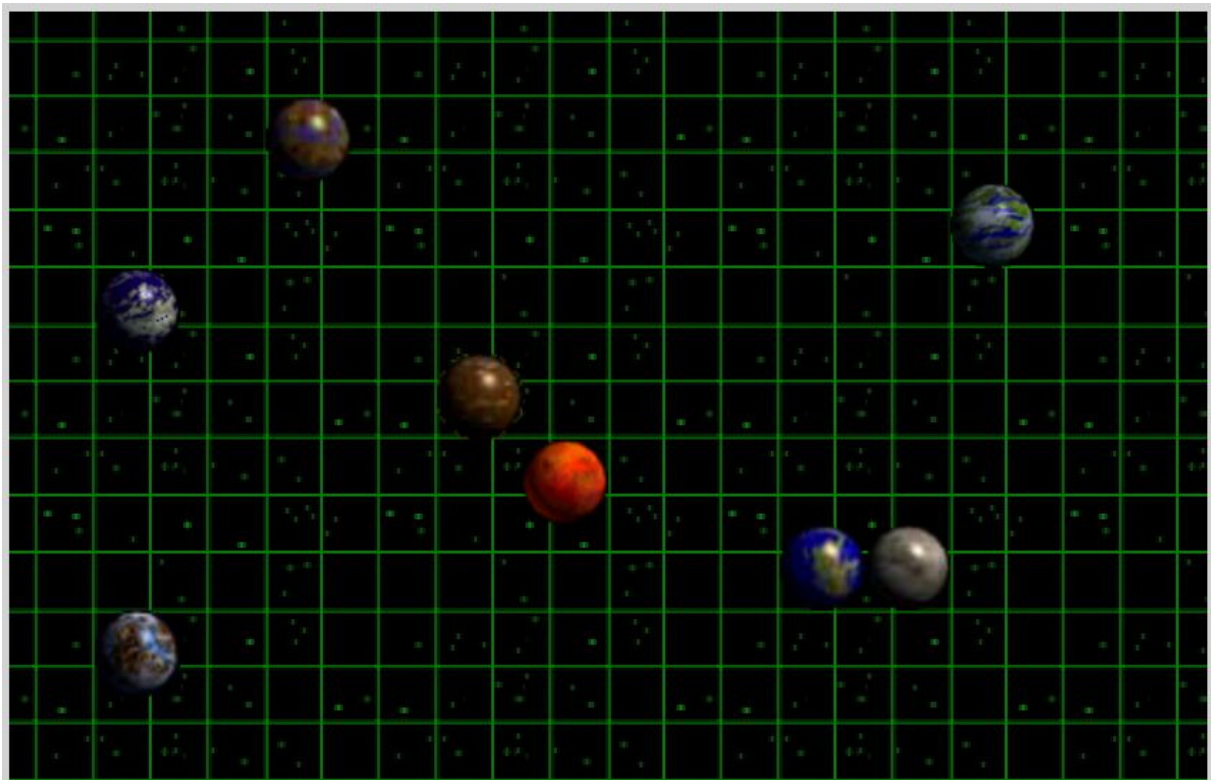


# Feorri Sector

This Star Wars RPG campaign takes place in Feorri Sector, a remote collection of planets recently joined to the New Republic in the aftermath of the Galactic Civil War. As with countless other worlds, each of these planets has its own history, and has seen civilizations rise and fall.

The average visitor is likely only to see a grossly over-simplified presentation of any given world. An exhaustive exploration of the history, botany and zoology of each planet is beyond the scope of these articles (or this adventure), but here are some profiles of some of the worlds that the heroes may find themselves visiting in this sector.



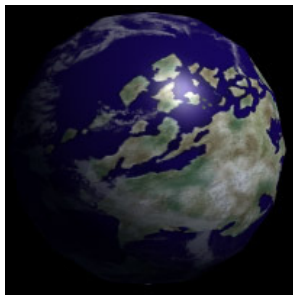
- |                       |  |
|-----------------------|--|
| - <b>Ainar III</b>    | Secluded home of a long-lost Old Republic-era colony     |
| - <b>Branzet</b>      | Old mining colony, full of "ghost towns"                 |
| - <b>Eltaes</b>       | Frontier world, lush with unexplored wilderness          |
| - <b>Geluvil</b>      | Ringed world locked in a perpetual ice age               |
| - <b>Langoria</b>     | A wilderness world with ruins of an ancient civilization |
| - <b>Narsus Prime</b> | Seat of government for Feorri Sector                     |
| - <b>Narsus V</b>     | Cloud-wrapped world mined for valuable gases             |
| - <b>Rujan</b>        | Cold, red desert world                                   |

## **Ainar III: Secluded home of a long-lost Old Republic-era colony**

Ainar III is a remote world, primarily undeveloped, populated by the descendants of a human colony that once sought refuge here, but subsequently lost contact with the rest of the galaxy as their equipment fell into disrepair.

Ainar III has a rich diversity of wildlife, many of the creatures seeming to be distantly related to creatures found commonly elsewhere in the galaxy (such as banthas, nerfs, womprats, et cetera), but also have traits similar to the reptilian and mammalian wildlife apparently indigenous to the planet. It is conceivable that these colonists may have artificially spliced genetic material with that of animal "stock" brought with them, in order to have pack animals and cattle that would be better adapted to the environment.

Ruins still remain as a testament to the reptilian civilization that once thrived there, and many of the natives regard the monuments of these people as holy sites, and not to be trespassed upon -- sometimes to the point of violently frustrating attempts by modern archaeologists to investigate those located near Ainarii settlements.



### **Topography**

Mostly covered by water, with a fairly even distribution of continents and islands across the globe, and ice caps at the poles. Two irregularly-shaped moons (captured asteroids) orbit the planet, and a third once joined them in (geologically) recent history, though it was in an unstable orbit and eventually entered the atmosphere, breaking up and landing in the ocean.

### **Climate**

Temperate, though slightly more cool than the standard for inhabitable worlds.

### **Population**

The original indigenous population consisted of a species of sapient reptiloids that died out when the planet's third moon (an asteroid captured by Ainar III's gravitational pull into an unstable orbit) crashed into the surface, causing radical changes in the environment. Although many non-sapient creatures survived this cataclysm, it was not until a colony ship from the early days of the Old Republic landed on the planet that it was once again populated by an intelligent species. Due to genetic manipulation performed by the colonists to help their offspring adapt to life on Ainar III, the Ainarii eventually developed.

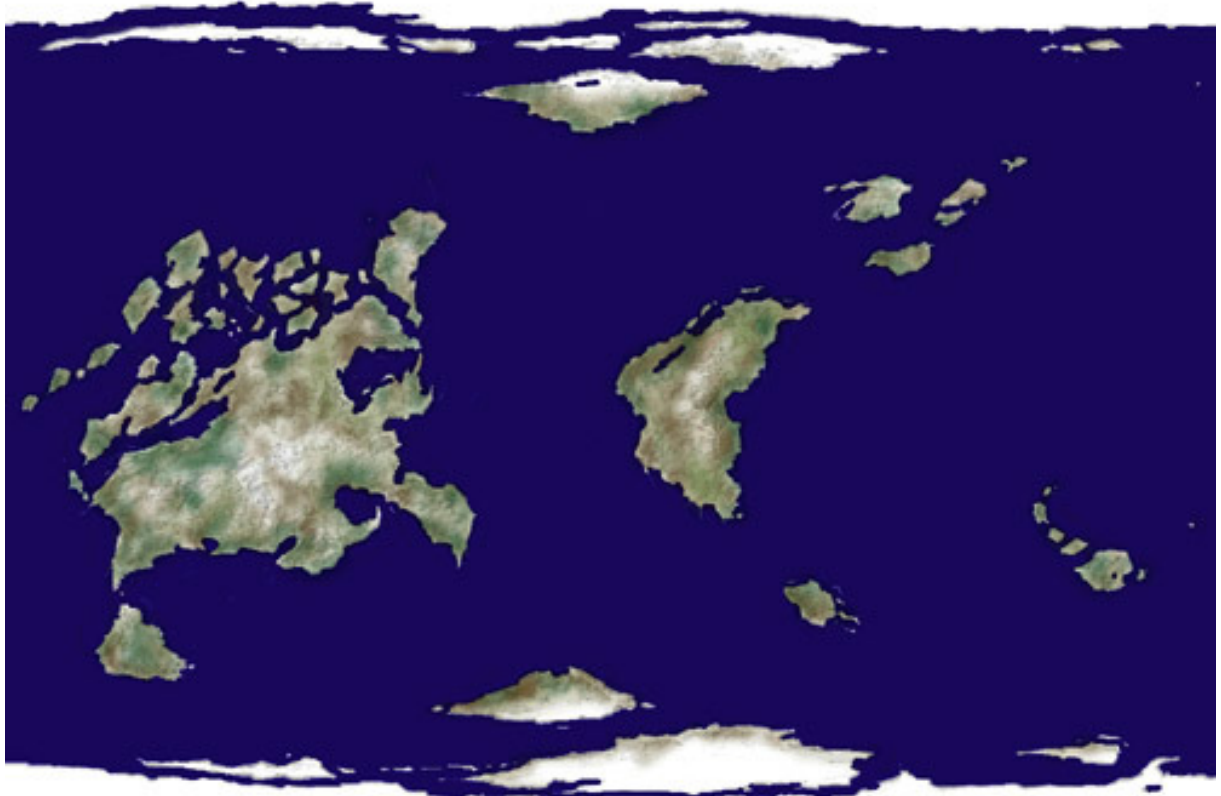
### **Government**

This is a fairly primitive, "backwater" world, without any unified government system, though most of the larger settlements are ruled by a theocracy in the form of a council of priest-scholars simply known as Scholars, whereas smaller settlements are governed in similar fashion by councils of Elders.

### **Major Locations**

Standing Stones is the largest city, built in the shadow of towering cliffs and ancient stone edifices that are relics of the reptile people who inhabited Ainar III before the Ainarii.

### **Surface Projection of Ainar III**



### **Laws and Customs**

There are many elements of Ainarii society that might be deemed "religious", though they actually are better termed as "strongly held traditions". Ruins of the "Ancients" are deemed as holy sites, and not to be tampered with -- a tradition that has kept these ancient ruins from being looted, though inevitably there have still been a few vandals and grave-robbers who have defiled sites from time to time over the ages. Although Basic has undergone some change over the ages, thanks to the development of slang, jargon and colloquialisms, there is a class of Ainarii scholars who diligently aim to preserve the "knowledge of the first generation", and pure Basic is considered the only proper language in which records are kept and ceremonies are performed ... though in some regions, the local dialect has diverged so far from Basic that it is on par with using Latin for religious services -- something not understood by the common masses.

Although there are variations in beliefs to be found, if the Ainarii have a "core" religion, it is a fairly humanistic belief, more or less free of intervening deities (though many of them believe in "ascended ancestors" who fulfil much the same role), and with concepts of

personal power through meditation and ritual purification of mind, body and soul, and also of reincarnation.

The precepts of the Jedi are unknown to the Ainarii, even though the Force is no less active on their homeworld than anywhere else in the galaxy. Over the ages, Force-sensitive individuals have arisen, and they are generally held as being more "enlightened" than the common people, and are granted a considerable amount of prestige -- They do not recognize "the Force" as such, but hold the powers of the Force to be a manifestation of superior psychic abilities. All Ainarii who manifest ability in the Force are believed to be reincarnations of eight sages of old (and it is not known for certain just when these eight sages live, for the Ainarii do not keep a calendar). At any given time, there have never been so many as eight Force-sensitive individuals living at one time, and certainly not more than that to disprove the theory. It is believed that should such a thing happen, it would be an omen of the coming of an age of great anguish for the Ainarii, when the enemies who once persecuted their ancestors would return again, and a great battle would take place that would determine the fate of all the world.

Key in this is that one of these original "eight sages", Kizun, was held to be an evil individual, a wielder of curses, who could command lightning to strike down her foes. Whenever a "reincarnated sage" is discovered, the "sage" is given considerable benefit of the doubt to lay claim to whatever original sage he or she is a reincarnation of, without challenge. However, if there were to be seven "sages" living at one time, it is fairly certain that none of them would claim to be Kizun (and expect to live very long). Therefore, if an eighth were found, by default, it would be assumed that this was the second coming of Kizun -- and the one responsible for bringing about an age of strife.

## Ainari



This was, to a certain degree, successful, and they moved on to a more radical plan yet: to engage in genetic recombination to ensure that subsequent generations of the colonists would be better adapted to life on Ainar III. The initial products of this genetic manipulation were outwardly indistinguishable from normal humans, and so this practice continued for several generations.

However, over time, some of the "dormant" genes began to surface, resulting in characteristics that were not quite so human -- Initially, such problems were corrected with cosmetic surgery, or else on a genetic level, but the colony was cut off from the outside galaxy, and lacked the resources to maintain much of their high-technology equipment. Even though the religious persecution that originally drove them to this world would no longer be an issue several generations later, the colonists still remained isolated. Eventually, the original equipment they had brought with them had long since passed into

uselessness, and any hope of making contact with the outside galaxy was lost, should the interest ever arise.

Over time, the appearance of these non-human traits as a result of the genetic manipulation were allowed to carry their natural course, and gradually the people transformed, over many generations, into their current form.

**Personality:**

Ainarii, originating amazingly enough from human stock, are fairly similar in mental makeup, and exhibit just as wide a range of personalities.

**Physical Description:**

Furred humanoids with vulpine characteristics, similar in appearance to Nalroni, but possessing human-like hands and feet (i.e., four fingers plus opposable thumb on each hand, and five toes on each foot), and having a wider range of coloration tending to vary with geographic location.

**Ainarii Homeworld:**

Ainar III.

**Language:**

Basic (and variants).

**Example Names:**

Lallinan, Mitzuna, Kizun

**Adventurers:**

Even in the New Republic era, the Ainarii are isolated from the rest of the galaxy, and have a primitive lifestyle, free of modern technology. Any Ainarii who succeeds in leaving the planet, therefore, is unlikely to be greatly versed in technological skills.

**Ainarii Species Traits**

- No modifications to basic ability scores. Ainarii are technically Near-Humans, and therefore are treated, rules-wise, the same as Humans.
- Medium-size. As Medium-size creatures, Ainarii have no special bonuses or penalties due to their size.
- Ainarii base speed is 10 meters.
- Versatile. Thanks to their human heritage, Ainarii are very versatile, and gain an extra Feat at first level. They have an extra 4 skill points to spend at character creation, and 1 additional skill point upon attaining each successive level.
- Automatic Languages: Basic.
- Origin: This alien species was invented for the Feorri Sector campaign, as a PC species for Lallinan. (c) Inari

## **Branzet**

## **Old mining colony, full of "ghost towns"**

Branzet is a largely barren world that has enough gravity to hold an atmosphere, but did not develop one naturally. Rather, that was provided by "minimal" terraforming, so that the world could be exploited for its (at the time) rich mineral deposits. The major veins have played out long ago, and the terraforming engines that harvested trapped oxygen in the rock and expelled it into the atmosphere have been removed or reduced to scrap. Some oxygen still remains in the atmosphere, but there is little by way of vegetation to replenish it. It is possible to get by with a standard breather mask, but the surface of this world is often wracked by hurricane-force storms.



### **Topography**

The surface is devoid of exposed bodies of water. Although some hardy plant life has taken root in the crust, most vegetation is to be found in underground hydroponic gardens or sealed biodomes, where moisture and air pressure are artificially regulated. Outside the biodomes, the ground is broken and barren, marked by abandoned machinery, trash, and moorings for the ships that housed the primary mining and processing facilities. There are huge shafts that go deep into the crust, with numerous tunnel networks branching off, creating a labyrinthine network of passages underneath the surface.

### **Climate**

There is almost no naturally-occurring precipitation, though some of the larger abandoned mining machinery has enough of an effect over the surrounding environment to produce mist and drizzle in the immediate vicinity. Air pressure is Coruscant standard, but the oxygen content is greatly depleted, such that it is necessary to wear a breather mask to avoid asphyxiation. Dust storms regularly blast across the surface, sometimes reaching hurricane force intensity. With all of the metal debris that is blown about in these storms, anyone unlucky enough to be caught out in them without protection is likely to be shredded.

Branzet has a slow rotation of approximately four standard days, and the atmosphere is arid in most places, with only a few wispy stratospheric clouds. During the daytime, the temperature outside climbs to extremes unbearable (or at the very least uncomfortable) for most sapient species, whereas it frequently drops to freezing temperatures at night. Those who have to go outside usually try to do it only during the relatively temperate "dawn" and "dusk" periods, meaning roughly every other standard day, and even then, the temperature crosses a wide range from cold to hot, and vice versa.

## **Population**

Estimates vary, but it is unlikely that the population on Branzet numbers more than a few thousand, with a varied assortment of species represented. There are a few moisture farmers who work the fields in the biodomes and hydroponic gardens left behind by the corporations, but most of them only produce enough to subsist. The remainder of those on Branzet are either prospectors hoping to strike it rich on mineral veins too small for the corporations to have bothered with, outlaws and scavengers.

## **Government**

There is no organized government or police force active here -- the only law is the Law of the Fringe. Isolated farmers keep the peace with a blaster rifle, and the settlements have someone appointed as the town's constable, who may sometimes deputize citizens when real trouble erupts.

## **Major Locations**

Rust Junction is the name given to the settlement located around what used to be a starport for the mining interests, though most of the facilities were uprooted when the corporations left. Now, it's just a loose collection of shelters, and landing bays that consist of craters that provide varying degrees of protection from the rust storms. (Simply landing out in the open is a risky prospect, as there's no telling when a storm may arise, or some scavengers may come calling.) This is a waypoint for those few individuals who have cause to visit Branzet, and traders occasionally come here to offer various goods in exchange for what nuggets or dust the prospectors can produce. The moisture farmers occasionally come in for supplies, trading produce or fermented beverages.

The Droid Pit is one of the "attractions" at Rust Junction, owing its existence to the fact that the corporations left behind a number of damaged or obsolete droids in their wake, rather than to bother taking them along when the major mineral veins played out, and they pulled up their stakes and moved on. A number of talented fringers have hammered together droids from abundant (but low grade) spare parts scavenged from the area, and someone got the bright idea of having the droids fight it out in an arena. Drinks and food are served there as well, though the service is spotty, as most of the "hired help" consists of battered servant droids that frequently malfunction.

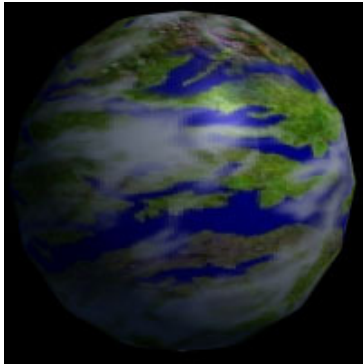
Storm Tower is the name given to the remains of a mining/processing ship that was unable to get off the ground when the corporations left. Rather than undergo the expense of the delays in waiting for spare parts to arrive, and actually repairing the vessel, it was simply stripped down of anything of value that could be loaded onto the other craft, and its frame and central reactor were left behind. The reactor is still burning after all these years, and its lights can be seen in the distance. Due to its large size and little understood processes, the "tower" has an effect on the surrounding weather patterns, causing moisture to condense in the form of drizzle, and sometimes producing violent lightning storms. The locals have come up with tales of it being haunted by guard droids that still faithfully protect the ruin from scavengers, even though their masters are long gone and long dead by now -- the locals keep well clear of the "tower", since those few who have been foolhardy to go investigate it have never come back again.



## **Eltaes**

## **Frontier world, lush with unexplored wilderness**

Eltaes is a lush frontier world that was once the site of an attempt at colonization back in the early Old Republic era, but the first settlers succumbed to disease, to the elements, and hostile native life forms. Eltaes has a lighter-than-standard gravity, and as is common with such worlds, visitors will find that they are capable of seemingly heroic feats of strength when they first arrive, though prolonged stays will result in an atrophying of muscles unless they work out regularly, or spend time in simulated heavier gravity on a regular basis (such as on a parked starship equipped with standard grav-plates).



### **Topography**

The surface has a varied terrain with many mountain ranges, evidencing that when the planet first formed, it must have undergone some shrinkage as it cooled and solidified. It is marked with a network of elongated, inland seas and land-locked oceans, with most of its surface water located near the equator.

### **Climate**

The planet as a whole is fairly warm, moist and covered in swamps and rainforests toward the equator, with more dry, temperate, mountainous regions near the poles, and no polar caps. Gravity is noticeably lighter than standard, and thus the atmosphere is fairly thin at the higher elevations, requiring breath masks in the temperate zones.

### **Population**

At present, sector records indicate no permanent population on Eltaes, as colonization attempts have met with disaster.

### **Government**

As there is no population, there is also no government, though a patrol ship from Narsus Prime occasionally visits to look for signs of pirate or smuggler bases being set up.

### **Major Locations**

Hope is the name of a failed settlement in the northern hemisphere, located far enough toward the temperate regions to offer some slight reprieve from the hot and humid climate, but not so elevated as to cause trouble with breathing. The original buildings were pre-fabricated dwellings, and most of them not built to last, so there is very little to mark the presence of the old settlement save for natural landmarks, as the jungle has long since reclaimed the land.



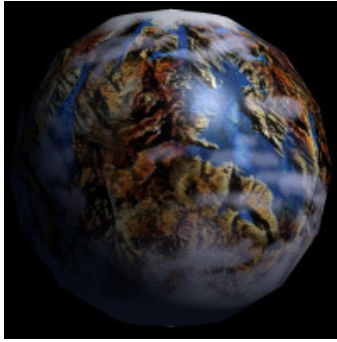
**Laws and Customs**

Narsus Prime claims sovereignty over Eltaes, and has declared the planet a "nature reserve", prohibiting poaching. However, this is only selectively enforced, as on occasion there are celebrated Narseti "tours" of Eltaes, during which there are always some "accidental" shootings of wildlife. Most of the wildlife, incidentally, is not indigenous, but consists of feral descendants of various domesticated animals brought by the settlers.

## **Geluvil**

## **Ringed world locked in a perpetual ice age**

The world of Geluvil has standard gravity and a wealth of flora and fauna, but is unusual in that life developed on this world relatively recently, in astronomical terms, after the prime of life of its sun, which is presently a red dwarf. The planet has a relatively close orbit around this sun, which would be too close for the normal development of life in most star systems.



### **Topography**

The crust of Geluvil has undergone much upheaval, with water settling into the lower areas along the edges of the continental plates. The oceans of Geluvil form a network of wide waterways, not technically land-locked, but still not covering a majority of the surface of the planet. The planet has considerable variation between flat lowlands and steep, mountainous regions, forming a number of natural barriers that divide the planet into numerous regions.

### **Climate**

Geluvil is locked in a perpetual ice age due to the limited warmth received from its dwarf sun, even with its close orbit. The ice caps are particularly large, and the planet overall is several degrees cooler than most life-bearing worlds.

### **Population**

Of the most interest about Geluvil is that it is the homeworld to the alien species known as the Pardu: feline-like humanoids that have a fairly loosely formed "society" that is considered somewhat isolationist in nature -- not from aliens, per se, but from each other. The Pardu live in small family clans, only having any personal contact with other clans once a year, though they still communicate by electronic means the rest of the year.

### **Government**

Geluvil does not have a government to speak of, and no unified representation as a world, save that as Geluvil is in Feorri Sector, their representative in the Senate is the senator from Narsus Prime. (Not that the average Pardu would particularly care about this arrangement.)

### **Major Locations**

The closest things Geluvil has to cities would be the Meeting Grounds, where, if an alien were to visit, one would find large, deserted cities of shelters for most of the year ... and only once a year do all the Pardu from the neighboring regions move in for a limited time

during which they have festive exhibitions of their various accomplishments, in hopes of impressing each other.

### **Laws and Customs**

Geluvil is lawless. There are no police, there are no armies, and the Pardu are scattered into their various clans -- where the sire of the clan has absolute authority. Theft is a very real possibility, since the typical Pardu notion is that if you leave something out, or make it easy to acquire, then you obviously didn't want it badly enough. (And if you lose something, you didn't put enough work into keeping it.) Every Pardu is responsible for his or her own person and property.

### **Pardu:**

Pardu are feline-like humanoid aliens native to the world of Geluvil in the Feorri Sector.



Unlike many alien species that have made contact with the galaxy beyond their own homeworld, the Pardu do not have a united government or society. This would be alien to their nature. Most Pardu are fairly isolationist and anti-social, existing in loose clans that consist of a single male with a large home range that overlaps the smaller ranges of females and their progeny. The Pardu do not congregate in large groups save for once a year, when individuals within a geographic locality meet together to trade and compete for the acquisition of mates by showing off their prowess. In pre-historic times, this would consist of brawls and contests of physical superiority, but once the Pardu developed intellectually, these contests became scientific and artistic in nature. They have little interest in socializing in the sense that other sapient species would understand.

As a result of this unusual "culture," the Pardu have been slow to develop technology, generally conceiving many divergent and incompatible solutions to a particular challenge. Concurrent developments are aggressively reviewed for flaws and tested against each other, as each designer attempts to prove his solution is better than everyone else's. Standardization is unknown to them, and the few researchers who manage to transcend or

bridge gaps achieve a legendary, mythic status. The Pardu who are not so brilliant will adopt better technologies from others, provided they can customize them.

Children are not considered adults until they split off from their mother and establish themselves. Until then, they assist their mother in her manufacturing role, and occasionally take apprenticeships under their sire or other males.

Although this species has spawned a great many artists and brilliant technicians who would find their skills very marketable in the galaxy at large, the stigma of doing someone else's work (which is equated with being a child) and the social interaction required dissuade the Pardu from leaving their home world. The average Pardu equates in-person contact with the hormone- and emotion-saturated annual gatherings, and prefers to limit socialization to heated discussions on the Snowflake. Thus, a very skilled Pardu is likely to have many projects underway, and is constantly defending them on electronic "bulletin boards" when not occupied with day-to-day activities.

Also, the Pardu, lacking any real governmental structure or body of rules and regulations, come across as a fairly lawless bunch to aliens. Lacking any sort of national identity, the Pardu do not wage wars on each other, and also lack any sort of police force. A typical Pardu attitude is that if someone takes something of yours, then it's your fault for failing to properly lock it up; thus, property crimes are common. On the other hand, rape, murder and organized crime are extremely rare among them.

Alien contact gave the Pardu a technical boost, as well as providing several new topics to be debated ad nauseam on the Snowflake for generations. The general disdain for technology they didn't personally develop or don't fully understand has delayed the full adoption of many things the galaxy has to offer. Droids, for example, are notably absent from Geluvil as they are considered highly controversial. The galactic technology that is adopted by the Pardu has been customized almost beyond recognition, and in many cases improved.

("Snowflake" is a planet-wide electronic network that in some ways is a smaller, more primitive, text-based version of the Holo-Net, developed by the Pardu on their homeworld.)

**Personality:**

A hero character that is from the Pardu is most likely an exception to the rule insofar as the typical Pardu disdain of association outside of family bonds, but still suffers from a lack of development in social skills taken for granted by other species. The stereotypical Pardu is overly concerned with showing off, and has little interest in general socializing that does not offer opportunities to display skill and intelligence.

**Physical Description:**

White-furred, spotted humanoid with feline characteristics, standing approximately 1.7 to 2.1 meters tall as an adult.

**Pardu Homeworld:**

Geluvil.

**Language:**

Pardu, though some learn Basic.

**Example Names:**

Choma, Zaky, Vranes, Hume, Churnee, Reechee, Babbage, Shinsa.

**Adventurers:**

Pardu adventurers are the exception to the rule in general Pardu culture. Quite possibly, the hero is someone who was approached as a youngster by an alien organization, and offered a chance to "apprentice" offworld, with the promise of learning impressive skills with which to return when he is a full adult. Or, perhaps it is an older, bitter Pardu who has failed to acquire a clan of his own, and cannot bear living under the rule of his sire any longer, and has thus decided to break with the tradition of his people and find his worth beyond his homeworld. In general, a Pardu character who is interested in adventuring is someone who is not settled down in typical Pardu fashion, either through personal choice, temporary arrangement, or forces beyond his control.

**Pardu Species Traits**

- -4 to Charisma, +1 to Dexterity, +2 to Intelligence. Pardu are intelligent, innovative, and possess feline reflexes, but are very underdeveloped in complex social interaction.
- Medium-size. As Medium-size creatures, Pardu have no special bonuses or penalties due to their size.
- Pardu base speed is 10 meters.
- Keen Sense of Hearing. Pardu receive a +2 bonus on Listen checks.
- Low-Light Vision. Pardu can see twice as far as a Human in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- Stealthy. Pardu gain Stealthy as a species Feat at first level, giving them +2 to hide and to move silently.
- Natural Weapons. Pardu have retractile claws that can inflict 1d4 Slashing damage in close combat.
- Cold Environment Adaptation. Pardu are used to cooler temperatures than the norm. They receive a +1 to Will and Survival checks in cold environments, but a -1 to Will and Survival checks in hot environments.
- Low Technology Base. Blaster weapons are not common on Geluvil. Instead of gaining Weapon Group Proficiency: Blaster Pistols as a class Feat, Pardu characters gain Weapon Group Proficiency: Vibro Weapons.
- Automatic Languages: Pardu.
- Origin: Created by John Boulton.

### Related Articles:

1. When Babbage Broke the Moon
2. The Break-Up of a Clan

#### ***When Babbage Broke the Moon*** *(a traditional tale for Pardu kittens)*

Babbage was a mighty hero. He was fast, strong, and enduring, with the intellect of ten ordinary men, perhaps more. He could brave the harshest winter storm, and survived a season frozen in a glacier; he carried two hundred and thirty kilograms of tools with him always, and wielded a twenty-five kilogram blade. He hunted the Nraulku on the ice plains, running faster than the wind and chasing them down as they tried to sail-skate away. He had more wives than spots, and more kittens than fur.

The ordinary Pardu were jealous. "How can we compete with him? At every mate-meet our wives leave and join him. He has our ideas before we do, and twice as well. He cannot be beaten face to face, and his ears are so sharp he cannot be snuck up on. Our sisters cannot woo him; they fall to his charms and forget their families. We must do the unthinkable."

... and they did.

They decided to work together. If one could not wrestle him, twenty would. If one could not sneak up on him, twenty would. If one could not invent something before Babbage, twenty would. A mass of mediocrity would triumph over a single bright light. They began their plot.

But Babbage was a mighty hero, and saw their thoughts in the kink of their tails. He took all his wives, and all his children, and all his inventions, and lifted them up to the moon. He threw them out of reach, then jumped up after them. From on high he looked down on the mass of ordinary men, who hopped around like fleas on the snowpelt of Geluvil, unable to follow him. He watched them, as they tried the unthinkable ...

... and succeeded.

They worked together to make machines to overcome their weakness. They worked together to overcome their small minds. They worked together to bridge the distance a single one could not jump. They worked together, and made a fantastic device that let them follow him. They chased him to the moon. They faced him, they surrounded him, they snuck up on him.

Babbage stood amidst them and said, "That is a wonderful device. My first wife wishes to wed the one that created it. Who made it?"

"I did."

"I did."

"I did."

"I did."

"I did."

"I did."

They all claimed it. They all shouted it was their idea. They all worked on it. The women were disgusted. The ordinary men fell to quarreling amongst themselves. The din was so loud it hurt even Babbage's mighty ears.

"ENOUGH!" Babbage roared, and slammed his tools to the ground. The moon cracked. "If it doesn't belong to one of you, it doesn't belong to any of you!" He tore at the device. He pulled a piece off for each one that made it, and threw it to the ground. The moon cracked. The ordinary men ran from his rage, his wives cringed at his rage, and his children trembled at his rage. Babbage took the wreckage and threw it at the fleeing men, his voice shaking the ground with the force of his words, "YOU CANNOT OWN WHAT YOU DID NOT MAKE!"

The moon cracked. The moon crumbled, the moon tore and fell apart. The moon broke into tiny sparkling bits, and spread across the sky. Babbage fell back to the ground, making a crater that is the western ocean. Babbage's wives and children fell to all parts of Geluvil and remain spread out to this day. Babbage's inventions were lost in the ice and snow. No one knows what happened to the ordinary men, as they aren't worth remembering. The pieces of their device remain fixed in the sky as stars, and sometimes very brilliant Pardu go there when they die, and examine them. Pardu may work together, but it is much better to work apart.

### ***The Breakup of a Clan***

*Observations by Jaen Ghudll, Assistant Professor at the Narseti University of Xenological Studies, Social Research Department, Authority on Pardu Cultures and Customs*

It is often difficult to understand an alien culture, particularly one that has marked departure from the standard "norms" of a technological society. In the case of the Pardu, this is often expressed as stark disbelief that they have any moral behaviour at all. Especially considering the lack of any over-reaching authority to impose penalties for "anti-social" acts, like murder. (One avoids the obvious temptation to point out the contradiction of attempting to define anti-social for a species that professes to have no social structure. Rather the author leaves it up to the reader to draw from their own experience to imagine unpleasant activities one sentient being can do to another.) Specifically this paper attempts to answer the following question: What happens when one Pardu accidentally or on purpose kills the sire of another clan?

Very simply, there is no enlightened and civilized way that it is dealt with, according to the attitudes and established traditions of the Pardu. Any death in a clan severely weakens it. When Nature causes it, it's harsh reality, when someone else is the cause... how can it possibly be paid back?

It can't. On the one hand there are the emotional issues, and the Pardu are not even by their own admission cool intellectuals. On the other there is a marked loss of ability to survive. As small as clans typically are, the death of a sire is an almost unsurvivable situation. The loss of other members causes similar hardship, though far less severe than the loss of the sire.

Consequently, killing a non-adult would be very, very bad, but killing a clan head or even a female that managed to gain and keep control of a clan (It has happened occasionally) would be a whole new crime on the level of attempting to murder that entire clan. The clan is likely to drop into a feral, violent, retaliatory mode, since to its collective mind, the clan has nothing to lose. There is some difference -- but not much -- in the clan's reaction, dependent upon whether the cause of death of the sire was accidental or intentional.



Consider the following hypothetical situation: A Pardu inventor is demonstrating a blimp during a mate-meet and it crashes on another clan's campsite, killing that clan's sire. This is clearly accidental, yet the Pardu that is the cause of this tragedy would be intellectually overwhelmed and becomes unstable, emotional, aggressive/passive and loses a sense of self-preservation. The victims and their survivors feel pretty much the same, violated, hurt beyond reason, and out for revenge. A fight results where the blimp-pilot lets the victims vent their frustrations upon him, until the point where his survival instincts come back, and he attempts to defend himself and escape -- or else he gets killed, which will invite further retaliation from the clan he was sire of, if they haven't joined in the conflict already.

Now, if the killing was intentional, the crime is far more severe than killing one individual; killing a Pardu of a clan is literally an attempt at mass murder of that clan. The Pardu even have a special name for it (though it is not easily pronounced by those accustomed to speaking Basic). This is because the clans are small, there is little interaction between clans, and so survival on Geluvil would be very difficult in the case of such a loss as likely there would be no help forthcoming from other Pardu.

The wronged clan would behave in an irrational manner, and if the member slain happened to be the sire, then the clan would behave in a destructive, utterly unreasoning fashion. They would have no reason to stop until the murderer -- and possibly his entire clan -- was destroyed. Such widespread bloodshed would doubtless result in the annihilation of both clans. For this reason, murder is greatly frowned on in Pardu societ, and deemed too terrible to contemplate -- without even exceptions for "justifiable" acts. Premeditated murder is a very horrible thing in the eyes of the Pardu.

In rare occasions, feelings of rage might subside after a few days. While the offended clan would still be quite upset, it is not unheard of for Pardu clans to let a third party arbitrate. Two clans may come to an agreement where the one responsible for the accident makes recompense somehow -- probably through gifts and/or services -- to the offended clan. Survivors from such a disaster would be re-absorbed as minors into their parent clans. The one ultimately responsible for instigating the incident, however, would most likely be ostracized from the clan as being too careless or incompetent to be allowed to remain, and would thus be essentially sentenced to death when forced to face the harsh elements on his own.

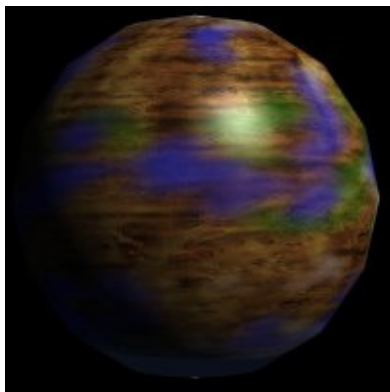
Reconciliation, even at this level, is fairly rare, simply because the Pardu do not place much value in the development of social skills. While they do interact on a level of sharing ideas and (usually amiable) competition at "mate-meets", they do not greatly value diplomatic skills. (Sweet words only cloud the issue, when one should be judged by one's own achievements and merits, a Pardu might argue.)

In summary, on Geluvil, killing the head of a clan is something that simply does not happen in the normal course of Pardu interaction, even in the most intense of rivalries, due to a deeply ingrained realization of the horrors that would follow such bloodshed, and the damage done to both victim and aggressor.

## Langoria

## A wilderness world with ruins of an ancient civilization

Langoria was once home to a thriving alien civilization thought to date back to the glory days of the Jedi, though there is no evidence that this civilization had any contact with Coruscant or the worlds of the Old Republic. What became of this alien civilization is unknown, but all that remains of it are magnificent ruins scattered across the globe, mostly reclaimed by the encroaching wilderness. This alien civilization made use of a strange technology beyond the comprehension of modern science, and though it seems that they did not venture beyond their own planet to explore elsewhere in the galaxy, they were able to accomplish marvelous feats of engineering -- carving mountains into the likeness of their leaders or gods, and even somehow altering weather patterns to their liking. Perhaps they abused these abilities, and altered their homeworld to such a degree that it was no longer habitable for them.



### Topography

Large expanses of the world are barren rock, marked by patches of scrubby vegetation, and the ruins of ancient monuments. Near the land-locked seas, however, there are lush rainforests alive with a variety of strange and wondrous -- and often quite dangerous -- creatures.

### Climate

Seasons, length of year and length of day roughly correspond to Coruscant standards, with a climate ranging from hot at the equatorial zones, to inhospitably cold at the caps. Clouds tend to hang low, resulting in frequent fog and mists, particularly around the inland seas, with frequent precipitation.

### Fauna

Langoria is home to a number of feral versions of cattle, pets and beasts of burden left over from previous (and failed) attempts to colonize this world in the distant past, and quite a number of plants with off-world origins, to the point of displacing much of the original native population. The native "plants" are strange "trees" that seem to be made of crystal growths, and the native animals exhibit characteristics that prompt some to claim that they are fashioned of "living rock".

### Population

While this sector was under Imperial rule, the local Moff did not have the resources to properly explore and exploit this planet, so he simply forbade anyone to visit it, fearing that treasure-hunters might plunder it. (Indeed, a great many artifacts no doubt have been

plundered in previous generations.) With the removal of Imperial influence, the world may be opened up once again for exploration. In the meantime, there is no population to speak of, save that the Moff himself has been granted the privilege of keeping his exclusive retreat that he built on this world, where he lives out the remainder of his days.

### **Government**

Patrol craft drive off any intruders, though they are not equipped to repel any serious threats. The planet is presently under the jurisdiction of Narsus Prime.

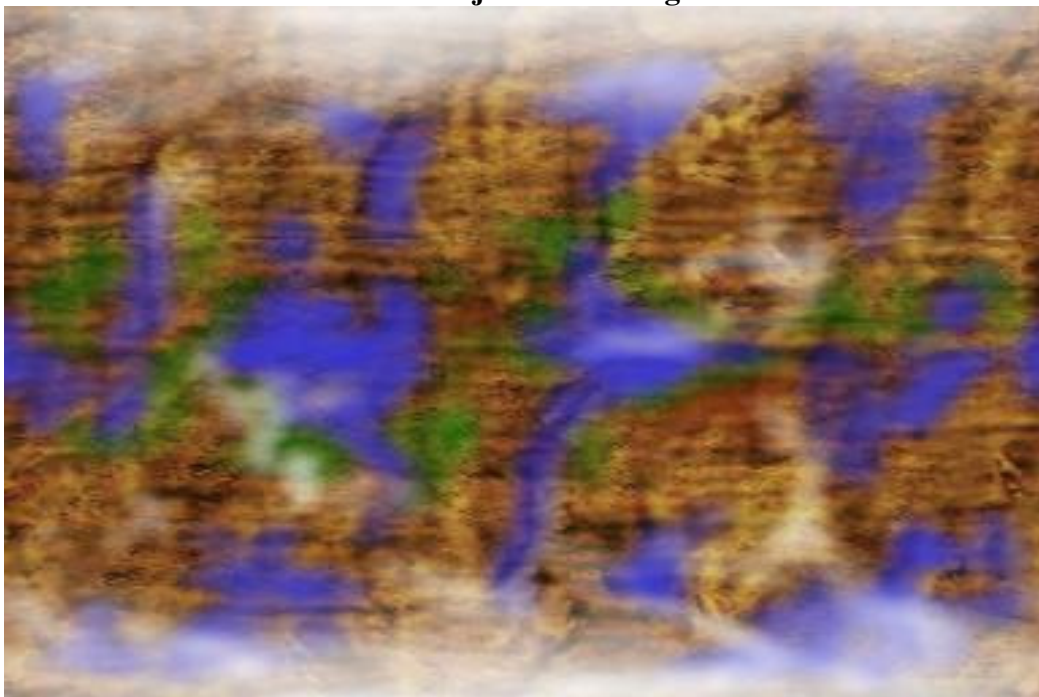
### **Major Locations**

Chateau on the Rock is the Moff's residence, a seemingly modest retreat that he was allowed to keep, along with his extensive collection of curios and antiques. It overlooks a valley ringed in by a range of mountains sculpted in the likeness of ancient Langorian figures of some import, though it is not known whether they represent gods, rulers, or heroes.

### **Laws and Customs**

There are no laws in effect, per se, save that entry to the world is restricted. This may change, however, as the planet no doubt holds a wealth of antiquities, and the Narseti governor may consider opening it up to exploration as a means of increasing revenue.

### **Surface Projection of Langoria**



*Here is some GM-only reference material on some of Langoria's more noteworthy creatures.*

### **Warning to Players**

The following information is presented as a reference of information that is by no means "common knowledge" to players. Any players in the Feorri Sector campaign should read no further, unless directed to do so by the GM.

### **Fauna of Langoria**

Langoria is home to many indigenous as well as imported life forms, as it has evidently been visited by would-be colonists in the past, and many non-sapient creatures found elsewhere in the galaxy can be found here as well, with minor variations as adaptations to the environment. Most of these "imported" creatures, however, are descendants of pack animals and beasts of burden: colonists do not generally bring vicious predators with them. Therefore, most of the creatures that are likely to make their presence known to the Heroes (that is, predators or aggressive scavengers) are actually native to Langoria. Some of the more noteworthy of these creatures are listed below.

### **Variations in Species**

Langoria is a planet, not a country, and it would be a gross oversimplification to assume that it has a uniform distribution of native species over the whole of its surface. There are indeed variations to be found on these "common" Langorian beast types, better suited to varying climates. However, Langoria is different from many life-bearing worlds in that it does not have continents separated by oceans. Rather, the oceans are land-locked, and therefore the creatures of Langoria can more or less travel freely about its surface. Some islands may exhibit an ecology very different from the mainland, but otherwise the "common" creature types can be found all over the temperate regions.

The creatures listed below are those most commonly found in the "fertile band", which is home to the most sites of Langorian ruins, and therefore the most likely to attract adventurers.

### **Common Characteristics**

Many creatures indigenous to Langoria exhibit characteristics that make it difficult for researchers to properly study them.

- **Hibernation:** Many Langorian creatures have an astounding ability to "hibernate", curling up and entering a dehydrated stasis, reanimated by introduction to sufficient quantities of water. Creatures reanimated in this fashion are voracious eaters, typically devouring anything in range upon awakening, and dying in a matter of minutes if they don't receive nourishment. Creatures can remain in this state of hibernation for amazing periods of time: years, decades, even centuries or millenia, but past a certain point (i.e., centuries), there is irreparable damage done - a creature that comes out of hibernation after being in this state too long will typically only live for 1d4+2 rounds, whereupon it will die and disintegrate, leaving behind only powder and fragments of bones and shell.
- **Rapid Decomposition:** The biology of most native Langorian species is such that upon death, water quickly separates from the body, and the remainder of the flesh

crumbles into powder, leaving a collection of bones and empty shell sections. Langorian scavengers are still capable of finding sustenance from the powdered remains, but this factor makes it highly frustrating for researchers to attempt to learn more about Langoria's wildlife.

- **Eggs:** Most Langorian creatures exhibit characteristics that may seem simultaneously reminiscent of insects, reptiles and mammals, but they are by and large all warm-blooded, yet they also seem to lay "eggs" rather than bearing young live. The eggs generally are rock-like in appearance and may easily be mistaken for such. In actuality, these "eggs" are curled up, immature Langorian creatures, their outer shells exposed to the world, while internally they still undergo development, living off of stored nutrients until such time as they are ready to unroll and begin their juvenile lives.
- **Rock Mode:** Unless stated otherwise, the Langorian creatures listed below are capable of curling up into defensive balls when cornered and incapable of escaping, or else while sleeping. In this mode, the creature gains a Hardness rating depending on its size, but is also incapable of making any attacks or moving. Small Langorian creatures have a Hardness rating of 3. Medium creatures have a Hardness of 5. Large creatures have a Hardness of 10. Tiny creatures gain negligible protection from this defensive measure.
- **Stun:** The different biology of Langorian creatures results in a different reaction to stun blasts. Unless stated otherwise, all Langorian creatures listed below gain a +5 to Fortitude checks when resisting stun blasts.

### Skyrazor

Skyrazor "Skyrazors are vicious aerial predators that only come out in night, unless one is unfortunate enough to encounter them lairing in a cave or the underside of one's ship. They have no discernible eyes, and seem to navigate wholly by echolocation. Generation of high-pitched audio signals appears to disorient them, but also tends to agitate sleeping skyrazors -- causing them to fly about in a violent panic."



Langorian Predator 1; Init +4; Defense 15 (+4 Dex, +1 size); Spd 20 meters (flying); VP/WP 4/6; Atk +0 melee (1d4, bite), +0 ranged; SQ Echolocation, Hibernation; SV Fort -2, Ref +4, Will -3; SZ S; Rep 1;

Str 10, Dex 18, Con 6, Int 4, Wis 4, Cha 4. Challenge Code A.  
Skills: Listen +6, Survival +4

Notes:

- **Echolocation:** Skyrazors can "see" by emitting high-pitched shrieks and hearing the echoes. They are most attracted by motion and sound, and attempting to stand still is quite possibly the best way to evade them. One can attempt to "Move Silently" even within plain "sight" of a skyrazor.
- **Blind:** Skyrazors are sightless, but they still have some faint sensitivity to light, and generally retreat from it (though sometimes they react violently to it -- some potential predators generate light, after all).
- **Disorientation:** Skyrazors can be confused by generating high-pitched audio signals. A recording rod used for such a purpose can be used to make an "attack" against all skyrazors in the vicinity, forcing them to make Fortitude checks against a DC of 10, or else either be stunned or forced to flee for 2d6 rounds. Those that pass will likely attack the source of the disorienting sound.

### Ferognaw

Ferognaw "Annoying pests with a bizarre metabolism that allows them to chew through many types of metal. (Especially dense metals, such as gold and lead, don't seem to interest them.) They are not carnivorous, per se, but a real menace to droids, parked starships, and sensitive equipment. Attracted to large concentrations of metal, thus complicating many missions to explore Langoria. Recommendation: don't leave your ship behind; have someone drop you off, then come pick you up later. And don't let your droids wander off alone!"



Langorian Scavenger 1; Init +2; Defense 13 (+2 Dex, +1 size); Spd 10m / 4m (burrow); VP/WP 4/6; Atk +0 melee (1d4, bite; 1d8 corrosive), +0 ranged; SQ Sense Metal, Hibernation; SV Fort -2, Ref +2, Will -3; SZ S; Rep 1; Str 10, Dex 14, Con 6, Int 4, Wis 4, Cha 4. Challenge Code A.  
Skills: Hide +4, Move Silently +4, Climb +4, Search +4, Survival +4

Notes:

- **Sense Metal:** Ferognaws get an additional +4 to Spot and Search in order to find large concentrations of ferrous metal, or metals with iron content. Unfortunately,

this includes most standard equipment likely to be used by the heroes, such as blasters, vibroblades, comlinks, lightsabers, and vehicles. (It should be noted that certain armor -- such as that worn by Stormtroopers -- is often made of "plastoid" or other non-metal composites, and therefore not attractive to ferognaws.) Ferognaws are more strongly attracted to things that are already rusted, and a few rusty bolts can prove useful to serve as a decoy.

- **Corrosive:** When attacking things made of metal (such as droids or the hull of a starship), ferognaws inflict 1d8 of damage, and ignore up to 5 points of Hardness. This does therefore mean that there are some metals they'll never get through (such as shielded blast doors) within any short span of time.
- **Magnetic Field:** The metabolism of ferognaws is such that they generate a lot of bio-electricity, and will show up on many types of scanners. Anyone attempting to track the movements of ferognaws by using a Sensor Pack or other sophisticated electronic equipment gets a +4 to do so.
- **Fear of Fireprowls:** The natural predator of ferognaws is the fireprowl. Ferognaws can be fairly effectively warded (at least for a time) by playing recordings of fireprowl howls. However, this method should not be considered failsafe. (i.e., desperate ferognaws may eventually catch on that someone is "crying wolf" -- or, is that "crying fireprowl"? And, there's the chance of attracting real fireprowls, which may be good or bad depending on the circumstances.)

### Rockspear

"If you see one, run away. Big, mean, deadly, highly territorial, and watch out for the tail. Its venom is deadly to Narseti and just about everyone else."

Langorian Predator 6; Init +2; Defense 17 (-1 size, +2 Dex, +4 armor); Spd 16m / 8m (burrow); VP/WP 48/16; Atk +4 melee (2d8+4 claws, 1d8+4 tail), +0 ranged; SQ Armor, Burrow, Hibernate; SV Fort +3, Ref +2, Will -3; SZ L; Rep 3; Str 18, Dex 14, Con 16, Int 6, Wis 4, Cha 14. Challenge Code D.  
Skills: Hide +0, Move Silently +2, Climb +8, Search -3, Survival +4, Intimidate +6

Notes:

- **Venom:** An attack with the tail that successfully inflicts damage prompts the target to make a Fortitude check against a DC of 15. Failure means that the target is stunned for 2d6 rounds. (Contrary to the report from the explorer, the venom is not inherently deadly, though being stunned around an angry rockspear most certainly is.)
- **Rock Mode:** A rockspear that curls up into "rock mode" gains an impressive Hardness rating of 10, being a Large creature.
- **Nests:** A rockspear's lair typically has 1d4 eggs in it, guarded by the mother, and is usually underground, consisting of a burrow leading to preferably some sort of cul-de-sac formed by rock, so the nest is more easily defended against other burrowing creatures. If a nesting rockspear is found, it will attack any intruders (tending to go for anything glowing first -- as many Langorian predators have glowing eyes) until



they are dead or retreat, whereupon it will gather up its eggs and abandon the nest, seeking a new lair.

### Lashbore

"Do not allow to come into contact with skin. If you see some, crush them, then move on - more will come. Can be thrown off by dropping raw meat for them to feed upon, but it's probably not a good idea to be carrying raw meat around in the first place."

Langorian Predator 1; Init -3; Defense 7; Spd 6m; VP/WP -/20; Atk -3 melee (bite, 2d4), +0 ranged;

SQ Swarm; SV Fort +5, Ref -3, Will -5; SZ M; Rep 2;

Str 4, Dex 4, Con 20, Int 1, Wis 1, Cha 1. Challenge Code A.

Skills: Climb +4, Search +4

#### Notes:

- **Swarm:** Lashbores attack in swarms, and the statistics above are only given for a "typical" swarm of twenty insects (1 wound point each). They behave with a "hive mentality", and therefore can be more or less treated as a single creature. These statistics represent a "standard" swarm of 20 insects.
- **Bite:** An individual lashbore normally only inflicts 1 point of damage upon a successful bite, not modified by strength. If half of the swarm is killed (i.e., down to 10 Wounds), the damage should be dropped to 1d4.
- **Limited Penetration:** If the target of a lashbore attack is completely encased in armor (i.e., Stormtrooper armor, power armor, et cetera), or happens to be non-organic, then no damage is suffered -- The lashbore only eats "organic" material. If, however, there are any gaps in the armor at all (e.g., partial plating, no helmet) then the attack is rolled as normal.
- **Rock Mode:** Although lashbores are capable of curling up into a defensive mode, this gives a negligible amount of protection, and no in-game effect against normal attacks, for a single creature. However, an entire swarm of approximately 20 lashbores can cluster together into a lumpy shelled pod that has a maximum combined Hardness of 3 -- reduced appropriately by diminished size of the swarm, if it has taken casualties.
- **Scatter:** If roughly half of the swarm is killed off (i.e., down to 10 Wounds), it should then be treated as a Small size "creature", and it furthermore will attempt to flee by scattering, each of the lashbores heading off in different directions. When it does this, anyone in combat with it may make an "attack of opportunity" for free against the fleeing insects, and then -- unless the fight is taking place in a place where flight is impossible (i.e., in a chamber made of smooth, featureless steel), the insects effectively disappear.
- **Scent:** Lashbores are attracted by a sense of smell, and are especially attracted to raw and putrid meat. They can fairly effectively be distracted by tossing some raw meat to the ground.

- **Lashbore Grenade:** An entire swarm that has gone into hibernation and then is awakened by water explodes outward like a grenade, as each lashbore hungrily and desperately seeks meat to devour before it expires from malnutrition. This effect is like the explosion of a grenade, doing 3d8 to anyone in contact with the hive when it explodes, 2d8 to anyone caught in the blast radius (4 meters), and half damage to those that make successful Reflex checks against a DC of 15. (Please note that lashbores go after meat, not metal -- they will ignore droids and equipment, so damage is only applied to creatures.) Anyone who suffers a wound has a lashbore burrowing into him or her, and will continue to suffer 1d4 damage per round until the lashbore can be dug out by a successful Treat Injury check against a DC of 10 + 1 per round of delay.
- **Lashbore Cannon:** A single lashbore that was in hibernation and awakened by water will shoot out at the nearest organic target ("organic" in this sense including the strange mineral-organic nature of Langorian creatures), seeking meat. This was actually exploited by ancient Langorians to make weapons -- a lashbore "cannon" can be set up to fire at an enemy. Such a weapon gains a +4 to hit organic targets, with a range increment of 10, and maximum range of 50 meters. A hit inflicts 1d8 damage to the target, and (if the target takes a wound) 1d4 damage per round thereafter until the lashbore can be dug out by a Treat Injury check against a DC of 10 + 1 per round of delay. The lashbore causes no appreciable damage to inorganic targets, and in the case that it is aimed at an inorganic target that is directly adjacent to a creature, at the GM's discretion, the creature will count as the target of the attack instead. Exposing the cannon to water is generally a bad thing, as it may result in all of the "ammunition" going off at once.

### Fireprowl

Fireprowl "These creatures are attracted to electronics and power sources, and seem to have some sort of natural shielding -- I emptied my blaster firing at a pack of these things, and didn't do a bit of damage to them! By all means, keep clear of these monsters!"



Langorian Predator 2; Init +1; Defense 16 (+1 Dex, +3 armor); Spd 12m; VP/WP 16/14; Atk +3 melee (1d8+3 bite/claw), +0 ranged; SQ Armor, Power Drain, Power Sense; SV Fort +2, Ref +1, Will -2; SZ M; Rep 2; Str 16, Dex 12, Con 14, Int 8, Wis 6, Cha 10. Challenge Code B.

Skills: Hide +3, Move Silently +5, Climb +7, Search +4 (+8 to find unshielded power sources), Listen +4, Survival +3, Intimidate +4

Notes:

- **Power Sense:** Fireprowls can sense standard power sources, such as batteries and power packs, and are attracted to them. They do not sense Gungan "bio-electrical" power sources or energy balls, and at the GM's discretion may be unresponsive to certain other exotic technologies. This same sense also allows them to detect the presence of ferognaws.
- **Power Drain:** Fireprowls can drain power from unshielded standard energy sources, such as batteries and power packs. Their presence may cause lighting to flicker, and especially sensitive -- and unreliable -- electronic equipment to malfunction, but they do not possess any sort of ability to drain power from a distance. For a fireprowl to "eat" the energy from a battery or power pack, it essentially has to get the thing in its mouth and chew on it, which is not something it can do instantaneously. A fireprowl attack might consist of fireprowls making disarm attacks against armed members of the party, making off with their blasters and then, if unchallenged, tearing them apart to get to the power packs inside. (Please note, the consuming of ferognaws and "ordinary" power supplies such as power packs does not result in an increase of strength or vitality points for the fireprowl.)
- **Armor:** Fireprowls are resistant to damage from blasters and electrical weapons, and an excess of energy acts as a sort of "shield" against physical damage. In fact, they can actually gain Vitality Points by being subjected to "damage" from energy weapons. Unless the attack scores a Critical Hit (in which case damage is handled normally), the damage that would normally be caused by such an attack actually adds to the fireprowl's Vitality Points. (It does not add to Wounds.) This can raise the fireprowl's Vitality Points to a maximum of 50 -- by which point it should be quite full, and will run away if given a chance (and if there aren't other mitigating circumstances, such as a lair to protect). Any additional damage above 50 Vitality Points will be translated directly into Wound damage against the fireprowl, as its nervous system overloads from too much energy. This "surge" bleeds away at a rate of 1 point per round.
- **Surge of Strength:** A Fireprowl can expend Vitality Points to temporarily increase Strength at a rate of 2 points of increased Strength for 1 round per 2 Vitality Points spent. This is a free action, but is obvious to trained observers in that the Fireprowl's eyes suddenly surge brighter.
- **Stun Resistance:** Fireprowls are resistant to blaster stun settings, and gain Vitality Points from the minimal "damage" inflicted by stun blasts in the same way as from normal blaster fire. Normally, a fireprowl will automatically pass Fortitude checks to avoid being affected by stun blasts. However, a fireprowl that is "full" (up to 50 Vitality Points) is subject to normal effects from stun blasts, at -5 to its Fortitude check.

### Arachnite

"I saw some inscriptions on a wall of some sort of dark god of these Langorians -- a cross between one of their kind and one of these 'Rockspears', it looked like -- with a multitude of clawed arms, able to pass through rock as if it weren't there, and shred living creatures effortlessly. Not a nice fellow."

Langorian Predator 10; Init +3; Defense 16 (+3 Dex, +3 armor); Spd 12m; VP/WP 40/20; Atk +6/+5/+4 melee (1d8+6 bite/claw), +0 ranged;  
SQ Armor, Darkvision; SV Fort +5, Ref +3, Will -1; SZ M; Rep 1;  
Str 22, Dex 16, Con 20, Int 8, Wis 8, Cha 12. Challenge Code E.  
Skills: Climb +10, Search +4, Survival +4, Intimidate +6

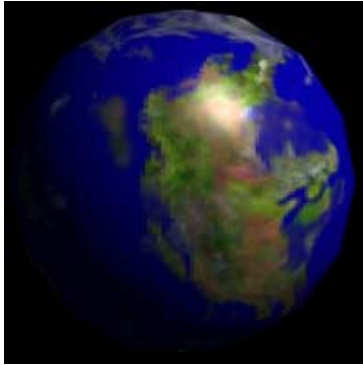
#### Notes:

- **Wallcrawling:** The Arachnite can climb easily up walls and even across the ceiling.
- **Leap:** The Arachnite can perform astounding leaps of up to 40 meters, by first spending a full round crouching and bracing before springing. It can also fall up to 50 meters without taking damage.
- **Rock Mode:** In Rock Mode, the Arachnite has a remarkable Hardness of 15.

## Narsus Prime

## Seat of government for Feorri Sector

Narsus Prime is the seat of government for Feorri Sector, and home to its largest urban complex. Although Feorri Sector has moved from the hands of the Empire to the New Republic, the sector governor still rules from Capitol City, and this is also home to the most frequented starport of the region.



### Topography

Although extensive sections of this world have been urbanized, the majority of the surface is covered by ocean, and large sections of the land mass are given over to wilderness. Although Narsus Prime has its own unique vegetation and creatures, centuries of contact with galactic society have resulted in imported beasts and plants of all sorts (and quite a few pests and diseases along with them).

### Climate

The planet as a whole is fairly temperate, ranging from frozen ice caps at the poles to temperate regions, to a hot band down in the tropics and around the equator. Its length of day and year is close enough to the Coruscant standard for the difference to be negligible, likely playing a part in the Imperial choice for it as their seat of government in the region.

The moon, Arkus, has an artificially generated atmosphere and weak weather patterns, sufficient to support genetically engineered plant life, with a day/night cycle lasting approximately 24 days. Settlements are located inside artificial, regulated environments. Venturing outside requires a breather mask, as the pressure is sufficient to prevent explosive decompression, but most oxygen-breathers will lose consciousness in a matter of minutes.

### Population

The indigenous people are the Narseti, short aliens with rodent-like and marsupial characteristics. Before galactic travelers introduced them to hyperspace technology, their culture had achieved its "Information Age" of technological advancement, and they had developed space travel to the point of being able to establish a hovering colony on Narsus V, a gas-shrouded planet in the same sector.

As Narsus Prime is the "gateway" to Feorri Sector, and for a time it served as the seat of government for the Imperial Moff of the region, there are many humans to be found here, and various other species in smaller numbers.

The primary star port is located not on the surface of the planet itself, but on the planet's partially terraformed moon, Arkus. Most hyperspace charts plot a course to Narsus Prime, and then, at Arkus, up-to-date calculations can be obtained to plot courses between the other planets within the sector.

The total population on Narsus Prime and the small settlement on Arkus numbers around three billion.

### **Government**

Although Narsus Prime has a single planetary governor who also acts as at least nominal leader of the entire sector, thanks to Imperial influence, the planet itself actually boasts over two hundred nations, each with its own heritage and political identity. Most of these nations are dominated by royal family clans, and these families control most of the economic power of Narsus Prime, each one of them signing their own treaties and arrangements with merchants. Each of these nations behaves much like a monarchy, except that while there may be one official ruler of a given nation, he can be deposed by elders within his own family, and traditionally abdicates once he reaches the age of becoming an "elder", somewhere around sixty to seventy years of age. Succession is decided on a candidate from within the clan, but not necessarily the offspring of the previous ruler.

The Governor's Mansion is located on the moon, Arkus, symbolically separate from any particular member nation, though the Sarsuk family of the nation of Sarsoon presently dominates political dealings with aliens.

### **Major Locations**

Most visitors to Narsus Prime will only encounter Galactic City, the starport located on the partially terraformed moon, Arkus. From here, arrangements may be made for travel down to the surface - Without special arrangement, no flights are allowed from out-system, directly to Narsus Prime. All incoming ships must undergo decontamination and examination at Arkus.

(This, incidentally, is a throw-back to the earliest days of the Narseti's contact with alien races, as early alien visitors brought with them diseases that the Narseti were totally unprepared for, and they were horribly devastated by the resultant plagues that followed. Though the occupying Imperials were, of course, not obliged to go through with such measures, now that the Narseti are in control of their own world once more, they are wary of such a plague ever happening again.)

### **Laws and Customs**

Blaster weapons, slug-throwers and explosives are not permitted in Galactic City, and are banned in many of the surface nations, except in the use of law enforcement, and those with special permits. Melee weapons, including vibro-blades and lightsabers, are permitted so long as they are registered, though there are restrictions on their use. (i.e., one does not go walking around with a lit lightsaber without good cause.) Personal armor is permitted, though there may be restrictions on higher-end power armor. (Power armor up to such a degree as Corellian Power Armor and Stormtrooper armor is permissible, at the very least.)

The legal system and penal code is quite complex, with many loopholes that can be exploited by unscrupulous officials and lawyers. There are enough obscure rules and regulations that pretty much anyone who sets foot on Galactic City can be expelled under some pretense, if desired. Those who have specific business with one of the noble families of Narsus Prime are less likely to be hassled than those who are "just passing through". There is considerable corruption in the ranks of the law enforcement, and some corrupt Narseti police may hit up a wealthy-looking alien with various fees and fines, basically amounting to bribes in order for them not to write them up for any number of obscure offenses.

### **Surface Projection of Narsus Prime**



### **Narseti**

The Narseti are a rodent-like species of alien native to the world of Narsus Prime. Millenia ago, they developed space travel, and developed floating colonies on another planet in their home system, Narsus V. Eventually, spacefaring explorers introduced them to hyperdrive technology, whereupon they expanded their presence across many of the systems that comprise what is now known as Feorri Sector, and established themselves as a dominant economic presence in the region.

During the age of the Empire, they were rendered second-class citizens on their own homeworld, but with the death of the Emperor, and the subsequent waning power of the sector moff, they eventually rose up in rebellion, and reclaimed their homeworld of Narsus Prime.



**Personality:**

Stereotypically skittish, frantic, driven to get things done now, but often easily distracted from the task at hand by something else that may well need to be done ... but not necessarily now. Most likely a very strong sense of clan pride and loyalty, with a sense of achievement in the accomplishments of the clan or organization rather than in the individual.

**Physical Description:**

Short, squat marsupial humanoid with rodent-like characteristics, standing approximately 1.2 to 1.6 meters tall as an adult.

**Narseti Homeworld:**

Narsus Prime.

**Language:**

Narseti and Basic.

**Example Names:**

Tebesk

**Adventurers:**

Narseti adventurers are likely outcasts without any clan to take pride in, and without an occupation in the service of the clan houses to give one dignity and a sense of worth. Another possibility is a Narseti lesser noble who is traveling abroad on a special mission of some sort -- perhaps a young noble blowing his inheritance by seeing the galaxy, or undergoing some sort of apprenticeship before returning to family business.

**Narseti Species Traits**

- -1 to Strength, -1 to Constitution, +1 to Dexterity. Narseti have high metabolisms and are very agile, but are small, non-imposing creatures, lacking in physical strength and endurance.
- Small-size. As Small-size creatures, Narseti gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However,

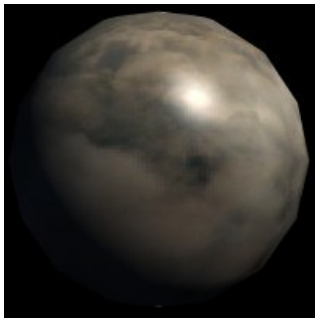
they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.

- Narseti base speed is 12 meters.
- Low-Light Vision. Narseti can see twice as far as a Human in dim light (such as moonlight or underwater). They retain the ability to distinguish color and detail under these conditions.
- Poor Depth Perception. The wide-set eyes of the Narseti do not work as well for depth perception as those of humans and human-like species. When using a ranged weapon, Narseti characters suffer twice the applicable penalty (if any) due to range to the target.
- Natural Weapons. Narseti claws can grow sufficiently large to be usable as natural weapons, though this comes at a cost to manual dexterity. Narseti claws that are sufficiently filed down have no effect on dexterity or close combat damage. Narseti claws allowed to grow out for about two weeks can inflict 1d4 damage in close combat, and add +1 to Climbing checks, but come with a penalty of -1 to Dexterity. Narseti claws allowed to grow out to full length in approximately four weeks can inflict 1d6 damage in close combat, and add +2 to Climbing checks, but come with a penalty of -2 to Dexterity.
- Pouch. Female Narseti (and only the females) have a marsupial pouch on the abdomen in which they carry their unweaned young, but unscrupulous Narseti scoundrels sometimes use it as an extra "pocket" to hide things in.
- Prehensile Tail. Narseti tails are capable of grasping objects, pushing buttons, and even swinging simple weapons, though they don't possess fingers, and therefore are not practical for such things as, say, holding and firing a blaster pistol. A Narseti's tail may be used as an extra limb, though it is treated as being an unfavored limb, if applicable. (This applies even if the Narseti character has the Ambidextrous Feat.) The tail is sufficiently strong and prehensile for a Narseti to wrap it around a suitable anchor and hang from it, though beyond that, it is of no particular help in climbing.
- Low Technology Base. Even after the Imperial occupation, blaster weapons are not widely used by the Narseti. Instead of gaining Weapon Group Proficiency: Blaster Pistols as a class Feat, Narseti characters gain Weapon Group Proficiency: Vibro Weapons.
- Automatic Languages: Narseti and Basic.
- Origin: Created for the Feorri Sector campaign.

## Narsus V

## Cloud-wrapped world mined for valuable gases

Narsus V is a gas-enshrouded world rich in pockets of gases that are mined by floating platforms of similar design to those employed at the far more famous world of Bespin. At higher altitudes, mining platforms and bases are suspended by repulsorlift arrays powered by gases taken from the air itself. The atmosphere of Narsus V is toxic, and environmental gear is necessary to be able to survive the elements. However, the mining platforms are equipped with powerful magnetic field generators, and oxygen extractors that maintain a pocket of breathable air around each station. Should the generators fail, residual effects would give those on the outside time to retreat to the inner sections of the station and seal off access-ways, relying on internal air recyclers until the equipment can be properly repaired.



### Topography

Narsus V is shrouded in gases, but it has a solid core that is unbearably hot due to the "greenhouse effect" of clouds covering it. The atmosphere of Narsus V is toxic, and environmental gear is necessary to survive the elements, up above "storm level", beyond the range of the magnetic fields of the repulsorlift platforms. Survival any deeper would require heavy hazardous environmental gear.

### Climate

The surface of Narsus V is wracked by rolling storms, and temperatures too high to sustain most life, save for those specially adapted to this world. Above the "storm level", where the repulsorlift mining colonies hover, the sky is relatively placid most of the time, though the platforms occasionally have to maneuver to avoid large storm systems that traverse the planet. Above storm level, the air is cold, thin and toxic, but within the range of magnetic fields generated by the repulsorlift platforms, the environment is regulated to healthy and comfortable levels.

### Population

It is estimated that the indigenous population of the Xonephi number in the tens of thousands. Although there are several repulsorlift cities floating over the storm level, the alien population is estimated at no more than a few thousand, though the exact number fluctuates greatly, as most stays are only temporary.

### Wildlife

Narsus V has its own unique life-forms. Most often seen are giant, semi-translucent, jellyfish-like creatures that float like living blimps, borne upon the winds. These creatures possess a strange beauty, as light refracted through their bodies results in a rainbow of colors, but they sometimes mistake smaller mining platforms or airspeeders for prey -- Their tangling tentacles are best avoided.

## **Government**

Narsus Prime claims dominion over Narsus V, and has legal authority over all operations there. Individual mining platforms generally handle their own policing. The Xonephi live in wandering tribes, and though it is in their nature to move about as the winds blow, a few "domesticated" tribes of Xonephi have anchored themselves to a given mining platform that provides them with employment. Though they do not actually dwell on the platform itself, they migrate along with it, when it moves relative to the surface. Such tribes are subject to the authority of the corporation running the mining operations when they are aboard the platform, but handle governance of their own affairs when away, generally by decisions of the tribal elders.

Although the mining operations generally work independently of each other, they meet in councils to discuss common concerns, and to handle such things as common defense (particularly against some of the less friendly Xonephi tribes).

## **Major Cities**

The largest repulsorlift city is Chandela II, housing the only public starport, and housing some scenic resorts and bases of operations for tours via zeppelins of the skyways and past some of the more visually interesting mining platforms. It is operated by the Varetti Corporation, owned by House Varetti of the Varsoon nation of Narsus Prime. Most of those living at Chandela II for any period of time are Narseti and Xonephi laborers, though the majority of the population at any given time consists of aliens on business or pleasure, staying less than three standard months.

## **Laws and Customs**

Laws at any given mining operation vary, but at Chandela II, the most likely destination, restrictions on personal weaponry are far more lenient than on Narsus Prime. Blasters, slugthrowers and personal weaponry are allowed, so long as they are properly registered. Explosive devices are prohibited, as explosions (accidental or not) present too much of a threat to the stability of the platform. (There's not only the threat of harming property and innocent bystanders in a crowded area, but that the whole city might plummet out of the sky if sufficient damage is done and redundant systems fail.)

Customs is very lax on materials that would be heavily regulated elsewhere in the galaxy -- There are not, after all, pressures from citizens trying to raise families, to impose tighter moral codes on conduct at the station. Although it is technically illegal, it is no secret among criminal circles that customs agents are not overly concerned about transactions of spice and other materials, just so long as there's no trouble. Any smugglers who get involved in firefights, bar room brawls or any other sort of trouble can count on rough treatment, but those who keep a low profile aren't ferreted out. Customs agents can be easily bribed to try a little harder to look the other way. Thus, there is a great deal of illegal activity going on at Chandela II and, to a lesser extent, at some of the other mining platforms, though it's still a far cry from, say, Mos Eisley on Tatooine, or Nal Hutta.

When dealing with the Xonephi, it is important to realize that they take vows very seriously. Xonephi may lie or mislead, but when they go so far as to make a vow or pledge, a Xonephi's word is his bond. They don't make vows or pledges lightly, incidentally, and for one to make repeated challenges to a Xonephi's credibility by forcing him to make pledges is a grave

insult. Even graver is to break one's own promises. Normally civil Xonephi may respond to such transgressions with violence.

## Xenophi



Xonephi are short, winged aliens with avian and reptilian features that are native to the cloud-shrouded world of Narsus V. They are able to breathe its toxic atmosphere, and to resist high temperatures that would prove fatal to many species. To their mind, many products made by humans and other aliens are flimsy and disposable, since they would not survive the temperature extremes that prevail where the Xonephi find their homes.

### Personality:

Xonephi see the universe as transitory, and are not given over to the accumulation of material things, though they are not averse to the acquisition of power and influence, for they are fairly social beings. They most often only possess what they can carry on their person. Xonephi are stereotyped as being careless with property, not being overly concerned if something breaks, because it was bound to happen anyway.

### Physical Description:

Winged avian/reptilian alien, standing 1.0 to 1.3 meters tall, with a total of six limbs: two arms, two legs, and two wings. Xonephi have scales and plumage in all colors of the rainbow, and each pattern is unique, serving to identify a Xonephi as an individual, and also having traits that help to identify his or her heritage.

### Xonephi Homeworld:

Narsus V.

### Language:

Xonephi, though some learn Basic.

### Example Names:

Rooshuk, Varena

### Adventurers:

Most Xonephi who venture beyond Narsus V would have first started off as a gas miner at one of the floating stations there, and developed an interest in the alien visitors and their tales of the galaxy beyond. Xonephi are not especially focused on the acquisition of material goods, but they do have a certain wanderlust and a desire to explore and see new things.

### Xonephi Species Traits

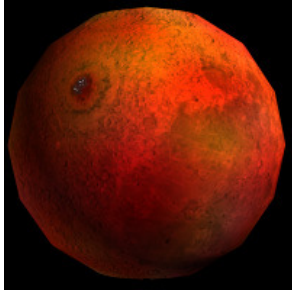
- -2 to Strength, -2 to Constitution. Xonephi are short, light-weight and relatively fragile creatures, even with their resistance to high temperatures.

- Small-size. As Small-size creatures, Xonephi gain a +1 size bonus to their Defense, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However, they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Xonephi base speed is 6 meters.
- Flight. Xonephi have wings, and have a base flight speed of 24 meters.
- Heat Resistant. Xonephi are resistant to high temperatures, though this does not extend to resistance against energy weapons or radiation. Xonephi are treated as if they have a Hardness of 10 when taking damage from fire. They do not need to make Survival checks based on heat and smoke inhalation. However, they are at -4 to any Survival checks made to resist extreme cold temperatures, as they have no particular defenses against cold extremes.
- Keen Eyesight. Xonephi receive a +2 bonus on sight-based Search checks.
- Word Bond. This is not biological, per se, but a deeply ingrained cultural concept: A Xonephi's word is his bond. He does not make promises or pledges lightly, but when he makes a vow, he is compelled to keep it. That does not mean that a Xonephi is incapable of lying, and if an alien tries to take advantage of this by making a Xonephi make a pledge under duress, he is fully within his rights to obey the letter of the pledge, and not the spirit.
- Vascular Health. Xonephi can breathe the toxic atmosphere of Narsus V perfectly well, and are not harmed by smoke inhalation. However, Xonephi biology depends upon chemical compounds found in the atmosphere of Narsus V. A Xonephi needs to spend at least a few minutes each day breathing a mixture of these gases. For each day a Xonephi goes without, he must make a Fortitude check. Failure means that his Constitution drops by 1. If his Constitution drops to zero, he is dead. Once he is able to breathe these requisite gases again, he may regain lost Constitution through recuperation, at a rate of 1 point per two days of rest.  
Xonephi health requirements can be served by an atmospheric vaporator.
- Automatic Languages: Xonephi and Basic.
- Origin: Created for the Feorri Sector campaign.

## Rujan

## Cold, red desert world

Red-tinted, largely barren and cold world mostly only noteworthy for being located close to the center of Feorri Sector and thus housing a sizeable spaceport catering to interplanetary travelers. The largest settlement is Mos Vesa, which houses the planetary government, the Mos Vesa Spaceport, and numerous hydroponics farms contained in sealed environmental domes.



### Topography

Devoid of standing water, save for artificial structures, frozen polar caps, and permafrost. The atmosphere is thin enough that breather masks are required for outdoors survival, and the temperature on the surface plummets far below freezing at night. There are no known indigenous life-forms, though some especially hardy flora and fauna have been introduced to some regions.

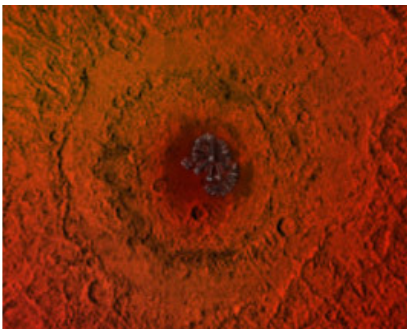
### Climate

Temperate during daylight hours, dropping to hazardously cold levels at night. Dry, arid, with thin atmosphere.

### Population

Most of the planet's population is located in Mos Vesa, its only city, nestled within a large impact crater. There are no indigenous peoples, and the species makeup of the population of Mos Vesa is fairly diverse, dominated primarily by humans and Narseti. Scattered subterranean mining operations and moisture farms can be found elsewhere on the planet, though most of the latter are clustered close to Mos Vesa. The total planetary population has been estimated at no more than ten thousand.

### Major Locations



Mos Vesa.

Mos Vesa is the planet's only city and starport.

**Government**

Mos Vesa and, by extension, all of Rujan, is considered a colony of Narseti (even though, historically, this is not quite the case), and thus falls under the leadership of Narsus Prime, managed by the Mayor of Mos Vesa, who in turn answers to the Governor and Noble Houses of Narsus Prime.

**Laws and Customs**

Laws on Rujan are fairly relaxed, and a number of otherwise illegal cargoes are smuggled through customs on Rujan; nominal fines are assessed on those found to be transporting illegal goods, but so long as the fines are paid, no attempt is generally made to seize the illegal goods in question. Although the Narseti do not broadcast this leniency, it is not a very tightly kept secret. Criminal exchanges between visitors are not given much notice, so long as they don't present a threat to the locals. Thieves and thugs are more likely to target people who look obviously out of place, therefore, than those who look like they might be local or frequent visitors. Rujan is still home to a number of interesting geological formations, and is a slight tourist attraction, so crimes against visitors don't go wholly unpunished -- It's just that a visitor who happens to be a wannabe smuggler is less likely to be avenged by the local constabulary than a wealthy sight-seer.

**Surface Projection of Rujan**