

STAR WARS

PRECISE CALCULATIONS



A Guide to Planets
v 2.0

SWRPG

STAR
WARS
ROLEPLAYING

AARGAU

Astronavigation Data: Zug system, Core Worlds

Orbital Metrics: 364 days per year/24 hours per day

Government: Bank of Aargau (InterGalactic Banking Clan)

Population: 4,800,000,000 (Human 84%, Droids 12%, other 4%)

Languages: Aargaese, Basic

Terrain: Cities, Gardens, Mountains, Forests, Jungles, Oceans, Rivers

Major Cities: New Escrow

Areas of Interest: Dawn Pyramid of Aargau, Garden of Butterflies, IBC Arcology

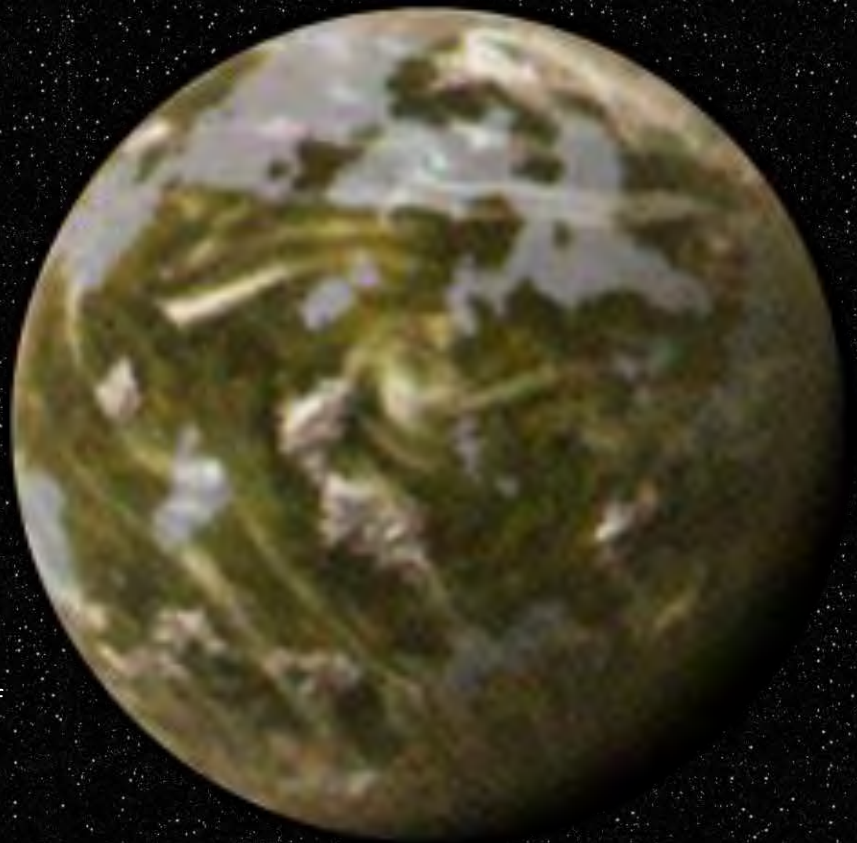
Major Exports: Precious metals, bankers

Major Imports: Financial assets

Background: Aargau occupied a central location in the Core Worlds region; not only was it in close proximity to the politically important world of Coruscant, it was also surrounded by hyperlanes such as the Corellian Run and the Ag Circuit. Thanks to this, combined with a culture fixated on banking and finance, as well as enormous reserves of valuable metals, the planet became an economic powerhouse. Several governments, corporations, and organizations stored their assets in the planet's thousands of secure vaults.

Aargau's government, the Bank of Aargau, which in turn was owned by the InterGalactic Banking Clan, operated with only three primary laws called the Three Statutes of Aargau, all of which were punishable with death if broken. The Bank's wholly owned subsidiary Bank of Aargau Security was, at the time of the Galactic Empire, the largest privately owned army in the galaxy. The Aargau Home Guard frequently played war games around Aargau's capital, New Escrow. This display of military power was meant to deter foreign powers from invading the planet, but in reality, Aargau's financial position already ensured this was an unpopular notion. Due to the planet's laws on export, the Bank of Aargau Security subsidiary BAS Customs strictly monitored all inbound and outgoing traffic.

Much of Aargau's surface was covered by city, though far from all of it. While the higher, newer levels



of the cities were seat to the planet's political and financial power; the millions of years-old lower levels referred to as the Undercity, were home to a seedier element, which included members of the Hutt Desilijic clan. Due to Aargau's unique laws, this group of people were free to conduct their somewhat shady business mostly in peace.

THE THREE STATUTES

The sacred Three Statutes of Aargau were the three principle laws enforced on the banking planet Aargau. Violation of any of the three was considered a capital offense. All visitors to the planet were required to affirm their understanding of the Three Statutes:

“On Aargau, these crimes are punishable by immediate execution.

- The unlawful removal of precious metals.
- The unlawful possession of weapons by non-citizens. (Conversely, it is unlawful for citizens to be unarmed.)
- Willfully conspiring to defraud, discredit, or deceive the Bank of Aargau.”



ADARLON

Astronavigation Data: Adarlon system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 381 days per year/21 hours per day

Government: Democracy

Population: 20,000,000

Languages: Basic

Terrain: Mountains

Major Cities: Balderdash, Belrand

Areas of Interest: Adarlon spaceport, Glow Dome, Natalar mountain range

Major Exports: Entertainment acts, holos

Major Imports: Drugs, food, household devices, luxury goods, raw materials

Trade Routes: Rimma Trade Route

Background: Adarlon was a rugged, mountainous world originally colonized by a group of Republic altruists—many from Alderaan—for its beauty rather than its resources. They were particularly well-funded, and their society grew into one focused on entertainment rather than survival. It soon became the sector's entertainment capital, and one of the galaxy's most prominent centers for tourism and the entertainment industry.

It was on Adarlon that the holographic medium was developed as an entertainment staple. Music from the planet was also highly sophisticated, and it was home to one of the most famous opera companies in the galaxy, and famous opera singer Neile Janna. Its primary industry was centered around tourism, and its warm climate was well-suited to the various resorts and parks which operated there.



THE ART OF ARTIFICE

Beginning with being the birthplace of holos as entertainment, Adarlon began to become renowned for its focus on the industry. In addition to holos, Adarlon was noted for many forms of entertainment, from opera to theme parks, and more.

Despite its location in the Outer Rim, Adarlon was a popular and prolific source of entertainment throughout the galaxy. Its reputation was rare for a world on the fringes of the galaxy.

The theme parks, in particular, were especially immersive, using actors, droids, and holos to create a nearly-seamless illusion that visitors are truly within the fictional world of the park. Some citizens of the planet actually make their homes inside the parks.

ADUBA-3

Astronavigation Data: Aduba system, Bheriz sector, Outer Rim (The Slice)

Orbital Metrics: 343 days per year/22 hours per day

Government: Anarchy

Population: 827,000 (Human 41%, Rodian 16%, Wroonian 14%, Ithorian 12%, other 17%)

Languages: Basic

Terrain: Desert, Plains, Steppes

Major Cities: Tun Aduban, Onacra

Areas of Interest: Locru's Central Station, House of a Higher Power, Spacer's Hill

Major Exports: Foodstuffs, criminal wares

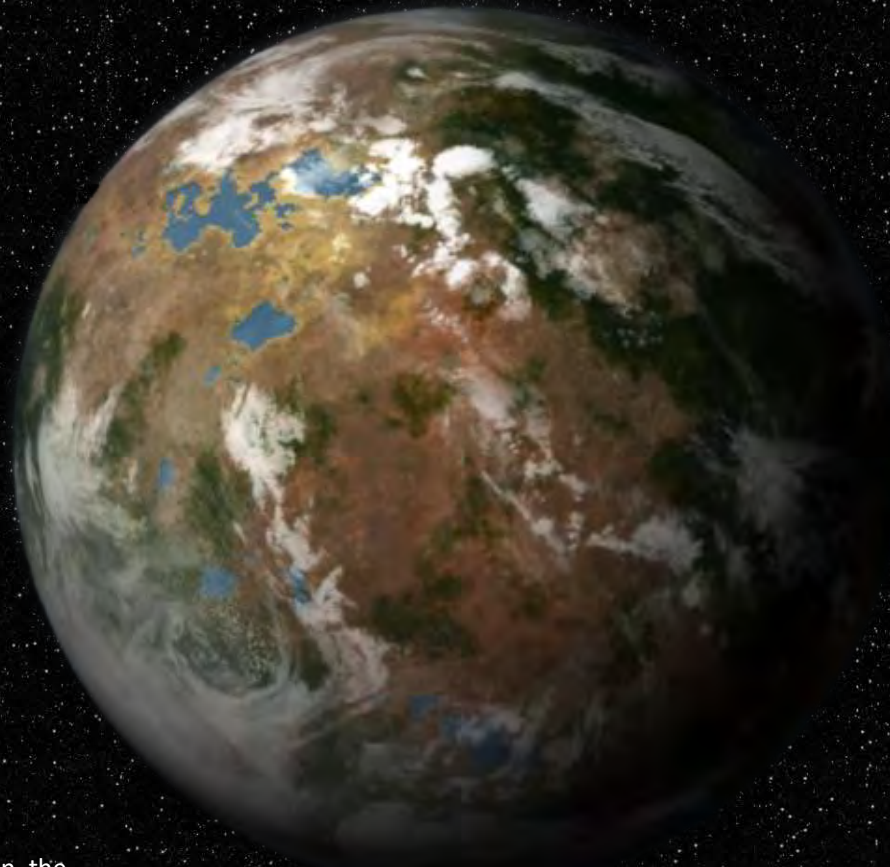
Major Imports: Criminal wares

Background: Aduba-3 or Aduba III was a planet in the Aduba system with less than a million citizens and a starport. It was mostly covered by desert and plains. Most of the plant life on Aduba-3 grew thorns as forms of protection. Located along the Triellus Trade Route, it was a planet so remote many smugglers considered it beyond the reach of whatever trouble was following them

Lying on the fringes of Sith Space during the New Sith Wars, the world was initially visited in 1010 BBY by a Sith Lord of the Brotherhood of Darkness. Journeying to Aduba, he created the Behemoth from the World Below on the planet. After the war, the Galactic Republic discovered the world circa 1000 BBY, though the world would not be colonized until 500 BBY as an agriworld. The colonists, followers of the Sacred Way, established farming villages where they harvested maze-stalk and mizzlegritch moss.

Greedy speculators from the Modirin Mining Concern came to the planet and caused a chromium rush by way of mine-seeding. When traders realized there was no fortune to be had on Aduba-3, it lost any appeal it might have had and began to disappear from star charts. However, it did become a haven for down-and-out spacers. After the mining concern failed, the Jedi Agricultural Corps helped the farmers defend their villages from vicious high-hounds.

During the Clone Wars, Aduba had been annexed by the Hutt Empire, though it would be claimed by the Galactic Empire after the war. A powerful shadowport after its dealings with the Hutts, it attracted all kinds of



scum from across the galaxy looking to avoid those who pursued them.

EIGHT FOR ADUBA-3

Following the Battle of Yavin, Han Solo and Chewbacca were hired by Ramiz, a moisture farmer on Aduba-3, to protect his village from a band of local thugs known as the Cloud-Riders led by Serji-X Arrogantus. Han and Chewbacca hired six misfit spacers to help them with the task. They valiantly defended the village from the attack, however, the Old One, a shaman, dismissed the hired spacers' help and summoned a large, mythical reptilian monster called the Behemoth from the World Below to handle the invading Cloud-Riders.

Controlled by the old shaman, the Behemoth reacted in time to kill Serji-X, however the old shaman was killed as well causing the monster to run amok. With the rest of the Star-Hoppers of Aduba-3 running for cover, would-be Jedi Knight Don-Wan Kihotay tried to stop the great beast on his own. Han Solo rushed to help Kihotay, and used the man's lightsaber to destroy the Behemoth, saving the village.



NEW PLANETS, NEW PERILS!
MARVELOUS MISADVENTURES

ARBRA

Astronavigation Data: Arbran system, Bon'nyuw-Luq sector, Outer Rim

Orbital Metrics: 380 days per year/24 hours per day

Government: Communal, with clan speakers

Population: 1,200,000 (Hoojibs)

Languages: Basic

Terrain: Rainforests, mountains, underground caves; ice caps, small seas, volcanoes

Major Cities: Grotto City (abandoned)

Areas of Interest: Haven Base

Major Exports: None

Background: Occupying the second orbit in its system, Arbra had one moon. Unlike most planets, it was not a spherical world. The world was located in the Outer Rim Territories, approximately midway between Omwat and Naboo.

From the air, Arbra looked like any other undeveloped forest world, covered mostly with trees—some up to a mile in height—with the occasional mountain jutting up and lakes and small seas filling what space was left. There was no trace of technology on the world's surface, causing many observers to assume it lacked intelligent life.

Despite the tranquil appearance of the surface, hidden deep within a huge cavern was a vast array of geothermal power rods that drew energy from the planet's core. The geothermal energy was then transformed into electricity and released into the atmosphere as high-altitude lightning, thus regulating the planet's stability. It was also the primary food source for the native Hoojibs, a species that consumed energy directly. Some believed the energy stemmed from the the Force, somehow balancing out the dark side energy well in the ancient Arbran city lying underneath the cavern.

The native Hoojibs were small, furry lagomorphs with large eyes, and a slender antenna-like stalk on top of their heads. Hoojibs appeared, at first glance, to be merely small forest animals, but were actually sentient

beings who consumed energy as their primary food source and communicated telepathically.

THE DARKER

The Darker was a being who was composed of the dark energy of the Arbran people, and existed for millennia trapped in an underground city on the planet Arbra. When the Alliance to Restore the Republic constructed a base on the planet, he attempted to escape using captured droids, but he was thwarted and destroyed by the Rebels Chewbacca, C-3PO, and Plif.



BAKURA

Astronavigation Data: Bakura system, Bakura sector, Wild Space

Orbital Metrics: 302 days per year/22.9 hours per day

Government: Imperial governorship

Population: 68,000,000 (Human 95%, Kurtzen 5%)

Languages: Basic, Kurtzen

Terrain: Forests, plains, mountains, small seas, rivers, valleys

Major Cities: Salis D'aar (capitol), Gescio City, Prytis

Areas of Interest: Bakur Memorial Building, Bakuran National Symphony, Bakuran power station

Major Exports: Namana liquor, Namana-based products, repulsorlift coils, strategic metals

Major Imports: Medicine, technology

Trade Route: Shiritoku Way

Background: Bakura, which orbited the star Bakura, was the third of eight planets in the Bakura system, which was itself part of the Bakura sector of the Wild Space region of the galaxy. It was situated on the Shiritoku Way, a hyperlane that connected it to Timora, and was on the outer edge of the Shiritoku Spur.

Bakura's primary industry was the manufacture of repulsorlift coils; the production of tools and furniture using these coils was a secondary industry. The refinement of raw metals and minerals mined from the planet's two moons provided another industry, while the native namana tree helped the planet develop a significant agricultural sector. Repulsorlift generators were extremely common on Bakura.

Bakura's only native sentient species was the Kurtzen, a pale, hairless humanoid species, although its most populous sentient species was Humans. Most Bakurans were independent minded and proud of their planet. Much of the population followed the Religion of the Cosmic Balance. The native Kurtzen, however,

followed their own mystical faith, which featured totems and symbolism.

Bakurans were masters of organ replacement, explaining why so many of them lived far longer than most Humans throughout the galaxy.

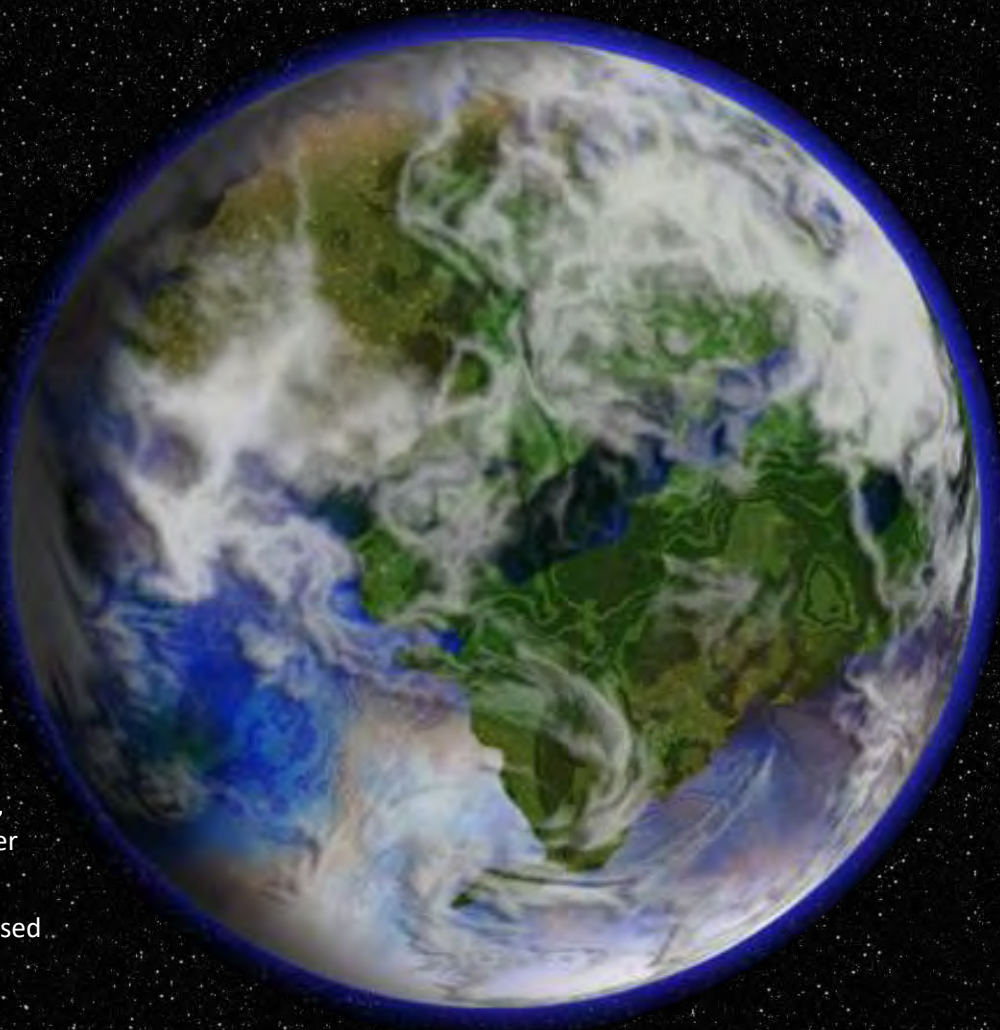
PERSISTENT PREJUDICE

Nearly a century ago, a droid rebellion engineered by the H'Lokk Consortium caused the death of many Bakurans. The resulting general disapproval of droids, combined with high tariffs, led to a nearly total absence of droids on Bakura; droid technology was prohibited, and the possession of droids was only allowed with official permission and several permits.

Besides the Kurtzen, Bakurans did not know of any other alien species in the galaxy. This made many Bakurans fearful and prejudiced against non-human species, a tendency only perpetuated during their time under Imperial rule.



THE TRUCE AT BAKURA
AGE OF REBELLION



BARNABA

Astronavigation Data: Tapani sector, Barnaba Province, Colonies (The Expanse)

Orbital Metrics: 352 days per year/25 hours per day

Government: House Barnaba

Population: 650,000,000 (Human 90%, Other 10%)

Languages: Basic

Terrain: Mountains, valleys, plains

Major Cities: None

Areas of Interest: "Floating castles" of Barnaba

Major Exports: Low technology, Mistwater, foodstuffs

Major Imports: High technology

Background: Barnaba was a warm, mountainous planet in Barnaba Province. It was an important exporter of agricultural produces in the Tapani sector.

Barnaba had three main continents and numerous large islands. Most of its land was covered by tall, jagged mountains, with the remainder consisting of plains and valleys. Coupled with the planet's moist atmosphere and warm climate, these areas were fertile and supported agricultural plots. Due to the highly moist atmosphere, the mountain peaks were typically enshrouded in cloud cover.

Barnaba was the capital of House Barnaba and had a more defined class system than other planets of the Tapani sector. Nobles constructed castles on the mountains, affluent commoners resided on the slopes, and the plains and valleys were populated by indentured servants.

Barnaba had no large cities. Instead, the population was spread among thousands of agricultural plantations which consisted of living areas, work areas, and support services for workers. The only exceptions were the planet's three starports, one located on each continent.

The areas around them had grown with cantinas, hotels, and restaurants.

The plantations of Barnaba produced far more than was needed for the planet's own population. Excess agricultural produces were exported throughout the Tapani sector, mostly to Soterios.

LIVE GRAND WITH EVERY DROP

Barnaba has a unique product fast becoming the latest fad in the region. An enterprising company has developed an apparatus to extract water from Barnaba's copious cloud cover. The resulting water is ultra-pure. The water is bottled and sold under the label "Mistwater" and commands a high price. The process has very little end product, so the company is having trouble supplying the demand as Tapani's elite craves more of the water.



THE TAPANI SECTOR
LORDS OF THE EXPANSE

BATUU

Astronavigation Data: Outer Rim

Orbital Metrics: 365 days per year/24 hours per day

Government: Loose underworld alliances

Population: Unverified

Languages: Basic

Terrain: Forests, mountains

Major Cities: Black Spire Outpost

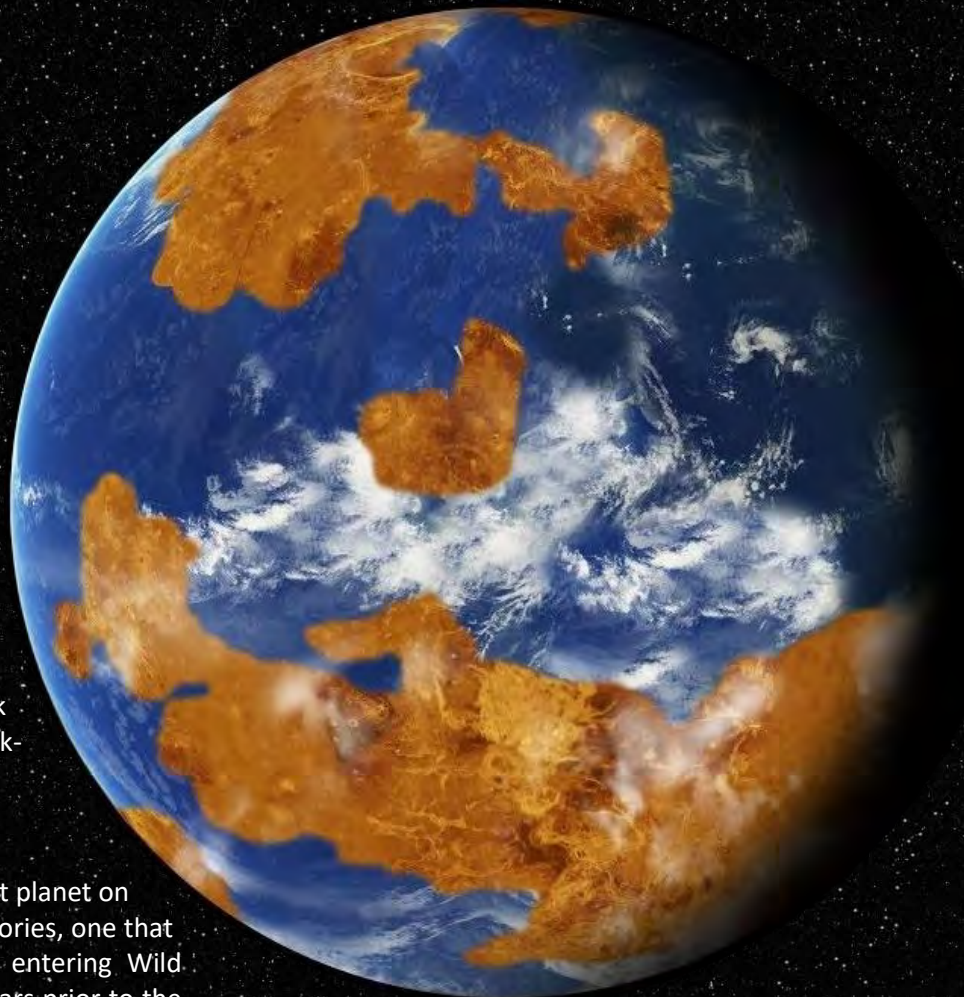
Areas of Interest: Ancient ruins, Black Spire Outpost, Surabat River valley, Dok-Ondar's Den of Antiquities

Major Exports: None

Background: Batuu was a remote outpost planet on the edge of the galaxy's Outer Rim Territories, one that was often used as a last stop before entering Wild Space. The outpost dated back to the years prior to the use of hyperspace in the galaxy.

Batuu was a temperate planet, one covered with forests and mountains, that was located on the edge of the galaxy's Outer Rim Territories. The planet was known for its many towering petrified trees, with those spires becoming landmarks for settlers. The world was the location of Black Spire Outpost that became a haven for those looking to avoid attracting too much attention to themselves.

Batuu was a prominent trade post in the time before the invention of hyperspace travel. It was used as a busy crossroads for those who traveled on sub-lightspeed trade routes. However, after hyperspace routes became the dominant form of transportation, the planet was bypassed by most travelers. It became a port for smugglers, rogue traders, and adventurers who traveled from the galactic frontier to unknown space.



DOK-ONDAR'S DEN OF ANTIQUITIES

Dok-Ondar's Den of Antiquities was located in Black Spire Outpost on the planet Batuu. Its proprietor was the Ithorian collector Dok-Ondar.

The Den of Antiquities boasted a specialization in high-end collectibles, as well as rare and exotic items that could be bought in few other locations. In addition to the publicly-known rarities, Dok-Ondar also dealt in highly contraband items related to Jedi and Sith lore, such as statues, historic lightsabers, and even holocrons. He used a wide variety of underworld sources, bounty hunters, and smugglers to obtain these goods, paying well, but expecting high-quality results.



GALAXY'S EDGE
EDGE OF THE EMPIRE

BOTHAWUI

Astronavigation Data: Both system, Bothan sector, Mid Rim

Orbital Metrics: 351 days per year/27 hours per day

Government: Bothan Council

Population: 2,500,000,000 (Bothans 98%, Humans 1%, other 1%)

Languages: Bothese, Basic

Terrain: Plains, mountains, forests, urban

Major Cities: Drev'starn (capital), Gna She'starn, Rhan'starn, Liah'starn, Fey'starn, Brell

Areas of Interest: Tiaran'grast, Bothawui Shipyards, Combined Clans Center Building, Imperial consulate, Intergalactic Trade Mission, Merchant's Square, Mesa 291

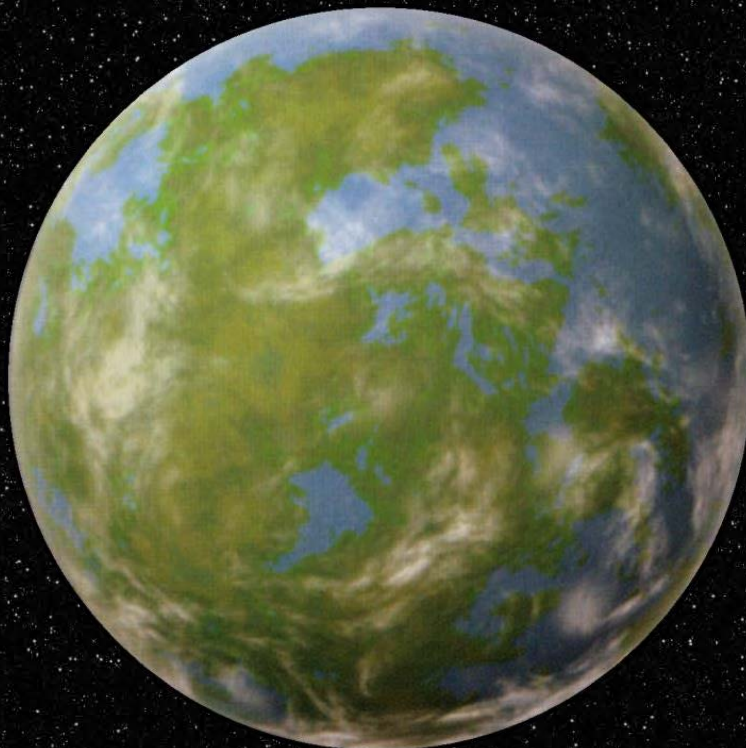
Major Exports: Mid technology, high technology, information

Major Imports: Mid technology, high technology, information

Trade Routes: Bothan Run, Kaaga Run, Manda Merchant Route, Reena Trade Route

Background: Bothawui was the fourth planet from the star Both in the Both system of the Mid Rim region of the galaxy and was also within the region known as the Slice. Due to a slight wobble in its axial plane, Bothawui experienced numerous small ice ages, which expanded and retracted across the planet's higher latitudes in seventy-year cycles. Bothawui was also affected by the destruction of the third planet in its system.

A major trade world, Bothawui was the center of the trade of technology in its sector and was the home of many trade houses and megacorporations while also boasting strong shipping, communication, and transportation industries. The industrial center and Bothan colony of Kothlis, which was only a few light years away from Bothawui, supported Bothawui's technology trade. Annual operating taxes on Bothawui were very low, and these tax rates, combined with minimal bureaucratic regulations, enticed many galactic concerns into maintaining satellite offices on the planet, and establishing a new business on Bothawui was a simple process.



Bothawui was governed by the Bothan Council, in which 18 council members represented the nation states of Bothawui. The Bothan Council was based on Bothawui along with various ministries that regulated commerce and government in Bothawui's colonies. On Bothawui, strict policies restricted the use and ownership of lethal weapons, and special permits issued by the Bothan Council were required to possess blasters or explosive ordinance. Bothawui lacked an independent navy, but possessed advanced planetary shields and a large, well-equipped civil defense army. The defense grid featured numerous backup systems and redundancies.

INTRIGUE IS EVERYWHERE

Assassinations, espionage, and sabotage were as commonplace on Bothawui as debates and typical legislation were on other worlds, and the Bothan Spynet developed into the foremost information-gathering network in the galaxy due to the suspicious and treacherous nature of life on Bothawui. Espionage represented an unofficial industry on Bothawui, with spies from industries, governments, trade organizations, and crime lords traveling to the world to collect intelligence for their employers. Bothawui was considered an industrial world and possessed a reputation as a neutral ground for trade arrangements, diplomatic negotiations, and information-gathering operations.



BRACCA

Astronavigation Data: Bracca system, Mid Rim

Orbital Metrics: 322 days per year/26 hours per day

Government: Galactic Empire

Population: 350,000,000
(Human 70%, Other 30%)

Languages: Basic

Terrain: Junkyards, plains

Major Cities: None

Areas of Interest: Platform thirty-three, Platform thirty-two, Platform twenty, Ibdis Maw

Major Exports: Salvaged parts and technology

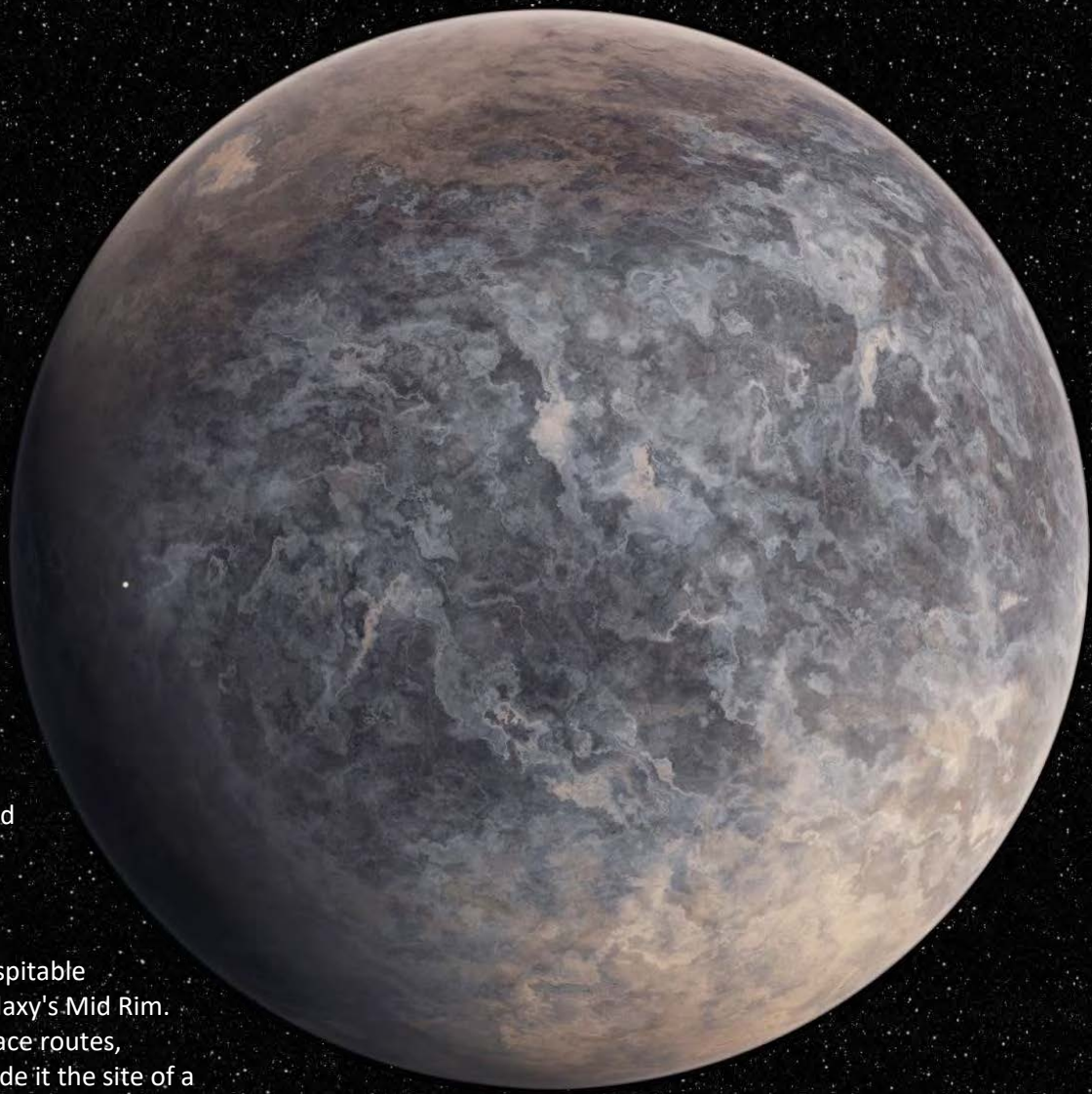
Major Imports: Foodstuffs

Background: Bracca was an inhospitable junkyard planet located in the galaxy's Mid Rim. Located close to various hyperspace routes, Bracca's strategic importance made it the site of a campaign during the Clone Wars. During the reign of the Galactic Empire, the Scrapper Guild operated on the planet, breaking down starship wreckage and selling the components to the Empire.

Bracca was a poor Mid Rim world dominated by rocky plains. Large swathes of the planet's surface were comprised of junkyards, with countless decommissioned starships and other machinery spread haphazardly, awaiting destruction.

Given the generally inhospitable nature of the world, the majority of it's population was comprised of scrappers, who made their living breaking down and selling the trash left on the world.

The scrappers often tipped platforms full of junk into the Ibdis Maw, a giant sarlacc, and harvested the waste products for profit.



IBDIS MAW

The Ibdis Maw was a superorganism that existed on the planet Bracca. While resembling sarlaccs from outside, the Ibdis Maw consisted of a number of mouths connected by a vast digestive system located hundreds of meters below the surface of the planet. Bracca's Scrapper Guild fed the Ibdis Maw metal from the wreckage of scrapped starships, causing its mouths to grow to immense sizes



FALLEN ORDER
FORCE AND DESTINY

CANTONICA

Astronavigation Data: Cantonica system, Corporate Sector, Outer Rim

Orbital Metrics: 342 days per year/27 hours per day

Government: Corporate Sector fiefdom

Population: 40,000,000

Languages: Basic

Terrain: Deserts, oceans

Major Cities: Canto Bight

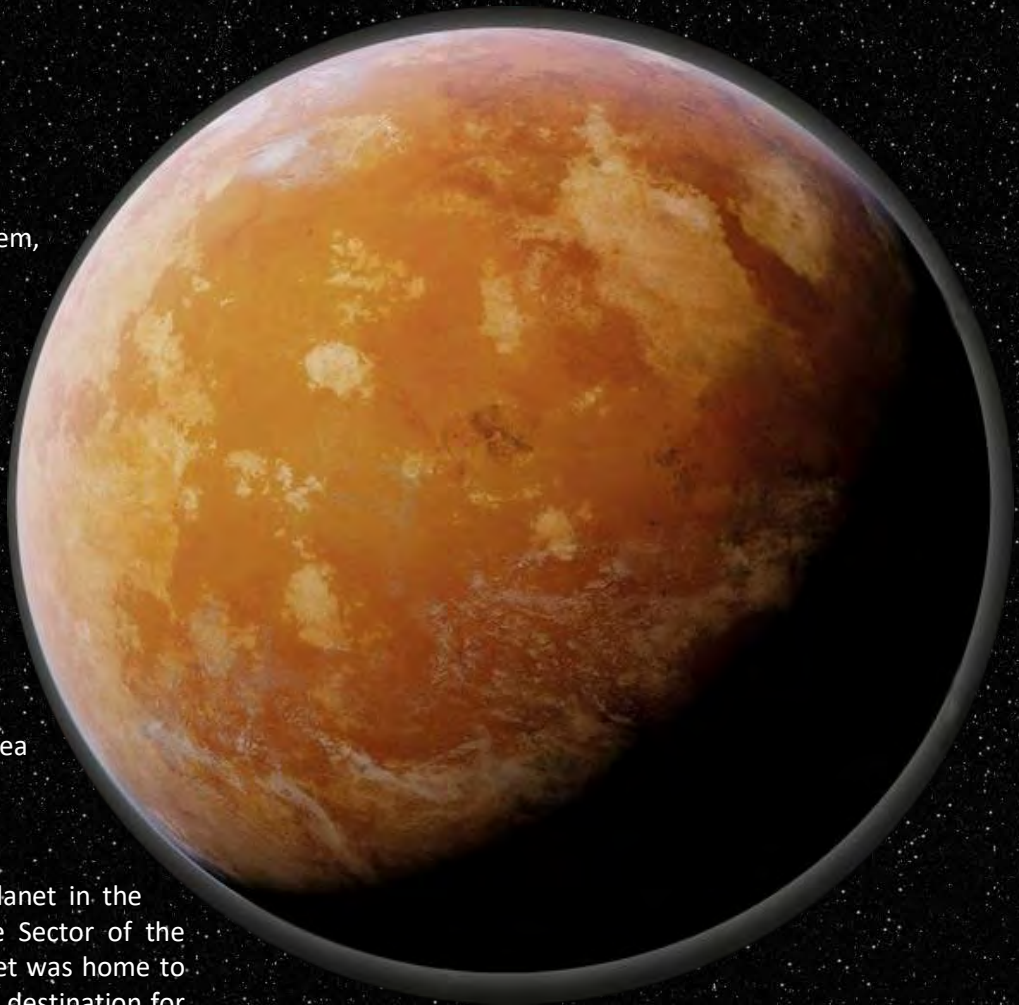
Areas of Interest: Canto Bight casinos, Sea of Cantonica

Major Exports: None

Background: Cantonica was a desert planet in the Cantonica system within the Corporate Sector of the galaxy's Outer Rim Territories. The planet was home to the casino city Canto Bight, which was a destination for wealthy tourists, gamblers, and war profiteers. The city was located on the shores of the Sea of Cantonica, an artificial ocean considered the largest in the galaxy. A pink, blue, and green nebula was visible from the surface of the planet.

The laws of Cantonica heavily favored the maintenance of the lavishly opulent image that it held for its patrons. The laws governing private starship parking, keeping the beaches clear, and – of course – cheating in the casinos were most likely to be enforced. Meanwhile, indentured child labor and mistreatment of animals facilitating the popular fathier races were routinely ignored.

From the casinos, to the beaches, to moonlight cruises over the sea, a trip to Cantonica was a chance to indulge and embrace an air of sophisticated luxury or hedonism.



RULES OF THE GAME

In the conflict that rages across the galaxy, both the Empire and the Rebellion rely on the machinery of war – weapons, ground vehicles, starfighters, capital ships – in their efforts each to defeat the other. That reliance means there are credits to be had for those willing to supply these tools.

Whether through legitimate channels or others less than legal, many arms dealers make a tidy profit and bring those winnings to the casinos of Canto Bight, hoping to grow that sum even more. Some even conduct their business at the tables. And if they don't happen to win...the war still rages on, meaning new sales are always right around the corner.



HIGH ROLLERS
AGE OF REBELLION

CARIDA

Astronavigation Data: Carida system, Colonies Region

Orbital Metrics: 357 days per year/25 hours per day

Government: Council of Merchants/Military administration

Population: 25,000,000 (75% Caridan, 23% Human, 2% Droids)

Languages: Caridan, Basic

Terrain: Forests, deserts, glaciers, jungles, arctic tundra

Major Cities: None

Areas of Interest: Carida Academy, Imperial Navy Deepdock Facility 2

Major Exports: Military personnel, military technology, industrial equipment

Major Imports: Foodstuffs

Trade Route: Perlemian Trade Route

Background: Carida was a planet located in the Carida system within the Colonies region of the galaxy. During the Clone Wars, the *Valör* space station orbited the planet, while the era of the Galactic Empire saw Carida as home to an Imperial academy and a naval docking facility. This large, high-gravity world was covered in everything from rocky mountains and frozen ice fields, to rain forests full of carnivorous plants, and deserts. As such, this planet was the perfect training ground for combat in difficult terrain. It was an exporter of food, and was ruled by the Council of Merchants, which later shared power with a military administration.

Originally known as Ord Carida, the planet was colonized by the Galactic Republic as a Ordnance/Regional Depot some time roughly 12,000 years ago. During the Pius Dea Civil War, which ended Pius Dea domination over the Galactic Republic, the Republic's Rocket-Jumper Elite Advance Unit played an important role in the Jedi victory over the Pius Dea garrison there. During the time of the Cold War, a proxy conflict between the Sith Empire and Galactic Republic, some foragers discovered a crude tunnel burrowing under Carida's largest mountain range, believing it to be

the entrance to a fabled ancient city. Eventually, someone was sent to check the foragers' findings.

SERVANTS OF THE EMPIRE

The Carida Academy was an Imperial Academy on Carida that was part of the Galactic Empire's military training program. Like the academies at Raithal and Corulag, it was a specialized service academy for officer training. Army, Navy, and Stormtrooper Corps officers all trained there. Two notable instructors were Captain Tabor Seitaron, who taught military history to cadets there, and Sergeant Triosa Broog, who served as commanding officer to Cadet Han Solo before he was expelled and reassigned to infantry on Mimban for chronic insubordination and recklessness.



SOLO
AGE OF REBELLION

CATHEDRAL

Astronavigation Data: Cathedral system, Mid Rim

Orbital Metrics: 361 days per year/26 hours per day

Government: Instrumentality theocracy

Population: 1,270,000,000

Languages: Basic

Terrain: Forests, hills, plains

Major Cities: Salvation, Foundation City, Dom Pannal

Areas of Interest: The First Cathedral of the Instrumentality, Sepulcher of the Twelve Gods, Papal Valley

Major Exports: Religion

Major Imports: Consumables, industrial goods

Trade Routes: Path of the Righteous

Special Conditions: Droids and other forms of sentient artificial intelligence are not allowed on Cathedral

Background: Cathedral is the capitol world of the Holy Church of the Instrumentality. It sits at the coreward most end of the Path of the Righteous trade route, which stretches from one end of Instrumentality space to the other.

It is said that Cathedral is the very birthplace of the Instrumentality; where the Twelve Gods put forth their teachings and appointed the first Lord High Papal to spread their word. The Sepulcher of the Twelve Gods is said to be the final resting place of their mortal forms.

Like all Instrumentality worlds, droids and other forms of artificial intelligence that mimic sentience (or are sentient) are forbidden, as the Church views them as a mockery of the concept of the Instrumentality, attempting to mimic life.

Rather than a particular city serving as the planet's capitol (and, by extension, the seat of the entire Instrumentality territory), the center of government is in the First Cathedral of the Instrumentality, a grand, airborne facility that serves as governmental offices, the private residence of the Lord High Papal, and the focal place of worship for the Church. It is considered a great honor to attend service at the First Cathedral, and even

more so when the service is presided over by the Lord High Papal.

PAPAL VALLEY

Papal Valley houses the tombs of all previous individuals to hold the title of Lord High Papal. Each tomb is marked with a 10 meter tall statue of that Papal. Because those who assume the position of Lord High Papal renounce their previous name and identity, each tomb is marked, not by the individual's name, but by the years in which he or she served as Lord High Papal.

Pilgrimages to Papal Valley are frequently undertaken by the especially devout.



CATO NEIMOIDIA

Astronavigation Data: Cato Neimoidia system, Quellor sector, Colonies

Orbital Metrics: 278 days per year/25 hours per day

Government: Federation

Population: 8,500,000 (Neimoidan 99%, other 1%)

Languages: Pak Pak, Basic

Terrain: Canyons, cliffs, grasslands, forests, oceans, rock arches

Major Cities: Zarra (capital), Jorra, Tarko-se, At-la'o

Areas of Interest: Bridge cities, Great Vaults of Cato Neimoidia, Darga the Hutt's palace, Federation's Folly, Tarko-se Arena

Major Exports: Droids, foodstuffs, technology

Major Imports: Labor, ore, raw materials, luxury goods

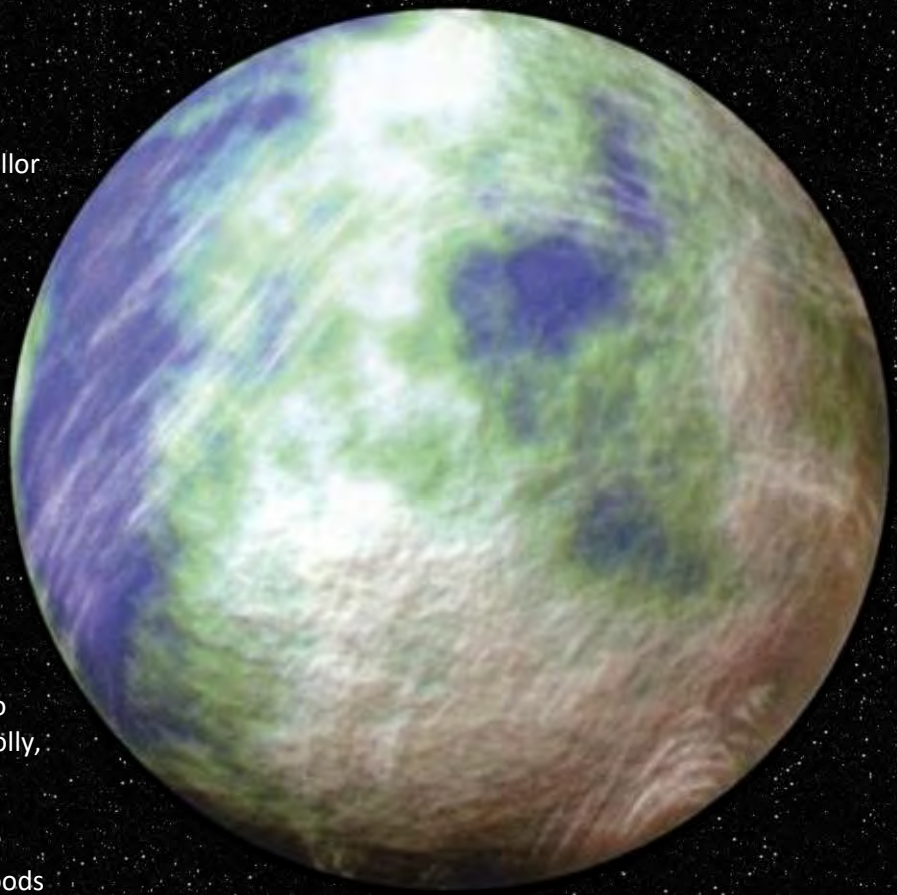
Trade Routes: Quellor Run

Background: Cato Neimoidia was a planet in the Cato Neimoidia system, within the Quellor sector of the galaxy's Colonies region that was a wealthy colony world of the Neimoidians and the base of operations for the Trade Federation. Much of the world was covered in a persistent fog, while the bridge cities of Cato Neimoidia were suspended above the planet's ocean surface on bridges anchored on massive giant rock arches, upon which thrived forests and grasslands.

Only the richest of the Neimoidians were allowed to live on the planet. Their treasures were protected in vaults located in difficult landscape and protected by B1 battle droids. The cities of Cato Neimoidia were built on large bridges spanning massive rock arches.

Cato Neimoidia featured vast forests rich in flora and fauna. Notable species included the Neimoidian kreehawk, a dangerous but beautiful avian found in some aviaries.

For nineteen years after the Republic gave way to the Empire, the federation continued to be a puppet government until the Imperial Senate was dissolved



taking the federation with it shortly before the Battle of Yavin.

UNLEASHED

The Tarko-se Arena was a large gladiatorial arena located in the city of Tarko-se on the planet Cato Neimoidia. The Baron Merillion Tarko oversaw the arena.

The arena housed many creatures to be fought by (usually unwilling) sentient combatants. Tarko even held a Gorog in the arena for special bouts. Tarko was devoured by the Gorog during an arena uprising approximately 1 year before the Battle of Yavin, although the details are unclear.



LABYRINTH OF EVIL
THE CLONE WARS

CENTARES

Astronavigation Data: Centares system, Maldrood sector, Mid Rim

Orbital Metrics: 402 days per year/22 hours per day

Government: Imperial governor

Population: 1,000,000,000 (Human 85%, other 15%)

Languages: Basic

Terrain: Mountains, plains, urban

Major Cities: Muracie, Old Town

Areas of Interest: Rubyflame Lake, Museum of the Old Republic, The Aviary

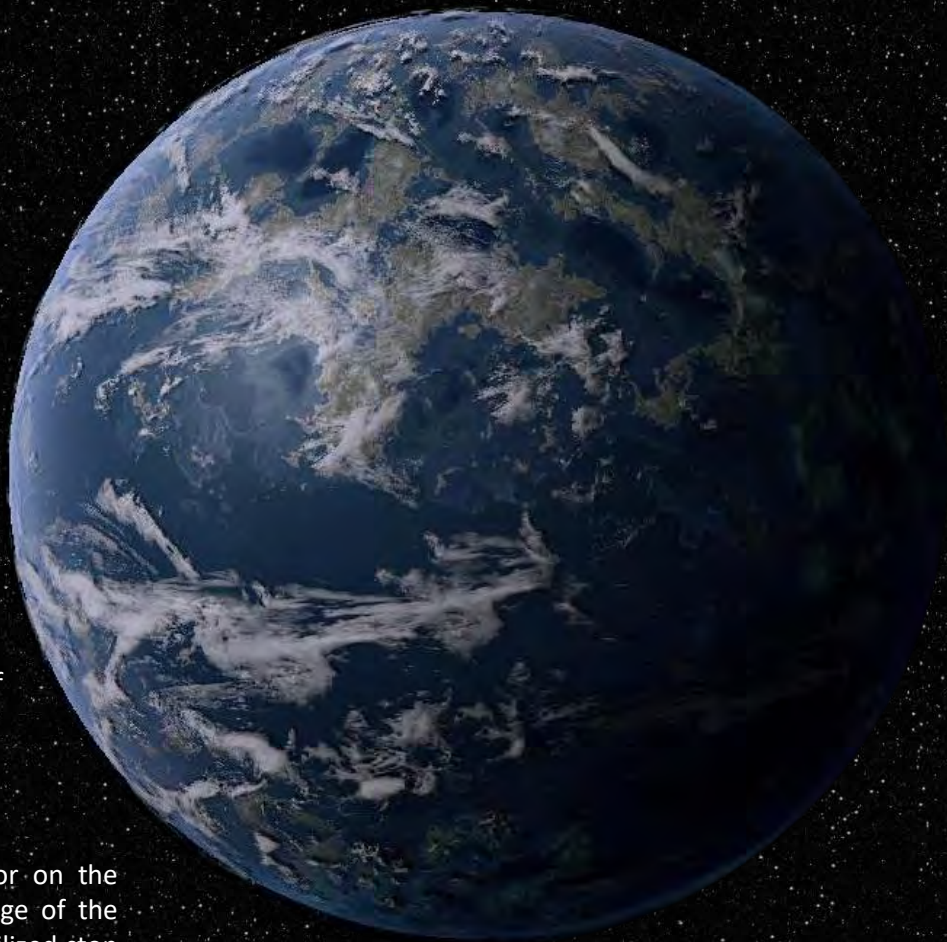
Major Exports: Luxury items, foodstuffs

Major Imports: Industrial goods

Background: Located in the Maldrood sector on the Perlemian Trade Route at the outermost edge of the Mid Rim, Centares billed itself as "the last civilized stop before the wild and woolly Outer Rim". Its population was estimated to be about one billion.

During the Clone Wars, Centares and the Maldrood sector joined the Separatists. CIS forces and Republic Troops clashed in the Battle of Centares in the early stages of the Clone Wars.

In the waning days of the Galactic Republic, Centares called itself "the jewel of the Mid Rim," drawing traders and tourists from across the galaxy. However, the



Galactic Empire tapped its lava beds and strip mined its magnificent prairies, turning it into a grimy, polluted factory world within a decade, when its resources expired and the Empire moved on. Centares endeavored to rebound, and its cities and spaceports like Muracie were still teeming, but no tourists were forthcoming.

RUBYFLAME LAKE

During the tourism heyday of the planet Centares, Rubyflame Lake was the world's crown jewel. A natural microbe present in the water gave it a reddish tint, and its crystalline clarity reflecting Centares' dazzling sunsets gave the lake its name. Natural lava beds beneath the lake kept the water heated to an always comfortable temperature. Elegant guest towers built from old-fashioned stone and mortar rose out of the lake, connected to the land by wooden foot bridges, and each tower also had a small pier for all manner of recreational watercraft. Rubyflame Lake became renowned for its beautiful scenery, also earning a reputation as a romantic vacation and honeymoon spot.

When the Empire came to power, however, the lava beds were tapped for industrial purposes, and within a decade, the waters were so polluted by waste that they had become opaque, poisonous, and so highly corrosive that metal would dissolve in hours and flesh in minutes. The guest towers, no longer sought after, fell into disrepair. The only visitors to the lake and towers were those wishing to end it all by plunging themselves into the deadly waters, and those who had retained the services of Merl, a Centaran cantina owner/operator with a side business of hiding individuals...for a price.

CHRISTOPHSIS

Astronavigation Data: Christoph system, Savareen sector, Outer Rim Territories

Orbital Metrics: 369 days per year/26 hours per day

Government: Mercantile oligarchy

Population: 36,000,000,000 (Humans 68%, Rodians 13%, Kerdoidens 11%, other 8%)

Languages: Basic, Rodese

Terrain: Crystalline formations

Major Cities: Chaleydonia (capital), Tophen

Areas of Interest: Christophsis Republic base, Christophsis Separatist headquarters, Christophsis Separatist tower, Crystal forest

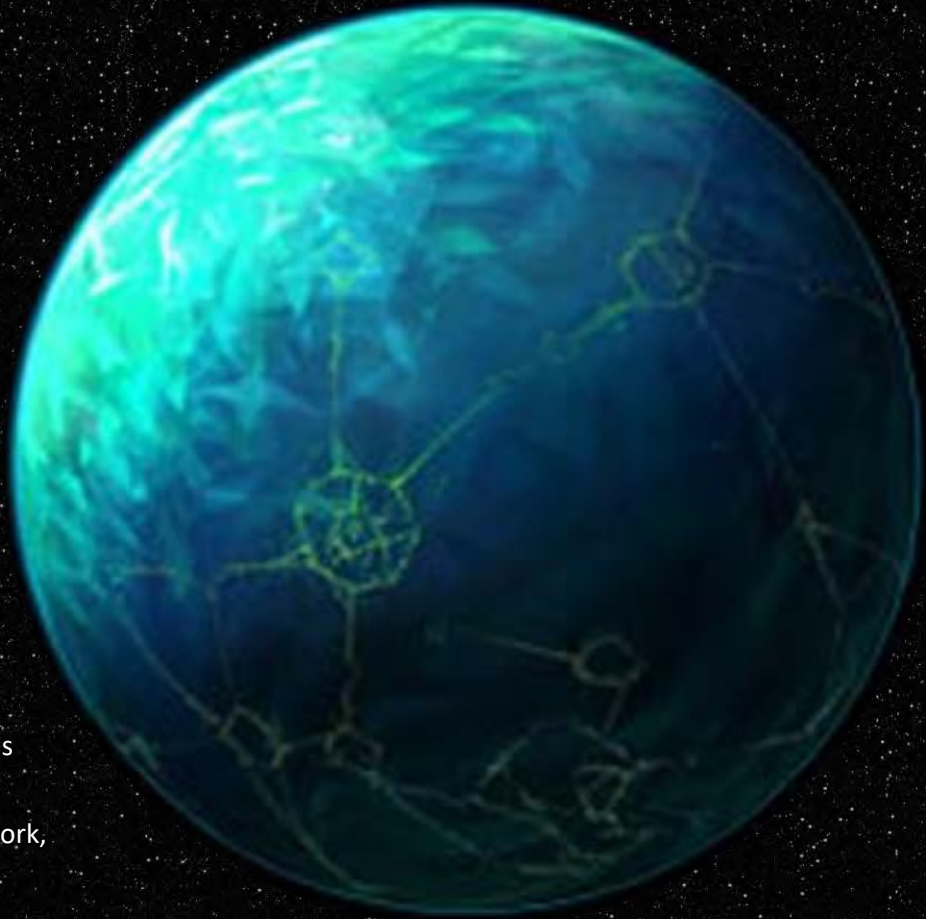
Major Exports: Raw materials and minerals, artwork, industrial goods, kyber crystals

Major Imports: Foodstuffs

Trade Routes: Corellian Run

Background: Situated on the major Corellian Run hyperlane and close to the planet of Rodia, the Outer Rim world of Christophsis was the only planet in the Savareen sector's Christoph system with an atmosphere that could support life. Christophsis orbited the star of Christoph with its single moon as a companion and had a temperate climate and a terrestrial terrain. The planet was famous for the beauty of its nearby asteroid belts—the Barren, the Hammers, and the Halo—but its location close to the asteroids often made it a target for stray rocks. Foodstuffs were one of the planet's few imports, but the asteroid belts of the system were abundant in raw materials. Among the planet's other exports were artwork and industrial goods.

Christophsis was covered in massive green-blue hexagonal crystals, which were also suitable for use as lightsaber crystals. The inhabitants of Christophsis took advantage of the natural spires, building cities into and around the crystalline formations and using the crystals' solid structures for foundation and support; the size of the world's buildings often varied with the size of their supporting crystals. Some of the world's cities were so large that they could be seen from space. From time to



time, solar storms ripped through the upper atmosphere of Christophsis.

NASCENT REBELLION

Following the transformation of the Galactic Republic into the Galactic Empire, a rebel cell known as the Spectres raided an Imperial convoy en route to Christophsis in space. This was the second in a string of raids that had snared an Imperial convoy to Ryloth. The rebels then went to raid convoys near Kashyyyk and Toydaria before settling down on the Outer Rim world of Lothal. The Empire also stole the kyber crystals that were holy to the natives and used the kyber crystals for the Death Star.

Rebellious elements traced by the Galactic Empire to the planet Christophsis were found to be responsible for the theft of one of the Empire's medical frigates. The Empire conducted a series of arrests, executed the planet's prime minister for Treason and "pacified" the city of Tophen as an example to the populace, in the hope of quelling radical elements.



GHOST RAID
REBELS

CRAIT

Astronavigation Data: Crait system, Outer Rim Territories

Orbital Metrics: 525 days per year/27 hours per day

Government: None

Population: Uninhabited

Languages: None

Terrain: Salt flats, mountains, canyons

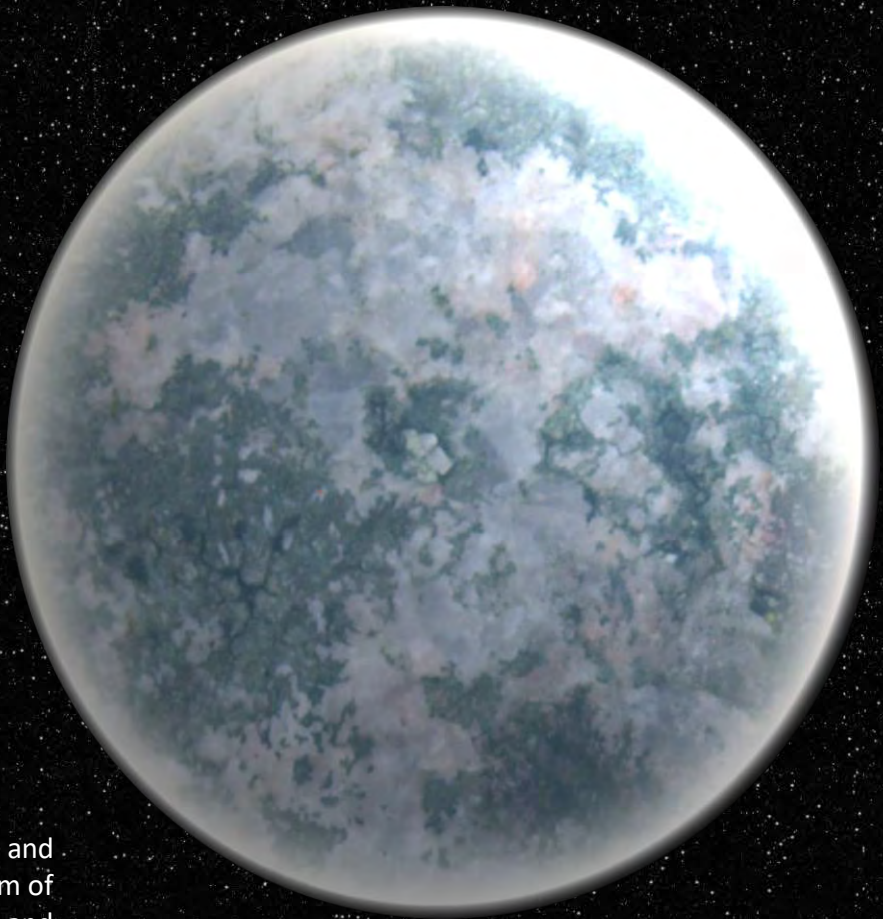
Major Cities: none

Areas of Interest: Crait outpost, mines of Crait

Major Exports: Minerals, salts

Major Imports: None

Background: Crait was a small, desolate and uninhabited planet located in a remote star system of the same name. The planet was rich in minerals and orbited one star. A thick crust of white-colored salt covered nearly the entire planet surface, with red-colored mineral base of amirite underneath. Dominated by large salt flats, the planet also featured mountains, canyons and deeply sunken waterways—which were possibly home to aquatic creatures. The planet had a Type 1 atmosphere—it was breathable to oxygen-breathers, such as humans. The white salt-covered surface reflected the planet's sunlight, which



would be blinding at midday. The sodium-containing salt also made the planet surface slippery, hard to travel; with gusts of wind sending up flumes of white salt. The planet was also inhabited by Vulptices, fox-like creatures with white, crystalline fur that lived within the burrows and tunnels beneath the surface of Crait.

REBELLION DISCOVERS REBELLION

During the reign of the Galactic Empire, the early rebel movement—a loose network of rebel cells led in secret by Senator Bail Organa of Alderaan—established a secret outpost on the northern continent of the planet Crait. Three years before the Battle of Yavin, one of these rebel groups attacked Calderos Station, a large Imperial facility used as a deep-space waypoint, to weaken Imperial control and cover rebel shipment tracks to Crait. Although the rebels presumed that all data about Calderos Station was erased, Bail's adopted daughter, Princess Leia Organa, managed to find some old space traffic data which linked Crait and Calderos Station. To discover the identity of the attacker, Leia Organa and her guard Lieutenant Ress Batten traveled to Crait aboard the *Polestar*. After the ship landed on the planet surface, Leia was detained by rebel soldiers as she refused their proposal to leave Crait immediately. Upon being taken to the base, Leia found out that it was her father who was in charge of this facility, and her parents were secretly organizing a rebel movement against the Empire.

The rebel movement eventually turned into a more organized Rebel Alliance, and the Crait outpost was abandoned some time before the Battle of Scarif, which marked the outbreak of the Galactic Civil War.

CRYSIUM

Astronavigation Data: Crysium system, Wild Space

Orbital Metrics: 381 days per year/27 hours per day

Government: Hereditary monarchy

Population: None (3,275,000,000 at the height of the society)

Languages: Crysian, Basic

Terrain: City ruins overrun by jungles and vegetation, Mountains, Plains, Forests, Jungles

Major Cities: Gilded City, New Merrick

Areas of Interest: Golden Palace of Crysium, Tranquility Waterfall

Major Exports: Artwork, Music, Literature

Major Imports: Droids, Starships

Background: Thousands of years ago, Crysium grew into a center of art and culture in the galaxy. The world a virtual paradise, it was a society that many worlds aspired to.

Crysium's traditional hereditary monarchy ruled benevolently, and the Magnus family line ruled for millennia with the approval and consent of the populace.

Such peace and prosperity could not last, however. As Crysian society grew more and more dependent upon droids for labor, they recognized the value of their contributions and treated them fairly. Proposals to grant droids citizenship and rights equal to the biological population drew the attention and ire of the nearby Holy Church of the Instrumentality.

The Church, seeing droids as an affront to their Twelve Gods, launched an all-out assault on Crysium, declaring war. Under attack, Crysium did its best to defend the world, but were unprepared for the brutal onslaught brought upon them by the Church.

Roughly 4500 years before the rise of the Empire, Crysium fell before the guns of the Holy Church of the Instrumentality. Its population all but wiped out, a relative handful of Crysians in the galaxy were all that remained.

After its fall, Crysium fell into legend, its location lost to the mists of time. A once-glorious civilization reduced to a footnote in galactic history.

LEGENDARY TREASURE

With the fall of Crysium inevitable, legend has it that Majester Lesh Magnus hid away the greatest treasures of Crysian society and sent his most trusted aides out into the galaxy to hide clues to the treasure's whereabouts.

Over the millennia, fortune hunters have sought out these clues, hoping to find the treasure and make themselves indescribably wealthy. To date, no one has had any luck.



LEGEND OF CRYSIUM
THE RAGGEDY EDGE

DREXEL

Astronavigation Data: Drexel system, Lol sector, Outer Rim

Orbital Metrics: 324 days per year/20 hours per day

Government: Pirate warlord

Population: 2,350,000 (Sea-dragons 100%), 168,000 (Human 93%, other 7%)

Languages: Basic

Terrain: Ocean

Major Cities: Great Ship

Areas of Interest: Great Ship

Major Exports: None

Major Imports: None

Background: Drexel was the sole planet in the Drexel system. It was a water world, home to the sentient Sea-dragons.

During the time of the Old Republic, the Jedi Knights exiled the corrupt Governor Quarg to Drexel, along with his fellow Human pirates. There, the pirates and their descendants created a unique civilization, centered around a sailing ship that was a mobile city. Quarg was succeeded by his equally corrupt son, the younger Governor Quarg. Some of the inhabitants of the city-ship revolted against Quarg's tyranny. These rebels created a new civilization. They used technology to

communicate with native Sea-dragons, with whom they formed a symbiotic lifestyle, and thus became known as Dragon Lords. The Sea-dragons willingly allowed the rebels to ride them and took the rebels to dwell in underwater caves. The Dragon Lords waged constant war on Quarg. The baby Sea-dragons infested the city-ship, acting as spies. The crew of the city-ship ignored the babies, thinking them mere lizards, not realizing they were young Sea-dragons.

DAY OF THE DRAGON LORDS

After the Battle of Yavin, Luke Skywalker left for a scouting mission to find a new place for a Rebel base, along with the droids R2-D2 and C-3PO. During his search, Skywalker stumbled upon the Drexel system. He attempted to tell Princess Leia Organa about it, but his transmission was interrupted, so the Princess decided to find Skywalker by herself and was captured by the pirate Crimson Jack.

Skywalker was found by the ship-dwellers and became their Master Machinesmith. Not long after, the smuggler Han Solo was also captured while returning from Aduba-3. By telling Crimson Jack about a secret treasure, they persuaded him to go to the Drexel system. While on the surface of Drexel, Skywalker was captured by the ship-dwellers and learned that his ship was brought down by a powerful sonic-jammer. Soon, Crimson Jack's refitted battlecruiser entered the system. While it was disabled by the sonic-jammer, Solo, Organa, and Chewbacca managed to escape on the Millennium Falcon.

EADU

Astronavigation Data: Eadu system, Bheriz sector, Outer Rim

Orbital Metrics: 342 days per year/22 hours per day

Government: Imperial administrator

Population: 2,500,000

Languages: Basic

Terrain: Mountains, canyons

Major Cities: None

Areas of Interest: Imperial kyber refinery, Eadu Flight Station

Major Exports: Refined kyber crystals

Major Imports: Consumables

Background: A rugged, mountainous planet located in the Eadu system of the Outer Rim Territories' Bheriz sector, Eadu was a remote, blue-hued world shrouded in gloomy rainstorms, wind, and lightning strikes. The planet's cloud cover was so thick that it appeared to be a night world even in daytime, and clouds mired visibility while gales battered any starships attempting to reach the surface. It comprised difficult, rainswept terrain which afforded the planet natural defenses, although the southern hemisphere also contained an Eaduan village cluster populated by nerf herders. The ground was uneven, and was made up

of jagged rock formations, broad mesas, black stone ridges, and narrow spires. The rocky canyons bottomed out in dozens of writhing streambeds. The planet's rain had the smell of fecund soil with an undertone of acrid stink.

During the Age of the Empire, Eadu was owned by Grand Moff Wilhuff Tarkin, and ceded to his eponymous Tarkin Initiative as part of the ongoing Death Star project begun prior to the onset of the Clone Wars.

PROVIDING PEACE AND SECURITY FOR THE GALAXY

The Galactic Empire established a secret high energy conversion laboratory within the remote mountaintops of Eadu's northern hemisphere. This refinery, defended by the Eadu Flight Station, was administered by Sirro Argonne and guarded by stormtroopers of the 975th garrison. Captain Tolvan was responsible for security on Eadu. Director Orson Krennic put Galen Erso to work on unlocking the secrets of the kyber crystals within the secret installation. To this end, Erso led a team of scientists who conducted dynamic kyber field experiments south of their facility. The world was considered strategically insignificant due to communications blackouts, which made analysis of the world difficult, and was officially designated by the Empire for research and chemical processing. However, the Empire created its final, functional superlaser on Eadu, and transported it to the Death Star to make the battle station fully operational.



ELIAD

Astronavigation Data: Eliad system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 381 days per year/21 hours per day

Government: Imperial Governor

Population: 6,000,000

Languages: Basic

Terrain: Mountains, plains, valleys, plateaus

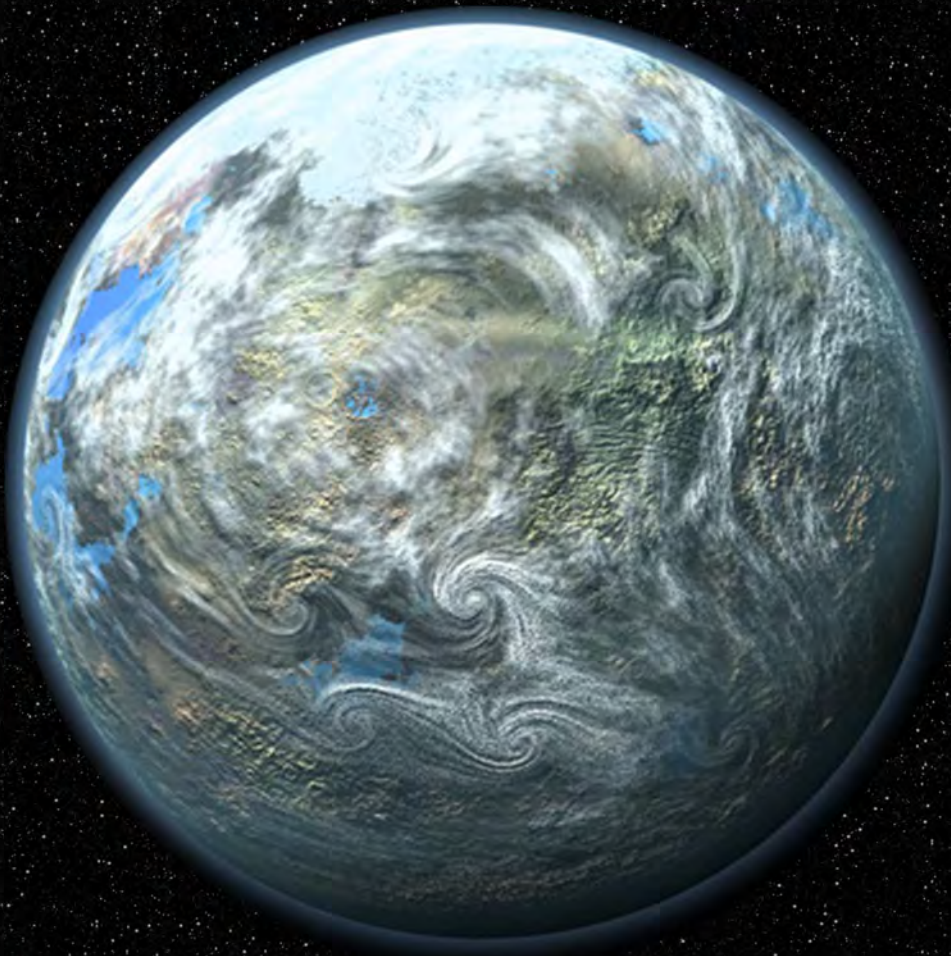
Major Cities: None

Areas of Interest: Jesart Desert, Eliad spaceport

Major Exports: Minerals

Major Imports: Luxury items, Machinery

Background: The climate and terrain of Eliad was extremely wide-ranging, with almost any biome being able to be found there. Though few people lived on the planet compared to a core world, those few who did were exceedingly wealthy, and palaces, villas, and replica castles could be found widely across the planet. The planet had little in trade aside from mineral exports; the immensely rich nobles, with absolutely nothing productive to spend their money on, instead engaged in increasingly sophisticated and demented entertainments out of sheer boredom. Though separated from mainstream nobility, generations of family tradition and the highest quality education available in the galaxy made these nobles as intelligent and sophisticated as they were rich.



THE EXILES STRIKE BACK

During the Galactic Civil War, Rebel agents assisting Princess Leia held many debate sessions to encourage the deposed nobles who were relocated to Eliad into assisting the Rebel Alliance. After many weeks the nobles agreed to assist the Alliance. With the much needed influx of wealth the Alliance was one more step closer to bringing peace and justice to the galaxy.

ELSHANDRUU PICA

Astronavigation Data: Elshandruu system, Quence sector (sector capital), Outer Rim Territories

Orbital Metrics: 325 days per year/26 hours per day

Government: Imperial Governorship

Population: 2,000,000,000 (Human 85%, other 15%)

Languages: Basic

Terrain: Mountains, plains, oceans

Major Cities: Picavil (capital), Elshandruu City

Areas of Interest: Margath's on Elshandruu Pica, 27th Hour Social Club

Major Exports: Entertainment, tourism

Major Imports: Alcohol, luxury goods

Trade Route: Five Veils Route

Background: Nestled in the heart of an asteroid belt in the remote Quence sector, Elshandruu Pica is one of the flagship tourist destinations that supports the Five Veils Tour Route and the nearby Leisure Corridor. As a consequence, Elshandruu Pica is an unusually extravagant and well developed world for an Outer Rim planet, which is an image that features heavily in its marketing and tourism campaigns.

Orbited by one large red moon and two smaller white moons, and close enough to the Elshandruu Belt that the larger asteroids can be seen from the planet's surface, Elshandruu Pica is famous for its beautiful views of the night sky. It remains a temperate climate year round except for its seasonal ion storms. Caused by ionized radiation from the asteroid belt, these dangerous phenomena form in the upper atmosphere and can shut down the electronics of any ship unfortunate enough to be caught in them. Due to their unpredictable and rapid formation, flight space over the hemisphere closest to the belt is kept strictly closed, and the planet's major spaceports are spread across its surface so that traffic may come and go at any point in Elshandruu's rotation.

Although typically seen as a safe destination for travellers, Elshandruu Pica has been home to several pirate groups that operate out of the Elshandruu Belt, preying on ships carrying valuable luxury goods and occasionally kidnapping wealthy visitors. This is an issue that the local government and the Imperial tourist board



both work hard to downplay, as the system is too remote to be able to rely on regular Imperial patrols to deal with pirates.

THE 27TH HOUR SOCIAL CLUB

Margath's entertainment complex in Picavil is one of several luxury resorts in the Outer Rim to bear the Margath family name. Featuring five-star hotels, restaurants, nightclubs and casinos renowned across the galaxy, the centrepiece of Margath's on Elshandruu Pica is the 27th Hour Social Club. The bar downstairs boasts a library of 14 million exotic drink recipes, and is known for its standing offer to pay the evening's tab of any patron who orders a drink they cannot make. Other amenities offered include open air zero-g swimming, tournament grade gravball courts, floating ballrooms, and conference rooms and private gaming spaces with the promise of total discretion. A popular retreat destination for those wanting to experience unparalleled luxury, Margath's employs 6,000 staff and serves up to 100,000 guests daily, making it the biggest tourist attraction in the sector.



FRAGMENTS FROM THE RIM
EDGE OF THE EMPIRE

ENDOR

Astronavigation Data: Endor system, Moddell sector, Outer Rim Territories

Orbital Metrics: 402 days per year/18 hours per day

Government: Tribal

Population: 30,000,000 (Ewok 95%, Yuzzum 4%, other 1%)

Languages: Ewokese

Terrain: Forests, savannas, mountains

Major Cities: Bright Tree Village

Areas of Interest: Campalan mountain range, Death Star's shield generator, Imperial outpost, Lake Marudi, Lake Sui, Platform 4, Research Station 9, Syndulla's camp

Major Exports: Medicinal goods, foodstuffs

Major Imports: None

Background: Endor (also known as the Forest Moon of Endor and the Sanctuary Moon) was a small forested moon orbiting the gas giant planet of Endor and was the farthest moon away from it. An enchanted world, Endor was notable for being the native home of the Ewoks, and the vast amount of other sentient species it supported, from baseline to exotic. This was largely due to the unusually large number of shipwrecks Endor experienced; it has been compared to a "desert island" in space.

Endor's terrain was largely covered by massive, tightly-knit pine and redwood forests. However, the Forest Moon also contained vast dry deserts and grassy plains, small oceans, secluded lakes, and mountain ranges. The moon's low axial tilt and regular orbit of its gas giant primary helped ensure a comfortable climate. The Forest Moon was temperate and mild, with polar caps regulating the sea levels. Flora life included cambylictus trees and other large plants, thriving with many types of fruit including the Grava berries. Endor was the second moon of the gas giant it orbited.

Sometime during the reign of the Galactic Empire, the Empire established an outpost on the moon that included a shield generator complex to protect the incomplete second Death Star in orbit of the moon. In



order to make way for the complex, an Ewok village was razed by Imperial troops, leading to strained Imperial—Ewok relations. As a result of the repulsorlift field emitted by the SLD-26 planetary shield generator to keep the Death Star in a stationary orbit, Endor was prone to earthquakes, tidal imbalances, and other geological disturbances.

STARCRUISER...CRASH

The moon's history was constantly being shaped by starships crashing on the backwater satellite, introducing new species and technology which had to be integrated into the local politics and ecosystem. Known crashes included Sickly Tremor prior to 1100 BBY (introducing Phlogs and Gorax), a Starhunter menagerie ark in about 800 BBY (introducing Gupins, Teeks, and tree goat), the *Free Enterprise* in 130 BBY (introducing Jindas and Tulgahs), a stolen ship in 100 BBY (introducing Sanyassan Marauders and the witch Charal), Noa Briqualon's starship in 26 BBY (carrying Noa Briqualon and Salak Weet), and the Towani family's starcruiser in 3 ABY (carrying Cindel Towani and her family).



RETURN OF THE JEDI
AGE OF REBELLION

ERIADU

Astronavigation Data: Eriadu system, Seswenna sector, Outer Rim

Orbital Metrics: 360 days per year/24 hours per day

Government: Imperial governorship

Population: 22,000,000,000 (86% Human, 14% other)

Languages: Basic

Terrain: Jungles, mountains, forests, industrial cityscape, waste zones (later eliminated)

Major Cities: Eriadu City, Phelar, Old Town, Factoryville

Areas of Interest: Carrion Plateau, Orrineswa River, Tarkin family compound, Eriadu Manufacturing Shipyards, Tarkin Memorial Conference Center

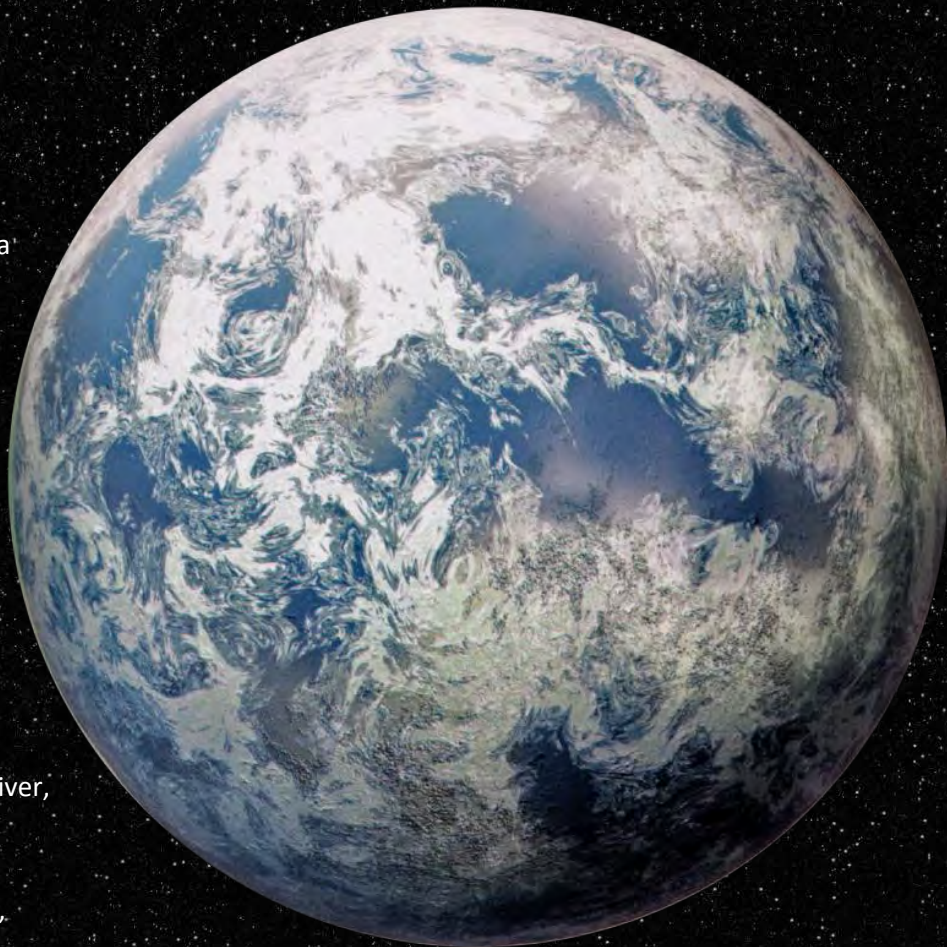
Major Exports: Lommite, computer technology, manufacturing, textiles, droids

Major Imports: Foodstuffs, medicinal

Trade Routes: Hydian Way, Rimma Trade Route, Lipsec Run, Nothoiin Corridor, Yankirk Route

Background: Eriadu, it's said, was a Core World in all things except geography. But while the planet was inarguably in the Outer Rim, it sat squarely at the most prestigious, economically vital, and strategic spot in the entire region: the intersection of the Hydian Way and the Rimma Trade Route (not to mention two lesser but still important routes, the Lipsec Run and the Yankirk Route).

Eriadu was a badly polluted factory world of rugged landmasses and shallow seas. For years, it was known more for its delicate shellwork jewelry than for its economic might – but that all changed under the guidance of the Quintad, five power, ambitious, Corulag families who emigrated to Eriadu around 900 years ago. The Quintad – the most famous branch of which is the Tarkin clan – remade Eriadu into a manufacturing giant with prestigious shipyards, seeking to turn their world into “the Coruscant of the Outer Rim.” They largely succeeded. Few mention Eriaduan shellwork anymore. (And just as well – the Eriaduan flow-mollusks are extinct; the victims of increased ocean acidity that dissolved their shells.)



Eriadu was a flashpoint during the Clone Wars. A Republic bastion amid Separatist sectors, it served as the headquarters for the Greater Seswenna's Sector Army, overseen by Wilhuff Tarkin. After Palpatine's ascension to Emperor, the Greater Seswenna was reorganized into Oversector Outer, making Tarkin the most powerful man in the Outer Rim.

MORE CORE THAN CORE

Eriadu was settled by Human colonists during the Galactic Republic era, prior to the Jedi Civil War. Eriaduan men tended to wear turbans and beards while women were veiled. Notable Eriaduans included the Tarkin family which played a role in the history of the Galactic Republic and the Galactic Empire. Many if not all Eriaduans were also Humanocentric.

Many Eriaduans are extremely touchy about their place in the galaxy. Their accents are “more Core than Core,” and they regard even the most innocent remarks about the Rim as potential insults.



TARKIN
AGE OF REBELLION

FARSTINE

Astronavigation Data: Farstine system, Ryndellian sector, Mid Rim

Orbital Metrics: 324 days per year/33 hours per day

Government: Independent city ownership and management

Population: Between 500,000,000 and 1,000,000,000 (accurate census and demographic information unavailable)

Languages: Basic

Terrain: Force-domed cities, mountains, rocky wastelands

Major Cities: The Bead

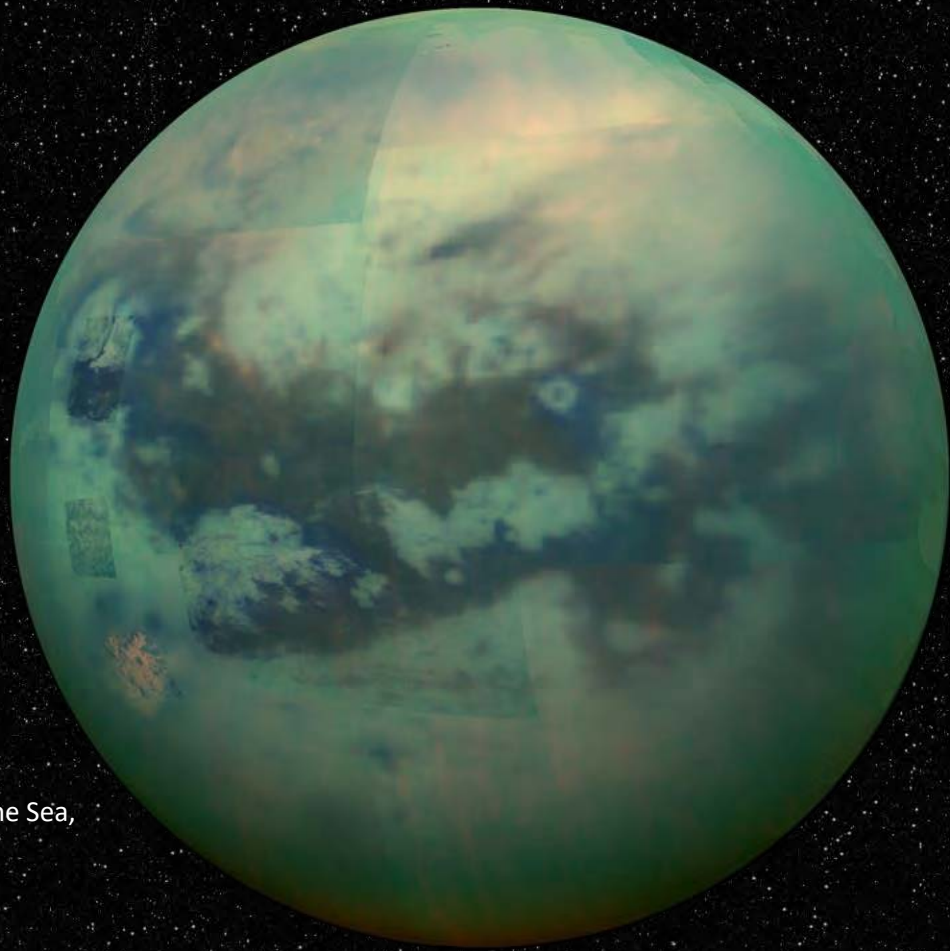
Areas of Interest: *Veil of Skynara* dock, Methane Sea, Caverns of Lestivek

Major Exports: Spice

Major Imports: Foodstuffs, other consumables

Trade Routes: Five Veils Route, Triellus Trade Route

Background: Farstine was a planet within the Farstine system, situated in the Mid Rim's Ryndellian sector. The planet was located on two major hyperlanes: the Five Veils Route, which connected the Mid Rim to the Svivreni and Skine sectors in the Outer Rim Territories, and the Triellus Trade Route, which spanned a large section of the Outer Rim within the Slice. Farstine possessed a methane atmosphere, requiring oxygen-breathing species to use breath masks for survival on



the surface. The planet was known to be one of the spice trade's major transshipment hubs, and was under Imperial occupation at some point during the Galactic Civil War.

The luxury yacht *Veil of Skynara* regularly ran cruises for tourists from Farstine to Skynara in the Skine sector during the Galactic Civil War. Three years after the Battle of Yavin, the Imperial Death Squadron used Farstine as a transit point en route from the Qeimet system to the Eriadu system.

LIFE IN THE BUBBLE

Farstine is fairly populated and active for a world with a methane atmosphere. On the surface are a series of cities, with districts encased in large, bubble-like force fields. From above, each city appears to be a collection of shining domes of various sizes, with city sectors connected by tunnels and gateways.

Despite the Empire having claimed the planet, there is no central planetary government. Each city dome is owned by a different entity with their own laws and regulations. The ease of finding a place to land and transfer cargo under known conditions and control of one's surroundings made circumstances ideal for the spice trade and other smuggling operations.

Outside the cities, there was little activity, but some methane-breathing species did venture out, hoping to make a decent life among modest resources, but most often hoping to achieve some degree of isolation by dint of being unimportant.

GAULUS

Astronavigation Data: Gaulus system, Gaulus sector, Outer Rim Territories

Orbital Metrics: 341 days per year/26 hours per day

Government: Imperial occupation

Population: 2,500,000 (65% Human, 12% Gaulian, 23% Other)

Languages: Gaulian, Basic

Terrain: Mountains, oceans

Major Cities: Indomitable, Gaul

Areas of Interest: Base 16 ruins, Imperial garrison

Major Exports: Raw materials, black market goods

Major Imports: Foodstuffs, industrial equipment

Background: Located in the system and sector that shared its name, Gaulus served as the seat of the sector. Vast mountain ranges made up the planet's chief terrain, with many spring-fed lakes and rivers cascading through them. A few, very large fresh-water oceans could be found in the lowlands.

Although not officially the capital of Gaulus, the largest city on the world is Indomitable. The city was originally the site where the Republic dreadnaught *Indomitable* crashed several centuries ago. The city began as salvagers came by the score to pick over the wreckage. More organized salvaging operations followed along with various traders to support the long-term salvagers and to buy and sell what they could claim. A town started and steadily grew; raw material from the wreckage was often used in the construction of buildings. Today, very little of the actual ship is left, but knick knacks and relics of it can be found in many places, as well as in the name of the city. Indomitable is a large, thriving city with a very cosmopolitan population and a mercantile economy. The city is ruled by an oligarchic council of the wealthiest and most powerful citizens.

The native Gaulians are an offshoot of the Tusken sand people of Tatooine. They live in the many mountainous regions of the planet. They are organized into large, aggressive clans, and often attempt raids on the towns and stations that dot the world.



THE RUINS OF BASE 16

Base 16 was a large facility hidden in the mountains, and much of it was within a cave system. All told, the base housed a command staff well-versed on the inner workings of the Alliance and several hundred soldiers. It was well-defended and required a full assault by Imperial forces to take. Today, the ruins of the base are guarded by a handful of Imperial probe droids, hoping to spot and report survivors returning to the base. Rumors abound that the ruins hide a treasure trove of military gear and vehicles left behind from the battle by both Rebels and Imperials. The rumors are at least partially true.

Rebel survivors of the attack on Base 16 are reforming under a new commander known only as "the Fox." They will have to proceed very cautiously and slowly to rebuild a Rebel presence in the system, but they are determined. The cell operates in hiding in the city of Indomitable.



GEONOSIS

Astronavigation Data: Geonosis system, Arkanis sector, Outer Rim

Orbital Metrics: 256 days per year/22 hours per day

Government: Geonosian hives

Population: 100,000,000,000 (100% Geonosian)

Languages: Geonosian

Terrain: Deserts, mountains

Major Cities: Gehenbar hive, Golbah hive, Stalgasin hive spires (capital)

Areas of Interest: Badlands of N'g'zi, E'Y-Akh Desert, Droid foundries, Hive spires, Im'g'twe Hills, Orbital Foundry 7, Petranaki arena, Progate Temple, Karina the Great's lair

Major Exports: Battle droids (formerly)

Major Imports: Raw materials

Trade Routes: Old Corellian Run, Triellus Trade Route

Special Conditions: profile details Geonosis prior to Imperial cleansing of the planet

Background: Geonosis, called Geonosia by some natives, was a ringed, rocky planet in the Arkanis sector of the Outer Rim Territories. The home planet of the insectoid Geonosians, it was known for its droid factories and violent gladiatorial games. The desert world was the Confederacy's first capital, hosting its major droid foundries. It was the site of the Battle of Geonosis, the opening conflict of the Clone Wars.

Geonosis had a large diameter but light gravity and dense atmosphere. With a weak magnetic field, harsh solar radiation storms and massive sandstorms were common, and on occasion, mass extinctions occurred. The most persistent surface organisms were humble red rock algae while the semi-insectoid Geonosians were driven underground. The planet consisted of a diminutive molten core with a rocky mantle forming a rocky, desert world subject to flash floods that carved great highland canyons. Water made up 5% of the surface.

During the time of the Geonosian rule, much of the planet's architecture was similar in appearance to termite mounds, consisting of domes and buildings built into caverns and rock spires. Therefore, one could easily mistake Geonosian buildings for natural formations and the planet to be uninhabited, a great asset during war.

GHOSTS OF GEONOSIS

An Imperial construction yard in orbit around Geonosis was the initial construction site for the Death Star. The construction yard was eventually abandoned at least 3 years prior to the Battle of Yavin, and the yard's remains completely removed from orbit roughly two years before that climactic battle.

Also within that timeframe, most Geonosians were killed in a genocidal attack on their world with bombs, toxins, and other weapons, after the Empire failed to mine the planet's minerals.

Despite the Geonosians' apparent extinction, rumors tell of a survivor here and there...perhaps even a surviving queen driven mad in her isolation.



THE HONORABLE ONES
REBELS

GESARIL

Astronavigation Data: Gesaril system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 134 days per year/19 hours per day

Government: Imperial oversight

Population: 16,000,000

Languages: Basic

Terrain: Swamp, jungle

Major Cities: None

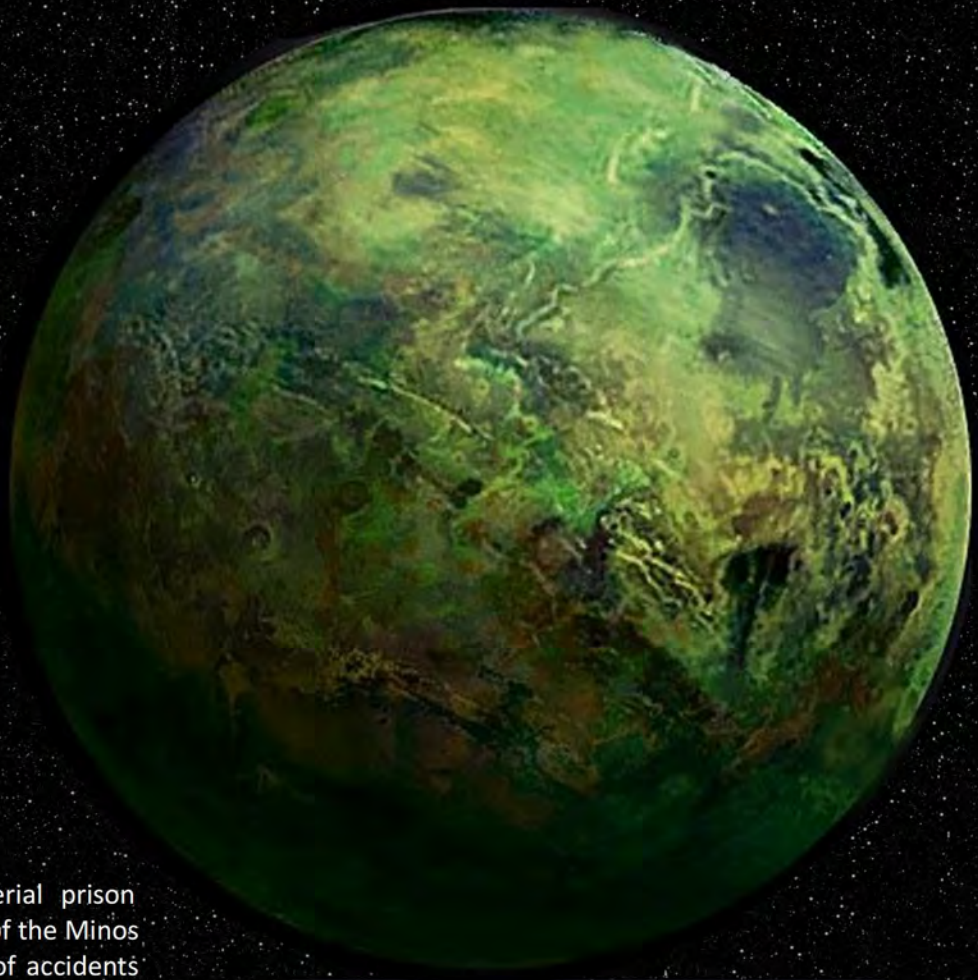
Areas of Interest: None

Major Exports: None

Major Imports: None

Background: Gesaril was an Imperial prison planet, found in the Gesaril system of the Minos Cluster. It was the site of a series of accidents concerning Imperial warships.

The planet was covered with a dense jungle that appeared to float above a noxious swamp. It was inhabited by a species of furry, hyperactive creatures called the Gesaril that Imperial researchers had classified as barely sentient. There wasn't much of interest on the planet other than the wrecks of the nine Imperial spaceships. These ships all crashed in exactly the same coastal section of the planet, and the reason for this was not known. The planet had been put under strict quarantine, and no one was allowed to enter or leave.



A COLD PRISON

The Empire had established a prison colony on a large asteroid in far orbit around the sun. Cells for 1,300 prisoners were hollowed out of this enormous rock, spaced widely along kilometers of corridor. A large tube in the center of the asteroid led to the ships' docks in the center of the rock. The *Intrepid* was stationed there to serve a dual purpose: to enforce the quarantine on Gesaril, and to guard the prison. The penal asteroid held the long-term prisoners of the Cluster. Holding at one point nearly 1,000 inmates, the prison population was about evenly divided between hardened criminals and political prisoners.

GOLRATH

Astronavigation Data: Golrath system, Sanbra sector, Outer Rim

Orbital Metrics: 382 days per year/20 hours per day

Government: None

Population: None

Languages: None

Terrain: Volcanoes

Major Cities: None

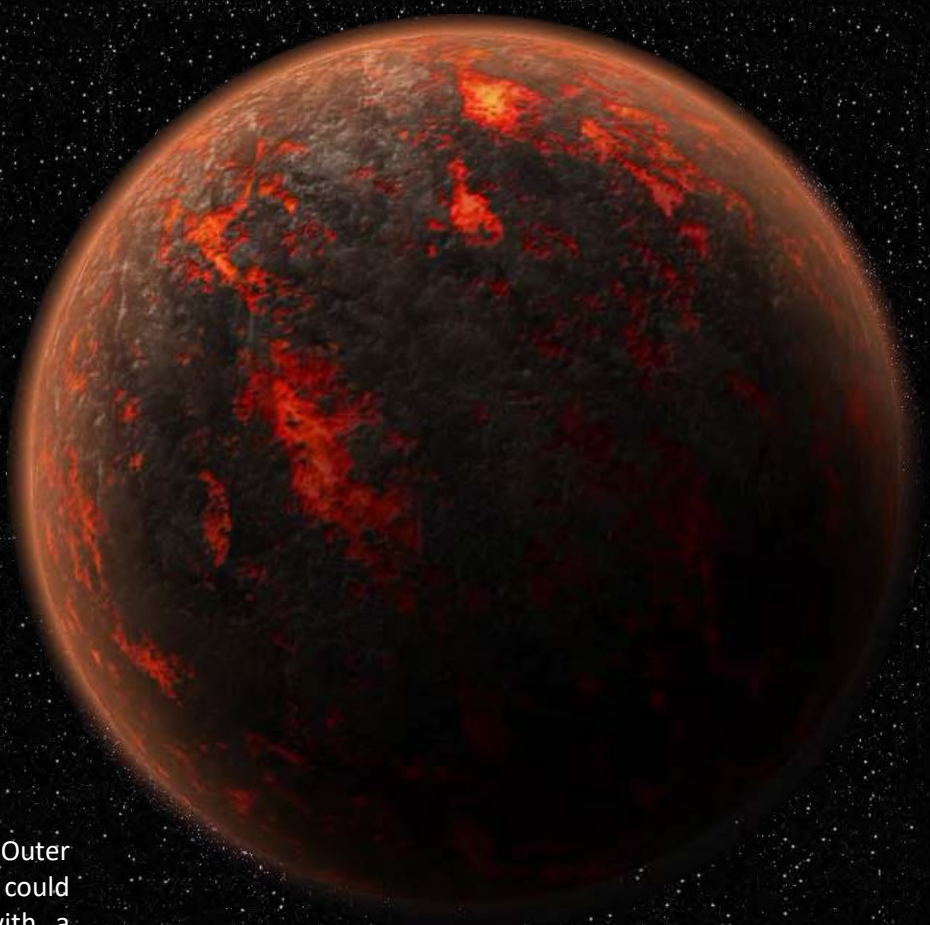
Areas of Interest: Golrath Station

Major Exports: Smelted ore

Major Imports: Consumables

Background: Golrath was a volcanic world in the Outer Rim. The lava expelled by the planet's volcanoes could be smelted and refined into durable ores with a multitude of uses.

Golrath Station was a magma smelting plant located in the mouth of a volcano on the world known as Golrath. A large force field dome protected the entire station from extreme thermal temperatures and the rivers of lava that would rise up on the volcano's perimeter from time to time.



Golrath Station operated successfully for many years, but was ultimately abandoned. In the years that followed, Golrath station was occasionally occupied by various pirate and smuggler groups looking for a base of operations where they would remain undisturbed. All of these groups would move on in relatively short order, locating home bases that offered more creature comforts.

GOLRATH NEVER FORGETS

The bedrock that comprised Golrath Station's foundations harbored several strange characteristics. When heated, the mineral compounds absorbed ambient light rays, but when it cooled, it released those rays, playing them back; essentially, a natural hologram.

Shortly after the Battle of Hoth, the Rebel Alliance maintained a temporary base of operations on Golrath. They used the base as a makeshift training facility, but due to the cooling of the magma supply, they abandoned the hostile region to settle on the more temperate world of Arbra.

Imperial forces learned of the abandoned station's existence and Darth Vader sent Lieutenant Mils Giel there to supervise a survey team in the hopes of uncovering information concerning the Alliance. During his occupation, he discovered several holograms projected from the bedrock foundations detailing Rebel training sequences. He immediately transmitted a communiqué to Darth Vader describing what he had learned.

Meanwhile, Princess Leia Organa likewise learned about their old station's holographic capabilities. Aware that Golrath Station was now under Imperial control, she personally led a strike team to the planet's surface to destroy any past evidence of their existence. Giel and Princess Leia faced one another inside the plant's reactor core chamber. Giel activated the overload circuits hoping that the destruction of the base might also kill Princess Leia. Both Leia and Giel managed to escape before the reactor core exploded, destroying the station.



GORSE

Astronavigation Data: Gorse system, Inner Rim

Orbital Metrics: 352 days per year/23 hours per day

Government: Imperial oversight

Population: 40,000,000 (60% Human, 40% other)

Languages: Basic

Terrain: Thorilide deposits (sunward side), cities (dark side)

Major Cities: Gorse City, Highground, Shaketown

Areas of Interest: Calladan's Field, Moonglow Polychemical refinery, The Asteroid Belt

Major Exports: Refined thorilide

Major Imports: Thorilide crystals

Background: Gorse was a tidally-locked planet located on the Inner Rim. It had one moon called Cynda, which was rich in thorilide crystals. During the Age of the Empire, Gorse had seemingly exhausted its thorilide reserves and had become a major refinery for thorilide exports from Cynda, which had been opened up to thorilide mining. Gorse served as the location of a conflict between the Galactic Empire and a small rebel cell. Following the Gorse conflict, thorilide mining was established in Gorse's sunward side while Cynda was restored to its former status as a nature reserve.



CYNDA

Astronavigation Data: Gorse system, Inner Rim

Orbital Metrics: 352 days per year/23 hours per day

Government: Imperial oversight (nature preserve)

Population: 10,000 (preserve caretakers)

Languages: Basic

Terrain: Crystalline caves of thorilide

Major Cities: None

Areas of Interest: Zone Thirty-Nine, Zone Forty-Two

Major Exports: Thorilide

THE GORSE CONFLICT

After learning that Count Denetrius Vidian was visiting the Gorse system, the rebel operative Hera Syndulla traveled there to tail the Count. In an attempt to meet the Emperor's new thorilide quota and to discredit his rival Baron Lero Danthe, Vidian decided to detonate Cynda under the pretext of accessing the moon's substantial thorilide resources. In response, Hera forged an informal rebel cell to stop the Count. After learning that Vidian had tampered with his research on Cynda's detonation, the rebels were able to convince the Imperial Captain Rae Sloane that Vidian's destruction of Cynda would cause the moon's thorilide crystals to disintegrate. Sharing a common enemy, the rebels and Sloane took action to stop Vidian's plan. The Count was killed during a fiery showdown above Cynda. Due to the rebels' actions and Sloane's "help", Cynda was saved from destruction.



A NEW DAWN
AGE OF REBELLION

HAPES

Astronavigation Data: Hapes System, Hapes Cluster, Inner Rim

Orbital Metrics: 240 days per year/22 hours per day

Government: Hereditary Matriarchy

Population: 8,000,000,000 (100% Human)

Languages: Hapan

Terrain: Cities, mountains, forests

Major Cities: Ta'a Chume'Dan

Areas of Interest: Fountain Palace, Ree Fortress, Lorell Hall

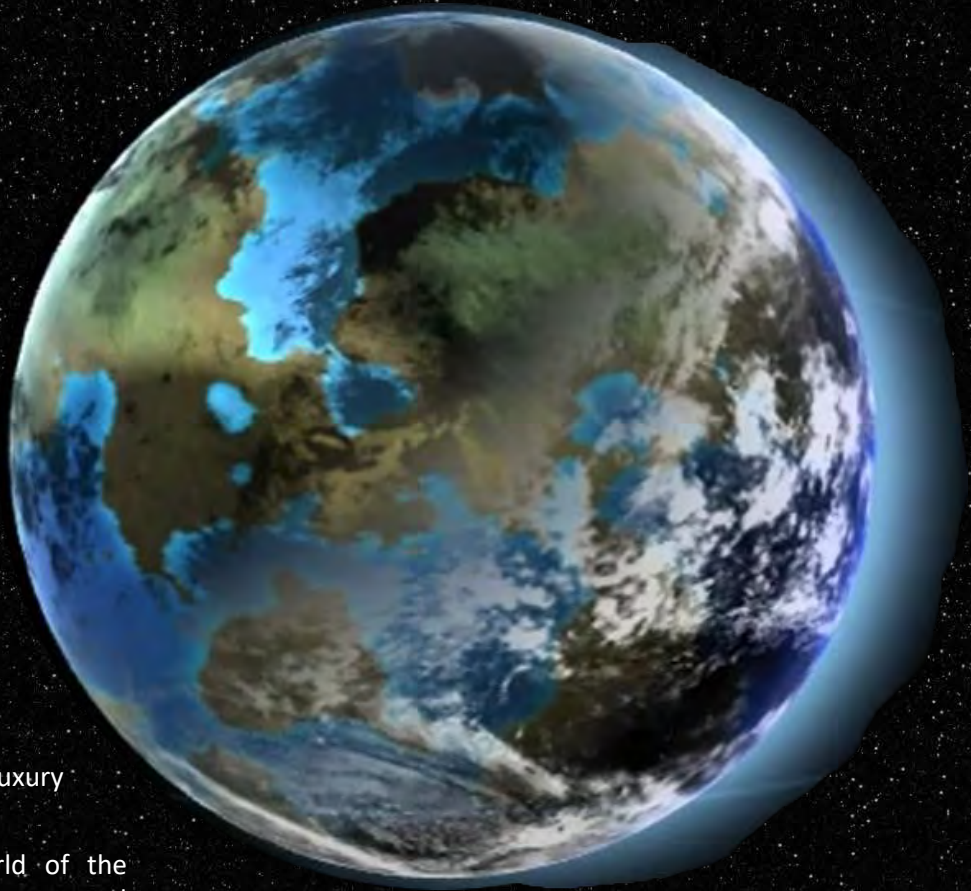
Major Exports: Art

Major Imports: Foodstuffs, high technology, luxury goods

Background: Hapes was the homeworld of the Hapans, a near-Human race known for their beauty, and the administrative capital of the Hapes Consortium. Surrounded by shimmering nebulae, and with seven moons in the sky after sunset, Hapes never knew the darkness of true night, and the Hapan people had relatively poor night-vision.

The Hapans were ruled by the Queen Mother, who held court at either the Fountain Palace when on Hapes, or aboard the royal transport ship *Star Home* when traveling abroad. The title of Queen Mother was hereditary, passed down from mother to daughter. If the Queen Mother failed to have daughters, the wife of the firstborn son became Queen Mother. However, to be in the line of succession meant both the Queen Mother and her heirs had to avoid constant attempts on their lives by jealous relatives who vied for the throne themselves.

Due to the matriarchal society of the Hapes Consortium, men were often treated as second class citizens. Hapan males were used mainly for breeding and thought of as little more than an accessory. Despite this, there are a few documented cases of some Hapan men in positions of power. Oftentimes, however, Hapan men who felt trapped by their position in society ran away and became pirates. These men hid out in the



Transitory Mists and preyed on unsuspecting vessels, at least until caught by passing Nova Battle Cruisers.

Anti-Jedi sentiment was rife among the Hapans, mainly due to the fact that the Lorell Raiders had fallen to the Jedi. This sentiment came to head during the reign of Ni'Korish, Ta'a Chume's mother. Ni'Korish had an immense hatred of Jedi and had done her best to wipe out any that had made their way into the Consortium.

THE CHALLENGE OF RIVALS

Hapan culture, at least among the upper classes, was based on assassination attempts and struggles for power. Most members of Hapan nobility or royalty would think nothing of manipulating and/or arranging the death of one of their own if it would advance their own cause.

The Hapans were also considered paranoid by non-natives, which, given the political climate on Hapes, was not an unreasonable assumption for the non-natives to make.



TRUTH IN LEGENDS
AGE OF REBELLION

ILUM

Astronavigation Data: Ilum system, 7G sector, Unknown Regions

Orbital Metrics: 301 days per year/66 hours per day

Government: None

Population: 5,200 (Support crew 45%, temporary researchers 30%, military 20%, other 5%)

Languages: none

Terrain: Crystalized glaciers, ice plains, mountains, forests

Major Cities: none

Areas of Interest: Jedi Temple, excavation sites, various ruins, crystal cave

Major Exports: Ilum crystals (former)

Major Imports: none

Trade Route: Metellos-Ilum hyperspace route

Background: Ilum was an arctic world; most of the planet was covered in ice and snow, and was therefore inhospitable to most species. Hidden beneath Ilum's frigid surface was what came to be known as the Crystal Cave. Within the maze-like crystal caves grew kyber crystals, which brought the Jedi Order to Ilum so they could harvest the crystals in a rite of passage known as the Gathering, in which Jedi initiates harvested their crystals by attuning themselves to the Force. As such, Ilum was a holy site for the Jedi Order for centuries.

Also located beneath the surface of Ilum were geysers, formed by volcanic activity on the planet. These geysers warmed some underwater bodies of water and their size or duration could change due to volcanic episodes or mineral deposition. Geological formations were also present in the caves of the planet, formed over billions of years by accumulated mineral matter, deposited from hydrothermal fluids. The planet had a kyber crystalline core.

After the Republic's fall, Ilum's location became known to Emperor Palpatine. In short order, the Empire had already corrupted Ilum, draining its resources dry as well as having destroyed entire parts of the planet's surface, as they were harvesting kyber crystals for the Death Star; the destruction was visible even from space. A massive mining ship, as well as two Imperial Star

Destroyers, stood watch over the planet to gain its riches. The Empire used geothermal energy from the planet's core to power their machinery and control the internal temperature of their industrial operations. Harmful byproducts were created as a result, causing destruction to Ilum's pristine ecosystem.

SCARRED AND DEFORMED

While the Empire routinely strip-mined planet after planet, amassing resources for the first Death Star, the damage done to Ilum was unprecedented. Interestingly, however, the Jedi temple complex used for the Gathering was left largely intact, though damaged and ransacked. A large trench was carved into the planet's surface, allowing easier access to the invaluable kyber crystals. Once the useful crystals were depleted, the Empire largely abandoned Ilum, although a small force was left behind to guard against surviving Jedi or those who might seek to reignite the Order's spark and make a pilgrimage in search of a remaining crystal. Future generations would take advantage of the Empire's work and desecrate the world further.



FALLEN ORDER
FORCE AND DESTINY

IMPERIAL HUB STATION K218 (ESTARCION OUTPOST)

Astronavigation Data: Estarcion Sector, Expansion Region

Orbital Metrics: 368 days per year/24 hours per day (artificially maintained to Coruscant standard)

Government: Imperial commander/administrator

Population: 12,000 (Human 78%, other 22%)

Languages: Basic

Terrain: Space station

Major Cities: N/A

Areas of Interest: Vendors, hangar levels

Major Exports: Various vendor goods

Major Imports: Consumables

Trade Routes: Corellian Trade Spine, Estarcion Crossover

Background: A space station that was originally constructed by the Trade Federation three years before the Battle of Naboo, Estarcion Outpost, as it was called, was designed as a commercial facility along several prominent trade routes. It was built to accommodate 80 permanent vendors, including living quarters and recreational facilities for the residents and administrative staff. In addition, there were facilities for 20 short-term vendors. While accommodations could also be provided for the few customers who intended to stay for more than a standard day, the station was intended more for short visits to obtain goods and services.

Following the rise of the Empire, the military took control of the station due to its placement along trade routes, and was rechristened Imperial Hub Station K218. The Empire used the station to monitor traffic along those trade routes and stage local strikes as necessary. To this end, two *Pursuit*-class cruisers, two *Interdictor*-class cruisers, and one *Victory*-class Star Destroyer were assigned to duties staged from K218.



A CONSTANT PRESENCE

While control and administration of the station changed several times over the years, many of its operations and functions stayed a constant. The Trade Federation used Estarcion Outpost for purely commercial reasons. The Empire continued many of the commercial functions, while adding a military presence.

Following the Galactic Civil War, the New Republic assumed control of the station, reaching an accord with the resident vendors, who agreed to the New Republic running the day-to-day administrative duties and keeping a small military presence, in exchange for the vendors' ability to rescind the Republic's invitation to administer. At this time, Trevor Vanth – formerly of Wraith Task Force – assumed command of the station.



WRAITH TASK FORCE
CHRONICLES OF ESTARCION

ISKALON

Astronavigation Data: Iskalon system, Trans-Nebular sector, Mid-Rim

Orbital Metrics: 360 days per year/21 hours per day

Government: Tribal

Population: 3,700,000 (Iskalonian 98%, Quarren 2%)

Languages: Iskalonian

Terrain: Oceans, underwater caves

Major Cities: Pavillion

Areas of Interest: Sea caves

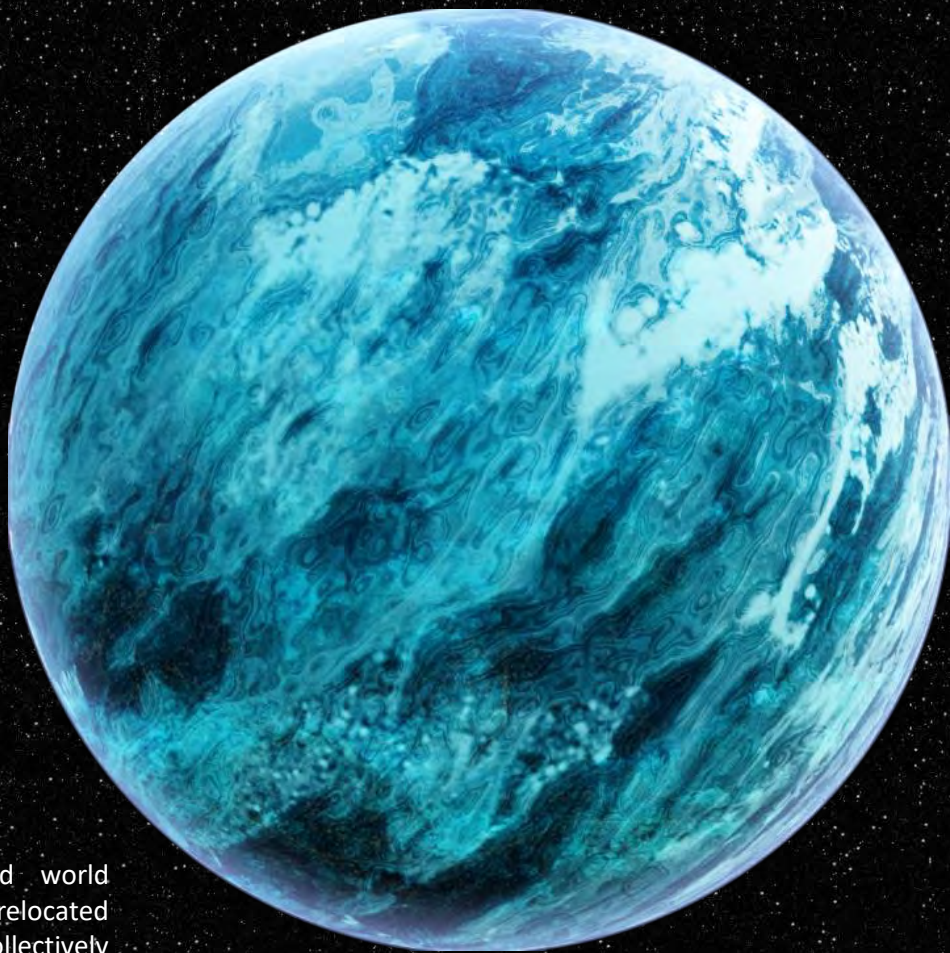
Major Exports: Slave labor

Major Imports: None

Background: Iskalon was a water-covered world inhabited by members of 17 aquatic races relocated from their original homeworlds in 5000 BBY, collectively united as "Iskalonians." In the days of the Galactic Republic, before the Clone Wars, Iskalon was often raided for water-breathing slaves. During the Great Galactic War, a group of Imperial fighters known as the Bane Brigade and their Sith commanders attacked the planet.

During the time of the Cold War, a proxy conflict between the Sith Empire and Galactic Republic, the sea levels on the planet dropped, revealing several long-hidden caves that had been occupied hundreds of years before and eventually someone was sent to investigate them, discovering that the caves had been used by the native species to hide from slavers and their possessions could still be found inside the cave network.

Around 529 BBY, a number of needy Iskalonian locals were approached by recruiters sent by Hugo Bartyn. Bartyn wanted amphibian fishermen to settle a new city on Lamaredd and tempted these poverty-stricken individuals with promises of untouched seas in a new frontier. Once they arrived, however, they became slave laborers.



THE ISKALON EFFECT

The 17 aquatic races that were relocated to Iskalon included the Inleshat, Chuhkyvi, Stribers, Graygl, Nejma, Frid, and 11 others. Upon relocation, they quickly united under the single term "Iskalonian."

Due to the frequent raids of Iskalon for water-breathing slaves, the Iskalonians became predominantly isolationist. Primarily unaware of the events of the Galactic Civil War, the Iskalonians began to entertain the notion of rejoining the galaxy. To that end, they constructed the city of Pavillion.

Pavillion was an underwater city, built so water and air breathing visitors could interact with each other.



TIDAL
MARVELOUS MISADVENTURES

ITHOR

Astronavigation Data: Ottega system, Ottega sector, Mid Rim

Orbital Metrics: 422 days per year/41 hours per day

Government: Elected council

Population: 2,000,000,000 (Ithorians 99%, other 1%)

Languages: Ithorese, Basic

Terrain: Jungles, rainforests

Major Cities: Tafanda Bay, Tree of Tarintha, Cloud Mother

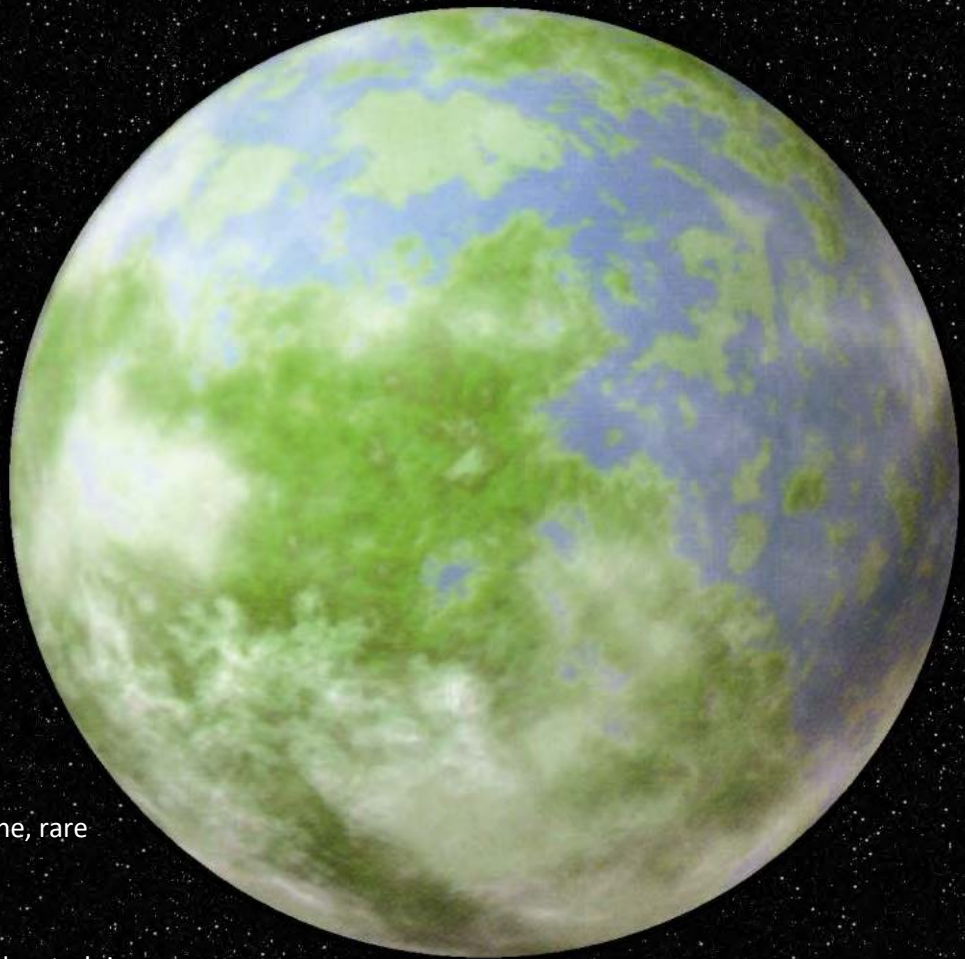
Areas of Interest: Falls of Dessiar, Mother Jungle, House of the Healers, Cathor Hills

Major Exports: Botanicals, foodstuffs, medicine, rare goods, spices

Major Imports: Technology, raw materials

Background: Ithor was the fourth planet located in Ottega system of the Mid Rim. One of the oldest members of the Galactic Republic, it was a planet full of lush life, and the planet's surface had not a touch of civilization on it. The Ithorians themselves, otherwise known as "Hammerheads," built great floating cities that did not harm the surface, which they considered to be sacred. Entry upon the surface was forbidden, unless one stayed there permanently. Some Ithorians such as the Oracle were compelled to go down to the planet surface, however, as they "heard the call" of Mother Jungle, the Ithorian religion's personification of Ithor's world-spanning jungle. The surface of the planet of Ithor played host to numerous plants, including the bafforr tree, which possessed telepathic capabilities. The planet contained andurite stone, and every three Ithorian years was the center of the Time of Meeting. The planet had many moons in its night sky.

The expansive jungles of Ithor were considered to be sacred, and hunting there was highly illegal. Their flora included the dense n'lor trees, the carnivorous johinuu trees, a variety of green and rust-hued bushes, and carpets of blue and pink edible fungi. Their fauna included the rare and deadly molsume, and the toscwon.



IMPERIAL BARGAIN

Sometime before the Battle of Yavin, Ithor came under siege by the Galactic Empire, which demanded access to Ithorian agricultural techniques and technology in an attempt to locate biotech for military applications. Lead by Captain Alima he threatened the Ithorians with the destruction of their sentient forests, the Cathor Hills. However the Empire was ousted from the planet through a deal formulated by Momaw Nadon, where he bargained with the Empire to reveal the secrets of the Ithorians' technology and agricultural ceremonies, in return for the protection of their 'mother jungle.'



NATURAL BEAUTY
AGE OF REBELLION

JAKKU

Astronavigation Data: Jakku system, Western Reaches, Inner Rim

Orbital Metrics: 352 days per year/26.8 standard hours per day

Government: None

Population: Unknown, less than 25,000 (includes Abednedo, Human, Hutt, Kyuzo, Teedo, and others)

Languages: Galactic Basic, Teedospeak, Uthuthma

Terrain: Desert

Major Cities: Blowback Town, Cratertown, Niima Outpost, Reestkii, Tuanul (one of the Sacred Villages)

Areas of Interest: Anchorite habit house, Carbon Ridte, Goazon Badlands, Imperial research base, Imperial weapons facility, Kelvin Ravine, Plaintive Hand plateau

Major Exports: Bezorite, junk metal, kesium gas, magnite, osmiridium, salvaged tech, silicon

Major Imports: Foodstuffs, luxury goods, technology, water

Background: An isolated planet located in the Jakku system within the Western Reaches of the galaxy's Inner Rim, Jakku was once a verdant world with forests and water, but some past calamity turned it into a barren globe of scorched badlands and marching dunes. It hosted the Wheel Races in the north and mining operations dotted the planet. Buttes were located in the south in which lichen could be scraped off of to create the alcoholic beverage Knockback Nectar. One could become an Anchorite if certain vows were taken, while scavengers often used luggabeasts to carry supplies across the desert.

At some point during the Age of the Empire, the Galactic Empire established a secret research base and weapons facility on the planet. Later, the Hutt crime lady Niima established a presence on Jakku and lorded over several slaves.

Tuanul, Reestkii, and Cratertown were settlements on the planet, while the trading post Niima Outpost was considered the only major settlement on the planet. Lacking a communications grid, spacers seeking to escape debts, create a new life or simply see the galaxy often wound up at Niima Outpost, owing to it having the only navigational beacon. Not all residents were scavengers however, with the isolated villagers of Tuanul worshipping

the Church of the Force, an underground faith of Jedi worshipers hiding from the Galactic Empire.

Owing to the planet's distance from populated space, it served as a jumping-off point for warships heading into the Unknown Regions in the final years of the Galactic Civil War. Nearby worlds to Jakku included Ponemah Terminal and Ogem.

THE CONTINGENCY

About 1,000 standard years before the Battle of Yavin, the Plaintive Hand plateau was the site of an event that was regarded as significant by Palpatine. He believed that the site would become significant again in the future. In 30 BBY, Palpatine and his Adviser Yupe Tashu established an archaeological dig on the Plaintive Hand plateau, which became the site for the Jakku Observatory. The Observatory was part of Palpatine's Contingency plan to destroy the Galactic Empire in the event that he died. Palpatine had no wish to leave his Empire to a successor and tasked Galli with executing the Contingency. The Jakku Observatory was home to computers which projected paths into the Unknown Regions, a collection of Sith relics, and a borehole which led to the planet's core. Palpatine instructed the observatory's caretaker to use the borehole to detonate the planet and the remnants of the Empire.



JEDHA

Astronavigation Data: Jedha system, freestanding subsector, Mid Rim

Orbital Metrics: 360 days per year/23 hours per day

Government: protectorate of the Galactic Empire

Population: Indeterminant after planetary cataclysm

Languages: Basic

Terrain: Devastated wastelands, deserts, natural mesas

Major Cities: Jedha City

Areas of Interest: Kyber deposits, Temple of the Central Isopter

Major Exports: Kyber crystals

Major Imports: None

Background: Jedha was a small desert moon which orbited the planet Najedha. Located in the Jedha system of the galaxy's Mid Rim, the moon had a cold climate due to its lasting winter. The historical and spiritual significance of Jedha led the moon to become a world of worship for those who believed in the Force, and a holy site for pilgrims who sought spiritual guidance.

Some time before the Battle of Yavin, the Galactic Empire occupied the moon to control its kyber crystal resources that were once used by the Jedi Order as components for their lightsabers. The occupation later provoked an insurgency to oppose the Imperial tyranny, coordinated by the rebel extremist Saw Gerrera. Jedha's heritage and Gerrera's resistance—the aptly named Partisans—led to it being chosen for a test of the Death Star's superlaser, a superweapon capable of destroying entire planets. Though Director Orson Krennic had planned to destroy the moon, Grand Moff Wilhuff Tarkin overrode him, stating that the destruction of the Holy City would serve as a sufficient test.

To prevent word getting out about the nature of the Holy City's destruction, the Imperial Senate on Coruscant was informed that the explosion was due to a mining disaster. During the Battle of Scarif, Jedha was used as a battle cry by several Rebel soldiers.



Following the Battle of Yavin, the Empire continued to harvest the remaining kyber crystals from the surface. This task becoming increasingly difficult, the planet Shu-Torun was enlisted to provide equipment intended to strip mine the planet's remains on a grand scale.

THE CULT OF THE CENTRAL ISOPTER

The Central Isopter was a death-worshipping cult whose members frequented areas of violence, meditating on matters of morality. Nesta Term, a self-proclaimed Lens of the Central Isopter, and two fellow cultists were present in Jedha City shortly before it was destroyed by the Galactic Empire's Death Star.

Following the attack from the Death Star, members of the Cult remained on Jedha and they built a temple of the edge of the large crater of the moon which would stand as long as the moon had left. The temple was a place of worship as they believed the destruction of Jedha City had been a blessing.



THE ASHES OF JEDHA
AGE OF REBELLION

KAMINO

Astronavigation Data: Kamino system, beyond the Rishi Maze, Extragalactic

Orbital Metrics: 463 days per year/27 hours per day

Government: Ruling council

Population: 1,000,000,000 (100% Kaminoan)

Languages: Basic

Terrain: Oceans

Major Cities: Tipoca City (capital), Timira City, Derem City

Areas of Interest: Baran Wu, Su Dés, Slici Canyon, Tal An Fissures, Glascretia, Razoral Reefs

Major Exports: Clones, covert technology, military weapons and hardware, fish

Major Imports: Foodstuffs, droids

Trade Routes: none

Background: Kamino was an aquatic planet located in an extragalactic star system that straggled south of the Rishi Maze. It was inhabited by the Kaminoans—a race of tall, elegant beings who were regarded as a mysterious species that tended to keep to themselves. They were also known for their cloning technology which ultimately led to the creation of a clone army for the Galactic Republic.

Kamino was in a system of 13 planets orbiting an aging star south of the Rishi Maze, a dwarf satellite galaxy in a decaying orbit in a loose sector of an unnamed grouping of stars between the Rishi Maze and the main galaxy. The stormy water world of Kamino was located in the Wild Space region beyond the Outer Rim. It was the fifth of the thirteen planets in the system. The planet orbited an aging star called Kamino and had three moons orbiting the planet itself, including Korasa. The planet was composed of a molten core with a rocky mantle and silicate rock crust. Climatic change had long ago submerged the planet's continents, drowning the planet under a global ocean that covered almost all of the surface, with a few islands left that were once mountain tops. These mountain-tips, though, were rained on almost incessantly. However, the surface of



Kamino was not always subject to constant rain, as such was in a Separatist attack to gain a DNA sample of Jango Fett. Its savage storms and powerful lightning bursts could be seen vaguely through its relatively thick atmosphere.

LOST A PLANET

Prior to the Clone Wars, the location of Kamino was removed from the Jedi Archives. And for good reason.

Following the outbreak of the Clone Wars, Kamino was one of the main operational areas of the Galactic Republic. It served as the main training grounds for clone cadets as well as the location for the clone army's creation.

At one point during the Clone Wars, a Separatist assault led by Asajj Ventress and cyborg General Grievous hit Kamino in an attempt to end clone creation for the Republic. However, Republic forces managed to defeat the Separatists and continue cloning on the planet.



PLANET OF STORMS
AGE OF REBELLION

KARIDEPH

Astronavigation Data:

Karideph system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 204 days per year/19 hours per day

Government: Feudal clan structure

Population:

88,000,000,000 (possibly more; an accurate census is impossible)

Languages: Basic

Terrain: Gardens, mountains, urban

Major Cities: Capital City

Areas of Interest: University of Universal Thought

Major Exports: Servo-neuro motors for droids, small machine parts

Major Imports: Food, communication devices, minerals

Trade Routes: Triton Trade Route, Rimma Trade Route

Background: Karideph was a planet located in the Karideph system of the Minos Cluster, a star cluster and sector in the Outer Rim Territories. The planet's surface was covered by rows upon rows of carefully tilled gardens, including the sides of Karideph's mountain ranges and the coasts of the planet's oceans. By the time of the Galactic Civil War, none of the planet's original wildlife or flora remained, as it all had been cultivated, and the crop fields were dotted by several massive cities. The upper levels of these cities had to be pressurized because of their incredible height, but the majority of Karideph's native Kari lived in the extensive tunnel systems beneath its surface—the deepest of which reached twelve kilometers, almost breaking

through the planet's crust. Karideph was located at the far southern end of the Rimma Trade Route hyperlane, and the Triton Trade Route branched off of the Rimma to connect several important worlds in the Minos Cluster and the nearby Kathol sector.

HIGHER LEARNING

The University of Universal Thought is the only true college on Karideph. Built on a philosophical model of the Kari group personality, offworlders may find studying at the University to be a challenge. Successfully completing courses there can be seen as a testament to the offworlder's dedication to their education.

KASHYYYK

Astronavigation Data: Kashyyyk system, Mytaranor sector, Mid Rim

Orbital Metrics: 381 days per year/26 hours per day

Government: Council

Population: 56,000,000 (Wookiees 100%)

Languages: Shyriiwook

Terrain: Forests

Major Cities: Awrathakka, Kachirho, Rwookrrorro

Areas of Interest: *Ashmead's Lock*, Black Forest, Garden Preserve, Imperial Work Settlement #121, Kashyyyk oil refinery, Lozen Tolruck's island fortress, Shadowlands, Kkowir Forest, Myyydril Caverns, Wawaatt Archipelago, Wartaki Islands, Western Forest

Major Exports: Electronic components, natural resources

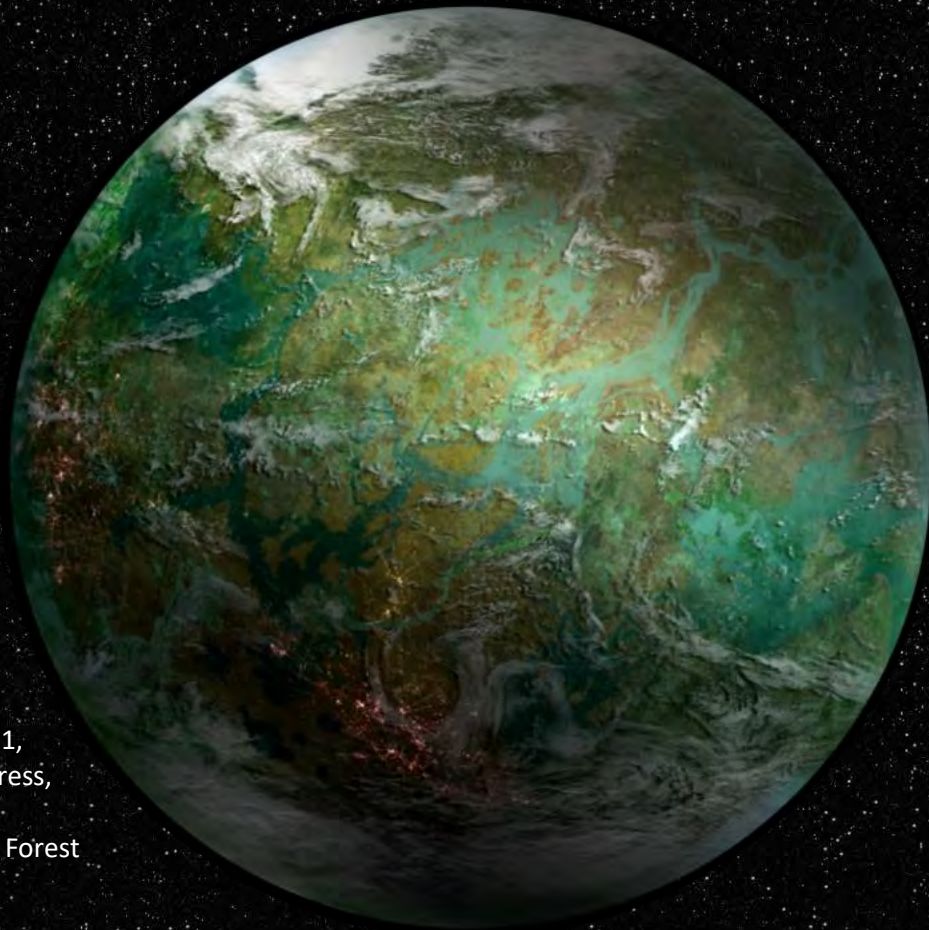
Major Imports: Processed metals, medicines

Trade Routes: Randon-Run, Great Kashyyyk Branch, Durkteel Loop, Nightroad

Background: Kashyyyk (occasionally spelled Kashyk) was a wroshyr tree-covered planet located in the southwestern quadrant of the galaxy and the homeworld of the Wookiee species. It was a member of the Galactic Republic and after the Clone Wars endured enslavement under the Galactic Empire. The planet was classified by the Empire as G5-623.

Kashyyyk was a temperate jungle planet orbiting around a single star located in the Mytaranor sector of the Mid Rim, and had a complement of three moons. Covered in wroshyr trees, it served as homeworld to the Wookiee species. Native fauna such as Can-cells would influence the design of starships by the Wookiee inhabitants, while great cities such as Kachirho would be built into the planet's trees.

Much of the planet could be compared to a giant swamp—filled with wildlife and covered with wet soil and large amounts of water. The prevalent ecology could be politely described as a "layered deathtrap", as the dangers presented by local wildlife increased as one descended toward the forest floor. According to



Wookiee culture, this vertical environment consisted of seven levels. The bulk of Wookiee civilization was located on the uppermost seventh level, and even the bravest Wookiees rarely ventured below the fourth level. Unlike most, Chewbacca was known to travel below this marking point for most Wookiees. The ground level was known as the Shadowlands and, sometimes, the "notherworld".

EMPIRE'S IMPACT

The crash site of the prison ship *Ashmead's Lock* was known as the Black Forest. Wookiees believed that the Black Forest was cursed and haunted by bad spirits. By 5 ABY, sections of Kashyyyk's forests had been deforested and several rivers had been drained. The Empire also established undersea mining platforms. Mount Arayakyak was once a rainforest orchard known as the Cultivating Talon, which provided Wookiees with fruits such as shi-shok. By the Age of the Empire, it had been defoliated by a poisonous black mold.



A FOREST APART
AGE OF REBELLION

KIRAGON

Astronavigation Data: Kiragon system, Catel Sector, Expansion Region; Galactic coordinates: N-15

Orbital Metrics: 331 days per year/23 hours per day

Government: Planetary republic, largely controlled by an Imperial Governor

Population: 2,500,000,000 (55% Humans, 35% Kiragar, 5% Kerkoiden, 5% other)

Languages: Basic, scholars often learn Old Kiragon

Terrain: Plains, oceans, large cities, mountains

Major Cities: Randock Meyl (capital), Savez, Gandin Vorras

Areas of Interest: Temple of Ancient Learning, Vorras Canyon, Darrand Falls, Randock Meyl Academy and Museum of Xenology

Major Exports: Foodstuffs (mainly meat and Gavvac wheat), alcohol, raw metals, tourism

Major Imports: spaceships, technology, luxury goods

Trade Routes: Hydian Way (close)

Background: It is unknown when the native Kiragel species evolved into sentient beings, but their records indicate at least 20,000 years of civilization. When Humans arrived to colonize what they believed to be an uninhabited world almost 15,000 years ago they were received as honored guests from beyond the stars by the Kiragar, and contacts between the two species were (and have remained) largely peaceful. Since these first contacts, the much more rapid-breeding Humans have come to eclipse the Kiragar in sheer numbers, but have adopted the native culture of reverence for tradition and knowledge. That Basic has become the dominant language is mostly a conscious decision to facilitate trade with surrounding planets and the galaxy as a whole. It



was Kiragar, not Humans, that were the main supporters of joining the Galactic Republic, an organization that they regarded highly even if few Kiragar have ever chosen to leave their homeworld to explore the larger galaxy. The system's senators have mostly been Human, with some exceptions.

When the Empire supplanted the Republic, most inhabitants of Kiragon expected little to change. The first indication that the Empire meant to more tightly control the planet came when the local military, the Kiragonian Defence Force, was reorganized and basically dismantled in favor of an imperial-run military organization. The old government still exists, and the citizens of Kiragon still take part in elections to choose a parliament and a Minister of State, but there is little doubt that true power is held by an Imperial Governor who works with the Minister of State to "ensure compliance with Imperial law."



KRAKE'S PLANET

Astronavigation Data: Krake's Planet system, Demetrias sector, Outer Rim

Orbital Metrics: 327 days per year/21 hours per day

Government: Imperial Army General

Population: 123 (Human 100%)

Languages: Basic

Terrain: Ravines, plains, caves

Major Cities: None

Areas of Interest: Krake Data Vault

Major Exports: Information

Major Imports: Foodstuffs

Background: "Krake's Planet" was discovered approximately two-hundred years ago by explorer Zebulon Krake. With no precious resources to speak of, and little interest on the part of anyone else, the Republic granted Krake ownership of the world. He set up his own homestead on the planet, and although some others settled there as well, they were few and far between.

There is one distinctive form of indigenous life on Krake's planet--a slug-like creature that secretes a resin which can harden into a durable crystalline-like substance. These creatures are easily frightened, and pose no threat to humanoids.

Following Krake's death, ownership reverted to the



Republic. When the Republic was replaced by the Empire, all settlers were forced to relocate. Unbeknownst to the galaxy at large, the Empire elected to use the lack of interest in Krake's Planet to establish a secure, central information storage facility for all personnel data for the Empire.

THE MIND SPIDER

The Krake Data Vault (or Krake's vault) was the informal name attributed to an unorthodox Imperial data processing center on the world known only as Krake's Planet.

The vault itself was a biological entity commonly referred to as a Mind Spider, but had more in common with a space slug than it did with any of the various arachnid species populating the galaxy. The exterior of the vault complex was grown from the mass of one of these Mind Spiders during its larval stage and shaped by Imperial engineers using sonic vibrations to control the slug's growth cycle. They constructed (grew) the vault on the precipice of a large ravine and safeguarded it by way of an impregnable energy field. The crystalline support struts keeping the vault secured within the ravine were actually the legs of the slug-like creature. The interior of the vault however, resembled a standard Imperial military facility and boasted a full compliment of officers, staff and guards.

KUAT

Astronavigation Data: Kuat system, Kuat sector, Core Worlds

Orbital Metrics: 322 days per year/20 hours per day

Government: Aristocracy

Population: 3,600,000,000 (80% Human, 20% other)

Languages: Basic, Kuati

Terrain: Plains, forests

Major Cities: Kuat City

Areas of Interest: Gardens of Tralala, Nebula Orchid, Tekshar Falls

Major Exports: Civilian and military starships, luxury goods, alcohol, art, food

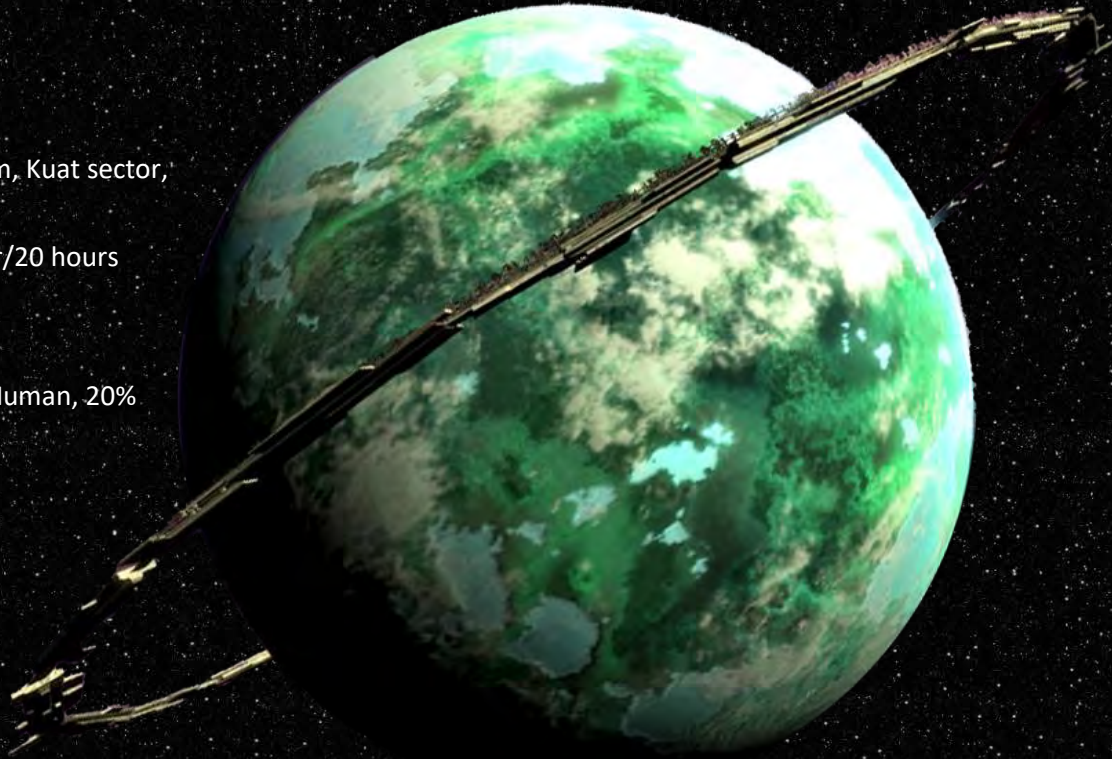
Major Imports: Electronics, machinery, raw materials

Trade Routes: Hydian Way

Background: Kuat was a vital shipbuilding and industrial planet located in the Kuat system of the galaxy's Core Worlds region. Known for the prestigious Kuat Drive Yards corporation and its large shipyards, the planet notably produced warships for both the Galactic Republic and Galactic Empire.

Kuat was a standard terrestrial planet of clouds, water, and land. Unlike other planets in the galaxy, a single, large man-made ring circled its equator. Serving as Kuat Drive Yard's legendary shipyards, the ring appeared to galactic citizenry as an immense scaffold in space, bridged and augmented with enormous habitats and machinery. Inside the scaffolding existed the skeletons of ships and other craft, with tiny bright dots drifting to and from the ships under construction with the habitats of the station. The orbital ring had a total inhabitable area of less than three hundred thousand square kilometers, thus making its livable space smaller than a typical planetary substation.

Due to the planet's geopolitical significance, its defenses were formidable. Guarded by a significant ground-based garrison along with a large Imperial fleet, its defenses were considered nearly impenetrable, with a large percentage directed towards space combat.



DRIVEN TO EXCEL

Kuat Drive Yards, or KDY, was the largest military shipbuilding corporation in the galaxy at the time of the Galactic Civil War, based on Kuat.

Kuat Drive Yards mainly sold its products to the Galactic Empire, and the Galactic Republic previously. Many Kuat products could be found in TIE Fighters, armored fighting vehicles such as AT-STs and AT-ATs, Star Destroyers, and other military vehicles. Kuat Drive Yards did not sell only to the Imperials, however; many planetary governments purchased its weapons for the purposes of defending their planet from the war. These circumstances helped to make Kuat Drive Yards one of the most famous corporations in the galaxy.



ENGINES OF WAR
AGE OF REBELLION

KYMPARCH

Astronavigation Data: Banerra system, Adamev Sector, Outer Rim

Orbital Metrics: 381 days per year/26 hours per day

Government: Instrumentality theocracy

Population: 775,000,000

Languages: Basic

Terrain: Forests, hills, plains

Major Cities: Yelcop, Lexander, Calbetta

Areas of Interest: Calbetta Galactic Starport, Kymparch Farmer's Market

Major Exports: Foodstuffs

Major Imports: Consumables, industrial goods

Trade Routes: Path of the Righteous

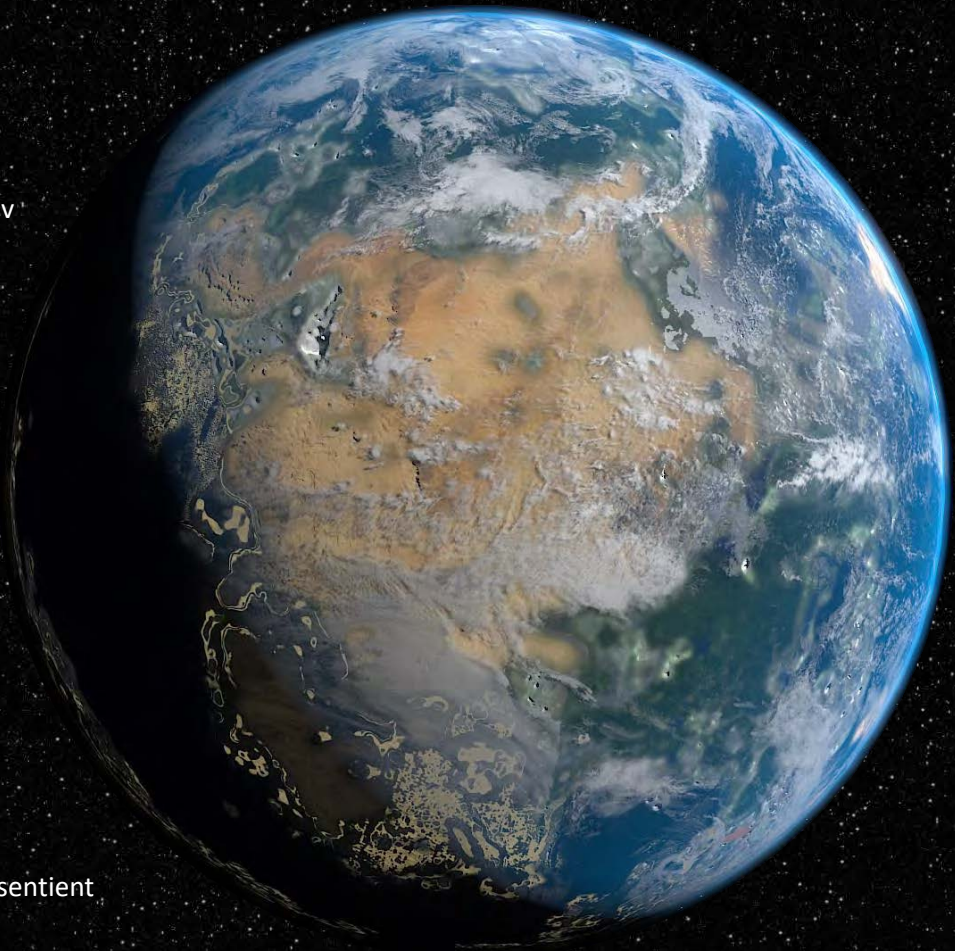
Special Conditions: Droids and other forms of sentient artificial intelligence are illegal on Kymparch

Background: Kymparch is a significant farming colony within the Holy Church of the Instrumentality. The world was annexed during the Instrumentality's expansion roughly 1500 years ago. The majority of its denizens embraced the Church's teachings wholeheartedly, while most who did not were allowed to peacefully relocate offworld and outside the Church's territory.

Kymparch is home to the renowned Kymparch Farmer's Market. A facility the size of a small town, the Farmer's Market has seen better days.

As with all Instrumentality worlds, Kymparch is expected to tithe 25% of its output – in Kymparch's case, food production – to the Church, which then redistributes that output to other worlds within the Instrumentality. Over time, this has evolved to an expectation of a certain minimum quantity of output based upon historic measures.

In recent decades, environmental and climate changes have caused the output of Kymparch's crops and livestock to wax and wane. After a period of direct intervention and assistance by the Church, those resources have been reallocated to other worlds in the face of diminishing returns.



The farmers of Kymparch are determined in their resolve to find solutions to these problems, not only to provide for their Church, but for their very survival.

QUIET DESPERATION

As Kymparch suffers from failing crops and livestock, with tithe expectations from the Church remaining steady, some farmers, while remaining devoutly devoted to the Church, have made the decision to break from closely-held beliefs regarding artificial intelligence, and have begun clandestinely importing droids to assist with tending to their crops and livestock.

These farmers find themselves caught between potential starvation and punishment from the Church - either for failing to deliver the appropriate tithe or for breaking one of the Church's strongest beliefs.



WORLDS OF THE INSTRUMENTALITY
HOUSES OF THE HOLY

LABYRINTH

Astronavigation Data: Kinham system, Atravis sector, Outer Rim

Orbital Metrics: 390 days per year/30 hours per day

Government: Imperial warden

Population: 1,000 (Guards - Human 100%)
6,000 (Prisoners - Various)

Languages: Basic

Terrain: Barren

Major Cities: None

Areas of Interest: Labyrinth Prison

Major Exports: None

Major Imports: Consumables

Special Conditions: Labyrinth is under strict Imperial entry/exit conditions

Background: To the galaxy at large, it appears to be just another unassuming, lifeless, barren, rocky world. In truth, Labyrinth is home to one of the Empire's most secure prison facilities.

The planet takes its name from the prison's intentionally confusing and maze-like layout. The surface, while (barely) containing an oxygen

atmosphere, is inhospitable and would not benefit prison escapees...if there were any.

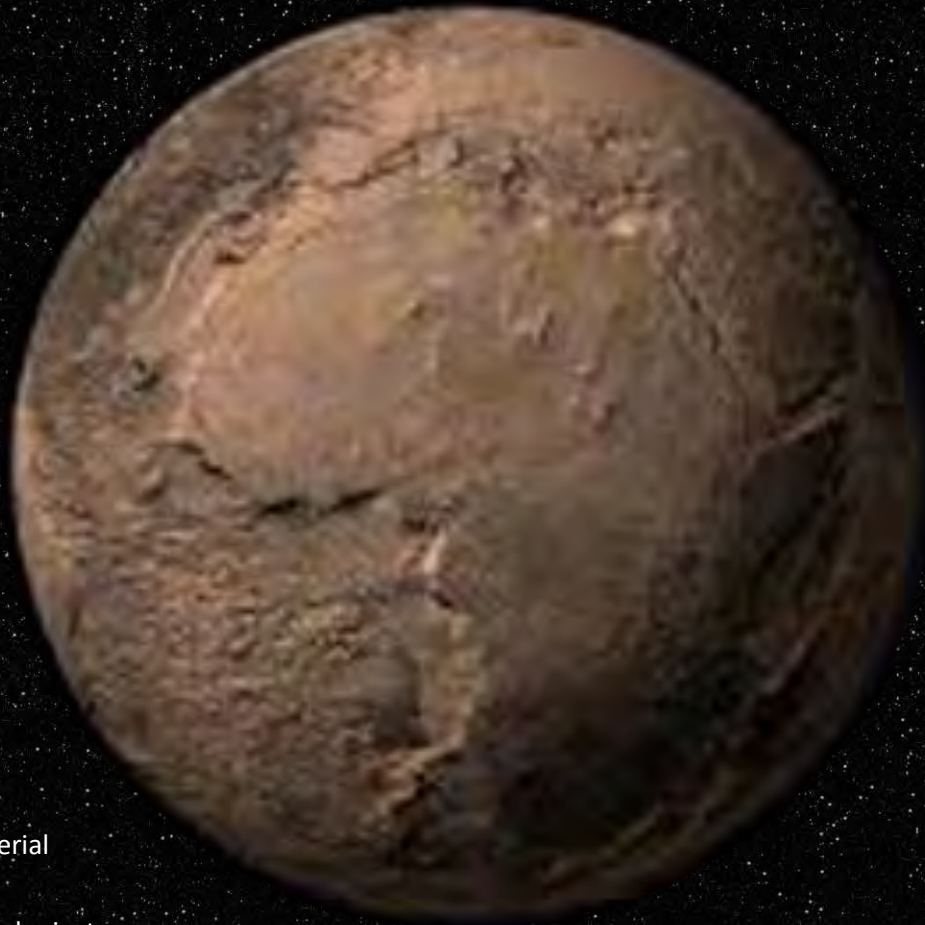
LABYRINTH PRISON FACILITY

Access to the Labyrinth prison must go through the space station in geosynchronous orbit. Prisoners, staff, or supplies are offloaded at the station and loaded onto transport ships specifically assigned to the prison in order to eliminate access to ships with falsified access.

The prison itself is underground, with only the landing pad and intake facility above ground. Even the administrative areas are underground, with the first level a mile below ground. The prison block levels, rather than being laid out in standard Imperial layout, are intentionally designed in a maze-like layout that gives the prison its name. No two levels share the same layout. This is intended to disorient any potential escapees or, even more unlikely, any intruders into the facility.

With Mustafar in relatively close proximity, additional defensive forces can reach Labyrinth in short order.

Some months after the battle of Yavin, Wraith Task Force – accompanied by a small Rebel fleet group – performed a daring rescue of one of their own from Labyrinth, even destroying a *Starbreaker*-class battle platform in the process.



LOK

Astronavigation Data: Karthakk system, Karthakk sector, Outer Rim Territories

Orbital Metrics: 316 days per year/24 hours per day

Government: None

Population: Indeterminate (80% other, 20% Human)

Languages: Lok pirate's cant

Terrain: Volcanoes, deserts, mountains, sulfur pools

Major Cities: Nym's Stronghold, Kimogila Town

Areas of Interest: Grendin Waste, Adi's Rest, Imperial outpost, Great Maze of Lok

Major Exports: None

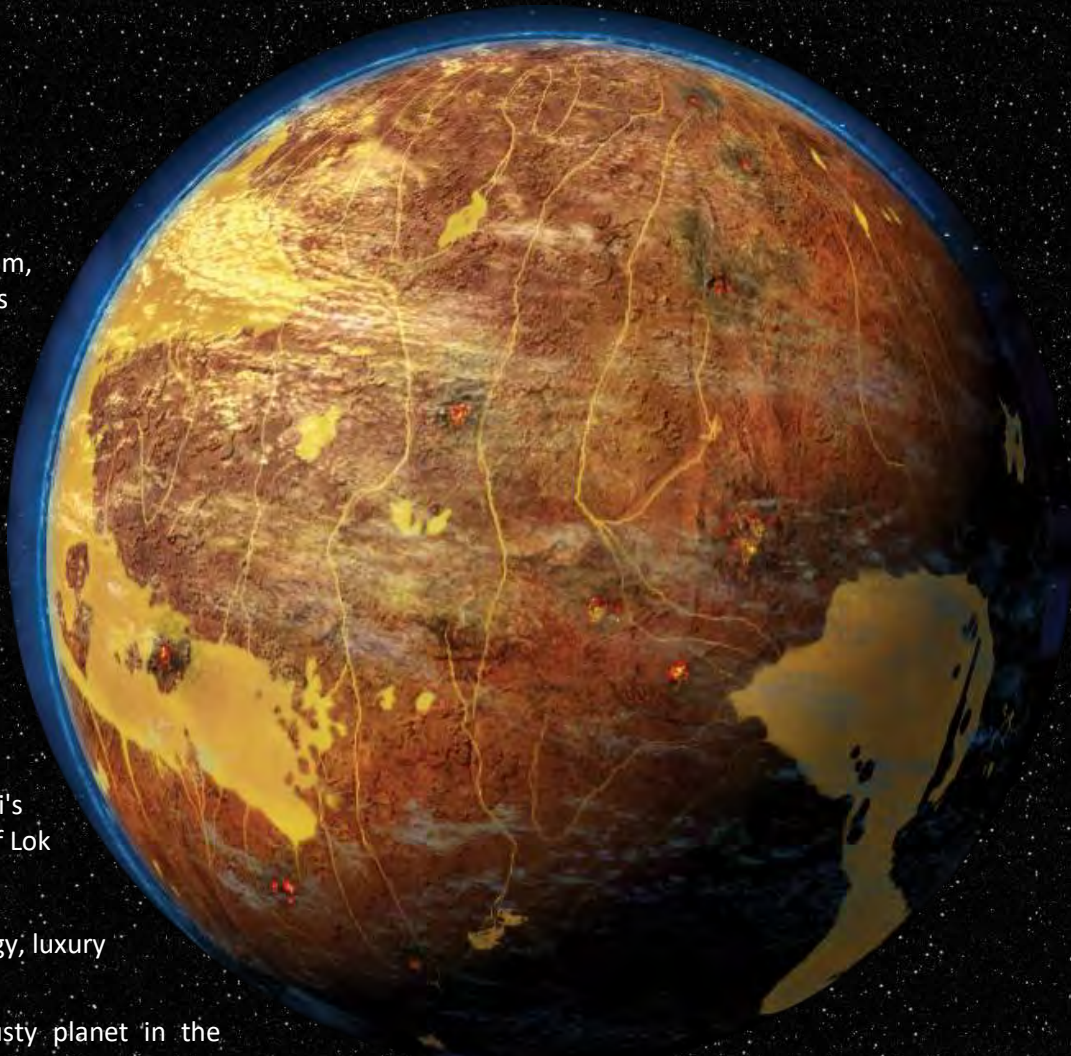
Major Imports: Foodstuffs, technology, luxury goods

Background: Lok was a barren, dusty planet in the Outer Rim Territories. Sulfur pools, lifeless rivers, and volcanoes were commonly found on the planet.

An anomaly on the planet Lok was the mysterious "Great Maze of Lok", a square maze with several entrances and a small oasis in the middle. Settlers on the planet had no idea when it was built or why.

Nym lived on Lok as a child. He was a warlord during years leading up to the Clone Wars and founded a pirate group known as the Lok Revenants. They attacked ships coming and leaving the planet until Nym declared war against the Trade Federation, which later occupied the planet. After ten years, the Lok Revenants reclaimed the planet.

The Galactic Empire established an outpost there, as part of their plan to extend their control over less developed worlds. This was commanded by General Otto.



SEAT OF POWER

Nym's Base was the hideout and main headquarters of the pirate Nym, located on the surface of Lok in a relatively desolate region called the Nym Protectorate. It was constructed out of a crater close to the Grendin River and went through several reconstructions as a contested site between Nym and the Trade Federation.

Nym eventually became the leader of Lok during the Galactic Civil War, and would continue to use this as his base of operations. By then, it was known as Nym's Palace or Nym's Stronghold, and had once again undergone a dramatic transformation. It was now the largest city on Lok and held the only spaceport on the entire planet. Both Lord Nym and Jinkins could usually be found here and were known to employ a variety of visitors to carry out assignments on their behalf.



STARFIGHTER
AGE OF REBELLION

MALACHOR

Astronavigation Data: Malachor system, Chorlian sector, Outer Rim Territories

Orbital Metrics: 271 days per year/31 hours per day

Government: Dictatorship

Population: 0

Languages: Old tongue

Terrain: Caverns, crevasses, gorges, jagged rock spires, poison gas vents, sheer cliffs

Major Cities: None

Areas of Interest: Malachor Sith temple, Malachor super weapon

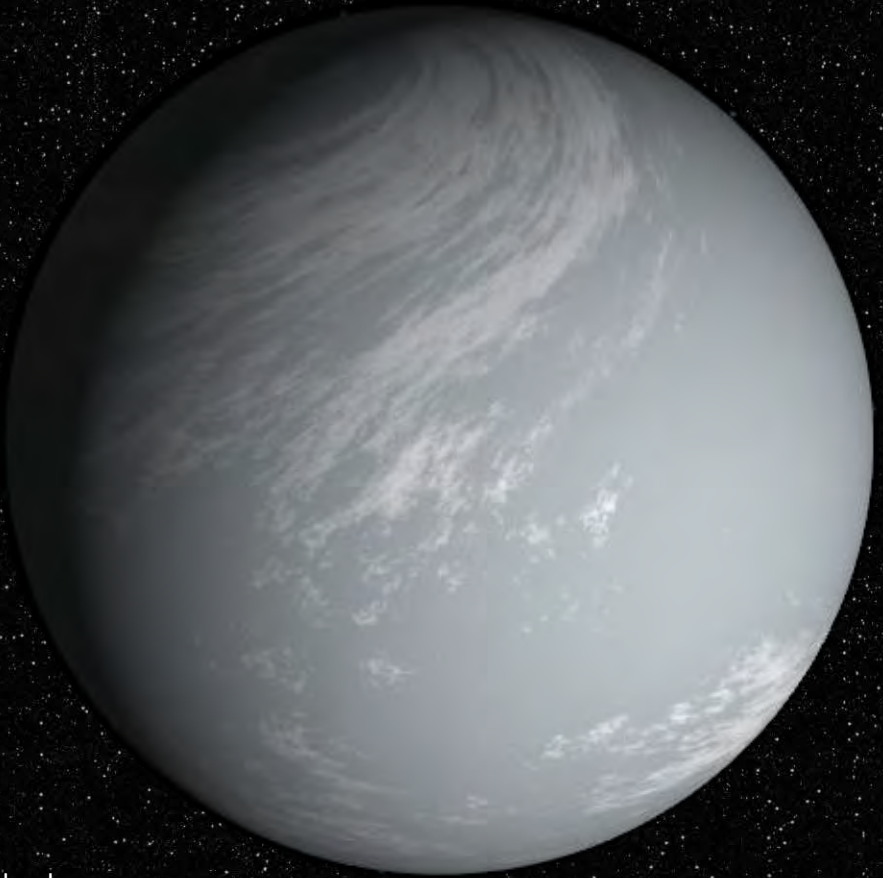
Major Exports: None

Major Imports: None

Background: Malachor was a rocky, hellish wasteland planet shrouded in mystery. It was the location of an event known as the Great Scourge of Malachor, which took place thousands of years before the conflict between the First Order and the Resistance. During the reign of the Galactic Empire, Jedi Master Yoda told Ezra Bridger, a Padawan, to find Malachor to help him defeat Darth Vader and the Inquisitors.

At some point in time, the Sith were able to establish a presence on the planet Malachor, constructing a massive temple beneath its surface. This temple held a colossal kyber crystal which was used to power the temple. Thousands of years before the brewing war between the First Order and the Resistance, the planet was the location of a massive battle, in which the Jedi Order launched an all-out assault in which the temple's weapon misfired and petrified everyone on the planet. After these events, Malachor was made forbidden to the Jedi, though stories of what had happened were passed down, forming the basis of many legends. Millennia later, the debris of war still littered the battlefield.

Due to its infamy, Malachor was often invoked as a curse word. While contemplating his strategy for getting himself and his team of astromech droids off the desert world of Abafar, Colonel Meebur Gascon exclaimed that there was "no way in Malachor" that he



would lead his team on an assault on a Separatist landing field. Years later, during the reign of the Galactic Empire, the crime lord Cikatro Vizago of the Broken Horn Syndicate used Malachor as an epithet while working with the smuggler Lando Calrissian.

TWILIGHT OF THE APPRENTICE

Roughly 2.5 years before the Battle of Yavin, Rebels Kanan Jarrus, Ezra Bridger, and Ahsoka Tano went to Malachor in search of information that would allow them to defeat the Sith and Imperial Inquisitors.

There, they found former Sith Lord Maul, Imperial Inquisitors, and Darth Vader himself, all in search of a Sith holocron and the ancient Sith superweapon it could power.

As a result of the ensuing battle, the superweapon imploded and was destroyed.



TWILIGHT OF THE APPRENTICE
REBELS

MANDALORE

Astronavigation Data: Mandalore system, Mandalore Sector, Outer Rim Territories

Orbital Metrics: 366 days per year/19 hours per day

Government: Clan-backed Mand'alor; Imperial-appointed Viceroy

Population: 4,000,000 (Mandalorian Human 81%, other 19%)

Languages: Basic, Mando'a

Terrain: Desert, domed cities

Major Cities: Sundari, Keldabe, Enceri, Norg Bral, Bralsin, Shuror

Areas of Interest: Royal Academy of Government/Imperial Academy of Mandalore, Peace Park, Sundari Royal Palace, Kelita River, City of Bone

Major Exports: Starships, mercenaries

Major Imports: Raw materials

Trade Routes: Hydian Way

Background: Mandalore was a planet located in the Outer Rim Territories. It was the homeworld of the Mandalorians, a fearsome and warmongering people who fought the Jedi and raided their temple during the fall of the Old Republic. Wearing distinctive armor, they were feared throughout the galaxy, and had political influence over two thousand other star systems.

Years of war left the planet inhospitable, forcing the Mandalorians to live within domed cities. A pacifist regime came to power at the end of these wars, led by Duchess Satine Kryze, while those who refused to give up their warrior ways were exiled to the moon Concordia. During the Clone Wars, the New Mandalorians were overthrown by Darth Maul's Shadow Collective, though the Galactic Empire would rule the planet after the war's end.

Gar Saxon of Clan Saxon was made Viceroy and Governor of the planet by the Empire with the Imperial Super Commandos as his enforcers. The Empire established an Imperial Academy on Mandalore for training military cadets. Governor Saxon ruled Mandalore on behalf of the Empire until his death at the hands of Ursa Wren in 2 BBY. Saxon's death caused a civil war between Clans Saxon and Wren, with the former being backed by the Empire. Roughly one year before the Battle of Yavin, Gar Saxon had been succeeded by his brother

Tiber Saxon as Governor. Clan Wren's insurrection had been joined by Lady Bo-Katan's Clan Kryze, Clan Vizsla, Clan Rook, Clan Eldar, and Fenn Rau, the last surviving member of the Journeyman Protectors. After defeating Saxon's forces, Clan Wren and the other Mandalorian clans then pledged allegiance to Lady Bo-Katan, who inherited the Darksaber and the mantle of Mandalorian leadership.

WAY OF THE WARRIOR

Mandalorians were a predominantly human ethnolinguistic cultural group who originated on the planet Mandalore. Mandalorians had a particularly unique role in galactic history as legendary warriors against the Jedi, and could be commonly found not only on the Mandalorian homeworld and its moon, Concordia, but across Mandalorian Space and the galaxy at large on worlds such as Kalevala, Krownest, and Concord Dawn. Mandalore had a largely martial history, but by the time of the Clone Wars the pacifist and reformist New Mandalorian political faction controlled Mandalore's government, led by Duchess Satine Kryze. This led to internal conflict with other Mandalorian groups like Death Watch, who wanted to maintain the warrior ways of their Mandalorian heritage.



LEGACY OF MANDALORE
EDGE OF THE EMPIRE

MESTRA

Astronavigation Data: Mestra system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 611 days per year/45 hours per day

Government: Corporate controlled

Population: 18,000,000

Languages: Basic

Terrain: Asteroids

Major Cities: None

Areas of Interest: None

Major Exports: Minerals

Major Imports: Food, communication devices, minerals

Trade Routes: Luxury items, machinery

Background: The Mestra system, in the Minos Cluster, contained no planets but had one of the most expansive asteroid fields in the galaxy, including the asteroid Jarvis-12. At least some of the asteroids on Mestra hosted mining operations. Though no accurate count had ever been made, it was estimated that there were at least 100 trillion sizable chunks of rock in the system, hundreds of them the size of small moons. The Mestra system had some of the richest deposits of duralium ore, one of the more valuable metals in the galaxy, for it was essential in the construction of hyperdrives.

ANY PORT IN A STORM

The Jarvis 12 spaceport was the only asteroid in the system with any sort of landing beacon or starport. Jarvis-12 also had the only ship repair and refuel services available in the system (for which the charge was an even 200 percent of list price). The Jarvis 12 spaceport consisted of a series of domes and caves on one of the largest asteroids in the system. Jarvis-12 was roughly egg-shaped, and about 400 kilometers across. It was located on the edge of the asteroid belt. All spin had been taken off of the rock, and the spaceport faced directly away from the belt, making it fairly safe from asteroid hits.

MIMBAN

Astronavigation Data: Circaropus system, Circaropus sector, Expansion Region

Orbital Metrics: 334 days per year/21 hours per day

Government: None

Population: 1,000,000 (75% Mimbanite, 22% Coway, 3% Human)

Languages: Mimbanite, Coway, Basic

Terrain: Mud fields, rainforests, swamps

Major Cities: None

Areas of Interest: Camp Forward, Nanth flatlands, Station 3-7

Major Exports: Hyperbaride

Major Imports: Foodstuffs, industrial equipment

Background: Mimban was located in the Circarpous sector of the galaxy's Expansion Region, in grid square O-12 on the Standard Galactic Grid. Located in a remote star system, the planet was connected to Attahox and Gyndine by a hyperspace route. It had a dense, ionized atmosphere whose thunderstorms made the planet's sky perpetually overcast, while its marshlands were always draped in mist. A humid world, Mimban's surface was covered in rainforests and swamps. The planet possessed deep hyperbaride mineral deposits.

Mimban was ignored by its neighboring worlds for most of its history, having been deemed too uncivilized and wild to colonize. However, mining interests were attracted to the planet by its hyperbaride deposits. In the first year of the Clone Wars, Mimban was invaded by the Confederacy of Independent Systems. The Mud Jumpers of the Grand Army of the Republic's 224th Division armed and trained the Mimbanese Liberation Army, promising them freedom when the Separatist Droid Army was repelled.

Following the Clone Wars, Mimban was controlled by the Galactic Empire, with swamp troopers serving on the planet, a far cry from the promised freedom.

HERE'S MUD IN YOUR EYE

For many decades, Mimban was the site of conflict between its natives and mining interests attracted by the planet's deep hyperbaride mineral deposits. During the Clone Wars, the Mud Jumpers of the Grand Army of the Republic's 224th Division helped the Mimbanese Liberation Army repel the invading Separatist Droid Army. Following the rise of the Galactic Empire, the 224th returned to Mimban as part of the Imperial Army to subjugate the Mimbanese and ensure Imperial energy mining operations continued unabated.

One of these Imperial soldiers, Han Solo, was a serviceman on Mimban. During that time, he was framed by Tobias Beckett as a deserter. His punishment was becoming food for Chewbacca the Wookiee in a makeshift execution pit. That didn't quite turn out the way Beckett or the Imperial soldiers expected.



SOLO
EDGE OF THE EMPIRE

MIMBAN (CIRCARPOUS V)

Astronavigation Data: Circaropus system,
Circaropus sector, Expansion Region

Orbital Metrics: 334 days per year/21 hours per day

Government: None

Population: 1,000,000 (75% Mimbanite, 22% Coway, 3% Human)

Languages: Mimbanite, Coway, Basic

Terrain: Jungles, swamps, quickclay

Major Cities: None

Areas of Interest: Temple of Pemojema, Thrella Wells

Major Exports: Dolovite, swamp gas

Major Imports: Foodstuffs, industrial equipment

Background: Mimban, formally known as Circarpous V, was the home planet of the Coway, the Mimbanites, and the extinct Thrella. Although originally named Circarpous V, the planet was never colonized by the Circarpousians. The planet, locally known as Mimban, was in the Circarpous system.

Mimban was a cloud-covered jungle world that was largely unexplored.

The atmosphere over Mimban was very turbulent. Starships without special hulls faced tremendous danger from the energy storms that streaked the stratosphere.

The surface of the planet was damp, and the perpetual mist made it difficult to distinguish night from day.

During the Clone Wars, the planet was a member of the Confederacy of Independent Systems. Early in the war, a unit of the 224th known as the Mud-Jumpers and a unit of the 44th Special Operations Division known as the Devil Dogs served on the planet and fought in the Battle of Mimban.

At the time of the Battle of Yavin, Imperial control of the planet was entrusted to Captain-Supervisor Grammel, who ruled from the Imperial planetary headquarters built into an ancient towering ziggurat.

The Galactic Empire used Mimban as the site for an Imperial energy mining operation. This consisted of five makeshift mining towns, all run by Imperials at the height of their operations.

SPLINTER OF THE MIND'S EYE

According to legend, the Kaiburr crystal - an ancient Force relic - was located on Mimban. When in its natural location in the Temple of Pomojema on Mimban, the crystal increased a Force-sensitive's power one thousand times over. Among its magnification of abilities were the ability to heal, to further augment a Force-user's connection to the Force, to project Force lightning by those typically unable, and to empower and energize a tired being close in proximity to the crystal. If cut properly, the Kaiburr crystal also worked as a lightsaber crystal.

The Kaiburr crystal was initially used by priests to heal the sick in the Temple of Pomojema. However, for reasons unknown, the area was abandoned, and the crystal became a legend in the eyes of the local Mimbanites.



SPLINTER OF THE MIND'S EYE
AGE OF REBELLION

MONASTERY

Astronavigation Data: Monastery system, Hasarian sector, Mid Rim

Orbital Metrics: 355 days per year/22 hours per day

Government: Theocracy

Population: 35,000,000 (Humans 43%, Other 57%)

Languages: Basic

Terrain: Rainforests

Major Cities: None

Areas of Interest: Temple of the Sacred Circle, Crystal Valley

Major Exports: None

Major Imports: None

Trade Route: Reena Trade Route

Background: Monastery was a Mid Rim world. It belonged to the Order of the Sacred Circle, an order which revered all forms of life. Shortly before the Clone Wars, Monastery opened itself to refugees of the Separatist crisis provided they agreed to convert to the Order. The Order accepted beings of any gender or species. During the Clone Wars the planet was located within Separatist space.

Monastery was home to a number of dangerous creatures, such as the Nightshrike, and the Saber cat. Saber cats were able to be tamed, and the Order of the Sacred Circle kept several as pets.

The residents of Monastery lived a relatively simple life. No cities in the traditional sense were constructed. Instead, small to large groupings of simple abodes dotted the surface, with the Temple of the Sacred Circle serving as the center of the Order's functions and de facto capital of the planet.

MAY THE CIRCLE BE UNBROKEN

The Order of the Sacred Circle was a religion that dominated the planet Monastery. The Order's name originated from the rings of debris circling the planet. The rings represented the eternal and ever-renewing cycle of life. The Order was ruled by a High Priestess and the main governing body was the Circle of Elders. Most of the time, the Order tried to remain neutral. During the Separatist Crisis, Monastery opened up to refugees, provided that they converted to the Order upon their arrival.

During the Galactic Civil War, they stayed neutral due to their belief in the circle of life and that a war would break the circle and cause doom to the galaxy. Darth Vader was dispatched by the Galactic Empire to convince the Order to side with the Emperor. Eventually, the leader of the Order, Domina Tagge, was convinced to side with the Empire. Sister Domina had already planned to side with Vader to force him into dueling Luke Skywalker. The Order suffered much from the Imperial presence on their home planet. When Domina stepped down as High Priestess of the Order, the Circle of Elders agreed to ally themselves with the Rebel Alliance.



MUSTAFAR

Astronavigation Data: Mustafar system, Atravis sector, Outer Rim Territories

Orbital Metrics: 412 days per year/36 hours per day

Government: Corporate (Techno Union)

Population: 20,000 (Mustafarian 95%, Skakoan 3%, other 2%)

Languages: Mustafarian, Basic

Terrain: Volcanoes, lava rivers, mountains, caves

Major Cities: Fralideja

Areas of Interest: Black Sun fortress, Darth Sidious's Mustafar facility, The Last Resort, Mustafar mining facility, Sith temple, Darth Vader's castle

Major Exports: Dolovite, lava, minerals, metal ore

Major Imports: Foodstuff, technology, water

Trade Route: Tosste Spur

Background: Mustafar was a small volcanic planet located in the Mustafar system, situated between two gas giants in the Outer Rim Territories that was aligned with the Confederacy of Independent Systems during the Clone Wars and later taken over by the Galactic Empire after the Techno Union was nationalized at the conclusion of the conflict. Mustafar had an array of valuable minerals which were mined by the Techno Union, and was the headquarters of the infamous Black Sun during the Clone Wars.

The planet's native Mustafarian species lived in underground caves created by lava fleas as they ate through the planet's crust, and made their armor from the heat-resistant shells of the creatures. Only venturing up to the surface in order to collect valuable minerals from the lava flows, the short and strong southern Mustafarian subspecies carried out the heavy labor involved, while the tall and slender northern Mustafarian subspecies acted as guards and expert lava flea riders. Due to the planet-wide lava surface, all buildings were held up by gravity supports. Its capital city was Fralideja.



During the age of the Empire, Mustafar became a fortified Imperial world as it housed the personal castle of Darth Vader.

WHERE JEDI GO TO DIE

By the order of his Master, Galactic Emperor Darth Sidious, Darth Vader was forced to live in an obsidian tower; built over an ancient Sith cave according to legend. The castle was located in the unforgiving environment of the volcanic planet of Mustafar and was constructed by Vader himself.

Few people have the honor of seeing Lord Vader in his sanctum. On the rare occasions that Jedi survivors of Order 66 are found and captured, they are taken to Vader's castle. Although most are unaware of the specific fortress, Mustafar has earned a reputation among these few survivors as "where Jedi go to die."



MUUNILINST

Astronavigation Data: Muunilinst system, Obrexta sector, Outer Rim Territories

Orbital Metrics: 412 days per year/28 hours per day

Government: United clans

Population: 5,000,000,000 (99% Muun, 1% other)

Languages: Basic, Muun

Terrain: Plains, forests, hills, mountains, cities

Major Cities: Harnaidan (capital), Mariunhus, Munn City, Pilaan

Areas of Interest: High Port Space Center, InterGalactic Banking Clan Headquarters, San Hill's ruling citadel, Western Sea

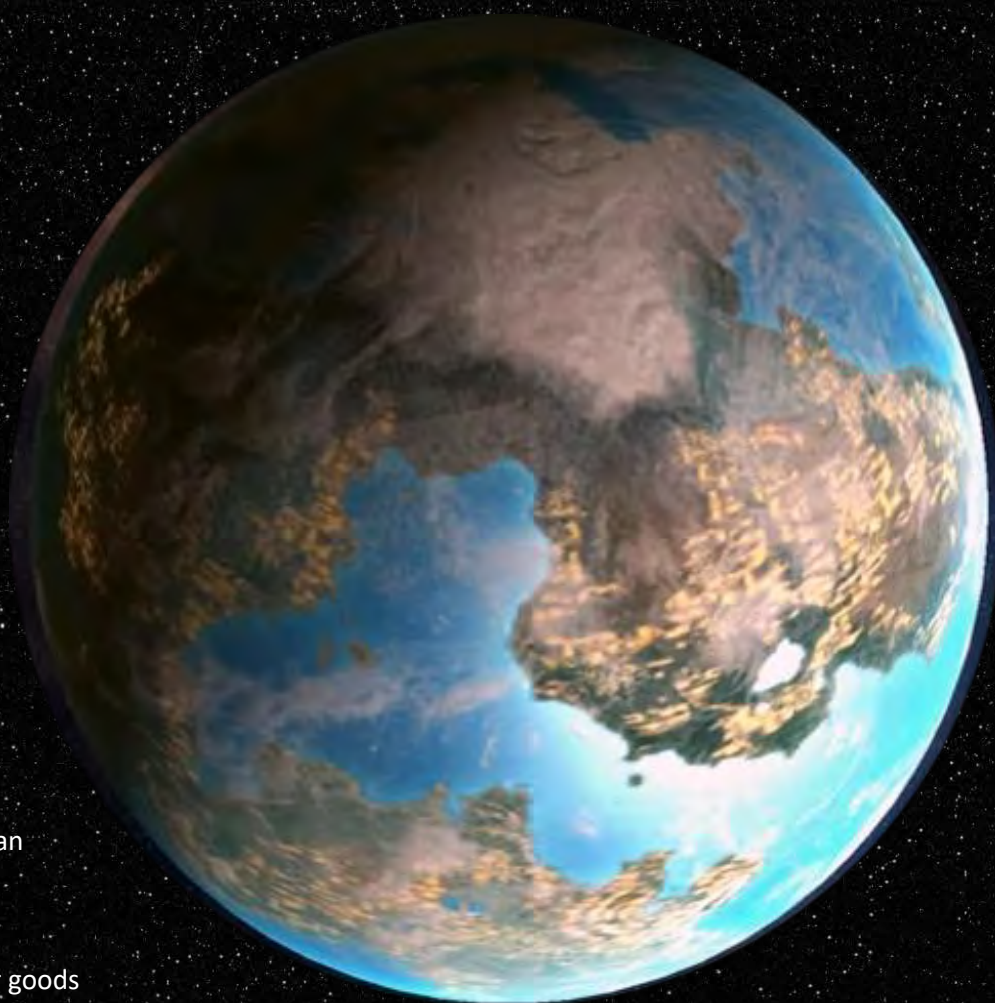
Major Exports: Metals

Major Imports: Processed foods, consumer goods

Trade Route: Braxant Run, Entralla Route

Background: Muunilinst (pronounced "MYOON-il-ist", with a silent "n" near the end in Galactic Basic), nicknamed Moneylend, was the temperate, mineral-rich Muun homeworld and the headquarters of the InterGalactic Banking Clan. It was located on the Braxant Run. It was a member of the Confederacy of Independent Systems under Chairman San Hill.

Muunilinst was a lush world of forests, plains, and tall, jagged mountain peaks, with its skies said to be the most beautiful in the galaxy. It had a liquid iron core, a strong magnetic field, and was volcanically active throughout its known history. Its shallow oceans contained hundreds of "smokers," which were conical volcanoes built up by powerful vents in the crust. Many, though not all, of these smokers spewed out superheated gases containing rich, pure precious metals from the planet's core. The very cones surrounding these vents were made up of layers of precious metals, mixed in with the mollusks, tube-worms, and bioluminescent ferns nurtured by the heat and water. It was these natural formations that provided the Muuns with the almost inexhaustible wealth to guarantee the credit of the entire galaxy.



WHERE CREDIT IS DUE

Muunilinst became the financial center of the Galactic Empire. However, unlike other factions of the CIS, the Empire wouldn't destroy the IGBC, as it would have set the galaxy into a great recession, but rather subjugated the government. Many Imperials harbored no fondness for aliens, especially those who had associated with the Confederacy, but the mineral riches of Muunilinst were too important for the stability of Imperial credit. Muuns' lending and business operations were hampered by harsh Imperial decrees and the presence of Imperial monitors stationed throughout the world's financial institutions. Muunilinst was no more loyal to the Empire than it was to the Republic or Confederacy, but found it expedient not to undermine Imperial power, reasoning that, no matter the outcome of the Galactic Civil War, the victor would be forced to keep doing business with the Muuns and the IGBC.



REVERSAL OF FORTUNE
AGE OF REBELLION

MYRKR

Astronavigation Data: Myrkr system, Inner Rim

Orbital Metrics: 324 days per year/24 hours per day

Government: Independent communities

Population: 100,000

Languages: Basic

Terrain: Forests, plains, low mountains

Major Cities: Hyllyard City

Areas of Interest: Great Northern Forest, Hyllyard Hotel, Myrkr Base

Major Exports: None

Major Imports: None

Trade Routes: Quellor Run

Background: Myrkr was a forested world, located fairly close to the galaxy's major population centers. It was the Neti homeworld, although the Neti established a colony on Ryyk some time prior to 4000 BBY, apparently abandoning Myrkr.

Myrkr was the site of fighting during the Mandalorian Wars. Myrkr was settled by Humans roughly three centuries ago. During the Clone Wars, many pirates, criminals, and bounty hunters hid on Myrkr because the ysalamiri were avoided by the Jedi and it was a perfect place for a base of operations because the high metal content of the flora confused most sensor equipment. Despite its relatively central location, Myrkr was generally ignored by galactic society during the time of the Galactic Republic and the Galactic Empire.

Myrkr was home to the ysalamiri, creatures which created bubbles which pushed back the Force. This ability evolved to protect them from pack animals called vornskrs, the only known animals to hunt exclusively by sensing the Force. The ysalamiri lived on olbio trees.

During the Galactic Civil War, the Zann Consortium may have infiltrated the planet. The Consortium possibly gained the ability to train vornskrs and build ysalamiri cages for their Mobile Defense Units.

PERFECTLY OUT OF THE WAY

Over the years, a series of pirate and smuggler groups have made their home on Myrkr for a time. Its relative obscurity and insignificance made it an ideal location for such activity.

Most significantly, the pirate Tyber Zann's Consortium and Talon Karrde's smuggling organization have found benefits to using Myrkr as a base of operations, and for much the same reason. Both ysalamiri and vornskrs had their own unique benefits in helping to avoid or confront interference from Force-users like the Jedi.

Usually, such groups would move on in short order, but Zann and Karrde found themselves returning several times over the years. Fortunately, never at the same time.



ONDERON

Astronavigation Data: Onderon system, Japrael sector, Inner Rim

Orbital Metrics: 405 days per year/28 hours per day

Government: Monarchy

Population: 4,000,000 (Human 92%, other 8%)

Languages: Basic

Terrain: Plains, mountains, jungles

Major Cities: Iziz

Areas of Interest: Iziz Royal Palace, Kira Fortress, Malgan Market, Ommin's subterranean fortress, Onderon highlands, Shatoon Monastery, Unifar Temple, Jolahh Square

Major Exports: None

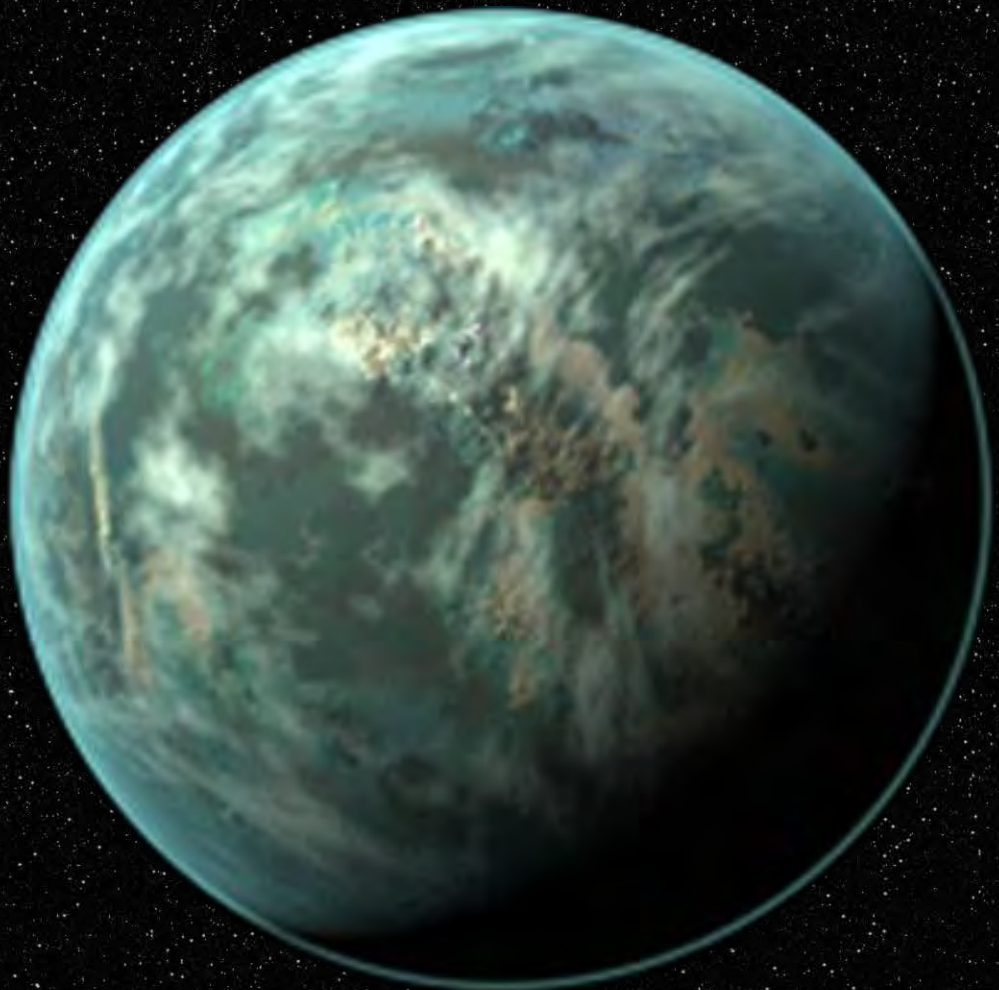
Major Imports: High technology, weapons

Trade Route: Lesser Lantillian Route

Background: Approximately In its earliest ages of civilization, Onderon was a world marked with savage jungles that were filled with dangerous creatures. To survive, the primitive human inhabitants of the planet protected themselves behind the walls of fortified settlements. Over time, these settlements grew to become enormous walled cities, including the planet's capital, Iziz.

In the years after the Invasion of Naboo, the political idealist Count Dooku spread political turmoil on the world along with a host of others across the galaxy such as Sullust. During the time of the Clone Wars, the planet's monarch King Sanjay Rash allied Onderon with the Confederacy of Independent Systems. However, many Onderonians refused to recognize the legitimacy of Sanjay's rule, as they preferred the neutral stance championed by former monarch Ramsis Dendup. This opposition led to the formation of the Onderon rebels, a group of freedom-fighters organized by Jedi Knight Anakin Skywalker and led by brother and sister Saw and Steela Gererra. After struggle and sacrifice, the Separatist army retreated from Onderon. With the Separatist army gone, Onderon was finally freed and joined the Galactic Republic.

The peace bought through sacrifice during the Clone Wars was not long-lasting. The Republic reformed into the



first Galactic Empire and with the Empire in control of the planet, the planet was once more occupied.

TIPPING POINTS

Legends tell of a series of events on Onderon millennia ago involving Sith, Jedi, and Onderonian Beast-Riders that led the world to be introduced to the Republic.

The world would repeatedly become embroiled in galactic conflicts, ranging from the Beast Wars, the Great Sith War, the Freedon Nadd Uprising, the Mandalorian Wars, the Jedi Civil War, and more, beginning in ancient times and continuing to the Age of the Empire.

Scholars studying ancient history and the various Force-based religions believe that Onderon may, in fact, be a powerful vergence that has drawn these conflicts to it in order to fulfill some sort of galactic destiny.



A WAR ON TWO FRONTS
THE CLONE WARS

PASAANA

Astronavigation Data: Middian system, Ombakond sector, Expansion Region

Orbital Metrics: 378 days per year/27 hours per day

Government: Tribal chiefs

Population: 500,000 (Aki-Aki 100%)

Languages: Aki-Aki

Terrain: Desert, dunes, mountains

Major Cities: None

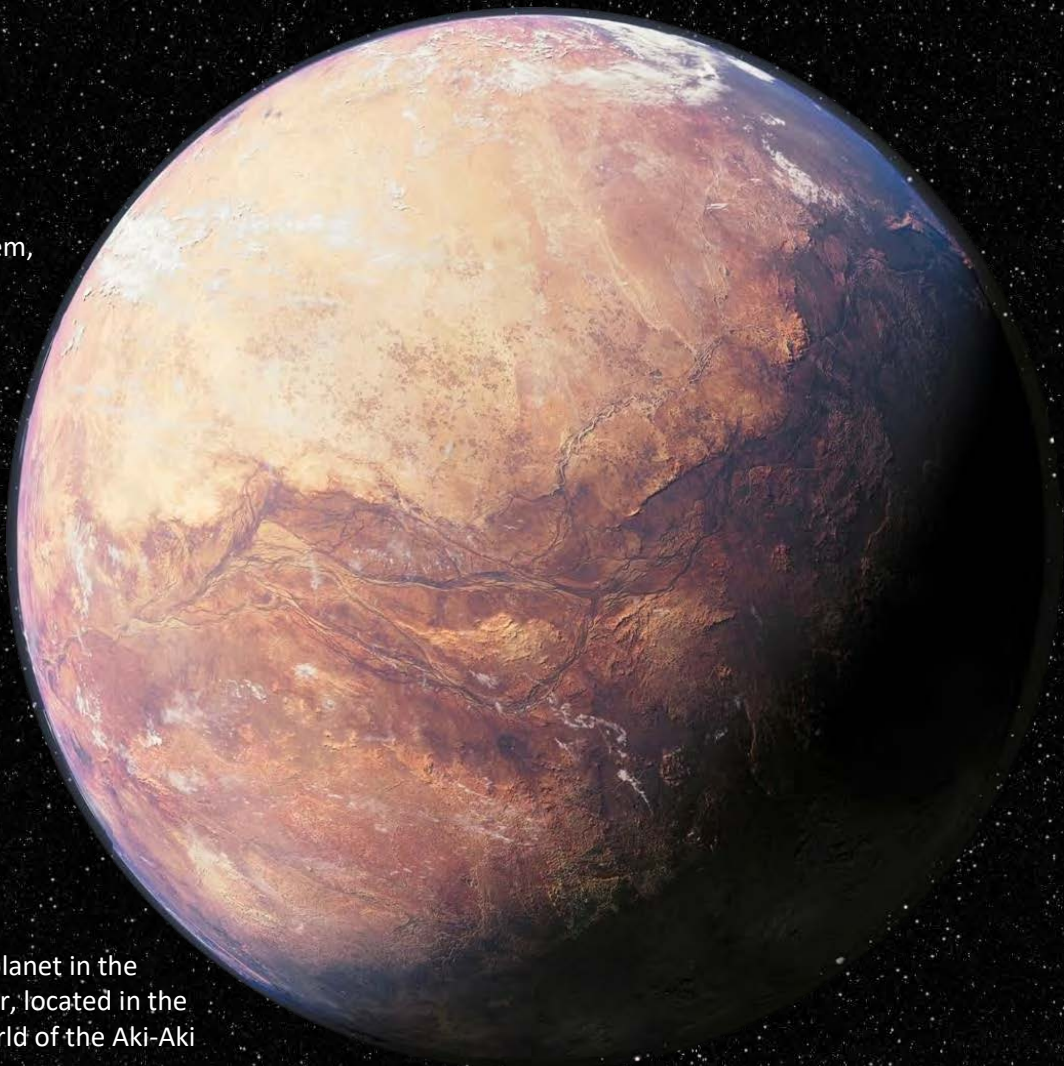
Areas of Interest: Aki-Ktura, Forbidden Valley, Ikledu Wastes, Jamtareen Mountains

Major Exports: None

Major Imports: None

Background: Pasaana was a desert planet in the Expansion Region's Ombakond sector, located in the Middian system. It was the homeworld of the Aki-Aki species

The main economy of Pasaana is dust farming. Even though the Aki-Aki mostly reject all post-starflight technologies, this is a rare exception. The desert winds carry seeds spores blown from across the world. Specialized electro-sifters can pluck these from the gusts and drag them into the collection hoppers. These also contain moisture vaporators, allowing a grid of these to form an underground dust farm. The phedugrass and termania-spore make up a large part of the Aki-Aki diet. The arid conditions though, do mean lots of land has to be used to yield crops. Many farmers make use of skimmers to cross their farms.



FESTIVAL OF THE ANCESTORS

The Festival of the Ancestors was a celebration that took place on the desert planet Pasaana. The native Aki-Aki held the celebration every forty-two years, honoring the past and looking forward to the future. While most attendees of the festival were Aki-Aki, a number of off-worlders visited the planet to partake in the celebrations. It was known for its colored kites and delectable sweets. Other events held at the festival included massive crowd-dances and various places where Aki-Aki could burn their ancestors in effigy to celebrate and honor them. Off-world visitors would often be given necklaces of flowers to welcome them.



OFF THE BEATEN PATH
EDGE OF THE EMPIRE

PERGITOR

Astronavigation Data: Pergitor system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 291 days per year/34 hours per day

Government: Authoritarian theocracy

Population: 2,000,000,000

Languages: Basic

Terrain: Ash-desert, volcanoes

Major Cities: None

Areas of Interest: None

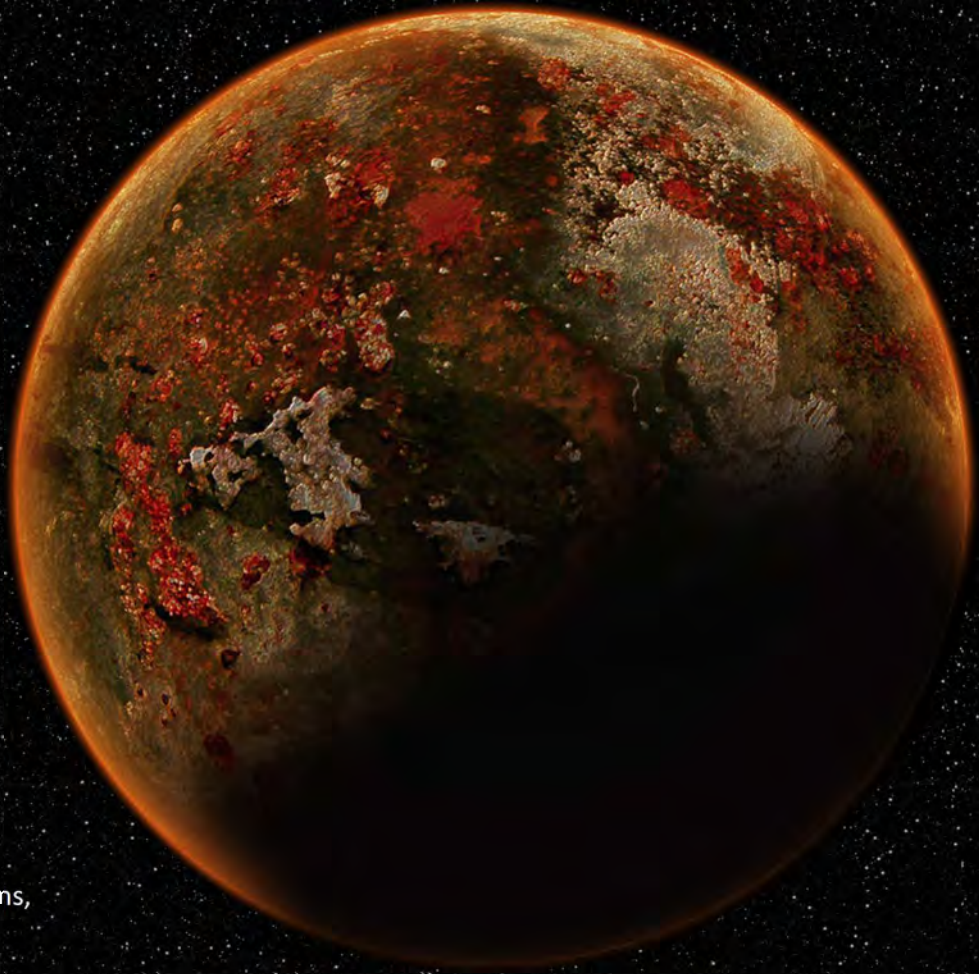
Major Exports: Minerals

Major Imports: Smuggled luxury items, machinery

Trade Routes: Rimma Trade Route

Background: Pergitor was a planet in the Minos Cluster settled by Jesa Corporation miners. Excessive mining resulted in volcanic eruptions that poisoned the atmosphere and destroyed the ecosystem. The inhabitants were forced to retreat to sealed cities.

After having been ruled as a despotism for years, 37 years prior to the Battle of Yavin, a group of young liberals overthrew the government, resulting in a disorganized democracy. However, just before the start of the Clone Wars, the Church of Infinite Perception launched a counter-coup, installing a theocracy. Due to its nebulous affiliation with the Galactic Republic, the Republic could do nothing to stop the bloody revolt.



LITANY OF SINS

Under the control of the Church of Infinite Perception, Pergitor has some of the strictest laws and punishments in the galaxy, including prohibitions against simple luxury goods and medications.

Not only does this result in a strong black market, but the Church itself is one of the largest operators – buying and selling – in that black market. The upper echelons of the church enjoy the creature comforts that they deny the planet's population.

PORT HAVEN

Astronavigation Data: Whendyll system, Cadimemu sector, Outer Rim

Orbital Metrics: 209 days per year/31 hours per day

Government: None

Population: 20,000 (Human 60%, Mon Calamari 15%, other 10%)

Languages: Basic

Terrain: Jungles, mountains, oceans

Major Cities: None

Areas of Interest: Port Haven settlement, Haven's Water

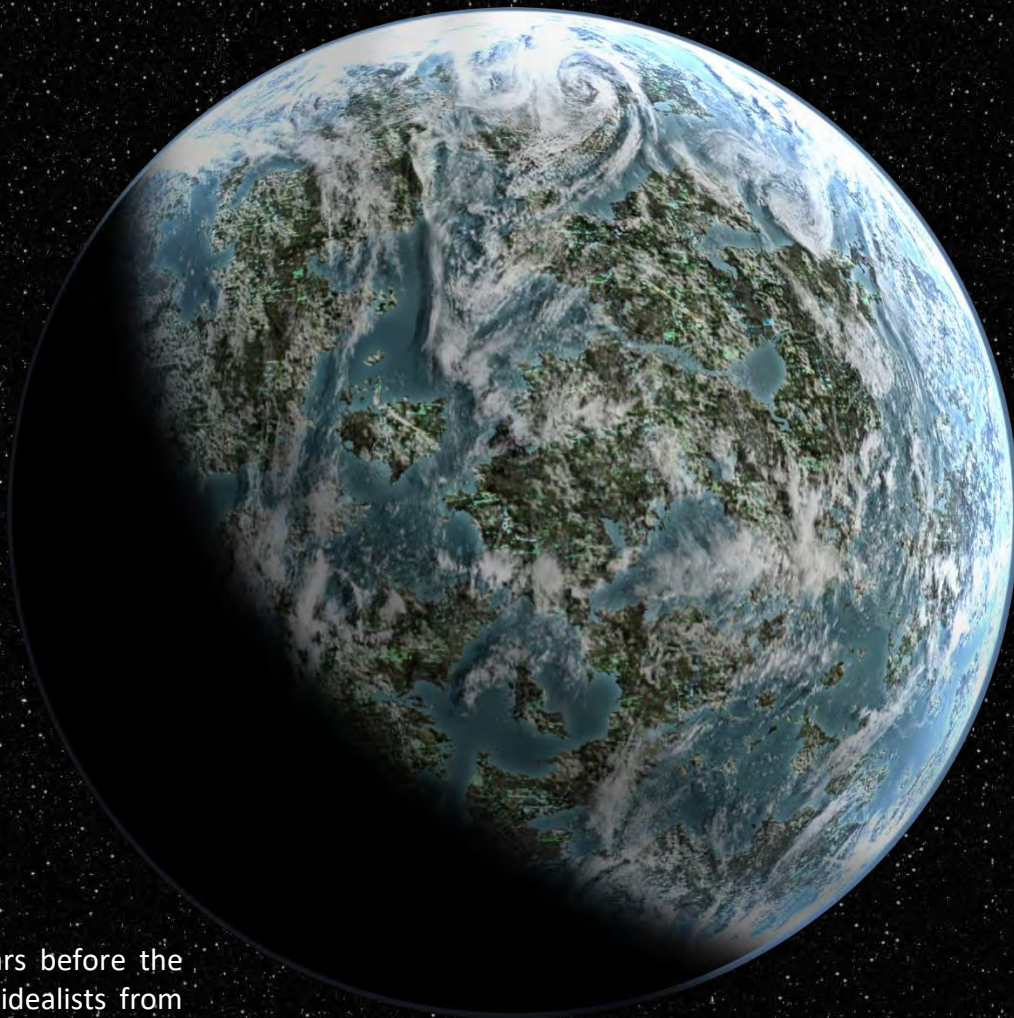
Major Exports: None

Major Imports: Consumables

Background: Approximately 250 years before the Galactic Civil War a small group of idealists from Salliche arrived on Port Haven searching for a more tranquil way of living. They desired each person to have a direct representation in a colonial government in contrast with the huge bureaucracy that had ruled Salliche society for millennia. The colonists were not prepared for living off the land nor could they successfully defend themselves from the creatures of the jungle which preyed on them and destroyed their attempts at farming. The colony was therefore abandoned after only a few years.

It was only around the time of the Galactic Civil War that settlers returned. Hallomar's arrival on Port Haven was a mystery; some say that he arrived in a ship buried at the beach while others believe that he was the last of a family from the initial colonization of the planet. The Mon Calamari Mister Mxil soon joined Hallomar and both played host to the various smugglers and spacers that later arrived.

The Bounty Hunter Code stated that there was a Bounty Hunter's Guildhouse on this planet, with a



motor pool of missile-equipped LUX-3 landspeeders.

OPEN DOORS

Ownership in Port Haven is a forgotten concept, possibly a holdover from the colony's early days. The port's two citizens and its many visitors abide by the tacit rule that nobody owns anything in the port – spacers can make a home in any of the old colony buildings as long as nobody else is using them, and can rummage through the buried rip-ship or the technical hangar for whatever starship parts they need.

Sometimes smugglers leave their destroyed starship systems behind (even if it's a few burned-out wires and boards) – somebody down the track might have some use for the junk. Mostly all that Hallomar and Mister Mxil ask is that spacers don't raise trouble and respect the rights of everyone in port. It's little to ask in return for a safe port and no Imperial entanglements.



PLATT'S STARPORT GUIDE
EDGE OF THE EMPIRE

PROCOPIA

Astronavigation Data: Procopia system, Tapani sector, Colonies (The Expanse)

Orbital Metrics: 343 days per year/27 hours per day

Government: Great Council

Population: 480,000,000 (Human 90%, Other 10%)

Languages: Basic

Terrain: Island chains

Major Cities: Estalle (capital)

Areas of Interest: Estalle Island, Los Island, Destato Island, Davla, Crispo Isle, Shey Tapani University, 3 Imperial-Class Spaceports

Major Exports: None

Major Imports: All

Background: Procopia is a verdant world of warm oceans, and thousands of large islands of grassy plains and small woods. The weather is mild throughout most of the year along most of the island chains (except for those close to either pole). Though there is a rainy season along the equator which runs through most of the winter.

Davla is Procopia's one proper continent. Located on the southern pole, it is pummeled by gale-force sub-zero winds through most of the year - when it isn't being buried by molten lava from the hundreds of active volcanoes seething across its surface. Needless to say, few people live there all year around, though numerous lodges dot the coast in areas least likely to be buried in volcanic ash. In the brief summer months, nobles and politicians travel here to hunt the elk-like baranda and to fish (or at least pretend to while hatching plots and alliances).

Large urban centers are built upon many of the islands. Many are private preserves owned by houses; residential zones for the house nobility when they stay on Procopia. Others are devoted to government or the service industries which surround government.



Procopia culture is dominated by politics. Everywhere one goes, one sees statues, marble halls, great shining spires, and noble museums that serve as a constant reminder of Tapani's great glories.

TRADITION AND POLITICS

By ancient tradition, Procopia is neutral territory - no house quarrel or feud can be pursued through violent means while on the capital world. This means no duels, no poisonings, and no assassinations (even common fist fights among nobles are frowned upon here, and may mean social ostracism for weeks or months for the participants).

This edict is strictly observed, and woe to the noble who violates it - his own house may disown him. In a sector where house relations are so delicate, no one can afford to have government disrupted by blood feuds and house wars. Of course, there are those who break the taboo, but they take extreme care to avoid detection.

QUOCKRA-4

Astronavigation Data: Quockra system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 402 days per year/31 hours per day

Government: None

Population: 10,000,000 (droids)

Languages: Basic

Terrain: Flat featureless deserts

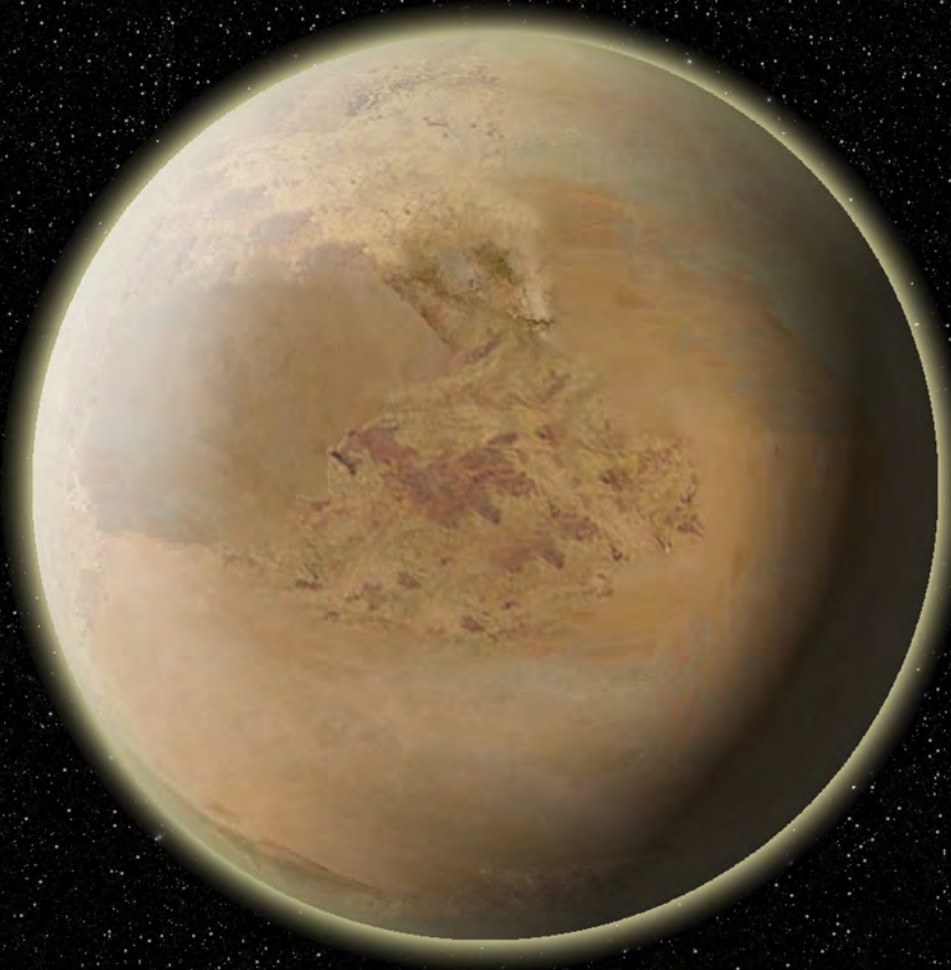
Major Cities: None

Areas of Interest: None

Major Exports: High technology, large machinery

Major Imports: Droids

Background: Quockra-4 was a desert world, flat without much differentiation of terrain. It never rained and there weren't any oceans, though there were several extremely large salt flats. It would become hot during the midday hours, making it dangerous for unprotected Humans. At night the temperature was cold, and protective clothing was required. There was only one city, located near the spaceport. It was built largely underground to escape the extremes of temperature. This world was assumed by the galaxy to be populated entirely by droids of a thousand different varieties. Many of the droids were of Imperial manufacture, but some were of unknown design.



BEHIND THE DROIDS

Their presence unknown to the galaxy at large, the native Quockrans use the droids that are believed to make up the planet's population to deal with offworlders so they don't have to. The odds of encountering a Quockran are astronomically long, as they will do anything they can to avoid contact with aliens. Given the depths of their xenophobia, any encounters with them directly could be quite dangerous.

RATTATAK

Astronavigation Data: Guter Wade system, Triton sector, Outer Rim (Western Reaches)

Orbital Metrics: 578 days per year/35 hours per day

Government: Warlords

Population: 900,000,000 (Rattataki 70%, other 30%)

Languages: Rattataki

Terrain: Mountains, canyons, desert

Major Cities: Rattataki village

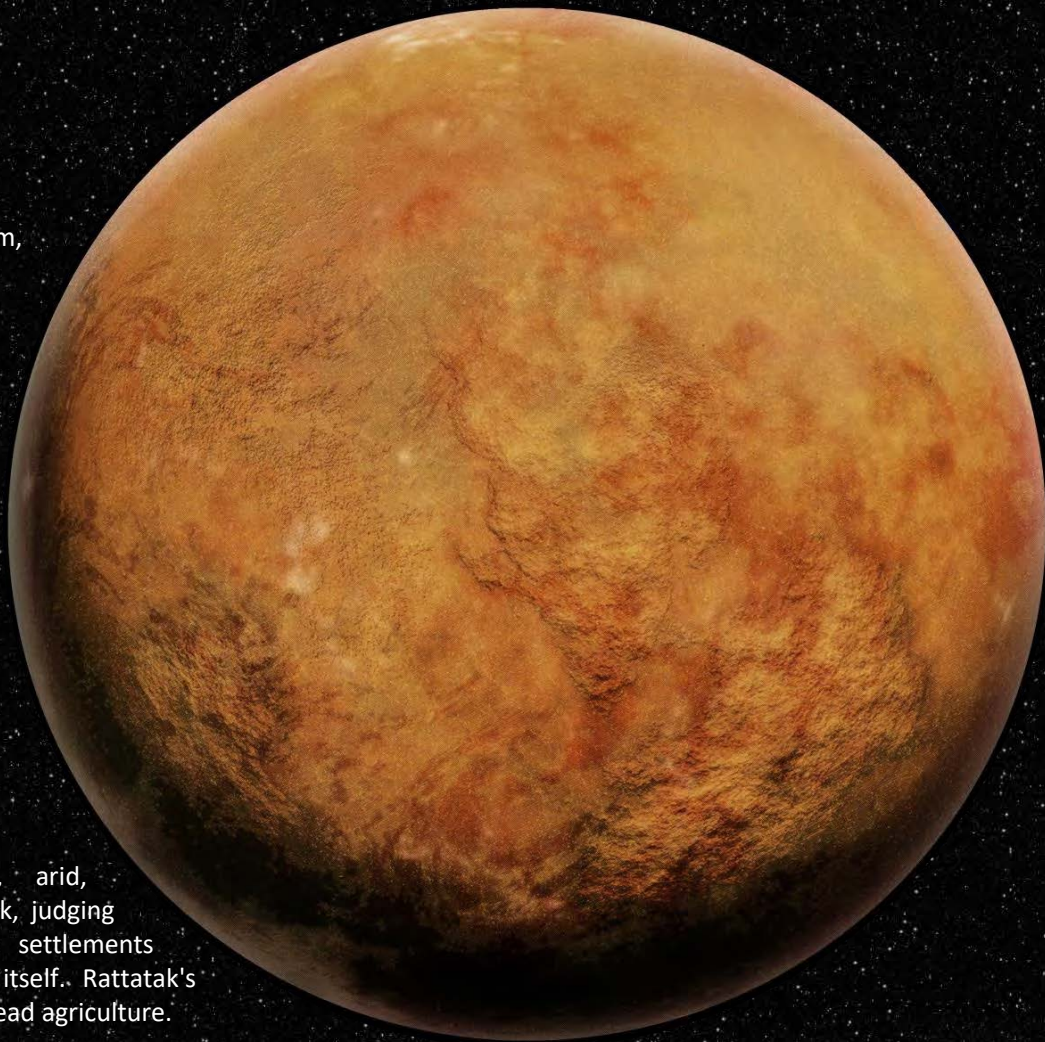
Areas of Interest: The Cauldron

Major Exports: None

Major Imports: Mercenaries, weapons

Background: Rattatak was a dry, arid, mountainous planet covered in red rock, judging by its appearance from orbit. Most settlements appeared to be hewn into the rock itself. Rattatak's climate was too harsh to sustain widespread agriculture.

The planetary judicial system is centered around the gladiator games; those convicted, or even merely believed, to be guilty were summarily thrown into the gladiator pits for the remainder of their lives, short as they might be. The Rattataki are believed to have descended from an ancient Old Republic expedition, while the rest of the population are from hundreds of Unknown Regions worlds. Mercenaries often come to this world, but are stranded by the planet's failed infrastructure. Most animal species have been hunted into extinction, but a few alpha predators still roam the wastelands.



DARK DISCIPLE

At some point prior to the Clone Wars, the Siniteen slaver Hal'Sted was killed by Weequay raiders during a pirate uprising, leaving his slave, a young Dathomirian named Asajj Ventress, orphaned. She was found by Ky Narec, a human Jedi Knight stranded on Rattatak, who recognized her potential and began to train her in the ways of the Force as his Padawan. For ten years, they helped the people of Rattatak, becoming enemies to some but heroes to most, until he was killed while defending a Rattataki village from a Weequay raider assault, leading Ventress to give in to her grief and fall to the dark side. She vowed vengeance and killed the warlords responsible for her master's death, ruling Rattatak in their place. It was there that Count Dooku, seeking an apprentice as filled with hatred as he was, found and recruited Ventress.



HIDDEN DESTINY
THE CLONE WARS

RIGADORÉ

Astronavigation Data: Rigadoré system, Mid Rim

Orbital Metrics: 367 days per year/25 hours per day

Government: Imperial governorship

Population: 524,000 (formerly 4,573,000) (Human 73%, other 27%)

Languages: Basic

Terrain: Barren wastes, new growth forests, mountains (formerly plains, forests)

Major Cities: N/A

Areas of Interest: Small mining and farming colonies, Imperial Communications Relay Station

Major Exports: Various ores and metals

Major Imports: Consumables, technology, slaves

Special Conditions: Rigadoré is under strict import/export conditions

Background: Located in a quiet, out-of-the-way sector of space, Rigadoré saw its population grow to a respectable, if small, population of over 4 million.

Shortly after the Galactic Republic gave way to the Empire, Rigadoré was chosen as the site for a top secret research facility. Roughly three years later, an attack on the research facility led to a planet-wide catastrophe that killed the entire population.

In the years that followed, an entirely new planetary ecology has begun to form; entirely new geographical features and types of terrain sprang forth from the devastation that once claimed the entire planet.

The Empire has begun to repopulate the planet, bringing in miners and farmers to take advantage of the new deposits of ores, minerals, and metals, as well as the freshly formed soil.



THE RIGADORÉ INCIDENT

Sixteen years before the Battle of Yavin, Rigadoré was the site of a climactic battle between Jedi Knight Rabin Dreadstar and Imperial Captain Ral Vekta. During the battle, an experimental terraforming technology was triggered, which wiped out the over 4 million inhabitants of the planet, and erased the world's existing terrain.

The terraforming technology was lost in the accidental detonation, as the research station was also destroyed. The intervening years have been of interest to the Empire, both in terms of exploiting the new terrain and studying the after-effects.



WRAITH TASK FORCE
CHRONICLES OF ESTARCION

RODIA

Astronavigation Data: Tyrius system, Savareen sector, Outer Rim Territories

Orbital Metrics: 305 days per year/29 hours per day

Government: Rodian Grand Protector

Population: 1,300,000,000 (Rodian 91%, other 9%)

Languages: Rodese, Huttese, Basic

Terrain: Jungles, oceans, urban, swamps, rain forests

Major Cities: Iskaayuma and Equator City (capitals), Chekkoo Enclave, Matza, Samana, Yusk

Areas of Interest: Betu, Kay-Tap square, Senatorial residence, Toopil, An'yettu Islands, Encheeko, Flip of the Credit, Next Chance

Major Exports: Bounty hunters, weapons technology, exotic animals

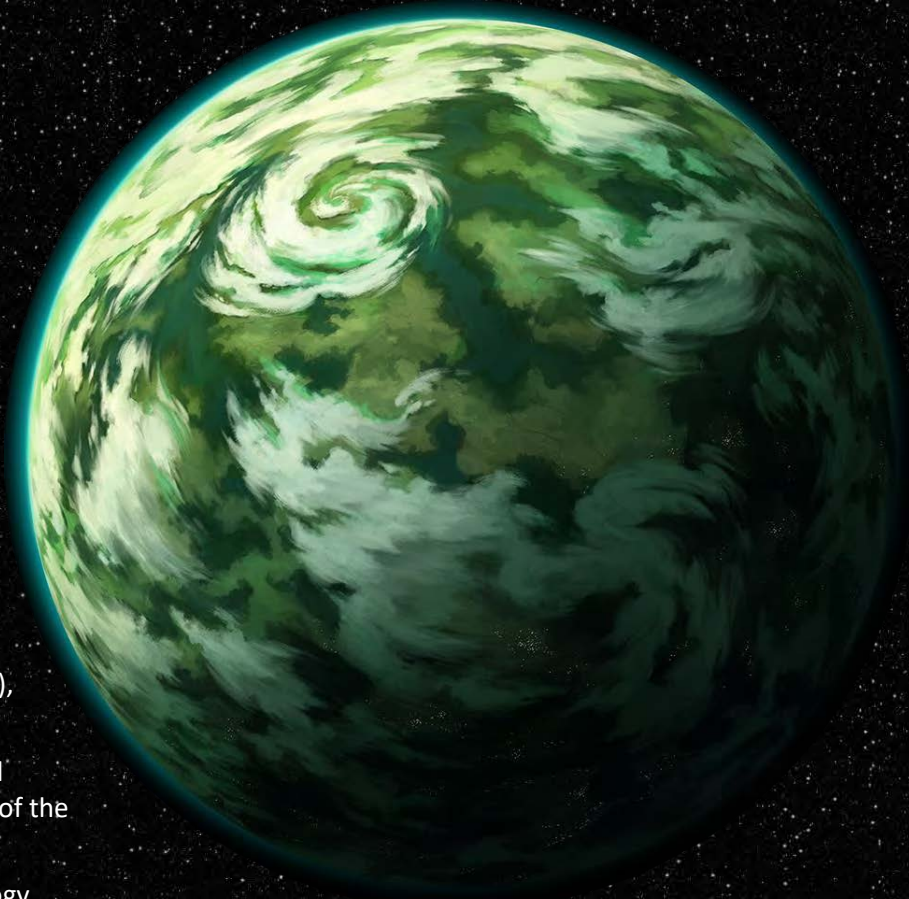
Major Imports: Foodstuffs, luxury goods

Background: Rodia is a hot, humid world which is covered in dense tropical jungles as well as sprawling cities, swamps and industrial areas. A large area of the planet was also covered in oceans and there appeared to be two polar regions on the extreme latitudes. A known body of water on the planet was the Wesessa Sea where the An'yettu Islands were located.

The Rodians built their cities on waterways and protected them with environmental shields, bubble domes that surrounded all habitation structures and allowed entry and exit for vehicles and vessels. These domes also protected from the extreme temperatures of the planet.

Two major cities on the planet were Equator City and Iskaayuma which were the planetary capitals at different periods in Rodia's history. Equator City was the traditional capital until Navik usurped control over the planet and moved the capital to his clan's settlement at Iskaayuma. Two known continents were Encheeko and Betu.

Rodia's jungles used to host a variety of fauna and flora which were wiped out or made endangered over the millennia as the Rodians improved their technology



and increased their population. The Rodian Karstag, newoongall and the ghest were native predators of Rodia.

NAVIK'S COUP

After the Clone Wars concluded, the Galactic Republic was reorganized into the Galactic Empire. Rodia and its population were spared enslavement under the new regime due to the Empire's demand for bounty hunters. Two years later, Rodia experienced an internal coup when Navik the Red of the Chattza Clan conquered his rivals in a series of fierce campaigns that spanned several star systems. After achieving victory, he named himself Grand Protector and made his home city of Iskaayuma the new seat of government. Under Navik's rule, Rodia became a freer trading port and an emerging economic power. Navik also tightened restrictions on emigration and built ties with Black Sun and the Galactic Empire. Navik ruthlessly persecuted his rivals, sentencing the entire Tetsu Clan to death.



AMBUSH
EDGE OF THE EMPIRE

ROON

Astronavigation Data: Roon system, Abrion Sector (The Cloak of the Sith), Outer Rim

Orbital Metrics: 414 days per year/tide-locked rotation

Government: Dictatorship (temporarily Imperial-aligned during the Galactic Civil War)

Population: 665,000 (55% Humans, 12% Twi'lek, 11% Duros, 7% Sullustans, 3% Koboks, 12% other)

Languages: Basic, Bocce, Durese

Terrain: Plains, frozen mountains, mudfields, oceans

Major Cities: Nime, Nunurra, Tawntoom Province, Umboo Province

Areas of Interest: Roon Sea, Fortress of Tawntoom, Pinnacles of Felth, The Triad, Bantha Graveyard

Major Exports: Flame jewels, spice, Roonstones

Major Imports: Technology

Background: Located in an impenetrable cosmic dust cloud ominously referred to as the Cloak of the Sith, easily navigable routes to Roon had long been lost. Even the most complete accounts, located in the Baobab Archives on Manda, were sketchy at best, and the lockdown of information following the rise of the Galactic Empire seemed to seal Roon's fate as a planet lost to history. This was fine to native Roonians; the planet was largely self-sufficient and plentiful in resources.

Surrounded by a lethal ring of asteroids and meteors, Roon was located in an Outer Rim Territories system of the same name. Other notable planets in the Roon system included the searing rock planet of Kaloo (which was moonless) and the barren rock world Igoon (which had two moons).

Like nearby Ryloth, Roon only rotated on its axis once every orbit around the sun, rendering one side constantly bright and the other side constantly dark. Unlike Ryloth, however, the lit side of the world was not scorching, nor was the dark side frigid; this phenomenon may be due to cloud cover, or an extensive ozone layer. Whatever the reason, Roon long served as a staging point for spice smugglers coming from Ryloth.

The way to Roon was rediscovered by explorer and treasure-hunter Mungo Baobab. In a move typical of his derring-do, Baobab followed the mysterious annual rainbow comet, a phenomenon that led him successfully



through the Cloak of the Sith and near enough so that liberated prisoner Noop Yeldarb could guide him the remainder of the way. This became the Baobab Merchant Fleet-established Manda-Roon Merchant Route, a replacement for the near-suicidal, Twi'lek-charted Death Wind Corridor connected to Ryloth.

THE CLOAK OF THE SITH

The Cloak of the Sith was a mysterious region within the Outer Rim which included the planet Roon.

The region was hard to navigate, making Roon somewhat inaccessible; only two hyperspace routes were known to reach the planet. One, the Manda-Roon Merchant Route discovered by Mungo Baobab, was a challenge for seasoned astrogators and was demarcated by a series of "lightstation" nav beacons. The more secret Death Wind Corridor was a "back door" through the Cloak used by Twi'lek smugglers.



TAIL OF THE ROON COMETS
DROIDS

RUUSAN

Astronavigation Data: Ruusan system (formerly known as Hoth's Brand system), Teraab sector, Mid Rim

Orbital Metrics: 355 days per year/23 hours per day

Government: None

Population: 30,000 (60% Bouncer, 25% Ruusanian, 10% Human, 15% other)

Languages: Basic

Terrain: Desert, canyons, caves, rivers, lakes

Major Cities: Olmondo, Fort Nowhere

Areas of Interest: Katarn's Hill, Valley of the Jedi

Major Exports: Ore

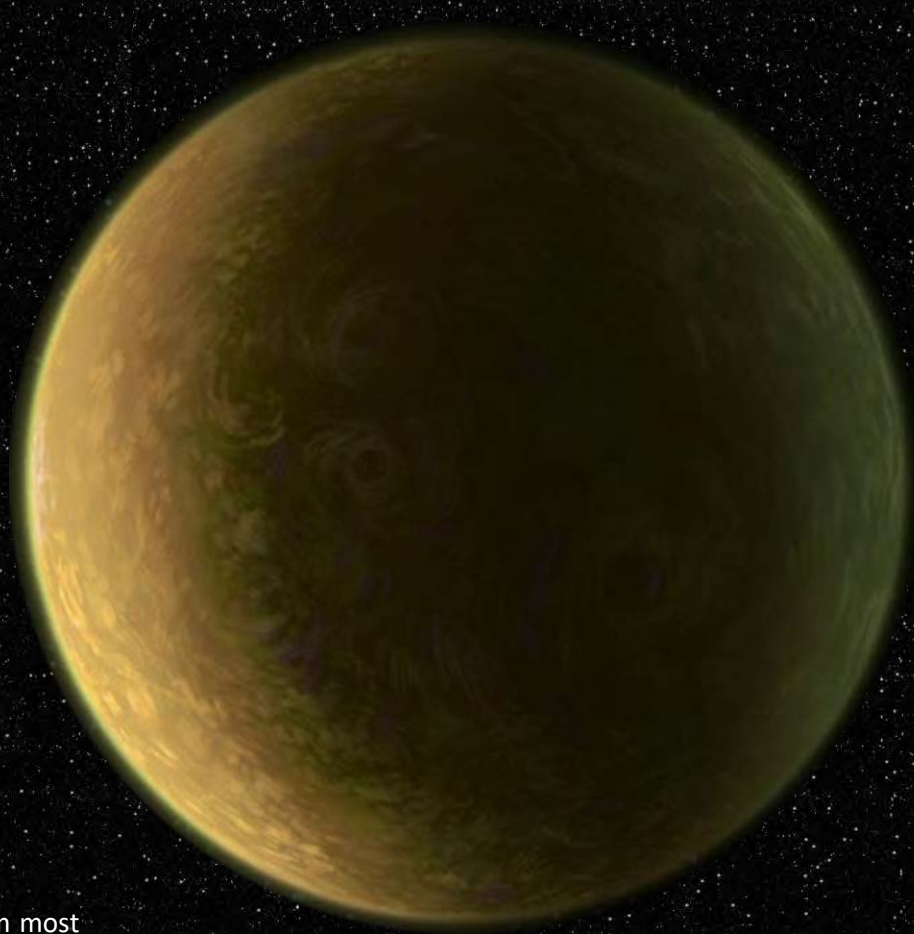
Major Imports: Foodstuffs, technology

Background: Ruusan was a planet in the Mid Rim most famous for the Ruusan campaign, the last stand of the Brotherhood of Darkness under Lord Kaan and the birthplace of Darth Bane's Order of the Sith Lords. The planet lent its name to the Ruusan Reformations enacted after the battle.

Ruusan was originally a temperate, pleasant world, inhabited by Ruusanians, Humans, and a strange sentient species known as Bouncers. Ruusan's mineral deposits proved disappointing but it was the only source for the Ruusan crystal. Ruusan had three moons, referred to by locals as the "Three Sisters." Smugglers claimed that at least one of the moons had ruins of an ancient civilization.

Ruusan was the site of seven battles between the Sith's Brotherhood of Darkness and the Jedi's Army of Light. During the last battle of Ruusan (1000 BBY) between the Jedi under Lord Hoth, and the Sith under Lord Skere Kaan, much of the planet's surface, including vegetation and several cities, were destroyed.

The expanding nebulae of the sector erased the hyperlanes connecting Ruusan and the world was quickly forgotten, as the Galactic Republic turned inward. Isolation and crossbreeding amongst the inhabitants produced a near-Human population that became known as Ruusanians. Shifting nebulae within the stellar nursery of the Teraab soon erased



hyperspace routes to Ruusan, leaving it inaccessible from the galaxy at large. The Separatists briefly established a spy post over one of Ruusan's moons during the Clone Wars, but it was soon destroyed. By the time of the Galactic Empire's reign, Ruusan was mostly forgotten.

VALLEY OF THE JEDI

The Valley of the Jedi or the Valley of the Souls was the site of the Seventh Battle of Ruusan, the last battle of the New Sith Wars and a thousand years before the Battle of Yavin.

There, Lord Kaan's thought bomb trapped the souls of over one-hundred Jedi and Sith until the Jedi were finally freed by Kyle Katarn.

The Valley of the Jedi then became a concentrated area of Force energy called a Force nexus, and is widely believed to be the most powerful Force nexus in the entire galaxy.



DARK FORCES
FORCE AND DESTINY

SCARIF

Astronavigation Data: Scarif system, Outer Rim

Orbital Metrics: 362 days per year/26 hours per day

Government: Imperial military administrator

Population: 475,000

Languages: Basic

Terrain: Tropical

Major Cities: none

Areas of Interest: Imperial security complex

Major Exports: starships, supplies for the Death Star

Major Imports: consumables, construction resources

Background: Its existence either not known or ignored by the galaxy at large, Scarif was a secluded and tropical planet in the Outer Rim used by the Galactic Empire to house the construction of the first Death Star, an armored battle station capable of destroying entire worlds. The Empire built a major Imperial security complex on Scarif and excavated large swaths of land in order to build ships and supply the Death Star. An orbiting docking station housed several Imperial Star Destroyers. The planet was protected by an impenetrable deflector shield that enveloped the entire world.

At the center of the Imperial facility was an immense tower that, among other things, housed a data library containing all of the full archival copies of Imperial military schematics and construction plans on removable data storage discs. Atop the central tower was a large communications transmitter dish, capable of sending the sort of large data files that these schematics can entail.

The access portal in the orbiting shield gate could be filled by the shield, enclosing the entire planet within the shield. The gate itself was heavily armored and shielded, requiring significant damage to disable. This single point of entry to the planet's atmosphere makes it extremely difficult for unauthorized personnel to gain access to the Imperial facility, and with the facility's personnel being entirely Imperial military, anyone



successfully gaining entry would need an appropriate disguise.

FIRST REBEL VICTORY

Immediately after the Rebel group known as *Rogue One* transmitted the Death Star plans to the overhead Rebel fleet, a group of Imperial reinforcements – including the Death Star itself – entered space over Scarif. In response to the security breach, Grand Moff Tarkin ordered the Death Star to fire its superlaser with a single reactor ignition at the Imperial citadel, destroying the base and killing everyone within proximity, including the few survivors of *Rogue One*. While a tactical victory for the Empire, obtaining the plans was a decisive strategic victory for the Rebellion.

Princess Leia Organa's ship, the *Tantive IV*, escaped Scarif, with the princess the custodian of the stolen plans. This set in motion a chain of events leading to the Battle of Yavin.



ROGUE ONE
AGE OF REBELLION

SERENNO

Astronavigation Data: Serenno system, D'Astan sector, Outer Rim

Orbital Metrics: 367 days per year/28 hours per day

Government: Great Houses of Serenno

Population: 2,000,000,000 (80% Human, 9% Twi'lek, 7% Chiss, 4% other)

Languages: Basic

Terrain: Forests, mountains, plains

Major Cities: Carannia (capital), Flyarro, Saffa

Areas of Interest: Aparian Wastes, Belsallian Sea, Borin Castle, Box, Carannia Spaceport, Dooku's palace, Great Assembly House, The Spike

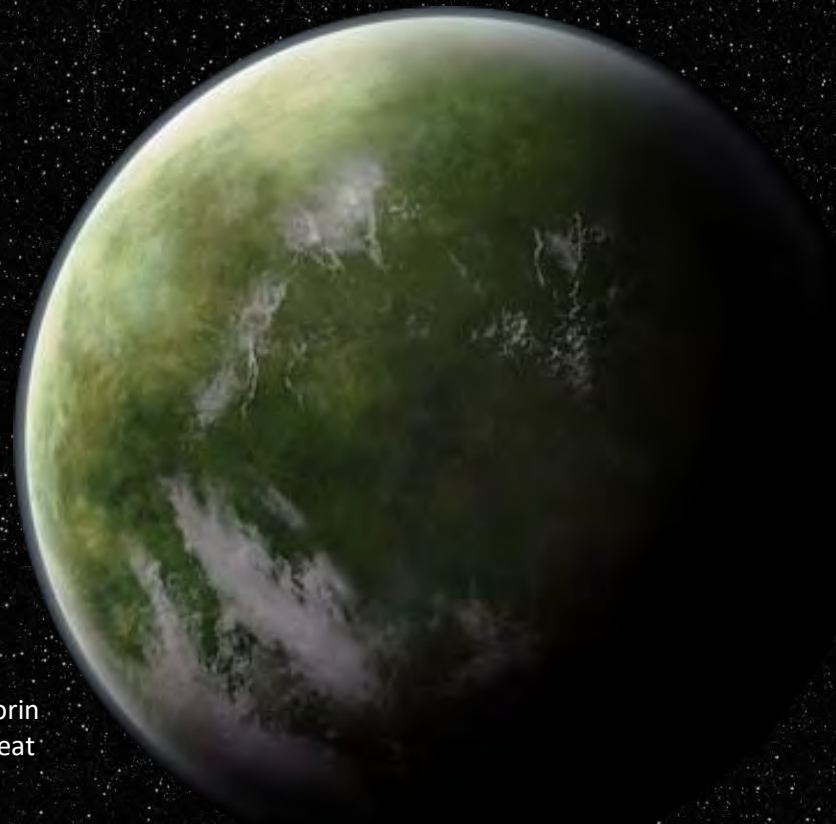
Major Exports: Luxury goods

Major Imports: Droids, labor

Trade Routes: Hydian Way, Spurs of Celanon

Background: One thousand years before the Battle of Yavin Serenno was governed by the six Great Houses to which the Counts of Serenno belonged; the Counts were amongst the wealthiest beings in the galaxy and believed in noblesse oblige and self-reliance. Two of the six Great Houses were Nalju and Demici. Other lesser noble families allied themselves with the Six or were distant relatives. Considered part of the Elder Houses, the Great Houses of Serenno adhered to the strict tenets adopted by the Elder Houses.

In the time of the Galactic Republic, Serenno was home to a noble house of which Count Dooku was a scion. Although Dooku had renounced his status to become a Jedi Knight, he ended up leaving the Jedi Order and came back to Serenno to reclaim his wealth and territory. When Dooku founded the Confederacy of Independent Systems, an alliance of solar systems who wanted to secede from the Galactic Republic, he moved his headquarters to a cliff-side castle on Serenno. The hostility between the Republic and the Confederacy turned into a pan-galactic conflict known as the Clone Wars, and Serenno became a stronghold of the Confederacy. Thanks to a cordon of Confederate warships, the planet was kept insulated from the worst of the Clone Wars battles.



Following the Clone Wars, Serenno attempted to distance itself from Dooku's legacy, emphasizing the honor of the Elder House line. However, many citizens of the galaxy still view Serenno as a traitorous world, and the other Elder Houses have considered severing ties with the world.

DARK DISCIPLES

Serenno had a history of alignment – intentional or not – with the Sith. Roughly 3660 years before the Battle of Yavin, it was attacked and captured by the forces of the Sith Empire, under the command of the Sith Lord Darth Malgus.

In 990 BBY, the planet was the site of anti-Republic agitation, and a failed kidnapping attempt of former Supreme Chancellor Tarsus Valorum, both of which failed due to the manipulations of Darth Zannah.

Count Dooku was also secretly the Sith Lord known as Darth Tyranus.

The few remaining scholars versed in the Force, Jedi, and Sith theorize this history may be due to a Dark Side vergence on Serenno that has yet to be discovered.



SHESHARILE 5

Astronavigation Data: Shesharile system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 377 days per year/26 hours per day

Government: Democracy (controlled by organized crime)

Population: 12,000,000,000

Languages: Basic

Terrain: Urban

Major Cities: Gallisport

Areas of Interest: None

Major Exports: Munitions, illegal spice

Major Imports: Food, illegal spice, luxury items

Background: Shesharile 5 was a moon of a gas giant in the Shesharile system, located in the Minos Cluster. Its government employed the Legally Authorized Law Authorities, a private law enforcement agency headquartered in Gallisport, the moon's crowded and run-down industrial capital city. Dutan Mining Supply Exports was also based there.



SHESHARILE 6

Astronavigation Data: Shesharile system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 377 days per year/26 hours per day

Government: Democracy (controlled by organized crime)

Population: 12,000,000,000

Languages: Basic

Terrain: Moon-wide garbage dump

Major Cities: None

Areas of Interest: None

Major Exports: None

Major Imports: None

Background: Shesharile 6 was a moon-wide garbage dump. The entire moon would become almost unbearable due to the smell produced by the first spring heat activating the bacteria in the underground waste-sinks.

SHU-TORUN

Astronavigation Data: Shu-Torun system, Mid Rim

Orbital Metrics: 327 days per year/20 hours per day

Government: Monarchy

Population: 800,000,000 (95% Human, 5% other)

Languages: Basic

Terrain: Lava rivers, volcanoes

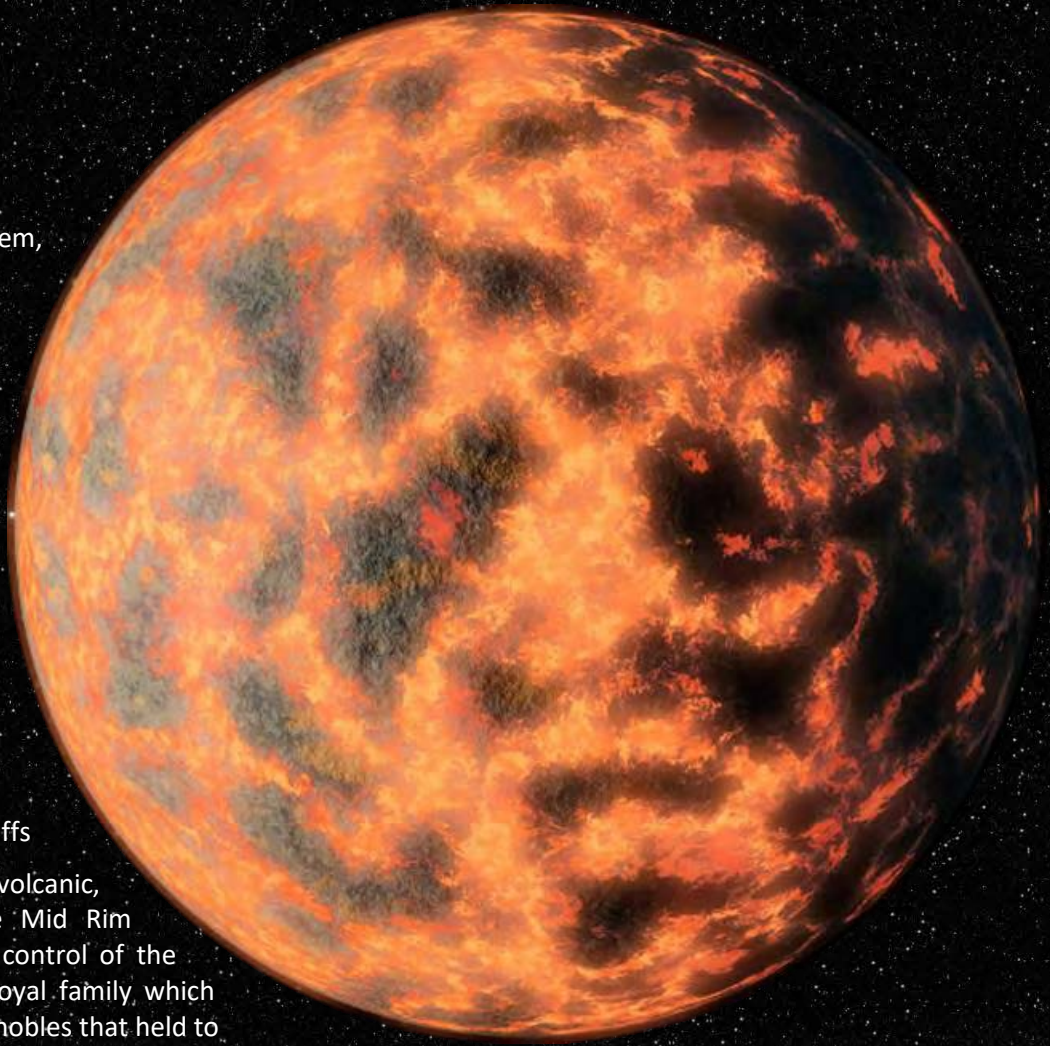
Areas of Interest: Shu-Torun royal palace; ancestral retreat of the Shu-Torun royalty

Major Exports: Ores

Major Imports: Luxury goods, foodstuffs

Background: Shu-Torun was a volcanic, resource-rich planet located in the Mid Rim region of the galaxy and under the control of the Galactic Empire. It was ruled by a royal family, which controlled the planet's ore-supplying nobles that held to a distinct obsession of courtly rituals and pageantry.

After the destruction of the Death Star, the world was visited by none other than the Sith Lord Darth Vader, who came to ensure that the King of Shu-Torun and his people remained faithful and loyal servants of the Empire. After the king showed his true colors as a traitor to the Empire, he, along with his guards and two eldest children, Prince Monthan and Princess Hollian, were killed by Vader's assassin droids, O-O-O and BT-1. The Dark Lord then used the Force to crown the king's surviving child, Princess Trios, as the new Queen of Shu-Torun. After promising her the support of the Empire to keep the ore-dukes in line, Vader left her alone in the throne room with only the warning that she should not forget that she and her people served the Empire.



HOPE DIES

While overseeing Shu-Torun mining equipment supplied to the Empire at Jedha, Trios confronted Princess Leia Organa with her pistol drawn, and to sell her ruse Trios quietly asked Organa to punch her. The queen explained that she had been feigning loyalty to the Empire while sabotaging their efforts and sought to become an inside contact for the Alliance while also supplying them with the vast resources Shu-Torun had secretly stockpiled.

Months after the rebels successfully rallied the Mon Cala to their cause and Shu-Torun provided updated systems to the fleet, Trios met with Organa at the Mako-Ta Base. After communing with the princess, Trios opened a maximum secured channel and contacted Darth Vader, alerting him to the location of the base and the new rebel fleet.

During the ensuing battle, Trios made her escape, telling Organa that she would not let Shu-Torun be another Alderaan.



THE SHU-TORUN WAR
AGE OF REBELLION

SKYE (MARAT V)

Astronavigation Data: Marat system, Varada sector, Outer Rim

Orbital Metrics: 348 days per year/20 hours per day

Government: Supreme Council

Population: 200,000 (S'kytri)

Languages: S'kytric, Basic

Terrain: Mountains

Major Cities: City of the Winged People

Areas of Interest: Canaitith Mountain, Skye Citadel, Entyrmion, Highlands, S'kytri Council Tower, Mount Krisklar

Major Exports: Trinkets

Background: Skye, designated Marat V by the Galactic Republic, was a terrestrial planet in the Outer Rim Territories and the home of the S'kytri people. Remaining isolated from the wider galaxy, the world attempted to gain admittance into the Council of Neutral Systems during the Clone Wars but was interrupted by an invasion led by Zeta Magnus.

Before developing into a terrestrial planet, ancient Skye was a turbulent world of seismic activity and violent unrest on its surface. Various beasts such as mutant blorgworms, five-headed gogitols, blood-sucking beasts roamed the planet's surface and contributed to the chaos before the birth of the S'kytri people. According to legend, the hero Hormaket the Vanquisher led the S'kytri in a war against the ground-roaming beasts and imprisoned them within the depths of the Entyrmion's subterranean hell. With the conclusion of the primordial warfare, the S'kytri established a primitive civilization and remained independent from other civilizations as much as they could.

Culture on the planet was divided into three distinct sets of clans: the Highland and Lowland Clans which governed the world, and the outcast Outland Clans which were deemed genetically inferior. Consisting of about one third of the planet's population, the Outlanders were castigated for having red or orange skin and banished from the aeries and cities of the green and blue-skinned S'kytri. During the Clone Wars,



the Outland Clans joined forces with the mad geneticist Zeta Magnus in an attempt to destroy the other S'kytri clans. However, Magnus infected all S'kytri with a mind-ravishing plague which drove his loyal servants mad. Feasting on them as others launched suicidal campaigns against the mountain fortresses of their Highland and Lowland cousins, Magnus nearly wiped out the species before being driven offworld by Jedi Obi-Wan Kenobi, Anakin Skywalker, and Halagad Ventor. In exchange for the antidote to Magnus' plague, the planet's Patriarch and Supreme Council pledged fealty to the Jedi and vowed to fill any debt that was called.

THE LONG HUNT

Following the Clone Wars, Darth Vader returned to Skye and invoked the oath of fealty made to the Jedi. Kharys, the self-proclaimed Majestrix of Skye, was placed in direct command of a force of starships and stormtroopers that many sector governors would envy. Her loyalty, however, was solely to Vader, not the Empire. The Supreme Council honored this oath as well, quietly awaiting the arrival of "The One" who would defeat Kharys and restore freedom to the S'kytri.



SOCORRO

Astronavigation Data: Socorro system, Kibilini sector, Outer Rim

Orbital Metrics: 326 days per year/20 hours per day

Government: Organized crime, tribal councils

Population: 300,000,000 (90% Human, 10% other)

Languages: Socorran, Basic

Terrain: Desert swells and flats, mountains, volcanic regions

Major Cities: Vakeyya (capital), Cjaalysce

Areas of Interest: Doaba Badlands, Rym Mountains, Judges of the Dead, Razoor Mountains, Jedi Academy, Imperial Mission temple, Socorro asteroid belts

Major Exports: Water, nether ice, high tech skills

Major Imports: Metals, high technology

Trade Routes: Llanic Spice Run

Background: Socorro was a planet in the Outer Rim Territories with a reputation as a smuggler haven. It was situated on the Llanic Spice Run, a hyperlane that linked it to Llanic and the Bahalian system. Socorro was one of only two bodies in orbit around a red giant star and possessed no moons. It was also the location of asteroid belts with large quantities of doonium ore.

The planet Socorro possessed a breathable atmosphere, standard gravity, an arid climate, and terrain that included black desert swells, flatlands, mountain areas, and volcanic areas. Socorro's dormant volcanic basements contained naturally-hidden reserves of water. The planet's surface, three-fourths of which was covered by the Doaba Badlands, was composed of hardened volcanic ash. Temperatures remained at 110 degrees in the world's polar regions, where thermal winds and sandstorms were common.

No unifying government was present on Socorro, and control of the planet was contested by various criminal organizations. A unified cultural force, resulting from integration between the planet's nomadic and criminal elements, offered formidable protection from intrusion by offworld authorities. Vakeyya was the capital of Socorro. The planet exported water, nether ice, and high-tech skills while importing metals and high technology. All of these transactions were typically



performed in an illegal manner. Rare and peculiar modifications to starships were also a major source of planetary income.

THE BLACK SANDS OF SOCORRO

Socorro's deserts were composed of distinctive black sand. The name "Socorro" in Old Corellian meant "scorched earth." This translation of the planet's name could be seen to have a tragic double meaning.

Socorro was the location of a Jedi academy where Jedi would train to become a Jedi Guardians. It was a favorite of Jedi Ace Crix Sunburris during the New Sith Wars. A thousand years later, Darth Sidious would use *The Jedi Path: A Manual for Students of the Force* to locate and destroy the academy and the Jedi who were stationed in it.



THE BLACK SANDS OF SOCORRO
EDGE OF THE EMPIRE

SYVRIS

Astronavigation Data: Syvris system, Al'Nasri sector, Outer Rim Territories

Orbital Metrics: 340 days per year/20 hours per day

Government: Hutt cartels

Population: Indeterminate

Languages: Basic

Terrain: Craters

Major Cities: None

Areas of Interest: Syvris shadowport

Major Exports: Criminal wares

Major Imports: Criminal wares

Trade Routes: Hollastin Run, Triellus Trade Route

Background: Syvris was a moon in Hutt Space. It was a favorite haunt of spice smugglers. Many of the moon's residents were smugglers, who lived and worked at a shadowport located in its largest crater. The shadowport was run by a former pirate named Rance. Some were convinced that Rance had a direct hand in controlling the port's spice trade. If he did, he kept his involvement subtle.

Syvris was located on the border between Hutt Space and Imperial-controlled space. As a result, it was a common refueling stop for those traveling the Triellus Trade Route either entering or leaving Hutt Space. The



Triellus Trade Route had slow travel times plagued by pirates, slavers, and other criminals, and was typically avoided by lawful spacers.

Syvris was subjugated by Imperial forces shortly before the Battle of Hoth. Some analysts believed it might have been a token show of power to curtail smuggler shipments to and from hidden elements of the Rebellion. Some thought the shadowport was mistaken for a Rebel Alliance installation.

A SURPRISE ATTACK

In a surprise attack, elements of the Imperial fleet's Death Squadron destroyed the shadowport on the crater moon of Syvris. The smuggler enclave was bombarded by Star Destroyer turbolaser batteries, then gutted by AT-ST walker units and Imperial ground troops.

Days before the attack, shadowport control tracked an escape pod which landed on the moon's far side. When a patrol found the craft, it was empty. Some believe the pod carried an Imperial spy who scouted the moon and somehow reported the shadowbase's location back to the fleet.

Some survivors suspected the shadowport was betrayed by the Mon Calamari smuggler Basz Maliyu, who conveniently raised ship from the port hours before the Imperial Star Destroyers arrived. Although Maliyu had mostly run cargoes for crime syndicates, some believe he was really working for the Empire.

Most spacers at the shadowport had enough time to blast off and evade the Imperial assault. The initial turbolaser bombardment leveled the base, and only a few TIE fighter picket patrols were stationed to take parting shots at fleeing smugglers. Unfortunately, Rance, the retired pirate who ran the shadowport, remained behind to die with his station.

TAKODANA

Astronavigation Data: Takodana system, Tashtor sector, Mid Rim

Orbital Metrics: 215 days per year/21 hours per day

Government: none

Population: 900,000,000

Languages: Basic

Terrain: Plains, seas, temperate forest

Major Cities: Andui

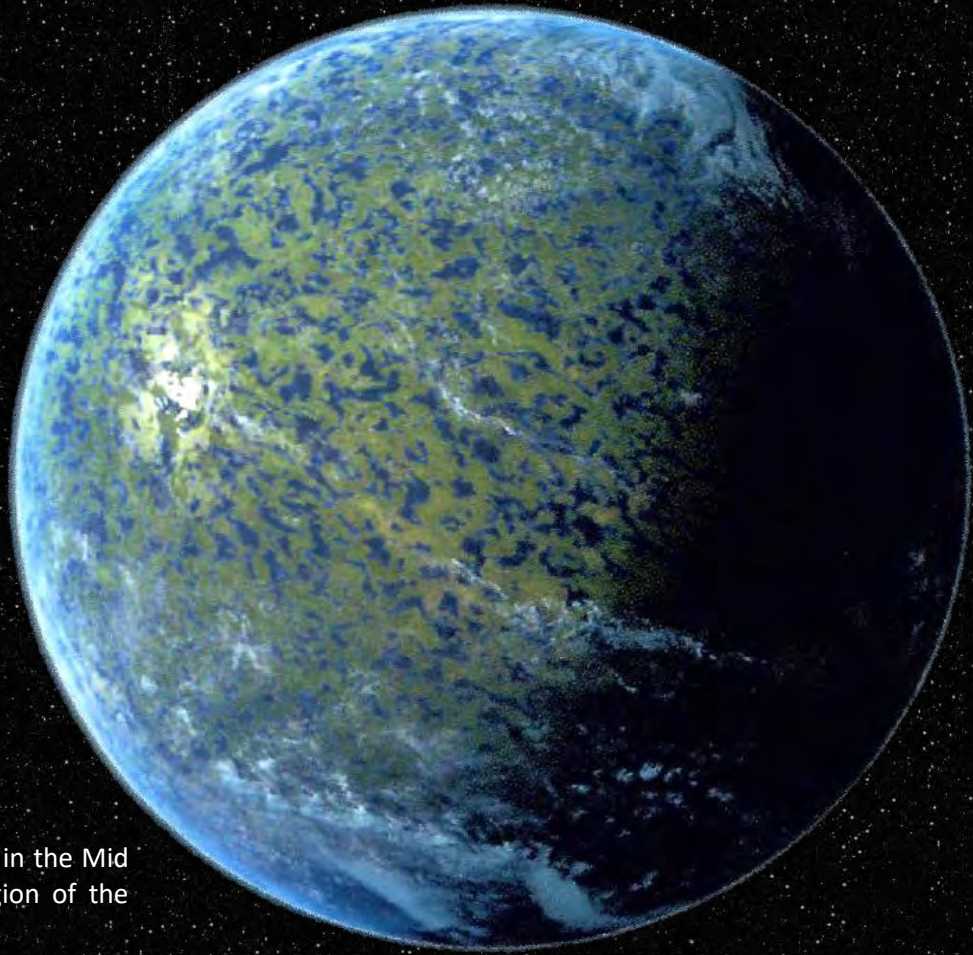
Areas of Interest: Maz Kanata's castle, Nymeve Lake

Major Exports: Luxury items, foodstuffs

Major Imports: Industrial goods

Background: Takodana was a planet located in the Mid Rim, though it fell in the southwestern region of the galaxy known as the Western Reaches.

Covered in lush forests and small lakes, Takodana was a popular departure point that offered easy access to trade routes that connected the Inner and Outer Rim. For those heading outwards toward the galactic periphery, the planet was seen as a last taste of civilization, while those heading Corewards saw it a last grasp of frontier living. Travelers found the planet's neutrality and distance from galactic politics appealing, and as a result Takodana became a haven for fugitives, smugglers, and explorers. Takodana was known as the



long-time home of Maz Kanata's castle that served as an open port to spies and dubious travelers alike.

Thousands of years ago, a battle between the Jedi and Sith occurred on the planet. Maz Kanata's castle would eventually be built over the ancient battleground.

MAZ KANATA'S CASTLE

A castle located on the planet of Takodana on the shore of Nymeve Lake was owned by the pirate Maz Kanata for over 1000 years. It had a main hall and hosted travelers and smugglers, among others. It had sensor grids and advanced communications gear and was rumored to have been a battleground for the Jedi and Sith. A group of musicians composed of Sudswater Dillifay Glon, Infrablue Zedbeddy Coggins, Ubert Quaril, and Taybin Ralorsa played there. All were welcome at Maz Kanata's castle so long as they followed the rules, which required no violence of any sort. As such, the castle saw visitors from all walks of life, who could generally commingle without fear of attack. Kanata strictly enforced the rules personally with the aid of the ancient droid "Emmie" and those who violated them were forbidden from further visits. This also meant that even those who were in grave trouble, such as having a bounty on their head, could find refuge at the castle. Such individuals, however, would only be granted one free night of food, water, and shelter, after which they would have to pay a heavy fee if they wished to remain.

TARIS

Astronavigation Data: Taris system, Ojoster sector, Outer Rim Territories

Orbital Metrics: 314 days per year/24 hours per day

Government: Republic

Population: 1,000,000,000 (Humans 80%, other 15%, Kubaz 5%)

Languages: Basic

Terrain: Urban, vines and fungae

Major Cities: Ecumenopolis

Areas of Interest: Talinn district

Major Exports: Luxury items, Tarisian ale technology

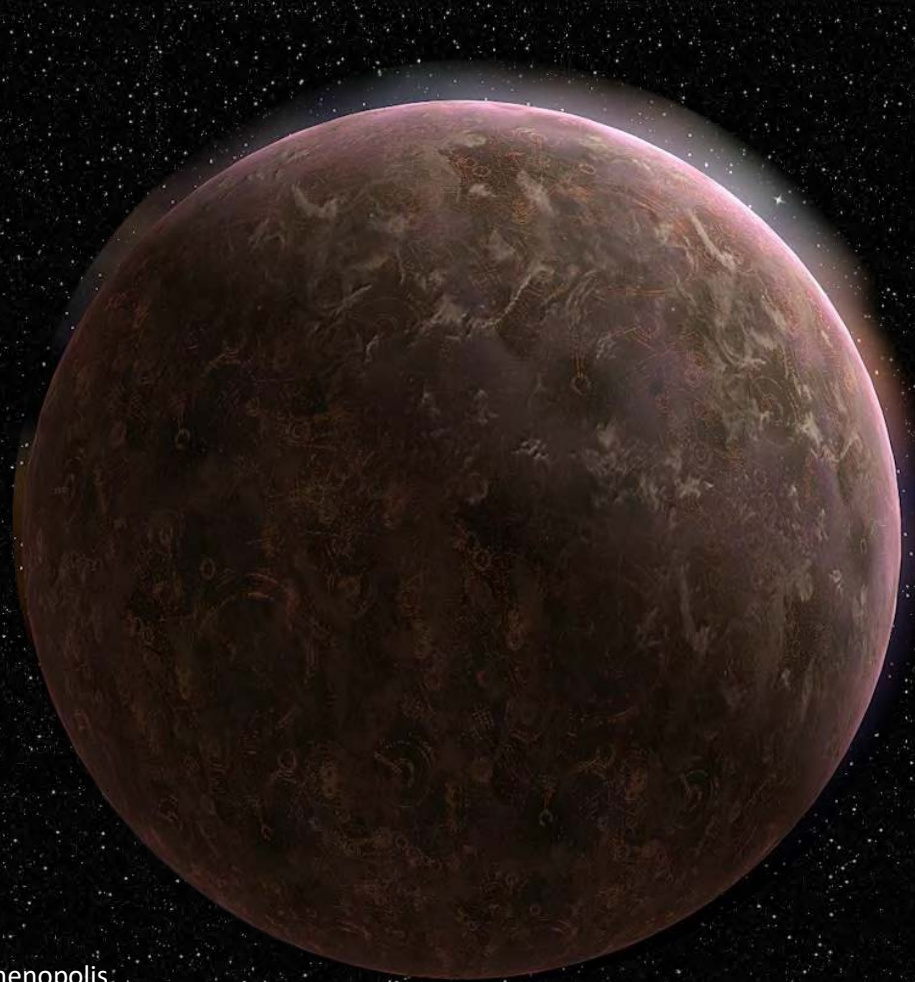
Major Imports: Foodstuffs, raw materials

Trade Routes: Mandalorian Road, Hydian Way

Background: Taris was a very diverse ecumenopolis, that was covered in both urban sprawl and wastelands. On the far side, dwelled the wealthy, and middle class. Wealthy citizens lived in massive towers guarded by private security forces, that were surrounded by cities filled with middle class residents. On the opposite side, poorer inhabitants lived in squalor in wastelands such as the former Talinn district. The Talinn district was covered by decaying urban infrastructure, wrecked starships, and old shipping containers. Additionally, Talinn was overgrown with three-fingered vines and slime-slick fungus.

At some point in galactic history, Taris suffered from a devastation of some sort, resulting in the surface being littered with ships, many buildings being destroyed, and the atmosphere becoming largely polluted. Although the city ultimately maintained its status as a major urban world, much of its population resorted to living in makeshift homes, many of which were old shipping containers.

After the Clone Wars had ended, Taris's neutrality presumably came to an end, when the planet began to be occupied by Imperial personnel.



BOMBARDMENT OF TARIS

The cause of Taris' past devastation has been lost to time. According to the Jedi, it occurred roughly 4000 years ago when Darth Malak, leader of the Sith armada that had occupied and quarantined Taris in his search for a potential Jedi threat, ordered his fleet to bombard the entire planet to eliminate that single Jedi.

During the Sith occupation, Taris had a population of six billion, an already dwindling number, but after its destruction, it was closer to six hundred. On the plus side, Taris' destruction had ended many of the planet's problems, including decaying skyscrapers, violent gang wars, the Sith occupation, corporate funding as well as the species and class oppression of Taris. So after two hundred years of the planet slowly dying, since losing the title "Coruscant of the Outer Rim", the city was put to rest, in a brutal bombardment.



EMPIRE AT WAR
FORCE AND DESTINY

TEPASI

Astronavigation Data: Tepasi system, Core Worlds

Orbital Metrics: 334 days per year/27 hours per day

Government: TaggeCo corporate administration

Population: 825,000,000 (Humans 80%, other 20%)

Languages: Basic

Terrain: Forests

Major Cities: Unios Tagge

Areas of Interest: House of Tagge family estate

Major Exports: Corporate personnel

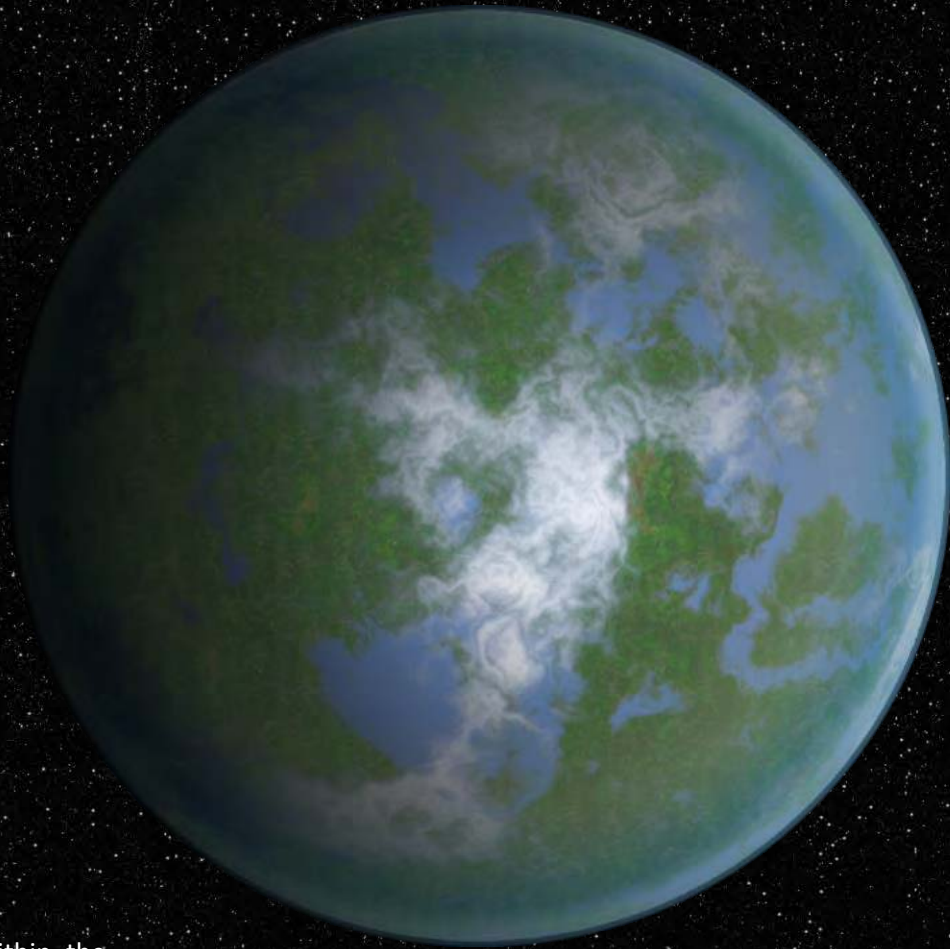
Major Imports: Luxury items

Trade Routes: Commenor Run

Background: Tepasi was a planet located within the Tepasi system of the Core Worlds. A forested world situated on the Commenor Run, it was colonized by Humans before 26,000 BBY and was already emerging as a hub of commerce when it became a founding member of the Galactic Republic. In 200 BBY, Tarzen Tagge provided aid to the planet after it experienced a series of groundquakes, precipitating the crime lord's founding of the Tagge Company.

Roughly 600 years ago, a family of Tepasi nobles made investments that made the conversion of the Christoph system into a viable mining concern possible. About 200 years ago, crime lord Tarzen Tagge used his fleet of small freighters to deliver supplies and crews to an area of Tepasi that had been devastated by a series of groundquakes, thereby becoming a local hero. By the time the area's production facilities and roads were rebuilt, Tagge had founded the Tagge Company, a construction firm which operated as a front for his smuggling operations.

Tepasi eventually became the throneworld of the House of Tagge family of nobles, and shortly before the Clone Wars, Baroness Sanya Tagge reaffirmed the family's loyalty to the Republic in an address to the populace of Tepasi. It indeed remained within space



loyal to the Galactic Republic upon the outbreak of the Clone Wars and it was later loyal to the Galactic Empire.

THE HOUSE OF TAGGE

The Tagge family, also known as the Tagge dynasty, was a noble and wealthy human family from Tepasi. They owned the TaggeCo company, which had mining facilities on Lucazec and at least one subsidiary, Galacti-Stok. According to Chelli Aphra, the Tagges even owned entire planets.

One of the family's notable scions was Cassio Tagge, an officer of the Galactic Empire who was elevated to the rank of Grand General and placed in charge of the entire Imperial Military after the Battle of Yavin. According to Rebel Commander-in-Chief Mon Mothma, anyone who traveled among the Coruscant elite was well acquainted with the Tagge family.



THUNDER IN THE STARS
CAPTAINS OF INDUSTRY

TRAVNIN

Astronavigation Data: Travnin system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 325 days per year/26 hours per day

Government: Imperial governor

Population: 140,000,000

Languages: Basic

Terrain: Mountains, desert

Major Cities: Travnin Spaceport

Areas of Interest: The Grand Design

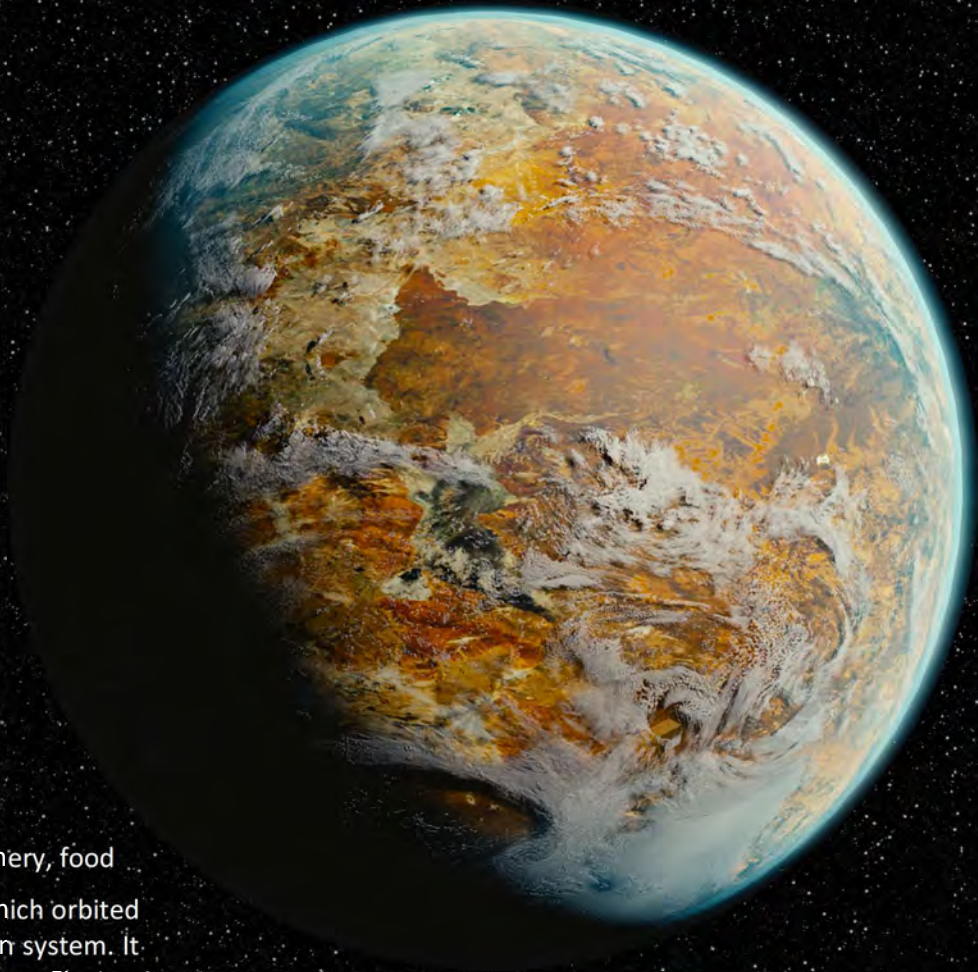
Major Exports: Minerals

Major Imports: Luxury items, machinery, food

Background: Travnin was a moon which orbited a gas giant in the double-star Travnin system. It was the sector capital of the Minos Cluster, covered in deserts and mountains with intense winds. The main settlement was Travnin Spaceport.

It was the location of a Sector Interdiction office as well as the headquarters of Delgad the smuggler. The local underworld was controlled by Tecknel Shnick. Its spaceport contained The Grand Design. The Empire built a swoop racing arena on Travnin, but it fell apart. When the Empire withdrew, the moon's economy plummeted.

It was the closest, coreward, of the Minos Cluster's inhabited worlds.



ONESTOP

Despite being the center of Imperial control in the Minos Cluster, Travnin has only one settlement, an extension of the spaceport. Because of this concentration of the population, anything can be found in the spaceport, legal and illegal. Despite this concentration of the population, information about the reclusive Moff of the Cluster remains scarce, as he leads a reclusive life on Travnin.

VYCINYTH

Astronavigation Data: Tapani sector, Barnaba Province, Colonies (The Expanse)

Orbital Metrics: 320 days per year/27 hours per day

Government: House Barnaba

Population: 750,000 permanent (Human 40%, Caamasi 20%, Ithorian 17%, Bothan 13%, Other 10%), millions of tourists

Languages: Basic

Terrain: Forests, mountains, jungles, hills, oceans

Major Cities: Leisa, Pleia

Areas of Interest: Tapani Arts and Sports Complex, orbital casinos

Major Exports: None

Major Imports: Everything

Background: Vycinyth's three main continents were composed of forests and rolling hills at the foot of majestic snow-covered mountains, with deep, bright blue-green oceans that teemed with millions of fascinating creatures. These continents were lightly settled in various locations. These sites tended to be centered around popular recreational activities, so it was common to find small city sprawls near huge forests or along popular seacoasts.

The permanent population on Vycinyth consisted of a melting pot of humans and aliens from across the galaxy. All of these inhabitants were employed by the Vycinyth government to support the planet's only industry: tourism. As such all inhabitants were treated equally with fair pay and an excellent benefits package.

Vycinyth's economy was, not surprisingly, based on its tourism. The resulting revenue went into a single fund, where it was divided into overhead costs, wages, profits, and House Barnaba's share. This allocation was overseen by a neutral arbiter in the employ of House Barnaba. A council of employees determined the fate of the profit share, which was usually earmarked for introducing the newest galactic entertainment trends.



NEVER A DULL MOMENT

Technically speaking, the planet Vycinyth was one point of interest after another. Among the more popular attractions was the Tapani Arts and Sports Complex (TASC). TASC contained huge stadiums and arenas to host concerts and sporting events, including anti-gravball, shockboxing, swoop racing, and Cracian thumper racing. The urban centers were filled with restaurants, theaters, and art galleries. Drinking halls, casinos, and nightclubs rounded out the night scene.

Outside of the urban centers were numerous opportunities for recreation. The snow-covered mountains provided ample locations for winger sports, and several fully staffed lodges dotted the slopes. Even the planet's oceans supported various maritime activities from undersea tours to water sports above and below the surface.

Orbiting Vycinyth were four unique casinos and a single forested moon, maintained as a huge preserve. Each royal house maintained an orbiting guild hall around the moon as places to plan expeditions, swap tales, and celebrate deep into the night, while hunting during the day.



THE TAPANI SECTOR
LORDS OF THE EXPANSE

YELSAIN

Astronavigation Data: Yelsain system, Minos Cluster, Outer Rim (The Slice)

Orbital Metrics: 249 days per year/24 hours per day

Government: Anarchist democracy

Population: 4,500,000,000

Languages: Basic

Terrain: Forests, mountains

Major Cities: Tradetown

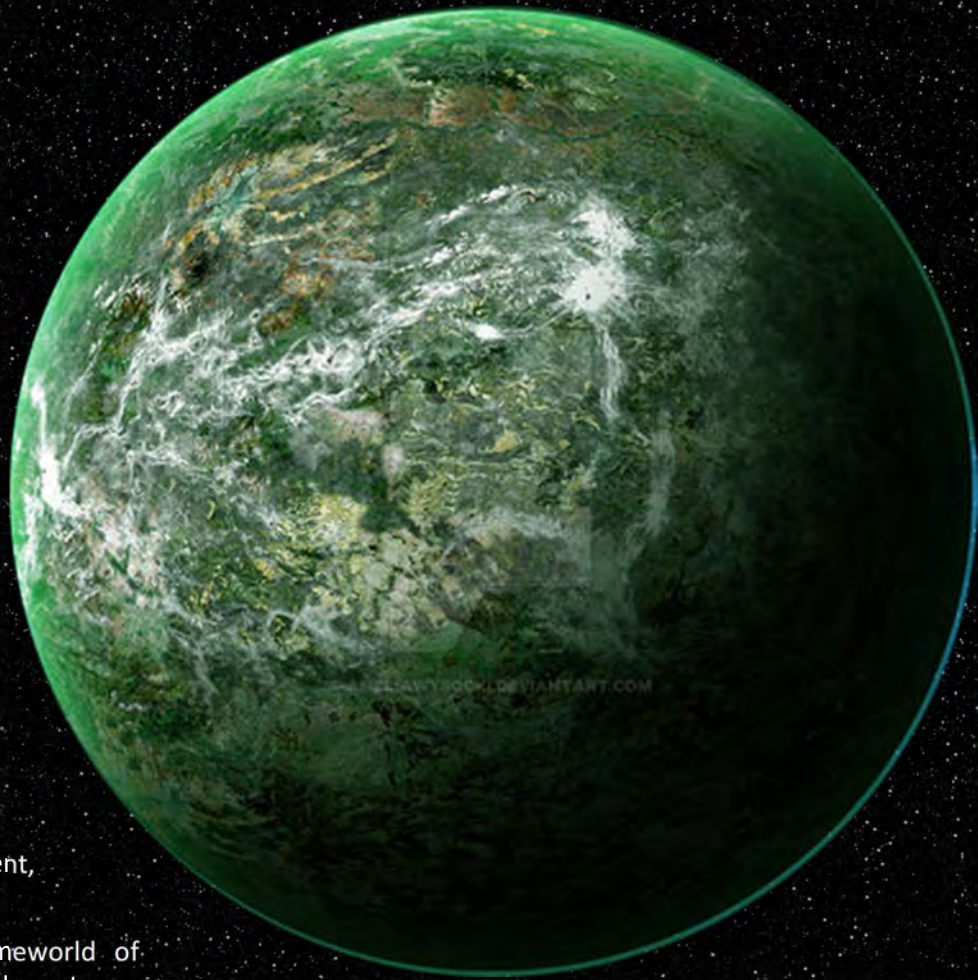
Areas of Interest: None

Major Exports: Wood

Major Imports: Mechanical equipment, electronics

Background: Yelsain was the homeworld of many Jedi. It was a forest planet, and was home to massive trees, some as tall as 400 meters. The atmosphere was high in oxygen, so offworlders tended to become dizzy at first, particularly when they exerted themselves. However, they did not get as winded as they normally would. The high oxygen content also helped create the spectacular weather for which Yelsain was famous, with immense thunderstorms practically a nightly affair. The animals which inhabited Yelsain were large, averaging twice the size of a Human, and the carnivores were dangerous. The two most dangerous creatures were the trogliths and the garaths.

Under the Empire, the population suffered systematic denial of basic rights.



LIFE IN THE TREETOPS

While the citizens of Yelsain enjoy a simple life, they are not ignorant of all the galaxy can provide and are, in fact, among the most educated people in the galaxy. Their universities are second to none. They revere nature, and some have even been known to believe that the trees' life forces can "speak" to them, and some of the best woodworkers on the planet claim that the wood itself guides them in design and construction of objects made from Yelsain wood.

ZELTROS

Astronavigation Data: Zel system, Inner Rim

Orbital Metrics: 312 days per year/25 hours per day

Government: Popular monarchy

Population: 5,300,000,000 (Zeltrons 91%, other 9%)

Languages: Basic

Terrain: Cities, forests, oceans, lakes, rivers

Major Cities: Zeltros (capital)

Areas of Interest: Northern Province, Southern Province, Paradise

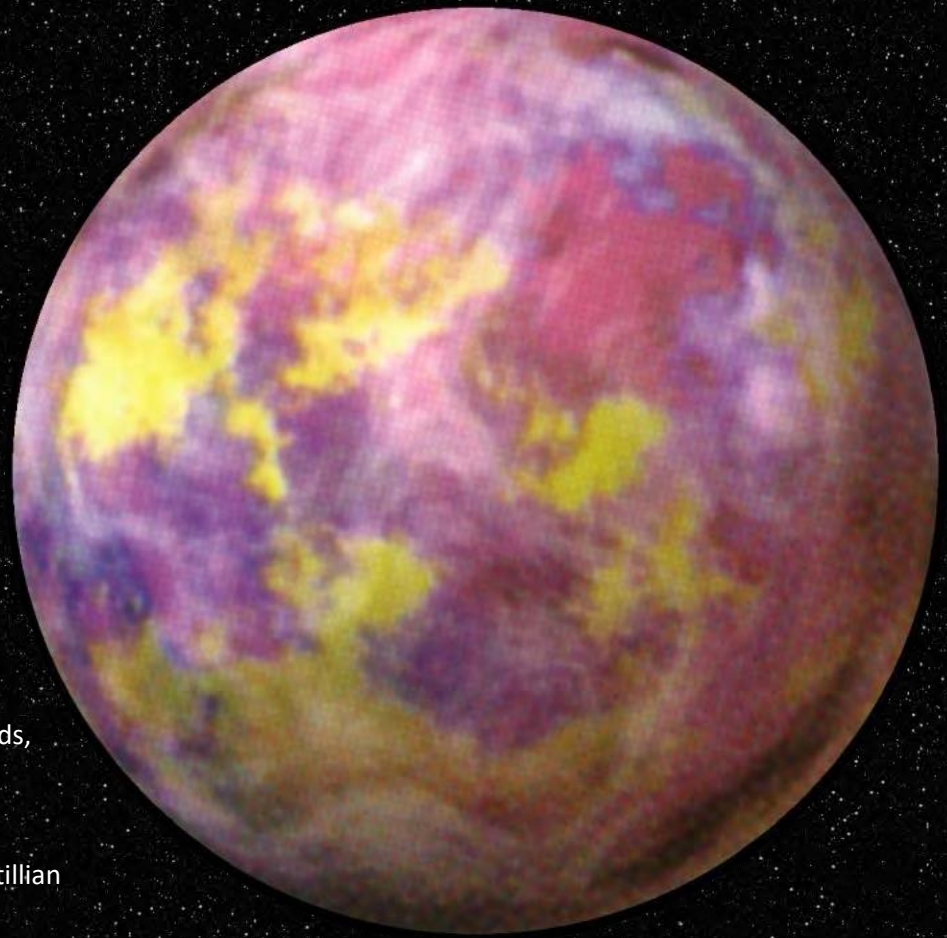
Major Exports: Art, entertainment, luxury goods, high technology

Major Imports: Gourmet consumables

Trade Routes: Trelle Trade Route, Lesser Lantillian Route, Great Kashyyyk Branch

Background: Zeltros was a planet in the Inner Rim, and the homeworld of the Zeltron race. An opulent world, hedonism was the doctrine encouraged by the empathetic Zeltrons, and Zeltros was continuously in a state of never ending revelry. The Zeltron appreciation of beauty in its many forms led to luxurious art and architecture covering the world, and the galaxy's most wealthy favored Zeltros as a vacation destination. Many who came to the planet were taken in by the celebratory atmosphere and the powerful pheromones of the Zeltron people to the point they found it difficult to leave, and even planetary invasions often floundered in the face of Zeltros' planet-wide festivities.

In accordance with that species' reputation, Zeltros was known as a luxury world, where many went to vacation, owing to the planet's abundance of pleasurable facilities ranging from amusement parks to theatres, night clubs, and much more. There was almost always a planet-wide party occurring, and even when it wasn't, the Zeltrons were looking for a reason to throw one. Like Naboo, it was ruled by an elective monarchy.



THE PARTY'S OVER(?)

Despite its famous atmosphere of leisure, Zeltros maintained a substantial defense force, although it lacked planetary shielding and was susceptible to orbital bombardments. The planet was invaded twelve times in six centuries. The planet was never taken over by the Empire. To date, almost every invasion of Zeltros broke apart when the invaders made it planetside, the pheromones and party atmosphere overwhelming them.



NAGAÏS AND DOLLS
MARVELOUS MISADVENTURES

ZONAMA SEKOT

Astronavigation Data: Mobile

Orbital Metrics: Varies

Government: Elected meritocracy

Population: 400,000 (Ferroan 40%, Langhesi 15%, other 45%)

Languages: Basic

Terrain: Rainforests, mountains, rivers, small polar ice caps, small oceans, tampasi

Major Cities: La'okio

Areas of Interest: Far Distance, Middle Distance, Magister's Palace, Dragon Cave

Major Exports: None

Major Imports: None

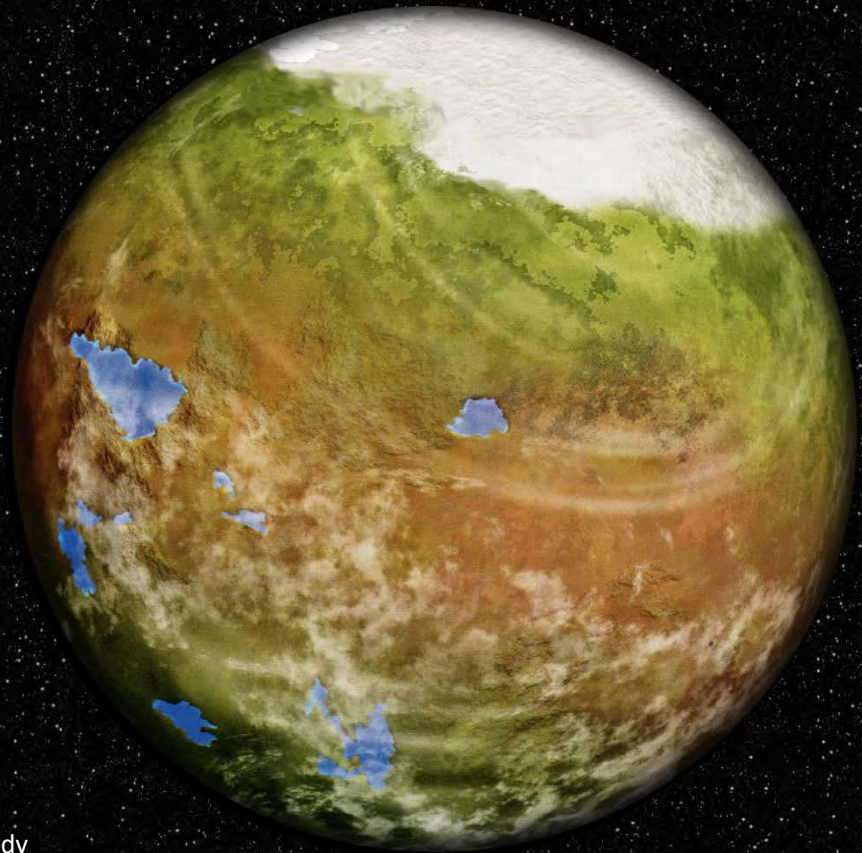
Background: Zonama Sekot (Ferroan for "World of Body and Mind") was a living, sentient world capable of traveling through space. Zonama was the planet itself, while Sekot was the living intelligence of Zonama.

Zonama Sekot was unique from other worlds. Its north polar region, a spot of pearl white was surrounded by an entire hemisphere of tropical jungles. Its southern hemisphere was covered with impenetrable silvery clouds. Along the equator there were several rivers, lakes, and small seas. The edge of the southern hemisphere was also covered by elegant wisps of wind which frequently broke free to form spinning storms.

Zonama Sekot's first settlers were black-haired humanoid Ferroan colonists and red-skinned Langhesi colonists, and the living world was ruled by Magisters. The Ferroans were believers in the Potentium view of the Force. During the time of the Galactic Republic, Zonama Sekot was rumored to be home to the fastest ships in the galaxy.

Roughly seven years prior to the Clone Wars, a series of circumstances led to Zonama Sekot being attacked by a Republic battle group led by Wilhuff Tarkin. In response, the world unveiled its hyperdrive system, which had been built by the Langhesi, and escaped into the Unknown Regions.

In the following years, stories of the "rogue planet" that had once made living ships circulated among many in the Outer Rim.



LIVING SHIPS

All ships produced by the builders of Zonama Sekot, were a melding of ordinary manufactured components such as engines, a hyperdrive, shields, navigational systems, and other such equipment with an organic body and "mind" that was bonded to those for whom it was crafted.

Seed-partners were small thorn-covered organisms that originated within the tampasi, from the tree-like boras, of the living planet Zonama Sekot. As Sekot's self-proclaimed "children ... cells in my body," the seed-partners would be introduced to a spacer who desired to possess one of Sekot's living ships. If the seed-partners, according to their own desire, attached themselves to the spacer, a ship would be produced by those partners working with a team of Ferroan designers, Langhesi forgers, and giant-like Jentari shapers.

Seed-partners attached themselves to a spacer using a spike, which produced an uncomfortable adhesion, but no wound. Three seed-partners per spacer was the normal outcome of this election process, but in the case of Anakin Skywalker and Obi-Wan Kenobi, fifteen seed partners chose to become part of their new vessel, the *Jabitha*.



ROGUE PLANET
FORCE AND DESTINY