

# STAR WARS

## PRECISE CALCULATIONS



**A Guide to Planets**

# 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:** Aargause, 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

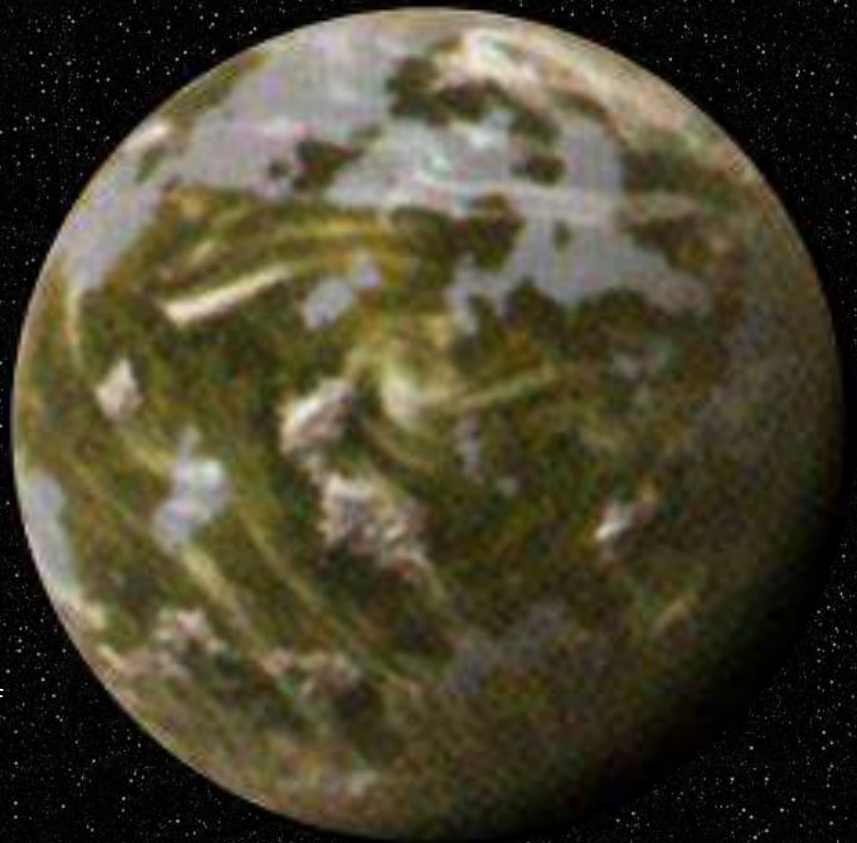
**Major Exports:** Precious metals, bankers

**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.”



# 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.



# 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

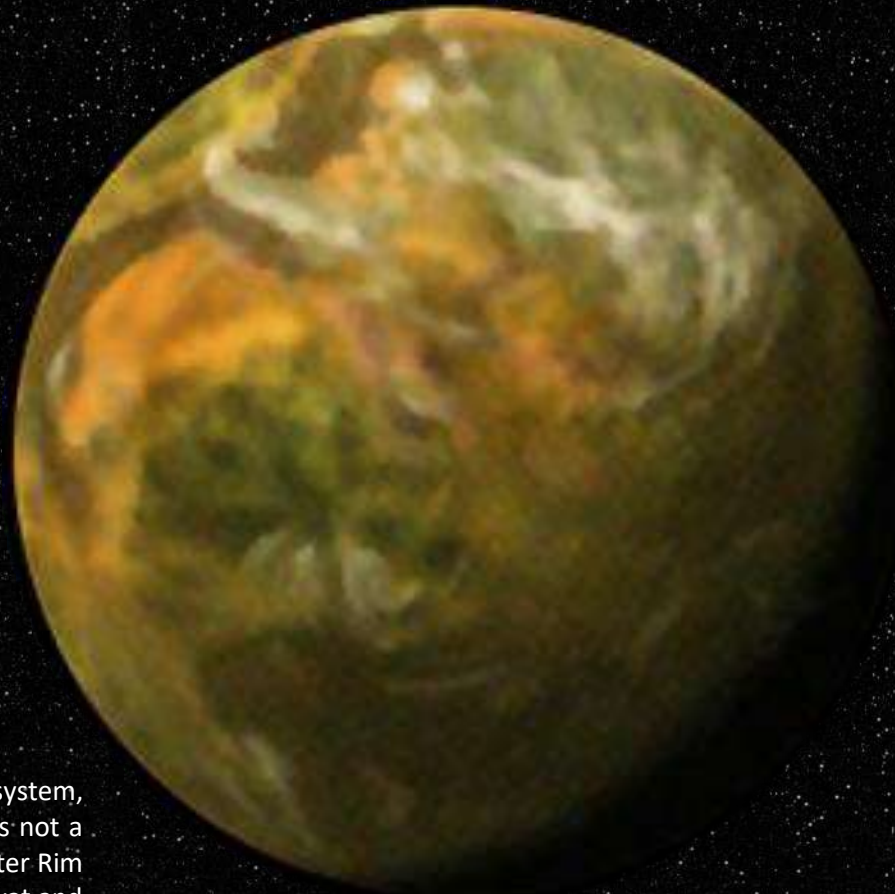
**Major Exports:** None

**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 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.



# 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

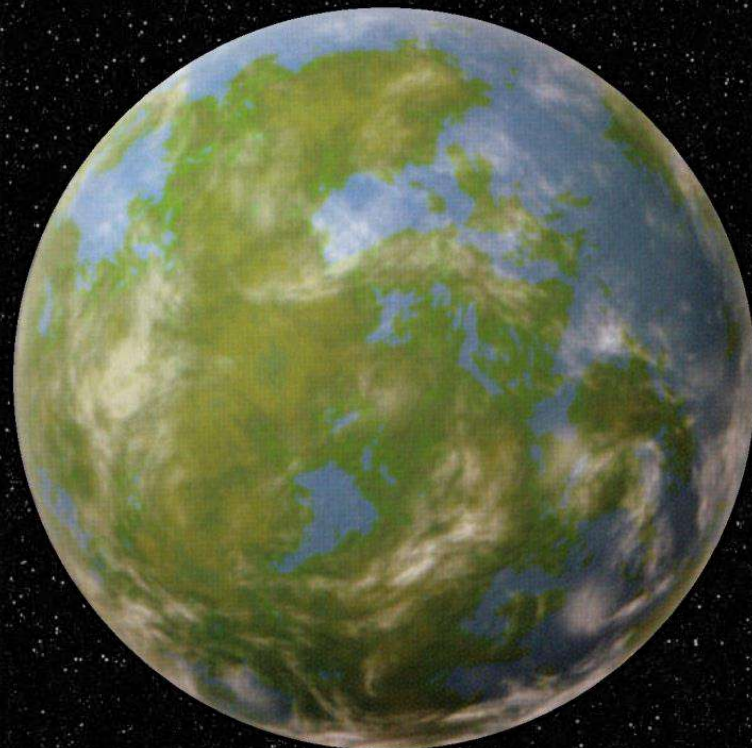
**Major Exports:** Mid technology, high technology, information

**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.



# 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-sé Arena

**Major Exports:** Droids, foodstuffs, technology

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

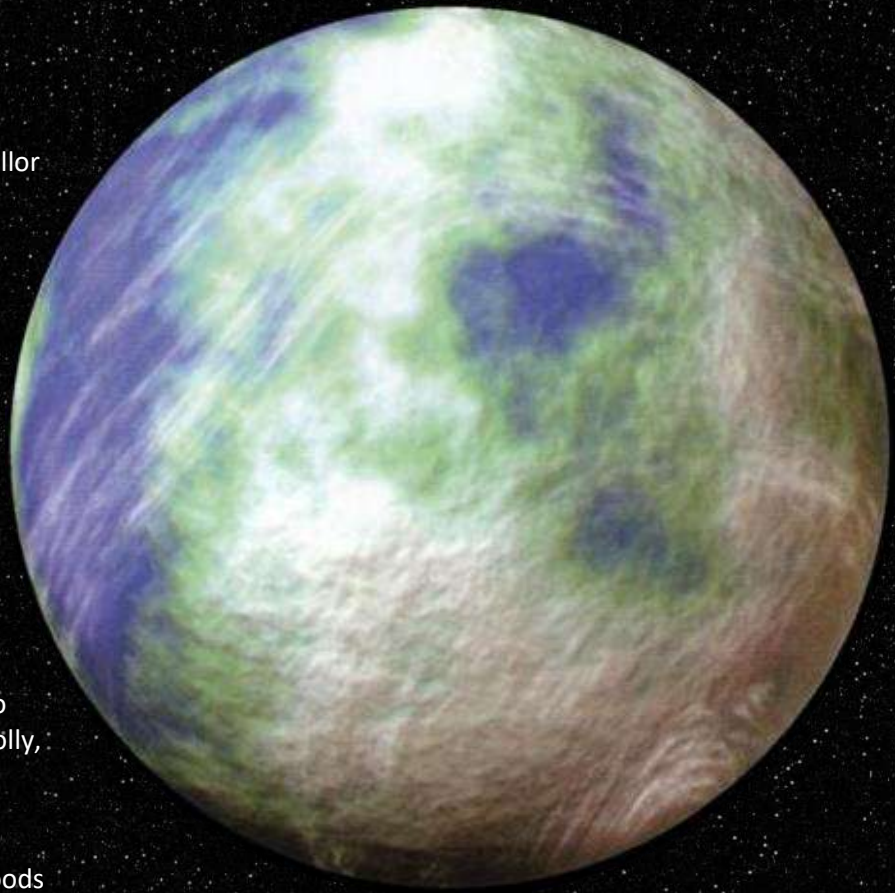
**Trade Routes:** Quellor Run

**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.



# 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

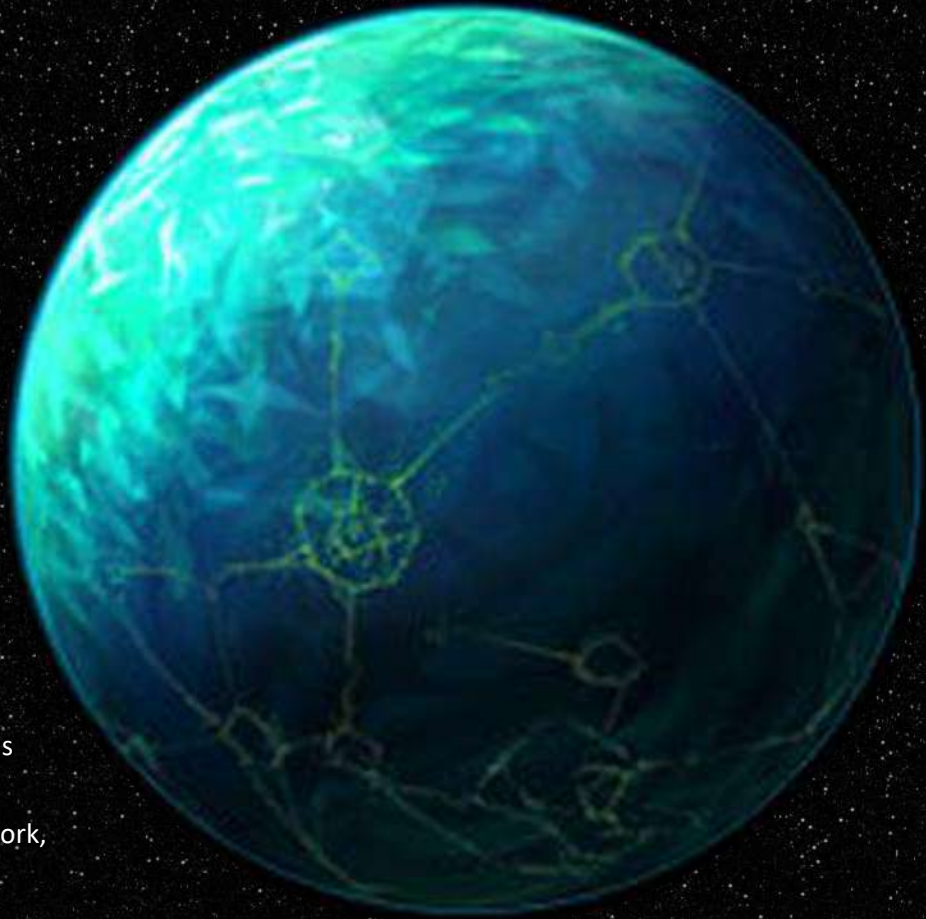
**Major Exports:** Raw materials and minerals, artwork, industrial goods, kyber crystals

**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.

# 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

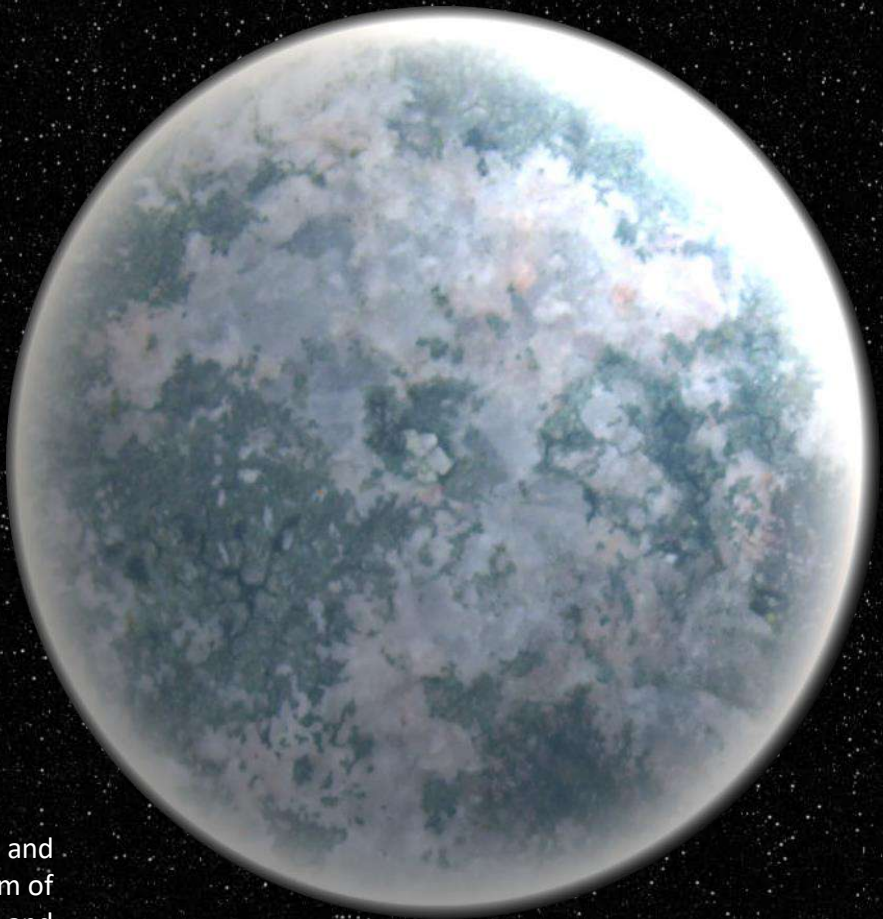
**Major Cities:** none

**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.



# 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.



# 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 camblyctus 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, Nothoii 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

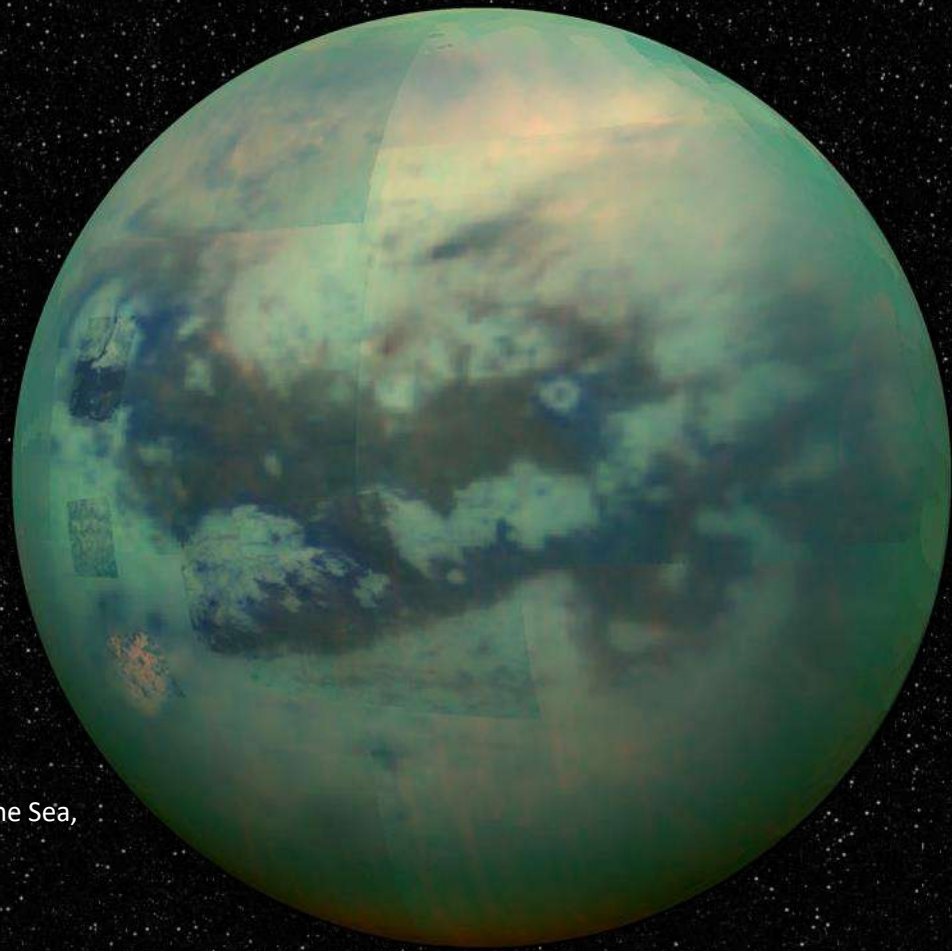
**Areas of Interest:** *Veil of Skynara* dock, Methane Sea, Caverns of Lestivek

**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)

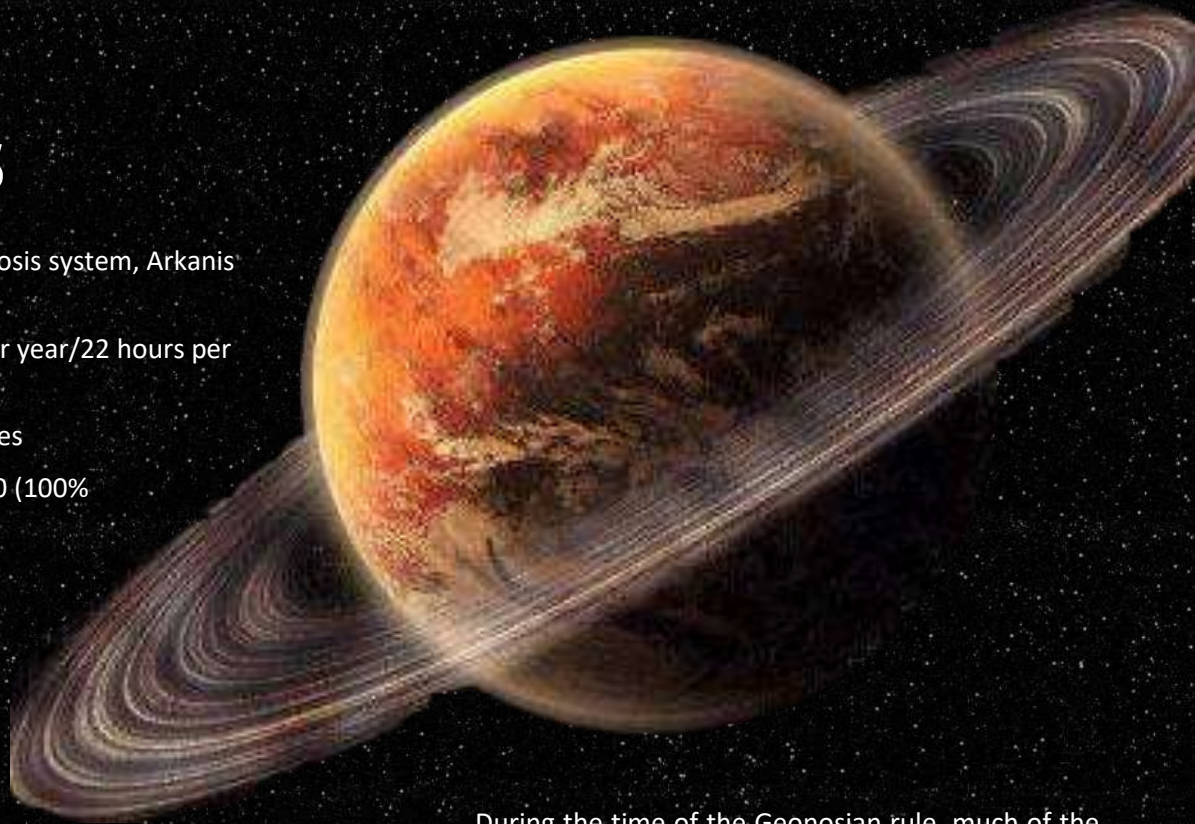
**Major Imports:** Raw materials

**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

# 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

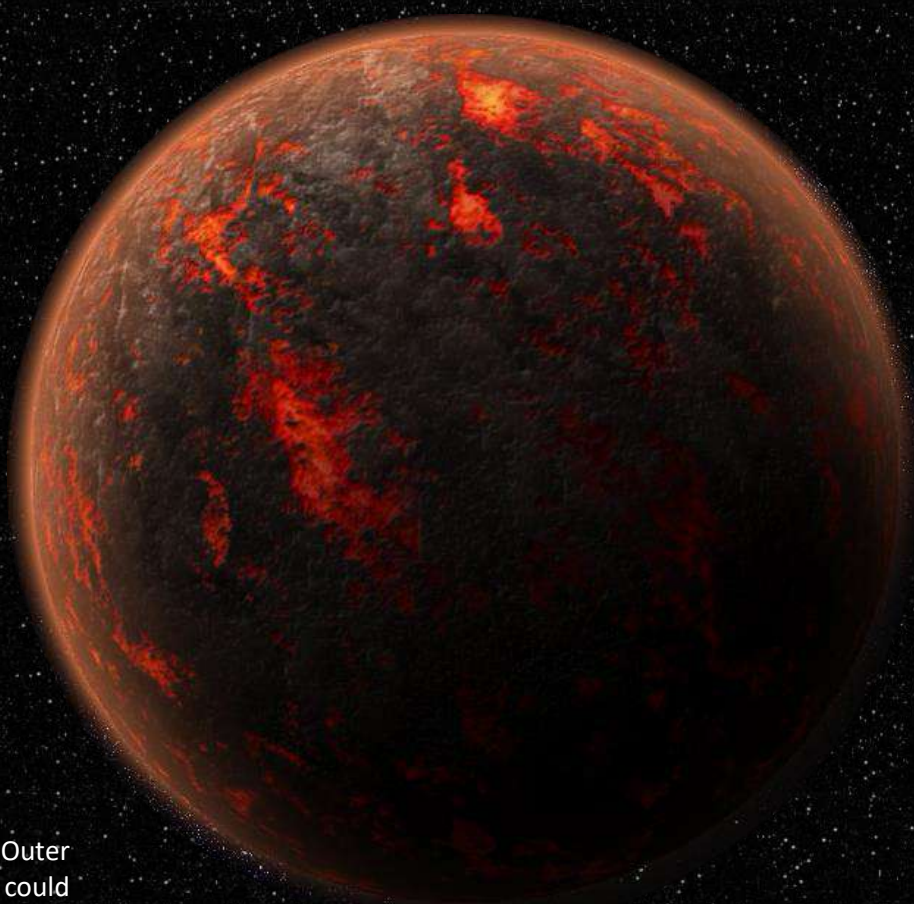
**Areas of Interest:** Golrath Station

**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.

# 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.



# 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

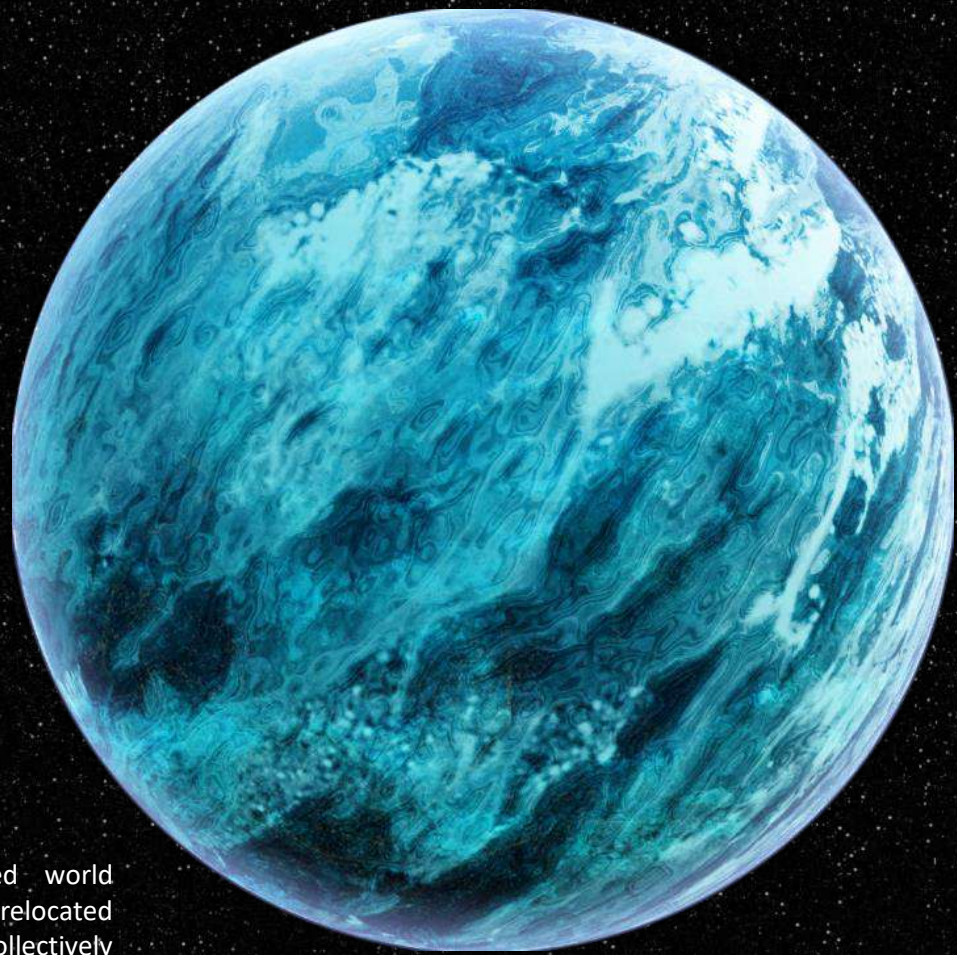
**Major Exports:** Slave labor

**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.



# 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

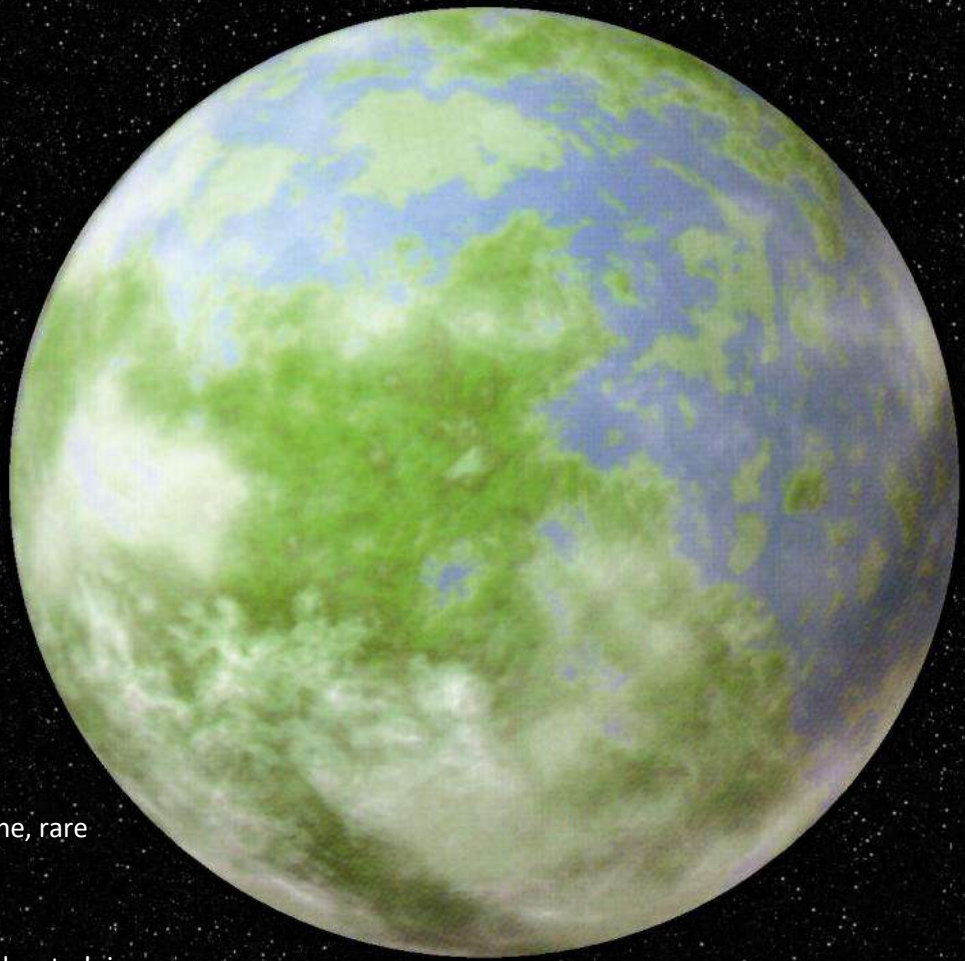
**Areas of Interest:** Falls of Dessiar, Mother Jungle, House of the Healers, Cathor Hills

**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. Led 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:** Bazorite, 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 Garrera. Jedha's heritage and Garrera'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.





# 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 Des, Slicí Canyon, Tal An Fissures, Glascretia, Razoral Reefs

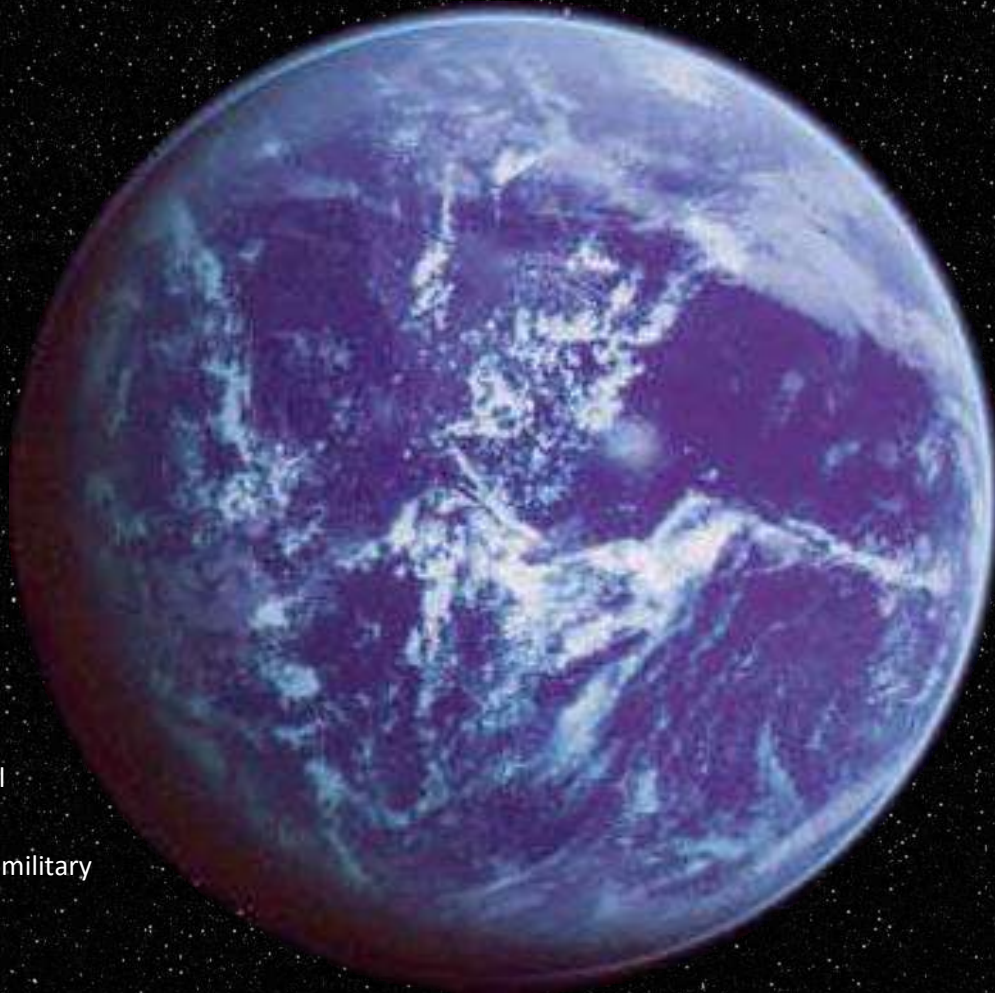
**Major Exports:** Clones, covert technology, military weapons and hardware, fish

**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.



# 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

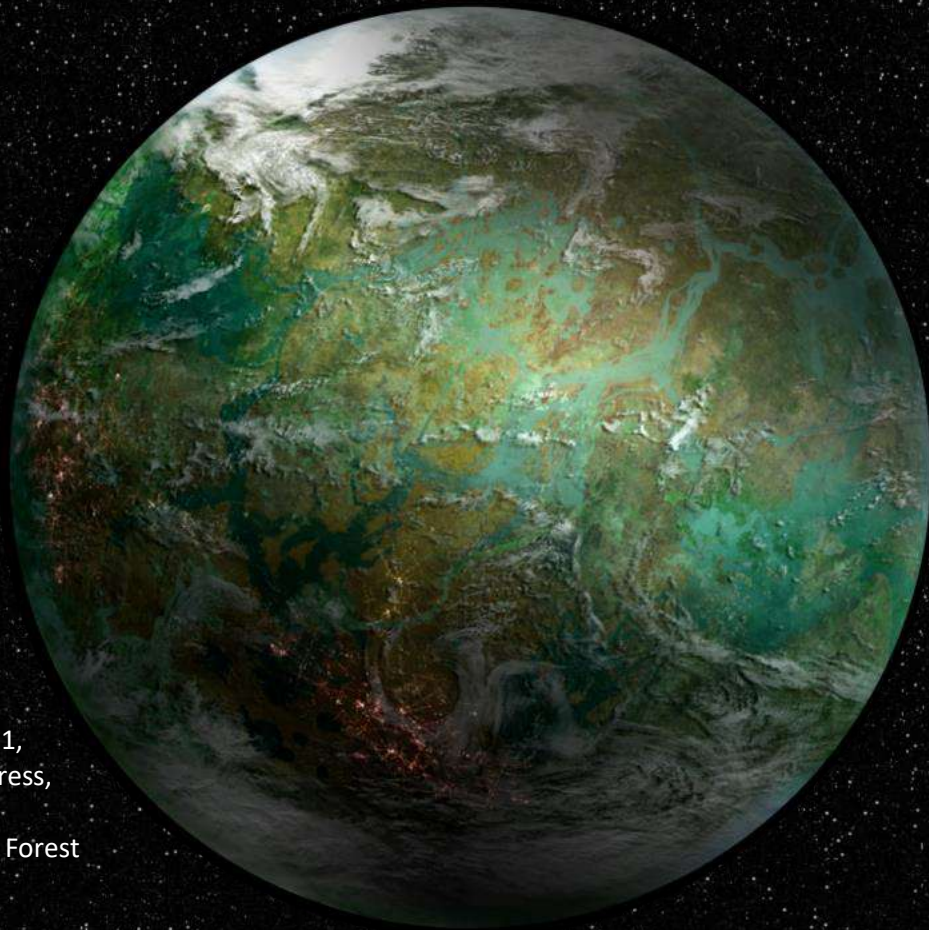
**Major Imports:** Processed metals, medicines

**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.



# 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

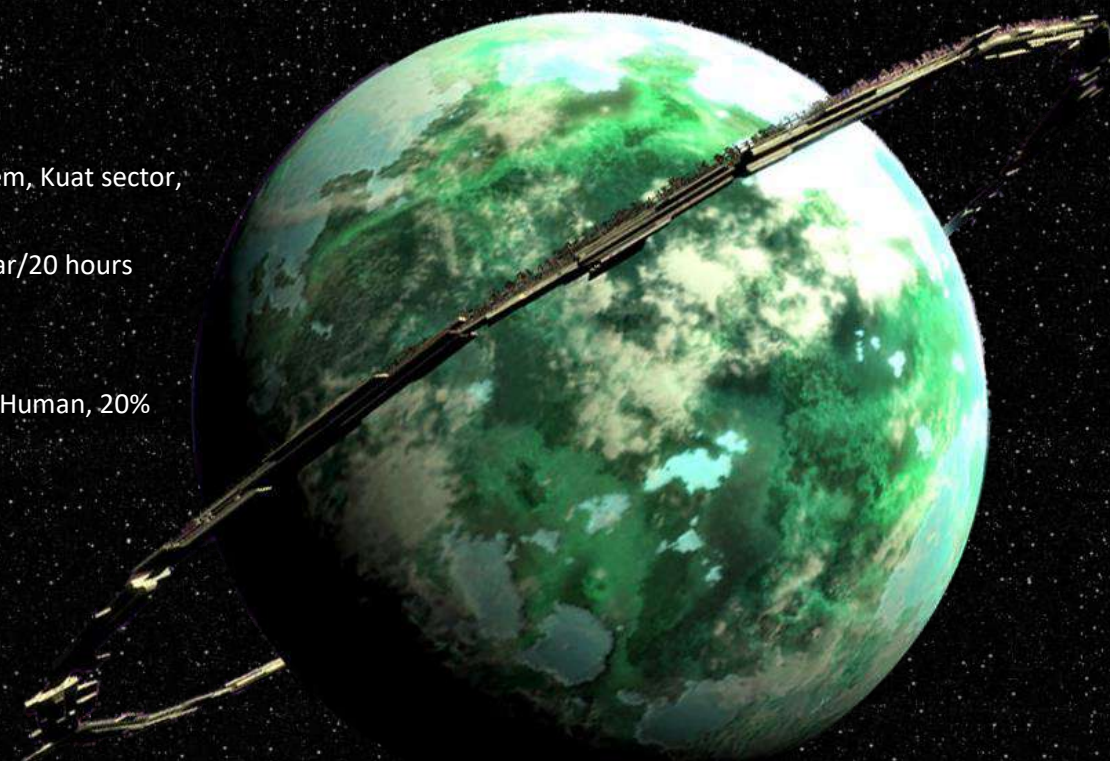
**Major Imports:** Electronics, machinery, raw materials

**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.



# 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

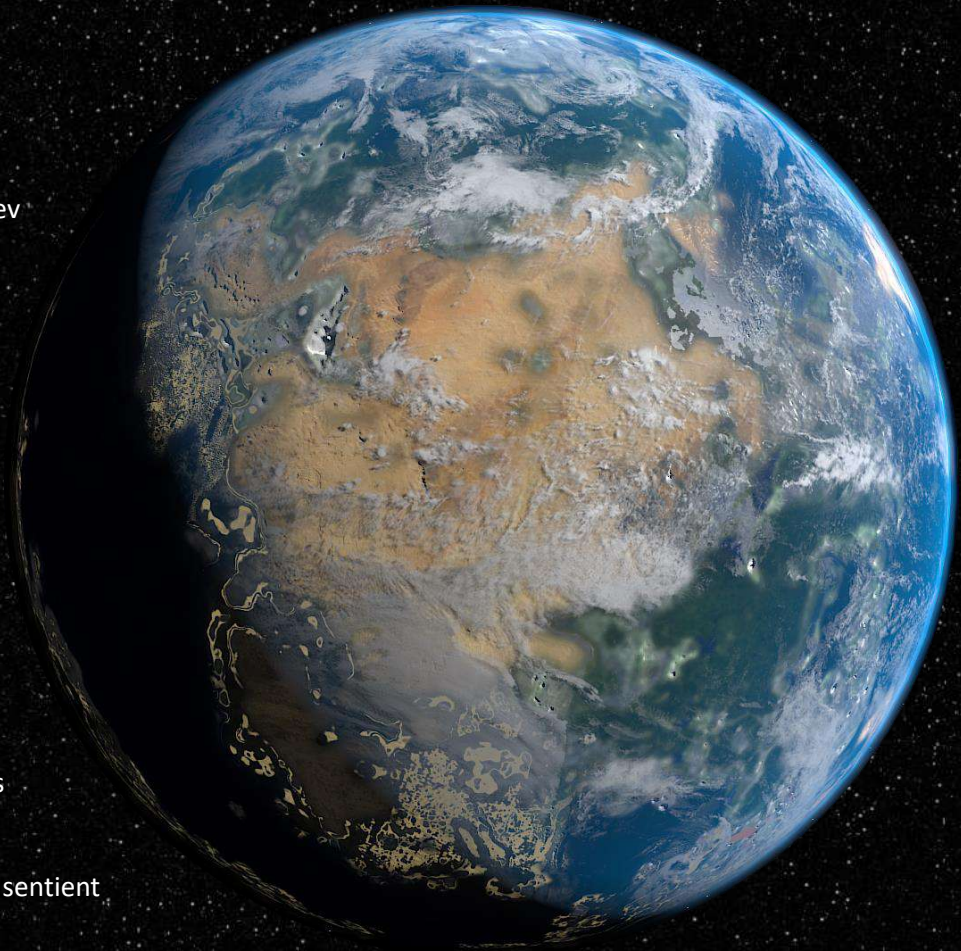
**Special Conditions:** Droids and other forms of sentient artificial intelligence are illegal on Kymparch

**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.



# 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

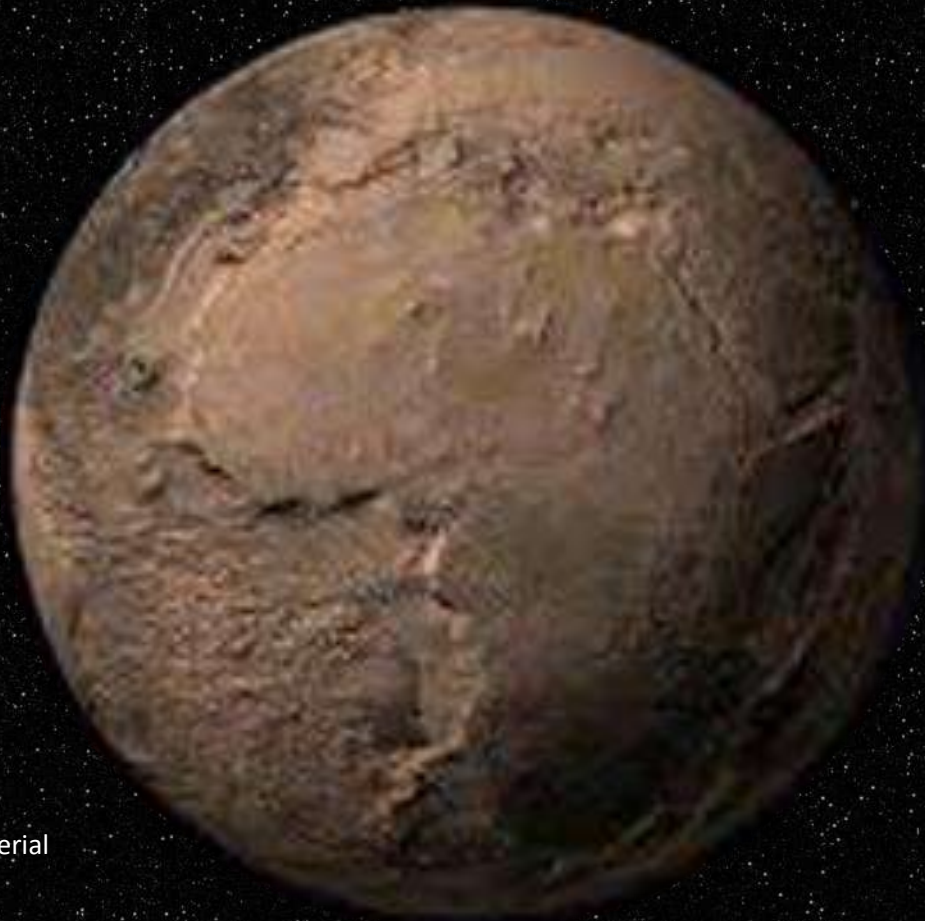
**Major Exports:** None

**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.

# 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

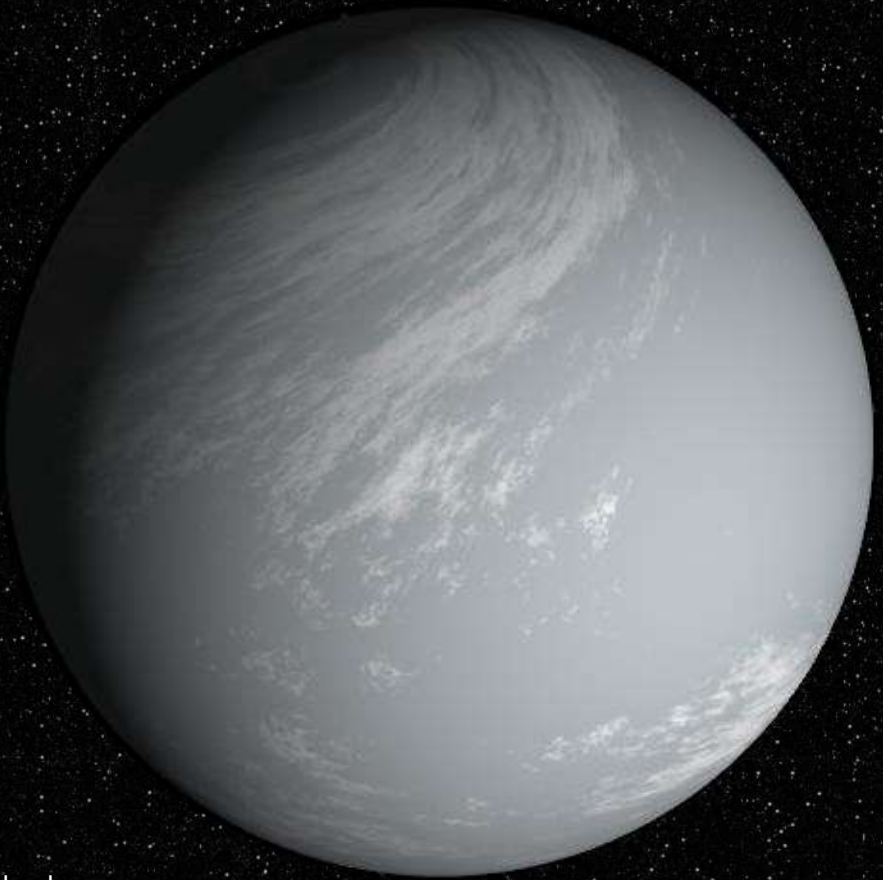
**Major Exports:** None

**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.





# 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.



# 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.



# 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."



# 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, Jolahn Square

**Major Exports:** None

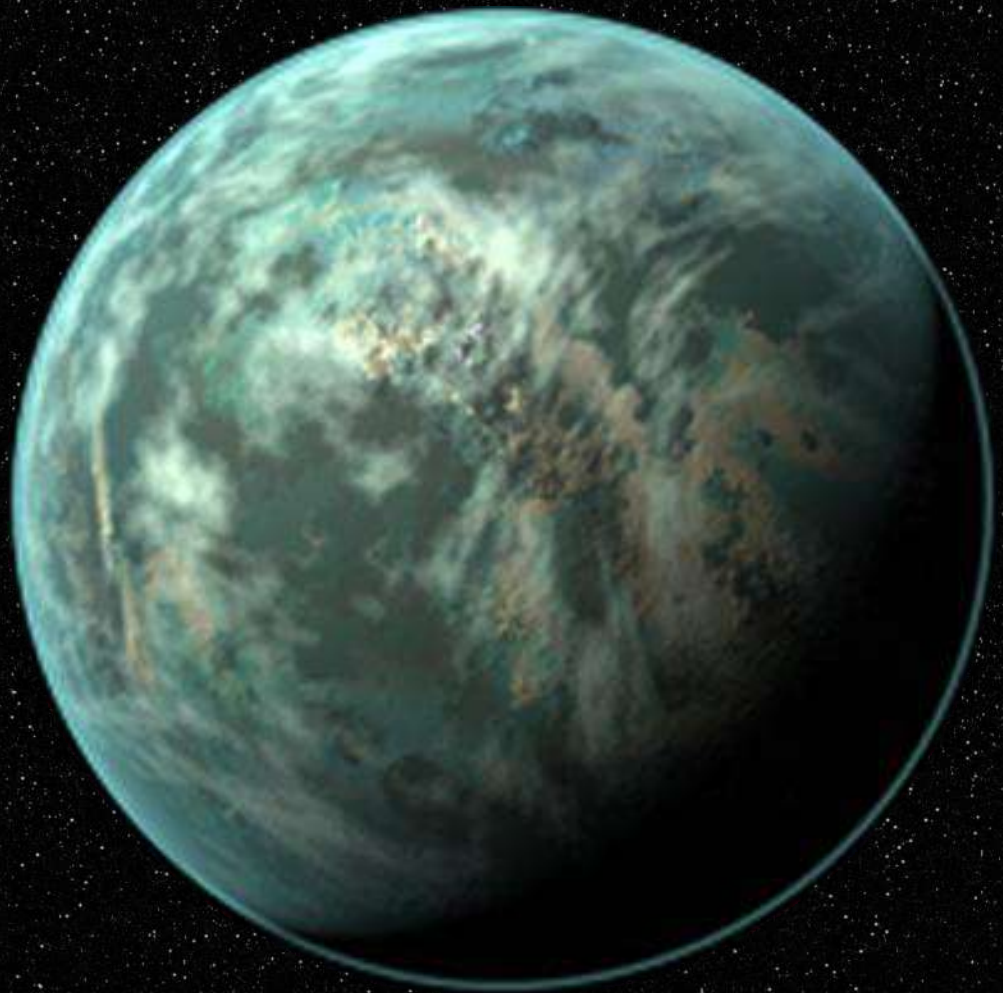
**Major Imports:** High technology, weapons

**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 Freedom 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.



# PROCOPIA

**Astronavigation Data:** Procopia system, Tapani sector, Outer Rim

**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, Lalos 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.



# 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.



# 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

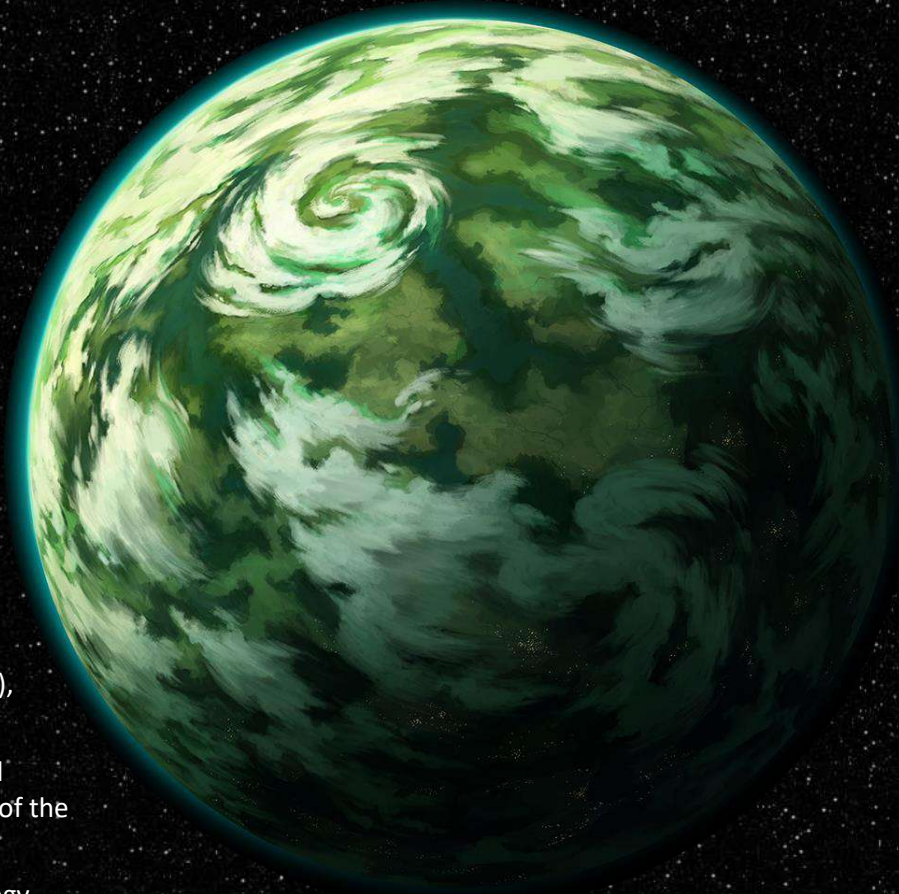
**Major Imports:** Foodstuffs, luxury goods

**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.





# 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, Fortrëss 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 Iqoon (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.



# 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

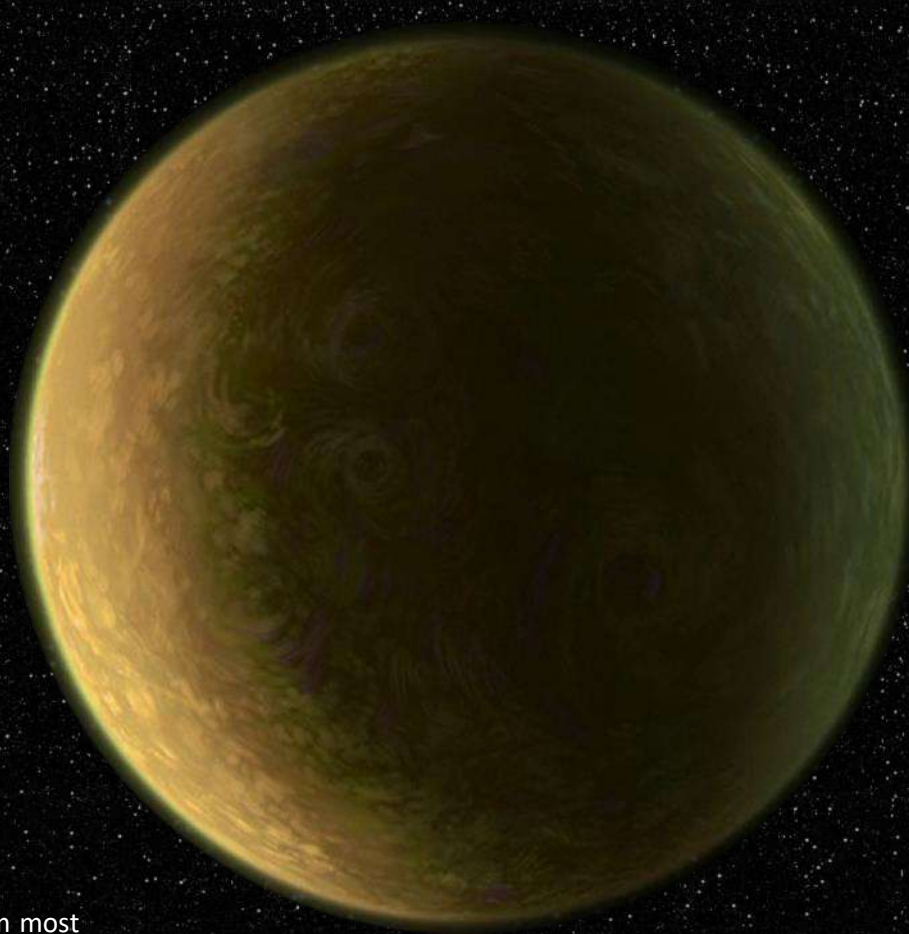
**Major Imports:** Foodstuffs, technology

**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.



# 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

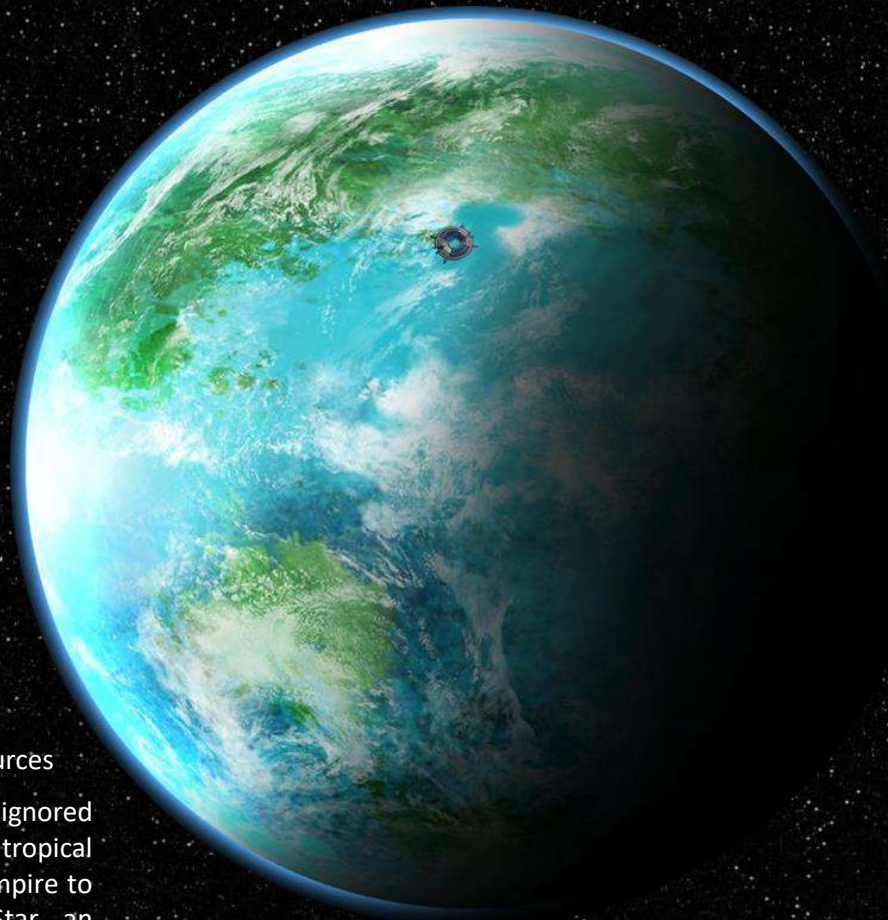
**Major Exports:** starships, supplies for the Death Star

**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

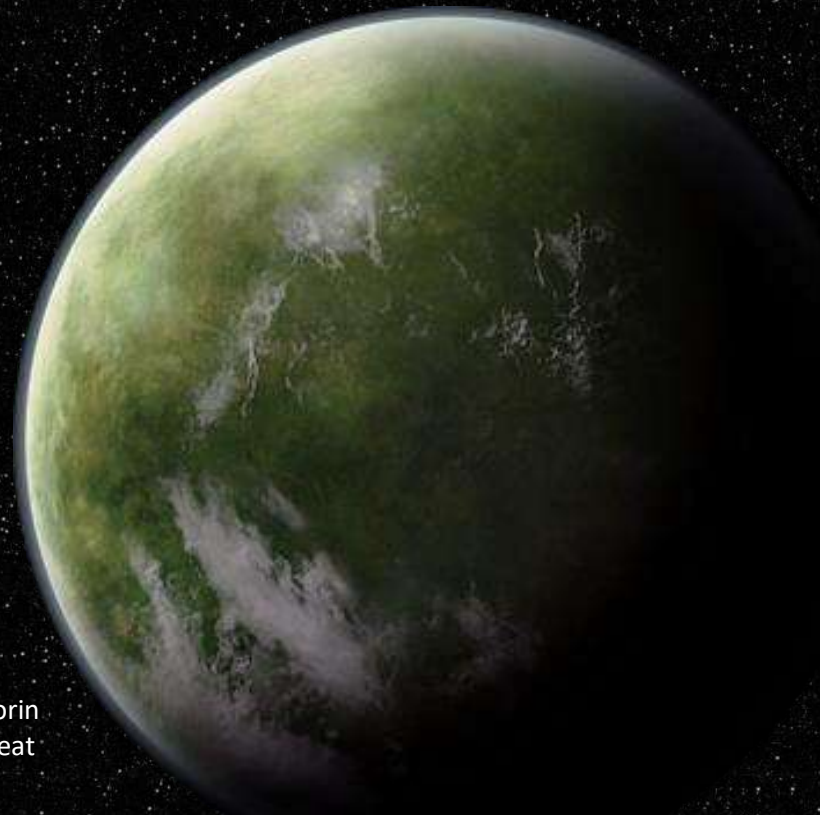
**Major Exports:** Luxury goods

**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 vengeance on Serenno that has yet to be discovered.

# 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, Razor 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

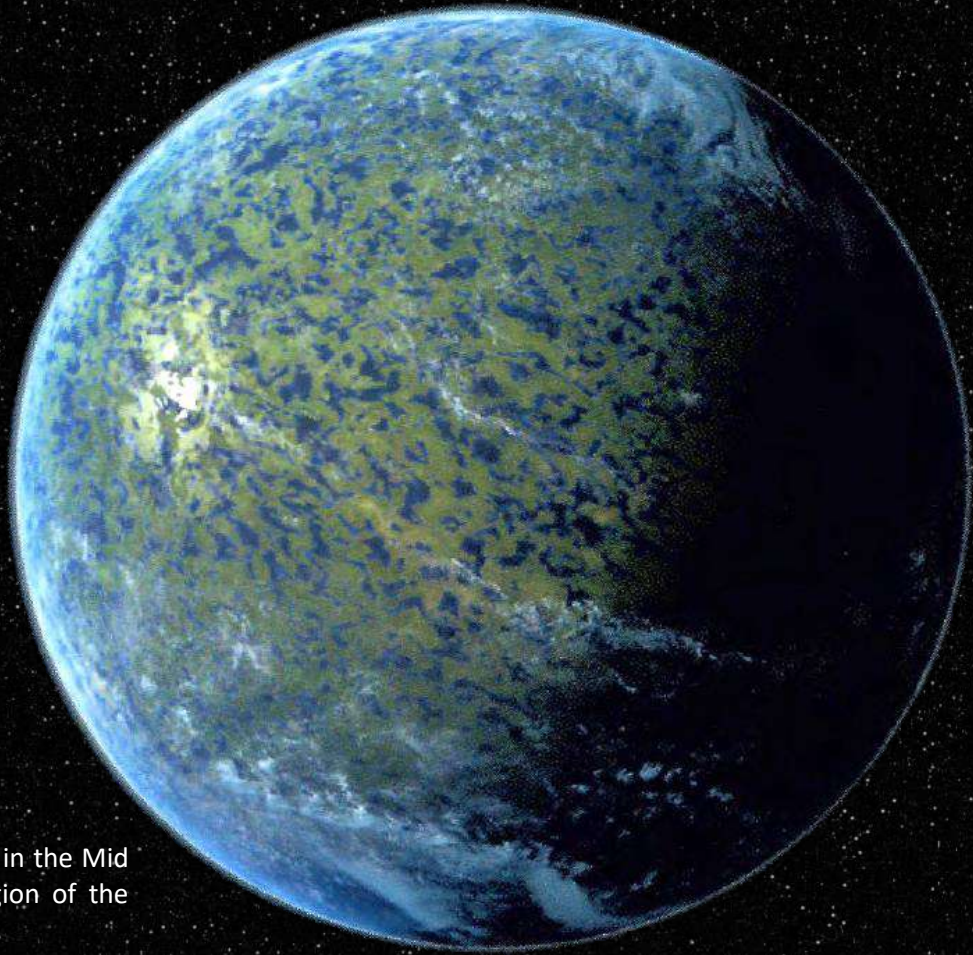
**Areas of Interest:** Maz Kanata's castle, Nymeve Lake

**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.



# 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

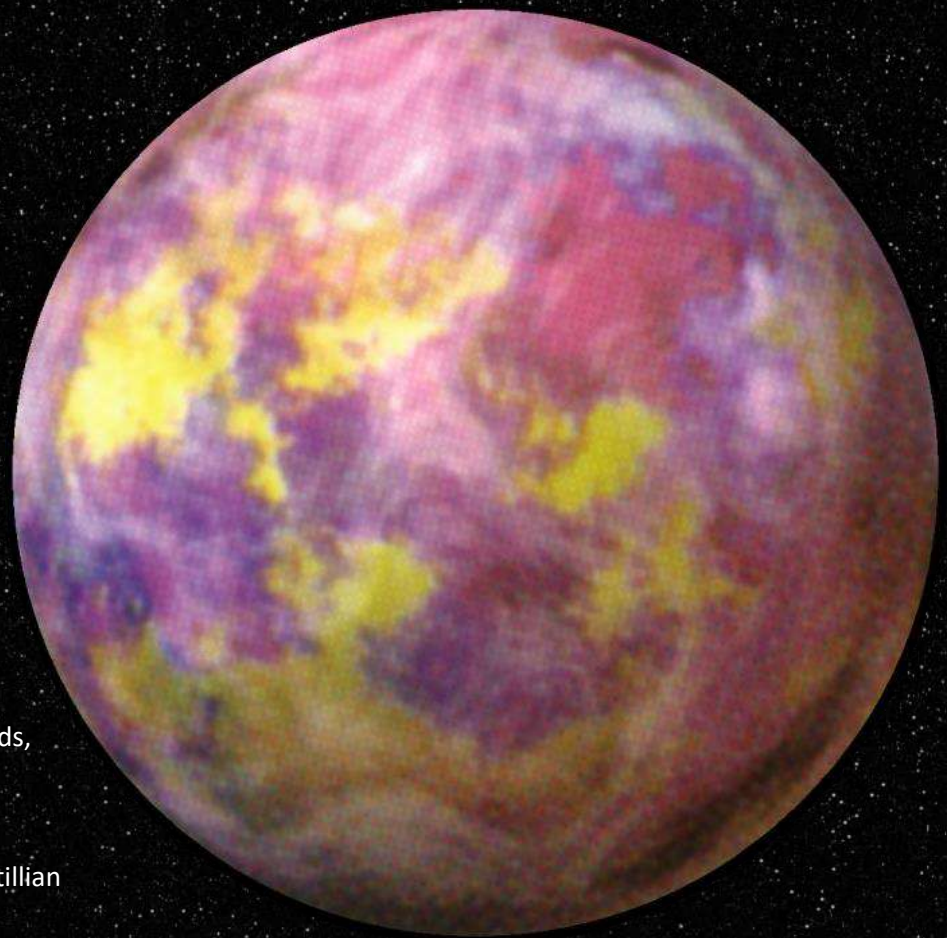
**Major Exports:** Art, entertainment, luxury goods, high technology

**Major Imports:** Gourmet consumables

**Trade Routes:** Trelen 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.



# 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

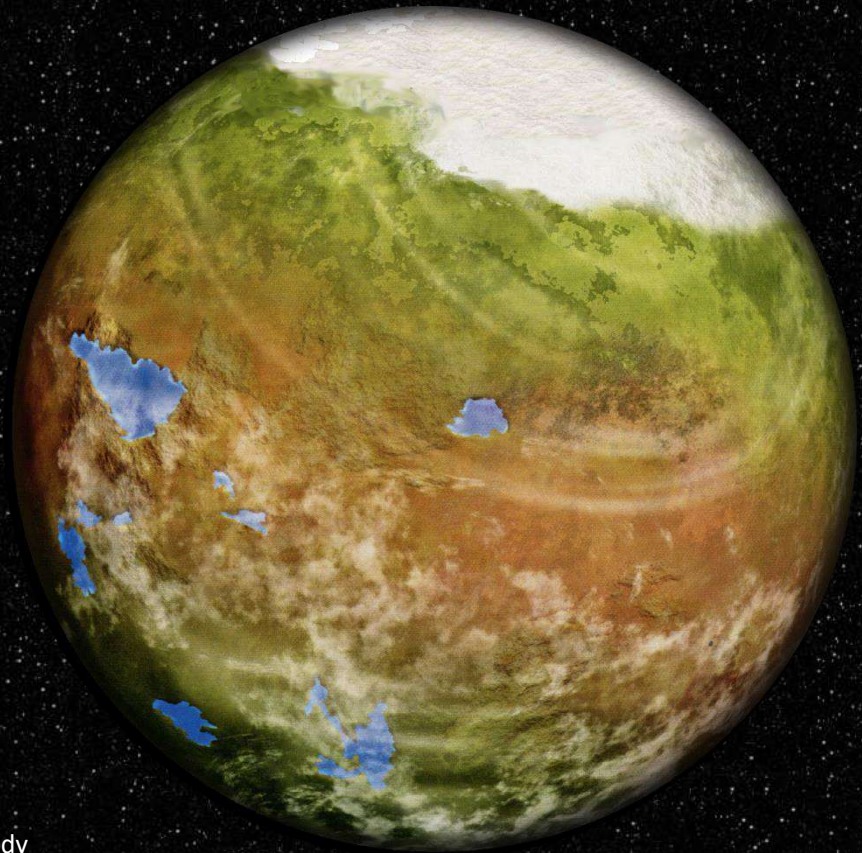
**Background:** Zonama Sekot (Ferroan for "World of Body and Mind") was a living, sentient world capable of traveling through space. Zonama was the planet itself, while Sekot was the living intelligence of Zonama.

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**