An aerial photograph of a city with a grid-like street pattern. Three tall, slender, white towers with pointed tops are prominent. The sky is blue with light clouds.

**FORCES OF THE EMPIRE**

# **GUIDE TO THE GALAXY**

**FALL 2002 EDITION**

**FORWARD : OCTOBER 03, 2002**

*From the Desk of the Chief Archivist Halvan*

*I have travelled the galaxy for many years now cataloging its people's and places and events for the records. It is my hope that this publication allows some small measure of understanding, and interest in young minds to follow as I have done.*

*Halvan  
Coruscant*





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# Aldragin, The Davi System

## System

### Description:

**Sector:** Outer Rim

**Sun:** Davi

**Sun Type:** Yellow

**Planets:** 10 + asteroid belt between 6th and 7th. #4 and 8 possess light rings.

### Moons:

**Astronomical Anomalies:** The sun tends to fry unshielded technology left out in the light too long. Something in the radiation.

## Planetary

### Descriptions

#### Aldragin, Davi V

**Astronomical Data:** A small iron based planet with an unpolluted oxygen-nitrogen atmosphere. Two small moons. Gravity is slightly above 1g.

**Climate:** Pastoral with the usual deserts, mountains etc.

### Flora and Fauna:

**Tech Level:** Pre-industrial/industrial. What industry there is is located entirely underground.

**Government:** Nation or City States, each with its own government. Generally a hereditary tyranny but occasionally a meritocracy and several City State theocracies. Over all of these squabbling provinces is the Warlord, Blaine, who represents them in the Shardakouran Council.

**Loyalties:** Member of the Alderson Worlds since 85

**Military Resources:** Individual starfighter escorts and armed patrol

vessels, motley assortment of personally owned (armed) ships and droid craft.

**Population:** 50 million? (Lightly populated) Several species share this world but are non-native, settled millenia ago from their mother worlds to form a melting pot culture.

### Economy:

**Major Exports:** Fine leathers and ales.

### Major Imports:

**Religion:** Polytheistic

**Culture:** Bardic, arising from the network of small towns dotting the countryside. Most tend to be

farmers or herdsman, or else merchants and tradesmen. Travelling strangers are common and treated hospitably until criminal activity occurs. Punishment for infraction is generally harsh but orderly, taken up before the local lord, judge or garrison commander.

The various provinces do not engage in wars against each other generally, preferring to use their militia against undesirables and other unlawful hordes that arise regularly. These include the 'barbarians' of the steppe and plains, certain aggressive native sub-human races and the occasional Overlord Wanna-Be.

**Nickname:** AD-I

**Length of Day:** 22.8 hrs

**Length of Year:** 362.5 days

### Places of Interest:

- 1 Montfort
- 2 Tynntangel
- 3
- 4
- 5



By: Phaedra Whitlock

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## Cova, Davi VIIIb

### **Astronomical Data:**

A small iron based moon with an unpolluted oxygen-nitrogen atmosphere tinged with ozone and sulfur, orbiting the 8th planet, a gas giant. Gravity on the moon is around .7g. Breath masks not required but helpful to compensate for lower than optimal oxygen content and the smell.

**Climate:** Rocky, cold and often volcanic due to tidal forces from the gas giant. Sandy grit storms blow up frequently and contain high enough metal count to cause occasional communications blackouts.

**Flora and Fauna:** A large shallow ocean supports invertebrate native life despite the acidic level of the water and high metal content. The 'fish' (eels actually) are toxic to eat. Plant life is of the ferns and fungi (spored) variety and quite hardy as well as extremely tough.

**Tech Level:** Pre-industrial/industrial. What industry there is is located entirely underground or highly shielded. The gas giant helps to shield the moon from the destructive radiation.

**Government:** Corporations in place to mine the ore have replaced the pirates that used to rule the moon. Independent miners contract out to drill ore from smaller node pockets for pickup. As such there is little law or

government here beyond Corporate regulations and Shardakouran law administered by the Shardakouran naval ships.

**Loyalties:** Member of the Alderson Worlds since 87.

**Military Resources:** Shares the Capital Ship. Corporate-owned starfighter escorts and armed mining vessels, droid craft, motley assortment of personally owned (armed) ships. Corporate Security forces and Security droids.

**Population:** 15,000 (Lightly populated) Primarily corporate employees and family, miners, hermits and the like. Native species are non-sentient. The bulk of the population is droids (not included in the census figures).

**Economy:** Most everything is owned or operated by the Company or licensed by the Company, but there is a thriving secondhand parts market as well and many corporate families operate sideline businesses to cater to the freelance miners and ship crews that rotate through.

**Major Exports:** Gems and ore brought up from the core by the lava flows.

**Major Imports:** Luxury goods, mining gear, spare parts.

**Religion:** Varied.

**Culture:** Vid shows and canned music. A prefab culture seeking fast con-

venient food and entertainment, not brain strain. Beer and harder substances work too but recreational drugs are likely to get you fired if you don't kill yourself first. Mining equipment is just too dangerous.

**Nickname:** The Rock.

**Length of Day:** 67.12.8 hrs

**Length of Year:** 4981 days

### **Places of Interest:**

- 1 Cavern system housing the mining operations
- 2 Old Faithful (geyser system)
- 3 Duchy
- 4
- 5

### **Planetary History:**

The system stayed apart from the squabbles with the Trade Federation and then the galactic conflict that followed, mostly due to not caring, not drawing attention, and its out of the way location.

Blaine was born the son of a noble family, heir to the Line. Arrogant and vain, he was kidnapped and held as his family was destroyed in House War. Handed to the winning side, Blaine became a slave and was sold to a Dark Master who rebuilt the young man into a tool he could use and loosed him on rebelling worlds soon to be invaded.

With the Proctors, Blaine began subverting the

populace via religious terror and waves of fanaticism. Resistance arose and fell in waves against them, and always there was Smith, an agent of the Company behind much that set back the invasion armies. Three Proctors died to Smith personally. Blaine failed to defeat Smith in combat and so arranged a meeting through a neutral third party. Rather than backstab Smith Blaine worked out a deal and spent time with the mysterious offworlder. The two found they were a formidable team, and when Smith's sources in the Company warned him the invasion was going to fail and Blaine's Master be slain, Smith kidnapped Blaine and took him offworld.

Smith turned out to be Jarek Alderson, who had been investigating the reports of what was happening there under an alias and coordinating the counter offensive. Blaine accepted Jarek's offer of a position on another world in the system that had been infested by pirates and crime organizations. The Aldersons put the pirates out of business, and Blaine assumed control of reconstruction and dealing with the former elements who remained. Set up economic and trade ties with the Alderson Worlds and set up local government. Blaine took the Oath to Jarek and the Alderson Worlds, and assigned a representative to the Alderson Council on Shardakour.



# Arridor, The Merian System

## System

## Description:

**Sector:** Outer Rim (only inhabitable planet in the Merian System)

**Sun:** Merian

**Sun Type:**

**Planets:**

**Moons:**

**Astronomical Anomalies:**

**Planetary**

**Descriptions**

**Arridor**

**Astronomical Data:** Small strip of liveable land at the equator, various tropical islands, the remainder of the planet is water, with the poles being arctic. No true mountains just hills with caves.

**Climate:** Seattle-like. not tropical.

**Flora and Fauna:**



Hardwood Forest

**Tech Level:**

**Government:**

**Loyalties:**

**Military Resources:**

**Population:** One major city, surrounded by forest (not near the water). No skyscrapers, but tall enough. Not a very dense population except in the city, which would be ala Bronx or Brooklyn. Upper class area would be large estates on the fringe of the city

**Economy:**

**Major Exports:**

**Major Imports:**

**Religion:**



**Culture:** Species: Human. Language: Basic

Huge disparity between upper and lower classes. dirty in the inner city, pristine in the better areas. Farms far from the city. Not too many, just enough to support.

**Nickname:**

**Length of Day:**

**Length of Year:**

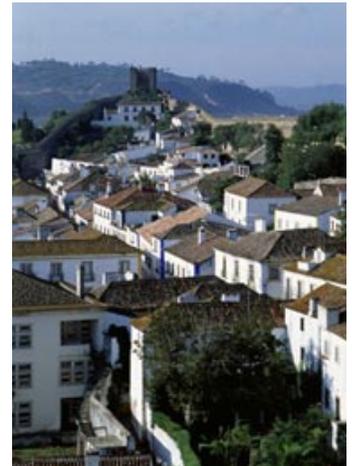
**Places of Interest:**

1 Xanatos Labs

2 Corlanyd Island Amusement Park

**Planetary History:**

Arridor was settled by a



small group of pioneers six hundred years ago. The

population has remained small, with many of Arridor's well-to-do young people leaving the planet in search of more excitement elsewhere in the galaxy. The servant class was kept under tight control by the ruling class.

The primary city on Arridor is named after the planet. It's fairly densely populated for an Arridorian population center, and it surrounded by forest. Within that forest lies Xanatos' Labs newest laboratory.

Arridor has stayed out of the galactic eye for the past six centuries, only coming to attention after the opening of Xanatos' Labs and the following uprising from the servant class. The situation there is still unstable.

By: Dana Terry and Ginna Wilcoxen





## Betawan, The Betawa System

### System

### Description:

**Sector:** Outer Rim, Tion Sector

**Sun:** Betawa

**Sun Type:** \_\_\_\_\_

**Planets:** 9

**Moons:**

**Astronomical Anomalies:** Highly dif-fused asteroid belt.

### Planetary

### Descriptions

### Betawan, Betawa VII

**Astronomical Data:** A very small iron based planet with an unpolluted oxygen-nitrogen atmosphere in a highly elliptical orbit. No moon. Gravity is about .85g.

**Climate:** In the 3 summer months it is hot in the day due to proximity to the sun and cold at night due to the lower density of the atmosphere. During the 6 month winter temperatures drop below

freezing and stay there.

**Flora and Fauna:** Wide variety of species, a result of solar radiation-caused mutations. No native sentient races.

**Tech Level:** Galactic standard.

**Government:** Elected planetary 'Governor' and small representative legislature based on city/territory with few actual powers, otherwise informal. What laws there are are enforced by posse justice and informal trials on the spot.

**Loyalties:** (Not Imperial, or Alliance)

**Military Resources:** Space fleet for protection

of vessels and anti-pirate activity. Almost everyone is armed and able to form an armed ground resistance if required again. Ship repair docks and orbital stations for mining ships and ore processing.

**Population:** 20 million (Lightly populated mostly by humans)

**Economy:** Brisk

**Major Exports:** Asteroid mining for ore, ice and power. Cheap knockoffs and pirated copies of a wide variety of goods.

**Major Imports:** ?

**Religion:**

**Culture:** Vibrant and very frontier. Justice is generally swift and final so there is relatively little crime. Females in the past wielded enormous social power due to their scarcity. Now that there are relatively even numbers this tradition still carries some weight but not as much as before. Crimes against females are punished far more harshly, especially by the older generation.

Strongly independent, capitalist and anti-mega-corporation, taxes are low and based off the Heinlein doctrine, paying full price on an item is a sure sign of an offworlder. Double or nothing and dickering is the way of the native Betawan. As such it is a very social place, everyone knows everyone and stands together in the face of offworlder interference.

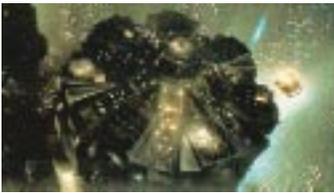
Some things normally illegal, such as copyright piracy, are not here. It is considered entrepreneurship.

Oddly enough, Betawan has no prisons and few jails.

**Nickname:**



By: Phaedra Whitlock



### Length of Day:

17.80 hrs

### Length of Year:

280.4 days

### Places of Interest:

- 1 Davis Freight Lines, main office (Tycho Under)
- 2 Lunis, the Capital
- 3 Imbria
- 4 Sletalis

### Planetary History:

Originally settled as a trade route stop and penal colony Betawan continues to base much of its economy on spacers. Allowed to roam freely but not to leave, the prisoners set up farms and towns subject to taxation by the Colony's appointed Governor who owned all utilities as well. Raw materials produced in Government owned factories (at low wages) exploited the planet's resources heavily.

After 50 years of this economic slavery the prisoners (both criminal and political) revolted and gained their freedom over the Governor sent to watch over them. They stopped the outflow of raw materials and appointed one of their revolutionary heroes the new 'Governor' by popular opinion. When he died of heart failure a few years later elections were held to produce a new



Governor.

Among those who took advantage of the newly opened world were the Davis Freight Lines. Originally based out of Cottman IV, the company

located its new headquarters in a large apartment building in a regional capital, Tycho Under. The upper floors served as quarters for members coming and going while the lower floors became offices.

For a time Deveron Arsein-Davis was Betawan's Ambassador, due in large part to his family's popularity. A post he held until his remarriage a few years later.





# Corel, The Corellia System

## System

## Description:

**Sector:** Corellian Sector, Core Worlds, Inner Rim. Corellia is at the joining of the Corellian Trade Spine and the Corellian Run.

**Sun:** Corell

**Sun Type:**

**Planets:**

**Moons:**

**Astronomical Anomalies:**

**Planetary**

**Descriptions**

**Corel**

**Astronomical Data:** Corel's moon includes a base.

**Climate:**

**Flora and Fauna:**

**Tech Level:**

**Government:**

**Loyalties:** Imperial controlled

**Military Resources:**

**Population:**

**Economy:**

**Major Exports:**

## Major Imports:

**Religion:** Rionnag Mythology

There are several deities the mortal populace of the Isle of Rionnag puts their faith in; they are THE THUNDERER, is god of the sky. It is said that the Riddari Warriors have his strength THE GREEN LAD and STRAW BEARD, these twins are the gods of crops, the harvest and brewing LLYRR is the god of the sea KERRIDEN, is goddess of nature THE THREE SISTERS, these goddess preside over the 'great wheel' upon which one's fate is spun, Their individual names have never been spoken, and they are invoked all three together.

Some of the beliefs of the people from the Isle:

\* The Great Wheel spins the year's seasons and the fate/destiny of all. You can try to run from your destiny, but in the end it will catch you up and you will follow it.

\* If you try for too long to run from your destiny, the Three Sisters will see to it that fate takes you in the path of your destiny.

\* The Ring of Stones are places Sacred to the Sidhe. You will find it impossible to break any oath you have sworn in such a place

\* Ships are more than vessels of transportation; they are full of heart and spirit. They are called 'great lords and ladies who dance among the stars.' If a ship moans or 'sings' it is a bad omen, foretelling the ships destruction.

\* The Sidhe are to be treated with reverence and respect, never insulted. They can be cunning and 'enchanting' and if a mortal is pulled into their dancing circle, they might not find it easy to find their way back to the mortal realm,

\* Mortals must never try to go past the magical boundaries in the forests. Sidhe magic will warn not to go further and if one ignores that warning, the Sidhe take it as an act of aggression.

\* Never interrupt or insult a bard, they keep the old ways alive and are highly favored by the Sidhe

\* Owls are creatures of magic; they are 'far seeing' and all wise. The village Olav's (wise-ones and law interpreters) usually keep owls as pets.

\* Swans are also creatures of

magic and beauty, If one bows its neck to you, you are lucky and blessed. Swans are the pets of the SidheKing and are NEVER to be killed.

\* The moon, stars and oak trees are symbols of life, as is a mug of fine ale.

\* The lightning bolt is a symbol of The Thunderer, Riddari Warriors often use this design as a runic symbol on their weapons as a protection rune

**Culture:**

**Nickname:**

**Length of Day:** 25

**Length of Year:** 329

**Places of Interest:**

1 Highlands

2 The Isle of Rionnag

**Planetary History:**

Isle of Rionnag

The Isle of Rionnag is as mysterious as the people who inhabit it. It was created hundreds of thousands of years ago by the Sidhe, and is guarded and protected by their magic, as well as the magic of the Isle itself. It is uncharted and will remain so until the end of time. It cannot be detected by instruments, and rarely by sight. Occasionally some of the Highlanders of Corellia, who are in special favor with the Sidhe, get a glimpse of it. Rarer still are the times when these privileged few get to visit it. They could not begin to explain how they got there and back home again if their lives depended on it.

It is a medium sized island located roughly off the coast of the Corellian Highlands. However, it has a habit of frequently moving itself. To the Highlanders of Corellia, the Isle (as it is called) is very real but to the rest of the galaxy, it is a leg-



By: Geri Kittrell, Leslie Danneberger, & Pat Grant

end, as are its people, the Sidhe and Riddari Warriors themselves. Most of the inhabitants of the Isle of Rionnag are Sidhe, (the largest majority are of full Sidhe blood, but there are many who are only part Sidhe) there are also many fully mortal people, chosen by the Sidhe, who live there also.

The Isle is surrounded by high jagged cliffs, which seem to have been carved with runic lettering and interlaced knot work designs. The hues of these cliffs range from gold and silver to amethyst, emerald and sapphire. The water surrounding it is a clear, sparkling midnight blue that mirrors the sparkling stars themselves. The topography of the Isle consists mostly of dense forests, scenic glens and moors. There are many castles and keeps on the Isle especially in the forests and dotting the coastline.

Surrounding the forests and many of the castles are small villages, with comfortable, well-made cottages. There are several open-air market areas, where farmers and craftsmen go to sell their goods. There are a few shop buildings, and many of the merchants sell their wares from brightly colored pavilions. The SidheKing is ruler of the Isle, although he only sees to the day-to-day governing of the Sidhe. The culture of the Isle of Rionnag is that of a Clan system, the populace is governed by the Clan Chief's (Righ's) who are vassals of the King. All the Clan Righ's sit together on a council.

The society and culture is medieval in structure but there is no peasant class; there is the nobility, consisting of the Sidhe, minor nobility – the Clan Righ's and their immediate families, and upper-middle and middle class consisting of everyone else. There are wood-sprites, who are the servants of the Sidhe, but they are not peasants, they are well paid and are treated as middle class.

There are many professions represented on the Isle, including all of the usual medieval occupations such as a smith, carpenter, stone mason, candle makers, butchers, bakers, weavers, tailors, minstrels, bards etc. as well as the more colorful occupations of smuggler, privateer, mercenary.

Being a warrior society, a great deal of emphasis is put on the knights, called the Riddari Warriors; they are all looked upon as heroes and even though many

of them are fully mortal, they have been hand picked by the SidheKing and have all sworn fealty to him. The legal system is based on "laws of hospitality" similar to the Brehon laws of Earth's ancient Ireland.

The Isle is completely self sufficient, therefore trade outside their land is unnecessary.

Speeders and the like are not to be found on the Isle. They do have a spaceport but it is hidden from public view so as to not spoil the aesthetics of the island. The common mode of transportation is walking or by horse. There are several breeds of beautiful horses on the Isle. The only visible use of modern technology is the indoor plumbing. While some other modern conveniences are used, they are hidden behind the scenes, not out in the open.

Everyone on the Isle is very well educated although there is no formal school system. The bards are the educators, as are the craftsmen who take on apprentices. There are huge libraries on the Isle, housing many thousands of manuscripts and maps, hand written on non-destructing parchment.

Celebrations are frequent and many coincide with a holiday. The most important holidays being, the Summer and Winter Solstices, Beltayne, and Sauwin, which is also the start of the Rionnag year. The holiday feasting is always done on its' eve. The Solstice celebrations last for nine days. During these holidays which are the High Holidays, the Sidhe mingle with the mortals and they feast together,

#### THE RIDDARI WARRIORS

The Riddari Warriors are the Knights of the Isle of Rionnag. They are highly trained in warfare, and in the history and culture of "the Old Ways". The Riddari were started hundreds of thousands of years ago by the SidheKing. He has final say over who is to receive the accolade of



knighthood, and he claims them as his, they swear fealty to him directly. These knights have a strict code of honor. Honor is life to them and they would rather face death than betray their oath sworn to the king. Corellia, especially the Highlands, is full of legends about these mysterious knights.

There are four phases of training to become Riddari. The training starts at a very early age, and is designed specifically for each age. The children remain at home with their families, but go to the Riddari Keeps for their daily training.

From age 6 – 10 is the phase of Ghylie Beag (the equivalent of page) the children begin weapons training with wooden weapons. They are also taught the history and legends of the heroes. At this age, they do small tasks to help the Clan Righ's and the Riddari. They are taught the social graces and manners to be used at "high" feasts during these years. They are still allowed much spare time to just be children and play.

From age 11-14 is the phase of Ghylie Mhor (the equivalent of squire) the training is more intense and for longer periods each day. Study of the history of the Isle and legends of the heroes continues. The children still do tasks for the Righ's and Riddari, but of a more difficult nature now. They still have quite a bit of spare time, but not as much as the younger children. At this age, they are taught how to behave while attending the Righ's at their council. They learn the manners and proper behavior of Court. Fight training is done with real but blunted weapons during this phase.

From age 14-17 is the phase of Young Warrior. Training is very intense and for much of the day. It is with real, non-blunted weapons. The young people still help the Righ's but spend more and more time at the Riddari Keeps, helping the Riddari. They are expected to think as well as behave

like warriors by this age. They are expected to be able to answer any question put to them about the history and legends of the Isle.

Warrior is from age 17 until the accolade of knighthood is given. The only thing that remains to be done is the official ceremony of the bestowing of the accolade and the swearing of oaths to Righ and SidheKing, which is always done during one of the Solstice celebrations, usually the summer one.

#### CASTLE LONACH

Set at the most northern tip of the Isle of Rionnag is Castle Lonach. It is but one of the many Sidhe made castles on the Isle. It is surrounded on three sides by the Sea of Waylend, and on the forth by the Forest of the SidheKing, which is the largest of the Isle's many forests.

The castle has stood for at least a few thousand years, yet remains fully intact and beautiful. It was built to replace an older castle the king simply grew tired of. Castle Lonach is the largest of the Sidhe Castles, being the residence of the SidheKing himself. It also houses many members of his court including members of his council, his personal guards/warriors, called King's Own and a few of his children.

It is also the home of Kirienne and her household of warriors. The tallest of the towers, the one that has a view of the sea as well as the forest, is the private living chambers of the King and Queen. Prince Feichin, the king's youngest son, has chosen for his personal apartments, one of the towers that look out only to the sea. Kirienne and her husband Tylan have claimed the tower that looks out to the forest, and Kirienne's father, Jarek Conlir, the other of the King's Champions lives in yet another tower. The castle also contains many lavish living quarters for the King's Council and primary members of Court and for his personal warriors and castle guard. There are also nice chambers for the servants. This castle is not a dark, drab, damp, cold and windswept castle; it was made by and for the Sidhe and that means that every comfort and whim has been seen to. Each person living in the castle finds it to be "just



# Corellia, The Corellia System

## System

### Description:

**Sector:** Corellian Sector, Core Worlds, Inner Rim. Corellia is at the joining of the Corellian Trade Spine and the Corellian Run.

**Sun:** Corell

### Sun Type:

**Planets:** The Corellian system is the most important of over a dozen within the Corellian sector. The star Corell is circled by five habitable planets - Selonia, the twin worlds Talus and Tralus, Drall and Corellia as well as Centerpoint Station. This constellation is no coincidence but was artificially constructed by an unknown civilisation many thousand years ago.

Selonia looks like an empty planet from space, but this is because Selonians live underground.

Drall is nothing special. It has a mix of land uses.

Talus and Tralus, 'The Twin Planets', orbit each other, around Centerpoint Station, a gigantic space center as large as a planet. Centerpoint Station, a gigantic space center as large as a planet. It can fire a pulse of energy through hyperspace at it's target destroying anything, be it spaceships, moons, planets, or stars. It can also set up a system-wide interdiction field trapping any ships within the area from going into hyperspace, and pulling any ships travelling through the ra-

dius out of it. Centerpoint station was built by the same race that constructed the Corellian system. Created before gravity systems were introduced, it generates its own gravity system by centrifugal force as the massive space station rotates around a vertical axis. The controls are alien, and only recognise Anakin Skywalker.

### Moons:

**Astronomical Anomalies:** The entire system is an astrophysical curiosity, an enigmatic relic left behind by an incredibly advanced ancient culture.

## Planetary Descriptions

### Corellia

**Astronomical Data:** Corellia's cluster of con-

tinents are bracketed by two huge oceans, an eastern and western one.

**Climate:** The weather usually consists of warm days with a lot of sunshine, yet severe rainstorms are also a common occurrence.

**Flora and Fauna:** Despite its age and influence in Galactic affairs, it has not become a completely urbanized city planet like Coruscant. Their solution to urban overgrowth was in moving shipbuilding facilities off-planet.

Corellia is an attractive planet with farms and small towns found outside the large cities between rolling hills, fields, and pockets of razor grass. Animal life features the Corellian sea ray and the Corellian sand panther, a poisoned-claw predator.

Airy plazas and open avenues are prominent parts of Corellia's cities, where

small buildings and commercial establishments are often separated by parks and green belts.

**Tech Level:** The shipyards of such monolithic companies as the Corellian Engineering Corporation are immense, producing such famous vessels as Corellian CR90 corvettes, Republic cruisers and the ubiquitous YT-series freighters.

**Government:** Corellia is known as the "Elder Brother" of the system, serving as the administrative center not only for its "Brother planets" Drall, Selonia, Talus and Tralus, but also the entire sector. The planet is governed by a Diktat, little more than an Imperial puppet, while the sector itself was represented in the Galactic Senate by a Senator.

The capital, Coronet, is located on the larger of the two continents, near the eastern ocean on a coastal front along the Golden Beaches. The center of Corellian government in Coronet is the twenty-story Corona House, inhabited by sector Governor-General Micamberlecto.

**Loyalties:** Imperial controlled

### Military Resources:

The Corellian system was wealthy enough to afford its own fleet and security forces. During the time of the Old Republic, it handled its own law enforcement free from the involvement of the galactic government. The Corellian Security



World Created by: George Lucas

Force, or CorSec, remained largely intact even after the rise of the Empire. Beneath the surface of the planet lies a vast network of Pre-Republic tunnels built over thousands of years and home to Selonians. Inside this complex is a vast planetary repulser once used to move the planet to it's current location from some other unknown location. All five planets in the Corellian System: Corellia, Selonian, Drall, Talus and Tralus, were fitted with these planetary repulsors. See also Centerpoint Station.

**Population:** Though the planetary population has fluctuated during the decades of the Galactic Civil War, it numbered over 15 billion, with Coronet being the largest single concentration of citizenry. Scattered inland are a number of small towns and farming hamlets. Humans, Drall and Selonians populate the planet and live in harmony with each other.

**Economy:** Corellia used to be the most important commercial center of the galaxy. Treasure Ship Row, bordering on Meteor Way and Starline Avenue, was once a flourishing marketplace where species from all parts of the galaxy could be found. The conflict between the Empire and the Rebel Alliance has forced the planet into increasing isolation. Trade came to a complete halt when pirates invaded the sector. While there are still many tourist attractions such as recreational parks, museums or the golden beaches at the coast near Coronet, trade has broken down.

Corellia is mostly known for the construction of fast spaceships, as homeworld of talented pilots, and for the pirates which regularly attack the local shipping routes.

**Major Exports:** Fast spaceships. Corellia StarDrive was founded one millenia prior to the Great Sith War, and developed several exceptionally successful ships designs in both the civilian and military markets. Corellia StarDrive warships carried the flag of the Old Republic Navy. However, the company's entire senior design team was killed in a freak shuttle crash. It was a loss from which Corellia StarDrive was never able to recover and roughly two millennia after its founding the company folded and was bought out by CEC.

Corellian Engineering Corporation is famous for fast, heavily armed, and easily modified starships including the YT and YV freighters and Action transports, unlike KDY and SFS which rely on Imperial Military contracts. Part of CEC's success can be attributed to geography-the Corellian worlds tend to produce some of the galaxy's top starship engineers and CEC has little trouble recruiting talented designers and engineers. CEC's few military designs, particularly the corvette and gunship, are also quite successful.

**Major Imports:**

**Religion:**

**Culture:** Corellia is a fiercely independent world governing a fiercely independent sector that has traditionally been inward-looking, detached from seismic political events that have reshaped the galaxy time and again.

Corellians have a cultural wariness towards big galactic government. Though one of the founding worlds of the Republic, Corellia has fostered a tradition of independence and has, during its long history attempted to vie for separation from the

union more than once. Though Coronet is indicative of the Corellian love of wide open spaces. One of the most popular locales is Treasure Ship Row, a garishly eclectic bazaar filled with a complex tapestry of alien cultures. The native species of the Corellian system — humans, Selonians and Drall — could be found throughout Coronet. Selonians preferred to live beneath the surface of the planet, in complex warrens and tunnels that date back to pre-Republic times.

**Nickname:**

**Length of Day:** 25

**Length of Year:** 329

**Places of Interest:**

1 Coronet - the capital city contains a number of small buildings and trading stalls surrounded by large parks, plazas, grassy belts and open areas. The city is known for its gleaming towers and graceful domes. The beauty of the city is offset somewhat by its run-down spaceport.

2 The Gold Beaches

3 Treasure Ship Row

**Planetary History:**

Corellian System artificially created by unknown race about 1,000,000 bE. Corellia's recorded history began as a democracy, in the days of Berethon e Solo, however Korol Solo created the planet into a monarchy. After his execution, Corellia again returned to a republic government. All five planets were Old Republic members. When Count Dooku's Separatist movement arose during the waning days of the Republic Corellia tried to remain neutral in the conflict. Not wanting to be involved in a decisive Military Cre-



ation Act vote that would determine the future of armed conflict in the galaxy, Senator Garm Bel Iblis withdrew Corellia from the vote and sealed up its borders, hoping to wait out the coming conflagration. His attempt at isolation failed and before long Corellia too was dragged into the Clone Wars that followed.

With the rise of the Empire Corellia once again bristled under the authority of Coruscant, but did not actively join the Rebellion. The shipyards of Corellia were controlled by the Imperial starfleet and many Corellians were drafted into Imperial service. As the sector's native military forces were dispatched throughout the galaxy to deal with the growing Rebellion piracy bled into Corellia's borders, disrupting the valuable trade that had kept Corellia independent for so long.

Senator Garm Bel Iblis disappeared from galactic politics, waging his own private war against the Empire while many Corellians joined the nascent Alliance. As the Rebellion began scoring increasingly larger victories against the Empire the Corellians enacted strict isolationist measures restricting trade and ship traffic through the region. Under such hermetic conditions, the population of the sector fomented an almost xenophobic character, encouraging a paranoid resentment towards outsiders.



# Coruscant, The Coruscant System

## System

### Description:

**Sector:** Galactic coordinates (0,0,0), this planet is in the Core Worlds, located some 10,000 light-years from the actual galactic core. Sesswenna Sector near the Kaikielius and Metellos systems.

**Sun:** Coruscant

**Sun Type:** A small white sun

**Planets:**

**Moons:** 2

**Astronomical Anomalies:** Certain raw materials are mined from a belt of asteroids located on the fringes of the Coruscant system.

## Planetary

## Descriptions

### Coruscant

**Astronomical Data:** Coruscant orbits far from its sun. The planet's entire landmass has been covered over thousands of generations by multiple levels of the buildings that make up Imperial City. The oldest and densest population centers border the equator (some extending to the lower fringes of the atmosphere) Numerous spaceports cover Imperial City, and its sky is filled with the lights of arriving and departing air traffic. The oceans which once covered

part of the planet's surface have been drained and stored in vast, underground caverns for eventual reuse. Several of these immense skyscrapers reach over 6,000 meters into the atmosphere.

**Climate:** The planet is actually colder than what humans would normally deem comfortable; immense orbital mirrors warm its upper and lower latitudes by refocusing and distributing stellar energy. The planet's heat is regulated by thousands of strategically placed CO<sup>2</sup> reactive dampers in the upper atmosphere. Coruscant's water network melts polar ice and pipes the water across the planet. The city's huge amount of sewage and refuse are blasted into space, targeted towards Coruscant's sun.

The complex multileveled surface makes weather in Imperial City particularly difficult to predict. To the south of the city lie the snow-covered Manarai

Mountains.

North of the Planet is a snow-covered polar region and is a home to turbo-ski resorts, and is one of the few less-urban areas.

**Flora and Fauna:** There is little land available for growing food, and no natural rivers or lakes to provide water.

The pollution of this place is hideous. Because of the technology, there are no natural lakes, oceans, rivers or plants. Scientists have tried to solve this dilemma by building self-contained ecosystems into their buildings. Nearly everything on the planet is recyclable, from clothing to packaging and machinery.

In a world encased in artifice, gregarious indigenous and transplanted wildlife has nonetheless prospered in the lower levels. There are mosses and lichens, spider-roaches and armored rats, duracrete worms and shadow-barnacles, wild

gangs such as the Lost Ones, and nameless subhumans moving through the shadows. Due to the danger, the lowest forty or fifty levels are typically restricted from normal traffic. Many feral animal species (having escaped from former confinement) inhabit these levels, including the eyeless creatures called "corridor ghouls." A seedy tavern in this area is said to have not seen the sun in 90,000 years. indigenous and transplanted wildlife has nonetheless prospered. Hawk-bats and granite slugs dwell in the urban jungle, and a group of former bureaucrats lives in the lower levels, lest they be punished for drastic filing errors.

**Tech Level:** Top of the line

**Government:**

**Loyalties:** Imperial

**Military Resources:** The space surrounding Coruscant is defended by Golan III orbital battle stations and a low-orbit space-dock facility, while a powerful energy shield protects the planet itself. During the reign of the Empire, Coruscant was protected by a sophisticated double layer of energy fields—arriving ships would pass through the outer shield, which would then close behind them before the inner shield could be opened. Many other spaceyards help build starships and gigantic habitation spheres, while kilometers-wide orbiting mirrors focus reflected sunlight onto Coruscant's northern and southern latitudes, raising



By: George Lucas

the temperature slightly to make the cold regions more habitable.

**Population:**

**Economy:**

**Major Exports:** Government

**Major Imports:** Food

**Religion:**

**Culture:**

**Nickname:** Imperial Center

**Length of Day:** The standard hour and year are marked by Coruscant's local hour and year. 24 hours.

**Length of Year:** The standard hour and year are marked by Coruscant's local hour and year. 368 local days.

**Places of Interest:**

1 The Imperial Palace, formerly the Presidential Palace, is the largest building on Coruscant

Other attractions include the Galactic Museum, Grand Towers, the Skydome Botanical Gardens, the one-kilometer long Grand Reception Hall, the underground city of Dometown, the Grandis Mon theater, the Holographic Zoo of Extinct Animals, the Galactic Museum (which held ancient Sith artifacts four thousand years ago), the University of Coruscant, the Candreal Gardens Center, the Imperial Security Operations Building, and the Temple of the Circle.

Celebrations and festivals included Carnival Week and New Year Fete Week, when Palpatine was known to hold public executions of his enemies. The traditional Imperial Fair, involving parades and exhibits, was held in the Pliada di am Imperium. During the Coruscant's ancient War Day celebration, laser cannons were fired off in

ceremonial salute. Monument Plaza is a popular mall built around one of the peaks in the Manarai mountain range, where visitors can actually touch bare rock. For the last three hundred years the clock in the Central Gathering Hall has marked the hour by spreading a light across the sky, and every evening spectacular gray-green and red auroras flash throughout Coruscant's atmosphere. An Imperial interrogation facility was located deep within a shielded, reinforced section of one of Coruscant's many towers.

**Planetary History:**

Coruscant means 'sparkling'.

Most xenoarchaeologists believe that the human race evolved on Coruscant, also the homeworld of the Taung and the Zell races.

Coruscant was the capital of the Old Republic for many prosperous generations, and the planet's metropolis was called Republic City.

During the Great Droid Revolution on Coruscant millennia ago, Jedi Master Arca learned techniques for disabling machines through the use of the Force.

During during the Great Sith Hyperspace War nearly four thousand years ago, a force led by Ulic Qel-Droma, Aleema, and the masked warlord Mandalore struck Coruscant and captured the Republic war room. Aleema, anxious to capture power for herself, ordered their armies to retreat abandoning Qel-Droma to capture. During his trial in the Republic Senate Hall, however, Qel-Droma was rescued by the Sith Lord Exar Kun. During the escape his former Jedi Master Vodo Siosk-Baas and Netus, leader of the Senate, were both killed.

When Palpatine assumed control of the Senate and the rest of the government he began a massive work effort to shape Coruscant to his desires, including installing a large number of surveillance systems, and wiped away vestiges of the Old Re-

public. The Jedi Temple was no more. The Galactic Senate was disbanded and the Imperial Palace became the largest structure to mark Coruscant's surface.

Among the Emperor's many actions was the placement of Coruscant's alien population into segregated districts. The Emperor's Court was composed of ambitious courtesans vying for power, and back-stabbing concubines each hoping to bear Palpatine's child. Mon Mothma and Bail Organa met at Chatham House (Organa's home in Imperial City) to plan their organized rebellion against the Empire.

Just before the Battle of Yavin, the Alliance destroyed an Imperial repair dock near Coruscant in an attempt to set back the Death Star project. Following the Battle of Hoth, the traitorous Admiral Zaarin attempted a coup d'etat at Coruscant. Zaarin's forces seized Palpatine's personal Star Destroyer, the Majestic, and placed the Emperor aboard a shuttle on its way to Zaarin's Star Destroyer Glory. The Emperor was saved by the timely arrival of loyal Imperial forces including Darth Vader, Vice Admiral Thrawn, but Zaarin managed to escape.

Despite such sweeping changes in policy and infrastructure, the shadows of Coruscant remained largely unchanged. The city-planet was home to the largest criminal syndicate in the galaxy — Black Sun — and its ruling prince, Xizor, called Coruscant his home.

The pyramidal Imperial Palace, formerly known as the Presidential Palace, is constructed of gray-green rock and sparkling crystals, and is taller than all other structures on the planet including the neighboring Senate building. The Palace is said to be an impregnable fortress and is decorated with hanging gardens, marble pyramids, and crystal roofs, while some areas were decorated by the Emperor with patterns based on ancient Sith hieroglyphics. The

Palace contains the Grand Corridor, which links the Council chamber with the assemblage auditorium, and which has a cross hallway lined with suites (including Leia Organa Solo's office) that leads to the Inner Council meeting room. The Grand Corridor, personally designed by Emperor Palpatine, features a high ceiling and cutglass windows, and is lined with greenish-purple, vibration-sensitive ch'hala trees (revealed to be part of an elaborate surveillance system). Above the Grand Corridor are cafes situated on promenade balconies, where diners can watch the busy foot traffic below. All residential floors in the Palace contain extensive libraries, and the old-fashioned President's Guests floor is done in hand-carved Fijisi wood. The building also contains a set of turbolifts in the rear and several hidden entrances, installed by Palpatine when he took control. Some residential areas are found in the section of the Palace known as the Tower, located on the edge of the building with windows overlooking the city. The personal quarters for the Chief of State are located deep within the Palace's core, and its "windows" are actually holographic screens showing panoramic views taken by outside cameras. The Emperor's throne room is a vast sunken auditorium crowned with a prismatic skylight, and the Emperor also kept a personal observation deck within the Palace's tallest spire. For public celebrations and speeches, Palpatine would sometimes appear on the Palatial Balcony. The lower floor of the Palace is entirely dedicated to military operations, and contains the offices of admirals Ackbar and Drayson and a blast-shielded war room in its center. Adjacent to the war room is the Crypt, a computer slicing and decoding center. The Palace's command floor contains offices for Sector Ordnance/Supply and Starfighter Command.



# Ghrai, The Y'Gaxx System

## System

## Description:

**Sector:** Unknown Regions

**Sun:** Y'Gaxx

**Sun Type:** Yellow-White

**Planets:** 5 + asteroid belt beyond the 4th.

**Moons:**

**Astronomical Anomalies:** Unknown

## Planetary

## Descriptions

### Ghrai, Y'Gaxx II

#### Astronomical Data:

A small iron based planet with an unpolluted oxygen-nitrogen atmosphere. Four very small moons. Gravity is slightly above 1g.

**Climate:** Pastoral with the usual deserts, mountains etc.

#### Flora and Fauna:

Standard grass/tree varieties found everywhere in the galaxy, a little greener perhaps from the rich soil

and rains.

There is an indigenous species of semi-sentient tree however.

**Tech Level:** Pre-industrial/industrial

**Government:** Nation or City States, each with its own government. Generally a hereditary tyranny but occasionally a meritocracy and several City State theocracies. The current planetary leader is John Knightbringer.

**Loyalties:** (Not Imperial, or Alliance)

**Military Resources:**

**Population:** 50 million?

(Lightly populated) Several species share this world.

**Economy:**

**Major Exports:** ?

**Major Imports:** ?

**Religion:** Polytheistic

**Culture:**

**Nickname:**

**Length of Day:** 25.01 hrs

**Length of Year:** 379.9 days

**Places of Interest:**

## Planetary History:

Several races developed on this planet more or less simultaneously. Some chose to get along, others chose to seclude themselves behind fiercely defended natural terrain features. Wars and skirmishes and blood feuds are rife in the culture, and somewhere someone is almost certain to be at war with someone but as time passed the humans became dominant and exerted their influence over the other races enough to bring about a state of near peace under the leadership of John Knightbringer. How long this will last upon his death remains to be seen.

John began life as a country farmer's son. In a land where most lack a surname John's is due to his father. Before John's birth the area was plagued by bandits and roving brigands. While most locked themselves away behind thick walls or fled John's father travelled through the infested lands to return eventually with a Jedi Knight to bring order once more.



By: Phaedra Whitlock

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In the shadow of his pious father's one deed John joined a travelling band and set out to be a knight as well. Lacking Force ability he made do as a warrior and lived the life as he thought he should holding himself to impossible standards.

Always pushing himself he gained the hesitant trust of the other races by his deeds and as a military leader came to power over his own. Through force of arms he was able to put down opposing armies and cities, to create a more or less global state under a benevolent tyranny.

Quality of life improved for most and he took his moral war to slavers and lawless elements, continuing his holy crusade still today. Knowing he must create a climate that will last he has begun introducing laws to the populace and leaders of the various races are brought together often to resolve their differences.

## Races of Ghrai

### The Ngoama

The sturdy but diminutive ngoama has often been misunderstood by xenanthropologists.

They are lightly built, yet as strong as most humans. Generally blue eyed, unusual colors are seen as either very good or very bad omens. Ngoamas may leave the company of their kind for years, even decades, but few care to leave permanently.

Ngoamas are exceptional miners, comfortable underground. Yet compared to others can seem frivolous and weak. Ngoamas are quite comfortable out of doors, at home in a forest. The major rituals of ngoamaish life all occur beneath the stars, and no cosmic symbol is more important to them than an eclipse. Ngoamas do not have a creation myth. They view the world as a constant within the flow of time, changing only in small and insignificant ways.

Ngoamas are cheerful and social creatures of good temperament and tolerant disposition. They regard rudeness as a major fault. They relish the company of other ngoamas and will eagerly compete in the telling of tales. Although ngoamas are friendly they are also reticent; it is possible to know a ngoama for many years without knowing much about her. Very fond of good food, ngoamas show little imagination in their recipes. They are skilled with fire and quite uncomfortable, even forlorn, if circumstances prohibit having an evening blaze. Their calendar is marked by many festivals, each of which is an occasion of great feasting, drinking, singing and dancing.

Ngoamaish festivals include celebration of harvests, seasonal occurrences and anniversaries, birthdays, famous victories or discoveries and even weather phenomena. One such is the Festival of the Lunar

Eclipse - This festival occurs once a century and is the grandest of all. It runs until the next full moon and includes a great deal of celebration. On their 100th birthday a ngoama reaches adulthood. Her family throws a huge party with gifts of practical nature if fine quality. Ngoamas are very musical, including stringed, wind and percussion instruments. They are not noted singers however.

Ngoamas have inherent talents 'blending into the woodwork', at least in situations where they desire not to be noticed. This is not so much a matter of size as skill they take time to cultivate. They are adept at directing attention away from themselves. By moving quickly and smoothly, the diminutive character is often gone before others notice. When others are asked it turns out no one saw her arrive or depart, but retain a vague memory of her presence.

Ngoamaish childhood lasts for 50 years, then they begin applying themselves to a trade. Children experiment with many, but once a trade is chosen they don't generally switch.

Nowhere is a Ngoama's precision more in evidence than in their stonemasonry and gemwork. They are also skilled metalworkers to make elaborate frames and mounts for jewelry. Ngoamas take the diamond as their gem of choice.

Ngoamas are slow to anger and reluctant to wage war, but when fully motivated are tenacious. In any conflict, the rules the small folk rely on to survive are easily summed up: never lose your head, take advantage of the Big Folk's bulk and clumsiness where possible. They prefer to avoid large open spaces and use ambush, terrain and deception. Ngoamas show little sign of hubris, or hesitation when pragmatism shows it is time to cut one's losses rather than be annihilated. When all else fails, run away to fight another day.

### The Espruar

A slender delicate looking race known for its reclusive tendencies, longevity and arts. Espruar require little sleep and have innate resistance to mind control and other mental disciplines. Weaker than a human their reflexes are also faster. Espruar live up to 1500 years in extreme cases, 800-1000 being more common.



# Ilnaris, The Dagan System

## System

### Description:

**Sector:** Bordering Outer Rim, H12-142. On the edge of Imperial/Alliance contested space, slightly within the Imperial space.

**Sun:** Nagar

**Sun Type:** Yellow

**Planets:** 97

**Moons:** Ilnaris has 3

## Astronomical

**Anomalies:** None

## Planetary

## Descriptions

### Ilnaris, Dagan III

#### Astronomical Data:

from desert to tropical. Very mountainous.

#### Flora and Fauna:

**Anarta** - This plant grows in clumps of 6 to 7 foot tall emerald leaves, which look rather like sharp edged spears. Several of these clumps form circular glades around the neirta plant. The roots of the Anarta are always entwined around the bulb of the neirta flower. Aretains use the Anarta plant for its poison. The leaves secrete a poison, which at

first paralyzes the victim and within 10 minutes kills in a painless death. The leaves are filled with the poison, and when a unwary victim cuts themselves on the sharp-edged leaves the poison enters their system. Many predatory animals, and many scavengers live near the, living off of the carcasses. The strong, sweet smell of the neirta flowers draw hungry herbivores near. The anarta needs the rich soil, which is provided by the rotting carcuses.

The Anarta does have a small healing usage. In minute doses the poison can be used to paralyze a patient, and keep them from feeling pain while surgery is occurring.

Neirta Flowers - The neirta

lives within the anarta groves, and its nectar supplies food for many types of insects. The main plant grows from a bulb, but the flowers trail out, filling the small glade.

Aretain healers make use of all parts of the neirta plant. Since this is such a powerful and versatile healing plant Aretain healers are more than willing to risk the ritual that will allow them to build up the needed immunity to the anarta leaves. The ritual consists of going into a trance state, where they can have better control over their bodies. In this state they also come to know the spirits of both their anarta and neirta sisters, and ask permission to make use of the neirta for healing purposes. They promise to use the neirta

for the healing of the ill, for whoever needs help. It is a several day ritual. While the initiate is in the trance a priestess introduces ever-increasing doses of anarta poison into the initiate's system. The initiate has to believe very strongly in what they are doing, and have entered a deep trance state in order to survive. Aretain warriors go through a similar ritual. The difference is that they swear to the anarta that they will fight honorably, and kill swiftly. To the neirta they ask forgiveness, and promise that should an enemy survive they will help to heal their wounds.

Beono trees harvested and processed for a hallucinogenic chemical they contain.

**Tech Level:** Low to Galactic standard.

**Government:** From Councils to several Monarchies. Moving towards a world Government. Visayas is also a monarchy. The Aretains are a matriarchal monarchy. Nikaris is a principdom made up of many different cultures. Nikaris is also a monarchy. The Ilnaran governments cooperated [particularly the Dornarians] with the Empire during its rule, but most quietly worked against the Empire.



By: Cathy Mosley, Pat Betz & Phaedra Whitlock

**Loyalties:** Alliance

**Military Resources:**

The Alliance maintains a ground forces base, and a fleet base elsewhere in the system.

**Population:** c. 1 billion (mostly humans)

**Economy:** The Visayas have a strong merchant nation, with a hundred merchant houses.

**Major Exports:** Processed ore and hallucinogenic chemicals used in interrogations during the Imperial years.

**Major Imports:** Technology and education during the Imperial years.

**Religion:** Varying, Visayas people worship the Goddess Iloilo. The Aretains worship the Goddess Tarianta and her consort, but also believe in many guardian spirits. One of the Goddesses perished during the eviction of the Empire. Her impending death and the devastation of the harvests that followed turned a great many seers insane. Tarianta is a three-faced goddess representing birth, life and death. The number 3 plays a large role in their religion, which is similar to Celtic beliefs.

**Culture:** A complex warrior culture. Old with an ancient combative system, Lipana. All children are trained in Lipana, similar to the Philippine Kali), which starts with sword work and ends with empty hands. All children learn the basics, but those who are sworn to the Warrior's path continue on into the advanced forms.



The Visayas have a strong merchant nation, with a hundred merchant houses. Each house has its own security force. Visayas is also a monarchy, the people worship the Goddess Iloilo.

Nikaris is rather snobbish.

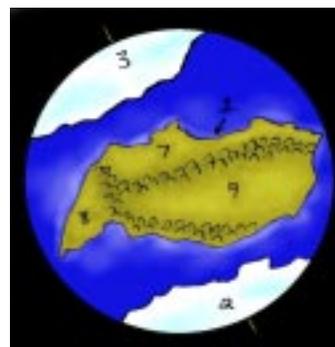
Inarans are rather insular, generally preferring to have nothing to do with the outside world. In the past generation their doors have been forcibly opened however, and many of the younger generation has grown up in Imperial run schools with Imperial propoganda, and later Alliance propoganda, as well as having served in one or the other's armies. Over a million settlers were relocated here by the Empire in an attempt to dilute the culture somewhat, with limited results. Inaris continues to exert a strong hold over its people despite external influences.

By age 7 the Aretaians believe a child will be showing their natural talents and after a vision ceremony the priestess will help to choose what path the child will be trained upon. At this point the women begin arranging for mates, except for Warriors. Warriors are part of the Death aspect whereas all others are of the

Maiden or healer aspects. Warriors bring honor to the household in battle and also defend the household. They remain celibate till 19, by which time they'll likely have been in a few battles and strengthened their positions as a worthy mate by accruing honor. Defeat is not failure, only a coward is a disgrace. It is a Warrior belief that if a warrior fails three times to kill an enemy that the Goddess has ordained that person to live, and the warrior will set that person free. It is not unknown for Aretain warriors to help heal their enemies after a battle. To them war is an art form and a sacred part of their Goddess but they recognize that healing is also a sacred aspect of Tarianta. The Aretains believe in a balance of the 3 aspects.

Marriage - the women of the family choose the children's mates mostly for alliances. However, teenagers have a great deal of freedom before marriage and children born before marriage are not scorned. If the mother can support the father of her child she may decide to marry him. If not, she won't.

Inheritance is through the oldest female child. Aretains love battle, a good philosophical argument, along with vibrant art and dance. The



Aretains wear many protective amulets. The only evil is imbalance or excess, there is no Light or Dark polarity.

One aspect unique to Inaris is the phenomenon of Seers. Low level Force Sensitives they are untrained at at the mercy of their visions. Living in town marketplaces they receive donations from passersby and tell fortunes with remarkable accuracy if difficult to interpret symbolism at times. The turmoil and impending death of the Harvest Goddess 5 years ago preyed on their minds for months driving many seers insane. Many seers were killed by mobs afraid of their prophecy.

Slavery - prisoners taken in battle were made slaves, but tradition did not allow ill-treatment. A slave could buy his or her way free, or after a period of 9 years of good service could marry into the household or leave.

Lai-ervit: The Aretai practice of willing one's self to death. Captured or badly wounded Aretaians would perform this. Captors saw this as a sign of weakness but the Aretai believe they will rejoin their people in the next life. They do not fear death.

Jarahad - This is a semi-trance battle state that a Aretains have been known to enter. During jarahad they do not know pain, and can sustain several mortal wounds before they fall. The enemies of Aretai warriors in this state, because they can do a great deal of mayhem before they fall. Another factor to jarahad is

that the warrior can walk into an enemy village, looking perfectly normal, and then let loose. To achieve jarahad an Aretain warrior had to go through a night long ritual, which included f3~hing. They have no fear of this state, because they believe that they will be born again amongst their people, and that while in jarahad Tariant's blessings are with them.

**Nickname:**

**Length of Day:**

**Length of Year:**

**Places of Interest:**

- 1 Southern Continent
- 2 Northern Continent
- 3 Visayas
- 4 Cebu
- 5 Nikaris
- 6 Aretai
- 7 Dornar
- 8 Temples. A minor one of these was destroyed during the unrest.

**Planetary History:**

On the Southern continent there were the kingdoms of Nikaris, Aretai, and in the desert, the Dornarians. The Aretains had come to the Southern Continent from the continent of Cebu about a thousand years ago as pirates, and settled on a peninsula as a matriarchal monarchy, who worshipped the Goddess Tariant. The Aretains were renowned as savage warriors, but who also had a highly advanced society.

For those thousands of years the Aretains and the Dornarians have been enemies. Over fifteen years ago the Dornarians gained black market blaster rifles

and took over Aretai.

Thousands of Aretains escaped to Nikaris where they lived in a ghetto. Many others hid in the mountains and jungle, training as geurillas. Their royal house, except for the wife of the King's first cousin (Thyra), her two daughters (Mirit and Anrit ar Lincaet-Chaldis), and a grandson (Mayer), were killed by the Dornarians.

Less than twenty years ago the Imperials took over the planet. The Inaran governments cooperated [particularly the Dornarians], but most quietly worked against the Empire. Four years after the Empire took over, the Galactic Embassy also came to Inaris.

After the initial invasion the Imperial presence was not overly felt. That is, until this year when Governor Borrador began implementing the new Imperial program to bring Inaris from a closed, inward-looking society, fully into the galactic community. Hundreds of thousands of offworld immigrants were sent to the Southern continent where they began clearing the jungle and homesteading. The Beono trees they harvested were processed for a hallucinogenic chemical they contained, giving the settlers the means to support themselves until a cash crop could be planted. The Aretains in the city had been quietly moving into the jungles and training as geurillas in preparation for retaking their homeland, but chose to abandon their bases and retreat to the mountains, and then fled to the continent of Cebu. They met back up with the Visayas, the people they originally descended from.

The Aretains were allowed by the covertly anti-Imperial Visayas government to go into the Rizal moun-

tains, where there are 12 ancient temples. All anyone knows is that the temples were dedicated to a goddess, but one who is so old she is nameless. The Aretain priestesses and priests and the Visayas priests and priestesses awoke the temples in order to help heal the planet. Human sacrifice is necessary to awaken the temples, and a priest or priestess sacrifices themselves in order to tie themselves to the temple and planet. They have found that the temples are tied by lay lines to power sites across the planet. Mirit ar Lincaet, Heir Apparent to the Aretain throne, and her sister Anrit became the targets of Dornarian assassination attempts. Rather than risk Anrit's safety, Mirit formally challenged the Dornarians to a duel. She won, and the Dornarians ceased their attacks.

Mirit then negotiated a treaty with Lady Raven Palpatine to stop the immigration and remove the Imperial presence. In exchange for this Inaris must take over the harvesting, export, and re-planting of the trees, abide by Imperial law as an Imperial vassel world, and allow the Empire access to the schools, as well as open Inaris to immigration and tourism. Anrit's son (and heir to the throne after Mirit and Anrit) Mayer was taken by Raven to be taught offworld, groomed to become the future Governor of Inaris, with Anrit's agreement and insistence upon his father also being present to educate Mayer.

Over the next year or two the Governor came under the influence of a rogue Dark Jedi named Taurgimon, and his P'Lorn monk cultists.

The seers in the markets began to go mad and speak of nothing but

strange visions of dying women and broken grain fields strewn with blood. The populace was spooked and not a few seers were killed by fearful mobs not wanting to hear what they were trying to convey.

Lady Raven and her consort came to visit Inaris, investigating the Governor's recent reports of turmoil. Raven, Vordis, and several rebels and Jedi were caught up in the fighting as civil war broke out all over the planet, at the behest of Taurgimon who was seeking maximum chaos.

The space station serving as an arrival point to Inaris was destroyed and fell into the atmosphere causing damage below. Imperial star destroyers in orbit were caught in battle by a rebel fleet commanded by Ackbar, sent to rescue Luke Skywalker aboard Sonya Well's captured ship, held on the RSD Ruby. The Ruby was destroyed, Skywalker rescued and the Imperials driven off.

The Emperor himself was captured and tortured by Taurgimon, and in the

end escaped and slew his former minion. The P'Lorn monks scattered or died, and in the wake of this Inaris petitioned for Alliance protection, renouncing their Imperial overlordship.

An Alliance military base was established on the planet for its protection and ships patrolled the system for several quiet years. The Dornarians were evicted from Aretai along with the Imperials, and a representative was sent to the Alliance.

Lately the Alliance has used Inaran space as a staging point for hit and run strikes on the Empire.





# Kadarin, The Shardakour System

## System

### Description:

**Sector:** Shardakourian system is located on the rim of the galaxy. The system is too far out for either the Empire or the Alliance to use strategically or wish to take over.

### Sun:

**Sun Type:** Sun: F8

Temperature 6200K

Visual Luminosity: 1.93

Mass: 1.190

Radius: 1.260

Terrestrial Equivalent Orbit in AUs: 1.45; 1.39 for higher radiation.

Lifetime in billions of Years: 6.880

Color Index: .31

Approx. Color: Yellowish

Sun2: G0

Temperature: 6030

Visual Luminosity: 1.36

Mass: .606

Terrestrial Equivalent Orbit in AU's: .32

Lifetime in Billions of Years: 9.180

Color Index: .59

Approx. Color: Yellowish

**Planets:** There are a total of 6 planets. Two of them, Shardakour and Kadarin, are inhabited. The planet Shardakour has two moons, Linney and Nirea, Kadarin has one, Malbour. Shardakour is the primary populated planet and seat of the Alderson held and aligned worlds. The system has two suns.

**Moons:** Malbour Viewing Angle .329

## Astronomical Anomalies:

### Planetary

### Descriptions

### Kadarin



## Astronomical Data:

Gravity: 1

Temperature: 4021

Visual Luminosity: .97

Radius: 7.75

Terrestrial equivalent Orbit in AUs: 1.62

Density: .71

**Climate:** Tundra, with pockets of Boreal forests. Kadarin's axial tilt is erratic, It fluctuates over a 100 million year period between 10 and 27 degrees with respect to a line perpendicular to the plane of its orbit. Since Kadarin is located at it's furthest point in the systems life zone, Kadarin retains unusual and as of yet, unpredictable weather patterns.

## Flora and Fauna:

**Tech Level:** Limited and concealed on amount of high technology. When one walks into a building any communications equipment in a room is hidden behind panels. Visitors to the planet may have the feeling they have stepped back in time. Due to local radiation problems special shielding is required for the technology to work reliably.

Blasters and energy weapons are not allowed on planet. They don't always work anyway and the shielding to make it work is not practical. To heavy and bulky.

**Government:** Monarchy, ruling family Alderson, based on Shardakour capital planet. family survives by bringing in Vassals, becoming overlords to other planets, and negotiating trade agreements. Loyalty is very important, betrayal is grounds for execution.

The current queen and king are Tara Alderson and Jacen Arsein. Children: Damien: 14, Kimber: 14 deceased, Valentina 10, Auster: 6, Lorill: 3

Christine Alderson: Tara's cousin and one of her body doubles. Force User.

By: Dora Furlong

Jarek Alderson: Tara's father and previous king, deceased. His consort was Doriann Arsein

Current Prime Minister: Derek Ionsoch

Other influential families: Ionsoch, Arsein-Davis, Deonaris

The palace is a large stone structure with a maze-like interior. The throne room contains seating for all 200+ vassal representatives and a gallery above for visitors to observe from. In the lower levels is a special room that is used for 'Awakening Ceremonies'. These are when the Alderson special abilities are brought out. It is risky for any of the teens to go through, it kills more than the number who live through it and of those who live through it.

### **The Alderson 'Gift'**

The Alderson gift, handed down from generation to generation. Children of the direct Alderson line are genetically manipulated, if necessary, to ensure the presence of the family gift. Only those with the ability can inherit. And of those with the ability, only the ones strong enough to wield it and survive can ascend to the Sharda-kourian throne. This is the true Alderson secret. What makes the family such perfect manipulators of the sentient being. Mind destruction and mind control, backed by careful training in Social Engineering skills.

The gift may easily tear apart the mind of the person who wields it, leaving behind nothing more than a living husk. Even after

the awakening, there are few who manage to live through the training required to control it.

Those who do survive are the the lucky ones. They would go on to inherit positions of power within the Alderson family. While these some of these individuals may not truly possess the full ability to destroy, they certainly possessed enough of the ability to control another beings mind. This made them the perfect envoy, ideal to entrust them with limited segments of family power.

Those who managed to survive the awakening and the training, they would inherit the throne or other areas of authority within the Alderson worlds.

**Loyalties:** Neutral

### **Military Resources:**

Blasters and energy weapons are not allowed on planet. They don't always work anyway and the shielding to make it work is not practical. To heavy and bulky.

Planetary defenses include shields, with special modification on planet base to compensate for the interference.

A space dock for larger ships and the



Shardakourian navy is located near one of the systems unpopulated planets.

### **Population:**

**Economy:** Kadarin has a lot of winter sports and maintains a tight clientele of winter sports enthusiasts.

### **Major Exports:**

### **Major Imports:**

### **Religion:**

**Culture:** The Alderson Worlds are a complex collection of trading partners that

have sworn loyalty and vassalage to the Alderson family. Formalities are strictly adhered to. There are appropriate responses for everything. Family is everything to the Shardakourians, adoptions are taken very seriously.

Marriages are often arranged for political ties and therefore many may take a consort even when married. Children are highly valued as are the genetic matches that are

often paired, again even if one is married. There is no word for illegitimacy of children.

Music is an important part of social gatherings as is dancing. All Shardakourians learn dancing in basic education and very few lose their interest in it as they grow to adulthood. Many students of music and dancing come to Shardakour to study.

**Nickname:** None

**Length of Day:** 17 Earth hours = 1 Kadarin Day

**Length of Year:** 2.06 Earth Years = 1 Kadarin Year

751.9 Earth Days = 1 Kadarin Year

### **Places of Interest:**

- 1 Capital City,
- 2 Muahvrein Mountains
- 3 Fahluva Winery
- 4 Kadarin sports arena and Athletic Complex
- 5 Valeria Academy of Dance and Music



# Kaross, The Elminast System

## System

### Description:

**Sector:** Unknown Regions (Rimward)

**Sun:** Elminast

**Sun Type:** Yellow

**Planets:** 8 + asteroid belt between 5th and 6th. 2 possesses light rings, as do 5 and 6.

### Moons:

**Astronomical Anomalies:** Unknown

## Planetary

### Descriptions

#### Kaross, Elminast IV

##### Astronomical Data:

A small iron based planet with an unpolluted oxygen-nitrogen atmosphere. Two small moons. Gravity is slightly above 1g.

**Climate:** Pastoral but gradually entering an ice age. The Anauroch desert is also growing rapidly.

##### Flora and Fauna:

Standard grass/tree varieties found everywhere in the galaxy, a little greener perhaps from the rich soil and rains.

There is an indigenous species of semi-sentient tree however.

**Tech Level:** Pre-industrial/industrial

**Government:** Nation or City States, each with its own government. Generally a hereditary tyranny but occasionally a meritocracy and several City State theocracies.

**Loyalties:** (Not sure, Not Imperial)

##### Military Resources:

Small standing armies of each nation.

**Population:** 50 million? (Lightly populated) Several species share this world but are non-native, settled millenia ago from their mother world. Few records date this far back however. No intelligent native species exist today.

**Economy:** Barter and Bank. Rural areas without ready access to a bank use barter and there is a long tradition of working off a meal or bed with chores.

##### Major Exports:

Crystals and gems. Minerals.

##### Major Imports:

Some technology but not a great deal. Space travel itself.

**Religion:** Polytheistic

**Culture:** Heroic. The several races inhabiting Kaross have often failed to get along in the past, and some city states are more aggressive than others. Heroic traditions abound however, and leaders are often war heroes, or noted for valor in their youth. Things are good or evil, although some seek a balance between the two, or between order and the chaos that occasionally breaks out.

Although fairly safe place to live Kaross has a tendency for random disasters.

**Nickname:** Faerun

**Length of Day:** 26.19 hrs

**Length of Year:** 360.2 days

##### Places of Interest:

- 1 The Dales
- 2 The Anauroch Desert
- 3 The Sword Coast
- 4 Evermeet
- 5 Cormyr



By: Phaedra Whitlock

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## Planetary

### History:

First used as a research station for Sith experiments in genetech in the days of Sith/Jedi warfare by a band known as the Netheril. The system was abandoned when the end was in sight for the group. The Netheril followers fled leaving their creations behind. Most perished but enough survived and bred to continue on if not generally in great numbers.

The exception to this being the Scro. Ranging from small weak sub classes to a huskier version growing up to 7 foot tall neither variety was particularly smart but they did breed with a vengeance. Over time varieties adapted to various terrains in both coloring and habitat to make war on each other and the natural fauna. The Scro developed a religion around the departed Netheril, claiming the Dark Lords as their gods if none of their power.

The next to arrive were settlers from the nearby world of Ghrai, each settler race separating to live in their preferred habitat soon running into the scro and other remnants, the most striking being the giant flying lizard Drag'hons and the Force wielding Bho'ldar.

The settler races managed to hang in and eventually Ghrai was



nearly forgotten. Space technology (and most technology in general) was allowed to lapse in favor of a back to nature approach for the most part. The Ngoama race continued their technological endeavors however, with some difficulty.

Much time passed and remnants of the Sith tech left behind by the Netheril came and went, passing into history. The Ngoama again set forth in space ships touring other worlds. Ghrai was rediscovered. Other races followed on Ngoama ships but the culture tended to dis-

courage departure and so only a small percentage actually travelled offworld and most of those returned home soon enough.

The system stayed apart from the squabbles with the Trade Federation and then the galactic conflict that followed, mostly due to not caring, not drawing attention, and its out of the way location.





# Mandalore, The \_\_\_\_ System

## System

## Description:

### Sector:

### Sun:

### Sun Type:

**Planets:** Mandalore is the second world out from its star in a system that contains two gas giants (Juanna is one of these). Hyperius is the outermost gas giant.

### Moons:

**Astronomical Anomalies:** Remnants of several ancient supernovae in the area.

## Planetary

## Descriptions

## Mandalore

### Astronomical Data:

The planet Mandalore is somewhat cooler than Earth, except in the equatorial regions. About 40% of the surface is land, and perhaps a third of it is mountainous, though most of the mountains are older and rounded. Much of the total land area is well above sea level, accounting for part of the cooler average temperature; the rest is due to it being a geologically older planet with slightly less active tectonic and is due to it being a geologically older planet with slightly less active tectonic and volcanic systems. The lower CO2 content of the air keeps the greenhouse effect down, and most of the native life is adaptable.

The local space was enriched by supernovae just prior to

Mandalore's formation; the planet is fairly rich in heavy metals such as gold and other heavy elements, though there are fewer transuranics near the surface.

The planet has a variety of different terrain types but the continents are mainly desert with only thin strips of forests, jungles and vegetated plains around the edges. Most of the planet has been tamed and is safe for its inhabitants to walk around unarmed, however an entire continent, Verrakas has been left untamed.

**Climate:** Cool Temperate-Sub Arctic

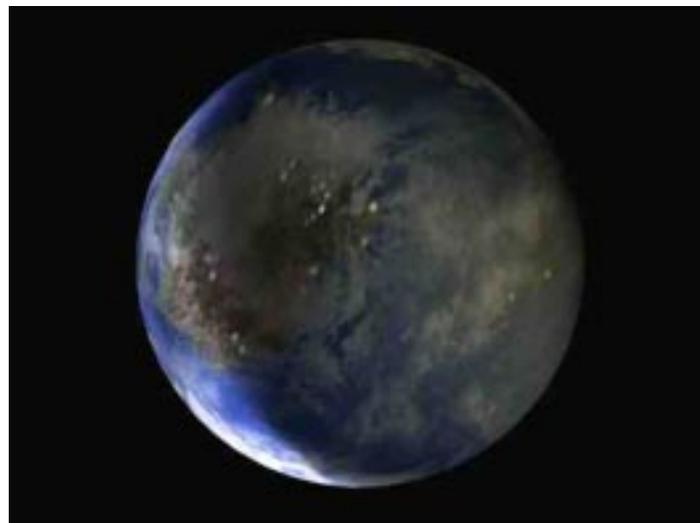
**Flora and Fauna:** The air keeps the greenhouse effect down, and most of the native life is adaptable.

**Tech Level:** Imperial standard.

**Government:**

**Loyalties:** Imperial

**Military Resources:**



By: George Lucas and Seth Bonder

**Population:** (6 billion? 3?)

**Economy:** During the peak of Mandalorian culture, one of their production factories, Mandalmotors, spawned branch plants on a few other planets, and this corporation continues to operate in limited capacity. Only two known examples of the Mandalorian battle armor exist as well, worn by the bounty hunters Boba Fett and Jodo Kast, but as to how they acquired them is pure conjecture.

**Major Exports:** Food, gold and gold based technological items.

**Major Imports:** Light elements such as Titanium, aluminum and some petrochemicals [used for plastics and related materials, as other sources of safe energy are available].

**Religion:** Supreme Being as weaver, creating the Great Tapestry of the Universe on the celestial shuttle. Said Being is considered neuter, but leans toward female in the an-

cient texts.

**Culture:** The Mandalore culture is similar to two Earthly cultures of the Middle Ages-the pre-Jacobite/45 Scottish Highland clans and the Japaese circa 1550-1600. Though the technology is much more sophisticated, the elements of courtesy, formal deference, and simplicity of law are retained.

Mutual courtesy is the root of the culture. Discourtsey is not a crime, but a person who is chronically rude or causes severe disturbance regularly can be fined or otherwise civilly punished.

The Mandalore are the people who gave the Empire the Shocktroopers [remnants of the armor can be seen on the bounty hunter Boba Fett] and the Death Watch units [part of the basis of the Imperial Royal Guard]. They are a highly militaristic people but, like the Japanese, value the arts of peace as greatly as those of combat.

Vendetta and clan feuds are less common now than some centuries ago, since they are recognized as being wasteful of lives and time, but occasionally still occur if a serious enough issue is at stake, such as an unresolved murder, or a severe insult delivered with malice aforethought.

Technology is typically Imperial in level, but not in design philosophy. Despoilation of the planet is not tolerated, and awareness of the interaction between man and ecology exists. This is one of the few areas of life in which the Empire is not allowed access, but the Empire allows this unspoken bar because the loyalty of the planet is unquestioned.

Cities appear small in land area from the air, but extend vertically to compensate, both above and below ground. The building forms are

usually geometric, tending to slab-and-step in appearance, showing off the natural beauty of the stone or metal of which they are made.

Private speeders are the usual repulsorlift vehicles; mass transportation is by maglev cars. The in-city system varies speed by use, up to 150 kph. The interurban system is zero-pressure, underground or entubed, providing speeds up to 5000 kph.

**TRAVEL** - The arrival and departure cup are offered, though they are not always huge goblets.

Almost all homes have at least one guest room, and the concept of the bed-and-breakfast is so old it has no name per se; a person wishing lodging may simply ask, and in return wash dishes or help with a bit of gardening or repair, then be on his or her way.

**LAW** - The general bent of the law in capital crimes is the eye-for-an-eye tradition.

Only three crimes are traditionally punished by death-rape (of either gender, punished by torture), murder, and arson, especially that leading to death. An intoxicated person who kills someone while at the controls of a vehicle can be tortured to death if the victims family is strongly inclined and can make a case for it.

For most misdemeanor-level crimes, restitution is normal. Major theft is punished depending on the situation, but since a thief can be killed without further ado by the land or homeowner, burglary and related crimes are rare.

The use of lethal force by a criminal is grounds for same by a defendant-the Old West's rule applies here... and is enforceable, since lie-detection is all but foolproof.

**WEAPONS** - Most Mandalore carry weapons of some sort on their homeworld. Knives are common, many being family heirlooms and quite servicable even after centuries. Most young people grow up with them and learn their safe use quite early. Slashing weapons like katanas outnumber stabbing, though rare-type weapons do exist.

Blasters are taught starting at

around ten or twelve, and by the mid-teens most are proficient enough to hunt some big game. Small game is much more difficult, but a few gifted youngsters take to them, and are encouraged with varmint type short blaster rifles. The basic safety rules are ingrained right off. This and the harshness of the law against perpetrators of physical violence tends to ensure violence is rare.

**PERSONAL/PRIVATE** - Fidelity is normal, but occasional extramarital liaisons are not considered wrong unless the marriage contract stipulates so.

Unmarried couples are not bound by any rules they themselves do not make; since disease is not a factor, group relationships are not unusual in some regions, and are not frowned upon anywhere. Group marriages are considered somewhat old-fashioned, but are quite legal if the contract is so made.

Marriages occur at dawn, during the milder months of the year, though a Midwinter-day marriage is considered lucky [anyone who can handle a Mandalore Midwinter-day is lucky by definition!]. The preferred site is a beach or mountaintop [a border, signifying crossing a threshold, and a dawn to show a beginning]. Large wedding parties are considered in bad taste unless the couple are both of prestigious family, and even then such a group prunes itself in numbers, preferring to attend by proxy. Few friends are normally invited, though the informal receptions later can get raucous with same.

**OTHER** - The use of tartan in ceremonial and formal dress garments reflects their religion, and the clans use tartans to differentiate themselves. Garments similar to the belted plaid of pre-45 Scotland are worn on certain occasions, but the usual form of tartan in formal wear is a sash or scarf thereof. Clan crests are more like the monsho of feudal Japan, and are worn on the sash scarf, or shoulder, depending on the occasion and garments.

#### **OTHER SOURCES**

The young warriors are sent to the untamed continent of Verrakas unarmed when they come of age, if they survive then they have passed their test and can be considered full warriors of the Mandalorian

Empire.

Because the Mandalorian people are split into different clans, they occupy different areas and environments, eg the clan that mined most of the metals required for the Mandalorian people live in underground cities built into massive caves where they once mined. Most of the surface cities however were originally built by the ruling clan, and the warrior clans, so are combinations of military bases and memorials to the great warriors of the past. The largest of these is the Imperial City of Fernalate, named after the first Emperor, and different for the capital city of a large empire since it has very few high rise buildings, since it is in the middle of the desert at the site of the original crash the builders did not have to worry about lack of space. The city is filled with towering sandstone and white marble statues of the past Emperors, and many large sprawling administration and government buildings made up from large airy chambers their ceilings supported by many pillars.

There are a few spaceports and starship manufacturing facilities in orbit around Mandalore, however most of the starship construction actually takes place around Hyperius the outermost gas giant and elsewhere in the Mandalorian Empire.

### **Nickname:**

**Length of Day:** 28 hours

**Length of Year:** 420 local days

### **Places of Interest:**

- 1 The continent of Verakkas
- 2 Fernalate, the capital

### **Planetary History:**

Mandalore became inhabited when a colony ship suffered a hyperspace malfunction and crashed leaving the colonists stranded.

Four thousand years ago, the Mandalore system was home to a group of fierce masked warrior clans led by a mysterious warlord called Mandalore. The clans, made up of deadly but honorable crusaders, rode semi-intelligent Basilisk war droids, boasted cutting-edge weaponry, and were considered to be the best fighters in the entire

galaxy. The mask and title of "Mandalore" belonged to no single individual, but were traditionally passed down from one warrior to the next in the event of their leader's death. During the Sith War, the Mandalorians conquered the Kuar system and struck at the neighboring Teta system, forcing the Tetan leader Ulic Qel-Droma to battle Mandalore in single combat. Mandalore was defeated, and he swore his armies' allegiance to Qel-Droma and the Krath forces. The warlord was made Qel-Droma's war commander, and his clans won many victories for their new leader. At the close of the Sith War, however, Mandalore's armies were defeated in their attempt to capture the planet Onderon. Mandalore and his surviving warriors were forced to flee to the Dxun moon, where Mandalore was killed by a pair of the moon's deadly beasts and a new warrior donned his mask and assumed his title.

Millennia later, the warlike Mandalore people exterminated the Ithullan race, several hundred years before the Battle of Yavin. During the Clone Wars, a group of warriors from the system were defeated by the Jedi Knights. The notorious bounty hunter Boba Fett wears an armored suit similar to those worn by these Mandalore warriors, and his alternate ship Slave II is based on a Mandalorian police ship design. Imperial dungeon ships were originally designed by the Mandalorians, and were introduced during the Jedi purge to contain dangerous force users. Mandalorian battle harnesses are designed to be operated by R2 units, and Freedon Nadd's tomb on Dxun was constructed from Mandalorian iron.

Jango Fett, was one of the few Mandalores left in the galaxy, at the time of the Battle of Geonosis. The natives of the planet were besieged by slavers during the era of the New Order, and they struggled to rid the planet of the slavemasters. When Emperor Palpatine took control of the galaxy, he ordered the Mandalorian warriors to join his forces during the Clone Wars. Of 212 warriors who went into battle, just three survived: Boba Fett, Fenn Shysa, and Tobbi Dala. In the wake of the Clone Wars, slavers moved in an established a base of operations within the huge skeleton of a long-dead beast.



# Messina, The Davos System

## System

### Description:

**Sector:** Imperial Space, far from Coruscant. Inner Rim in the lower spiral arm. Coronne sector

**Sun:** Davos

**Sun Type:** Green-Gold

**Planets:** 16 (7 major 9 minor)

**Moons:** Messina has one moon.

## Astronomical

**Anomalies:** A double world in-system

## Planetary

## Descriptions

### Messina, Davos VI

#### Astronomical Data:

A large iron based planet with an unpolluted oxygen-nitrogen atmosphere. One very large moon rendering this nearly a double world. Gravity is about 1.4g.

**Climate:** Mountainous and forested with flat plains used for farming, Messina is temperate on the hot side.

#### Flora and Fauna:

Predominately mammalian and avian species along with the usual variety of wide leafed plants. Over long ages non-native species have been introduced by accident and on purpose most notably locust-like insects that attack the extensive grain and vegetable fields.

**Tech Level:** Galactic Standard

**Government:** Imperial Governor ostensibly reporting to the Sector Moff

**Loyalties:** Imperial

#### Military Resources:

Veteran Guard forces remaining from the recent attempted civil uprising on reserve. Imperial garrison troops plus planetary shields,

Golan defence platforms, ground based ion cannon, ground based starfighter contingents and small patrol ships for anti-pirate/smuggler activity. Capital ships available as part of Sector defensive fleet, but must be called in.

**Population:** 500 million? (populated mostly by humans)

**Economy:** Agrarian. Recovering after the conflict. Infrastructure being restored

**Major Exports:** Minerals, gems and ores primarily, for both luxury use and manufacturing. A percentage of shipments are funneled through Lando Calrissian to the Alliance.

#### Major Imports: ?

**Religion:** The Elements. The original religion of the settlers was a polytheistic one. Nearly every natural feature on the homeworld was revered as a spirit of minor or major deityhood. Thousands of beings were worshipped. The travellers during their journey shifted gradually to the Elements. At first a joking comment on a message board on the awareness of the universe, the poster suggested being kind to the universe and it would be kind to you. Over time the jokes began to be taken more seriously by the posters and much debate went on over the nature and number of the Elements. In general most agree there are four. Earth, Air, Fire and Water. A person is often referred to as 'all fire' or 'too much earth, she'll never go anywhere'.

**Culture:** The original settlers brought with them a culture of honor codes and hospitality, but also of war and poverty. Although the Messinans are prosperous enough now their art and literature continues this theme of poverty and priceless/worthless objects. Priceless for the memories or honor it carries, yet worthless by any auction standards.



By: Phaedra Whitlock

Their reputation as fierce warriors (and treacherous ones) is a well deserved if misunderstood one. Mnhie'sahe is not even fully understood by the Messinans and has no translation. Still, an enemy who is a guest is well treated, no matter what lays between the parties. Shelter and the arrival cup are bound in millenia of tradition.

Although not really matriarchal, there is a strong tradition of female leaders and commanders.

**Nickname:** The Traveller's World

**Length of Day:** 25.47 hrs

**Length of Year:** 398.0 days

### Places of Interest:

- 1 Governor's Palace
- 2 The Ruling Queen's Palace

### Planetary History:

Davos was originally inhabited solely by non-sentient species. A fleet of Vocannan life-ships found the world after journeying for several centuries in search of a new home.

Leaving their own homeworld after a religious dispute, they lost half the life ships through natural breakdown, attack and malfunction. Messina was in truth their last hope but the lush rich world awaiting was everything they could want.

The Clan Elders, based upon ship-home, met in council to decide how to partition the new world, and future ones

after terraforming was complete. A lottery was selected, and some say rigged, to send the more warlike factions to the most difficult and mountainous of Messina where others gained the fertile plains. Having lived so long on board ship, many opted to stay and formed what came to be known as Ship-Clans.

The Vocannan refugees had left in order to maintain their warlike culture intact against the peaceful new one taking its place there. And so freed of their ships the wars began again, both small and large raids limited by the amount of technology they could amass. Famines occurred and a charismatic woman leader emerged. Acheiving the ability to maintain an army she became the Ruling Queen and took the throne, although her rule did not last. Her enemies learned from her techniques and through liberal use of cloning and forced births managed to raise their own army. The Ship Clans in return for high grade gems found in their mountains transported the army to the Ruling Queen and she was destroyed.

Her legacy lived on in legend, and no other one person was allowed to rule again, the tricameron legislature returned and with it an inner council of three.

The Empty Chair continued empty but for the sword of



S'harien laid across its arms, untouched by tradition and superstition, as noone was worthy to take it and rule, and the last who had met an unlucky end.

Over centuries the worlds filled and became complacent. Dealing in matters of honor and trade, with wars becoming of words and politics rather than of sword and later, blaster.

Interstellar wars were fought as the Messinans fought to keep what was theirs, but eventually the Old Republic absorbed them as well.

Maintaining their codes of strict honor, as well as duplicity and backstabbing, they prospered and never lost their culture among so many others.

Messina remained loyal to the new Empire. The Chessene family had long been one of the leading families and held great lands, from which Messinanan political power all originates.

The Emperor placed his newly adopted daughter Raven with the Chessenes, granting them additional Imperial powers in return. Raven took the name Celesta Chessene and later became Governor of Messina.

The rebellion established terrorcells and insurgents on Messina in an attempt to overthrow the Princess. The Imperial Garrisons protected

the cities while the insurgents struck from the mountains and forests. Eventually the rebels were hunted down and destroyed, but not before capturing and brainwashing Raven's sister Samantha to their side.

Samantha was recovered after 6 months by a Household team, and the conditioning undone.

Raven continues to reign as Governor, spending large amounts of time on Messina.

### Davos System, Virtual Tour

*The image on the holo disappears and a starmap appears of the galaxy. On a swooping path, the camera narrows in on the lower spiral arm. Stars stream past at a dizzying rate and slow near what is marked as the Inner Rim, as the narrator's voice continues. "Here you will see the Homeworld of Coronne Sector's Davos System, home to 16 planets. The sixth, Messina, is my home."*

*The camera view slips into position directly along the equator of a cloud covered blue and green world featuring 3 major continents and assorted subcontinental islands. The lights of cities sparkle on the nightside.*

*"We are exporters of minerals, gems and ores primarily, for both luxury use and manufacturing."*

*The holo returns to the young woman. "Davos was incorporated into the Old Republic nearly 600 standard years past, and the Chessene family served as Senators during that period but we have been diligent in weeding out subversives, and our loyalty is to the Emperor under former Governor Koda and now Governor Celesta Chessene-Palpatine..."*



# Nebula, The Kal'sia System

## System

### Description:

**Sector:** The Nebulian system is located with a day's traveling distance from the Shardakourian system, but a few parsecs closer to Imperial and Alliance space to prove beneficial for either side should a side be chosen.

**Sun:** Kal'sia

**Sun Type:** Red with yellow glow

**Planets:** There are a total of 8 planets in the Nebulian system, Nebula is the largest. The planets are Nebula, Nitcha, Cistoff, Ralio, Mishka, Tr'al, Y'lsya, and Lost'nfi'r.

**Moons:** The main planet Nebula has two moons, Tolar and A'cos. Nitcha has one moon, Greeos. Cistoff has one moon, Ti'ska. Ralio has one moon, Listo. Mishka has one moon, Z'ras. Tr'al has one moon, Ni'la. Y'lsya has one moon, Blastk'n. Lost'nfi'r has one moon, All'gan.

**Astronomical Anomalies:** Something similar to Northern Lights, once a year. Force band so to speak on Nebula, can be seen from the other

planets, though very faintly from Tr'al, the furthest of the planets. Mishka gets this anomaly twice a year from its moon in its more natural form similar to the standard Northern Lights seen on Earth.

## Planetary

### Descriptions

#### Nebula

#### Astronomical Data:

**Climate:** Tropical in some parts, usually a level warm temperature. (Think spring/summer most of the time)

**Nebula:** Tropical climate, but not too humid. Summer/spring temperatures with a tropical look. Cooler near the ocean areas, a



few snowcapped mountains that keep the temperature regulated.

**Mishka:** Similar to Nebula, closest to the main planet.

**Nitcha:** Similar to Nebula.

**Cistoff:** Hot; Closest to the sun. Inhabitants of the planet live underground away from the intensity of the sun.

**Ralio:** Desert conditions, not as unbearable as Cistoff.

**Tr'al:** A more arctic climate; furthest from the sun.

**Y'lsya:** Similar to Nebula, but has more of a chance at four different season much like Earth due to its location in the system.

**Lost'nfi'r:** Similar to Y'lsya

**Flora and Fauna:** Nebula is a lush planet with tropical like vegetation and flowers. Clear blue waters, and wonderful scenery.

**Tech Level:** A high technical level, but not up to any one side's standards.

**Government:** Matriarch royalty

**Loyalties:** Has an alliance with the throne of Shardakour, but other than that, chooses to remain neutral in anything else.

**Military Resources:**

**Population:**

**Economy:** Current Trade Agreements: Shardakour

**Major Exports:** Textiles, gems, minerals, fruit, vegetation, exotic flowers

**Major Imports:** Technology

**Religion:**

**Culture:**

**Nickname:** None

**Length of Day:**

**Length of Year:**

By: Jilly Harris

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## Places of Interest:

1. The Nebula Palace (restricted)
2. Former Jedi Temple (undetectable)

## Planetary History:

Upon the settlement of the Nebulian system, the matriarch society was once ruled over by a total of four kingdoms. Nebula, Nitcha, Ralio and Lost'nfi'r were the first names of the founding Queens on the planet. The four Queens ruled together, passing down their knowledge from generation to generation, each family eventually joining till there was one ruling family over them all. When the final four of the eight planets in the system were settled thousands upon thousands of years ago, after the families were joined into one ruling family, Mishka, Cistoff, Tr'al, and Y'slya were named for the founding Queens family names, much like the other four planets had been named for the Queens themselves.

Nebula was the largest of the eight-planet system and was named for the first of the four Queens that ruled over the system. In her honor, Nebula became the Nebulian system's founding planet. A lush planet with tropical like vegetation and flowers. Clear blue waters, and wonderful scenery, it was often a planet frequented by travelers and tourists in the surrounding systems. Nitcha was one of the planets to benefit from this as it was al-



lowed to trade quite often in textiles and various other materials. Cistoff is a mining planet, too close to the sun, Kal'sia, for people to live on the surface, the citizens of Cistoff live underground. Mishka is the closest planet to Nebula, and is the most like its founding planet. Most that were descendants of the Mishka family moved to the planet to settle it and make it as prosperous as Nebula. Many of the Mishka family were also the protectors of the Nebulian royalty, being descendants of the same bloodline. Tr'al is the farthest planet from the sun, and has a colder climate, allowing those with the trading abilities for such climates to have an outlet. Ralio is also another planet close to the sun, but not as close as Cistoff. Though they are able to be settled on the surface, it is much warmer on the planet, more desert like, than many of the others. Y'slya is the smallest planet of the eight, and is as peaceful as its founding planet, Nebula. It is also a mining planet, but also dapples in textiles and

is often an outlet for Nitcha, containing some materials not found on the larger planet. Lost'nfi'r is also a mining planet that is close to Nebula.

Before the Jedi Purge, Nebula was the location for a Jedi temple. The planet is a very force strong planet, increasing the abilities of many force users, and was used in encouragement of allowing Jedi students to train under such circumstances of strength. The temple was closed and hidden shortly before the Purge by the Jedi, not wanting to draw attention to Nebula when the Dark side began to lower its shroud over the galaxy. Still rich with the Force, Nebula is the home of many highly advanced telepaths. Some even born from non-Force parents because they were born on Nebula. Though some who are descendants of the system and were born off planet have force capabilities, but only when they are present on Nebula. Nebula is the only planet in the system, at this time due to research, which has this phenomena.

Ruled under a matriarch royalty, Nebula is a peaceful planet. However, six years ago, her sister, Reesha, murdered the Queen and her family. Reesha, too old to be the queen herself, became the queen mother, and her daughter Melantha became the new Queen. Unbeknownst, the true heir to the throne, Midalah, did not die, and Midalah's sister-in-law and handmaiden, M'lissa now works in the kitchens thanks to one of the legislative members, that was the only one to know M'lissa had married Rand, one of Midalah's brothers.

Within the past year, Midalah was put back on the throne. Reesha died in her cell, and her daughter was banished from Nebula. Since her return, Midalah was forced to deal with the Empire demanding that she give her allegiance to them. While at Port Lansing on a diplomatic mission she was kidnap by Corporate Sector Authorities. Though they have since left Nebula, leaving some damage behind them, the current Queen has been attempting, and succeeding, in bringing the planet back to what it once was. Adamantly refusing to take a side in the Alliance/Imperial war.



# Port Lansing Station, The Lansa System

## System

### Description:

**Sector:** Coordinates 73.33.5 from galactic center

**Sun:** Lansa

**Sun Type:** yellow to white

**Planets:** First 3 planets too close to a hot sun so they are without atmosphere, 4 is class M and 5 is a gas giant

**Moons:** Lansa 1 has 4 moons, Lansa 2 has 1 moon, Lansa 3 has 2 moons and Lansa 5 has a ring

### Astronomical Anomalies:

### Planetary

### Descriptions

### Port Lansing Station, Lansa IV

### Astronomical Data:

A space station orbiting a world with an iron core, breathable oxygen/nitrogen atmosphere and average gravity. The planet's gravity is .97g B'y'ss.

One artificial moon - Port Lansing Station

**Climate:** Climate controlled aboard station. planet climate is dry and cool.

**Flora and Fauna:** Hydroponics on board sta-

tion. Planet has small trees and shrubs able to survive on low water no animal life.

**Tech Level:** Galactic standard.

**Government:** Under ownership and regulation of the Black Phoenix Corporation, and it's shareholders. The majority of these are owned by Sonya Wells for the members of the Mercs Guild.

**Loyalties:** Neutral, owned by Black Phoenix Corporation

**Military Resources:** Minor shields, no fleet. Decent security forces.

**Population:** Transient with a permanent core staff

**Economy:** Generally cash for goods or services rendered. Lansing Station is

a rest stop for the galaxy to pass through or come to for mercenary aid or ship repair, or see what the Black Market holds today.

**Major Exports:** None

**Major Imports:** Only whats needed to operate station each business provides their own stores

**Religion:** None

**Culture:** The Station provides facilities and services for rent throughout the year, and rents out space to businesses residing there including a cantina and conference rooms.

**Nickname:**

**Length of Day:** 24.0 hours. Planet length of day 28 hours

**Length of Year:** 365.25 days. Planet year the same

### Places of Interest:

- 1 Archeological Dig
- 2 Cantina
- 3 Dealers Quarter
- 4 Atrium

### Planetary History:

There is evidence that the planet once had more water and a more diverse ecosystem. The ruins show evidence of an atomic war. There is minimal radiation at this time. The Empire originally built the station for some unknown reason. There was no strategic worth to the area. For several years the Rebellion and the Empire fought over control. One year the Ring Star Legion and the mercenaries one the fight and opted on keeping the station and renting to the winner of future battles. Ring Star Legion and Arc-turus have both sold their shares to Sonya Wells and the mercs guild. OOC

- Only know by Empire: The race that existed on this world is believed to have been very strong in the Force. They spent alot of their time devoted to improving their ability to use it. There is a ring of stones on what used to be an island in the southern hemisphere. The ring of stones was built by these people and is believed to amplify the Force.



By: Leslie Danneberger & John Medkeff





# Purgatory, The Hachuris System

## System

### Description:

**Sector:** Eastern Outer Rim Territories, Axon Sector

**Sun:** Hachuris

**Sun Type:** Yellow G3

**Planets:** 5

**Moons:**

**Astronomical Anomalies:** Unknown

## Planetary

## Descriptions

## Purgatory, Hachuris IV

### Astronomical Data:

A small iron based planet with an unpolluted oxygen-nitrogen atmosphere. Three small moons. No astronomical anomalies. Water world. Mineral poor. Five small land masses compromise 7% of the planets surface. The land masses are comprised of swamps.

**Climate:** Purgatory is mostly water and storms are common. With a hot-house atmosphere it is also quite hot and humid. There is no major temperature extremes between seasons.

**Flora and Fauna:** The Flora include large

wetland trees and grasses of a floating variety. An edible kelp that can be processed into food supplements, and forms the basis of a Purgatory diet (with various flavorings and textures of course).

Native flora and fauna produces a number of important chemicals used to make pharmaceuticals, including many used by the Empires interrogation units.

Mostly reptiles and insects although there are a number of amphibian species as well. Purgatory is not a tamed world and the native life kills several hundred persons a year. No imported lifeforms introduced into the ecosystem have yet survived.

The wildlife can grow to monstrous proportions in the deep seas. These

have become a delicacy on many offworlds and a trade has emerged to hunt them, despite the dangers.

**Tech Level:** After decades of Imperial aid, has risen to standard Imperial levels although in the backwater areas, more primitive technology is used as well. Wind-powered sailing vessels and swords are still in common usage alongside skimmers, vibroblades and blasters.

**Government:** Feudal system under two ruling Clan Houses.

Clan-based Council of House heads, each head chosen by precedent. For instance one House is matriarchal. The largest House is the acknowledged leader of all, although this is changing slowly with the decades

of Imperial influence on Purgatory.

Purgatory is divided into five areas, each controlled by one of the five remaining autonomous Houses [Averrine, Harfax, Regina, Tyrphon, and Chaldis].

**Loyalties:** Imperial vassal world, but too busy with survival really to be political either way.

**Military Resources:**

**Population:** c. 7 million

**Economy:**

**Major Exports:** Food, chemicals and pharmaceuticals [many of which are used by Imperial interrogation units] processed from chemical rich ocean kelp beds and creatures. Exotic delicacies.

**Major Imports:** Metals and technology

**Religion:** No established religion.

**Culture:**

**Nickname:** "Slimy Mudhole"

**Length of Day:**

**Length of Year:**

**Places of Interest:**

1 Freeport



By: Phaedra Whitlock

- 2 Fortress
- 3 Outlands
- 4 Faraway
- 5 Landsend
- 6 Eastern
- 7 (Hydro City) Freedom
- 8 (Arctic City) Independence
- 9 Ruined Cities
- 10 Ruined Cities

## Planetary History:

Purgatory was founded two hundred years ago in one of the Old Republics last colonization spurts by people who found out too late that the planet was no ones idea of heaven. The mineral poor planet soon lost contact with the Republic as they struggled to survive against the native wildlife, and regressed to a largely non-mechanized culture.

Seven Houses formed and over the next two hundred years, engaged in constant territorial disputes against each other, and war against the unusually large and hungry fauna of Purgatory that dominates the oceans and so called land masses. Mostly reptiles and insects with a few amphibian species, the native life [which commonly grows in excess of several meters] kills several hundred persons a year.

Twenty years ago just prior to the Trade Federation's rebellion, Republic scouts rediscovered Purgatory and quickly decided the planet was not worth the effort of bringing under Republic rule. All seven Houses signed trade treaties with the Empire and Purgatory became in essence a vassal world. The Empire took



over Purgatory's education system, built a spaceport in a neutral area which came to be known as Freeport, and placed a garrison there as well.

Technology became available once more and has slowly but surely been spreading among the population.

The first generation of children to graduate from the Imperial run school system is loyal to the Empire and often impatient with even the most progressive elders. Exposed to the lure of other worlds and Imperial propaganda, many have joined the Imperial Navy and gone on to serve the Empire far from Purgatory.

Some Houses actively encouraged their children to do so, and three years ago House Danthos, one of the larger Houses, had maneuvered its own people into command of a small Imperial fleet which they brought to Purgatory to aid House Danthos in a bid for total control of Purgatory.

Some old-timers, unhappy with the gradual loss of the old ways, founded two cities, Arctic City Independence and Hydro City Freedom, from which these isolationists began bombing outworlder installations and murdering outworlders,

particularly the Imperial-sent diplomats attempting to negotiate a peace between Danthos and the other Houses.

House Iracan was destroyed and House Averrine, now the second strongest House, managed to get a message through the Danthos/Imperial blockade to the regional governor. Before the Empire could respond to this unauthorized use of personnel and equipment blockading Purgatory, an Alliance task Force appeared over the planet. The Danthos captain, realizing that if he engaged the Alliance he would then be forced to provide an explanation for his presence, recovered his troops and left. House Averrine and House Harfax together destroyed House Danthos, incorporating the former Danthos and Iracan territories and survivors into their own Houses.

Alliance cells on Purgatory destroyed the Imperial garrison before evacuating the planet. The Isolationist terrorists destroyed the spaceport at Freeport, killing the remaining Imperials and offworlders who lived there, preferring to stay in civilization.

The Houses continued to meet their production schedules but with the loss of the spaceport, transport offworld to the Empire was almost at a stand still. Small independent freighters helped but often at exorbitant prices.



House Averrine began building a new spaceport at Fortress, the new Averrine capital, and came under heavy attack by the isolationists for doing so. Both sides, isolationists and the coalition of Houses, began buying advanced weaponry [something the Empire strictly controlled on Purgatory] from black marketers and went to war with each other. To buy the weapons they need, the isolationists turned to theft and extortion on a massive scale.

A diplomatic mission to Purgatory (led by Anrit ar Lincaet and Duchess Kather Organa) led to an end to the civil war upon Purgatory. The diplomats were kidnapped by the leader of the outlaws, and held for a time allowing negotiations to take place. Purgatory was assigned a Governor, the elderly Lady Averrine, assisted by a Lt Governor, her long time (and much younger) House rival in a power sharing arrangement.

A second landing area was completed and Purgatory reopened to galactic

travel and shipping.

The Lt. Governor Harfax married Kather and over time developed into Purgatory's roving ambassador. He negotiated several trade agreements most notably with the Alderson Worlds.

Lady Averrine is known to be still alive, but has not been seen in public for some time. Until her death Harfax cannot ascend, which Averrine will never allow.



# Shardakour, The Shardakour System

## System

### Description:

**Sector:** Shardakourian system is located on the rim of the galaxy. The system is too far out for either the Empire or the Alliance to use strategically or wish to take over.

**Sun:** Shardakour

**Sun Type:** Sun: F8

Temperature 6200K

Visual Luminosity: 1.93

Mass: 1.190

Radius: 1.260

Terrestrial Equivalent Orbit in AUs: 1.45; 1.39 for higher radiation.

Lifetime in billions of Years: 6.880

Color Index: .31

Approx. Color: Yellowish

Sun2: G0

Temperature: 6030

Visual Luminosity: 1.36

Mass: .606

Terrestrial Equivalent Orbit in AU's: .32

Lifetime in Billions of Years: 9.180

Color Index: .59

Approx. Color: Yellowish

**Planets:** There are a total of 6 planets. Two of

them, Shardakour and Kadarin, are inhabited. The planet Shardakour has two moons, Linney and Nirea, Kadarin has one, Malbour. Shardakour is the primary populated planet and seat of the Alderson held and aligned worlds. The system has two suns.

### Moons:

### Astronomical Anomalies:

### Planetary

### Descriptions

### Shardakour, ? ?

### Astronomical Data:

Shardakour:K7

Gravity: 1.15

Temperature: 4060

Visual Luminosity: 42.1E-3

Radius: 4

Density: 2.35 gr/cm<sup>3</sup>

Axial Tilt: 90

Terrestrial equivalent orbit in AUs: 1.39 around

Color Index: .82

Approximate Color: Orange

Moon 1: Linney

Viewing Angle: .2

Moon 2: Nirea

Viewing Angle: .8 (Higher than earth's moon)

**Climate:** Indo-Malaysian Tropical . Dense tropical canopy covers the majority of the planet. Lower layers of the forest reach only approximately 2% of the light in the densest part of the planet.

### Flora and Fauna:



By: Dora Furlong

**Tech Level:** Limited and concealed on amount of high technology. When one walks into a building any communications equipment in a room is hidden behind panels. Visitors to the planet may have the feeling they have stepped back in time. Due to local radiation problems special shielding is required for the technology to work reliably.

Blasters and energy weapons are not allowed on planet. They don't always work anyway and the shielding to make it work is not practical. Too heavy and bulky.

**Government:** Monarchy, ruling family Alderson, based on Shardakour capital planet. family survives by bringing in Vassals, becoming overlords to other planets, and negotiating trade agreements. Loyalty is very important, betrayal is grounds for execution.

The current queen and king are Tara Alderson and Jacen Arsein. Children: Damien: 14, Kimber: 14 deceased, Valentina 10, Auster: 6, Lorill: 3

Christine Alderson: Tara's cousin and one of her body doubles. Force User.

Jarek Alderson: Tara's father and previous king, deceased. His consort was Doriann Arsein

Current Prime Minister: Derek Ionsoch

Other influential families:

Insoch, Arsein-Davis, Deonaris

The palace is a large stone structure with a maze-like interior. The throne room contains seating for all 200+ vassal representatives and a gallery above for visitors to observe from. In the lower levels is a special room that is used for 'Awakening Ceremonies'. These are when the Alderson special abilities are brought out. It is risky for any of the teens to go through, it kills more than the number who live through it and of those who live through it.

### **The Alderson 'Gift'**

The Alderson gift, handed down from generation to generation. Children of the direct Alderson line are genetically manipulated, if necessary, to ensure the presence of the family gift. Only those with the ability can inherit. And of those with the ability, only the ones strong enough to wield it and survive can ascend to the Shardakourian throne. This is the true Alderson secret. What makes the family such perfect manipulators of the sentient being. Mind destruction and mind control, backed by careful training in Social Engineering skills.

The gift may easily tear apart the mind of the person who wields it, leaving behind nothing more than a living husk. Even after the awakening, there are few who manage to live through the training required to control it.

Those who do survive are the the lucky ones. They would go on to inherit positions of power within the Alderson family. While these some of these individuals may not truly possess the full ability to destroy, they certainly possessed enough of the ability to control another beings mind. This made them the perfect envoy, ideal to entrust them with

limited segments of family power.

Those who managed to survive the awakening and the training, they would inherit the throne or other areas of authority within the Alderson worlds.

**Loyalties:** Neutral

### **Military Resources:**

Blasters and energy weapons are not allowed on planet. They don't always work anyway and the shielding to make it work is not practical. Too heavy and bulky.

Planetary defenses include shields, with special modification on planet base to compensate for the interference.

A space dock for larger ships and the Shardakourian navy is located near one of the systems unpopulated planets.

### **Population:**

**Economy:** Tourism is allowed but strictly controlled as to the number of tourists allowed into the System and on either of the primary planets. Many scientific requests are made for research and study grants in the shardakourian forests, these groups are also strictly limited to the number present at any given time and to the number of individuals allowed in any given research team.

Current Trade Agreements: Nebula, Valass, Zoron, Telos, Arridor, Aldragrin, Purgatory, Messina, Betawan VII

**Major Exports:** Hard Wood, Exotic Flowers, wine, herbs, and Spices, Energy Crystals.

**Major Imports:** Ships, Technology related imports.



### **Religion:**

**Culture:** The Alderson Worlds are a complex collection of trading partners that have sworn loyalty and vassalage to the Alderson family. While the planets are ruled by the Alderson family not all trade partners are known to each others.

The Shardakour Council consists of representatives from each of the Vassal worlds and functions more like a board of directors. The Aldersons reserve the right to over rule decisions made in council, but rarely do.

Formalities are strictly adhered to. There are appropriate responses for everything. Family is everything to the Shardakourians, adoptions are taken very seriously.

Marriages are often arranged for political ties and therefore many may take a consort even when married. Children are highly valued as are the genetic matches that are often paired, again even if one is married. There is no word for illegitimacy of children.

Music is an important part of social gatherings as is dancing. All Shardakourians learn dancing in basic education and very few lose their interest in it as they grow to adulthood. Many students of music and dancing come to Shardakour to study.

**Nickname:** None

**Length of Day:** 32 earth hours = 1 Shardakourian Day.

**Length of Year:** 2.7 Earth years = 1 Shardakourian year

985.5 earth days = 1 Shardakourian year.

### **Places of Interest:**

- 1 Capital City,
- 2 Muahvrein Mountains
- 3 Fahluva Winery
- 4 Kadarin sports arena and Athletic Complex
- 5 Valeria Academy of Dance and Music

### **Planetary History:**

Shardakourian Humans:

Human looking for all outward, and most inward, appearances, but with a subtle enough difference. The descendancy of the population is rarely discussed by any other than the scholars and story tellers who liked to exaggerate the possibilities and glorify the fabled war that led them to colonize this very system. It is not publicly known that they are genetically descended from Human and Valassian mix. Which means the population is made up of mostly latent telepaths.

The Shardakourians have implemented a very strong genetic breeding program. In particular they are concerned with passing on the Specialized genetics of the Alderson line and the force ability. They believe in genetic diversity. If a child is conceived genetic manipulation may occur to ensure the baby will have certain traits.

It is impossible for an heir to the Shardakourian throne to inherit if they have not developed and survived the onset of the Alderson mental potential.



# Tarma, The Nektulos System

## System

## Description:

**Sector:** Outer Rim

**Sun:** \_\_\_\_, Nektulos

**Sun Type:** White dwarf

**Planets:** 7, 6

**Moons:** 1, 0

## Astronomical Anomalies:

## Planetary

## Descriptions

### Tarma (I)

#### Astronomical Data:

Avery large iron based planet with an unpolluted oxygen-nitrogen atmosphere in a highly elliptical orbit. No moon. Gravity is about 1.85g. The environment was damaged severely by radiation and toxic substances used in planetary wars long ago making vast areas unable to support life.

**Climate:** Harsh

#### Flora and Fauna:

**Tech Level:** Galactic standard.

#### Government:

**Loyalties:** None

#### Military Resources:

Space fleet for protection of vessels and anti-pirate activity. Almost everyone is armed and able to form an armed ground resistance if required again. Ship repair docks and orbital stations for mining ships and ore processing.

**Population:** 20 million (Lightly populated mostly by humans)

**Economy:** Spartan.

**Major Exports:** Military soldiers for hire.

**Major Imports:**

**Religion:**

**Culture:** Militaristic and

spartan. With few resources available to them the Tarman people hired themselves out as mercenary forces to the highest bidder in groups from squad to Division size. Those disabled in battle or retired became the Tarman permanent ground staff on Tarma. Those merely wounded also filled in temporarily until their recovery was complete.

**Nickname:**

**Length of Day:** 33.6 hrs

**Length of Year:** 312.4 days

**Places of Interest:**

1 Tarman Asteroid cloud

### Tarma (II), Nektulos 5

#### Astronomical Data:

Avery large iron based planet with an unpolluted oxygen-nitrogen atmosphere in a highly elliptical orbit. No moon. Gravity is about 1.78g. The environment was damaged severely by radiation and frequent meteor showers as the planet passes through meteor clouds. As a result New Tarma is very high in heavy metals, and polluted by them to an extent.

**Climate:** Arid and geologically irritable. Cold from lack of sufficient greenhouse gasses and a surplus of volcanic dust and ash. When the sun sets temperatures drop quickly and lightning storms form.

#### Flora and Fauna:

Hardy scrubby plants and small mammalian life able to withstand temperature extremes.

**Tech Level:** Galactic standard, more or less, but limited to the basic necessities rather than luxury goods.

**Government:** Military tribunals and Councils made up of the top 3 generals in each Branch of service, (Space fleet, Ground



By: Phaedra Whitlock

Forces and Intelligence)

**Loyalties:** Alderson Worlds

**Military Resources:** Space fleet for protection of vessels and anti-pirate activity. Almost everyone is armed and able to form an armed ground resistance if required again. Ship repair docks and orbital stations for mining ships and ore processing.

**Population:** 20 million (Lightly populated mostly by humans)

**Economy:** Spartan.

**Major Exports:** Military soldiers for hire. Heavy metals.

**Major Imports:**

**Religion:** Varies by species.

**Culture:** Militaristic and spartan. With the destruction of their world and the subsequent vengeance strikes depleting the numbers of able bodied Tarmans, they relocated to the Alderson worlds choosing the harshest most challenging world available to settle. Survival became a celebrated admired trait, as well as strength of will. Several tests throughout life reinforced this.

**Nickname:** HQ

**Length of Day:** 33.6 hrs

**Length of Year:** 312.4 days

**Places of Interest:**



- 1 Neriak (Capital)
- 2 Lavastorm Mountains

### Planetary History:

Aretta and Salvatore destroyed Tarma from orbit in retaliation, a mercenary world with a military heirarchy and lifestyle... the world had basically no resources except the people so they went offworld as merc military

units and thus supported their world that way. Most of them were killed either on Tarma, or within a few months as they heard and revolted against their Imperial contractors.

Those few who did not would need a new home and either went into the Alliance or could have sometimes resettled on

Shardakour into the general population.

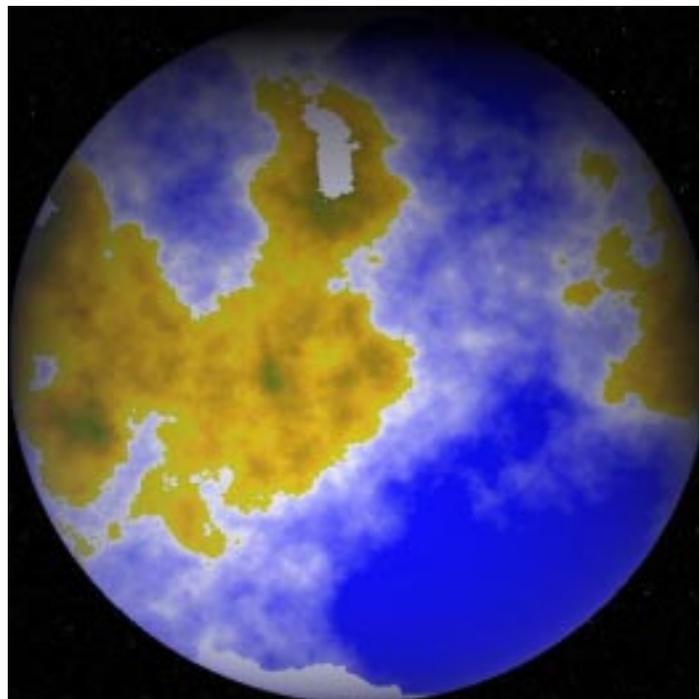
Tara and Jarek Alderson then offered the Tarmans a place with the caveat of vassalage.

Concerned about the balance of power and cultural assimilation and placement of so many at once, the Tarmans were given settlement on one of the other system worlds. The Tarmans chose a harsh world, and named it Tarma (II)

After the destruction of the original Tarma many of those who did not take up posts in the Alderson Worlds joined various anti-Imperial military groups including the Alliance (Col. Kiera Martial), and terrorist groups (Kali).

Other Tarmans include Alais Hart-Fuqua. (Abel's daughter), Kiera Martial (My rebel Ground Forces Colonel)

General Abel Hart-Fuqua led the Tarman forces until his death at the Last Battle.





# Telos, The \_\_\_ System

## System

## Description:

### Sector:

**Sun:** 1

### Sun Type:

**Planets:** Third

**Moons:** 4

## Astronomical Anomalies:

## Planetary

## Descriptions

## Telos

### Astronomical Data:

**Climate:** Even, -- the mountains are cold and has snow.

### Flora and Fauna:

**Tech Level:** Very High, responsible for many inventions and progress in dealing with soil and healing.

**Government:** Ruled by the Governor and the Du'Cruet family. It is based in the major city called Thani.

**Loyalties:** Neutral, though the old Governor stated they would be loyal to the Empire. He was killed by Xanatos for saying this however.

### Military Resources:

**Population:** There has never been a full census count of the Telosians.

### Economy:

**Major Exports:** A stone called Malab it's very polished to the point where you can see your reflection and is very rare. Also transparisteel.

### Major Imports:

**Religion:** Varied

### Culture:

### Nickname:

### Length of Day:

### Length of Year:

### Places of Interest:

- 1 Scared pools
- 2 mountains
- 3 Port Station
- 4 dense Forests



### Planetary History:

Major city Thani, and has minor villages outside of the city. The Port Station is very busy and is always accepting imports of dried fruits, grains and other perishable items.

Telos has a history of suffering famines, this makes it necessary for importing certain foods and other items. And relies on its exporting of technology as well as minerals to sustain it.

The have also have brought back a milder version of a combat game like lottery called Katharsis. This is another way Telos keeps its treasury filled.

Known for it's scared pools that are crystal clear. They are located outside the city near the dense forest just under the mountains. This forest is so thick it blots out the sky. These mountains have snow on

top and it rarely melts.

The fields that lead to the pools are full of lavender and blue flowers. Surrounded by a deep blue lake, the hills are golden in color.

Telos is also known for their mirror caverns - they are called such because they are a deep black and are so naturally polished you can see your reflection in the stone. The creek that runs through the caverns appear silver in color.

The stone that is hidden in these caverns is called Malab. It's very rare and rarely mined in large quantities, though they do export it at times to keep the flow of money in.

The Sand of Telos has minerals that can be filtered out and converted into a variety of things.

Telos' biggest export is transparisteel, it looks like a solid wall to the average eye until you touch it where it seems then shimmers slightly. Otherwise it is opaque and allows the person on the other side to view outward without being seen.

In his youth Xanatos DuCruet was responsible for severe environmental disasters on Telos that he has since led the recovery from and garnered significant acclaim and love for it.

By: Ginna Wilcoxon



# Torion, The Heroth System

## System

### Description:

**Sector:** Zoron

**Sun:** Heroth

**Sun Type:** G5

**Planets:** Third of Seven

**Moons:** 2

## Astronomical Anomalies:

## Planetary

## Descriptions

### Torion, Heroth III

### Astronomical Data:

**Climate:** Temperate

**Flora and Fauna:**

**Tech Level:** Imperial standard.

**Government:** Aristocratic Republic. The government is dominated by a merchant nobility made up of the families who own and manage the industry. It has managed to keep Torions participation in the Republics and the Empires wars to sending troops to fight elsewhere.

The government is headed by President Loric Terlas. The Imperial resident is Tarna Steele, a member of an up and coming noble

family of Zoron, the Sector Capital. She is quite young for her position.

**Loyalties:** Mixed

**Military Resources:**

**Population:** 1,000,000,000

**Economy:** Torion is mostly in the high tech civilian business. Taras was born on Torion and his family there owns the Steelas Microtechnologies, producing control systems and micro repair droids.

**Major Exports:** High tech consumer goods.

**Major Imports:** Food, raw materials.

**Religion:**

**Culture:** Today Torion is

a rich society that is reasonably loyal to the Empire and enjoys self government.

**Nickname:**

**Length of Day:**

**Length of Year:**

**Places of Interest:**

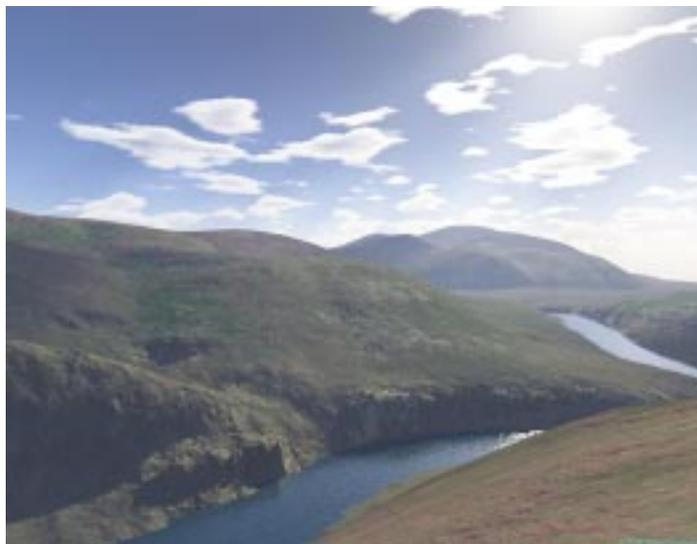
## Planetary History:

Torion was first settled near the middle of the Republic period. The planets major attractions were excellent climate and a good location on the local interstellar trade lanes.

Originally planned as an agricultural colony, Torion started life with more capital than was required and quickly developed a large and successful light industry.

At the beginning of the Imperial period there was a rebel movement on Torion. This movement presented a slight threat to the Empire. This threat was eliminated when the rebel leader, Logan Steelas was killed, five years before the Battle of Yavin. The Rebellion still has a foothold on Torion but it is little more than a debating society.

Taras was born on Torion. Most of the family on Torion think Taras, or more correctly Sir Torin Steelas is missing or Dead. Only his father's brother Sir Lon Steelas knows that he and his sister are still alive. There is however a rumour going around that the Imperial Resident, Lady Talasa Steele is really Tarna Steelas. This rumour is of course True so the secret is leaking out. The local rebels are in denial about this because Taras' father was their leader until he was killed by the then Imperial governer five years before ANH. The Local rebels keep hoping Torin Steelas will return to lead them to victory. Taras' father-in-law used the stormtroopers involved in the death's of his parents and two of his three siblings to tie Taras to the darkside. He broke the one who killed his mother over her tombstone. The home movies are now in his Majesty's private collection... Only two people outside House Mathem know Taras' past. The Emperor and Iridian, maybe Darana.



By: John Medkeff



# Yavin IV (Massassi Moon), The Yavin System

## System

### Description:

**Sector:** Outer Rim, Deep within Alliance Territory in the Gordian Reach, Sumittra Sector

**Sun:** Yavin

**Sun Type:** Yellow?

**Planets:** 4

**Moons:** Dozens but only three habitable around Yavin IV (designated four, eight, and thirteen).

**Astronomical Anomalies:** Refracted light from the system's star causes the planet to seemingly glow with an inner light.

## Planetary

## Descriptions

### Massassi Moon, Yavin IV

**Astronomical Data:** "I, Jedi" indicates that Yavin 4 has its own moon.

Yavin 4 is a young world with plenty of geothermal activity. Sixty-nine percent of its surface is landmass, divided into four continents. Six interconnected oceans cover the rest of the moon, along with one landlocked body large enough to be called a sea. Decades ago, the continents were given the temporary names of Starloft, Swivven, Koos and Wetyin by scouts from Wetyin's Colony.

Because Yavin 4 orbits a gas giant, it has two different types of nightfall. When the moon faces away from the sun, but still faces the gas giant, Yavin 4 experiences twilight night, as the jungle is flooded in a pastel glow. When Yavin 4 faces away from both the sun and the planet, or when the gas-giant eclipses the sun, the moon experiences dark night. Yavin 4's rotation is such that once every several months it experiences excessively long dark nights. When this occurs temperatures drop to generate severe storms.

The so-called "rainbow storms" are another beautiful phenomenon of Yavin 4 when the sun pokes around the great gas giant, through the giant's hazy upper atmosphere. The sunlight becomes polarized and when it then strikes ice crystals in Yavin 4's upper atmosphere great scintillating showers of rainbows appear.

**Climate:** Rain forests, humid and hot. Yavin 4's rotation is such that once every few months it experiences exces-

sively long dark nights. When this occurs temperatures drop to generate severe storms.

Volcanic mountain ranges and wide rivers can be found. The moon has both a wet and dry season, and violent, unpredictable storms whip across its surface every few months.

Thousands of years before the Galactic Civil War, Yavin 4 was a barren, cold ball of rock. The ancient Jedi created the lush, tropical environment, with a 6-month dry/6-month wet seasonal cycle, by building a weather and climate control center in the Lost City.

**Flora and Fauna:** A lush tropical ecology, all of which explode with life in thick jungles and towering, purple-barked Massassi trees. Whisper birds soar above the brown waters, avoiding spider-anglers on the hunt for small fish and mucous salamanders.

A swarm of piranha-beetles can strip a bristly stintaril to the bone in a handful of seconds.

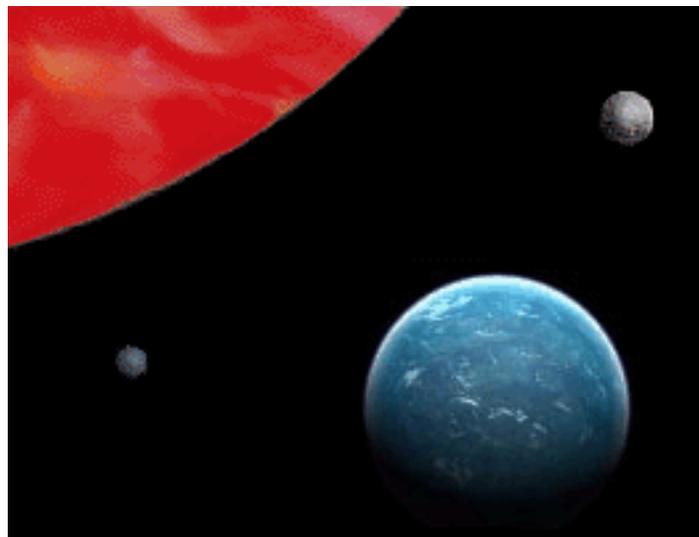
Night brings about the howls of the chattering semi-intelligent simians called woolamanders high in their trees, or the snuffling foraging of a stubborn Yavinian runyip or stintaril. Other life-forms include the angler, the armored eel, the crawlfish, mucous salamanders, firebees, piranha-beetles, and crystal snakes, purple jumping spiders, lizard crabs, swimming crabs, reptile birds, stinger lizards, armored eels, stump lizards, crawlfish, ravenous stintaril rodents, a six-legged, tusked beast with tentacled eyes, tree ticks, spiderlike anglers, and flying, two-headed reptiles created during the time of the Sith Lord Exar Kun.

Yavin 4's flora includes sense-enhancing blueleaf shrub, climbing fern, feather fern, colorful nebula orchids, blistering touch-not shrub, explosive grenade fungi and towering, purple-barked Massassi trees.

During the Great Sith War, Yavin 4 was where Exar Kun made his final stand. The resulting clash of Force energies sparked huge forest fires that ravaged the jungles. When Ulic Qel-Droma returned several years after the war the jungles were still barren of life. Over the millennia, however, life did return to the moon and its jungles flourished.

Debris from the first Death Star rained down on Yavin 4 for months touching off forest fires and laying waste to vast portions of the planet. The destruction was much less than that resulting from the Sith War.

Woolamanders: native to Yavin 4, these are furry, pot-bellies mammals that can be used as



By: George Lucas

a food source. Note that "Champions of the Force" and "Dark Apprentice" imply that woolamanders are lizards. They are covered in purple fur which is striped with yellow down the back, and their long, thin tails are capped with a bushy tuft of rainbow-colored hair. Their large bellies were designed to digest large amounts of fruit, which was the primary source of their diet. Woolamanders lived in the upper canopy of the jungle on Yavin 4, squatting on the branches of Massassi trees and keeping watch for predators

**Tech Level:** Galactic Standard

**Government:** Jedi Council, Alliance Base military officers

**Loyalties:** Alliance

**Military Resources:** Planetary shield and sensors, defense grid. Ships in orbit. Troops on base.

**Population:** A few hundred or thousand concentrated at the great Temple and nearby Alliance base, and a few farming or mining interests scattered elsewhere on the moon.

**Economy:**

**Major Exports:** Jedi

**Major Imports:**

**Religion:** The Force (Jedi version)

**Culture:** Monastic or military if at the Temple or base.

The Great Temple (of Exar Kun) is a colossal structure (the largest), roughly pyramidal in shape, ringed by smaller buildings and as all the Temples were, was constructed as a focal point for Sith power. The Great Temple, Palace of the Woolamander, the Temple of the Blueleaf Cluster, and almost all of the ruins are connected via an extensive net-

work of underground tunnels. The Great Temple lies next to a broad, branching river.

The dank interiors were converted into control stations and barracks. The uppermost level of the temple held a huge throne room that served as a ceremonial chamber for Alliance dignitaries.

Alliance engineers cleared out the ancient structures and made them fit for habitation once more, and also installed a turbolift and erected high lookout towers.

The top of the Temple houses an observation deck, and below that is the vast grand audience chamber. Below the chamber are housing levels and the ground level contains the Communications Center, common rooms, and the Alliance's former War Room. The Temple's hangars housed several squadrons' worth of X and Y-wing starfighters in a cavernous hangar bay built into the temple's first level, located underground.

Prior to the rebel evacuation, a crippled TIE bomber crashed into one of the unoccupied buildings of the Massassi site. During the final evacuation, General Dodonna stayed behind to detonate a series of concussion charges meant to destroy the base. The blast did destroy some of the sensitive Alliance computers but did little to affect the actual temples themselves.

The nearby Temple of the Blueleaf Cluster, dedicated to Exar Kun's greatness, was built deep in the jungle in the center of a still lake and featured glittering Corusca gems and a towering obsidian statue of the dark lord. General Dodonna sealed off the nearby Temple when an eerie power crystal, containing what appeared to be trapped spirits,



was found inside its main audience chamber.

**Nickname:**

**Length of Day:** The average day on Yavin 4 lasts 24 standard hours

**Length of Year:** Yavin IV circles Yavin three times every Coruscant standard year.

**Places of Interest:**

- 1 Great Temple of Exar Kun
- 2 Full Alliance Military Base
- 3 Palace of the Woolamander
- 4 Temple of Blueleaf Cluster
- 5 Naga Sadow's Sith Temple of Fire
- 6 The Lost City, found on the largest of the four main continents.

**Planetary History:**

Thousands of years ago the Sith Lord exile Naga Sadow fled to Yavin 4, escaping enemy forces from the Great Hyperspace War.

Sadow commanded his crew to erect massive temples to serve as focal points for his Sith magic. Sadow hid his vessel deep underneath the newly built Sith Temple of Fire. Using his Sith magic and alchemy, Sadow created the mutated Massassi warriors from descendents of his Sith crew to guard the new Sith temples they erected. As Sadow passed on the Massassi continued, developing into a proud tribal culture that used the dark side of the Force to

augment their archaic weapons.

The Massassi race was subjugated by Exar Kun some 4,000 years before the Battle of Endor. The Massassi built huge temples in the jungles to focus the Dark Side energies. Kun commanded. During the Great Sith War Kun made his final stand, draining the life energies of the Massassi to preserve his spirit in one of the Temples. The resulting clash of Force energies sparked huge forest fires that ravaged the jungles. When Ulic Qel-Droma returned several years after the war the jungles were still barren of life. The ancient Jedi built a weather and climate control center in the Lost City. The Jedi then programmed the caretaker droids to maintain the weather programs. The moon was later burnt extensively again by Trioculus, in an attempt to locate the Lost City of the Jedi.

When the Alliance built their first main base, they chose Yavin 4 as an out-of-the-way location. Following the destruction of Alderaan and Princess Leia's rescue from the first Death Star, the Empire discovered the base's location and tried to destroy it. The Alliance's star fighters, led by Luke Skywalker, destroyed the station before it could fire on the moon. However, debris from the first Death Star rained down on Yavin 4 for months, touching off forest fires and laying waste to vast portions of the planet. The destruction was much less than that resulting from the Sith War and much of the Alliance base remained intact. Mon Mothma and Leia Organa-Solo chose Yavin 4 as the site for Luke Skywalker's Jedi praxeum.

Yavin Four is described as the base of operations for the new government forming out of the Alliance, following the death of Emperor Palpatine at Endor.



# Zeilar, The \_\_\_\_\_ System

## System

## Description:

**Sector:** Zoron? Near Zoron

**Sun:**

**Sun Type:**

**Planets:**

**Moons:**

**Astronomical Anomalies:**

**Planetary**

**Descriptions**

**Zeilar**

**Astronomical Data:**

**Climate:**

**Flora and Fauna:**

**Tech Level:**

**Government:** The Teillars are the Grand Dukes of Zeilar and except for Tamara Mathem are all on Zeilar.

**Loyalties:**

**Military Resources:**

**Population:**

**Economy:**

**Major Exports:** Zeilar is an ag world close by Zoron. Zeilar mostly produces much of the grain eaten on Zoron and Dalath.

**Major Imports:**

**Religion:**

**Culture:**

**Nickname:**

**Length of Day:**

**Length of Year:**

**Places of Interest:**

- 1 Zeilar Manor
- 2 Sandy's Ysalamiri Breeding Farm

**Planetary History:**

Sandy's mother's brother is the Grand Duke of Zeilar. Her mother is Princess Tamara of Zeilar.

Taras and Cassandra have a small manor and a townhouse on Zeilar.

Zeilar Manor - The Steele's tend not to visit Zeilar often, usually for the yearly ceremonies then home again to Zoron.

Zeilar Breeding Farm - Sandy put the Ysalamiri breeding farm on Zeilar so that it would be out of the way, but close to Zoron.



By: John Medkeff





# Zoron, The Ariset System

## System

## Description:

**Sector:** Zoron

**Sun:** Ariset

**Sun Type:** G4

**Planets:** 11. Three habitable. From inner to outer:

### 1. Quentim:

Class: Rock.  
Diameter: 5913 km.  
Surface Grav: .43.  
Population: 100,000.  
Use: System defense base.  
Notes: Mercury like rock with great temperature extremes. No permanent population. Everyone works for either the Zorian Coast Guard or the Imperial Navy. All possible structures are underground.

### 2. Erebar:

Class: Rock.  
Diameter: 9593km.  
Surface Grav: .8.  
Population: None.  
Use: High temperature industry.  
Notes: Entirely owned by a consortium of large industrial companies, notably Zoron Heavy Industry, Ariset Ordnance Works, and Dalath Metals.

### 3. Agralon:

Class: Earthlike.  
Diameter: 11,518km.  
Surface Grav: .9.  
Population: 100,000,000.  
Use: Agriculture.  
Climate: Tropical.  
Notes: Completely terraformed. Produces dairy products, produce and other perishable food products for Zoron and Dalath.  
Moon: Agralette  
Class: Rock.  
Diameter: 3569km.  
Surface Grav: .35.  
Population: None.  
Use: System Defense.

### 4. Zoron:

Class: Earthlike.  
Diameter 12947 km.  
Surface Grav. 1.  
Population: 10,000,000,000  
Use; Government, Culture, Education, Finance.

Notes: Sector Capitol. Zoron doesn't produce much food, it is one huge suburb. The sector's big banks are on Zoron. and 10 billion people isn't that crowded if you lack factories and farms.

Moon: Nias.

Class: Rock.  
Diameter: 3675 km.  
Surface Grav: .37.  
Population: 5,000,000.  
Use: Starport.

### 5. Dalath

Class: Rock.  
Diameter: 9754 km.  
Surface Grav. .51.  
Population: 2,000,000,000.  
Use: Heavy industry.  
Notes: Partially Terraformed. Cities domed and underground.  
Moon: Dalar:

Class: Rock. Diameter: 3402 km. Surface Grav: .36.  
Population: 2,000,000.  
Use; System defense, Civilian Ship Building.

### 6. Xixa:

Class: Jovian.  
Diameter: 135,000km.

Surface Grav. 2.5.

Population: None.

Use: Moons: 10.

Notes: Xixa Imperial Navy Yard built on Moons. 10 moons: Ice/ Navy Yard, none.

### 7. Kalor:

Class: Jovian  
Diameter. 92,000km.  
Surface Grav. 2.  
Population: None.

Use: None. Moons: 9.  
Notes: Civilian Shipyard on some moons. Low Temp Industry on others.

9 moons: Ice/Civilian Ship building, Low temp industry, some bases, none.

### 8. Jaldor:

Class: Jovian.  
Diameter: 192,000km.  
Surface Grav: 2.7.  
Population: None.

Use: None.  
Moons: 15.  
Notes: Jaldor Imperial Naval Base built on moons. 15 moons: Ice/Imperial Naval Base, none.

### 9. Darian:

Class: Jovian.  
Diameter: 86,000km.  
Surface Grav. 1.9.  
Population: None.

Use: None. Moons 10.

Notes: Moons not presently in use. 10 moons:  
Class: Rock/Ice.

### 10. Grindar:

Class: Rock.  
Diameter: 8380km.  
Surface Grav: .5.  
Population: 100,000.  
Use: System defense base.  
Notes: No permanent population. Everyone works for either the Zorian Coast Guard or the Imperial Navy. All possible structures are underground.

### 11. Motar:

Class: Rock.  
Diameter: 6060km.  
Surface Grav: .4.  
Population: 100,000.  
Use: System defense base.  
Notes: No permanent population. Everyone works for either the Zorian Coast Guard or the Imperial Navy. All possible structures are underground.

**Moons:** Dalath and Zoron each have one moon, similar to Earth's. They're both used mostly as commercial Starports The same for the third habitable planet in the system, Agralon

**Astronomical Anomalies:** None

## Planetary

## Descriptions

## Zoron, Ariset IV

## Astronomical Data:

**Climate:** Temperate

**Flora and Fauna:**

**Tech Level:** High end of Imperial standard.

**Government:** Elected, secret Sith control. The local offices of Intell, Counter-Intell and Security work for the



By: John Medkeff

Steeles. Koross has had decades to put his own people in those spots. The sector is relatively lightly governed.

Gov. George Oris, 58. Planetary Governor of Zoron, Koross' de facto prime minister. Handles day to day business.

Sarah, Oris, 55. Koross' secretary, Gov Oris' wife.

Lord Koross Mathem\*, 83, sector regent

Princess Tamara of Zeilar, 65 Koross' wife

Lord Baric de Quillas\*, 75. Koross' political deputy.

Lady Rianna de Quillas\*, 73. Koross' economic deputy, Baric's wife.

Lord Tregar de Quillas\*, 40. Koross' security deputy, Baric and Rianna's son.

Lord Harron\*, 80. Koross's 'Religious' deputy.

Lady Cynthia de Quillas\* 39, Koross' cultural deputy. Harron's daughter, Tregar's wife.

**Loyalties:** Imperial

### **Military Resources:**

Koross has heavily fortified the system. There are six orbital defense platforms, each mounting five ion cannons. He has built major Imperial naval bases on the moons of the Jovian planets. Jaldor is an operating base, Xivas moons house an Imperial navy yard, While the outer planet Motar is dedicated to system defense. Jaldor Imperial Naval Base.

**Population:** 10 billion

**Economy:**

**Major Exports:** Government, Culture, Education, Finance.

**Major Imports:** Food, Taxes. Zeilar mostly produces much of the grain eaten on Zoron and Dalath.

**Religion:** Many

**Culture:** The center of culture on Zoron is the salons like in Paris in the 1700's. The brightest philosophers travelers, scientists, artists. The leading salon is run by the Vis-

countess de Quillas.

Koross has pursued a policy of making Zoron the intellectual capital of the Empire. To this end he has supported the universities and allowed greater freedom of speech than is usual in the Empire. It is rumored that Imperial Security has been forbidden to set foot on the campus of the University of Zoron.

The University of Zoron, is not like the colleges at American universities. A Zoron college is more like a cross between a fraternity and a dorm, only the faculty belongs to them too. A good book to understand them would be Gaudi Night by Dorothy Sayers. There are about Forty colleges. Some date back the University's founding several thousand years ago. Taras's kids are about to be old enough to attend. The regents college is the newest, founded by their Grandfather. Having friends in other colleges is normal.

**Nickname:**

**Length of Day:**

**Length of Year:**

### **Places of Interest:**

1 Zorai Palace in the Citadel in the nearby city of Zorapolis.

2 Steele Manor

3 University of Zoron

4 The Salon of Viscountess de Quillas

5 Zoron House - A large palace (skyscraper) in sight of the Imperial Palace. The Steeles control the entire building, and those surrounding it, top to bottom.

6. An original Jedi Chapterhouse

### **Planetary History:**

Zoron is one of the oldest planets in the Empire. It was first settled before the beginning of the Republic. It takes its name, those of its continents and many of its cities from its early Royal Family, the Zorai, now

long extinct. In this period it was the dominant commercial world in what is now the Zoron Sector.

When the Republic was formed Zoron became the subcapital for its section of the Galaxy, a position that it has held ever since. Zoron also boasts one of the original Jedi chapterhouses, it and the chapters archives are now in Sith hands.

Since the beginning of the Republic, Zorons history has been that of the Sector. It has always been an important political, cultural, educational, and economic center. Several universities with galaxywide reputations grew up: Zoron, Zorchester and Zorminster being the most important.

Generations passed. The Republic declined. The Jedi fell into the trap of quietism. Palpatine and Vader destroyed the Republic and put the Empire in its place.

Even before the coup, Palpatine sent an ex-Jedi named Koross to be his Regent in the Zoron Sector. Lord Koross continues to hold this position today.

### **The Mathem-Steeles**

Taras and Cassandra have three other homes. Steele Manor which is their private home in the suburb of West Zorapolis, an apartment in Zorapolis, and Zoron House which is a large palace (skyscraper) in sight of the Imperial Palace, a small manor and a townhouse on Zeilar, and an apartment in the Imperial palace on Coruscant. Sandy's breeding farm is on Zeilar so that it would be out of the way, but close to Zoron.

Steele Manor (The Compound) - Their private home in the upscale suburb of West Zorapolis, about ten miles from Zorapolis on Zoron. Architecture is English county house and the Compound covers 2 or 3 hundred acres.

Ten adults and 15 child sith plus Tami, Alana and Berta. 28 all told live there.

There are three main buildings on the surface in a U shape surrounding a central court-

yard. These big mansions are 5 stories high to allow for all the bedrooms. The deQuillases live in one big mansion, then there is one that houses a company of troops and one that is security. The gate house is staffed with Imperial MPs dressed as private troops. Multilevel Garage, mostly underground. Small spaceport at far end of grounds controlled mostly from the main starport at Zorport. Extra mansions used by servants. Over flow. A lot of little cottages are present as well.

There is a pool, stables and several gardens. Kieren has his own garden very far from the house to protect his Sensitive plants.

The basements include 20 sub-levels and contain all sorts of toys. There's a small small naval hospital on the third sub-level, Sandy's labs are on another sublevel. Yet another is full of flight simulators for the kids to play with, including an actual Alliance military X-Wing simulator.

There is a state of the art communications center in the security center building. Direct connections to Imperial com net of course. Decent antenna on site but mostly signals are routed through the main center in the Citadel (Most of the main sector government buildings are here, like the Kremlin. Located in the middle of Zorapolis.)

There is also a private subway system connecting to other important places in and near Zorapolis such as the Citadel, and Imperial Towers apartments in Zorapolis. The entrance is at the Compound and can bring in Stormtroopers in about five minutes.

There are pop up missile and AA gun mounts defending the Compound, and a Force Dome that can be put up. One over the house and one over the whole city of West Zorapolis. Stone wall around the perimeter. Standard security systems. Motion detectors, cameras, microphones. etc.

Taras' neighbors all have places like his, without the secret and illegal stuff.

The Guard's uniforms are based on Imperial army uniforms. Imperial MP's dressed as private troops.