interest might seem to indicate a chaotic society where all parties are at war with one another, but arrogance does not necessarily equal ambition. Most Vagaari are highly aware of their own abilities and do not aim beyond their stations.

Still, most Vagaari have blind spots where their smugness overrides their common sense. Resourceful parties have exploited these weaknesses by appealing to the vanity of the species or by appearing so meek and beaten that the Vagaari relax their guard.

The Vagaari have a vast fleet of ships ranging in size from starfighters to half-kilometer battleships, most of which are relatively new and all of which are kept in meticulous working order. The costs of maintaining this mobile society are immense. Much of Vagaari aggression is driven by the need to acquire food, fuel, parts, starships, and slaves. The Vagaari have seen the raggedness of other Unknown Regions pirates such as the Ebruchi, and they refuse to allow their glorious empire to be reduced to such a sorry state.

"WE ARE THE VAGAARI. YOU WILL SURRENDER OR BE DESTROYED."

—THE VAGAARI MISKARA, DELIVERING AN ULTIMATUM TO OUTBOUND FLIGHT

METHODS

Early in their interstellar explorations, the Vagaari discover a curious fact—most rival intelligent species seem to care for other beings. To the Vagaari, this puzzling behavior cannot be defended, since it leads to wasteful and self-destructive behavior, such as dashing onto battlefields to treat the wounded, or sharing food and water with those who can offer nothing in return. The Vagaari see no reason not to exploit this universal flaw.

They begin by chaining slaves together, then kicking a knot of them into a corridor ahead of a boarding party. This forces their opponents to hesitate or even put aside their weapons in the mistaken belief that the Vagaari wish to negotiate for the release of hostages. The tactic works so well that the Vagaari soon apply it to space combat, studding the exteriors of their warships with clear bubbles to house terrified prisoners and broadcasting the captives' cries on public frequencies. Attempts to fire carefully at the hull points between the bubbles leaves an attacker vulnerable to a wide-spray counterattack, since the Vagaari do not care what they hit.

Slave shields are in widespread use, and the Vagaari have added to the might of their fleet with pseudograv projectors. This technology—stolen from an unidentified species—works like an interdiction field by projecting an artificial gravity well to pull ships out of hyperspace and into what the Vagaari call "crawlpace." It also keeps vessels from escaping once the battle has been joined.

The Vagaari have a deep knowledge of the biologies of other living things, probably because they have killed so many. Their knowledge of suspended animation is unparalleled, and a Vagaari stasis collar can slow a being's life signs to undetectable levels. The Vagaari fit slaves with the collars, then stack their time-frozen bodies in cargo holds and pull from the stock only when fresh slaves are needed. The collars can also be set for timed release, allowing squads of Vagaari raiders to hide from life-sign scans and spring shocking ambushes.

In their wanderings, the Vagaari capture and domesticate the wolvkil—a small but fierce furry predator with a decentralized nervous system. Wolvkils attack until dead, and even a blaster bolt to the forehead will not stop them from charging. The Vagaari wear stasis-collared wolvkils around their necks as seemingly innocent shawls, and they send crates of time-delayed wolvkils to enemy ships as ostensible peace offerings.

Line creepers are a nasty form of Vagaari sabotage. These stringy annelids resemble Coruscant's conduit worms and burrow into a space vessel's electrical wiring to trigger shipwide system failures.

Stinging insects called schostri are another defense employed by the Vagaari. These wasplike swarms nestle in holed gauntlets worn under a Vagaari's robes and explode into action when they detect the chemical signature of their host's adrenaline. In seconds, a cloud of schostri can deliver dozens of stings to an opponent, injecting enough acid venom to kill almost any humanoid.

Schostri toxin dissolved in liquid makes a uniquely deadly airborne poison. Released from nozzles on a Vagaari's forearm, this moisture cloud is highly corrosive and melts the soft tissues of any being within a 20-meter radius—including its user. This last-ditch countermeasure is expensive to manufacture and carried only by high-ranking members of the Vagaari Empire.

VAGAARI SPECIES TRAITS

All Vagaari have the following species traits.

Ability Modifiers: +2 Strength, -2 Wisdom. Vagaari are strong but self-centered and hostile.

Medium Size: As creatures of Medium size, Vagaari have no special bonuses or penalties due to their size.

Speed: Vagaari base speed is 6 squares.

Conditional Bonus Feat: Vagaari are accomplished actors and deceivers. A Vagaari that is trained in the Deception skill gains Skill Focus (Deception) as a bonus feat.

Frightening Visage: Vagaari spend most of their lives trying to intimidate others by presenting a threatening appearance. When using the Persuasion skill to intimidate, a Vagaari clad in traditional masks and garments can reroll a failed Persuasion check and take the better result. The Vagaari is considered trained in the Persuasion skill for this action.

Bioknowledge: Vagaari have great working knowledge of biology throughout their sphere of influence in the Unknown Regions. They can reroll any Knowledge (life sciences) or Treat Injury check but must take the second result, even if it is worse.

Automatic Languages: Vagaari, Sy Bisti.

HISTORY

The Vagaari homeworld is Vagar Praxut, which lies in the nebula known as Kharmort's Miasma, but the planet is almost entirely deserted. Most other species view the ever-moving Vagaari as a scourge of leaf-cutters that devastate full fields of grain.

The Vagaari begin infringing on Chiss territory approximately four decades before the Battle of Yavin, although the Chiss refuse to retaliate due to the "first strike" doctrine that requires them to act only in a defensive capacity. That changes with the arrival of Thrawn, who uses the Republic's Outbound Flight mission to lure the Vagaari into a trap and decimate their fleet in 27 BBY. The Vagaari spend the next 50 years rebuilding and plotting their revenge on the mongrel Chiss who dared to engineer their defeat.

In 22 ABY, the Vagaari strike back, attempting to steal the remains of Outbound Flight and kill the Chiss negotiators present at the wreck site. Luke Skywalker and Mara Jade Skywalker bring the Vagaari plot to a halt, but all is not lost for the Vagaari Empire.

The Vagaari Miskara makes contact with a mysterious representative of the "Far-Outsiders" and agrees to help them prepare an invasion that will annihilate the Vagaari's enemies. In exchange, the Vagaari begin incorporating Yuuzhan Vong biotech as early as 23 ABY, and they benefit hugely after the invasion when they seize territories left vacant by the dead.

USING THE VAGAARI

The Vagaari are a wide-ranging species that can crop up in any situation in the Unknown Regions. Their depredations have even taken them into Wild Space and the fringes of the Outer Rim Territories. It is possible for the heroes to have had past experiences with these creatures. The Vagaari might have devastated the characters' home colonies, for example, or taken their parents as slaves.

It is equally likely that when the Vagaari make their first appearance, their true nature will be a mystery to the heroes. The Vagaari might pretend to be trailblazers or traders until they can gauge the strength of the characters.

Vagaari starships encountered by the heroes will be similarly enigmatic. The larger battleships and carriers have telltale prisoner blisters on their exteriors, but most Vagaari vessels do not, and they can pass for ordinary scout or cargo ships common in the Unknown Regions.

Finally, because the Vagaari possess pseudograv projectors, they can pull a craft from hyperspace for a blindsided surprise attack. Vagaari that make it aboard the heroes' ship through force or subterfuge might unleash any weapon in their nontraditional arsenal, including wolvkills, line creepers, and schostri.

Surfeik Cruiser

The Surfeik cruiser is the backbone of the Vagaari fleet. These vessels, originally sold throughout the Unknown Regions by the brilliant engineers of the Arized, became Vagaari property after the extermination of the Arized homeworld.

Each ship is 550 meters in length and equipped with a pseudograv projector with an adjustable spherical range. Operated by a crew of 500 Vagaari and 1,500 slaves, each Surfeik cruiser is armed with 33 laser cannons and 7 projectile launchers. The projectiles are designed to penetrate partially into a hull and detonate, blasting a ragged hole open to space.

Surfeik cruisers are highly modifiable and can be used as cargo transports, invasion vessels, and starfighter carriers (with a typical capacity of one squadron). Only dedicated combat models have the "living shield" blisters that mark them as Vagaari vessels.

Surfeik Cruiser

CL 16

Colossal (cruiser) capital ship

Init -2; **Senses** Perception +6

Defenses Ref 14 (flat-footed 12), Fort 50; +12 armor
hp 1,300; **DR** 20; **SR** 110; **Threshold** 250

Speed fly 2 squares (starship scale)

Ranged 11 laser cannon batteries +9 (see below) and
7 projectile launchers +5 (see below) and
pseudograv projector +5 (see below)

Fighting Space 2x2 (starship scale); **Cover** total
Base Atk +2; **Grp** +62

Abilities Str 91, Dex 14, Con —, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2,
Use Computer +6

Crew 500 (skilled); **Passengers** 1,500 (prisoners)

Cargo 10,000 tons; **Consumables** 1 year; **Carried Craft** 18 starfighters,
2 shuttles

Hyperdrive x2 (backup x15), navicomputer

Availability Military; **Cost** not available for sale

Laser cannon battery (3 gunners)**Atk** +9, **Dmg** 5d10×2**Projectile launcher (gunner)****Atk** +5 (–15 against targets smaller than Colossal), **Dmg** 8d10×5, 1-square splash**Pseudograv projector (gunner)****Atk** +5 (2×2- or 3×3-square starship-scale area attack), **Dmg** special

Living shield blisters—Vagaari use prisoners as living shields, displayed in transparent bubbles on the ship's hull. An attacking ship attempting to avoid hitting a blister takes a –10 penalty to its attack roll. Battery fire, area attack, and splash damage weapons cannot attempt to avoid the blisters.

Projectile launcher—Projectile launchers fire massive, armor-piercing projectiles designed to explode after punching through the target's hull. The resulting explosion throws debris into space, causing splash damage in a 1-square radius around the target.

Pseudograv projector—Pseudograv projectors do not deal damage but instead produce a special effect. Projecting pseudograv waves is treated like firing a weapon in an area attack; the gunner must choose a 2×2- or 3×3-square (starship scale) area within the generator's range and make an attack roll against a Reflex Defense of 10. If successful, the projector disrupts hyperspace in the target squares. Any starship that starts its turn in a square covered by a pseudograv field cannot activate its hyperdrive on that turn, and any starship passing through the target area in hyperspace immediately reverts to normal space.

Vagaari Infiltrator

Before the Vagaari launch an assault on another world, they first send out a small number of infiltrators—Vagaari slavers disguised as traders and explorers—to make peaceful contact with the planets that are potential targets. Many civilizations in the Unknown Regions are eager to find trading partners, so these infiltrators often end up being welcomed in ways that are not extended to more official explorers (particularly those of military groups like the Chiss Ascendancy). These infiltrators ingratiate themselves with the locals, engage in limited trade, and build up goodwill, all the while collecting data about the planet's defenses and customs and about optimal target sites. Eventually, the infiltrators depart, continuing along their supposed trade route. Within a matter of days, the Vagaari slaver fleet arrives at that planet, taking advantage of the scouting done by the infiltrator.

Should a Vagaari infiltrator's true plans be revealed, the infiltrator relies on the element of surprise. Although strong and capable of defending themselves, most Vagaari infiltrators are not soldiers and instead have cultivated their social skills and galactic knowledge. Vagaari infiltrators forced into combat will use deceptive feints (made easier by the Combat Trickery feat) to expose their enemies to the bonus damage from their Sneak Attack talents. When it combines these feints with a stun baton or a blaster pistol set on stun, a Vagaari infiltrator can quickly knock an enemy down the condition track in the hopes of making a hasty escape to a waiting space transport.

Vagaari Infiltrator**CL 5**

Medium Vagaari nonheroic 6/scoundrel 3

Force 1; **Dark Side** 6**Init** +4; **Senses** Perception +10**Languages** Basic, Sy Bisti, Vagaari**Defenses** Ref 15 (flat-footed 15), Fort 13, Will 15**hp** 26; **Threshold** 13**Speed** 6 squares**Melee** stun baton +9 (2d6+4 stun)**Ranged** blaster pistol +7 (3d6+1)**Ranged** hold-out blaster pistol +7 (3d4+1)**Base Atk** +6; **Grp** +9**Atk Options** Sneak Attack +2d6**Special Actions** Combat Trickery**Abilities** Str 16, Dex 10, Con 10, Int 12, Wis 12, Cha 16**Talents** Sneak Attack +2d6

Feats Combat Trickery, Skill Focus (Deception), Skill Focus (Persuasion), Skill Focus (Stealth), Skill Training (Deception), Skill Training (Persuasion), Skill Training (Stealth), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Deception +17, Knowledge (galactic lore) +10, Perception +10, Persuasion +17, Stealth +14

Possessions blaster pistol, hold-out blaster pistol, stun baton, comlink, datapad, spacer's clothes

CHAPTER VI PLANETS





Planets of every type and description exist throughout the galaxy, and the worlds of the Unknown Regions are inherently mysterious to explorers and adventurers. These planets are untamed, and all hold their own secrets. Some provide environmental challenges, pitting heroes against natural hazards and hostile creatures. Others are home to previously unknown civilizations that have their own internal struggles and conflicts.

This chapter includes eight new worlds created specifically for use in a Saga Edition campaign. For the heroes, these planets are truly fresh locales, and the only way to learn about these worlds is to explore them—players will not find them in any movies, novels, or comics. Although the planets are new, each embodies the distinctive feel of *Star Wars*. These planets are meant to serve as new places the heroes can explore during their first trips into the Unknown Regions.

These planets serve as examples of using the world-creation methods and suggestions in Chapter 3. In addition, you should feel free to adapt these planets to your own campaign, or to adjust the worlds based on your own ideas or inspirations gained from this book. Although the planets are extensively described, each planet has plenty of room for new settlements, locales, and creatures. Additionally, Chapter 7 presents a mini-adventure associated with each world. You can use each mini-adventure on its own or drop it into a longer-running adventure.

This chapter includes the following information about each world:

- A planetary gazetteer entry
- A general history covering the time from the Old Republic to the Legacy era
- Descriptions of important or iconic locales, factions, or characters
- New hazards or creatures created specifically for the world

The information about each planet is self-contained, so that you can incorporate the worlds more easily into your own campaigns. The planets' locations might be defined generally within the Unknown Regions, but you should feel free to move them to wherever they are needed in the galaxy.

KNOWLEDGE CHECKS IN THE UNKNOWN REGIONS

In the gazetteer entries in this chapter, unless otherwise specified, all Knowledge DCs given are for characters who are native to or extremely familiar with the Unknown Regions. Characters from known space typically have little or no general knowledge about the Unknown Regions. However, if you feel that a hero from known space might have a chance of possessing the desired knowledge, you can allow that hero to make a check against a DC 10 higher than the listed value. For the most part, the people of the known galaxy have no knowledge of the various planets presented herein, and these worlds should be almost completely alien to anyone but the most dedicated explorer of the Unknown Regions.

244CORE

244Core enjoys legendary status within its sector of the Unknown Regions. The world is said to contain an abundance of riches, raw materials, and precious metals. Although the planet has been mined for centuries, none of the Unknown Regions companies that compete for control of the world make a significant dent in its considerable resources. Far from the powerful interstellar corporations of known space, these smaller companies battle one another for resources and profits.

244CORE

Region: Unknown Regions

Climate: Arid

Gravity: Heavy

Moons: 2 moons, 3 major companion asteroid clusters

Length of Day: 32 standard hours

Length of Year: 244 local days

Sapient Species: 10% Human, 30% near-Human, 60% other species

Government: Corporate

Capital: Relaali Zone One

Major Exports: Precious metals, raw ore

Major Imports: Foodstuffs, manufactured items, technology

Knowledge (Bureaucracy)

DC RESULT

- 10 244Core is a corporate-controlled world. There are no government regulations to protect workers—only the employers' agreements. Employees can gain leverage by threatening to work for a competitor.
- 15 Corporate control of the planet shifts regularly as the companies jockey for power. No single corporation is big enough to hold control over the entire planet for long, resulting in constantly shifting power-sharing arrangements and complex profit-sharing schemes.
- 20 The controlling companies avoid open violence when possible, since it is generally viewed as bad for business. However, the companies do use industrial espionage, smuggling, skimming, and all other matters of bending and breaking the rules to gain advantages over their competitors.

Knowledge (Galactic Lore)

DC RESULT

- 10 244Core is a nearly legendary world, rich in all kinds of natural resources, particularly precious metals. Several large corporations regularly vie for control of the planet, although violent confrontations are uncommon. The best-known companies are Eeook Mining and Reclamation, Tor-Ro-Bo Industries, and Pricon Metals.
- 15 Life on 244Core is harsh and dangerous. The environment is difficult; 244Core is subject to heavy gravity and seasonal meteor showers from companion asteroid fields. Many settlements are located underground as protection from errant meteor strikes. Vegetation is dense in the lowlands but thins out quickly at higher elevations.
- 20 Smugglers regularly make runs to 244Core to supply isolated workers with all kinds of goods and services. The smaller corporations occasionally hire smugglers to move goods offworld in an effort to avoid profit-sharing and treaty obligations that are required by agreements with the controlling companies.

Knowledge (Social Sciences)

DC RESULT

- 10 244Core is controlled by corporations through a tenuous power-sharing agreement. Since the world has no strong central government, there are plenty of ways for smugglers and con artists to manipulate the system and gain access to the planet.
- 15 Smugglers can find regular work making runs to and from the planet. The world's labor force is too small for the jobs required, so mercenaries, pilots, and others with technical skills are regularly hired as contract workers to fill various needs. The pay is low, but the hiring company provides the basic necessities.
- 20 The corporations take a dim view of employees jumping ship for a competitor. In reality, though, it happens frequently, and talented workers can demand high salaries. Employees often become pawns in dealings between competing corporations.

HISTORY

Fifty years before the outbreak of the Jedi Civil War, the Systino crime syndicate stumbles across the world that someday will be called 244Core but which they refer to as Sraato, or "Center of Wealth." Best known for large-scale criminal action in the sector, Systino recognizes the advantages of controlling a source of wealth that can be taken at will. The syndicate soon ships hundreds of slaves to the planet, opening mines on the southern continent, where it detects large, accessible deposits of precious metals, crystals, and gems. Powered by this secret treasury world, the syndicate expands its reach dramatically through bribery and corruption and the purchase of better ships and weapons.



For the next 200 years, the Systino syndicate dominates most of the sector's criminal enterprises, wielding profound influence on local and regional governments. The operation on Sraato expands across the southern continent and onto the island chains at the southern pole. However, one day, the world's regular shipments to and communication with Systino headquarters abruptly stop. Concerned that its secret source of wealth has finally been discovered, the syndicate dispatches a command ship to investigate. Upon arriving in orbit, the ship's crew learns that Sraato has sustained massive damage from a meteor storm that pulverized much of the planet's southern hemisphere. The Systino operation is wiped out, and the dust and debris thrown into the atmosphere cause environmental chaos that lasts for 500 years. The crime syndicate is forced to abandon the planet.

Following the departure of Systino from the world, occasional treasure hunters arrive, and although a few grow personally wealthy, none is able to turn the planet into a viable commercial concern and all eventually abandon the world. Only tales remain about Sraato, the planet of impossible wealth.

Two hundred years before the Battle of Yavin, competing scouts dispatched by rival mining and manufacturing companies rediscover the world simultaneously. Tor-Ro-Bo Industries and Eeook Mining and Reclamation both claim the planet as their own, quickly establishing settlements and mining operations to back up their assertions. With no local government able to exert control over either company, the world becomes a chaotic free-for-all. The rivals undermine each other's outposts, recruit and kidnap each other's workers, and sabotage each other's facilities. Amid the disarray, other companies gain footholds elsewhere on the planet, but no single company wields enough power to take over completely. Since the competitors cannot agree on a name, the world becomes known as 244Core, a shortening of its local stellar catalogue number.

With violence and chaos on the rise, profits plunge. The corporations come to realize that continued conflict will bankrupt them all. A skilled negotiator named Relaali agrees to broker a deal between the rivals. Unknown to anyone, Relaali is member of the Omenada Force tradition and has visions of the future. In accordance with these visions, he arranges to mediate the dispute, then uses his abilities to guide the negotiations. It takes years, but Relaali is successful. By 100 years before the Battle of Yavin, the newly united planet is nominally led by a Chief Administrator, who is elected by the Corporate Committee, a group made up of representatives of every company operating on 244Core.

Although the violence is much reduced, rival organizations still scheme to gain a controlling interest in the world. Political intrigue and industrial espionage become common. However, the companies are profitable once again. The agreement remains relatively stable until the time of Yuuzhan Vong invasion of known space.

Near the end of the Yuuzhan Vong war, a prolonged meteor storm strikes 244Core, raining meteorites every day for several months. Although there are thousands of impacts, the meteorites are quite small. The meteor storm does not create the environmental disaster of the past, but most facilities are severely affected. The rescue and recovery efforts shatter the balance of power. Although the planet attempts to rebuild, law and order deteriorate.

By the time the Galactic Alliance falls to the resurgent Empire, a new order emerges on 244Core. The Eeook Corporation, a successor to Eeook Mining and Reclamation, consolidates its operations in the south and establishes a security force to protect its holdings. Eeook intends to take over the rest of the planet slowly, making small gains while it secures what it already has. The remaining companies continue to battle politically and physically in the major population centers of the rest of the world.

LOCATIONS

244Core includes the following significant or interesting locations.

Eeookko

Home to Eeook Corporation's southern regional office, Eeookko is one of the most productive mining centers in the southern hemisphere. The city is located in Zone 210 in the middle of an enormous crater, 120 kilometers across, that was created by an asteroid strike thousands of years before the rise of the Empire. The impact exposed veins of precious metals, as well as a useful amount of exotic ore from the shattered asteroid itself. Because this region of the planet is struck by more meteorites than other locations, Eeookko's most critical facilities and living quarters are located more than 5 kilometers underground. Only about 5 percent of the city is located on the surface.

Relaali

Located near the equator in the northern hemisphere, in the center of a massive island continent, Zone One is the planet's oldest, most heavily populated and industrialized zone. It is the traditional capital of the world, home to the local offices of every major corporation on 244Core. The central sector of Zone One is named after Relaali, the mediator who successfully negotiated the first power-sharing agreement between rival companies. Relaali is a large city surrounded by industrial mining facilities, company-owned living quarters, three major ground and speeder transportation hubs, and the most sophisticated starport on the planet. Over the centuries, Zone One and Relaali have been struck by meteorites, and the impact craters are visible in the city's layout. The administrative center, located deep under Relaali, is the hub of corporate politics. It is also the planet's primary cultural center.

Skyscan 6

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

The Dump

The Dump is one of the earliest Systino strip mines, located in a giant valley (200 kilometers long and 15 to 30 kilometers wide) near the planet's equator. After the best veins in the area were played out, Systino moved into the mountains, dumping abandoned compounds, derelict machinery, and hazardous waste into the valley. Later operations added to the danger by dumping their own broken equipment and hazardous waste into the valley, usually from high-flying speeders or cargo freighters.

FACTIONS

Systino dominates the early history of 244Core, although elements within the syndicate fight one another for power. In the century before the Battle of Yavin, corporations large and small battle for control of the planet's resources. Following are descriptions of a few major players, but you should feel free to create more as desired.

Eeook Mining and Reclamation

Eeook M&R is one of the two most powerful mining corporations on 244Core. It is best known for moderate pay and harsh working conditions, and it survives by restricting the movement of its employees, often keeping them from leaving or defecting to other companies. When these tactics fail, Eeook settles labor unrest by bribing the most troublesome leaders among its workforce. Many of Eeook's operations are located in isolated areas of the planet, including islands near the south pole. Eeook has the best and most professional security force on the planet. The other corporations work together to counteract Eeook's attempts to take over the position of Chief Administrator. At about the time of the Empire's resurgence, Eeook M&R is reorganized into the Eeook Corporation.

Systino

Systino is the richest and most powerful criminal syndicate in this area of space. The leader of the syndicate is known as the Sio. While financing itself with Sraato's resources, the Systino syndicate wields great power over local governments, mainly through bribery. Thanks to its great wealth, Systino also hires the best smugglers and other associates to run its operations. Although higher-ranking lieutenants in the syndicate are aware of the existence of Sraato, only the lead bosses and some highly compensated pilots know the planet's exact location. Merely confirming the world's existence to the wrong people earns the informant a death sentence.

Tor-Ro-Bo Industries

Tor-Ro-Bo Industries is much smaller than Eeook M&R, but wields considerable power thanks to its nearly simultaneous discovery of 244Core. Tor-Ro-Bo and Eeook are engaged in a constant struggle for control of the resources of 244Core. In fact, it is Tor-Ro-Bo that convinces the other corporations to invite Relaali to mediate the power-sharing agreement. Using the accord to keep rivals in check, Tor-Ro-Bo works behind the scenes to gain additional advantages through other means. The company is rumored to be the most active employer of smugglers, industrial spies, and, some say, saboteurs. Thanks to these methods, Tor-Ro-Bo (or one of its allied corporations) often holds the position of Chief Administrator. Tor-Ro-Bo's operations are most active in the icy mountains of the northern hemisphere.

ADVENTURE IDEAS

Adventures on 244Core should be influenced by the ongoing struggle among the corporate factions. New arrivals to the world are treated with suspicion, even if they have been hired for legitimate business by one of the corporations. The following are some ideas for adventures on 244Core.

You should review the effects of high-gravity environments (see page 257 of the Saga Edition core rulebook) when planning an adventure on the planet.

Bad Timing

The heroes arrive on 244Core just as one of the seasonal meteor showers begins. While descending to the planet's surface, they are surprised by incoming meteors and must dodge the fiery rocks. Alternatively, the heroes are in a meeting on the planet when they are surprised by a sudden strike smashing into the building, or they must dodge disintegrating meteorites while traveling across the planet's surface. (These meteorites should be quite small, since even moderately sized stones can create large craters, and massive rocks can wipe out large areas in an instant.)

Industrial Espionage

Tor-Ro-Bo Industries hires the heroes to conduct espionage against the Eeook Corporation and pays them to keep their employer's identity a secret. The heroes sneak into an Eeook research and development lab, where they discover that the corporation is plotting to deflect an upcoming meteor shower into the operations of its rivals, including Tor-Ro-Bo. Upon delivering the information, the heroes are retained to help Tor-Ro-Bo stop the scheme and expose Eeook. The heroes might destroy the ships and droids intended to be used in the operation, or they might persuade other corporations to stand against Eeook, making the scheme politically untenable.

Power Grab

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

HAZARDS

Meteorite Storm

CL 10

Numerous meteorites descend through the planet's atmosphere. While most burn up on entry, others strike the ground in a dangerous hail of tiny, burning rocks.

Area, natural

Trigger A creature or a droid begins its turn in an area affected by a meteorite storm

Attack +12 vs. Reflex Defense

Damage 4d6+2 (*Miss*: Half damage)

Recurrence Each round on initiative (Initiative +10)

Skills

Acrobatics (DC 24): As a reaction to the meteorite storm's attack, a character can make an Acrobatics check to gain a +2 dodge bonus to Reflex Defense against the meteorite storm's attacks until the start of his or her next turn.

Knowledge (physical sciences) (DC 19): The character identifies the impending meteorite storm.

Meteor Shower

CL 15

Meteor showers in the upper atmosphere of a planet can be extremely dangerous for vehicle passing through that area, as most of the meteors have not yet been burned away by atmospheric entry.

Area, natural

Trigger A vehicle begins its turn in an area affected by a meteor shower

Attack +17 vs. Reflex Defense

Damage 3d10+2×2 (*Miss*: Half damage)

Recurrence Each round on initiative (Initiative +12)

Skills

Pilot (DC 24): As a reaction to the meteor shower's attack, the pilot of a vehicle can make a Pilot check to grant the vehicle a +2 dodge bonus to Reflex Defense against the meteor shower's attacks until the start of his or her next turn.

Use Computer (DC 19): The character identifies the impending meteor shower with vehicle sensors.

Meteor showers consist of falling rocks, which usually burn up or explode as they plummet through the planet's atmosphere. However, rocks that reach the world's surface or strike a ship in flight can deal plenty of damage.

ALTIRIA/ANARRIS

Despite its beautiful landscapes, verdant forests, and lush plains, the world known as both Altiria and Anarris has been locked in conflict for most of the time that sapient life has existed on it. Two vastly different species, the Altiri and the Anarrrians, evolved independently on the planet, grew intolerant of each other, and now fight to become the dominant species. They inhabit the planet's only two continents, which are separated by vast oceans. The Altiri and the Anarrrians are content for the most part to remain separate, but their ongoing war always threatens to erupt.

ALTIRIA/ANARRIS

Region: Unknown Regions

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 26 standard hours

Length of Year: 336 local days

Sapient Species: 49% Altiri, 49% Anarrrian, 2% other species

Government: Representative democracy (Altiri), dictatorship (Anarrrian)

Capital: Cerdana (Altiri), Rastar (Anarrrian)

Major Exports: Foodstuffs, medicine

Major Imports: Technology, weapons

Knowledge (Galactic Lore)

DC RESULT

- 15 The planet known as either Altiria or Anarris (depending on whom you ask) is a fertile, temperate world covered with sparse forests and rolling plains.
- 20 The civilizations of the planet are on the verge of being able to travel to other star systems, but the constant state of warfare prevents them from taking the final step. However, both the Altiri and the Anarrrians welcome species from other worlds.
- 25 The original reason for the war has been lost to history, but many outsiders believe that the two species are battling for dominance of the planet.

Knowledge (Social Sciences)

DC RESULT

- 15 Both species are friendly to visitors from other worlds, and each actively promotes its people and continent as the superior force on the planet.
- 20 Despite their friendly overtures to other species, the Altiri and the Anarrrians have a deep hatred for each other.
- 25 A tiny minority of each species covertly shows tolerance for the other. But such individuals are shunned and persecuted by their societies, or even tortured and killed.

HISTORY

Intelligent life on the planet is quite young; the first signs of civilization do not appear until about 6,000 years before the Battle of Yavin. It is not known whether the Altiri or the Anarrrians develop first, but both species flourish and claim ownership of their respective continents for a period of 1,500 years.

The details of the initial meeting between the species are muddy, although general facts are agreed upon by historians. The Altiri and the Anarrrians first encounter each other at sea about halfway between their homelands. Each species is frightened by the other's appearance and is unable to communicate, and their fear quickly leads to violence. However, the outcome of the story of this first encounter varies depending on who tells it. The Altiri maintain that the Anarrrians succumbed to their fear and fled, whereas the Anarrrians say that they slaughtered their enemies and returned home to report their findings.

At the time of the Jedi Civil War, the two species are locked in a global war, and no location on the planet's surface is safe from the conflict for long. Despite every attempt to wipe each other out, neither side can gain a permanent foothold on the other continent. After a decade of heated conflict, the war dies down to minor skirmishes at sea.

Over the next 4,000 years, smaller wars erupt from time to time, usually disputes over which species holds the strongest claim to territorial islands in the middle of the ocean. The longest of these wars lasts roughly 20 years.



ALTIRIA/ANARRIS

SPECIES OF THE CONTESTED PLANET

Throughout most of the planet's history, the two species that developed intelligence have contested for dominance. However, they are equal in their capabilities, which prolongs their conflict. Their differences separate them and fuel their desire to exterminate each other. Both the Altiri and the Anarrians believe that they are the superior species and should rightfully be the masters of the world on which they live.

Altiri

Altiri are a near-Human species that evolved on the eastern continent of the planet they call Altiria. Originally wandering nomads, Altiri developed a society that places great importance on individual development of one's intellect and spirituality. Through artistic expression and cultural awareness, Altiri focus on expanding their knowledge of the universe by peaceful, scientific means. Their perpetual war with the Anarrians is a glaring exception to this lofty goal.

Altiri are on average 1.7 meters in height. Their skin shades vary from light blue to deep indigo, and their hair color includes pure white and darker hues such as purple and black.

Altiri share the following species traits:

Size: As Medium creatures, Altiri have no special bonuses or penalties due to their size.

Speed: Altiri base speed is 6 squares.

Visually Striking: Altiri have a visually surprising or stunning appearance. Their Charisma bonus is doubled when they use the Persuasion skill on Humans and near-Humans.

Bonus Trained Skill: Altiri are versatile and accomplished at many tasks. An Altiri chooses one additional trained skill at 1st level. The skill must be chosen from the character's list of class skills.

Automatic Languages: Altirish and Basic.

Anarrians

Like the Altiri, the Anarrians are a near-Human species, although they evolved on the western continent of the world they call Anarris. Their society emphasizes the physical aspects of life, and it places great value on strength of body. As a result of this philosophy, Anarrians lead a militaristic lifestyle. By refining themselves through combat and physical development, Anarrians strive to achieve perfection and a higher status in life. They feel that their war against the Altiri is the perfect testing ground for their beliefs.

Anarrians' bodies are covered in fur that varies in color from light blonde to dark brown. An Anarrian has long, pointed ears, and a ridge of small horns crosses an Anarrian's face above the brow. Anarrians are on average 1.8 meters in height and have a maturity rate slightly greater than that of Humans but a life span that is shorter.

Anarrians share the following species traits:

Size: As Medium creatures, Anarrians have no special bonuses or penalties due to their size.

Speed: Anarrian base speed is 6 squares.

Strength Surge: Once per encounter, an Anarrian can do one of the following: reroll one Strength-based ability check or skill check using a doubled Strength modifier (minimum +1), or add 2 to one damage roll when making a successful melee attack to which a Strength bonus is normally added. This benefit does not apply when Weapon Finesse is used.

Bonus Feat: Anarrians gain one bonus feat at 1st level.

Automatic Languages: Anarrese and Basic.

By the time of the Empire's reign over the galaxy, each continent has a new leader, and each leader vows to annihilate the other species. These pronouncements start new hostilities that escalate into another global war—one that uses more advanced technology and thus is more destructive. This time, the fighting also takes place in the air, in the ocean depths, and on the planet's two moons. Widespread devastation reaches every corner of the world, bringing both species to the brink of extinction. By the time the war ends, just before the Yuuzhan Vong invasion, civilization on Altiria/Anarris has regressed to a pre-industrial level. Colonies located between the two continents become isolated. The moon bases are cut off from the planet as well, although each government claims nominal control of one moon.

As each society rebuilds, past grievances are not forgotten, and each species vows to exact revenge on the other as soon as it is able. Not only do both species work to rise from the ashes of the second great war, but they also begin an arms race, with each side hoping to gain enough power to eliminate its rival once and for all.

Many islands and the planet's two continents offer natural resources such as ores, fuel sources, and fertile land that can be used by each species. But after centuries of fighting, those resources are dwindling, and each government tries to find new ways to keep its war effort going. While the Altiri use their scientists to research new materials and fuels, the Anarrians search for new sources of the resources they already use. At the same time, both species negotiate with visiting merchants from other worlds to see if the raw materials they need can be imported.

LOCATIONS

The contested planet includes the following significant or interesting locations.

Cerdana

The capital city of the Altiri, Cerdana is the pinnacle of their society and culture. Geographically positioned near the center of the eastern continent, along the shores of the world's longest river, the city is considered by many beings to be strikingly beautiful. Altiri believe that each structure should reflect the designer's personality and function as both a building and as a work of art. As a result, many different architectural styles come together to create a cityscape that is a perpetually developing example of Altirian culture.

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

Priva

The smaller of the world's two moons, Priva is the brightest natural satellite in the planet's night sky. Shining white, with blue highlights from its craters, the airless moon remains a mystery to both species for centuries until it is first colonized by the Altiri around 500 years before the Battle of Yavin. The colony, named Shalla after a goddess of peace worshipped early in Altiri history, is originally a research station and eventually becomes a starport for receiving offworld visitors. But during the second great war, the colony is transformed into a defense station, and the starport is altered to become a military base. Attacked several times by the Anarrrians during the war, the station suffers heavy damage. However, it survives and remains operational, even after losing contact with the planet near the end of the war. As the Altiri nation rebuilds itself, the colony of Shalla serves as a reminder of the civilization's highest achievement.

Rastar

Strategically placed at the back of a large harbor on the east coast of the western continent, Rastar serves as the Anarrrian capital. Unlike those in the Altirian city of Cerdana, the structures that make up the city of Rastar are prosaic. Each part of a building serves some purpose; not a single area of the structure is unused. Even the exteriors play a role—each building is colored according to the function it serves in society, making it easier for the population to navigate the city.

In addition to being the Anarrrian capital, Rastar also houses the majority of the nation's armed forces. Large areas of the city are dedicated to the training and development of the army and the navy, and half of the harbor is set aside to build ships and maintain the fleet.

The Anarrrians live in a totalitarian society under a solitary leader who is the strongest, most capable warrior at the time. Rarely does an Anarrrian ruler live past middle age, since younger, stronger soldiers frequently issue challenges for the mantle of leadership.

Secava

The larger of the two moons, Secava seems to glow an eerie orange color. A few years after the Altiri colonize Priva, the Anarrrians settle on Secava, building their first permanent structures as a military base to give them the upper hand in their ongoing struggle against their enemies. They also begin mining operations on the moon to obtain additional resources for their war effort. Once their presence on Secava is firmly established, they begin launching attacks against the Altirian nation on the planet below as well as on the colony on Priva. They do not expect a relatively quick retaliation from the other moon, so when the counterattack comes, the inhabitants of Kolrak—the Anarrrians' lunar city, named for a historical military leader—suffer heavy casualties. The Anarrrians' colony falls silent as it rebuilds and prepares to launch the next strike. As the battle between the moons rages on, the settlers on Secava lose contact with Rastar and fear the worst. Intending to exterminate their foes, the Anarrrians on Secava prepare a final, massive assault against Priva, but a technical system failure delays the offensive for the foreseeable future. Still, the Anarrrians continue to plot the destruction of the Altiri as they wait for the next opportunity to attack.

Shanuk Island

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

HAZARD

Forgotten Minefield

CL 13

Unseen explosive devices beneath the surface are triggered by creatures moving across the mines' trigger zones.

Area, artificial, contact, energy, fire

Trigger A creature or a droid enters a square containing or adjacent to a forgotten land mine; targets the triggering creature and any creature or droid in a square adjacent to the mine

Attack +15 vs. Reflex Defense

Damage 6d6 and the target is thrown 6 squares in a random direction
(*Miss*: Half damage and the target is thrown 3 squares in a random direction)

Recurrence On trigger; only once per mine

Skills

Acrobatics (DC 26):The character makes this check as a part of a move action; if the check succeeds, the character can enter squares adjacent to a mine during that move action without triggering the hazard.

Special

Each mine in the forgotten minefield should take up 1 square. There should be at least 1 mine per hero placed in the encounter area, plus additional mines for particularly large battlefields.

As a result of the ongoing conflict between the Altirians and the Anarrrians, there are many locations across the world that have been seeded with explosives as a deterrent against invasion. However, many times these minefields are left unmarked and are forgotten until some unaware citizen stumbles across a hidden mine. The following hazard can be used to add some spice to a combat encounter on Altira/Anarris, giving the heroes reason to be extra cautious during their movement across the battlefield.

FACTIONS

On a world torn apart by endless war, various groups are bound to emerge and vie for their own particular causes, whether that cause is total domination, their own piece of the action, or a permanent, peaceful end to hostilities. The following factions are the major organizations found on the planet.

The Altirian Republic

Most Altiri unite under the banner of the Altirian Republic, a representative democracy that rules most of the eastern continent and several island chains around it. The republic's driving goal is the promotion of the Altiri, their development into the world's most advanced society, and their elevation to rulers of the planet. Republic members fervently state that they seek a peaceful existence in which knowledge and the arts are prized over all else, and many facets of their society support this ideal. At the same time, the republic maintains a sizable military force, the purpose of which is to combat the Anarrrians.

The Anarrrian Empire

Most Anarrrians are citizens of the Anarrrian Empire, the government that reigns over the planet's western continent and many of the islands nearby. Since its inception around the time of the Mandalorian Wars, the empire has fought to gain dominance over the Altiri and establish its rule over the world. Thanks to their perpetual state of military readiness and training, the Anarrrians are prepared to launch an assault on any who stand in their way, including rogue cells of Anarrrians who choose other philosophies and goals.

ADVENTURE IDEAS

Plenty of adventuring opportunities await heroes who visit a world ripped apart by civil war. The following ideas are only a few possibilities.

Doomsday Mission

An Altirian intelligence agent reports a rumor that the Anarrrians are developing a doomsday weapon powered by a previously unknown fuel source found only on the western continent. Republic leaders ask the heroes to investigate and, if the rumor proves true, to sabotage the project. Infiltration of the Anarrrian Empire is hard enough, but what happens when the heroes learn that the doomsday weapon is finished and ready for testing?

Strange Visitors

The Anarrrians receive word that the Altiri are expecting mysterious ambassadors from another world for an extended visit to their lands. The nature of the visit is not known, but leaders of the empire fear that the Altiri are seeking some form of offworld help with their war effort. The heroes are asked to spy on the dignitaries and disrupt the proceedings, but those efforts become much more difficult once the visitors' identities are revealed. (You can use any species from the Unknown Regions or known space that fits into your campaign.)

Let's Make a Deal

A Rakata merchant who spends a lot of time on the planet decides to smuggle weapons to the Altiri, to the Anarrrians, or to both species for a tidy profit. She hires the heroes to deliver her proposal to leaders of the respective governments and to act as intermediaries throughout negotiations, since she wishes to remain anonymous. The characters must determine whether each nation is interested and how much it is willing to pay for the merchant's goods. But does the Rakata have an ulterior motive beyond simply lining her pockets?

Unlikely Allies

A starship crashes on a large island in the middle of the ocean. Days later, much of the wildlife and many of the inhabitants of the island become infected with an unexplained plague. The government that controls the island asks the heroes to travel to the crash site, look into the nature of the plague, and try to find a cure before the sickness spreads around the world. The heroes' investigation turns up evidence that the ship was crewed by Altirian colonists from Priva and Anarrrian colonists from Secava, apparently working together on an unknown mission—and that survivors of the crash have gone into hiding.

DURACE

Durace is a hostile planet in a hostile region of space. It is unforgiving, deadly, and generally avoided by those who know about it. When first discovered by the Old Republic cruiser *Galaaron*, the world seemed pleasant enough. But at some point in its history, the planet was subject to a large-scale disaster that changed Durace into the nightmare that it is today.

The few scientific studies of Durace have found strange anomalies. The atmospheric conditions match those of a planet involved in an interstellar collision, but there is no physical evidence of such an event. The world has no impact crater and no shrapnel in orbit. Durace has no moons and is the lone planet orbiting its star. However, the planet's harsh atmosphere wreaks havoc on the scientific instruments needed to solve the mystery. Only those beings willing to endanger themselves by spending time on the planet have a hope of discovering the truth.

Few souls dare try to settle on Durace. The many wrecks that dot the surface are evidence that civilized species have come to the planet, and the smashed vessels have made the world a subject of many of spacer tales. Supposedly, famous ghost ships such as the *Nebula Stalker* and *Another Chance* have crashed on Durace. A darker account of the *Galaaron* legend exists as well, one that claims the cruiser did not merely discover the planet—it caused the disaster that ruined Durace. Some even say the *Galaaron's* crew, as a result, were cursed to live on board their cruiser for thousands of years. Jedi versions of these legends attribute the curse to the Sith, but no evidence supporting the claim has ever been found on Durace.



DURACE

DURACE

Region: Unknown Regions

Climate: Toxic and barren

Gravity: Standard

Moons: 1

Length of Day: 32 standard hours

Length of Year: 314 local days

Sapient Species: None

Government: None

Capital: None

Major Exports: None

Major Imports: None

Knowledge (Galactic Lore)

DC RESULT

- 15 Durace used to be a pleasant world, but an unknown disaster transformed it into a desolate and harsh planet.
- 20 The atmosphere is breathable, but the planet's weather (including storms, gales, quakes, and lightning) makes colonization difficult.
- 25 Durace is home to hostile plants and creatures that eke out a hard existence on the ragged world.
- 30 Caverns on Durace are said to contain evidence that the world was populated with intelligent life before the disaster.

HISTORY

Durace is discovered during the time of the Great Hyperspace War, about 5,000 years before the Battle of Yavin. The Republic cruiser *Galaaron* briefly sets down on the planet to collect supplies and make repairs. A short entry in the captain's log notes that the crew enjoys a pleasant few hours outside the ship, and it makes no mention of any flora or fauna on the world.

The next known information about Durace is reported during the Clone Wars by a Confederacy probe droid sent into the Unknown Regions. The planet is deemed dangerous not only to organic life forms but also to the droid armies of the CIS. The toxic seas would quickly corrode battle droid circuitry, and the effort required to maintain a garrison on the planet does not seem worth it. Durace holds little value economically or tactically. The Confederacy decides that if the Republic wants the planet, the Republic can have it.

As the Republic transforms into the Empire, Durace is rumored to be a planet where Jedi who escaped Order 66 can find solace. After all, such survivors often seek the harshest places to live out their exile. However, no trace of any Jedi is ever found on the planet, so either Durace is just a stop on the way to an even more secluded hiding place, or the Jedi who go there succumb to the dangers of the planet. Some Jedi believe that the Inquisitors started the rumor that Durace is a haven for survivors of Order 66. Why

WHAT HAPPENED TO DURACE?

The disaster that struck Durace is deliberately left as a mystery. It might have been natural, such as a comet striking the planet or a shift of orbit. On the other hand, the catastrophe might have been caused by a secret weapon; the world's remote location makes it a perfect testing ground for all sorts of heinous devices and experiments. Regardless, you can determine the true cause of the planet's ruin according to the needs of your game. The disaster could be an epic plot point in a campaign or a background element to illustrate the dangers of exploring the Unknown Regions.

send a Sith apprentice to kill a Jedi when a quake or an acid storm will do the job just as well?

The planet falls into obscurity during the reign of Emperor Palpatine. The Emperor places little emphasis on exploring the Unknown Regions, and a planet like Durace does not have much to offer the massive war machine of the Empire. However, some of the local wildlife is quietly captured and shipped across the galaxy. Allegedly, the beasts that evolved to survive in the Forest of Broken Glass are very receptive to the ancient alchemical techniques of the Sith. Emperor Palpatine alters the more vicious creatures, making them even deadlier, and uses them to guard his secret projects throughout the galaxy.

The New Republic reverses the Palpatine doctrine on exploration. During this era, Durace is the closest it ever comes to being civilized. An outpost is established in orbit, allowing scientists to safely study the planet's dangerous weather and topographical phenomena. Outpost 17 also becomes a supply port for scouts working in the Unknown Regions and offers a few small comforts to weary spacers.

Outpost 17 is destroyed during the Yuuzhan Vong invasion, and afterward, strange legends spread about its remains. These stories say that a sizable section of the outpost landed on Durace more or less intact and still contains a valuable treasure. The nature of the treasure changes with the telling of the story—sometimes the wreckage is said to hold enough valuable ore to pay off ten freighter loans, and sometimes the prize is the last lightsaber built by Grand Master Luke Skywalker. The only way to find out for sure is to locate and explore the outpost's ruins.

ENVIRONMENT

Durace has very little water. What is available is barely fit for consumption thanks to the chemical runoff and pollution from the land masses. The jagged terrain consists mainly of sharp rocks and treacherous mountains. The ground's distinctive black soil is loose and quickly smears across every surface. The planet's high winds blow enough dirt around to clog even the most carefully maintained engine. The more moving parts something has, the more likely it is that the weather on Durace will foul it up.

In buffeting the black silt, the gales also contribute to a lack of stability on the planet. Large portions of the mountains can crash down in a form similar to avalanches seen on icy worlds. These events can also be triggered by mechanical events, such as a ship blasting off or a large explosion.

The black soil comes from the volcanic mountains, whose rapidly cooling liquid rock gives the world's surface a rough feel. Durace has very few flat areas—even those that look like good landing sites are made of small, shifting rocks. In some cases, areas that look like solid landing fields are softer than expected, causing ships to sink a meter or more after they cut repulsors and settle their full weight on the surface. The landscape's jagged rocks can also slice through a ship's hull, creating a breach that is not discovered until the vessel blasts off.

Durace's atmosphere is in a constant state of upheaval. Frequent storms race across the planet, and ferocious winds tear at the seas. The short bouts of calm weather rarely last for more than a day. In addition, the world is frequently disturbed by groundquakes and other seismic events that cause cave-ins and rockslides. The rain itself is a hazard for its force as well as its chemical composition; downpours can eat away at most fabrics and damage electronic equipment. Those venturing out onto the surface during a storm are advised to wear hardened vac suits.

Predators thrive on Durace, but the food chain is fraught with danger. Even the smallest animals have vicious bites or defensive spikes. One Sith holocron has suggested coming to Durace to observe its killer beasts as inspiration for brewing alchemical monsters. There is no evidence of a Sith settlement on the planet, but several holocrons make reference to animals found only on Durace.

Even the flora is deadly. Many plants have a hard exterior, as if encased in plasteel, which protects them from the storms while still allowing them to absorb light. Durace also has a variety of carnivorous plants that lure prey with brightly colored fruit or musical tones triggered by the blustery winds. One predatory plant is a rootless vine with sharp edges that is blown about by the gusts and wraps around its victims. The thorns of this vine can break vibroblades and crack helmet faceplates.

The most dangerous plants are those that grow in caves near the mountains. They subsist off the heat from the planet's core and have sharp thorns the size of vibroknives to protect their root systems. These plants pose yet another risk for explorers—if a cave-in occurs, intruders might be slashed to ribbons by falling plants.

HAZARDS

Scavenged Supplies

CL 4

Chemicals from the surface and atmosphere of Durace pollute any food or water scavenged from the planet's surface.

Ingested, natural, poison

Trigger A creature consumes food or water scavenged from the surface of Durace without first purifying it

Attack +6 vs. Fortitude Defense

Damage 2d8+3 poison and the target moves -1 step on the condition track (*Miss*: Half damage, and no condition track movement)

Recurrence Each hour until treated

Skills

Survival (DC 16): The character recognizes that the supplies are tainted.

Treat Injury (DC 21): The character treats the effects of the tainted supplies.

Getting stranded on Durace is not a hopeful experience. There is little in the way of supplies available to be scavenged from the surface of the planet, and that which is available is often toxic. Any time a character consumes food or water scavenged from the surface of Durace without properly filtering and sterilizing those supplies, use the following hazard to represent the supplies' toxic effects.

Storm Over Durace

CL 9

Purple lightning flashes out of the dark clouds as you descend toward the planet's surface.

Atmospheric, energy, natural

Trigger A vehicle begins its turn in a storm over Durace

Attack +11 vs. Reflex Defense

Damage 2d10+3×2 energy (*Miss*: Half damage)

Recurrence On trigger; descending through a storm takes three rounds

Skills

Pilot (DC 23): The character reduces the number of rounds it takes to pass through the storm by 1 round.

Durace is constantly wracked by acidic storms, from which bolts of purple lightning strike out. While the primary effect of such a storm is similar to the toxic atmosphere hazard (see page 101), vehicles passing through the area of a violet lightning storm might be struck by the highly charged bolts, which can render a ship inoperable if it does not flee the storm quickly enough.

Jagged Sinkhole

CL 7

The vehicle slowly begins to sink into the rocks upon which it sits. Jagged shards of volcanic rock dig into the hull of the vehicle, grinding and tearing holes as it slips further below the surface.

Natural

Trigger A ground vehicle ends its pilot's turn in the area of the jagged sinkhole, or any vehicle lands in the area of the jagged sinkhole

Attack +9 vs. Reflex Defense

Damage 2d10+2×2 (*Miss*: Half damage); on a hit or a miss, the vehicle becomes mired in the jagged sinkhole and cannot move without assistance (see the Skills section below)

Recurrence Each round on initiative (Initiative +8)

Skills

Perception (DC 22): The character recognizes the jagged sinkhole.

Pilot (physical sciences) (DC 22): Using the vehicle's drive systems, the character is able to dislodge the ship from the hazard. This skill check requires a move action; if the check is successful, the vehicle can move as normal.

Use the Force (DC varies): The *move object* Force power can be used to pull a trapped vehicle out of the jagged sinkhole.

Vehicles that land on the surface of Durace may sink into the jagged volcanic rock that appears to be solid but actually hides a deep sinkhole.

Carnivorous Plants of Durace

CL 11

A carnivorous plant lashes out at a nearby creature, trying to drain it of its life essence.

Natural

Trigger A creature or a droid enters a square within 3 squares of a carnivorous plant of Durace

Attack +13 vs. Reflex Defense

Damage 4d6+1 (*Miss*: Half damage)

Recurrence Each round on initiative (Initiative +10)

Skills

Acrobatics (DC 24): The character makes this check as a part of a move action; if the check is successful, the character can pass within 3 squares of a carnivorous plant of Durace during that move action without triggering the hazard.

Knowledge (life sciences) (DC 19): The character identifies the carnivorous plant.

Special

A creature or a droid reduced to 0 hit points by this hazard takes a -10 penalty to Endurance checks as long as it remains within 3 squares of the hazard.

Durace is home to many species of meat-eating plants. Though fauna is rare on the planet, these plants can consume creatures of up to Large size, living on the nutrition taken from those creatures for years at a time.

LOCATIONS

Durace includes the following significant or interesting locations.

The Pictograph Caverns

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

The Diamond Desert

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

The Forest of Broken Glass

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

ADVENTURE IDEAS

Durace is a brutal, unforgiving world, and simply surviving a stay on the planet can be a challenge in itself. The sample adventures below offer reasons for heroes to visit Durace.

Hunters

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

Ghost Camp

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

A Deadly Discovery

Images of the pictographs in Durace's caverns make their way into the processors of GB-3PO, a protocol droid owned by House Bolleon. Lord Bolleon, a collector of artifacts and primitive art, sets his droid to the task of translating the pictographs. He hopes to uncover their meaning and possibly learn more about the calamity that devastated Durace. The droid makes a breakthrough but becomes a fugitive when Lord Bolleon turns up dead. GB-3PO ends up on the heroes' doorstep, begging for protection so it has time to complete the translation. Something is hunting the droid—something that does not want the secret of Durace to be discovered.

Fields of Promise

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

For You, Half Price

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

GIACA

Giaca is a lush, wild world teeming with life and largely unspoiled by civilization. Although it is not a homeworld or a colony for any particular sentient species, the planet is not without intelligent inhabitants. Beyond the numerous types of wild creatures in its dense forests and massive volcanic causeways, Giaca hosts a few scattered outposts of survey teams, criminal hideouts, and, it is rumored, an ancient surveillance station.

Giaca owes much of its quiet existence to the fact that it is isolated by a particularly challenging hyperspace tangle; plotting a course to the world from any location is extremely difficult. Most visitors must rely on sketchy astrogation data that is usually long out of date. Pilots who make regular trips to the planet guard their map data jealously and share it only for outrageous prices—assuming that anyone can convince them to share it at all.

GIACA

Region: Unknown Regions

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 22 standard hours

Length of Year: 414 local days

Sapient Species: 50% near-Human, 50% other species

Government: None

Capital: Station 3Z3 (largest outpost)

Major Exports: Exotic flora and fauna, scientific research

Major Imports: Foodstuffs, manufactured items, technology

Knowledge (Life Sciences)

Heroes can make Knowledge (life sciences) checks after spending several hours on Giaca and making a quick investigation of the world.

DC RESULT

- Giaca has an atmosphere that is not hazardous to most species. Tree-like growths cover much of the planet's surface. In addition, groves of massive bushlike trees occur regularly; each grove can be several kilometers across.
- The planet is home to many aggressive species of wildlife, some of which are poisonous. Many creatures live within the narrow canyons formed by the planet's hexagonally shaped columns of basalt.
- The poison of the largest predators is the most hazardous. The poison of lesser species and plant life can be debilitating but is not typically lethal. The biggest predators tend to be found in the largest groves of trees.

Knowledge (Physical Sciences)

Heroes can make Knowledge (physical sciences) checks after spending several hours on Giaca and conducting a quick investigation of the world or after making close-range sensor scans.

DC RESULT

- Giaca has a history of widespread volcanic activity. Enormous, hexagonal columns of basalt are common features across the planet, located where the largest lava flows formed massive causeways.
- Although most of the hundreds of volcanoes have not been active for millenia, the volcanoes along a large mountain range in the northern hemisphere, running roughly parallel to the planet's equator, remain active. Significant areas of the range are shrouded in fumes that are dangerous to most species.
- The narrow canyons produced by the formation of the basalt columns provide a multitude of hiding places for creatures, outposts, and criminals, with many avenues of escape.

Knowledge (Social Sciences)

DC RESULT

- Giaca is rumored to be a wilderness world perfect for hiding from authorities or conducting illegal or secret business. Local hyperspace interference and distortions make the planet remarkably difficult to visit.
- A few regional worlds are interested in claiming Giaca. Some have set up research stations on the planet that double as surveillance posts for keeping tabs on rival claimants.
- Giaca is said to be home to an ancient surveillance station of a long-lost civilization. The outpost and the surrounding area are rumored to be extremely dangerous, possibly contaminated by chemical or radiological hazards. No one knows if the station truly exists.

HISTORY

Thousands of years before the Jedi Civil War, the Rakata visit Giaca. They establish a large surveillance outpost, near the equator, which they use as a base from which to survey the planet and map the complexities of hyperspace travel around the system. The onset of local volcanic activity, along with a loss of interest in the world, cause the Rakata to abandon the station well before their Infinite Empire disappears from the galaxy.

One hundred years before the Jedi Civil War, scouts from the nearby planet of Shor rediscover Giaca. For the next fifty years, small Shorak expeditions dare the dangerous hyperspace routes to survey the lush world. Although they quickly realize that Giaca is suitable for colonization, its difficult location delays any such attempts. Eventually, Peroenia, a competing world, learns of Giaca's existence and dispatches its own expeditions. For another fifty years, all the major regional powers learn of Giaca and send survey teams to scout the planet and keep tabs on their neighbors.

At the end of this time, the Shorak make their first attempt to colonize Giaca. However, learning of those plans, ambitious Peroenia commanders dispatch a small military force to ambush the colonists. Taking advantage of the fact that there are only a few known hyperspace routes to Giaca, the soldiers strike the colonists just as their ship drops out of hyperspace outside the Giaca System. The attack results in a war between Shor and Peroenia that flares up regularly for the next 300 years. Although most of the fighting occurs far from Giaca's system, scouts from both forces run surveillance missions on the contested world to keep the other side from gaining a foothold. Small skirmishes are common between the scouts, but only a few minor pitched space battles occur in the system.

Eventually, the Shorak are victorious, but postwar rebuilding efforts are slow. All regional powers manage to reestablish outposts of various types on Giaca, but none is especially prominent or powerful. Before long, the outposts begin to run into problems with the planet's large, aggressive predators. The Shorak establish Station 300 as their primary outpost, but their colonization attempt is unsuccessful. Giaca is abandoned to the few criminals and visitors who find their way to the world.

About twenty years before the Clone Wars, the Shorak expand Station 300 to become Station 3Z3, reigniting the regional powers' interest in the planet. Suspecting the Shorak of plotting another colonization attempt, Peroenia and other worlds reinforce their own outposts. Skirmishes occasion-

ally break out between competing forces, and an arms race develops among the claimants. All sides are still relatively weak militarily, but the clashes are enough to delay Shorak plans.

Finally, by the Battle of Endor, the Shorak further expand and fortify 3Z3 so that it can protect a new colony that settles in a causeway near the station. Peroenia and its allies attempt to slow the arrival of the colonists, but they have difficulty repelling the more advanced Shorak ships. The colony is well defended, and by the fall of the Galactic Alliance, its population expands to 50,000. However, the Shorak remain unable to secure the planet and must regularly defend their colony against the Peroenians and their allies.

The struggles of the Shorak, the Peroenians, and their rivals are the best-known aspects of Giaca's history, but much more happens on the wild world. Although the difficult approach to Giaca prevents anyone from making it their primary base of operations, for thousands of years, criminals and fringe dwellers make use of the planet without interference from any government-related factions. Their stories are not widely known, even among the planet's few permanent inhabitants.

LOCATIONS

Giaca includes the following significant or interesting locations.

Station 3Z3

Station 3Z3 is Giaca's largest outpost and the one most likely to attract the attention of newcomers. It is owned and operated by the Shorak, one of the larger powers claiming the planet. Since they know they lack the strength to enforce such a claim, the Shorak settle for maintaining an obvious presence and keeping an eye on everyone else. The station holds several thousand individuals and is defended strongly enough that most pirates and raiders steer clear. In addition, it is well outfitted and can provide limited aid (when it wishes to do so) to those who request help. The station consists of prefabricated, interconnected shelters atop a series of tall, concentric columns of basalt that decrease sharply in height to the forest floor. A few outlying buildings serve as hangars for private ships, atop their own basaltic columns and connected to the station by metal bridges.

The station is open to visitors and always eager for news of nearby systems. It provides a trading center, and its vigilant security force aggressively keeps out most of the criminal element.

Maruuk's Nook

Maruuk's Nook is a well-hidden bolthole that has been occupied over the centuries by hermits, criminals, outlaws, and refugees. Approaching the hideout is very difficult, since it lies deep within a long, narrow, angular canyon bordered by the sheer vertical faces of 140-meter-tall hexagonal basaltic columns. The nook is 60 meters above the canyon floor and 80 meters from the canyon rim, and it consists of a small network of caves, the largest of which can house a small light freighter. Fresh water is plentiful, thanks to an extremely tall, narrow waterfall that plunges into the darkness along one edge of the nook. The waterfall cannot be seen from the canyon.



GIACA

The nook has space for a few dozen inhabitants. It offers a motley collection of furniture and equipment, much of which is broken and ancient. Although the nook can provide the occasional useful spare part, most inhabitants rely on their own equipment whenever possible. The location of the nook is known to very few beings, who share the secret only with those they feel need it the most.

Glasspoint

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

FACTIONS

The factions that are active on Giaca are spread out all over the planet. They are unlikely to randomly interact with one another.

Criminals and Rogues

Most of Giaca's inhabitants follow their own paths and do their best to stay out of sight. Whether they are criminals hiding out, rogues planning new operations, or just people who have removed themselves from the galaxy at large, most want to be left to their own pursuits. The planet is big enough and wild enough that outposts can remain isolated for decades, perhaps centuries, without detection from the major players. Of all the factions, the Peroenians are the most likely to encounter criminal operations while undertaking their survey missions, but they have learned to avoid contact whenever possible.

The Peroenians

A near-Human species, the Peroenians have long yellow-and-gray-striped hair and six digits on each hand and foot. They are avid explorers and learn a great deal about Giaca over the centuries. Their main outpost, called Tallpeak, holds only a few hundred individuals most of the time. The Peroenians have a dozen smaller, often temporary outposts scattered around the planet to survey the world and keep an eye on their rivals, especially the Shorak. As ancient opponents of that species, the Peroenians increase their presence on the planet when the Shorak threaten expansion. The Peroenians are governed by a Peroen-Se, Giaca's representative of the Peroenian Monarchy.

The Shorak

Near-Humans from the world of Shor, the Shorak are stockier and more muscular than the average Human. They dye their hair in deep colors and tattoo striped patterns down their arms, often incorporating the symbols of their family, military, or social affiliations. As Giaca's oldest and best-equipped claimants, the Shorak are the faction most likely to investigate newcomers to the system. Although they claim Giaca as their world, they cannot enforce their will beyond the lands surrounding Station 3Z3. They challenge any opposing claim to the planet with diplomacy and the occasional armed deterrent. Colonization attempts are not tolerated and draw military responses in short order. The Shorak government is authoritarian; the local leader is governor of all Shorak operations on Giaca, as well as final judge and arbiter.

ADVENTURE IDEAS

Adventures on Giaca need not include the Shorak or other claimants to the planet. The following are suggestions for typical encounters on Giaca.

Initial Approach

No matter what the adventure, if the heroes are flying their own ship to Giaca, the hyperspace approach is difficult and worthy of at least one encounter during the trip, especially on their first visit. When the heroes make Use Computer checks for astrogation, increase the DCs by 5 or 10. A failed check drops the ship out of hyperspace somewhere between the system's edge and several light years outside the system, and the heroes suffer the standard results for hyperspace mishap. Regular visitors to Giaca have their own exit points scattered throughout the system. Most of the better-known routes drop a ship about 2 hours out of orbit.

Glasspoint Meeting

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

Shorak Patrol

While approaching Giaca, the heroes draw the attention of a Shorak patrol. This might occur when the Shorak are aggressively defending their claim to the planet or when the heroes venture too close to a Shorak ship or outpost. The heroes are ordered to set down at Station 3Z3. If they do, the Shorak interrogate them until satisfied that the characters make no claims to Giaca and have no intention of causing trouble. If the heroes fight back or give the Shorak reason to dislike them, they are escorted out of the system while their ship is flown by a Shorak pilot to a distant rendezvous point many light-years away. If the heroes escape, the Shorak pursue them relentlessly, dispatching scouts via airspeeder and starship as needed. The heroes might find refuge with criminals, locate their own hiding spot in the wilds of the planet, or receive help from the Peroenians or other Shorak rivals.

Surviving Giaca

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

BRINTAK

A brintak is a massive, muscular, four-legged beast that towers over most humanoids. Its large, elongated head features multiple rows of razor-sharp teeth. Its mouth is flanked on each side by barb-tipped, tentaclelike appendages that ensnare and poison a victim while drawing prey into the creature's mouth. Brintaks live in many of Giaca's groves of enormous toroc trees. They find food in the groves and the surrounding landscape. The largest brintaks are solitary hunters, but younger and smaller brintaks hunt in packs of four to six. Brintaks are social creatures and live in dens of hollowed-out toroc trees, often high above the ground. Packs number up to 20 members.

Brintak

Huge beast 15

Init +8; **Senses** low-light vision; **Perception** +12

Defenses Ref 25 (flat-footed 23), Fort 18, Will 10; Dodge, Mobility
hp 188; **Threshold** 28

Speed 6 squares

Melee bite +19 (2d6+7) and

claw +19/+19 (1d8+7) or

Melee tentacle +19 (1d8+7 plus poison)

Base Atk +11; **Grp** +29 (tentacles)

Atk Options Crush, Improved Charge, Pin, pounce

Special Actions roar

Abilities Str 26, Dex 13, Con 26, Int 2, Wis 10, Cha 13

Special Qualities pounce, roar

Feats Crush, Dodge, Improved Charge, Mobility, Pin

Skills Perception +12, Stealth -2

Poison—On a successful tentacle hit, the brintak's poison makes an attack roll of 1d20+10 against the target's Fortitude Defense. If the attack is successful, the poison deals 1d12 points of damage (in addition to the tentacle damage). If the attack is unsuccessful, the target takes half damage.

Pounce—A brintak can make a long jump without a running start and without doubling the DC of the Jump check. If successful when jumping into or adjacent to a target's square, the brintak can make an immediate attack. If the attack is successful, the brintak can attempt to trip the target (as if using the Trip feat) as a free action that does not provoke attacks of opportunity.

Roar—As a move action, a brintak can produce a terrifying, rumbling roar and make a Persuasion check to intimidate any enemy target within 6 squares. If the check succeeds, the target must move away from the brintak at its normal speed on the target's next turn, and the target moves -1 step on the condition track. This is a mind-affecting effect.

IOL

Iol is a small, barren world orbiting an orange star near the edge of the Unknown Regions. With no atmosphere, the planet has no native flora or fauna and offers very little in the way of natural resources. The sole exception is a large amount of a particular ore that is highly prized by companies that forge durasteel.

IOL

Region: Unknown Regions

Climate: None

Gravity: Low

Moons: 0

Length of Day: 21 standard hours

Length of Year: 416 local days

Sapient Species: 56% Human or near-Human, 44% other species

Government: Corporate

Capital: Haven

Major Exports: Minerals

Major Imports: Foodstuffs, medicine, technology

Knowledge (Galactic Lore)

DC RESULT

- 20 The planet of Iol is a barren world with no atmosphere and no native lifeforms.
- 25 The government of Iol is a corporate state that is a subsidiary of Tangan Industries, which has operated a mining colony on the planet for many centuries.
- 30 The material mined by the colonists of Iol is a major component in durasteel.

Knowledge (Social Sciences)

DC RESULT

- 15 The board of directors of Tangan Industries considers Haven's administrator to be the head of the colony, and they believe that all cities of Iol cooperate harmoniously to mine ore.
- 20 The cities put aside their differences when working on issues that involve the corporation, but otherwise, they rarely get along. Many city leaders feel they are more qualified and more experienced than Haven's current administrator, Elexia Nis'tar.
- 25 Each city employs and dispatches its own group of miners. The groups work in separate locations and rarely interact. However, some sites are being mined by groups from multiple cities, which can cause tension and even combat between the competing miners.
- 30 The colonists of Iol had been treated unfairly and were on the verge of revolution before Elexia Nis'tar took office.

HISTORY

At first glance, the planet Iol appears to be nothing more than an airless world with no redeeming qualities. For millennia, the spacefaring civilizations that rise and fall around it believe that to be true as well.

Approximately 4,500 years before the Battle of Yavin, an independent scout vessel drops out of hyperspace too close to Iol's gravity well. The pilot loses control of the ship and crashes on the planet's surface. Injured and losing life support, he dons his spacesuit and attempts to repair the ship well enough to sustain life support and call for help. While outside the ship, he discovers that the crash has inadvertently uncovered a large vein of an ore used in the manufacture of durasteel. After patching the ship, he submits his claim to the planet through a tight-beam transmission, naming the world after an ancient god of death, and waits to be rescued. His claim is received by a cargo vessel in the employ of Tangan Industries, which changes course and rescues the scout. However, the captain of the cargo vessel alters the transmission to state that the planet has been claimed by Tangan. By the time the pilot discovers what has happened, representatives of Tangan Industries have already begun a full-scale examination of Iol.

Within two years, Tangan Industries establishes a full mining colony on the planet, intending to extract as much ore as it can. In time, the colony expands to three cities around the world, all of which are built within sealed domes to protect the miners and their families.

During the time of the Mandalorian Wars and the Jedi Civil War, Iol is found by a group of ships wandering through the area. Led by a Jedi Knight known as the Revanchist, they negotiate with the administrator of the colony for a sizable amount of fuel and supplies in exchange for technology that the Revanchist has no need to keep. Although the transaction is not sanctioned by Tangan Industries, its board of directors turns a blind eye since they are the ultimate recipients of the technology.

With their resources reduced by the trade, life becomes harder on Iol. The corporation raises prices on all products for sale in the colonies, to help recover their costs for diverting new supplies to the colony. Within six months, production drops significantly due to starvation and lowered morale, and the colonists are ready to rebel and run the colony independently of Tangan Industries. Calling themselves the Miners' Union, the rebels storm the capitol building, but corporate security repels the attack. The administrator opens his doors to the colonists' leader, and they reach a settlement to reduce prices in exchange for the end of the protests.

As the Empire gains power over most of the galaxy, a covert movement within the colonies desires to break away from Tangan Industries and become an independent state. For a while, it seems that the colony's administration holds the same desire, and the plan almost comes to fruition. But representatives from the company and the colonists meet to discuss terms and reach a settlement, resulting in better living conditions for the colonists that boosts their morale and increases productivity.



LOCATIONS

On a world that seems to be featureless, one might not expect to find locations of significance. But since Iol has had a stable population for over 3,000 years, its residents have managed to find or even make a few sites of their own. Most of the naturally occurring locations lie outside the safety of the domes or within the underground caverns that have been dug by the miners over the years. Iol includes the following significant or interesting locations.

Haven

The oldest and largest complex of domed structures on Iol is known as Haven, the colony's capital city. Consisting of five domes, each at least 1 kilometer in diameter, the city is also the artificial structure most easily visible from orbit. Haven dominates the landscape, especially at night when the city's lights illuminate the general vicinity for several kilometers.

The five domes are completely separate from one another, and each focuses on a particular function for the city, such as government and finance. They are arranged with the oldest, largest dome, which is also the governmental dome, in the center, and the others surrounding it. Tubes connect the central dome to each of the others, allowing easy travel between them.

In addition to containing structures geared toward serving its function, each dome also has residential areas that house families with at least one member who works within the dome. It is possible for a family to have another member who works in a different dome, but such arrangements are rare, since the corporation encourages members of each family to follow in their parents' footsteps.

Haven's governmental structure operates as a corporation that is a subsidiary of Tangan Industries, the company that has owned the world since its colonization. The ruling body is a board of directors selected by the colony's Chief Executive Officer, who in turn is hand-picked by Tangan's top executives.

The person serving as administrator of Haven from just after the Clone Wars to the time of the Yuuzhan Vong invasion is Elexia Nis'tar, a dark-skinned near-Human with platinum blonde hair. The executives who appointed her hoped to put someone in place who would serve their needs and act only as a figurehead, and Elexia seems like a perfect candidate, especially because she is married to Durro, one of the younger Tangan brothers. But Elexia proved them wrong by performing her duties responsibly, making the welfare of the colonists her top priority. Because she has gained the colonists' favor and has her husband's support, Tangan's executive board allows her to run the colony as she sees fit—for now.

Along with being the governmental seat, Haven serves as the world's primary financial hub. Through careful negotiations, Tangan Industries allows other companies to offer goods and services to the colonists, including various foodstuffs, entertainment, and technology. In exchange for being permitted to conduct business on Iol, each company must pay royalties to Tangan above and beyond the rent they pay for the use of space and resources.

Haven also houses the planet's sole starport in a dome dedicated entirely to its operation. Docking fees are reasonable, and fuel and maintenance are offered for the standard costs found elsewhere in the galaxy. All services that cater to the starport are found within its dome. Anyone that visits Iol must go through Haven's security and customs stations before disembarking at the docking bay, and they must pass through another checkpoint if they wish to travel anywhere in the city beyond the starport dome.

The starport dome is also the hub for all repulsortrain movement. Two repulsortrain tunnels connect the dome to the cities of Menelath and Shirkel.

Menelath

The second largest city of Iol is originally built as an extension of Haven so that colonists do not have to travel far each day to reach the deposits on the other side of the planet. Over time, Menelath grows to become a city in its own right, but it remains second to Haven in size and importance. Menelath consists of a primary dome that handles most of the city's functions and two additional domes, linked to the main dome by tunnels, that are used mainly as residential zones.

Life in Menelath is not as comfortable as life in Haven. The domes offer most amenities, but the lack of a starport means that few businesses establish a presence here. As a result, many residents journey to the capital city on a regular basis to procure supplies that are unavailable in Menelath.

From about six years before the outbreak of the Clone Wars until the fall of the Empire, Menelath is run by a Chadra-Fan named Tol Ferin, who also

serves as a vice president of Tangan Industries. His loyalty to the company is unswerving, and he runs the city according to the instructions Tangan gave him when he took office. His approach to governance has caused some tension between him and the new administrator of Haven.

Ralak Canyon

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

As mining progresses in the canyon, natural underground caverns are opened, but little effort is made to explore them beyond the first 50 meters. Some believe that more ore deposits might lie within, but safety protocols prevent miners from venturing too far.

Despite the number of preventive measures taken by the miners, many areas of the canyon are not considered safe. Each year, carelessness results in accidents and casualties.

Shirkel

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

The city has only one dome and houses a significantly smaller population than the other cities, consisting mostly of miners who work the nearby sites. With population growth being very low, expansion of the dome is not a top priority, and the colonists in Shirkel must settle for facilities that are less extravagant despite being more recently constructed.

The city is administered by a Twi'lek named Anoon'olan who also holds a vice-presidential position with Tangan Industries. However, most of Shirkel's residents give their loyalty to a Human named Kai Lunn, the current leader of the Miners' Union.

HAZARDS

Building Decompression

CL 14

One crack, and suddenly the entire wall blows outward, sucking anyone and anything nearby into the vacuum.

Natural

Trigger A transparisteel window or a wall takes at least 20 points of damage; targets all creatures within a room or corridor where the damaged section is located

Attack +16 vs. Reflex Defense

Damage No damage, and the target is pulled 20 squares toward the damaged wall section (*Miss*: No damage, and the target is pulled 10 squares toward the damaged wall section)

Recurrence On trigger

Skills

Climb (DC 27): The character grabs a stable object as a reaction and negates the forced movement. Alternately, if the character is already secured, he or she can grab an adjacent creature and prevent it from being moved by the hazard.

Special

Any creature pulled into the same square as the damaged wall or window is sucked out into the vacuum by this hazard, and must then face the vacuum atmosphere hazard (found on page 102).

Stray blaster bolts and sabotage are two of the most dangerous things the people of lol must face. Since each of the buildings on the surface of lol is pressurized and sealed, any breach in the hull of a surface building usually results in immediate and violent decompression. Even the tiniest crack in a transparisteel window can cause an entire wall to blow out of a building, taking anyone in the room out as well before emergency forcefields can snap into place and restabilize the pressure and atmosphere within a building.

Floating Away

CL 5

A good push is all it takes to send someone careening across the surface of lol.

Natural

Trigger A creature or a droid is forcibly moved, such as with a Bantha Rush or by a telekinetic Force power

Attack +7 vs. Fortitude Defense

Damage No damage, and the target moves 6 squares in the direction it was pushed, and cannot move on its next turn unless it has a fly speed (*Miss*: The target moves an additional 3 squares in the direction it was pushed, but it can move normally on its next turn)

Recurrence On trigger

Skills

Climb (DC 16): As a reaction, the character can make a Climb check to negate the additional movement by grabbing onto something solid. If no stable object is nearby, the Climb skill cannot be used in this way.

Special

This hazard can move target vertically as well as horizontally. When moved upward, the target immediately falls back down to the height at which it began without taking falling damage.

On planets with low gravity like lol, there is always a danger that, when outside of the controlled gravity of artificial structures, one might float away from the planet if given a sufficient push. Though lol's gravity is strong enough to keep move surface-travelers from floating out into the blackness of space, it is light enough that a creature that is sufficiently pushed will drift for some distance before landing.

FACTIONS

Although most colonists strive to maintain a peaceful coexistence with the corporate leaders who oversee lol, various factions within the larger group have their own agendas. Some have the colony's best interests in mind, while others serve their own ends. Even when factions share the same goal, they do not necessarily get along with one another.

Tangan Industries

As the corporation that owns the planet and provides jobs and supplies for almost the entire population of the planet, Tangan Industries is seen by many as the mother and father of civilization on lol. Everything that is present on the world exists because of the company, and everything that comes to and goes from lol is due to the company's efforts.

Despite the seemingly generous nature of its charter, Tangan Industries is far from a benevolent force on lol. The corporation exercises strict control over what merchandise comes into and out of the colony and what the residents are allowed to do. The colonists are observed virtually nonstop, because Tangan claims that high security must be maintained to keep the colony as efficient as possible. Any events that take place apart from work and sleep, including family outings, must be approved by management.

Miners' Union

The Miners' Union is formed to bring the world's miners together as a single force that can oppose Tangan's complete control of the colonists' lives. The union confronts Tangan Industries on a number of issues, including employee benefits and mines safety. Working conditions for the miners are risky, and Tangan, always seeking a profit, tries to resolve the miners' concerns by doing only what is necessary to address each issue. The Miners' Union sees the minimalist effort as cold and uncaring and wants the company to take extra efforts to ensure employee safety. Some members of the union occasionally take matters further than the conference table and create a situation that illustrates their point a little more violently, regardless of whether they have the union's support.

During most of the organization's history, the welfare of its members is its top priority and driving goal. On rare occasions, though, its leadership seeks to exploit the union's position for personal gain.

Merchants' Consortium

The Merchants' Consortium is a council of representatives from the companies that have permission to sell goods and services to the colonists. The consortium meets regularly with the colony's administrators in Haven to discuss business matters and to resolve any outstanding issues between the groups.

Colonists sometimes strike private deals with members of the consortium to procure items not normally available through standard means and without being noticed by Tangan Industries. As long as the transactions do not affect the flow of credits into their coffers, the other merchants turn a blind eye to these clandestine arrangements.

ADVENTURE IDEAS

Something is always happening on lol that might interest heroes. The following adventure ideas can be integrated into an existing campaign or inspire a whole new set of escapades.

Buried Alive

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

Power Play

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

A Simple Errand

Kin Thalin, the owner of a small cantina in Haven, claims to have found a remote cavern that holds large deposits of rare and valuable crystals. He has heard stories that some of the crystals were taken long ago by the Revanchist and his fellow warriors to power their weapons. Thalin is willing to pay handsomely for a group of heroes to fill a crate with crystals from the cavern and deliver it to him. Does he want the crystals for his own purposes, or is he acting on behalf of visitors from offworld?

Revolution

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

O'REEN

A failed colony world from the bygone era of the Old Republic, O'reen has become a fortress planet to rival any of the Core Worlds from the days of Palpatine's Empire. Its strict military focus allows O'reen to overcome any disadvantages it faces because of its limited technology.

O'REEN

Region: Unknown Regions

Climate: Temperate

Gravity: 1.1 standard

Moons: 2

Length of Day: 34 standard hours

Length of Year: 355 local days

Sapient Species: 98% O'reenians, 2% other species

Government: Military dictatorship

Capital: Fort Maximus

Major Exports: None

Major Imports: Military weapons

Knowledge (Galactic Lore)

DC RESULT

- 15 O'reen is located just outside the border of the Outer Rim Territories and is fiercely independent and self-reliant.
- 20 O'reen is controlled by a stringent military regime, and citizenship is reserved for those who serve in the planetary militia.
- 25 The initial colony was established as an early warning outpost against a perceived extragalactic threat, but there is no proof that the threat ever materialized.
- 30 Although the world's technology level is far behind that of most of the galaxy, O'reen has managed to keep fairly close to standard tech levels in military weaponry and vessels.

Knowledge (Social Sciences)

DC RESULT

- 15 O'reen is ruled by a single military leader who is referred to by the honorific of Magnus.
- 20 The people of O'reen are accustomed to the regimented lifestyle of the military, and every citizen is a capable combatant.
- 25 There have been several uprisings by civilians seeking to improve their low status, but each attempt has been thoroughly squashed by the military.

HISTORY

Shortly after the Great Hyperspace War, the Republic orders the foundation of a large number of outpost worlds in the hopes of avoiding another surprise invasion, especially in the wake of the destruction left by the Sith Empire's aggression. The initial plan is to establish military garrisons well past the boundaries of known space, complete with the latest in hyperspatial communications and the full backing of the Republic, to provide supplies and new troops as necessary. However, budgetary constraints combined with the costs of rebuilding force the Republic to accept a compromise from the Senate. The military garrisons are combined with colonization efforts in an attempt to create self-sustaining military outposts.

The initial test of the advance warning initiative seeks to establish a dozen such colonies, with the Republic offering lucrative bonuses to volunteers. Unfortunately, the wave of patriotism hoped for by the bureaucrats does not materialize, and the Republic is forced to settle for only five colonies. Of these, four are deemed failures due to a wide range of unfortunate events, including Senate corruption. As a result, the Republic military scraps the entire project. As the Republic's budget lacks enough credits to bring the colonists home, the last colony is left to its own devices.

The fifth colony—the one established on O'reen—flourishes despite being written off by the Republic and isolated from the rest of the galaxy. This success is due partially to the abundant natural resources available to the colonists, but the deciding factor is a critical step taken by the military officer put in charge of the outpost. A once-promising starship captain who had fallen out of favor, he believes that without the strict discipline of the



O'REEN

Republic, the colony at O'reen will be doomed to failure. Thus, he decides to create a system to exert the required level of control. In a quick and bloodless coup, the captain and those under his command establish themselves as the dominant authority, a feat made easier by the fact that the original leader, the foppish son of a Republic bureaucrat, is disliked by most colonists. Within a year, the captain turns the colony around, shaping it into exactly what the Republic had hoped for: a well-disciplined and entirely self-sufficient military outpost. The surname of the captain is all that remains known of the leader who made the colony flourish, and to this day, the title of Magnus is carried with pride and dignity by the planet's leader.

As the years turn into decades, O'reen's original mission becomes an increasingly distant memory, and its society develops into a caste system. Full citizenship is granted only to those who join the military and serve for a minimum of six years. Those who choose not to enlist or are unfit for service are deemed "civilians" and given few rights, becoming essentially indentured servants of the government. Civilians perform the bureaucratic tasks that allow society to function, along with menial jobs that the rest of the galaxy has long since given to droids. Attention to duty among the military is ensured by the threat that any soldier given a dishonorable discharge will lose all rights as a citizen and be expelled from all settlements. These extreme measures go a long way toward guaranteeing that only those willing and fit to serve enter the ranks of O'reen's military.

O'reen's next major contact with the galaxy at large comes several centuries before the onset of the Clone Wars, when a corporate exploration vessel chances upon the planet. The captain intends to swoop down, impress the natives with a display of technological superiority, and stake a claim to the world for his corporate masters. Unfortunately, he drastically underestimates the skill and dedication of the O'reen military, which bests the corporate vessel and gains its first glimpse of how much galactic technology has changed since the founding of the colony. The Magnus orders the ship to be repaired and retrofitted, hoping to acquire new military technology to use in defending O'reen against future attacks. Until the military catches up with the rest of the galaxy in the arms race, it carries out supply raids in utmost secrecy, and only when success seems assured—potential hostiles must not be allowed to track the raiders to their homeworld. The O'reen military defeated a technologically superior ship because its commanding officer was an arrogant buffoon, but the next ship might have a commander with more formidable military training.

For centuries, O'reen soldiers and scouts conduct acquisition runs, using any means available to gain the latest military technology. All goes according to plan until a Republic military exploration craft comes across O'reen while investigating nearby systems looking for Separatist supply depots. The ship's captain is untrained in first contact protocol, leading to a violent misunderstanding and the capture and enslavement of most of the ship's crew. Clone troopers from Vornskr Company, led by Jedi General Morningfire,

O'REENIANS

O'reenians are a species of near-Humans with a striking similarity to baseline Humans, with the prominent differences being their orange-hued skin and their pitch-black irises. The militaristic outlook of their society is similar to that of the Chiss, although unlike that species, the O'reenians are not averse to striking without provocation if doing so might gain them a tactical advantage. Their native tongue is based on a very old dialect of Bocce, and it shares enough commonality with that language that characters fluent in Bocce can decipher most of what an O'reenian says.

Given the insular nature of O'reen society, few of its members are likely to leave and wander the galaxy, although outcasts are forced into exile from time to time. Most O'reenian heroic characters should have at least one or two levels in the soldier class to reflect their military upbringing.

Using the rules for creating near-Humans in Chapter 1, O'reenians have the following traits and variations: Heightened Awareness, Persistent, Eye Variation (black irises), and Skin Color (orange).

mount a rescue that ends with the death of the Magnus. In the aftermath, the Galactic Senate votes to quarantine O'reen to keep it from sharing military knowledge and resources with the Separatists and as an attempt to keep its hostile population under control.

The quarantine is largely unnecessary, since the new Magnus does not want to provoke the wrath of the powerful Republic again. Still, it is maintained until several decades after the Battle of Yavin, when the Yuuzhan Vong invade the galaxy. The Magnus adopts a "wait and see" approach regarding the extragalactic conquerors. When Coruscant is devastated in the wake of its capture by the Yuuzhan Vong, all details on file regarding O'reen are lost. Although O'reen seems to have been forgotten by the rest of the galaxy, the Magnus continues to keep tabs on galactic events, waiting for the right opportunity to expand O'reen's control of the region.

LOCATIONS

O'reen includes the following significant or interesting locations.

Fort Maximus

By far one of the most heavily fortified settlements on the planet, Fort Maximus serves as both capital and primary military headquarters. The estate of the ruling Magnus is located in the city's center, and the overall design reflects the stark military nature of the O'reenians. Multiple defenses make it possible for Fort Maximus to withstand a siege for years, if necessary. Military production facilities are located underground in protective bunkers so that materials can continue to be produced in the event of invasion. Many of the city's residents are capable warriors.

Orbital Deployment Center

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

Epsilon Garrison

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

What sets Epsilon Garrison apart from other cities is that it is the only one to host a significant population of civilians who have started to seriously consider a revolution. Although they know that a direct confrontation will only get them killed, these civilians are contemplating ways of making their voices heard and perhaps even improving the lot of all O'reenian civilians.

MILITARY LAW

Life on O'reen is very similar to that under the totalitarian regime established by Emperor Palpatine at the end of the Clone Wars. The Magnus is the undisputed military commander, and since every citizen is a member of the military, the Magnus is also the supreme governmental authority. The only way to become a citizen of O'reen is to join the planetary militia; nonmilitary residents are labeled "civilians" and are essentially indentured servants. Visitors from offworld are automatically considered to be civilians and thus subservient to the military unless they prove that they are members of another planet's armed forces or they offer fealty to the Magnus by enlisting in the O'reenian military. However, visitors are infrequent—over the centuries, O'reen has become very insular, preferring to keep its contact with outside cultures to a bare minimum.

HAZARDS

Orbital Defense Mines

CL 8

These nearly invisible satellites spring to life as a ship approaches, moving rapidly toward the vessel and detonating once they get close.

Artificial, energy

Trigger A vehicle attempts to enter the O'reenian atmosphere

Attack +10 vs. Reflex Defense

Damage 3d10×2 (Miss: Half damage)

Recurrence On trigger, then on initiative (Initiative +8) for five rounds

Skills

Pilot (DC 16): As a reaction, the vehicle's pilot can make a Pilot check to reduce the damage caused by an exploding orbital defense mine.

If the check is successful, the damage taken by the vehicle is reduced by half (if the vehicle is already taking half damage from the attack, it instead takes one-quarter damage).

Use Computer (DC 16): The character can make a Use Computer check to detect the presence of the mines. Furthermore, as a standard action, the character can use the Use Computer skill to use the vehicle's sensors to detect the mines, granting the vehicle a +2 dodge bonus to Reflex Defense against the mines' attacks.

Special

This hazard assumes that the triggering vehicle is passing through the thick net of security satellites surrounding the whole planet. You can also choose to have the orbital defense mines only cover certain squares; in such a case, the mines trigger when a vehicle enters the square of, or a square adjacent to, an orbital defense mine, and there is no recurrence.

The people of O'reen take the defense of their world very seriously. Despite this fact, there are many strange and powerful races throughout the Unknown Regions that have technology that is unfamiliar to the O'reenians, making it difficult for them to sense threats from the outside until it is too late. As a result, the O'reenians have created a network of orbital defense mines that detect, move toward, and attack any starship approaching O'reen without proper transponder identifiers. Whenever the heroes approach O'reen for the first time, they may encounter orbital mines.

O'reenian Fog

CL 12

Thick fog covers the surface of O'reen, providing a good place for criminals to hide but also concealing the towering stone structures from those who ply the mist.

Atmospheric, natural

Trigger A vehicle's pilot ends his or her turn with the vehicle in a space filled by O'reenian fog

Attack +14 vs. Reflex Defense

Damage The vehicle takes damage as though it had collided with another vehicle of Colossal (cruiser) size

Recurrence On trigger

Skills

Perception (DC 31): A copilot can use the Perception skill to give the vehicle a +2 dodge bonus to Reflex Defense against this hazard, warning the pilot about getting too close to a rock formation.

Pilot (DC 26): As a reaction, the pilot of a vehicle can make a Pilot check to reduce the damage caused by the collision. A successful check causes the vehicle to take half damage from the collision.

Use Computer (DC 21): As a standard action, the character can use the ship's sensors to try and pierce the fog and find a safe route around the jutting plateaus. Success grants a +5 circumstance bonus to the vehicle's Reflex Defense against the hazard's attacks.

Much of the ground level of O'reen is covered in a perpetual heavy fog. Most O'reenian cities are built atop tall mesas and plateaus, meaning that most travelers don't have to deal with the thick fog. However, the few, rare criminals on O'reen often fly their vehicles through the thick fog, staying below visual range and navigating by sensors alone. The practice is dangerous, and more than a few ships have had deadly collisions with the towering mesas.

FACTIONS

O'reen is tightly controlled by the military government, which clamps down on attempts by civilians or visitors to upset the ruling order. Still, the military is not monolithic, and factions within its ranks harbor their own goals and plans.

The Magnus

As the highest-ranking member of the O'reenian military, the Magnus is the ruler of a planet of combat-capable troops. Elected by a council of peers, the Magnus must have the political and tactical savvy to ensure that operations on O'reen continue undisturbed and to stave off challenges to his or her authority. As a talented and shrewd leader, the Magnus is capable of personally taking on all but the most dangerous of adversaries, but even so is accompanied by at least four elite guards at all times. In addition, the citizens of O'reen are always ready to answer a call to arms from their supreme commanding officer.

ADVENTURE IDEAS

Even simple adventures on O'reen are tense and worrisome, since the heroes are not free to explore as they please. As visitors from offworld, unless the characters are members of another planet's military, they are branded as civilians and given few rights.

O'reenian Hospitality

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

A Crateful of Smoking Blasters

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

VEROLEEM

Once, the planet Veroleem was the site of a group of colonists who sought to live free of outside influences. But the world's residents have changed, evolving into a cult that constantly seeks new members and harbors an ancient secret that would give even the stoutest mind pause.

VEROLEEM

Region: Unknown Regions

Climate: Arid

Gravity: Standard

Moons: None

Length of Day: 20 standard hours

Length of Year: 307 local days

Sapient Species: 80% Human, 20% other species

Government: Theocracy

Capital: New Promise

Major Exports: Lommite, narcotics

Major Imports: Disciples

Knowledge (Galactic Lore)

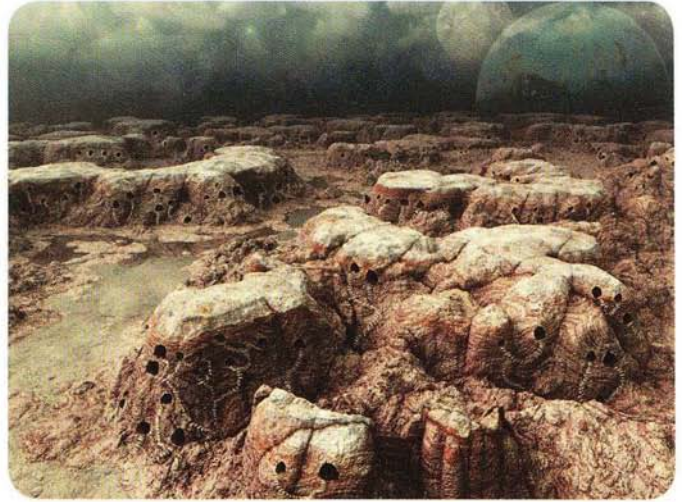
DC RESULT

- 20 Veroleem is a remote desert planet that is the home of a small group of cultists who preach withdrawal from worldly temptations.
- 25 Despite their tenets, the cultists send out a significant number of traveling priests to seek new initiates, although regardless of how many converts they find, the size of the cult never really fluctuates.
- 30 Kryotin, one of the more addictive narcotics in the known galaxy, is produced on Veroleem. It provides the cult with a steady stream of revenue as well as a means to force new converts to abandon their old lives.

Knowledge (Social Sciences)

DC RESULT

- 15 The Veroleemians have developed a cultlike mentality, sending priests out into the galaxy to recruit new followers.
- 20 The original founders of Veroleem were members of a group that sought to live without Republic interference.
- 25 The residents of Veroleem have always been governed by the Council of Enlightened Elders, a group located in the city of New Promise. The current elders are said to be direct descendents of the original colonists.



HISTORY

Several decades before the Sith wars, a tiny band of interstellar wanderers look for a world they can claim as their own. They seek a life without interference from a Republic they feel is more interested in controlling the lives of its citizens than in seeing to their well-being. They finally chance upon a planet that they name Veroleem after the leader of their group. Given the world's remote location and lack of readily exploitable resources, the isolationists have little trouble staking their claim.

There is no record of when or how it occurs, but the denizens of Veroleem undergo a psychological change. Instead of trying to become self-sufficient, they start sending out proselytizers to recruit fresh converts and bring them to Veroleem. As is the case with many cults, these new converts sever all ties with their former lives, take on new names, and frequently vanish from the galaxy altogether. To further bolster their efforts and provide a steady source of income, the cultists began to manufacture a very potent narcotic called kryotin powder, supposedly named after the Veroleemian who devised the drug. The powder gives the cultists a powerful hook to draw new disciples away from their old lives, forcing many of them to become drug-addled and subservient to the whims of the cults' high priests. Over the centuries, many criminal organizations attempt to add Veroleem's lucrative kryotin production to their own repertoires, but a series of "accidents" causes each group to invest in other lines of vice that are less worrisome.

When the Mandalorians begin their raids into Republic space, Veroleem is one of several planets that goes overlooked, mostly because the Mandalore saw little of value in such a remote world. Some members of the Neo-Crusaders suggest using kryotin as a bioweapon to soften up targets prior

to invasion, but this idea draws scorn from more traditional Mandalorians, so Veroleem weathers the Mandalorian Wars with minimal effects. Even the Jedi Civil War that follows has little impact on the planet. In fact, it proves beneficial—the chaos that the Sith war brings to the galaxy gives the cultists a better chance to operate without drawing undue attention from Republic judicials, Sector Rangers, or the Jedi Order.

In the aftermath of Revan's insurrection, a great many Republic archive records are lost, among them the original claim to Veroleem made by the first settlers. This event drags the cultists into galactic affairs when a mining company (actually a front for the criminal organization known as the Exchange) purchases the planet under the pretense of mining for untapped deposits of lommite. Veroleem's ruling Council of Enlightened Elders does not want outsiders interfering in their affairs and launches a protracted legal battle. The Veroleemians eventually prove their claim to the planet and force the Republic to remove the Exchange-backed mining interest. The cultists insist that the mining equipment be left behind, however, giving them another source of revenue.

This chain of events brings the Cult of Veroleem to the attention of the Jedi Order. The Jedi can do little about the planet's intent to remain isolated from the Republic, but they make it clear that they strongly disapprove of the cult's recruitment tactics. The next few decades see several conflicts between groups of cultists and Jedi Knights. As a result, the Veroleemians change their methods of gaining new initiates and severely curtail their distribution of kryotin.

But in the aftermath of Lord Kaan's thought bomb and the devastation wreaked upon the Jedi Order by the Battles of Ruusan, the Veroleemians slowly return to their old ways. They increase the sale of kryotin, and as the Jedi grow increasingly involved with the Galactic Senate, it becomes even easier for the cultists to avoid the Republic's notice.

When Count Dooku begins rallying the outlying systems to join the Confederation of Independent Systems, Veroleem publicly remains independent but secretly provides support to the Separatists. The Clone Wars never reach Veroleem, but Palpatine is not so quick to forget the small world. Several months after the formation of the First Galactic Empire, he sends one of his Inquisitors to the planet on a classified mission. Curiously, the cult scales back its recruiting drives around that time, and rumors emerge that the Emperor is not averse to banishing criminals and political prisoners to remote worlds such as Veroleem, where they disappear.

In spite of its efforts to track down all the Empire's prison worlds, the Rebel Alliance never learns Veroleem's location. The planet remains a well-kept secret even after the defeat of the Empire and the birth of the Galactic Alliance. After the fall of the Alliance and the rise of a new Empire led by the Sith Lords, the cultists once again start recruiting more aggressively, secure in the knowledge that the location of their homeworld is a long-forgotten secret.

KRYOTIN

One of the oldest narcotic agents known to the galaxy, kryotin is outlawed by every major galactic government since the days of the Old Republic. Even the Galactic Empire seeks to keep the drug from becoming too prominent, especially among the military forces.

Kryotin functions by causing the user's brain to release a sudden rush of chemicals that bring on a state of euphoria and that also make the victim greatly susceptible to suggestion. While some use it for recreational purposes, it can also be used in interrogation and brainwashing. The following hazard can be used to represent the effects of kryotin on a living creature.

Kryotin

CL 4

This narcotic substance instills a strong sense of euphoria in the subject, making him or her susceptible to suggestion.

Ingested, natural, poison.

Trigger A living creature ingests a dose of kryotin

Attack +6 vs. Fortitude Defense

Damage No damage, and the target moves –1 step on the condition track and gains a persistent condition. Until the persistent condition is removed, the target doubles all condition track penalties to Will Defense. (Miss: No damage, and the target moves –1 step on the condition track)

Recurrence Once each minute for 10 minutes

Skills

Knowledge (life sciences) (DC 31): The character identifies the chemical as the narcotic substance known as kryotin.

Perception (DC 26): The character recognizes the signs that an individual creature is under the effects of kryotin.

Treat Injury (DC 21; requires medical kit): The character treats the effects of kryotin. This process takes 8 hours and removes the persistent condition caused by kryotin.

Special

Each day that a creature with a persistent condition caused by kryotin goes without a dose of kryotin, the creature moves –1 step on the condition track at the start of the day. After 10 days without ingesting kryotin, the persistent condition is removed.

LOCATIONS

Veroleem includes the following significant or interesting locations.

New Promise

The only major city on the planet and the location of Veroleem's main starport, New Promise is a disjointed blend of classic design aesthetics and modern practicality. Although it is a far cry from the bustling metropolis that most planetary capitals become, New Promise still shows a great deal of activity, since it is home to the vast majority of the world's inhabitants. The city also hosts the Council of Enlightened Elders, which has led the cult since Veroleem was colonized. Constable Girath is the surly, tight-lipped head of local law enforcement and has been for as long as can be remembered, even by members of species whose life spans extend into centuries. Most residents assume that the name and position are hereditary.

Coreesh Mountains

The Coreesh Mountains are an expansive range located several dozen kilometers to the east of New Promise. The only major structure is a temple of the Veroleem cult, which sees an unusually large amount of traffic given its remote location. However, the temple is the secret manufacturing site of the addictive narcotic kryotin. Entrances to the production areas are known to very few and heavily guarded at all times. Many of the newer cult initiates brought to Veroleem end up in the temple, and few seem to leave.

Desperation's Refuge

Not every initiate to the Cult of Veroleem is a willing convert. For some time, a small resistance has operated in the shadows, founded by slaves who managed to break their addiction to kryotin and escape into the wilderness. Poorly equipped and barely eking out an existence, the resistance establishes a small encampment called Desperation's Refuge, keeping the exact location hidden from the cult's enforcers and scouts. The reason for their success over the centuries is that Desperation's Refuge has no fixed location—it is a tent city, capable of being packed up and moved at a moment's notice. The current leaders of the resistance make the mobile township their main base of operations.

VEROLEEM'S ANCIENT SECRET

One of the many experiments that the ancient Sith conducted was an attempt to stave off death, keeping the body in its biological prime far longer than was natural and increasing the recipient's ability to recover from injury. Although they succeeded, the knowledge came too late to be of any use to the Sith. The problem they encountered (and were unable to overcome at the time) was that to stabilize the chemical formula that would keep death at bay, the brain chemicals of a genetically compatible species had to be included, and each dose would last only a limited period of time before the body resumed the aging process. The ethical issues were not a problem for the Sith, but in the vicious infighting of their Empire, the discovery was lost.

Among the initial settlers of Veroleem was a Force adept named Kryo Tinwole, who during a scouting expedition stumbled upon the remains of the Sith laboratories, buried in the area that would come to be called the Coreesh Mountains. Using his Force abilities, Kryo was able to decipher the Sith texts and uncover their elixir of immortality. It was a simple matter for him to murder one of the other colonists so that he could use the elixir on himself. Between his powers and his newfound immortality, Kryo had little difficulty in eventually warping the views of the colony leaders, forging them into the Council of Enlightened Elders and drawing many other colonists into his burgeoning cult.

Quite simply, the Cult of Veroleem is a sham, existing only to perpetuate the longevity of the world's oldest residents, some of whom can measure their life spans in centuries. Further research led to the development of the drug kryotin from the by-product of the elixir creation, which the cult uses to lure more victims to Veroleem to be sacrificed. The drug has the added benefit of enhancing the brain chemicals of those about to be harvested. When the Jedi Order started paying more attention to the cult's activities, the Council feared that they might learn of the crimes committed to secure immortality, but the Jedi's attention shifted away from the cultists before their secret was revealed.

Darth Sidious showed a brief interest in the cult and its elixir, considering it as a means of prolonging his life. But he chose not to become dependent on a drug in his quest for immortality and pursued other paths.

The Council of Enlightened Elders is terrified that the resistance movement will learn its secret and spread the truth. If an agency more interested in promoting justice than in seeking power, such as the Jedi Order or the Sector Rangers, discovers that the Cult of Veroleem has murdered an immeasurable number of victims, it will certainly try to end the cult once and for all. Worse yet, any criminal organizations that learn the cult's secret will not hesitate to torture, kill, and destroy to gain the dark knowledge for themselves.

FACTIONS

Besides the group of elders that rules over Veroleem, there is only one true other faction found on the planet.

The Resistance

The small underground resistance movement that takes root on Veroleem disrupts the cult's total control of the planet. Although chronically short of both numbers and resources, the movement manages to survive in one form or another for centuries. Not even the most violent purges by the Council of Enlightened Elders can wipe out the resistance cells completely, thanks to the insurgents' traveling tent city and their skill at staying out of sight when necessary. The resistance also smuggles people offworld by various means, seeking to help those who still have a chance of returning to their old lives or of finding a new path free of the cult's influence.

The primary goal of the resistance, however, is to depose the council, having gained a sense that something is unnatural and sinister about the cult's rulers. The appearances of the elders never seem to change, even as decades and centuries pass, but so far, resistance efforts to discover the truth behind this phenomenon have been futile. Some resistance leaders press their comrades to focus more resources on liberating converts and breaking them of their addiction to kryotin, rather than on chasing rumors of the council members' unnatural longevity. Initiates freed in this manner usually end up joining the resistance themselves.

ADVENTURE IDEAS

Veroleem is a very dangerous place to visit. Any hero would be well advised watch out for overly friendly strangers and not to go anywhere alone.

Desperation's Call

As the heroes are getting ready to board their ship for their next destination, a haggard-looking male Human runs toward them and collapses, a datacard tumbling from his fingers. The man appears to have died from recently inflicted injuries. A recording on his datacard contains astrogation data to reach Veroleem, the coordinates of a makeshift landing pad there, and a plea from the man (who calls himself Vorli) to help prevent a massacre on the planet. If the heroes travel to Veroleem, they are greeted by Joll Kohan, a grizzled man with a military bearing. Vorli's mission was to find spacers willing to help the resistance smuggle recently rescued victims of the cult offworld. However, the heroes' arrival compromises the site's location, and Kohan learns that the cultists have mustered their forces and are en route to wipe out the resistance.

The Word of the Elders

During the heroes' much-needed downtime, young human man arrives suddenly and with great fanfare, accompanied by a number of other young and healthy followers. The human begins to preach about the drain that greed and ambition put on the body, and espouses a philosophy that eschews material wealth. To the amazement of those gathered, the man claims to be over 300 years old, kept young via monastic practices. The man extends an invitation to those who have gathered to hear him speak, offering them berths on his spaceship and a new life on a world far from the pain and misfortunes of the galaxy. Before this young proselytizer can depart, the heroes learn that the others who accompanied him have been slipping away during his speeches and selling a powerful narcotic called kryotin to the local criminal organizations (perhaps even meeting with the Hutts to arrange a larger delivery). The heroes have the chance to trace this dangerous narcotic to its mysterious source by allowing themselves to be taken as new recruits, only to find themselves on the world of Veroleem in the Unknown Regions, scheduled to have their bodies harvested to prolong the lives of the planet's elders.

Secret Harvest

During a routine hyperspace jump, the heroes stop to change directions and discover a derelict spice freighter drifting nearby. A closer examination reveals that the ship recently traveled from coordinates deep in the Unknown Regions, well beyond where spice freighters normally ply their trade. A maintenance droid, which has dutifully kept the freighter in working order for some months now, explains to the heroes that the ship departed from Veroleem with a full crew complement and a cargo hold full of a new kind of spice found only in the Unknown Regions. Following a hyperspace miscalculation, the crew was forced to abandon ship, leaving the ship to drift aimlessly. However, during this discussion, a beacon on the freighter activates, and the ship jumps to lightspeed, headed for Veroleem and carrying the heroes with it. When the freighter drops out of hyperspace above Veroleem, cult leaders welcome the heroes and thank them for returning their stolen property—the medicinal narcotic known as kryotin. The cultists offer to reward the heroes lavishly in order to keep them on the planet, fearing that the heroes might reveal their operation to the known galaxy. The harder the heroes try to leave Veroleem, the more effort the cultists put into keeping them there, resorting to violence (possibly driving them into Veroleem's desert). The heroes must find a way to get off-world before the cultists make them permanent residents of the Unknown Regions.

VOLIK

Initially intended as a resort colony for the wealthy, the planet Volik is abandoned to pirates and smugglers when the resort's owners fall on hard times.

The world is dominated by rocky terrain. The main continent is made up of sweeping grasslands separated by small mountain ranges. The runoff from the mountains has created numerous canyon systems, which have been used by smugglers for ages. The rivers often empty into the sea from the tops of tall bluffs in impressive waterfalls.

Smugglers use the waterfalls to their advantage to evade pursuit. The falls make handy entry and exit points for a network of caverns underneath the bluffs, and skilled pilots fly underneath the arcs of the waterfalls. Akriva Falls gets its name from a notorious Mon Calamari pirate who would fly up the side of a cliff under the falls to avoid pursuit.

VOLIK

Region: Unknown Regions

Climate: Temperate

Gravity: Standard

Moons: 2

Length of Day: 26 standard hours

Length of Year: 410 local days

Sapient Species: 95% Human, 5% other species

Government: Anarchy

Capital: The Colony

Major Exports: None

Major Imports: Foodstuffs, luxury goods

Knowledge (Galactic Lore)

DC RESULT

- 15 The planet Volik was colonized during the height of the Old Republic. The colony faltered, but the planet remains hospitable.
- 20 Volik is often used by smugglers and pirates as a base of operations.
- 25 Volik is one of the rumored resting places of Count Czaizis's fortune, a treasure beyond imagination.
- 30 Both the Jedi and the Sith have had small outposts on Volik.

HISTORY

Volik is first discovered by a Czerka Mining Corporation survey team, but the planet has no mineral resources to interest Czerka. However, the world's atmosphere and temperate conditions are attractive to Humans, so the rights to colonize the planet are sold to Vekanda Leisure Colonies. Vekanda begins construction of a resort colony where the idle rich can spend their days (and their credits) hunting the local creatures and dining on exotic foods. When Vekanda runs into financial troubles soon after the colony begins operation, the company folds, and the construction materials are left to the elements.

It is not long before pirates move into the abandoned resort. The buildings offer comfort that is not provided by bases in asteroid fields and other typical pirate locations, and Volik's rocky canyons are perfect for storing fighters and pillaged gains. Multiple gangs use the world as a safe harbor, occasionally going to war with one another over the right to be the sole smugglers on Volik. Occasionally, these turf wars grow so brutal that the gangs wipe each other out, leaving the planet uninhabited for decades until new parties arrive to stake their claims.

Shortly after the Clone Wars, a Jedi Master named Dorin Se'ol comes to Volik and begins to rebuild the colony. Master Se'ol disagrees with many of the teachings of the Jedi Council. He even takes a wife, feeling that the Council is becoming more of a political body than a spiritual one. Se'ol starts taking in Force-sensitive beings who are looking for a fresh start, and eventually the growing community chases the smugglers off Volik. The death of his wife pushes the Jedi Master toward the dark side, but he soon realizes that confronting the darkness is part of the process of truly knowing the Force.



VOLIK

Se'ol stays below the notice of Darth Vader for a time, but the Dark Lord of the Sith eventually learns of the Jedi Master, and Se'ol perishes during the Empire's assault on Volik. Still, he distracts Vader long enough for a small band of his students to escape.

Volik remains uninhabited until the Yuuzhan Vong invasion, when a small group of Force-sensitive pacifists—some of whom trained at the Jedi Academy—discover a holocron with the teachings of Dorin Se'ol. These pacifists learn of Volik and journey to the planet, where they remain until the end of the conflict between the Yuuzhan Vong and the New Jedi Order.

In the era of the last Skywalker, Volik once again lies uninhabited. Even the smugglers stay away, considering the planet to be bad luck. Pilots who do not otherwise believe in superstitions still steer clear of Mount Vorena. Those strong in the Force say the mountain is surrounded by a strange presence. Perhaps one of the many Jedi that called Volik home has returned in spirit.

LOCATIONS

Volik includes the following significant or interesting locations.

The Colony

The original resort colony was built in the shadow of Mount Vorena. The buildings still stand, despite being repurposed by smugglers and other inhabitants of Volik. No company has attempted to purchase the rights to the colony to reestablish it.

Rooms in the main resort building range from small, economy dorms on the lower floors to sprawling penthouses near the roof. At any given time, the most successful smuggler band on Volik usually occupies the building, although gangs have also used it as a warehouse, a prison, and more. The penthouses are reserved for the smuggler leaders—or are set up to seem that way to mislead enemies. Some gangs refuse to take up residence in the building even when given the opportunity, since many groups break up after moving in, torn apart by infighting.

A starport was under construction, but the colony was abandoned before it could be completed. Quite a few landing bays are merely sandpits surrounded by construction materials. The central concourse has been stripped of everything valuable. One feature that harkens back to the planned splendor of the colony is a giant crystal sculpture, meant to be the centerpiece of a massive fountain that would have welcomed visitors in grand style. The sculpture has been stolen from time to time, but such thievery incurs the wrath of the smugglers on the planet. The pirates set aside their differences long enough to retrieve the sculpture and punish the thieves. The gangs use the sculpture's location as a neutral site where they can come to negotiate.

Other colony buildings are scattered across Volik. Most of them are vacant, since many smugglers prefer setting up camp in the easily defended canyons. Jedi Master Dorin Se'ol uses a few cabins near Mount Vorena for himself and his students; the cabins originally were meant for visitors looking for a rugged climbing experience. Rumors abound of lightsabers, holocrons, and other Jedi artifacts hidden in or near these buildings.

Mount Vorena

The highest peak on Volik, this mountain is named after the wife of Dorin Se'ol. The Jedi Master climbs to the top of the mountain after her death to meditate, since the arduous ascent leads to a magnificent view. The mountain has since become a destination for Jedi, who climb Mount Vorena to make contact with the Force spirits of their mentors and comrades.

One of the mountain's distinguishing features is a river made of the melting ice caps. It cascades down the rockface and ends in a spectacular waterfall known as Jolee Falls, named for the only child of Dorin and Vorena.

FLORA AND FAUNA

Volik is a temperate world with a four-season climate. The temperature does not drop far enough to cause snow, although the tops of the mountain ranges and the deeper canyons freeze over during the colder seasons. The rainy season is moderate. Flooding can occur in the canyons, and more than one smuggler band has watched its ill-gotten gains wash out to sea after a few days of rainfall.

Volik hosts a varied ecosystem. Large bannak trees grow in the foothills surrounding the mountains. Their wood is used for buildings as well as for the wheeled skiffs that cruise across the landscape. The light blue grass of the plains can grow up to a meter in height. Wildlife is common on Volik. Predators stalk the plains using speed and ambush tactics to take down prey. Birds and other aerial creatures nest in the trees near the mountains.

One of the big draws for the original resort colony was the wide range of delicious fruits and game available on the planet. Tanna trees grow well in the soil, bearing large, purple fruit that is a staple for the world's residents. Another exotic plant is the mumau root, which grows in the higher elevations of the mountain ranges and is most commonly found in small pockets along the side of Mount Vorena. Jedi Master Dorin Se'ol claims that tea brewed from mumau root helps meditation. Whether the plant truly aids in meditation is still open to debate, but it is certain that slipping into a relaxing trance is a lot easier after a hard climb up and back down Mount Vorena.

HAZARD

Flash Flood of Volik

CL 7

Water begins to trickle across the ground slowly, then grows into a rush as flood waters push their way across the ground at breakneck pace.

Natural

Trigger The encounter begins, or a predetermined round number begins (Gamemaster's choice)

Attack +7 vs. Reflex Defense

Damage 1d6 damage and the target is knocked prone

Recurrence On initiative (Initiative +8) each round for ten rounds

Skills

Acrobatics (DC 22): As a reaction to being hit by this hazard's attack, the character can make an Acrobatics check to keep from being knocked prone.

Knowledge (physical sciences) (DC 17): The character recognizes the area as one susceptible to flash flooding.

Swim (DC 17): The character makes this check as a part of a move action, and if successful can swim as normal in the flooded area (this skill can only be used after five rounds of flooding).

Special

Each round that it attacks after the first round, the hazard gains a cumulative +1 bonus to its attack rolls. After three rounds, the water is rushing into the area at knee height to a human; after five rounds, the water is at waist height; and after ten rounds the water is higher than an average human's head. After ten rounds, the area is effectively flooded, and Gamemasters can either allow heroes to swim as normal or use the Flooded River hazard (see page 110).

The nature of the landscape on Volik lends itself to flash floods. While most of the time this does no more harm than washing away some hidden cache of weapon and contraband, in the right spot a flash flood can turn a once-dry plain into a quick-flowing river in a matter of seconds. Gamemasters can use the hazard to represent flash floods that spring up when the heroes are engaged in a combat encounter. The area of the flash flood can start small and grow over time, or the entire area of the battlefield could be subjected to the flash flood hazard.

REYKO

The most common beast on the planet is the reyko, a docile herd animal similar to the bantha. Reykos are covered with hard, chitinous skin that, to the untrained eye, makes the creatures look like the many large boulders that cover the Volik landscape. They feed on the plentiful grass of the plains and use their camouflage to hide from predators. The smuggler havens that crop up on Volik often harness reykos as beasts of burden. The animals are slow but powerful, and a team of them can haul a wrecked starfighter back to base for salvage. Reykos can also withstand blaster fire, so smugglers sometimes use them to ram skiffs and speeders piloted by rivals.

Reyko

CL 5

Large beast 6

Init +2 ; **Senses** scent; Perception +4

Defenses Ref 16 (flat-footed 16), Fort 17, Will 13

hp 69; **DR** 15; **Threshold** 22

Speed 6 squares

Melee gore +11 (1d8+7) or

Melee gore +13 (1d8+10) when charging or

Melee gore +13 (1d8+10x2) when charging a vehicle

Base Atk +4; **Grp** +16

Atk Options battering bantha rush, charge

Abilities Str 24, Dex 10, Con 22, Int 2, Wis 14, Cha 8

Special Qualities battering bantha rush

Feats Improved Defenses, Powerful Charge, Toughness

Skills Endurance +13, Perception +4

Battering Bantha Rush—Whenever a reyko makes a charge attack against a vehicle of Large size or larger, the attack, if it hits, deals x2 damage against that vehicle and the reyko can push the vehicle 1 square.

WIND SKIFFS

Volik is covered in extensive plains dominated by tall grass and fast animals. The plains make excellent landing areas. The original resort colony offered wind skiffs for guests to use to sail above the grassy seas. The wind skiffs have been claimed by smuggling gangs over the years and stripped for parts or ruined in raids. However, a few gangs have reworked the wind skiff design for use with wheeled vehicles. The winds that blow across Volik are strong enough to propel these craft across the grasslands. Because these vehicles are not powered by a typical power cell, they can often escape detection by planetary scanners and are silent enough to be used in ambushes and surprise attacks.

Wind Skiff

CL 6

Huge ground vehicle (speeder*)

Init +7; Senses Perception +5

Defense Ref 14 (flat-footed 10), Fort 20; +2 armor

hp 40; DR 5; Threshold 30

Speed fly 12 squares (max. velocity 300 km/h)

Ranged debris clearing laser cannon +0 (see below)

Fighting Space 3x3; Cover none

Base Atk +0; Grp +20

Abilities Str 31, Dex 18, Con —, Int 10

Skills Initiative +7, Mechanics +5, Perception +5, Pilot +7,

Use Computer +5

Crew 1; Passengers 4

Cargo 900 kg; Consumables 1 day; Carried Craft none

Availability Licensed; Cost 13,000 credits (3,500 used)

**Modified versions of the wind skiff that use wheels in the place of repulsorlifts are mechanically identical, save for being considered wheeled vehicles and using a ground movement speed instead of a fly speed.*

Debris Clearing Laser Cannon (pilot)

Atk +0, Dmg 3d10

FACTIONS

Two of the most prominent factions found on Volik are the Crimson Stars pirate gang and the Ebon Strikers pirate gang. Their feuds have been so far relatively contained but could quickly expand to a more severe conflict.

The Crimson Stars

The Crimson Stars, led by a human named Vallkos, are pirates who came to the Unknown Regions a long time ago as a part of a different, larger gang. Currently, the Crimson Stars are one of the few groups in the Unknown Regions to still travel frequently to the Outer Rim of the galaxy. The Crimson Stars prey mostly upon ships in the Unknown Regions, but once every few months they send a caravan of starships back to the Outer Rim to resupply and sell exotic trade goods captured from other civilizations in the Unknown Regions.

The Ebon Strikers

The other half of the pirate group that spawned the Crimson Stars, the Ebon Strikers are led by the brother of Vallkos, Mallikhan. Whereas the Crimson Stars still do trade in the Outer Rim, the Ebon Strikers tend to focus on action on and around Volik. The Ebon Strikers also sometimes raid Crimson Star flotillas returning from the Outer Rim, causing brief skirmishes to break out in the space above Volik. The Ebon Strikers have been secretly negotiating with another Unknown Regions power, the Vagaari, but Mallikhan has no idea that his newfound allies are planning on betraying him before too long.

ADVENTURE IDEAS

Volik can support many types of adventures, including clashes with smugglers, pirates, Sith, native creatures, and more. The following examples should give you a few ideas.

Brothers

Two gangs of pirates have settled on Volik, looking to make their reputations. The Crimson Stars are led by Vallkos, and the Ebon Strikers are led by Mallikhan. The two leaders are brothers who were part of a larger gang but split apart over a female. The rivalry between the groups is ready to boil over into a war that could result in carnage across Volik as the pirates battle each other and any ship that appears out of hyperspace. The heroes must find the female that came between the brothers and recruit her to help prevent the imminent conflict.

The Trial of the Sky

Jedi heroes are sent to climb Mount Vorena as part of their training. During the ascent, the heroes are allowed nothing but their lightsabers—no climbing gear, food, or medpacs. They must complete the climb within seven days. If they do not return in that time, a rescue party will be sent, and the climbers will have to wait a year before making another attempt. In addition to the perils of mountain climbing, the Jedi must fend off wild animals, hunt for food, and find shelter from the harsh winds. The climb also tests their mental resilience. When the Jedi reach the peak, they find their master waiting, ready to confer the rank of Jedi Knight upon them.

Rescuing Jolee

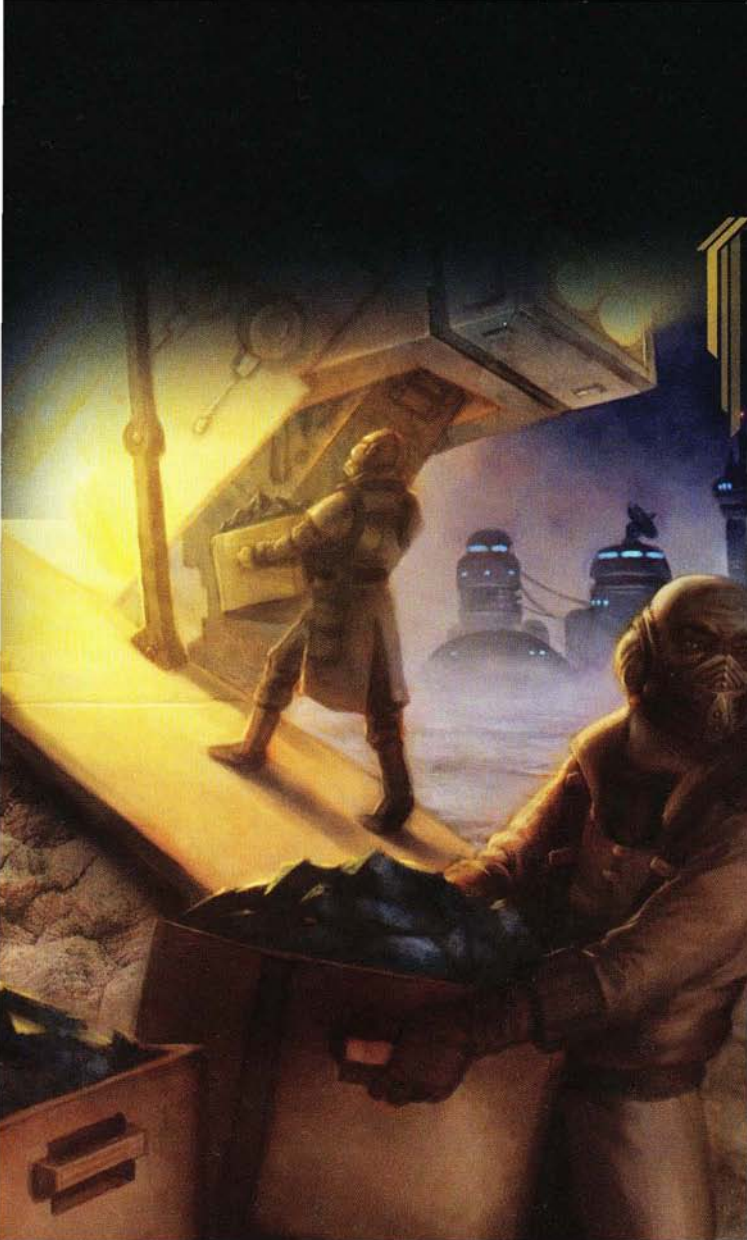
Master Se'ol is willing to take on new students, but he does not teach in a manner that a traditional Jedi would find familiar. He believes that the Force is evident in many things, and that the hard work required to build and maintain the new settlement of Force-sensitives is an allegory for the discipline required to become a Jedi. But now he has a problem. His young daughter Jolee boarded a merchant vessel that stopped briefly on Volik, and Se'ol sends a trusted group of students to retrieve her. It is an inconvenient task, but when the heroes drop out of hyperspace in the middle of a pirate attack on the merchant vessel, it becomes downright dangerous.

The Fix Is In

The canyons of Volik hold an allure for swoop racers. They are natural routes with fast straightaways, deadly turns, and sudden bottlenecks. A profitable and illegal swoop race is going to be held on Volik, and if the heroes win, they could pay off a large debt they owe to a crime lord. However, the crime lord would rather keep the heroes on the hook, so he secretly bribes several other swoop racers to make sure the characters lose. The real trouble begins when one of the crime lord's hirelings scares a herd of reykos onto the course.

CHAPTER VII DEEP SPACE ENCOUNTERS





This chapter is intended for Gamemasters and contains several mini-adventures best used with heroes in the Unknown Regions. If you're a player, you probably should skip this chapter and wait for your GM to spring these adventures on you and the other players in your group.

USING THE MINI-ADVENTURES

Occasionally, heroes take a tangent that their Gamemaster had not planned for, or the GM needs to fill a few hours' play with an entertaining diversion from the main plot. The GM can improvise something, but, when he or she is at a loss for a scenario (or is just pressed for time), a mini-adventure might fit the bill.

The deep space encounters presented here take place on or around the planets presented in Chapter 6. Exploration of the Unknown Regions is an integral part of the mini-adventures. The encounters available in this chapter cover a wide range of Challenge Levels and plots, including exploring an abandoned space station, rescuing a stranded pilot, freeing a victim from the clutches of a cult, and tracking down an ancient and dangerous Sith artifact. Each adventure includes an outline of the events and challenges in the adventure, which the GM can use to create a few "off-the-cuff" situations—or use as a jumping-off point for future encounters.

In addition, each mini-adventure comes with a fully developed tactical encounter that serves as the climax for the scenario. The GM can use the encounter as written, adjust certain elements to play to the heroes' strengths, or completely redesign it to fit the needs of the campaign. The GM can also reference these encounters when designing his or her own mini-adventures and scenarios.

Each mini-adventure opens with a two-page spread that outlines the plot and various encounters. This is followed by another two-page spread detailing the adventure's climactic encounter.

Although these deep space encounters are designed to be independent of one another, common threads run through all of them, allowing them to be strung together and run as a minor campaign within the primary campaign. How they are used is purely up to the GM's discretion.

MINI-ADVENTURE #1: GUILTY UNTIL PROVEN INNOCENT

"Guilty Until Proven Innocent" is a mini-adventure designed for 4th-level heroes that involves the planet called Altiria or Anarris (see Chapter 6). In this scenario, an Anarrian child from the planet stows away on the heroes' ship, and the characters must decide what to do with the unexpected passenger before the Anarrians take action against them.

ADVENTURE OUTLINE

The heroes prepare to depart from the starport at Rastar on the contested planet known both as Altiria and Anarris when an Anarrian child sneaks aboard the ship. Shortly after the characters leave the world, they find the child, Dilta, in the cargo bay, digging through their stores to find something to eat. The heroes realize that they must go back to the planet and return the young boy.

After they land on Altiria/Anarris, Dilta quickly departs their company. However, the heroes discover that they are wanted by Anarrian forces for abducting the child. While being pursued by the authorities, the heroes must find Dilta again so he can testify that they are not guilty—that he stowed away and was not kidnapped. Their search takes them to a nearby island, where a small community of Anarrians live in a largely undeveloped area. The heroes find the child just as the authorities find them, and they must resolve their situation quickly before they become victims of Anarrian justice.

DEPARTURE FROM ANARRIS

For whatever reason they choose, the heroes journey to the planet called Anarris by the natives living in the city of Rastar. After the characters complete their tasks and restock their supplies, they prepare to leave.

A small contingent of Anarrian security officers approaches a hero who is standing outside the ship as the last supplies are being loaded. If the hero succeeds at a DC 20 Perception check, he or she notices that a few other groups of security officers are roaming the area as well. The officers present a hologram of a young child—the equivalent of a seven-year-old Human male in age, covered with chocolate-brown fur and wearing a dark blue jumpsuit—and ask if the hero has seen him. In fact, the child sneaks into one of the cargo containers being moved onto the heroes' ship, shutting the lid after him to avoid detection. The rest of the cargo is loaded, and the heroes leave the planet without further incident.

THE DISCOVERY

Within minutes after entering hyperspace, the heroes hear a loud ruckus in the cargo bay. Anyone investigating finds that one of the cargo containers has tumbled over, scattering food supplies across the floor, and the Anarrian child from the hologram is eating some of the spilled goods. Caught red-handed, the boy surrenders without resistance.

He explains that he was wandering around the starport, taking in the sights, when he became hungry. He did not want to go home just yet, but he had no way to buy lunch. So he decided to take a small amount of food from one of the cargo containers being moved onto the heroes' ship, figuring that he could grab a quick handful and run. As he stretched for the closest box within the container, he heard Anarrian security officers approaching, so he ducked inside the crate and waited for them to pass. Before he knew what was happening, his container was loaded onto the ship. Dilta remained in the crate, knowing that he would be caught (and, he assumed, punished) if anyone saw him, so he waited until it was quiet, then tried to sneak out of the container. Unfortunately, he tripped and stumbled to the floor, knocking over the crate in the process.

Dilta seems in no hurry to return to Anarris. However, if the heroes do not take him back to his planet right away, they will face consequences. Anyone making a DC 15 Knowledge (bureaucracy) check, a DC 15 Knowledge (galactic lore) check, or a DC 20 Knowledge (social sciences) check knows that although Anarrians are not spacefaring, they interact with races from other worlds on a regular basis. Thus, if the planet's authorities believe that



PROTECTING DILTA

the heroes abducted Dilta, they will spread word throughout the system, and the characters will be wanted for a crime they did not commit. Realizing this should convince the heroes to turn around and take the child home.

Dilta

Unlike most Anarrrian children, Dilta likes to break away from groups to venture out on his own, mainly to explore Rastar and see what the city holds. More often than not, the boy's curiosity gets the better of him, and listening to his inner voice lands him into a lot of trouble. His skills at hiding and sneaking make it easy for him to get into situations that are over his head, much to the chagrin of his parents and teachers.

Dilta

CL 0

Small Anarrrian nonheroic 1

Init +2; Senses Perception +1

Languages Anarrese, Basic

Defenses Ref 14 (flat-footed 11), Fort 10, Will 11; Dodge

hp 4; Threshold 10

Speed 4 squares

Melee unarmed +0 (1d3)

Base Atk +0; Grp -3

Abilities Str 10, Dex 15, Con 10, Int 11, Wis 13, Cha 12

Special Qualities strength surge

Feats Dodge, Skill Focus (Stealth), Skill Training (Persuasion, Stealth), Toughness

Skills Endurance +5, Perception +1, Persuasion +6, Stealth +17

Possessions jumpsuit, assorted trinkets

RETURN TO ANARRIS

When the heroes return to Anarris, they have two options for landing. They can land at the starport in Rastar, or they can land illegally outside the city and try to sneak in. Landing at the Altiri starport in Cerdana is out of the question because it would mean almost certain death for Dilta (and he tells them so, if necessary).

Landing in Rastar

If the heroes decide to land at the starport in Rastar, their approach is easy and smooth. Once they touch down, however, the retractable roof over their landing bay begins to close, and a tractor beam catches the ship (unless the heroes manage to change their vessel's transponder code). Looking at a nearby monitor, the heroes see a display of their faces along with a bulletin that they are wanted by Anarrrian authorities for kidnapping. At this point, they have four choices: surrender to the authorities, hide from their attackers, try to blast off, or fight the security forces.

If they surrender, they are taken to the local police station, where they lose their weapons and equipment and are imprisoned for a crime they did not commit.

If they hide from their attackers, they can hole up inside their ship, perhaps in smugglers' compartments that are big enough to conceal them while

the security officers search the vessel. Alternatively, the heroes could leave the ship and hide somewhere in the docking bay while the officers search and impound their ship. Both of these options require the heroes to make opposed Stealth checks.

If they try to blast off and leave the starport, they discover that the docking bay has been locked down until the security forces arrive. To disable the locks, the heroes must slice into the starport's computer system. At the same time, the slicer can attempt to open the retractable roof so the ship can take off, provided that it can break free of the tractor beam.

If the heroes choose to stay and fight, they face six Anarrrian security officers. Treat the officers as scout troopers (see page 279 of the Saga Edition core rulebook). The officers seek to disable the ship and take the heroes into custody.

If the heroes win the battle or successfully avoid the security forces, they discover that Dilta has slipped away during the commotion. He is nowhere to be found.

Landing Outside the City

If the heroes decide to sneak onto the planet and land outside Rastar, they can make a DC 15 Use Computer check to use the ship's sensors to see if the authorities are heading in their direction. Regardless of whether they succeed or fail at the check, no Anarrrian security forces are after them yet. The heroes might choose to stay in their ship or to escort Dilta into the city. Either way, the boy slips away at his first opportunity and heads into Rastar on his own.

Soon after they lose Dilta, they receive the news that they are wanted by the Anarrrian authorities for kidnapping. (If they are on their ship, they pick up a transmission through the vessel's communication system. If they are in the city, they see a video broadcast in a public square.)

FIND THE CHILD!

Once the heroes realize that they have been accused of abducting Dilta, they must race to find the boy again, since he is their only means of proving that it was all a mistake. They cannot simply leave the planet, or they will be in the same position as before—targeted for capture (or worse) by other races that picked up the same transmissions from the Anarrrians.

Unfortunately, since the heroes have no leads, they must search for Dilta throughout the city of Rastar. Each character must make a DC 20 Gather Information check to be pointed in the right direction. During their search, any heroes who declare that they are watching for security officers can also make DC 15 Perception checks to spot 1d4 officers patrolling the area. Success gives the group a chance to make opposed Stealth checks to avoid being spotted. Failure means they have to fight or flee.

After 1d6 minutes of succeeding on the Gather Information check, the heroes locate Dilta in the middle of Lunaara Square, a public place where only a few other citizens are milling about. If they approach the boy and ask him to help straighten out the mess with Anarrrian security, he agrees. Before they can do anything, however, a group of security officers enters the square, spots the heroes, and engages them.

ENCOUNTER: SHOOTOUT AT LUNAARA SQUARE

Challenge Level 4

SETUP: This encounter serves as the climax of "Guilty Until Proven Innocent," the mini-adventure introduced on the previous pages.

The Anarrrian security team appears after the heroes find Dilta and convince him to accompany them to the local security center to clear their names. This encounter includes five security officers and one security sergeant. Treat the security officers as scout troopers (see page 279 of the Saga Edition core rulebook) and the security sergeant as an Imperial officer (see page 280 of the Saga Edition core rulebook). All the security officers are on foot and have no vehicles.

READ-ALoud TEXT

After Dilta agrees to help the heroes, read the following text aloud:

Before you can ask Dilta for directions to the nearest security building, a group of Anarrrian officers enters the square. One of them spots you with the boy and cries out, "You there! Stop where you are!" He and his cohorts draw their weapons, and the crowd between you and the officers immediately scatters in all directions, creating chaos as the firefight begins.

Not wanting to get hurt, Dilta ducks behind the statue in the middle of the square, covering his ears and looking worried. After the third round of combat, he decides to hide inside one of the buildings instead, and he runs across the square for the nearest door. Read the following text aloud:

As you defend yourselves, a stray blaster shot from one of the security officers strikes Dilta in the leg, sending the young Anarrrian stumbling until he falls down on the pavement. The boy does not move, but you can hear his cries of pain through the sounds of blaster fire.

If at least one of the heroes moves to treat the child, read the following text aloud:

The leader of the security officers barks something to one of his team, who moves out from behind cover and rushes toward the child.

If the heroes fire at the approaching officer, the rest of the security team returns fire, and combat continues. If they let the trooper approach the boy, read the following text aloud:

The security officer kneels down next to Dilta, who has passed out, and lays his weapon on the street. He glances at you briefly before pulling what looks like a medpac from his belt. Nervously, he opens the medpac and begins treating the child's wound.

SECURITY TEAM'S TACTICS

The security team is patrolling the area as normal, but the recent announcement that the heroes are wanted for kidnapping has the officers and sergeant actively looking for the characters. As a result, the security team members are not caught flat-footed at the beginning of the battle. They use their move actions to find cover in front of one of the nearby buildings. If possible, they remain behind cover until the heroes surrender or are incapacitated.

After finding cover, the security sergeant uses the Born Leader talent to grant his officers a bonus to their attack rolls, and he fires at the heroes over the next 2 rounds. If combat continues after that, he uses the Coordinate talent and orders his troops to concentrate their fire on the hero nearest to Dilta. The sergeant thinks the characters are criminals and wants to keep them away from the child at all costs.

If the security officer sent to treat the child is not fired upon by the heroes, he either treats Dilta's wound or offers to assist if one of the heroes is already treating the boy. While first aid is being administered, Dilta wakes up, sees the security officer, and begins explaining how he got aboard the heroes' ship.

During this time, the security sergeant demands that the heroes surrender so the situation can be resolved. He asks them twice to do so, and if they do not comply, combat begins again.

CONCLUSION

If the heroes defeat the security team, they can take Dilta to visit one of the local security offices or contact it via comlink. In either case, the boy explains what happened. Security camera footage of the docking bay around the time the heroes first left the planet shows Dilta sneaking into a cargo container, confirming his story. The heroes are cleared of the kidnapping charge, but they might have to justify their combat with the security team in the square. Self-defense is one thing, but the aggressive refusal to surrender to authorities is quite another.

If Dilta was injured during the fight and treated by the heroes or the officer, the security sergeant puts the characters in touch with his superior at headquarters. While Dilta is being transported to the nearest medical facility for professional treatment, he relates his story to the supervisor, and the kidnapping charges are dropped.

Regardless of the circumstances, once the heroes are cleared, the child is reunited with his parents. They thank the heroes for finding Dilta and returning him. The parents explain that they were going to offer a reward of 1,000 credits to anyone who could help them find their son, and they now offer that amount to the heroes.

On the other hand, it is possible for things to go badly for the heroes and for Dilta. If the boy was injured during the fight in Lunaara Square and not treated by the heroes or the officer, he dies 6 rounds after combat ends unless the heroes take action to save him. If Dilta dies, the heroes lose their only chance for vindication. Worse, the Anarrians add murder to the heroes' list of crimes, since the security forces will not take responsibility for the boy's death under any circumstances.

Features of the Area

Lunaara Square has the following features.

Illumination: The square is brightly lit by daylight.

Statue: The center of the square is decorated with a large statue of an ancient Anarrian hero named Lunaara, which can provide a +5 cover bonus for up to four creatures at the same time.

Decorative Blocks: Positioned around the perimeter of the square are decorative permacrete blocks, many of which also serve as flower beds. Each block fills an entire square and can provide a +5 cover bonus.

Doors: Each of the buildings that create the outer edge of the square has at least one door that leads inside. Once combat begins, each door is locked by the building's occupants. To get through a locked door, a hero must override the lock (DC 25 Mechanics check) or break open the door (DR 5, 30 hit points).

Windows: Many of the buildings surrounding the square have a large bay window near the door that is made of very thin transparisteel and easy to break (1 hit point).



MINI-ADVENTURE #2: DANGER IN THE DARK

"Danger in the Dark" is a mini-adventure designed for 6th-level heroes that involves the planet Iol (see Chapter 6). In this scenario, the heroes are trapped aboard a space station while their ship is being repaired and must deal with a mysterious creature that is stalking them.

ADVENTURE OUTLINE

Either just before the heroes arrive at Iol or just after they depart, their ship sustains minor damage, forcing them to stop for emergency repairs. The nearest facility, at the edge of the star system, is a space station that is mainly used as a customs port for inspecting ships and cargo destined for Iol. The heroes dock their ship without incident. They discover that the station is abandoned, but they find all the parts they need to make the repairs.

While the characters explore the station, they find evidence that another being is on board with them. At first, they briefly encounter a large creature that moves in the shadows but does not directly confront them. Eventually, the heroes face the creature in combat. If they defeat it, they can contact Iol with the news that the station has been secured.

ARRIVAL AT IOL STATION

As the heroes approach Iol Station, which is owned and operated by Tangan Industries, communications frequencies are oddly silent, and sensor scans detect no lifeforms. This strikes the heroes as odd, especially if they are leaving the system and they previously stopped at the station on their way in—at that time, it was bustling with activity.

The automated tractor beam activates as they approach one of the docking ports, and it assists them in connecting with the station. The ship docks with no problems, and the heroes disembark after a couple of minutes. The area of the station near the docking port seems to be in good condition but is eerily quiet. The only sounds in the corridor are the low hum of the lights and the heroes' footsteps. Curious adventurers might be inclined to look around the station to try to learn what happened to everyone.

When the hero tasked with repairing the ship assesses the damage, he or she finds that some key systems have been damaged. It will take about four hours to complete repairs, and although the heroes probably have some parts on hand, they do not have everything they need. Thus, they must explore the station in search of the right parts before they can begin repairs.

Cargo Bays

The station has four major cargo bays, all of which contain a fair amount of cargo that has been either dropped off as supplies or confiscated from incoming ships as contraband.

Most of the containers in the bays hold items commonly found throughout the galaxy that cost less than 1,000 credits each. A few containers in each bay are sealed shut and can be opened only by entering the proper access code on the built-in keypad. Slicing into a keypad to get the code requires a successful DC 25 Use Computer check. Breaking into a keypad and hot-wiring the container requires a successful DC 25 Mechanics check. If the heroes open a sealed container, they find items that are more restricted, such as weapons, armor, and expensive equipment.

As the heroes search through Cargo Bay 2, anyone succeeding on a DC 10 Perception check notices a pungent odor in the air. Success on a follow-up DC 20 Perception check leads them to a damaged container at the far end of the bay that was originally obscured by a tall row of stacked crates. The 2-meter-tall metal container is damaged, as if something had burst through the hatch from the inside. Within the container is the bloody corpse of a near-Human wearing a Tangan Industries security uniform. Multiple long, deep gashes run across his head and chest. His blaster pistol, still in his holster, has not been fired.

Crew and Passenger Quarters

With over 100 rooms to accommodate the station's crew and visitors, searching through each one can take a long time. For each room that the heroes check, they must make a DC 15 Perception check to find anything of value (determined by the GM). All quarters are unoccupied, although several rooms look like someone or something has torn them apart.

Command Center

Located at the top of the station, the command center is easy to reach, but entering through its only egress might be a different story. The center is secured by a magnetically sealed door and can be opened only by entering the correct access code on the numeric keypad embedded into the wall next to the door. Bypassing the security measures requires a DC 25 Mechanics check to hot-wire the keypad or a DC 30 Use Computer check to slice into it and retrieve the code.

Once inside the command center, the heroes can access the security camera system to watch virtually any part of the station. If they previously looted the cargo bays or the crew and passenger quarters, they can access the security files and erase the footage of their deeds with a DC 30 Use Computer check.

Anyone searching through the camera footage might find a recording of an event that transpired about seven hours before the heroes arrived. With a DC 15 Use Computer check or a DC 20 Perception check, the heroes locate the recording of an attack in Engineering in which two members of the crew are whisked out of sight near the edge of the camera's view. Their cries alert others, who engage an intruder that remains offscreen. Near the end of the recording, a creature appears for a brief second before throwing a dead body that hits and disables the camera. No other camera angles are available. A DC 15 Use Computer check allows the heroes to freeze on the image of the creature, but they cannot zoom in on it. The fuzzy details show only that

THE EYES OF THE WAITING VINDINAX GLOW IN THE DARK.



the entity is a humanoid of Medium size with a long tail. (The creature is a vindinax, described in the encounter for this scenario.)

The heroes can also access the captain's log and review the last few entries. According to the log, members of the crew started disappearing about two days ago. A few visitors reported seeing something moving in the shadows in the lower areas of the station, but nothing could be confirmed. The last entry, recorded six hours before the heroes arrived, shows the captain acting extremely nervous as he reports that several crew members were attacked in Engineering by a strange creature that could not be stopped by the station's security force. The captain closes the log by stating that he has ordered all hands to abandon the station, board shuttles, and depart for Iol as quickly as possible.

Engineering

The turbolift running through the station's central axis opens directly into Engineering near the bottom of the facility. Upon entering the area, the heroes witness a ghastly scene. The bodies of several dead and mutilated crewmen are strewn about. Blood stains the walls and machinery, and several panels have been damaged. If the heroes investigate the panels and succeed on a DC 15 Mechanics check, they determine that the damage was caused by strong impacts, and the panels will not function again without extensive repairs.

Any hero who makes a DC 20 Perception check detects movement in the shadows near the far corner of Engineering, about 6 squares away. A hero who approaches that corner or draws a weapon must avoid a piece of broken machinery that is hurled from the darkness. The characters then hear the sounds of scurrying along the wall, and shining a light into the corner reveals the creature from the security footage perched on a large pipe. It is visible for only a second, then it quickly raises its arm to shield its eyes, hurls a piece of broken machinery at the hero shining the light, and flees through an open duct about a meter away on the wall.

Infirmary

The infirmary appears to have been abandoned in haste, with little equipment left behind. Three of the four gurneys are missing, along with all of the medical scanners and computers. However, most of the medical supplies, such as bandages and minor medications, are still present and can provide the equivalent of 1d4 medpacs if the heroes make a successful DC 20 Treat Injury check. In the back corner is a fully functioning bacta tank, but the tank is empty, and the infirmary has no bacta. If the heroes search the cargo bays for bacta and make a successful DC 30 Perception check, they find enough to fill the tank.

Docking Bays

Searching through the docking bays reveals that no other ships are currently at the station. Even the shuttles that serve as transportation to and from Iol are missing. Nothing else of value is found here.

Repair Bay

The station's repair bay is located near the docking bays and is the center for all manner of repairs, including those for starships and droids. When the heroes arrive, the space is cluttered with tools and parts from at least a dozen computers and droids. It looks as if many repairs were abandoned midway through. A droid of unknown design is sprawled on the workbench on the opposite side of the room; a number of its compartments are open, and wires and circuitry dangle from its shell.

Directly across from the repair bay entrance is the doorway to the parts storage room. If the heroes search the storage room and make a successful DC 15 Perception check, they find the parts they need to repair their ship.

RANDOM ENCOUNTERS

While the heroes explore the station, they run the risk of being attacked by the vindinax. Whenever a single hero becomes separated from the group for a period of time, that character makes a DC 20 Perception check. Success means that the hero hears something nearby that is slowly approaching his or her location. If the hero does not flee within 1d4 rounds, the creature appears and attacks. If at least one more hero arrives before combat begins, or if the vindinax loses at least half its hit points, it retreats and goes into hiding once more.

ENCOUNTER: FACING THE UNKNOWN

Challenge Level 6

SETUP: This encounter serves as the climax of "Danger in the Dark," the mini-adventure introduced on the previous pages.

While the heroes repair their ship using the parts they found in the storage room, they discover that they need one more piece of equipment to fix a key system. The heroes will have to return to the storage room to locate this part. Although the room is not a great distance from the heroes' ship, with the creature loose, it is dangerous for any hero to make the trip alone. A group (or all) of the heroes travel to the storage room together.

READ-ALoud TEXT

When the heroes arrive at the storage room, read the following text aloud:

As you approach the storage room, you realize that something strange is going on. The room is dark. Light from behind you illuminates a small area just inside the repair bay's entrance. To one side of the bay, a red glow shines weakly out of the open doorway into the adjoining droid repair shop, where dull emergency lights flicker. But those two sources of light are not enough—most of the storage room remains in shadow. As you step into the room, a low growl rumbles from somewhere inside.

Because the storage room is full of shelving, shapes and shadows appear to loom everywhere. If the heroes try to turn on the lights, the lights do not function.

After at least two characters enter the storage room, the vindinax attacks.

VINDINAX

Originating from a mysterious planet in the Unknown Regions, the vindinax is a dangerous predator that reached the top of its food chain long ago. Scientists who have studied the creature believe its native habitat to be either the jungle or the forest, since it favors hiding in high places and pouncing on prey from above.

The vindinax has a dark green, chitinous carapace, leading many to believe that it is insectoid in nature. However, the creature also has forward-facing eyes and sharp teeth and claws that appear to be mammalian in origin.

The creature aboard lol Station was brought in by a merchant hoping to sell it to a zoo on another world in the Unknown Regions. However, the customs officers aboard the station determined that the merchant did not have the proper paperwork to ship the vindinax. Despite the merchant's protests, the officers retained the creature and forced the merchant to pay a hefty fine to Tangan Industries for the potential threat he had brought to the station. The customs officers left the vindinax in Cargo Bay 2, not suspecting that it could break out of its shipping container.

Vindinax

CL 6

Medium beast 6

Init +5; **Senses** low-light vision; Perception +10

Defenses Ref 16 (flat-footed 14), Fort 13, Will 12

hp 53; **Threshold** 13

Speed 6 squares

Melee claw +7/+7* (1d4+8) or

Melee bite +7* (1d6+8)

Base Atk +4; **Grp** +8

Atk Options Power Attack, rend +2d6

Abilities Str 18, Dex 15, Con 16, Int 6, Wis 14, Cha 8

Feats Power Attack, Skill Focus (Stealth), Skill Training (Stealth)

Skills Perception +10, Stealth +15

Rend—If a vindinax hits with both of its claw attacks in the same turn, it rends its opponent for an additional 2d6 points of damage.

* Includes 1 point of Power Attack

Vindinax's Tactics

The primary motive for the vindinax's actions is survival. It hunts for food and fights to protect itself from what it views as threats. Ever since it broke out of the container that was used as its holding cell and found itself in an unfamiliar environment, the creature has felt threatened and has acted out of desperation.

At this point, the vindinax has not had a full meal for several days due to lack of proper care from the customs officers, and what it has managed to eat from the few victims it has claimed has barely sustained the creature. With the station's crew gone and the heroes as the only possible targets, its assault in the storage room is its last attempt to get sustenance.

The vindinax attacks under cover of darkness whenever possible, taking advantage of its low-light vision. It rakes with its claws to take down a target before moving to the next adversary, trying to stay in the dark as much as it can. Since the vindinax is desperate for food, it fights to the death.

CONCLUSION

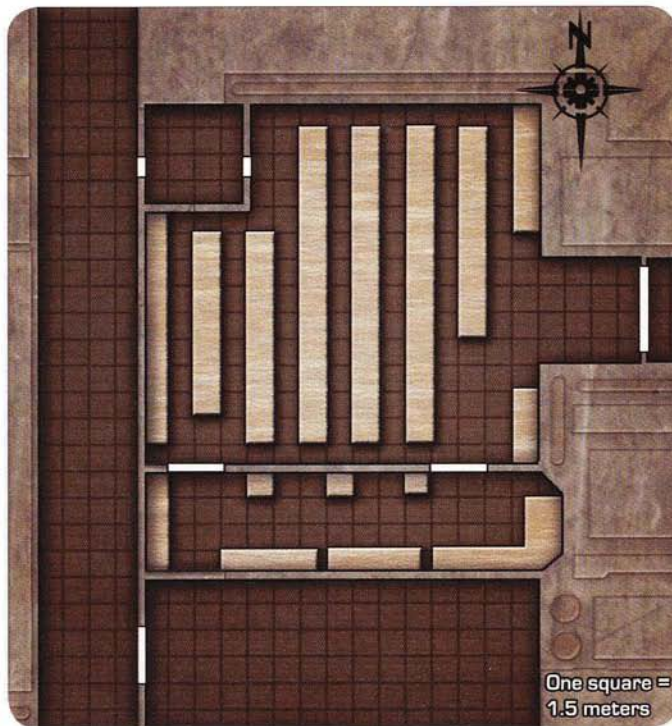
If the heroes kill the vindinax, they are free to finish their repairs without hindrance. After fixing the ship, they can leave the station and continue to their next destination. If they manage to keep the creature alive, they can bind it with syntherope from the storage room or fashion a new, stronger container in which to restrain it.

The heroes might decide to contact lol with an update on the current situation aboard the station. The planet's authorities had just received word about the creature from the station's captain, and they were readying a contingent of soldiers to deal with the problem. They express their gratitude and offer the heroes a reward, provided that the heroes bring them the vindinax, alive or dead.

If the heroes deliver the creature to lol, they are directed to the starport at Haven, where the colony's administrator waives their docking fees and gives them enough fuel to cover the round trip between the planet and the station. A security team meets them at the docking bay to take the vindinax to secure facilities in Haven.

The heroes are asked to remain on the planet for debriefing. They wait for a day and answer questions while the colony's security forces retrieve and review the footage of recent events aboard the station. Once the heroes' story has been validated, they are given a reward according to the condition of the vindinax. If the heroes killed the creature, they receive a total of 1,500 credits for their trouble. If they captured the vindinax alive, they receive a total of 2,500 credits.

THE REPAIR BAY AND STORAGE ROOMS



FEATURES OF THE AREA

The repair bay has the following features:

Illumination: Some light filters into the storage room from beyond the outer door, and red emergency lighting spills into the bay from the doorway of the adjoining droid repair shop. But except for those two areas, the storage room is in shadowy illumination.

Storage Clutter: Since the heroes' last visit to the storage room, the place has been trashed. Many of the boxes and bins that sat on the shelves were knocked off by the vindinax in its search for food. Coupled with the low-light conditions, movement on the floor of this area is reduced by half. The metal shelves that run the length of the room provide a +5 cover bonus if a hero puts a shelf between him- or herself and the creature.

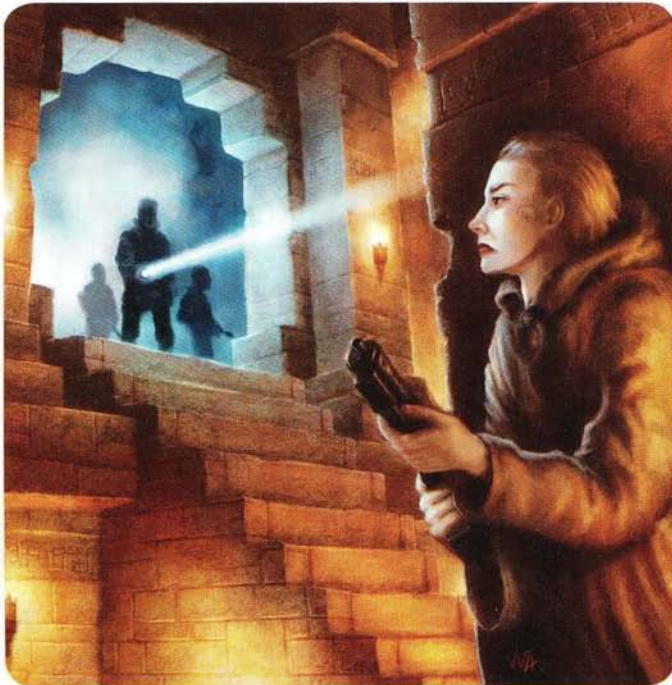
Repair Room: The droid repair shop is cluttered with parts and tools that make it hard to walk around, reducing all movement rates by half. The workbenches and the small tables along the sides of the shop each provide a +5 cover bonus.

MINI-ADVENTURE #3: THE FINDING OF LOST SOULS

"The Finding of Lost Souls" is a mini-adventure designed for 6th-level heroes that involves the planet Veroleem (see Chapter 6). In this scenario, the heroes need to track down a missing relative, and, in the process, they discover an ancient and disturbing secret.

ADVENTURE OUTLINE

As the heroes are recovering from their most recent adventure, one of them is contacted by a relative that he or she has not spoken with for some time. The relative explains that the hero's distant cousin, an impressionable young female named Sibyl, has gone missing after an argument they had about the girl's future and how she was wasting her life on foolish pursuits. Knowing of the hero's skill as an explorer, the relative hopes that the hero will be able to find Sibyl.



THE TORCH-LIT TEMPLE OF THE VEROLEEM CULTISTS

After asking around, the heroes pick up the trail, learning that Sybil was recruited by a pair of traveling priests who had been seen around the local starport for a few weeks and left with a group of new converts. Eventually, the heroes learn that the priests are from the remote and nearly forgotten world of Veroleem. Upon arrival there, the characters get a cold reception and, within hours, are arrested by the authorities on trumped-up charges. While languishing in cells, they meet another prisoner who identifies himself as part of the local resistance. When informed of why the heroes are present, the prisoner helps them escape and explains that the latest group of converts was sent to the cult's mountain temple. The heroes will need to hurry if they want to save Sibyl.

Racing to the temple, the heroes find that it contains a processing factory with a ghoulish purpose and cultists that are about to send a dozen captives, including Sibyl, to be "processed." After defeating the master adept and his acolytes, the heroes must flee with as many prisoners as they can rescue before the cultists focus their full attention on capturing or killing them all.

SEEKING SIBYL (CL 2)

When beginning their search for Sibyl, the heroes probably make Gather Information checks. A result that beats DC 25 leads them to one of Sibyl's friends, who tells them that the girl had been spending a lot of time with a pair of traveling priests prior to her disappearance. The friend adds that the priests left her very unnerved. Further inquiries about the priests reveal that they had been seeking new converts to their cult, focusing primarily on young adults.

If a hero with the *farseeing* power attempts to use it to get a better sense of Sibyl's location, the character receives a vision that shows the girl and several other youths of various species being held in cells. A robed figure matching the description of one of the traveling priests steps into view. The figure stops, acting as though he heard something, then turns to look directly at the hero. For a moment, the priest's face appears perfectly normal, then suddenly shifts into a frightening skeletal visage, which startles the hero enough to snap him or her out of the vision.

If the heroes can convince the starport control officer to let them view the flight plan logs, they can begin to backtrack the route taken by the priests' ship, which requires a DC 20 Knowledge (galactic lore) check. If successful, the heroes determine the priests' most likely destination—an area of space in the Unknown Regions. If any of them think to reference the astrogation archives, a DC 20 Use Computer check reveals the presence and location of an old colony planet named Veroleem.

MEETING THE LOCALS (CL 5)

When the heroes arrive at Veroleem, there is no message to spacers to greet them, so they must find the only prominent population center on their own—a city called New Promise. They are greeted with stony silence from the locals and quickly discover that nobody wants to talk to them; in fact, people all but flee when they approach. After several fruitless attempts at conversation, the heroes spot someone wearing robes that are an exact match for those of the priests seen with Sibyl (and for those worn by the figure in the *farseeing* vision, if a hero used that power). If the heroes talk to the priest, he responds by insulting the heroes in a variety of petty ways, making it condescendingly clear that he considers himself their superior in all things.

Before the heroes can try alternative methods of persuasion, Constable Girath shows up with a number of assistant deputies equal to the number of heroes in the party, all armed with slugthrowers and stun batons. Girath places the heroes under arrest for "disturbing the peace and intent to assault upstanding members of the citizenry." If the heroes fight, Girath and the deputies use any and all means to subdue them, quickly calling for as much backup as needed. The best option for the heroes, at least for the moment, is to surrender without a fight. Once they have surrendered or been rendered unconscious, Girath has them taken to the local jail and confiscates any obvious weapons.

JAILBREAK (CL 3)

After the heroes are interred in the cells of the local jail, they are greeted by a grungy, haggard man of indeterminate age who sarcastically welcomes them to Veroleem. He introduces himself as Bale, a local resident who was locked up due to "coming to cross views with the local crackpot community chieftains." Unlike the other Veroleem natives, Bale is friendly and talkative, answering what questions he can. If the heroes explain why they came to the planet and succeed on a DC 18 Persuasion check, Bale reveals that he is a member of a local resistance cell and had the bad luck to be caught during a supply run. If the heroes agree to help him escape during the night, he promises to tell them where the newest batch of converts would most likely be taken. However, he will reveal that information only when he is far away from the jail.

Bale has managed to improvise a set of tools for picking the locks on their cells, but he is not quite good enough to do it himself. One of the heroes must pick the locks, which requires a DC 20 Mechanics check with an unfavorable circumstance penalty of -2 due to the crude nature of the tools.

Once they are free, everyone must make Stealth checks to avoid being caught. Bale is familiar with the building's layout and knows exactly where any confiscated weapons would be held. Girath and two of his assistant deputies are on watch during the escape, so the heroes must either fight past them to the exit or find a creative way to sneak past them. Catching the guards by surprise is easy, since they were not expecting anyone to be able to get out of the cells. Unless the heroes have done something to create a loud disturbance, they gain a favorable bonus to their Initiative checks at the start of combat.

After Bale and the heroes are outside the jail, he suggests that they make themselves scarce as soon as possible, especially if they fought their way past the guards. Bale knows the nooks and crannies of New Promise and leads the heroes to a safe house that is sometimes used by the resistance (but which is currently empty).

GETTING DIRECTIONS

Once Bale is sure that they have not been followed, he makes good on his deal, explaining that the Veroleem cultists take all the new converts to the main temple in the Coreesh Mountains. From what his friends in the resistance can tell, though, at least half of the converts that go into the temple never come out again.

This should suggest to the heroes that time is of the essence. Assuming that Sibyl and the other converts were taken to the temple, the heroes have no way of knowing when they arrived there.

Unless the characters caused an extraordinary ruckus while escaping from jail, they have an easy time of sneaking back to their ship. Bale can provide them with fairly basic directions to the mountain temple, adding that the building is easy to spot from the air. He refuses to accompany the heroes, insisting that he must stay in New Promise and regroup with other resistance members. Before leaving, Bale asks the heroes to return sometime, if they can, to lend their aid to the resistance.

ENCOUNTER: RAIDING THE TEMPLE

Challenge Level 6

SETUP: This encounter serves as the climax of "The Finding of Lost Souls," the mini-adventure introduced on the previous two pages.

Finding the temple is fairly simple, since it is the only major structure in the Coreesh Mountains, and if the heroes take their ship, the journey is a quick one. A cursory scan shows no immediate guards outside the temple, and a suitable space to land their ship is a short distance away. After landing, the heroes reach the temple easily, still seeing no guards along the way, and they can walk right into the building. Everything seems easy—too easy.

READ-ALoud TEXT

When the heroes enter the temple, read the following text aloud:

As you enter the temple, you feel a distinct sense of unease settle across your minds. The dim lighting of flickering torches is dim, barely enough for you to see by, and it gives the place a foreboding atmosphere. Several archways lead deeper into the temple, but nothing draws your attention to any particular path. Still, you can't escape the feeling that you need to hurry, not just to find Sibyl and the other captives, but also to get out of this place and put the entire planet behind you as soon as possible.

Have each of the heroes make a Perception check. The character who gets the highest result catches the sounds of a male voice barking orders from a passageway on their left. From what little the hero can make out, the speaker is instructing someone to hurry.

If the heroes take the passageway on the left, read the following text aloud:

Following the sounds of voices, you are drawn farther into the temple, the flickering torches in wall sconces providing the only light. As you round a corner, you find yourself facing what looks to be a giant processing apparatus of incredibly archaic design. A quick glance at the oddly shaped machine shows that it is made of various sinister instruments and is covered in bloodstains. Several bound and gagged captives stand in line in front of an opening in the clanking contraption, and another group sits in a clear holding pen nearby.

Here, an adept of the Cult of Veroleem is overseeing the work of six acolytes as they prepare the ancient machine to process eight prisoners (P); it was his voice that the heroes heard. The restrained captives, locked in a transparisteel corral along one side of the room, are suffering from the effects of the drug kryptin (see page 183). Unless the heroes take precautions to be sneaky, they are quickly noticed by one of the acolytes, who immediately shouts to alert the other cultists.

CULTISTS

The man in charge of processing the latest group of prisoners is dressed in robes similar to those worn by the traveling priests who recruited Sibyl, except the adept's robes are spattered with blood. If one of the heroes previously had a *farseeing* vision, that character recognizes the adept as the figure in the vision.

A tall Human male with unforgiving features wears a robe covered in dark splotches that form a variety of patterns. He stands on a raised platform, barking orders to other robed figures to get the converts loaded into the machinery so that they can be processed accordingly.

Master Cult Adept (M)

CL 5

Medium Human nonheroic 3/noble 4

Force 4; **Dark Side** 10

Init +9; **Senses** Perception +8

Languages Basic, Bocce

Defenses Ref 17 (flat-footed 16), Fort 17, Will 17

hp 35; **Threshold** 17

Speed 6 squares

Melee knife +5 (1d4+2)

Ranged heavy slugthrower pistol +6 (2d8+2)

Base Atk +5; **Grp** +6

Atk Options Point Blank Shot, Precise Shot

Special Actions Inspire Confidence, Presence

Abilities Str 10, Dex 12, Con 14, Int 12, Wis 10, Cha 14

Talents Inspire Confidence, Presence

Feats Improved Defenses, Instinctive Attack, Intimidator, Point Blank Shot, Precise Shot, Skill Focus (Persuasion), Skill Training (Deception), Skill Training (Initiative), Weapon Group Proficiency (pistols, simple weapons)

Skills Deception +10, Initiative +9, Knowledge (galactic lore) +9, Perception +8, Persuasion +15

Possessions heavy slugthrower pistol, knife, blood-spattered robes

Master Cult Adept's Tactics

The adept remains on his observation platform, using his first available move action to draw his slugthrower pistol; he has enough ammunition clips to last until the end of the encounter. He spends his first available standard action to activate his Inspire Confidence talent. Afterward, he alternates between shooting at any hero not benefiting from soft cover and attempting to intimidate one or more heroes using his Intimidator feat (see page 27).

6 Cult Acolytes (C)

CL 2

Medium Human nonheroic 8

Dark Side 1

Init +10; **Senses** low-light vision; Perception +10

Languages Basic

Defenses Ref 18 (flat-footed 17), Fort 13, Will 10

hp 20; Threshold 13

Speed 6 squares

Melee vibroblade +9 (2d6+2)

Base Atk +6; Grp +8

Abilities Str 15, Dex 12, Con 10, Int 12, Wis 9, Cha 9

Feats Armor Proficiency (light), Improved Defenses, Rapid Strike, Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, rifles, simple weapons)

Skills Endurance +9, Mechanics +10, Perception +10

Possessions comlink, vibroblade, light acolyte ceremonial armor (+6 armor, +2 equipment)

Acolytes' Tactics

The acolytes immediately draw their swords and move into melee range of the heroes, positioning themselves so they can flank the intruders if possible. However, the acolytes avoid ending their turns next to the processing machinery, even if that means forsaking a chance to flank a hero. If the fight begins to go badly for them, either because the adept is slain or because more than half of them are defeated, they withdraw from melee and grab the closest available prisoners to use as living shields.

CONCLUSION

After defeating the cultists, the heroes have little difficulty in convincing the prisoners (who are susceptible to suggestions, thanks to their recent ingestion of kryotin) to come with them. Sibyl in particular is surprised, since she did not know that anyone was coming to rescue her. If the heroes dawdle in the temple, or if the previous encounter was too easy for them, a group of six more acolytes intercepts them in the main hall. Otherwise, the heroes (with freed converts in tow) manage to leave the building and board their ship just as a wave of cultists races out of the temple, ineffectively shooting at the vessel with slugthrowers. The heroes should be able to reach the safety of hyperspace before the cult can mobilize any ships to cut them off.

After making the jump to lightspeed, one of the group's first stops should be Sibyl's home planet so she can be reunited with her family. Each hero receives 2,000 credits as a reward, along with the knowledge that they helped bring a family back together. (If the GM desires, returning the other rescued converts to their homes can involve a series of small adventures.)

During their journeys home, several freed prisoners talk about having seen other captives who were forced into the machine but never emerged, as well as others who were marched deeper into the temple to meet unknown fates. Although they are glad to have been rescued, they fear that the cultists will continue to recruit susceptible youths on many worlds. After seeing all the converts safely home, the heroes might decide to return to Veroleem, look up Bale, and offer their help to the resistance, as he requested.

THE TEMPLE INTERIOR



One square = 1.5 meters

Features of the Area

The processing area has the following features:

Illumination: The entire room is well lit by an overhead glow panel (DR 5; 5 hit points; damage threshold 8). Heroes who try to shoot the glow panel must hit a Reflex Defense of 8. If the glow panel is disabled, all occupants in the room gain concealment. If the glow panel is destroyed, the room goes dark, and all occupants gain total concealment unless another source of light is activated.

Platform: An observation platform sits roughly 3 meters above the ground. Anyone standing on the platform has cover against ranged attacks made by those on the floor. A short ladder sits at one end of the raised area; characters can climb up to the platform as a move action.

Machinery: The large, clanking machinery occasionally emits spurts of hot steam, scalding anyone who is standing in a square marked with an "S." When a creature begins its turn next to any part of the machinery, make an attack roll (with a +2 bonus) against its Reflex Defense. If the attack hits, the creature takes 1d6 points of damage as a burst of scalding hot steam erupts from the machinery.

MINI-ADVENTURE #4: A FOOL'S CHARGE

"A Fool's Charge" is a mini-adventure designed for 9th-level heroes that involves the planet O'reen (see Chapter 6). In this scenario, the heroes need to recover cutting-edge technology that could give the world's military a substantial advantage.

ADVENTURE OUTLINE

The heroes are contacted by a junior officer, Lieutenant Amalia, who is an attendant of a high-ranking officer in a galactic-scale naval force. She explains that her superior needs the heroes' expertise in tracking down a stolen piece of military hardware and returning it as quickly as possible without drawing undue attention. She offers a reward of 5,000 credits per hero, plus a bonus if the cargo is returned undamaged.

The transport ship that was carrying the undisclosed hardware was attacked in the Outer Rim Territories near the border of the Unknown Regions. With a little research, the heroes learn of an allegedly abandoned garrison put in place by the Old Republic as an early warning outpost.

Traveling to that region, the heroes' ship is attacked by enemy vessels resembling the ones that hit the cargo transport. The heroes are able to defeat their attackers, and following the trail brings the characters into sight of a small assault group orbiting O'reen, with a refurbished battle cruiser as the flagship.

After the heroes manage to slip past the ships in orbit and land on the planet, they sneak into a well-guarded military research post to retrieve the stolen hardware, a prototype tactical computer. Unfortunately, the heroes are caught in the act of stealing back the computer and must fight their way out of the starport and past the ships waiting in orbit.

LOOKING FOR TROUBLE (CL 8)

Lieutenant Amalia provides the coordinates of the location where the transport was attacked, so the heroes should have an easy time of reaching that spot. However, they might want to create a cover story to explain why they are headed to such a remote area of space (if they tell anyone about the trip in the first place, that is).

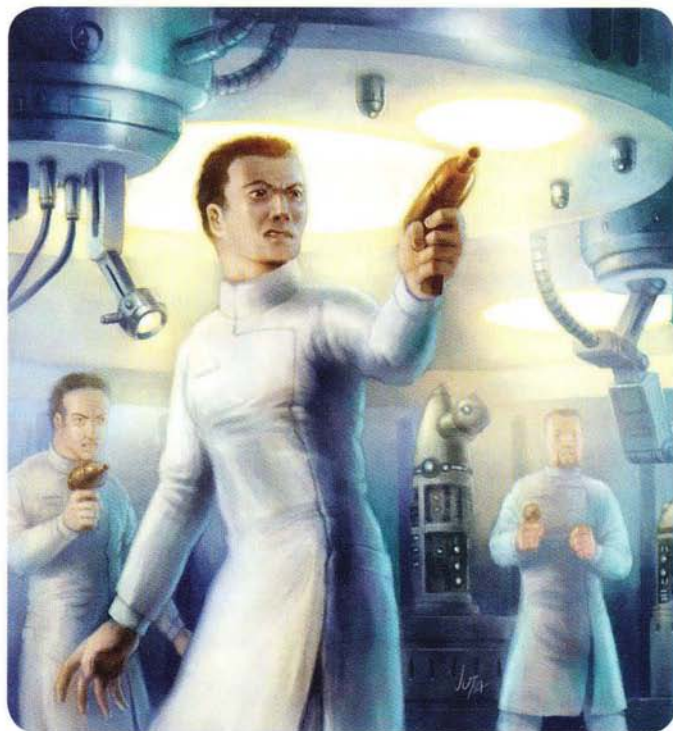
If the heroes do not think of it on their own, Amalia suggests that they check the recent and archived astrogation charts for that area to see if there is any history of pirate bases in the neighboring systems. A DC 20 Knowledge (galactic lore) check reveals that not long after the Great Sith War, the Old Republic set up an early warning outpost in that sector, although the outpost was abandoned and its exact coordinates have been lost.

When the heroes arrive at the site of the attack, a DC 20 Use Computer check allows a character operating the ship's sensors to pick up an old transmission broadcast that originates from a short distance away. A result that beats DC 30 also reveals the source to be an archaic early warning satellite. Several minutes after the heroes detect the signal, a pair of aging fighters arrive and order them to shut down and prepare to be boarded. The two vessels (use the Archaic Ship template from page 62 of *Starships of the Galaxy* for each) do not retreat, fighting until disabled or destroyed.

Once the fighters have been dealt with, the heroes must determine where they came from.

One method is to confer with their astrogation charts and try to reverse-calculate the fighters' hyperspace trajectory. With a DC 30 Use Computer check, the heroes can use this method to find the ships' point of origin.

A second option is to salvage the flight computer from the remains of one of the enemy ships. A DC 20 Mechanics check is needed to jury-rig a connection to a datapad or the on-board computer of the heroes' ship. Success leads the heroes directly to the fighters' point of origin, and it also provides clearance codes and advance warning that O'reen has an active orbital patrol.



EVEN O'REEN'S RESEARCHERS ARE ARMED AT ALL TIMES.

A third option is to rescue one of the enemy fighter pilots (assuming that his ship was disabled instead of destroyed) and convince him to reveal what he knows. The pilot starts out with an initial attitude of unfriendly toward the heroes. If his attitude is shifted to friendly, he reveals that he is a member of the O'reen Star Corps. If his attitude is shifted to helpful, he tells the heroes about the planet's orbital patrols and explains that a clearance code is needed to reach O'reen. He has no information about any stolen equipment, since that operation was likely carried out by a fighter unit other than his own.

AVOIDING UNDUE ATTENTION (CL 8)

Once the heroes determine that the fighters came from O'reen, they can plot a course for that planet. Unless they drop out of hyperspace right next to the world, they remain undetected by the orbital patrols. Any heroes who are trained in Knowledge (tactics) can make a DC 15 check to deduce that their best option would be to drop out of hyperspace near the edge of the system and slowly cruise toward O'reen, allowing them get a better look at their destination and reducing their chances of being detected by the enemy.

After the heroes approach within sensor range of the planet, they can see that O'reen is not as deserted as Old Republic records had suggested—in fact, a fearsome-looking battle cruiser orbits the world. Further investigation shows that the cruiser is in the process of being refurbished; surrounding it are dozens of smaller battle frigates and repair barges. These other vessels are of much older designs than the galactic standard, but they vastly outnumber and outgun the heroes. In addition, several patrol ships are skirting the planet, ostensibly to keep anyone from getting too close. All in all, it looks like a small assault force is being assembled, although for what purpose, the heroes can only guess.

Depending on how much information the characters have gained, they have several options for getting by the patrol ships. First, they might simply attempt to slip past the ships using a mix of speed and deft maneuvering, but that will be difficult, and if they fail, the entire planet is alerted to their presence. Another option is to find a blind spot in the patrol ships' flight patterns and sensor equipment, then fly through that hole without drawing attention. If the heroes previously salvaged a flight computer or shifted an enemy pilot's attitude to helpful, they can transmit the clearance code they acquired and slip past in plain sight. Using the code identifies their ship as friendly, an added benefit that might prove helpful later.

I FELT THE ELEMENT OF SURPRISE WOULD BE WISER...

It is possible that the heroes decide to pop out of hyperspace as close to O'reen as possible. Although doing so can provide a military advantage, it also carries a much greater degree of risk, since the ship has to skirt dangerously close to the planet's mass shadow. Plotting a hyperspace jump to exit within orbit of a planet increases the DC of the Use Computer check by 10, but if successful, the ship gains the benefit of a surprise round. If the Use Computer check is failed by 10 or more, the ship suffers from minor structural stress and power feedback, which causes no damage but provides the enemy with a surprise round.

FINDING PAYDIRT (CL 6)

Once the heroes reach the surface of O'reen, they must track down the cargo that was stolen from the transport ship. Given that the natives are fairly xenophobic, the heroes suffer an unfavorable circumstance penalty to social interactions unless they take the time to alter their appearance so they look like the natives—a simple deception, since the O'reenians are near-Humans. Even then, any heroes who are not well versed in military procedures might have difficulty, since most O'reenians treat them with the same disdain and scorn usually heaped on civilians.

Eventually, the heroes learn that the contents from the most recent acquisition by the Star Corps' supply raids are held in an analysis station just inside the outermost perimeter of Orbital Deployment Center. Because the garrison-city is heavily guarded and has greatly restricted access, the heroes must come up with an inventive way to get past the guards. Once they are within the perimeter, they can find the analysis station more easily. It is not heavily guarded, and Orbital Deployment Center residents tend to assume that anyone walking around with an armed escort belongs on the site.

ENCOUNTER: ARMED WITHDRAWAL

Challenge Level 10

SETUP: This encounter serves as the climax of "A Fool's Charge," the mini-adventure introduced on the previous two pages.

Once the heroes find the analysis station, they must figure out a way to get past the guards posted at the entrance, hopefully without raising an alarm. The GM should provide plenty of clues and reminders that almost every adult resident they have encountered has the air of a professional soldier, suggesting that starting a blatant fight will only get the heroes captured or killed. Grant them a fair amount of leeway in their plans. The guards are fairly new recruits, and if the heroes can give them a suitably convincing story, they might be able to bluff their way inside the building.

READ-ALoud TEXT

When the heroes enter the analysis station, read the following text aloud:

The inside of the station looks more like a giant storeroom. Eleven workers are clustered into small groups and studying different items, the majority of which are starship-scale components such as turbolasers and ion drives. However, most of the activity is centered on a seemingly innocuous computer terminal, to which several other smaller consoles are connected. The research staff seems too engrossed in their work to pay you much attention.

Have the heroes make DC 20 Knowledge (technology) checks. Heroes who are trained in Pilot or who have a sufficient background with naval military can attempt the check even if they are not trained in Knowledge (technology). Success means that the heroes identify the main terminal as the tactical data core of a capital-scale command ship. Any hero trained in Knowledge (tactics) realizes that the core is a critical part of any naval force, since it often contains key communication and identification codes that give one side a significant advantage over opponents.

The heroes might deduce that the data core is meant for the capital-class warship being revamped in orbit. Also, they were hired for the mission by Lieutenant Amalia, a member of another galactic naval force. The heroes can put two and two together and realize that Amalia's side does not want to lose the data core to the O'reenians—that's why she hired the heroes to steal it back.

Any hero who does a quick scan of the room can make a DC 15 Perception check. Success reveals that a heavy cargo speeder positioned next to a loading ramp looks big enough to carry the tactical data core and has enough armor to fend off anything smaller than a turbolaser. In addition, the data core is mounted on a cargo lifter, making the task of loading it into the speeder a great deal easier.

Before the heroes can put a plan into action, however, they are spotted by a military supervisor. Read the following text aloud:

As you begin to formulate how you are going to pull off the heist of the tactical data core, an O'reenian in military fatigues enters the room. His gaze focuses on you, and as he reaches for his sidearm, you get a bad feeling that this job just got a lot more difficult.

Although the station's research staff is distracted by various projects, the military supervisor immediately suspects that the heroes are unwelcome intruders. (If they previously created false appearances, some minor, overlooked nuance gives them away.)

O'reenian Military Supervisor

As the leader of the analysis station, the supervisor's primary concern is ensuring that the researchers under his command are able to investigate the workings of foreign technology captured during acquisition missions. He wears a standard-issue officer's uniform and has all the hallmarks of a career soldier, moving with exacting precision and keeping a crisp, professional appearance.

O'reenian Military Supervisor (M)

CL 8

Medium O'reenian soldier 4/noble 3/officer 1

Force 5; Dark Side 2

Init +11; Senses Perception +10

Languages Basic, Minnisiat

Defenses Ref 23 (flat-footed 20), Fort 22, Will 23

hp 75; Threshold 22

Speed 6 squares

Melee combat gloves +9 (1d6+6)

Ranged blaster pistol +9 (3d6+4)

Base Atk +7; Grp +9

Atk Options Cover Fire, Point Blank Shot, Rapid Shot

Special Actions Battle Analysis, Born Leader, Distant Command, Quick Draw, Warrior's Awareness

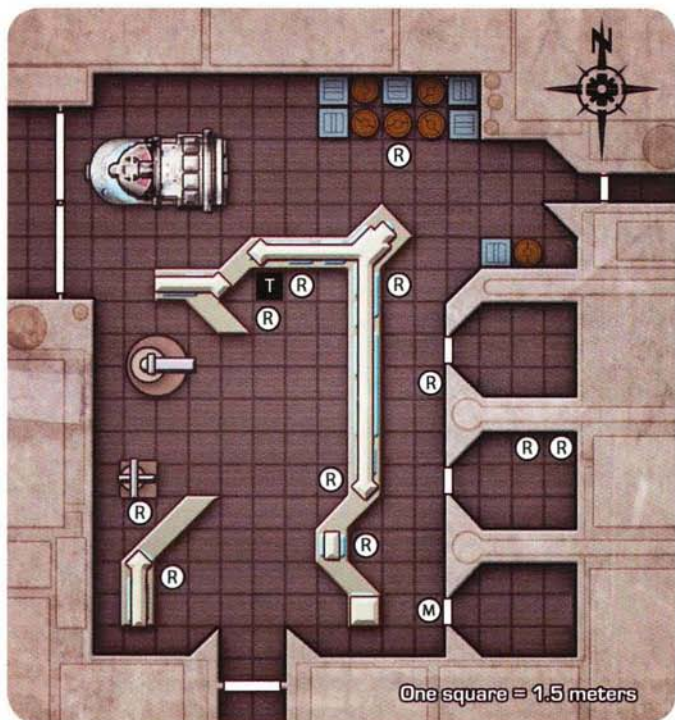
Abilities Str 13, Dex 14, Con 14, Int 12, Wis 13, Cha 11

Talents Battle Analysis, Born Leader, Cover Fire, Distant Command, Warrior's Awareness

Feats Armor Proficiency (light, medium), Intimidator, Martial Arts I, Point Blank Shot, Quick Draw, Rapid Shot, Skill Training (Knowledge [technology]), Weapon Focus (simple weapons), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +6 (can reroll, must take second result), Initiative +11, Knowledge (tactics) +10, Knowledge (technology) +10, Perception +10 (can reroll, must take second result), Persuasion +9

Possessions blaster pistol, combat gloves, code cylinder, comlink (encrypted), officer's uniform



Military Supervisor's Tactics

In the first round, the supervisor draws his blaster pistol and shoots at the nearest hero, then moves to the nearest source of cover. On the following turn, he activates his Born Leader talent and continues shooting at the heroes from behind cover. He also uses his Warrior's Awareness talent on any hero who appears to be especially skilled in combat or who is wielding a distinctive or a military weapon.

11 Researchers (R)

As would be expected by their military training, the researchers cease working on their projects once their commanding officer deems the heroes a threat. They draw their own blaster pistols and move to the nearest available cover during the first round of combat. The researchers delay their actions until after the supervisor activates his Born Leader talent to take advantage of the bonus to their attack rolls. They operate in groups of three, with two using the aid another action to provide the third a further bonus to his or her attack roll. There are twelve researchers, and each one is statistically identical to a diplomat (see *Threats of the Galaxy*, page 35).

CONCLUSION

After the heroes defeat the military supervisor and the researchers, they have to think quickly. A search of the supervisor's uniform turns up a datapad that contains instructions to load the tactical data core onto the cargo speeder

and bring it to Fort Maximus. The heroes can pretend that they are carrying out these orders, which will give them a convenient excuse to move the computer through the city. As long as they do not raise suspicions in any guards or citizens they encounter, the heroes can exit Orbital Deployment Center and take the computer back to their ship.

When leaving O'Reen, they should take care to avoid drawing the attention of any patrol ships, although on the way out, they need only outrun the vessels, not sneak past them. Once they make the jump to hyperspace, they are free and clear.

Lieutenant Amalia is ecstatic about the heroes' success. She gives them the coordinates of a rendezvous point—a military base—along with clearance codes to land there so that she can reclaim the tactical computer and pay the heroes the promised reward. If the data core is undamaged, she also offers to have an upgrade worth up to 25,000 credits installed in the heroes' ship, provided that the upgrade is legal.

If the data core is damaged or destroyed, Amalia still gives the heroes the reward, since her primary concern was keeping it out of O'reenian hands. In this case, however, she does not throw in an upgrade to the heroes' ship. Instead, she lets them use the repair services on the military base to fix any damages incurred by their ship during the mission.

Features of the Area

The analysis station has the following features:

Illumination: The entire room is well lit.

Workstations: Numerous workstations can provide cover to anyone in the room.

Improvised Weapons: If necessary, the heroes can use a plethora of loose tools as improvised weapons.

Turbolaser: The room contains a turbolaser with a power generator (see below) located 2 squares away. Due to the immense energy needs of the weapon, the turbolaser can be fired only twice. With each successful hit, it deals 3d10x5 points of damage in an area attack (see page 155 of the Saga Edition core rulebook) with a 2-square burst radius. However, the lack of a proper targeting computer means that the turbolaser is treated as an improvised weapon.

Power Generator: The power generator is located 2 squares away from the turbolaser. If the generator is moved to an adjacent square, a hero can make a DC 15 Mechanics check to hook it up to the turbolaser. However, much of the generator's protective plating has been removed. Any attack that deals more than 10 points of damage to the generator causes it to explode (see page 139 of the Saga Edition core rulebook). If the turbolaser is fired twice during this encounter, the power generator is drained of energy and will no longer explode if damaged.

MINI-ADVENTURE #5: PURSUING VERINOS

"Pursuing Verinos" is a mini-adventure designed for 8th-level heroes that involves the planet Giaca (see Chapter 6). In this scenario, the heroes, seeking to capture a scoundrel named Verinos, chase their quarry through Giaca's twisting canyons to his well-defended hideout.

ADVENTURE OUTLINE

Verinos is a wanted individual—wanted by the heroes, at least, if by no one else. Their search for him might begin in known space, but it takes them into the Unknown Regions as they follow his trail to the isolated world of Giaca. Once they close in, the heroes chase Verinos through the planet's canyons and groves, battling the environment and native creatures along the way. They pursue him to a hideout, where they face Verinos and several allies. Isolated and with no hope of help, the heroes must fight to capture their quarry, or admit defeat and escape if they can.

If desired, you can replace Verinos with another character of your own design that better fits your campaign. Regardless, the heroes might be after their target for any number of reasons. Perhaps they are chasing a bounty, tracking an escaped criminal, or bringing a traitor to justice. An even better reason, however, is that Verinos has taken something important from the heroes. The stolen item might be as simple as a large number of credits, but something more personal, especially an item difficult to replace in the Unknown Regions, provides better motivation for the heroes to chase after it. For example, Verinos might have taken a lightsaber, a datacard with special information, and so on.

THE CHASE

The heroes, or an ally, previously attached a homing beacon to Verinos's ship. Although the beacon is useless in the wilds of the Unknown Regions (lacking the tracking technology available in known space), it works well when both parties are in the same star system. After surviving the challenging hyperspace approach to Giaca, the heroes discover that they are closing in on Verinos and pursue him to the planet's surface.

They chase their quarry through the sheer, angular canyons created by the planet's basaltic columns, dodging and weaving through the massive stone labyrinth. Along the way, they must make DC 30 Use Computer checks to keep a sensor lock on him, as well as numerous Pilot checks to avoid colliding with the canyon walls and columns. It turns out that although Verinos is desperate to escape the heroes, his piloting skills are not up to the task. While out of sight of his pursuers, he scrapes the sheer canyon wall and crashes to the floor below.

By the time the heroes catch up with Verinos, they see a dense column of smoke rising from the burning wreckage of his ship. Read the following aloud when the heroes approach the wreck:

As you round one of the canyon's abrupt, angular turns, you're momentarily blinded by a column of dense, black smoke rising from the canyon floor. Before you can react, your ship punches through the smoky column, then swerves to avoid crashing into the canyon wall on the other side. It doesn't take you long to realize that your target apparently missed the last turn, hit the wall, and crashed into the wide, churning river on the canyon floor. The ship's hull appears to be crushed, and what isn't on fire looks flooded or is completely underwater. Debris litters the area. You see no immediate signs of survivors.

Verinos has escaped via jetpack into a nearby canyon, which should keep him well ahead of the heroes. They must land and search the area to discover his absence, since the tracking beacon was destroyed in the crash. To make matters worse, Verinos crashed in an awkward location. His ship is half underwater at a spot where a small but violent stream meets the river in the main canyon. There are no banks on that side of the river, so the heroes must land on the opposite bank and swim or find another way across. The bank has just enough space for the ship, whose landing gear sinks about a meter into the soft mud. All land in this area is considered difficult terrain, and the water is considered rough, requiring DC 15 Swim checks.

The heroes should make several Perception checks to search the wreck and determine if Verinos is still aboard, although the blazing and flooded ship makes this task difficult. However, the search is rewarded when the heroes discover discarded fuel canisters that Verinos used to refuel his jetpack.

From the crashed ship, the heroes can see the sheer crevice from which the second, smaller stream is flowing. By making DC 35 Perception checks or DC 25 Survival checks, they can track the path and landing areas that Verinos used as he flew through the narrow canyon, which is typically 5 to 8 squares wide and taken up mostly by the river. Verinos did not use the jetpack continuously—just enough to stay ahead of the heroes and traverse major obstacles.

As the characters pursue their quarry, they meet with many physical obstacles that they must climb over, swim under, or move out of the way. The twisting canyon is littered with shattered basaltic rock from the 30-meter-high canyon wall columns above. After 10 minutes, the heroes turn a corner and see a tall waterfall blocking their path. It fills most of the canyon's width, but along the right side of the falls is a narrow strip somewhat suitable for climbing to the top, a distance of 9 squares. Although the rock is wet and slippery, the heroes can scale it by making DC 30 Climb checks.

After passing the waterfall, the heroes enter a large area some 50 meters across, from which there are at least four possible exits besides the one they came through. The basaltic cliffs surrounding them are shorter (around 20 meters tall) but still inhibit travel. Verinos used his jetpack to traverse this area, so at first, the heroes can pick up no signs of the direction he took.

Flying over the vicinity reveals only that each path has multiple exits that head in different directions. As the heroes search the area, a DC 25 Perception check allows them to find a jetpack that was hidden hastily behind some large rocks, and a subsequent DC 25 Survival check shows that Verinos continued on foot through this narrow crevice. A DC 10 Mechanics check reveals that the jetpack is damaged, although it could be repaired with the proper parts (which are most likely unavailable on Giaca).

BRINTAK ATTACK

The heroes climb steadily through the crevice and emerge at least 10 minutes later next to a vast causeway of short basaltic columns of varying height. The path ahead is barren, but a large grove of enormous toroc trees flanks the cave's exit. When Verinos passed through, he attracted the attention of a brintak (see page 173), which attacks the heroes as they step out of the cave.

When the heroes emerge from the crevice, read the following text aloud:

From somewhere above you in one of the great toroc trees, you hear the low rumble of a large and hostile creature. As the rumble builds to a disturbing roar, a massive, four-legged beast with mottled black skin leaps down from a huge branch. The vicious creature gnashes at you with rows of razorlike teeth. Its jaws are flanked by a pair of slender tentacles that lash out toward you, eager to pull you into the gaping mouth.

If necessary, you can lower the creature's Challenge Level by reducing its hit points, under the assumption that Verinos injured the brintak during a brief scuffle before fleeing down the path.

After dealing with the brintak, the heroes must make a DC 15 Survival check to track Verinos to a cul-de-sac created by basaltic columns that angle inward above the path. If they fail the check, they eventually find the cul-de-sac anyway, but it takes 30 minutes of searching. The cul-de-sac is camouflaged from above and difficult to spot from the air, requiring a DC 30 Perception check.

THE HIDEOUT

The heroes first catch a glimpse of the entrance to a hideout from a tall basaltic column along the little-used trail they are following. As they approach, read the following text aloud:

Ahead, you see a short ridge of taller, hexagonal basaltic columns undulating across the landscape. Near the center, you spot an irregularly shaped circle of towering rock columns, angling generally inward and providing a partial roof to a mostly enclosed area below. Filling three gaps between the columns are walls that appear to be patched together from the metal plating of various starships. A single small, armored gate appears to be the only way through, aside from scaling the wall or the columns themselves.

The area is being watched by at least two guards hiding along the top of the wall and by a camera above the gate that sweeps back and forth, surveying the landscape. Allow the heroes to make Perception checks (opposed by the guards' Stealth checks) to realize that, unless they are particularly cautious, they will be spotted by the guards or the camera. If the heroes' Perception checks beat DC 30, they also detect two panels near the top of the wall that might be covering a pair of additional openings.

Allow the heroes to devise a plan to enter the compound. They might try to deceive the guards into letting them in, but the guards know that Verinos is being pursued and are likely to open fire at the first hint of trouble. Their attitude starts as unfriendly.

When the inevitable battle begins, the compound has a few surprises for the heroes. The two panels at the top of the wall slide aside, revealing a pair of mounted repeating blasters equivalent to E-Webs (see page 125 of the Saga Edition core rulebook). Other combatants hurl grenades down on the intruders. If the heroes attack with one or more vehicles or starships, a missile launcher concealed in the floor of the compound fires concussion missiles that shoot out between the angled columns or over the walls.



THE BASALT TOWERS OF GIACA

ENCOUNTER: SIEGE OF THE COMPOUND

Challenge Level 10

SETUP: This encounter serves as the climax of "Pursuing Verinos," the mini-adventure introduced on the previous two pages.

Verinos

The statistics block below purposefully omits any species reference for Verinos, so you can choose one that best fits your campaign. If his species is not important, consider making him Human or near-Human. (The read-aloud text assumes that Verinos is humanoid, so alter that if necessary.) Additionally, his specific background is left open for you to fill in. Regardless, Verinos is not about to give up to the heroes. Well armed and among allies, he is ready for battle and fully intends to win, or at least live to fight another day. Verinos is arrogant and threatening in any conversation he has with the heroes.

Verinos is clad in a green and black jumpsuit that is torn and singed. His partially enclosed, heavily dented helmet shields his eyes from view. He openly carries a heavy blaster pistol, a heavy blaster rifle, and what appear to be several grenadelike objects in a bandolier across his chest.

Verinos

CL 8

Medium noble 4/scoundrel 4

Force 4; **Dark Side** 2

Init +11; **Senses** Perception +10

Languages Basic, Minnisiat, Rammocate, Sy Bisti, 1 unassigned

Defenses Ref 22 (flat-footed 20), Fort 19, Will 21

hp 51; **Threshold** 19

Speed 6 squares, fly 6 squares (jetpack)

Melee knife +6 (1d4+4)

Ranged heavy blaster pistol +8 (3d8+4) or

Ranged heavy blaster rifle +9 (3d10+4) or

Ranged heavy blaster rifle +7 (4d10+4) with Rapid Shot or

Ranged heavy blaster rifle +4 (3d10+4) with autofire or

Ranged thermal detonator +8 (8d6+4)

Base Atk +6; **Grp** +8

Atk Options Point Blank Shot, Precise Shot, Rapid Shot, Skirmisher

Special Actions Born Leader, Fool's Luck, Inspire Confidence

Abilities Str 10, Dex 15, Con 13, Int 15, Wis 13, Cha 14

Talents Born Leader, Fool's Luck, Inspire Confidence, Skirmisher

Feats Linguist, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Persuasion), Weapon Focus (rifles), Weapon Proficiency (heavy weapons, pistols, rifles, simple weapons), Vehicular Combat

Skills Deception +11, Gather Information +11, Initiative +11, Perception +10, Persuasion +16, Pilot +11, Treat Injury +10, Use Computer +11

Possessions knife, heavy blaster pistol, heavy blaster rifle, 3 thermal detonators, comlink, datapad, portable computer, jetpack

Verinos's Tactics

During the first round or two of combat, Verinos lets his allies fire the first volleys while he uses Born Leader and Inspire Confidence. If the heroes make particularly devastating attacks, Verinos dives into the fray, hurling thermal detonators and blasting at them with his heavy blaster rifle, always from a position of cover.

Thugs

As with Verinos, the thugs protecting the compound can be of any species you require. The statistics block omits any reference to species, but the read-aloud text assumes a humanoid appearance.

The guards don't wear proper uniforms, although all have patched-up battle armor that is covered in the dust and dirt of the surrounding landscape. You can tell from their demeanor that they are experienced combatants. They are loud and crude, hurling insults as they open fire.

5 Thugs

CL 6

Medium soldier 6

Force 5; **Dark Side** 3

Init +5; **Senses** low-light vision; Perception +10

Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 21, Will 16

hp 64; **Threshold** 21

Speed 6 squares

Melee unarmed +7 (1d4+4)

Ranged heavy blaster pistol +8 (3d8+3) or

Ranged heavy repeating blaster +4 (3d10+3) or

Ranged heavy repeating blaster +4 (5d10+3) with Burst Fire or

Ranged grenade launcher +9 (frag grenade 4d6+3) or

Ranged mounted heavy repeating blaster +9* (3d10+3) or

Ranged mounted heavy repeating blaster +9* (5d10+3) with Burst Fire

Base Atk +6; **Grp** +8

Atk Options Careful Shot, Devastating Attack, Point Blank Shot, Precise Shot

Special Actions Indomitable

Abilities Str 13, Dex 15, Con 13, Int 10, Wis 10, Cha 8

Talents Armored Defense, Devastating Attack, Indomitable

Feats Armor Proficiency (light, medium), Burst Fire, Careful Shot, Point

Blank Shot, Precise Shot, Weapon Focus (heavy weapons), Weapon

Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Climb +9, Mechanics +8, Perception +10

Possessions battle armor (+8 armor) with helmet package, heavy blaster pistol, heavy repeating blaster with mounted grenade launcher (4 frag grenades)

* Includes +2 Intelligence bonus to attack rolls due to targeting system

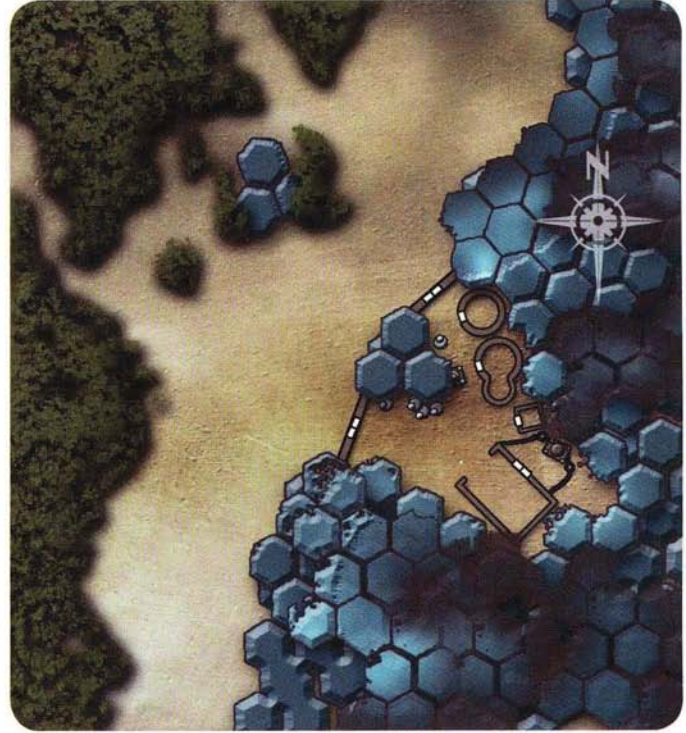
Thugs' Tactics

Two of the thugs initially cut loose with the mounted repeating blasters, firing from a pair of protected gunnery stations behind the wall. Because each station is separate from its associated blaster, destroying a blaster does not necessarily deal damage to the thug firing it. One thug stands ready with the concussion missile launcher in case there are vehicle targets in the area. The remaining two thugs guard the walls and fire as needed, or they conceal themselves within the compound to surprise any heroes who make it over or through the wall.

CONCLUSION

Verinos and his thugs must be subdued to be captured. If any thugs survive, they might be persuaded to tell all they know about their boss and his doings (the details of which depend on the needs of your campaign). If captured, Verinos takes every opportunity to try to escape. He refuses to talk at first, although he can be successfully threatened or bribed into cooperating, especially if given the opportunity to survive the encounter.

The compound has enough supplies to sustain its inhabitants for several months. A garage contains two disassembled speeder bikes and an unarmed civilian airspeeder that was damaged in the recent past. With a DC 25 Mechanics check and several hours of work, it is possible to salvage one speeder bike by using parts from both. The airspeeder requires repulsorlift generator parts that are unlikely to be available on Giaca, but if the heroes obtain the parts elsewhere, they can repair the vehicle with a DC 15 Mechanics check. In the quarters used by Verinos is a portable computer that contains notes about his activities, but they are encrypted and can be accessed only with a DC 25 Use Computer check.



Features of the Area

The compound and its surrounding area have the following features:

Basaltic Columns: Sheer basaltic columns surround the compound on a little more than three sides. The columns range from 8 to 12 meters tall and are immediately adjacent to one another, with few usable gaps between them. Although a heavy laser cannon from a starship might blast holes in the rocky walls, smaller weaponry has little effect on them.

Landing Zone: Outside the compound's entrance, a wide, flat area has been cleared as a landing zone. Aside from it being open ground, there are no markings or indicators to draw the attention of outsiders searching for the compound.

Metal Walls: The compound's walls stand at a height of 6 meters between the taller basaltic columns. The walls are made of salvaged plates of heavy metal (DR 10, 150 hit points, damage threshold 35, Strength 60). Within the structure are two gunnery stations, as well as catwalks to access the stations and the top of the walls. Characters at the top of the wall have improved cover.

Metal Buildings: Several metal prefabricated buildings stand inside the compound, serving as living quarters, a garage, storage facilities, and a power generator. The buildings are easily damaged (DR 5, 50 hit points, damage threshold 30).

Concealed Heavy Repeating Blasters: The concealed heavy repeating blasters and their targeting system were salvaged from a derelict vehicle. Each blaster has DR 10, 20 hit points, damage threshold 30, Intelligence 12, Reflex Defense 16 (+4 armor), and Fortitude Defense 20, and each deals 3d10 points of damage.

Concussion Missile Launcher: The concussion missile launcher and targeting system are not proper emplacements but were salvaged from a derelict ship. It has DR 5, 80 hit points, damage threshold 30, Intelligence 12, Reflex Defense 12, and Fortitude Defense 20. Firing a missile at a target smaller than Huge size incurs a -10 penalty. The compound has five missiles. Each must be fired separately and deals 7d10x2 points of damage in a 4-square splash.

MINI-ADVENTURE #6: IMMINENT IMPACT

"Imminent Impact" is a mini-adventure designed for 7th-level heroes that involves the planet 244Core (see Chapter 6). In this scenario, the heroes take a quick smuggling job for the Tor-Ro-Bo Corporation and find themselves racing to fend off attackers and evacuate before a meteor storm pummels their landing platform.

ADVENTURE OUTLINE

The heroes find themselves deep in the Unknown Regions when they suddenly require local currency or credits for survival. Working with a local contact, they are put in touch with a corporation in need of smuggling services. The heroes soon find themselves on 244Core, picking up a shipment of raw ore that the Tor-Ro-Bo Corporation wants smuggled offworld to avoid sharing the profits with other companies on the planet.

While the ship is being loaded, word comes that an unexpected asteroid collision is sending a meteor storm toward 244Core. To make matters worse, because the world is in a volatile phase of its development, the corporations jockeying for control are more likely to engage in open warfare. Thus, Eeok security forces attack the facility to deter To-Ro-Bo's smuggling efforts. The heroes help fight off the attackers, but the hangar holding their ship is damaged. With their vessel trapped in the structure and the imminent arrival of the meteor storm, the heroes must work quickly to free the ship, load the remaining ore, and evacuate their employers.

THE JOB

In need of credits, the heroes follow a lead to meet a protocol droid called TT4, an "irregular transport specialist" for the Tor-Ro-Bo Corporation. The heroes can meet with the droid on 244Core, on a nearby world, or via comlink. Although TT4 freely tells the heroes who it works for, the droid makes it clear that the involvement of Tor-Ro-Bo must remain secret. If the corporation is publicly linked with the mission, the heroes will forfeit a significant percentage of their pay.

TT4 is straightforward about the operation and negotiates in good faith (Will Defense 15, Perception +9, Persuasion +9). The droid also has the authority to haggle with the heroes. It initially offers them 10,000 local credits up front and 50,000 more upon delivery of semiprocessed TOL-type ore to a cargo ship waiting at specific coordinates, a short hyperspace jump away from 244Core.

THROUGH THE CLUSTER

Because 244Core is orbited by a series of Skyscan stations, TT4 gives the heroes an approach vector through one of the denser asteroid clusters around the planet. The Skyscan network is operated by several corporations, and the stations nearest that cluster are run by Tor-Ro-Bo, so the path should be safe. However, a few other stations are close enough to have a chance of detecting the heroes' ship.

The heroes must make a series of DC 20 Pilot checks as their ship traverses the cluster. Failure indicates that a Skyscan station might detect the ship with a successful DC 25 Use Computer check (Skyscan operators have Use Computer +11). If a station detects the ship, rival corporations mobilize to intercept the heroes on the planet's surface; for the time being, however, the heroes have no way to tell whether they have been detected.

In addition, while in the asteroid cluster, a Pilot check failure by 5 or more results in a collision with an asteroid of Colossal or smaller size. Such collisions can be avoided per the standard rules (see page 173 of the Saga Edition core rulebook).

PROCESSING CENTER 879

Once the heroes land on 244Core, their first step is to reach Tor-Ro-Bo Processing Center 879 in Zone 54g undetected. The center is located on an island 15 kilometers long, 10 kilometers wide, and about 30 kilometers from the nearest continent. As the heroes approach the facility, they are contacted by 879's traffic control. They are expected and treated like any of the other half-dozen starships on approach or departure vectors.

When the heroes are within sight of the facility, read the following text aloud:

Through a cloudless, sunny sky, you approach Processing Center 879 over the calm water of a vast ocean. Ahead, you see a large island on which six tall mountain peaks form a spine along its length. With the exception of a few antenna and sensor arrays, the peaks are the only undeveloped land on the island. Below them, Processing Center 879 features sprawling machinery, industrial buildings of every size, massive power generators, automated plants, and dozens of landing platforms on which rest small airspeeders, large bulk freighters, and everything in between. There is a staggering amount of activity as speeders and ships descend and depart. The center seems to be running at or near capacity.

You are directed to Landing Platform 9, near the middle of the island, in a valley created by two of the larger mountains. The platform is wedged between rows of monstrous storage bins and a tangle of enormous pipes and machinery, which includes a mixture of aging equipment patched up with newly repaired parts and pieces.

As the heroes' ship descends, traffic control orders it into a hangar connected to the platform. The hangar, concealed by the giant pipes and machinery, is not obvious until the ship is just above the platform.

When the heroes land, they start to feel the effects of the planet's heavy gravity, which affects their actions while on 244Core unless they are used to such environments (see page 257 of the Saga Edition core rulebook). As they exit the ship, they are greeted by a very small, wheeled, bright orange droid (similar to a mouse droid) called 5T4. In a slightly grating monotone voice, 5T4 welcomes them to the center and arranges to begin loading their ship. Nearby, dozens of massive metal crates (of sizes Large to Huge) hold raw TOL-type metallic ore, and a pair of hulking labor droids stands ready to begin loading. It is obvious that some crates will need both droids to move them. The droids are almost entirely painted pale green, and their many dents and scratches attest to their heavy use over the years.

Due to the labor droids' slow speed and the heavy gravity, loading takes a minimum of 1 hour. About 45 minutes into the job, one of the droids makes a loud popping sound and breaks down while loading a crate. As hydraulic fluid from its broken heavy claw sprays everywhere, it drops the crate, knocking off the lid. The sandy mixture of semiprocessed ore spills into the heroes' ship and down the lift ramp. The mixture is not hazardous, but an industrial cleaning droid appears and begins vacuuming up the sand and depositing it in an empty container brought by the other labor droid. The broken droid collapses where it malfunctioned, preventing the ship's hatch from closing.

INCOMING

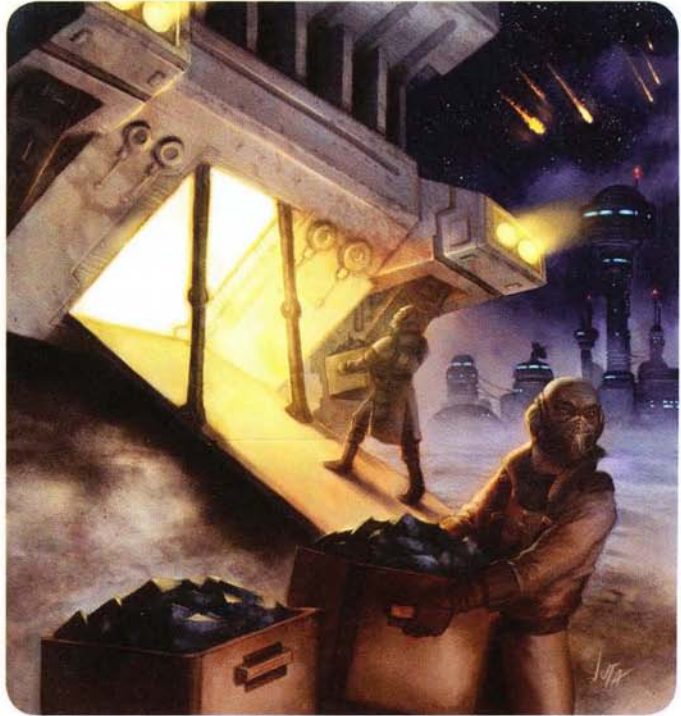
If the Skyscan stations did not detect the heroes during their approach, proceed with the following events in the order presented below. If Skyscan detected the heroes, skip to the "Contract Enforcement" encounter on the next page, then return to this section after half of the attackers have been destroyed or routed.

While the heroes deal with the spilled ore, read the following text aloud:

A loud, hornlike alarm blares a continuous staccato pattern over the island's loudspeakers. A moment later, an automated voice interrupts. "Alert! Meteor storm warning! Impact time estimate: 30 minutes. Facility damage estimate: light to moderate. Starships and speeders are advised to leave the impact area at their earliest convenience."

The alarm continues and cannot be turned off. Impact time is updated every 5 minutes, with additional warnings as needed.

5T4 calls the heroes over to a holographic display at one side of the hangar. It switches on the projector, and a representation of the incoming meteor storm appears, showing its estimated descent through the atmosphere toward Processing Center 879. The droid explains that an unexpected asteroid collision has sent a shower of small meteors into the planet's atmosphere. (If the heroes collided with an asteroid during their descent, they started a



domino effect. Otherwise, the shower is just part of the system's natural environmental effects.) If the heroes hurry, there should be just enough time to finish loading their ship and blast off before the meteors pummel the center.

If the heroes do nothing, the functioning labor droid takes 45 minutes to remove its broken counterpart and finish loading the crates on its own, which means the heroes will not escape before impact. If the heroes help by moving the damaged droid out of the way, the other labor droid can finish loading in about 30 minutes—still not good enough. If the heroes jury-rig or otherwise repair the damaged droid, they reduce the loading time to 15 minutes. However, they must spend a minimum of 10 minutes repairing the droid. Up to two heroes can aid in a DC 25 Mechanics check to complete the repairs. In addition, a DC 20 Perception check is required to locate suitable replacement hydraulic fluid from a nearby piece of machinery.

The cleaning droid also takes 10 minutes vacuuming up the spilled ore and depositing it into the replacement container. The droid occasionally gets in the way while loading continues. If anyone walks on the spilled ore, the droid tries to vacuum the bottom of their shoes, citing the importance of protecting Tor-Ro-Bo's valuable product.

ENCOUNTER: CONTRACT ENFORCEMENT

Challenge Level 8

SETUP: This encounter serves as the climax of "Imminent Impact," the mini-adventure introduced on the previous two pages. If a Skyscan station detected the heroes during their approach to 244Core, this encounter begins before the meteor storm announcement. Otherwise, it begins about 15 minutes before impact.

THE JIG IS UP

In response to Tor-Ro-Bo's violation of profit-sharing contracts, security forces from Eeook and other corporations attack the processing center. Despite the imminent meteor shower, the attack is not called off. Eeook badly wants to catch Tor-Ro-Bo with smugglers at its facility and hopes to be in and out before the meteors strike the area. Read the following text aloud:

A screeching siren suddenly wails throughout the center, followed by an automated alarm: "Alert! Incoming attack. Protocol 514 initiated. Stand by to repel—" The message is cut off, replaced by a few seconds of static, then a living voice cuts in: "Attention 879. Once again, you are in violation of Profit-Sharing Agreement Relaali 374.5.2. Your smugglers will not get away from us this time." As the center's automated announcements return, you hear the squeal of airspeeders and the impact of missile strikes nearby. Next to your landing platform, an enormous storage bin unfolds to reveal a pair of basic laser cannons, although no gunner seems to be nearby.

The attack catches 879 completely by surprise. Tor-Ro-Bo uses protocol 514 to cover up the existence of smugglers by mind-wiping all droids that have made contact with the heroes. (This explains why the heroes have interacted only with droids, not living beings, during their visit to the center.) After the announcement of protocol 514, the heroes notice that any droids near them stop dead for a few seconds, then appear to have forgotten who the heroes are. Most worker droids still respond to their commands, but 5T4 ignores their orders and questions and refuses to help them further, although it does not hinder them. If threatened, 5T4 calls security, but nobody comes to help.

Shortly after the attack begins, six missiles (Reflex Defense 22, 20 hit points, damage threshold 10, speed 16) scream toward the hangar. The heroes can try to shoot them down, but at least one strikes above the heroes' landing platform. The impact drops a pile of pipes and structural chunks down on the platform, partially blocking the hangar entrance. Creatures within 5 squares of the hangar door are subject to a 1d20+10 attack against Reflex Defense from falling debris (treat as an area attack). They take 3d6 points of damage, and on a critical hit, they are also trapped in the debris.

Next, a large Eeook speeder attempts to land on the heroes' platform. If it succeeds, four Eeook security agents bound out and try to subdue the heroes. If the speeder is damaged, it crashes onto the platform, and the agents take 4d6 points of crash damage.

Eeook Patrol Speeder

The speeder is Eeook's general purpose security patrol speeder, in widespread use on 244Core.

You see a patrol and observation speeder, with a long, bubblelike canopy covering the top two-thirds. The speeder is cylindrical, with a pointed nose and a flat rear hatch. Each stubby wing ends in an irregularly shaped repulsorlift engine, and a spread of six missiles is mounted beneath the wings between the engine and the fuselage.

Eeook Protector VI Patrol Speeder

CL 7

Huge air vehicle (airspeeder)

Init +9; **Senses** Perception +6

Defenses Ref 16 (flat-footed 11), Fort 23; +3 armor

hp 75; **DR** 5; **Threshold** 33

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)

Ranged light laser cannon +6 (see below) or

Ranged rocket launcher +6 (see below)

Fighting Space 3x3; **Cover** total

Base Atk +2; **Grp** +25

Atk Options autofire (light laser cannon)

Abilities Str 36, Dex 20, Con —, Int 14

Skills Initiative +9, Mechanics +6, Perception +6, Pilot +9, Use Computer +6

Crew 1 (skilled); **Passengers** 6

Cargo .5 tons; **Consumables** 1 week; **Carried Craft** none

Availability Military; **Cost** 50,000 credits (40,000 used)

Light laser cannon (pilot)

Atk +6 (+1 autofire), **Dmg** 3d10x2

Rocket launcher (pilot)

Atk +6, **Dmg** 5d10x2 (2-square burst)

Eeook Speeder Tactics

The patrol speeder fires its missiles from medium range, then uses its blasters to defend itself as it nears the platform. The pilot does not leave the vehicle unless it is damaged beyond repair.

Eeook Security Agent

Eeook's security forces are well trained, well paid, and motivated to succeed and advance.

The tall near-Human wears a dark green uniform with patches identifying rank, unit, and division. He carries a blaster carbine and has several grenades in a black utility belt.

4 Eeook Security Agent

CL 6

Medium near-Human scout 6

Force 5

Init +10; Senses low-light vision (near-Human attribute); Perception +10

Languages Basic

Defenses Ref 23 (flat-footed 19), Fort 19, Will 19

hp 53; Threshold 24

Speed 6 squares

Melee unarmed +4 (1d8+3)

Ranged blaster carbine (folded stock) +7 (3d8+3) or

Ranged blaster carbine (extended stock) +6 (3d8+3) or

Ranged blaster carbine (extended stock) +1 (3d8+3) with autofire or

Ranged stun grenade +6 (4d6+3 stun)

Base Atk +4; Grp +6

Atk Options Careful Shot, Keen Shot, Point Blank Shot

Special Actions Acute Sense, Evasion, Running Attack, Shake It Off

Abilities Str 11, Dex 14, Con 13, Int 10, Wis 14, Cha 12

Talents Acute Senses, Evasion, Keen Shot

Feats Careful Shot, Improved Damage Threshold, Martial Arts I, Martial Arts II, Point Blank Shot, Running Attack, Shake It Off, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +8, Endurance +9, Initiative +10, Perception +10 (can reroll), Pilot +10

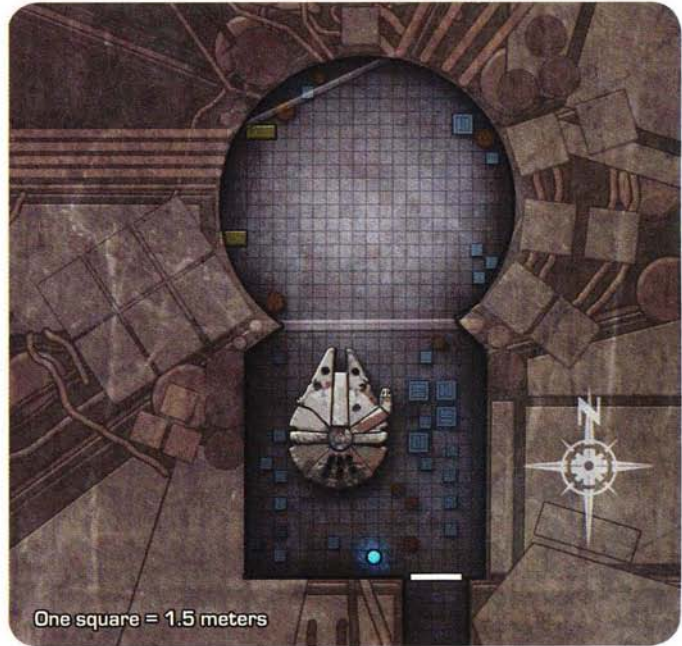
Possessions blaster carbine, 2 stun grenades, Eeook security uniform, comlink, utility belt (with binders, datapad, and medpac)

CONCLUSION

Once the heroes have cleared the hangar opening and readied their ship to depart, they can blast off at any time. If the attack is still ongoing, they are pursued by Eeook speeders until they reach the upper atmosphere.

If the heroes are captured by Eeook agents, they are held until Tor-Ro-Bo negotiates for their release, which takes many days and some political wrangling. In the meantime, Eeook security questions the heroes, but the interrogation is mostly a formality.

If the heroes leave 244Core and make the jump to hyperspace, they meet the Tor-Ro-Bo bulk freighter Tor 7863 a day later. They transfer the cargo with no problems and receive the promised payment. Depending on the results of the adventure, the heroes might be hired again by Tor-Ro-Bo in the future.



Features of the Area

The area has the following features:

High Gravity: High gravity applies to all combat and skill checks, except for heroes who are used to high-gravity environments (see page 257 of the Saga Edition core rulebook). The Gamemaster characters are not subject to these effects, since they have been on 244Core for an extended period of time.

Landing Platform 9: The small landing platform is surrounded and essentially walled in by equipment, machinery, and massive storage bins. It is large enough to accommodate a light freighter. Crates and equipment are scattered around the perimeter, providing cover. Characters can climb the equipment and take up higher positions among the pipes and machinery.

Hangar: The hangar building is a relatively light structure, with walls of thin metal plates on a metal skeleton. It is large enough to accommodate a light freighter, as well as temporary storage for cargo awaiting transport. A small holographic projector enables the hangar to communicate with other parts of the processing center. A giant set of double doors opens on a corridor that winds down into the valleys, allowing access to machinery and other elements. The next inhabited space is a residential and administration zone 5 kilometers away.

The hangar is filled with discarded crates and packaging, along with a basic set of tools for starship maintenance. A ladder in one corner leads to a roof hatch, giving access to the pipes and machinery on the hangar's roof.

MINI-ADVENTURE #7: ROGUE SEVEN IS DOWN

"Rogue Seven Is Down" is a mini-adventure designed for 9th-level heroes that involves the planet Durace (see Chapter 6). In this scenario, the heroes must rescue a pilot who has crashed on the merciless world, facing environmental hazards, misfit droids, and deadly predators.

ADVENTURE OUTLINE

The heroes are sent to recover Rogue Seven, who has crashed on Durace. They arrive on the world in the middle of a planetwide storm. The heroes discover the Rogue Seven crash site but find it to be empty—both the pilot and the astromech droid are missing. The heroes track the astromech's distress signal to a cavern that has been torn about by creatures native to the planet. Soon after, Rogue Seven contacts the heroes over a short-range comlink, and they rescue the pilot from a giant nest on the side of a mountain. But they are not safe yet—the creature that made the nest pursues the heroes' ship out of the atmosphere.

The adventure begins when the heroes receive word that Rogue Seven has gone missing somewhere near the Unknown Regions. The last communications received from Rogue Seven indicate a general location in the galaxy, but it is not until the heroes arrive at those coordinates that they realize that Rogue Seven was near the planet Durace.

WHO IS ROGUE SEVEN?

Rogue Seven is a stand-in for an important Gamemaster character in your campaign. Using a person who means something to the heroes makes the rescue more dramatic and rewarding. Give them a reason to find Rogue Seven other than a mission briefing. Options include:

A valued friend. Whether a plucky sidekick or the commander of a Rebel cell, rescuing someone who has helped the heroes in the past will have more meaning.

A missing hero. Sometimes, real life intrudes on a campaign, and a player has to miss a game session. You can decide that Rogue Seven is the hero run by that player, allowing you to involve the character in the adventure.

A famous cameo. Players who like rubbing elbows with characters from the movies might enjoy rescuing a well-known hero.



FINDING THE WRECK

As soon as the heroes hit the atmosphere of Durace, they are in for a bumpy ride. A storm suddenly rolls over the planet's surface, and lightning strikes at the ship multiple times, threatening to overload ship systems and make the landing dangerous. You can use the following hazard to represent the dangers of approaching the planet's surface.

Storm Over Durace

CL 9

Purple lightning flashes out of the dark clouds as you descend toward the planet's surface.

Atmospheric, energy, natural

Trigger A vehicle begins its turn in a storm over Durace

Attack +11 vs. Reflex Defense

Damage 2d10+3×2 energy (Miss: Half damage)

Recurrence On trigger; descending through a storm takes three rounds

Skills

Pilot (DC 23): The character reduces the number of rounds it takes to pass through the storm by 1 round.

Rogue Seven came down on the shores of the Alkaline Sea, a few hundred meters off shore. The heroes can easily detect the ship using their sensors, and can see that it is still in one piece. A quick search of the wreck reveals that both Rogue Seven and the ship's astromech droid are missing. It looks like both made it out of the ship under their own power.

Right after the heroes realize that the wreck is uninhabited, the surface of the Alkaline Sea breaks violently as the tendrils belonging to a sea creature burst forth and try and grab the heroes. The sea creature hungers for the flesh of land-dwelling creatures, and the heroes could be a delicious morsel for this massive beast. Since the creature is under the surface of the water, only the tendrils are visible to the heroes. Use the following hazard to represent the danger presented by the tentacles, which act as a hazard covering the entire area around the crashed vessel.

Sea Monster Tentacle

CL 10

The long, undulating tentacles of a sea creature reach out to grab you, threatening to crush you and drag you down beneath the surface of the Alkaline Sea.

Contact, natural

Trigger Each round, on initiative (Initiative +11); one attack per creature in the area of the hazard

Attack +12 vs. Reflex Defense

Damage 4d6+1

Recurrence On trigger

Skills

Knowledge (life sciences) (DC 19): The character identifies the telltale signs of a sea predator nearby and can tell that the area is hazardous.

Special

Creatures hit and damaged by this hazard are grabbed by a tentacle and can attempt to escape as normal. Any creature that is both grabbed and either reduced to 0 hit points or rendered unconscious is consumed by the sea monster.

HAZARDOUS JOURNEY

After exploring the crash site and fending off the sea creature, the heroes see signs that Rogue Seven survived and fled the downed ship. The heroes can attempt to lock onto a distress beacon—Rogue Seven's astromech droid is transmitting its location—with a Use Computer check (DC 18). The signal fades in and out as the heroes track the transmission, because the droid is having power fluctuations. Alternately, the characters could make Survival checks to try and track the pilot and his droid (DC 23), or simply engage in a thorough search of the area (Perception DC 23). During their journey to find the droid, the heroes might have a few brushes with danger and disaster. For example, Durace is covered in rocky terrain, so they might face rock slides (page 108), a cave-in (page 116), or pits and sinkholes (page 118).

THE AVKA CAVES

After some time, the heroes track the distress signal to a mountain and find a cave that leads inside. The cavern is filled with rusted metal and twisted scrap. A closer inspection finds a variety of droid parts scattered about—something has collected the wreckage and dragged it into the cave. Near the back corner is a large pile of droid parts.

The astromech droid assigned to Rogue Seven lies on the stone floor. Something has torn the droid open, and as the heroes approach, it uses its last bit of power to chirp feebly at them. From the looks of it, something living in this cave system has shredded the droid and other pieces of technology, keeping the remaining parts here as trophies.

Any hero who makes a Knowledge (life sciences) check (DC 18) can identify the damage done to the droid as being caused by some kind of large avian creature. If that character succeeds on the check by 5 or more, he or she identifies the creature that destroyed the droid as an avka, a large avian creature found on many Outer Rim worlds but believed to be native to the Unknown Regions. The hero also knows that avka are greedy creatures that love to hoard metal (particularly colorful pieces of metal), and that avka make their nests in the mountains. The hero knows that avka keep their young close until they reach almost their full size, and that they are very protective of their offspring.

UP THROUGH THE MOUNTAINS

Following the droid's demise, one of the heroes' comlinks crackles to life. Rogue Seven is alive. The crash and a narrow escape from the sea creature have taken their toll, and Rogue Seven has climbed out onto the edge of a cliff. To rescue the pilot, the heroes must make their way up through the caverns, which run all the way through the mountains.

The comlink offers a direct line to Rogue Seven, but the caverns twist and turn, leading the heroes into danger after danger. The path is beset by rockslides, rivers of magma, and other natural hazards (see Chapter 4 for more information on these hazards). This part of the mini-adventure highlights more environmental dangers of Durace, and the heroes should be able to overcome the hazards with wits and stamina.

When the heroes make their way up through the interior of the mountain, eventually they emerge near the nest of a large avka where Rogue Seven awaits them. See the encounter on the following page, "The Nest," for the climactic encounter of the mini-adventure.

ENCOUNTER: THE NEST

Challenge Level 9

SETUP: This encounter serves as the climax of "Rogue Seven Is Down," the mini-adventure introduced on the previous two pages.

HATCHLING ATTACK

Rogue Seven has crawled out to the edge of a small crater on the side of the mountain. All around and within the crater, a series of small outcroppings, each 2 meters tall, stabs upward from the rock. The winds whip through the outcroppings and make a strange moaning sound. In addition, this part of the mountain seems unstable and shakes with small tremors.

READ-ALoud TEXT

When the heroes come out onto the outcropping where Rogue Seven awaits them, read the following text aloud:

As the wind blows across the outcropping, you see several stony protrusions jutting up from the ground, separating you from the prone form of Rogue Seven. Purple lightning flashes overhead, as though a storm is threatening to pour down upon you. Though there are no other visible creatures here, you can see the telltale signs that this outcropping has been used as a nest by some large creature.

If the heroes approach the 2-meter-tall rocks, the outcroppings tremble as chunks fall away—something is inside each one. The columns are actually eggs containing the hungry young of the avka, a large aerial predator native to Durace. (Fortunately for the heroes, the mother is away searching for food, although she will make an appearance later.) The crater is a nest, kept warm by a nearby spring. The hatchlings are blind but can sense food through tremors in the rock, and they are very hungry, lashing out at anything that moves nearby. The heroes might be able to sneak through the crater with a series of Stealth checks, but most likely, the hatchlings detect the heroes and emerge from the stone columns, ready for a meal.

AVKA YOUNG

The young avka in their rocky eggs emerge whenever anyone draws too near. These particular avka young were on the verge of hatching anyway when Rogue Seven showed up. These young avian creatures are ravenously hungry upon their violent emergence from their eggs, and anyone who finds themselves adjacent to one of the creatures may be the young beast's next meal.

12 Avka Young

CL 6

Medium airborne beast 7

Init +9; **Senses** Perception +4

Defenses Ref 18 (flat-footed 17), Fort 13, Will 12

hp 53; **Threshold** 18

Speed 4 squares, fly 6 squares

Melee claw +7 (1d4+2) or

Melee claw +7/+7 (1d4+2)

Base Atk +5; **Grp** +7

Atk Options swarm attack

Special Actions hunger-driven frenzy

Abilities Str 14, Dex 12, Con 15, Int 2, Wis 13, Cha 6

Special Qualities hunger-driven frenzy, swarm attack

Feats Improved Defenses, Improved Damage Threshold, Toughness

Skills Initiative +9, Perception +4

Hunger-Driven Frenzy—Whenever an avka young hits the same target with two claw attacks during a full attack action, the avka can move three squares. This movement does not provoke attacks of opportunity.

Swarm Attack—When at least one other avka is adjacent to a target, an avka deals +2d6 damage to that target with a successful attack.

Avka Young Tactics

Due to their blindness, the young avka attack whatever target has just moved. They stay engaged in combat with their chosen targets, but if something else nearby moves past them, they usually pursue the new target instead. If the heroes notice this behavior, they can try to get a hatchling to chase a decoy target (such as a thrown rock or an explosive device) by making a Bluff check against the creature's Will Defense.

ESCAPE FROM DURACE

The return trip to the heroes' ship is as uneventful as it needs to be. The heroes should reach their vessel exhausted but satisfied; Rogue Seven will survive as long as they can reach civilization and seek medical treatment.

However, the rescue is not over yet—Durace does not let visitors leave easily. A giant avka, the mother of the hatchlings in the nest, swoops in to attack the heroes' ship. The heroes must outrun or outfight the creature, or their rescue of Rogue Seven will be for naught. You can use the following statistics block for an escape sequence with the mother avka.

Avka Mother

CL 9

Huge airborne beast 10

Init +9; **Senses** Perception +6

Defenses Ref 14 (flat-footed 13), Fort 21, Will 12

hp 155; **Threshold** 36

Speed 4 squares, fly 10 squares

Melee claw +17 (1d8+10×2) or

Melee claw +17/+17 (1d8+10×2)

Base Atk +7; **Grp** +27

Atk Options swarm attack

Special Actions hunger-driven frenzy

Abilities Str 30, Dex 8, Con 31, Int 2, Wis 13, Cha 6

Special Qualities incredible strength

Feats Improved Defenses, Improved Damage Threshold, Toughness

Skills Initiative +9, Perception +6

Incredible Strength—The avka mother multiplies all claw damage by x2.

12 Shattering Avka Eggs (E)

CL 7

The stony structure jutting up from the floor of the cliff quivers before shattering, spraying hard fragments of shell and revealing the avka young inside.

Area, natural

Trigger A hero enters a square adjacent to an avka egg

Attack +9 vs. Reflex Defense

Damage 2d6+6 (*Miss*: Half damage)

Recurrence On trigger; once per egg

Skills

Acrobatics (DC 23): Until the end of this movement, the character can enter squares adjacent to unexploded avka eggs without triggering the hazard.

Knowledge (life sciences) (DC 18): The character recognizes the rocky outcroppings as avka eggs, and knows that the young inside can break out violently.

Perception (DC 23): The character notices that there are creatures within the stone outcroppings waiting to emerge.

Special

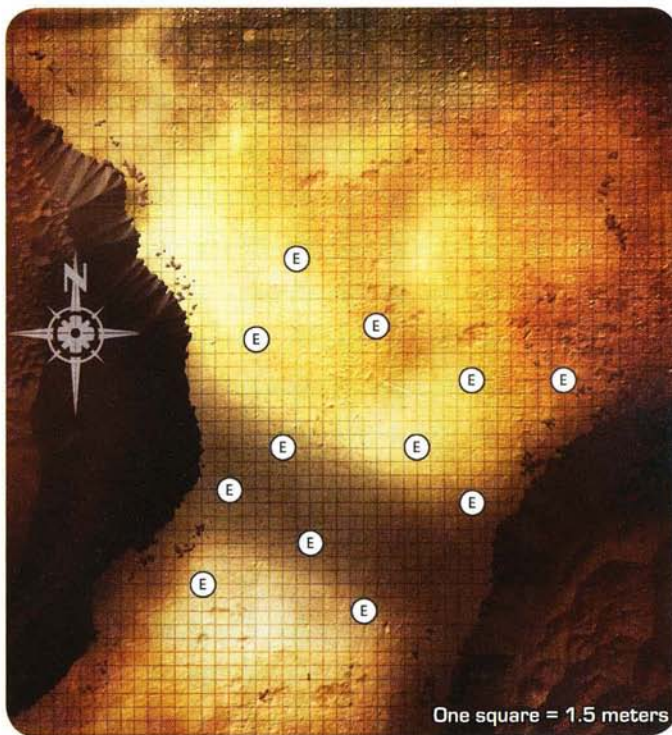
Each time an avka egg is triggered, place an avka young in the space the egg once occupied.

CONCLUSION

The creatures continue to break out of the columns until the heroes have picked up Rogue Seven, who is slumped near the edge of the crater, barely conscious. Carrying the pilot is a standard action requiring a DC 15 Strength check. Success by 10 or more means that the hero bearing Rogue Seven spends a swift action instead of a standard action; failure means that he or she must spend an additional swift action to carry the pilot away.

Rogue Seven is at the helpless end of the condition track and unable to fight the hatchlings. However, if combat goes poorly for the heroes, the GM can decide that Rogue Seven spends swift actions to move +1 or more steps on the condition track until the pilot can participate in the battle. The rescued pilot will not be able to do much, but it might be enough to help win the day.

THE CLIFFSIDE NEST



Features of the Area

This area has the following features:

Illumination: Assuming the heroes arrive on the cliffside during the day, there is plenty of light to see by in this area. At night, the area is considered to be under low-light conditions, though every other round a flash of purple lightning illuminates the area fully.

Cover: The avka eggs provide cover while they are still intact, though approaching close enough to one to hide behind it likely triggers the avka young's emergence.

Avka Eggs: Each of the rocky protrusions on the cliffside is an avka egg. When heroes approach them, they burst open violently, revealing the avka inside.

MINI-ADVENTURE #8: THE MASK OF DARTH NIHILUS

"The Mask of Darth Nihilus" is a mini-adventure designed for 11th-level heroes that involves the planet Volik (see Chapter 6). In this scenario, the heroes follow leads to recover an ancient Sith artifact from the wreckage of a ship that crashed on Volik, battling Sith cultists and smugglers who also want the prize.

ADVENTURE OUTLINE

The heroes have tracked the mask of Darth Nihilus to Volik. However, two other groups are searching for the mask at the same time. The first is a Sith cult led by Collan Eislo, a devotee who has studied the lore of the mask and knows its power. The other group is a band of smugglers led by Sando, a Rodian who does not believe the legends but simply wants to sell the mask to a collector of ancient artifacts. The heroes must deal with the Sith cult high atop Mount Vorena and must face the smugglers in a hidden, half-submerged cove.

THE MASK OF DARTH NIHILUS

This Sith artifact encourages the wearer to slowly destroy him- or herself for greater power. Anyone who does not possess Force-related feats gains Force Sensitivity and Force Training while wearing the mask. A Jedi or Sith wearing the mask gains two Force Training feats. At least half of the powers gained in this manner must have the *[dark side]* descriptor.

The mask extracts a heavy toll from its wearer. Each time the wearer uses a Force power or spends a Force point, he or she gains a Dark Side Point. Each time the wearer uses a number of Force powers equal to his or her Constitution modifier in a single encounter, the wearer moves -1 step on the condition track and gains a persistent condition. The persistent condition is removed only when the wearer takes off the mask.

THE TRAIL OF THE MASK

Tales of the lost mask of Darth Nihilus reach the heroes. The ghost-white mask is said to be imbued with dark side energy, and anyone who wears it can wield the energy as if he or she were a Sith apprentice. The latest rumors say that the mask is hidden somewhere on the distant planet of Volik.

The Gamemaster can give the heroes a motivation to find the mask that fits with the campaign. Jedi characters most likely want to acquire and

destroy the sinister object. Heroes on the fringe might be interested only in the price such an item will fetch. Indeed, many art collectors would pay dearly to own the mask, especially due to its infamous history. If the heroes are reluctant to go after the mask, they might be persuaded by a noble, a crime lord, or another powerful figure to whom they owe a debt—find the artifact in exchange for leniency regarding the terms of their arrangement.

Locating the mask will not be easy; a planet is a very big place. The heroes must figure out where to start their search. Volik has long been a haven for smugglers, and the characters can learn that the main smuggler band active during the time of Darth Nihilus was the Wavelength Gale. The Gale installed a small landing beacon at the top of Mount Vorena, the tallest peak on the world. Tracking this beacon back to the group's abandoned base is the first step in finding the mask. (Gaining knowledge of the Gale and the beacon can be an encounter in itself.)

APEX SOCIETY

Mount Vorena is a challenging climb. High winds around the peak make landing there nearly impossible, forcing the heroes to ascend the mountain the old-fashioned way. During the climb, they should encounter hazards such as rockslides and mountain predators.

Once the heroes reach the top, locating the transmitter is relatively easy (a DC 24 Perception check to search, or a DC 19 Use Computer check to use sensors to find the transmitter). The heroes can reactivate the beacon, then use it to determine the location of the Wavelength Gale's hidden cove by tracking sensor emissions back there. But before they can begin their descent, another group joins them atop Mount Vorena—the Apex Society, led by a would-be Sith apprentice named Collan Eislo.

Eislo was born to a life of idle nobility. He never wanted for anything, and his youth was wasted in bored pursuits. This decadence spawned darker desires. Eislo turned his sharp mind and hunger for power toward the forbidden knowledge of the Sith. The lavish celebrations thrown by his family held no thrill like digging into ancient Sith holocrons or using his family's wealth to sponsor archaeological digs from which he could smuggle out useful artifacts.

Eislo believes that the Force is the true power in the galaxy and that the Sith are the only ones unafraid to use that power. However, his study of Sith teachings did nothing to tune him to the Force. No matter how many artifacts in his collection, he could not make the leap from Sith scholar to Sith apprentice.

The legend of Darth Nihilus and his all-consuming hunger came up frequently in Eislo's research. Even if the stories of the mask's power were exaggerated, he knew he had to have it. Eislo abandoned his other projects and devoted his efforts to tracking the artifact across the galaxy. Recently, he pieced together enough threads to track the mask to Volik, and he and his allies made the journey to that world.

Eislo's allies in the Apex Society consist of others like him who seek the power of the dark side, and he promised to become their master once he possesses the mask. Most of them are bored nobles of similar backgrounds

who see Sith knowledge as a forbidden fruit that will enhance their notoriety. A few believe that Eislo is guided by the spirits of famous Sith Lords, such as Revan or Plagueis. They all try to curry favor with Eislo in anticipation of the day when he will become a Sith Lord and take an apprentice.

Few members of the Apex Society are true combatants. Eislo has trained extensively in melee combat and wields an ancient Sith sword. You can use the statistics for a Sith bladeborn assassin (*Knights of the Old Republic Campaign Guide*, page 151) for Eislo. His followers use their noble abilities to enhance Eislo's attacks on the heroes and contribute blaster fire to keep everyone moving.

Eislo has no problems with letting his underlings die—he can always find more once he claims the mask. The two main targets of his assault are any obvious Jedi or whichever hero has the data leading to the Wavelength Gale's hidden cove. Eislo breaks off once he gets the information or if the fight goes against him. If he loses at least half of his hit points, he flees, ordering his followers to delay the heroes long enough for him to escape down the mountain.

SMUGGLERS' HIDEOUT

The abandoned base of the Wavelength Gale is located in a cove that can be reached only by traveling on foot through winding caverns that begin near the base of Mount Vorena. The Gale's leader picked that site for a reason. The cove is not accessible from the air, and the tunnels that lead to the base are narrow and perilous, making it easy for the smugglers to defend against a raid.

If Collan Eislo learned the location of the cove in the last encounter, he races there as fast as he can, most likely with the heroes in pursuit. If he did not gain that information, he hides somewhere on the mountainside, waits for the heroes to pass him on their way down, and follows them stealthily. Regardless, the heroes have to travel through the dark, dangerous tunnels to reach the hidden cove, with Eislo either running ahead of them or creeping along behind them. (Even if the heroes killed or captured Eislo during the fight atop Mount Vorena, they still must navigate the caverns to find the smuggler base.)

When the characters reach the end of the tunnels, they find that another group has beaten them to the secret cove. Apparently, many factions are interested in obtaining the mask of Darth Nihilus. Fortunately for the heroes, the group—a small band of smugglers known as Sando's Boys—is too busy tearing up the place to notice anyone coming in the front door.

SANDO'S BOYS

The Rodian criminal, Sando, leads a band of pirates and thugs that ply their trade near the fringes of the Unknown Regions. Lately, Sando has been looting the old smuggler bases in the caverns of Volik, which is more profitable than making raids on the Outer Rim. When smuggler groups come to blows, they tend to wipe each other out, leaving stashes of ill-gotten gains on the planet. Sando has a herd of reyksos that can haul out the bigger prizes, such as abandoned starships. She knows that many of the smugglers made their



bases in the canyons, so she has created a detailed map of the area. Her map is not perfect, since cave-ins and other natural phenomena occur, but it is the most up-to-date.

In a recent cavern expedition, Sando discovered the cargo manifest of an old freighter that mentioned the mask of Darth Nihilus, stating that it was transferred to the captain's secret stash for safekeeping. She thinks that if she can find the mask, she can make a big score by putting it on the market for bidding. Sando is aware of the legend of the mask, but she thinks it is just a story. She does not believe in the Force or other such nonsense.

Salvage Operation

The cove is fairly large and partially submerged. Hundreds of crates are strewn across the cavern in various states of repair. Sando's Boys have access to a pair of speeder trucks, which are being loaded with salvage and recoverable cargo from the *Nashuaga*, an old freighter that crashed on Volik and now lies half sunken in the waters of the cove. In part of the ship that is underwater lies a crate that contains the cargo manifest, which lists an "old white mask" among the vessel's contents.

The final tactical encounter begins when Sando's Boys notice the heroes. The smugglers mistake the characters for rivals and attack, intent on defending their claim to the *Nashuaga*.

ENCOUNTER: HIDDEN COVE

Challenge Level 13

SETUP: This encounter serves as the climax of "The Mask of Darth Nihilus," the mini-adventure introduced on the previous two pages. The encounter begins when the heroes stumble across the main cavern, where the wrecked remains of a *Dynamic*-class freighter rest half-submerged underwater. The Rodian's thugs are already ripping the ship apart while searching for the mask.

Sando's Boys do not listen to any arguments or offers made by the heroes. The Rodian assumes that the characters are enemy smugglers out to steal her plunder and orders her gang to drive them off at all costs. If Collan Eislo is also present in the cove, he tries to use the chaos of battle to search through the crates for the mask of Darth Nihilus, attacking any smugglers or heroes who get in his way. At this point, no one has discovered the cargo manifest that confirms the presence of the mask. If anyone finds the manifest and learns the truth, the stakes are raised considerably.

READ-ALoud TEXT

When the heroes make their way into the cavern, they discover that Sando and her boys have already begun exploring the wrecked ship searching for the mask. Read the following aloud when the heroes enter the cavern:

The tunnel opens up into larger cavern, which looks to have been created by an avalanche sometime in the past. Half-buried in mud and rock is the rusted metal frame of a space transport, its rear turret and engines jutting out into the open canyon. Several Humans, under the watchful eye of their Rodian leader, are dragging scrap metal and what looks to be ancient cargo containers out of the ship through a tunnel dug into the side of the rock.

Sando

Sando is a Rodian in charge of a small smuggler gang that operates in the Unknown Regions near Volik. They also engage in a little piracy on ships that venture too close to the planet. Even then, she tends to go after the easy targets. Her smugglers like to set upon damaged ships, repair them, and take all their cargo as payment.

This Rodian criminal looks to have seen her fair share of battles, as scars and signs of old wounds dot her green flesh.

Sando (S)

CL 13

Medium Rodian soldier 9/scoundrel 4

Force 3; Dark Side 6

Init +15; Senses low-light vision; Perception +10

Languages Basic, Huttese, Rodese

Defenses Ref 30 (flat-footed 26), Fort 28, Will 24

hp 126; Threshold 33

Speed 6 squares

Melee unarmed +4 (1d4+8)

Ranged blaster carbine +17 (3d8+8) or

Ranged blaster carbine +15 (4d8+8) with Rapid Shot

Ranged blaster carbine +18 (4d8+8) when aiming or

Ranged blaster carbine +16 (5d8+8) when aiming with Rapid Shot

Ranged blaster carbine +12 (3d8+8) with autofire

Base Atk +12; Grp +16

Atk Options autofire (blaster carbine), Bantha Herder, Careful Shot,

Dastardly Strike, Deadeye, Devastating Attack (rifles), Focused Warrior,

Point Blank Shot, Precise Shot, Rapid Shot, Running Attack, Ruthless,

Triple Crit (rifles)

Special Actions Fool's Luck, Indomitable

Abilities Str 14, Dex 18, Con 14, Int 12, Wis 9, Cha 9

Special Qualities heightened awareness

Talents Dastardly Strike, Devastating Attack (rifles), Focused Warrior,

Fool's Luck, Indomitable, Ruthless, Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Bantha Herder, Careful Shot,

Deadeye, Improved Damage Threshold, Improved Defenses, Point Blank

Shot, Precise Shot, Rapid Shot, Running Attack, Toughness, Triple Crit

(rifles), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles,

simple weapons)

Skills Initiative +15, Perception +10 (can reroll, must use second result),

Treat Injury +10, Use Computer +12

Possessions blaster carbine, comlink, datapad, 3 medpacs

Bantha Herder—When Sando successfully damages a target with a

ranged attack, compare the attack roll to the target's Will Defense. If

the result equals or exceeds the target's Will Defense, Sando can move

the target 1 square in any direction as a free action.

Focused Warrior—When Sando successfully damages an opponent, she

gains a +5 morale bonus to Will Defense until the start of her next turn.

Ruthless—When Sando deals damage to a target with a melee or ranged

attack that equals or exceeds the target's damage threshold, Sando

gains a +2 bonus on damage rolls against that target for the remainder

of the encounter.

Sando's Boys

Most of Sando's Boys, the long-term members of the band, are Humans from Outer Rim worlds who have joined up with the Rodian for the promise of plunder and violence. Sando makes sure her men train in hand-to-hand combat as well as ranged combat, and most of her crew carry vibroblades and know how to use them.

4 Sando's Boys (B)

CL 8

Medium Human nonheroic 9/noble 5

Force 1; Dark Side 4

Init +15; Senses Perception +7

Languages Basic

Defenses Ref 23 (flat-footed 20), Fort 20, Will 18; Dodge

hp 68; Threshold 20

Speed 6 squares

Melee vibroblade +13 (2d6+3)
Ranged blaster pistol +12 (3d6+2)

Base Atk +9; Grp +12

Atk Options Leading Feint, Personal Affront

Abilities Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 16

Talents Leading Feint, Noble Fencing Style, Personal Affront

Feats Armor Proficiency (light), Dodge, Improved Defenses, Martial Arts I, Martial Arts II, Martial Arts III, Skill Focus (Deception), Skill Training (Initiative), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, simple weapons, pistols)

Skills Deception +20, Initiative +15, Persuasion +15

Possessions vibroblade, blaster pistol, armored flight suit, comlink

Leading Feint—Whenever one of Sando's Boys damages an opponent with a melee attack, he may make a Deception check to feint against that target as a swift action. If successful, he designates an ally within 12 squares. The target of the attack is treated as flat-footed against the first attack that ally makes against the target before the beginning of Sando's Boy's next turn.

Personal Affront—Once per encounter as a reaction each of Sando's Boys can make a single melee attack against an adjacent enemy who just damaged him.

2 Sando's Hired Blasters (H)

CL 6

Large Human (squad) nonheroic 9/scout 1

Force 1; Dark Side 6

Init +12; Senses Perception +12

Languages Basic

Defenses Ref 22 (flat-footed 20), Fort 17, Will 14

hp 94; Threshold 32

Speed 6 squares

Melee unarmed +11 (1d6+1)

Ranged blaster pistol +12 (3d6)

Ranged blaster carbine +13 (3d8)

Base Atk +6; Grp +13

Atk Options Point Blank Shot, Precise Shot

Abilities Str 13, Dex 15, Con 14, Int 9, Wis 14, Cha 11

Talents Evasion

Feats Armor Proficiency (light, medium), Improved Defenses, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles)

Skills Initiative +12, Perception +12

Possessions blaster carbine, blaster pistol, battle armor, comlink

Squad Traits—The melee attack of a squad is an area attack that affects all squares within reach. The ranged attacks of a squad are considered to have a 1-square splash. Area attacks deal an extra 2 dice of damage against a squad (though this squad takes half damage from area attacks due to the Evasion talent). A squad cannot be grabbed or grappled.

CONCLUSION

Once Sando's men have been defeated, the heroes can enter the *Dynamic*-class freighter's remains and search for their prize. Inside, they find the crate containing the mask, and they can do with it as they please.

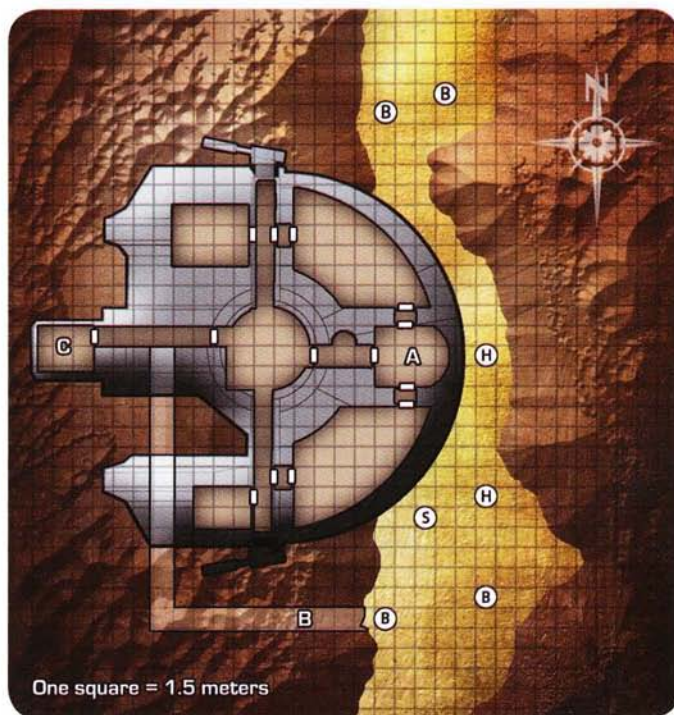
FEATURES OF THE AREA

The cavern where the ship is buried consists of a long, open strip of cave with walls to either side. The cave has the following terrain features:

Illumination: Sando and her men have set up a perimeter of glow lamps, filling the area with normal illumination.

Tunnel: Sando's men have carved out a tunnel, marked "B," that leads to the central corridor of the *Dynamic*-class freighter. The tunnel is only 1 square wide and 1 square tall, making for cramped quarters.

Ship: The interior of the ship is remarkably well preserved, except for some areas where water and mud rushed into the ship when it was crashed. The area marked "A" on the map is an open turret that hangs four squares above the floor of the cavern. The area marked "C" on the map is where the mask can be found.



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