

STAR WARS

ROLEPLAYING GAME



THE NEW JEDI ORDER SOURCEBOOK

JD WIKER WITH STEVE MILLER

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Introduction

"We . . . are the new Jedi order. And this is our war."

—Kyp Durrone, Jedi Master

Most of us first saw the *Star Wars* universe through the eyes of Luke Skywalker, Princess Leia, Han Solo, C-3PO, and R2-D2. Their adventures in the movies and the expanded universe of books, comics, and games have now spanned more than twenty-five years. But a hero can only do so much in one lifetime. With the exception of the droids, the characters are growing old. They have children, and their children are having adventures of their own.

The New Jedi Order is about passing the torch to this new generation—letting them learn to be heroes, make mistakes, and grow the same way Luke, Leia, and Han did. As a legion of screenwriters, novelists, comic book developers, and game designers have pretty well written the traditional enemy—the Empire—out of the picture, a new enemy is needed, a new foe to challenge new heroes.

Enter the Yuuzhan Vong. Cruel, fanatical, and powerful, the bloodthirsty Yuuzhan Vong invade the galaxy and begin conquering it. Planet by planet, they remake their conquests in their own image. Those who fight back are slaughtered or, worse, sacrificed to alien gods for the glory of the conquerors. Their mighty weapons and ruthless tactics take countless lives—including those of some of our best-loved heroes.

But mourning is not enough to save the New Republic. The tales of *The New Jedi Order* are about stopping the Yuuzhan Vong invasion and taking back the galaxy. New heroes will emerge, tempered in the fires of conflict and self-determination. Some come out stronger and more heroic than ever before. Others are destroyed.

Of course, our old favorites still have a place in these new adventures. Luke Skywalker is the master of the Jedi academy on Yavin 4; Mara Jade Skywalker is not only his wife, but his most powerful supporter and ally. Han Solo and Leia Organa Solo fight the Yuuzhan Vong in their own way, on their own battlefields, while learning to cope with the changes the invasion brings to their family. Their children, torn apart by grief, doubt, and the temptations of the dark side, forge ahead, following the heroic path and finding new allies amid their new enemies—sometimes for good, and sometimes for ill. Old allies return to render aid when it is most needed—and many die for it.

This is the face of a galaxy torn asunder by war, fear, and desperation. This is the era of *The New Jedi Order*.

The New Jedi Order Era Campaign

In roleplaying games, a campaign is a linked series of adventures. The stories in a campaign revolve around a group of heroes who learn, grow, and advance as they take part in the events of a larger story. The classic *Star Wars* trilogy is a primary example of a campaign, one set during the Galactic Civil War. Similarly, the events of *The New Jedi Order* comprise a campaign. With this sourcebook, you can create your own campaign set in that period.

The events of The New Jedi Order era are vast, drawing in many beings from all across the galaxy. The invasion of the Yuuzhan Vong provides a framework upon which to build your own campaign. It offers starting points, story hooks, game statistics, and a variety of allies and opponents to help or hinder the heroes.

The material in this book is presented with the assumption that the heroes are working on the side of the people of the *Star Wars* galaxy, not the Yuuzhan Vong invaders. Despite the fact that the Yuuzhan Vong are cruel, violent warriors motivated by religious zealotry, it might appeal to some groups to play Yuuzhan Vong invaders. If that's the type of campaign you wish to run, simply reverse the situations and scenarios provided in the adventure sections. It might take a little extra work, but you should be able to forge any type of campaign you like using this book.

How to Use This Book

The format of *The New Jedi Order Sourcebook* puts a heavy emphasis on information for creating your own adventures. The book begins by capturing the time just prior to the invasion of the Praetorite Vong, as covered in R.A. Salvatore's *Vector Prime*, then discusses each new book or duology chapter by chapter, up through Troy Denning's *Star by Star*. The adventures you play out might not exactly correspond to the events of *The New Jedi Order* book series, but the intent is to provide building blocks for your own adventures set during this time.

Most of this book provides general information about an aspect of the *Star Wars* galaxy, such as the anti-Jedi sentiment in the New Republic Senate, the history and beliefs of the Yuuzhan Vong, or the ongoing progress of the invasion. Often, this information gives historical or cultural data that most people who exist in the *Star Wars* galaxy would know. Some of these facts are designed for heroes to learn as the campaign unfolds—particularly those relating to the beliefs and motivations of the Yuuzhan Vong. Each GM must decide what is common knowledge and how much information the characters would already know.

At the end of most chapters is an Adventure Ideas section that offers outlines and plot hooks a Gamemaster can expand upon. Although this material can be used on its own, these stories work even better when integrated into an ongoing campaign.

The book also includes diagrams, maps, Gamemaster characters, new starships, and new equipment. The diagrams and maps describe important locations during the era. The characters are often key figures from the *Star Wars* universe, complete with game statistics. The equipment and starships are useful tools they employ.

Of course, you will need the *Star Wars Roleplaying Game* to make the best use of the material presented in this sourcebook.

Species in The New Jedi Order Era

While the Empire quashed the proliferation of alien species, the New Republic welcomed them. Nearly any sentient alien species is allowed representation in the New Republic Senate. In the meantime, the last remnants of the Empire—mostly Humans—have retreated to a portion of the galaxy where they can live out the Emperor's dream of a united, Humanocentric society.

As the Yuuzhan Vong sweep into the galaxy, entire species are wiped out or enslaved. System by system, natives of conquered worlds become rarer. Many species are exterminated, enslaved, or displaced by the Yuuzhan Vong. The hardest-hit victims include the Sermpidaliens, Dantari, Agamarians, Grans, Dugs, Vors,

Myneyrshi, Psadans, Obroans, Bimms, Tynnans, Duros; even the Hutts and the witches of Dathomir. In time, even Coruscant itself—the center of cross-cultural tolerance in the New Republic—might fall to the Yuuzhan Vong.


Though the Yuuzhan Vong advance does not mean that vanquished species are unavailable for use as heroic characters, it does certainly color the outlook of such refugee heroes.

Force-Users in The New Jedi Order Era

Although the Emperor did everything in his power to eradicate the Jedi, enough of the noble guardians of the Old Republic survived the Emperor's Purge to train the first member of a new generation of Jedi: Luke Skywalker. Within a few years of the Battle of Endor, a new group of Jedi emerged with Skywalker as leader and instructor.

Unlike in the galaxy under Palpatine's regime, no one is denied an opportunity to contemplate and study the mysteries of the Force. Nor is there an Old Republic-style Jedi Council to reject or accept potential Jedi candidates. Characters may take on the Jedi consular or Jedi guardian class as they wish (provided they meet the requirements). The Force adept class is readily available—several of Master Skywalker's students begin learning the

SETTING CAMPAIGNS IN THE NEW JEDI ORDER ERA



This section of the sourcebook provides you, the GM, with tools for building and running a successful campaign set in The New Jedi Order era. It offers advice, adventure hooks, short scenarios, and GM characters for the heroes to meet. These items have been designed around two basic assumptions: The characters start at medium to high level, and the players are portraying heroes working for the New Republic, or at least *not* working for the Yuuzhan Vong.

If you decide to start a game later in the timeline, perhaps after the fall of Duro, it's a good idea to either reduce the power of many of the opponents presented in that section or start the characters at a higher level. Your players will thank you for it.

The information in this section forms a starting point; you'll need to develop this material to suit your own game. For example, many of the adventure hooks can be reworked for Imperial Remnant heroes (or even Yuuzhan Vong heroes) if that's the kind of game you and your players want.

The New Jedi Order era of the *Star Wars* universe lends itself well to both one-shot games and ongoing campaigns. The novels—which follow the Yuuzhan Vong invasion from the aliens' first appearance on the Outer Rim to the fall of Coruscant and beyond—serve as rich background for an

ongoing game. The structure of the books can help with pacing and plotting your campaign's overall story arc.

In the suggested adventures, the heroes run across the Yuuzhan Vong between the destruction of ExGal-4 and the time that Luke Skywalker and Mara Jade arrive on Belkadan to investigate. The heroes aid the New Republic through the events of *Vector Prime*, the *Dark Tide* duology, the *Agents of Chaos* duology, *Balance Point*, the *Edge of Victory* duology, and finally, *Star by Star*. They will discover hidden knowledge, learn new skills, and establish glorious reputations. They'll have many opportunities to become great heroes in the battle against the Yuuzhan Vong: The defense of Dubrillion and Dantooine. The desperate evacuations of Gyndine and Duro. A covert mission to infiltrate the Peace Brigade. Ultimately, the defense and evacuation of Coruscant itself.

It's important to remember that although your players' characters aren't Luke Skywalker or Anakin Solo, they are the heroes of the adventures you're going to run. *Star Wars* is set in a big universe. Feel free to have the heroes come in contact with the occasional Horn, Calrissian, or Solo—but allow your players every opportunity to shine on their own. Even if they don't personally destroy the Praetorite Vong at Helska 4, there are plenty of opportunities for them to make a difference in the fate of the New Republic. ☺



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Force under non-Jedi tutelage on out-of-the-way worlds such as Dathomir, or even more populated worlds, such as Ithor.

Just before the Yuuzhan Vong invasion, though, the leaders of the New Republic have begun to question why the galaxy needs an order of mystic defenders. With the Empire withdrawn to a small sector of known space, many wonder what there is to defend against.

Even the invasion itself barely shakes the senate out of its political complacency. When the Yuuzhan Vong parley for peace—asking as their price the surrender of all the galaxy's Jedi—the question before the New Republic leadership is not so much why the galaxy needs the Jedi, but how the galaxy can do without them.

For the Gamemaster Only

You should stop reading this chapter right now if you are going to be a player in a campaign set in The New Jedi Order era. The material presented in the next few pages is intended for the Gamemaster alone. Players should not need any of this information, except perhaps to create a character—in which case, the GM can relate what they need to know.

Chapter One: Prologue to Invasion describes the history, culture, beliefs, and equipment of the Yuuzhan Vong. This

chapter also details the state of the New Republic and the New Jedi Order in the months leading up to the invasion.

Chapter Two: Vector Prime chronicles the Yuuzhan Vong's initial encroachment into the galaxy, the advance of the Praetorite Vong's battle fleet, and the death of one of the galaxy's greatest heroes.

Chapter Three: Dark Tide shows the New Republic coming to terms with a mysterious extragalactic nemesis, as well as the expanding rift between the overseers of the New Republic and the New Jedi Order.

Chapter Four: Agents of Chaos describes the enemy's advance toward the Core worlds. As the New Republic forges desperate alliances, horrible weapons of war and startling truths about the Yuuzhan Vong are revealed.

Chapter Five: Balance Point shows the galaxy's inability to stand united against the full assault of the Yuuzhan Vong and chronicles the fall of several more worlds.

Chapter Six: Edge of Victory shows the impact of the war on the Jedi, as the galaxy's staunch defenders transform from heroes and saviors into vigilantes and hunted prey.

Chapter Seven: Star by Star chronicles the Yuuzhan Vong's advance toward Coruscant, where the Republic forces and Jedi make their greatest stand. However, their unity, valor, and resolve fail to stop the unstoppable. The New Republic shatters.

CHAPTER ONE

PROLOGUE TO INVASION

The Yuuzhan Vong

Extragalactic invaders with cultural beliefs so alien that most sentients of the Known Galaxy can barely comprehend them, the Yuuzhan Vong are a warrior people who have led a nomadic existence in the intergalactic void for thousands of years. They seek new worlds promised to them by their gods, and their leaders proclaim that those worlds have finally been found.

The New Republic will never be the same.

Cultural Overview

Both the Yuuzhan Vong's physical appearance and their belief system strike most beings in the galaxy as horrifyingly barbaric. Death is unavoidable, they believe, but the circumstances of one's death—preferably in battle against infidels—are all-important. Most Yuuzhan Vong bear severe disfigurement, scars, and tattoos to more closely resemble their deities, whom they fanatically worship. The blood-hungry gods send demands and prognostications to their chosen people through a supreme overlord. Decrees are disseminated by a priest caste, while a large warrior caste enforces laws and justice.

Yuuzhan Vong society is based around a caste system that, at its foundation, is very strict. Traditionally, it was almost impossible for someone to move between castes, unless because of marriage to someone from a higher caste—and such marriages were frowned upon.

Everything the Yuuzhan Vong do is for the greater glory of their gods. They follow a path of personal evolution designed to bring each successful individual ever closer to godhood—in essence, to remake themselves in the shape of their gods. To this end, they might graft new body parts onto themselves—either parts from another creature or entire bioengineered organisms. A Yuuzhan Vong would never intentionally maim herself to hinder her abilities, but would do so only in ways that might be functionally immaterial or—at higher ranks—actually improve a physical function. A shaper, for example, might have dozens of tool functions in a “hand” that is actually a crablike creature. A warrior

might replace a foot lost in combat with the hooked claws of a hunting reptile.

The “changing ceremonies” where these transformations take place are holy functions. A few poor souls fail their changing ceremonies and emerge disfigured, flawed, and useless. These failures are shamed forever, falling to the lowest rank of the lowest caste.

Brief History

The dawn of Yuuzhan Vong culture is lost in the distant past, in a galaxy that the Yuuzhan Vong believe no longer contains any inhabitable star systems.

According to Yuuzhan Vong beliefs, their gods delivered unto the Yuuzhan Vong the foundations of biotechnology. The Yuuzhan Vong have since refined this blend of fanatical religion and fantastical genetic science to a startlingly effective degree. In the untold millennia that have followed, the gods have continued to favor the Yuuzhan Vong above all other creatures, encouraging them to develop into gods themselves and supplying them with the guidance to do so through a supreme overlord.

Soon after the gods made them their favored children, the Yuuzhan Vong clans began to war over who was *most* favored. When several individuals claimed to be the true supreme overlord, the loyalty of the priests and warriors quickly became divided. Soon, it was clear to the Yuuzhan Vong that whichever force was victorious would be the true chosen ones.

War raged across the Yuuzhan Vong's home galaxy on and off for millennia, with clans and tribes of spacefarers destroying or subjugating one another on contact. Finally, the two most powerful tribes came into opposition. Dubbed the Cremlevian War by historians, this conflict saw the first use of the Yo'Gand's Core tactic: the use of the gravity-generating creatures known as dovin basals to tear planetary bodies from their orbits and launch them into collisions. Yo'Gand's Core brought an end to the great wars, uniting the Yuuzhan Vong under one supreme overlord—at the expense of virtually every inhabitable planet in their home galaxy.

The Yuuzhan Vong survived, however. The gods revealed to them techniques that allowed them to build

YUUZHAN VONG SKILLS AND FEATS

Because the Yuuzhan Vong consider technology an abomination, their skill and feat choices can be somewhat limited. Only Yuuzhan Vong engaged in long-term espionage operations are allowed by their culture to handle technological items—and even then, they undergo extensive and painful purification rituals upon their return to Yuuzhan Vong society.

When creating such Yuuzhan Vong—either as GM characters or heroes—observe the following rules:

Forbidden Skills: Yuuzhan Vong have no use for the skills Computer Use, Disable Device, and Repair.

Altered Skills: Some skills can only be taken by Yuuzhan Vong in an organic capacity. For example, Craft can only be applied toward creating organisms that serve the Yuuzhan Vong in the stead of technological items; Demolitions can only be used to set or create organic explosives; Pilot only applies for Yuuzhan Vong vessels; and Treat Injury cannot allow a Yuuzhan Vong to employ an infidel medpac.

Forbidden Feats: Yuuzhan Vong have no use for the feats Armor Proficiency (powered), Cautious, Force-Sensitive, Gearhead, and Multishot.

Altered Feats: Some Weapon Group Proficiency feats convert to different feats for the Yuuzhan Vong, or serve no purpose at all. Yuuzhan Vong characters receive the following starting feats instead of the starting feats given in the *Star Wars Roleplaying Game*.

- Fringer:* Weapon Group Proficiency (simple weapons).
- Noble:* Weapon Group Proficiency (simple weapons), Exotic Weapon Proficiency (tsaisi).
- Scoundrel:* Weapon Group Proficiency (simple weapons).
- Scout:* Weapon Group Proficiency (simple weapons), Exotic Weapon Proficiency (thud bug launcher).
- Soldier:* Armor Proficiency (light), Exotic Weapon Proficiency (amphistaff), Weapon Group Proficiency (simple weapons).
- Bounty Hunter:* Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (thud bug launcher), Weapon Group Proficiency (simple weapons).
- Crime Lord:* Weapon Group Proficiency (simple weapons).
- Elite Trooper:* Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Exotic Weapon Proficiency (thud bug launcher), Weapon Group Proficiency (simple weapons).
- Starfighter Ace:* Exotic Weapon Proficiency (tsaisi), Weapon Group Proficiency (simple weapons).
- Officer:* Exotic Weapon Proficiency (amphistaff), Weapon Group Proficiency (simple weapons).
- Commoner:* None.
- Diplomat:* Weapon Group Proficiency (simple weapons).
- Expert:* Weapon Group Proficiency (simple weapons).
- Thug:* Armor Proficiency (light), Weapon Group Proficiency (amphistaff). ☺

massive worldships—planet-sized arks within which the Yuuzhan Vong continued to thrive. The gods also promised that their chosen would some day have new worlds to inhabit.

Convoys of worldships left the home galaxy behind. For generations, the Yuuzhan Vong searched for the new home promised them by their gods. Eventually, time began to take its toll on the worldships, and the faith of the Yuuzhan Vong began to fail.

The gods revealed new devices to the supreme overlord—long-range scout ships and new communication techniques. Although launched by the hundreds, all these ships seemed to vanish without a trace, and dissension grew. Then, word reached the supreme overlord that one of the scout ships had found an inhabitable world—a world that seemed just like the one described in the ancient Yuuzhan Vong legends.

Seizing on this discovery, the supreme overlord claimed to have a vision that the Yuuzhan Vong “promised land” had been found. In actuality, this pronouncement was a way for the supreme overlord to regain full control of his disaffected priests and underlings. And so the invasion plans began.

A small number of advance agents and scouts were dispatched ahead of the worldship convoy to learn about the beings that inhabited the worlds the Yuuzhan Vong intended to claim. Scouts found societies they considered more than worthy of destruction; agents and infiltrators encountered beings so self-centered and godless that the Yuuzhan Vong would be able to easily turn them against each other.

The most successful of these advance agents, Nom Anor, destroyed a number of visionary leaders who could have rallied beings to fight against the invasion fleet. As an agent of chaos, he quite probably prolonged the Galactic Civil War by a number of years, gave rise to entire philosophical schools of thought through his dark whisperings, and kept outlying planets at each other’s throats. Nom Anor and his fellow agitators saw to it that the targets of the Yuuzhan Vong invasion were too busy fighting each other to mount a successful defense.

Beliefs

The Yuuzhan Vong believe their gods are entities that watch their every move. The gods can be placated or encouraged to give their power to support an individual’s goals through prayer and personal sacrifice. The gods commonly demand



YUUZHAN VONG PURIFICATION RITUALS

When a Yuuzhan Vong has handled technological items, he is considered unclean until he undergoes purification. The purification process involves hours of prayers conducted by and with members of the priest caste, culminating in removal of the affected flesh—that is, whatever part of the Yuuzhan Vong that has come in contact with the infidels' technology. At the proper moment, the contaminated portion of the subject is plunged into a container full of sluglike creatures, similar to the blood-eating *ngdin*, that slowly devour the outer several layers of the affected skin. Enduring this process requires a Constitution check (DC 5) each round; failure indicates that the subject has given in to the pain and is stunned for 1 round—a very shameful occurrence in the eyes of the Yuuzhan Vong. Being stunned for 5 or more rounds during this process is taken as a sign of one's unworthiness before the gods.

The process takes 2 minutes (and thus twenty Constitution checks). The subject cannot take 10 or take 20 on these checks. ☼

blood sacrifices of their favored creations, sacrifices that the Yuuzhan Vong perform with fanatical devotion.

The Yuuzhan Vong are horrified and disgusted by the technological societies of the Known Galaxy. Places such as Coruscant are nightmarish to them. Their emphasis on biotechnology extends into their religious beliefs. The Yuuzhan Vong consider the nonliving architecture of the mainstream galactic society blasphemous, nonliving machines monstrous, and droids particularly offensive because of their sacrilegious imitation of life. In fact, the Yuuzhan Vong consider it a grievous insult to describe their tools and equipment as "biotechnology."

Given the twisted, technological culture that infects the worlds the gods have promised them, most Yuuzhan Vong believe without question that it is their holy duty to destroy the infidels. Many see the destruction of these creatures a manifestation of the Great Doctrine.

The Great Doctrine

Each Yuuzhan Vong is expected to honor the gods in all things, particularly by striving to advance within his caste and remake himself in the shape of his gods. Much sacrifice and penance is involved, because the Creator sacrificed pieces of himself to construct the entire universe. The Creator survived great pain—culminating in a "death" leading to high exaltation—to create the lesser gods, who in turn pieced the Yuuzhan Vong together by mixing and matching parts from other creatures. Thus, sacrifice is sacred, when required. Death is inevitable, but *how* one dies is all-important. Since the time of General Yo'Gand,

perhaps the greatest glory a Yuuzhan Vong warrior can claim is dying while purging the promised worlds of disgusting creatures who rely on "dead" machines.

Deities

The Yuuzhan Vong portray their gods in a range of statuary, paintings, and other artwork. They believe their gods are physical beings, although they exist on a plane that beings in this reality can't fully or accurately conceive. While there is a consensus among the priesthood—and thus the population in general—on the general appearance of the gods, there are many differences between various portrayals by different artists.

One can often tell which of the Yuuzhan Vong domains an artist hails from based on how he portrays a particular god.

Yun-Yuuzhan, the Creator: This deity is considered the beginning of all that exists. Through great pain and sacrifice, Yun-Yuuzhan ascended to a reality that exists beyond this one. In doing so, he created the cosmos and all the other gods.

Yun-Yuuzhan left the lesser gods with a promise. Some day, they would ascend as he had, but only when other beings were ready to ascend to take the place of the lesser gods. The lesser gods then created the Yuuzhan Vong by merging the best of all beings in the Creator's work.

The Creator is not completely absent from Yuuzhan Vong life, however. Rites and sacrifices devoted to Yun-Yuuzhan are conducted on the most holy of days. Every so often, he chooses to communicate with the supreme overlord, the highest-ranking member of Yuuzhan Vong society. The most direct appeals to Yun-Yuuzhan require death sacrifices.

Yun-Yammka, the Slayer: The god of carnage, Yun-Yammka is one of the most important figures in the Yuuzhan Vong pantheon. Considered the patron of warlords and prefects, and honored by every Yuuzhan Vong warrior, he demands unfailing devotion in the art of war from his followers. Any appeals (other than the standard morning and evening prayers) must be presented with a death sacrifice.

Yun-Yammka appears as a bulbous-headed, tentacled creature that resembles a cross between an octopus and a jellyfish. Some philosophers hold that the Slayer sometimes works at cross-purposes with the Yuuzhan Vong. Other more reputable philosophers hold that the Slayer is an entity to be honored and thanked for the devastation visited upon the worlds of the Yuuzhan Vong's galaxy of origin. They see the devastation as a necessary part of the species' steady advancement toward godhood.

Yun-Harla, the Cloaked Goddess: Yun-Harla is the trickster goddess of the Yuuzhan Vong pantheon. She is portrayed in statuary and art as a slender female whose



form is mostly hidden by a voluminous cloak. Her face is always hidden in shadows. Her body is said to be composed entirely of borrowed parts. Almost every canonical text mentions different parts—some say her eyes are villips, while others hold they are the sole remaining parts of the mighty Yo'Gand, for example. The only fact the sources agree upon is that her skeleton is made from yorik coral.

The Cloaked Goddess is the patron of secrets, hidden things, and those who make lies and deception a major part of their lives, such as spies, undercover operatives, and con artists. She is also the entity who watches over sacred changing rituals. Even the most honest and forthright Yuuzhan Vong prefect appeals to Yun-Harla on the eve before undergoing a change. Appeals to her occasionally involve sacrifices, but they are not death sacrifices. Instead, petitioners must loudly pronounce one or more of their deepest, darkest secrets before her image, or must perform a shapechanging ritual on an animal or a captured alien.

Yun-Harla is often honored alongside the Slayer. Most lore describes them as brother and sister. In fact, the holy day devoted to Yun-Harla is a time when Yuuzhan Vong may play practical jokes on their elders and superiors without fear of consequence—that 24-hour period is known as the Festival of the Twin Gods. A more low-key practice on this day is the traditional exchange of secrets between friends, and even between enemies.

Those who do not follow her view Yun-Harla as a deity who is to be placated rather than honored or actively worshiped. The warrior caste, in particular, often shows active disdain for the tricksters.

Yun-Ne'Shel, the Modeler: This hermaphroditic deity is considered a kind entity who oversees the gentler aspects of Yuuzhan Vong life. Yun Ne'Shel is credited in most tales with conceiving the basic appearance and life cycles of all living beings. The Modeler had hoped to build a peaceful paradise with the tools provided by the Creator, but intervention by the Twin Gods brought pain, suffering, and treachery into existence.

Most Yuuzhan Vong myths cast Yun-Yammka and Yun-Harla as heroic visionaries and portray Yun-Ne'Shel as an idealistic fool who would have inadvertently denied the Yuuzhan Vong the drive needed to ascend to godhood. Even priests of Yun-Ne'Shel are hard-pressed to disagree with this belief. If the galaxy had been the peaceful place the Modeler envisioned, motivation to seek the perfection of the gods would not have existed.

Yun-Ne'Shel governs creative pursuits ranging from art and architecture to innovative ideas in weapons design. She is also the goddess of childbirth. Statuary and art always portray the Modeler with infants, gentle animals, farming implements, or the tools of an artisan.

Yun-Ne'Shel is worshiped primarily by those of the shaper caste, although warriors who employ new or innovative

strategies occasionally call upon the Modeler for support. Members of the intendant caste invoke her name when confronted with situations that require creative solutions. Virtually every female who becomes pregnant in Yuuzhan Vong society appeals to the Modeler to ensure a safe pregnancy and a healthy child. As is fitting for Yun-Ne'Shel's personality, the deity requires no sacrifice from petitioners aside from the endeavors that require her help.

Yun-Shuno, the Pardoner: Yun-Shuno holds both the narrowest and broadest sphere of influence among the Yuuzhan Vong deities. This god is the source of hope honored by the hopeless; she is the thousand-eyed patron deity of the Shamed Ones.

The Shamed Ones are those whose bodies have rejected living implants or creatures used in rituals. They have either died or become ill or deformed in some way that is inconsistent with expected results. It is believed that failed transformation rituals are direct results of a Yuuzhan Vong having committed some offense that has earned him the disfavor of one of the Twin Gods (Yun-Yammka and Yun-Harla) or the Modeler. As such, they are shunned lest they draw the wrath of the gods as well.

For unfortunate souls who seem to have been condemned wrongly, Yun-Shuno is the only being to whom they can pray for release and forgiveness in this life or the afterlife. The Pardoner can intercede with the Modeler and the Creator to improve the lot of these Shamed Ones, but only if they are deserving.

Yun-Txiin and Yun-Q'aah, the Lovers: These gods are always worshiped together. Young people seeking to ensnare the hearts of those they desire honor them, as do older individuals seeking help with an already established relationship. As their sobriquet implies, they are the patrons of love, intimacy, and close personal relationships. The Lovers are portrayed as enemies of the Twin Gods (Yun-Yammka and Yun-Harla), but they are considered close allies of Yun-Ne'Shel.

The Lovers are never directly portrayed in art, but are instead represented by iconography in sensual and erotic art, implying that they either inspired the artist or the subjects featured in the piece.

The Lovers are viewed as capricious gods who visit their attention upon whatever beings they wish. While supplicants can attempt to attract—or divert—their attention, there is very little mortals can do. They do not require active worship or sacrifices, although they have inspired a great number of holy days.

The Castes

Yuuzhan Vong society is built around a caste system. As they embarked on their long journey that would ultimately lead to the Known Galaxy, the Yuuzhan Vong



had no choice but to loosen their caste structure slightly. They made allowances for recognition of talent and ability rather than always relying strictly on birthright.

Supreme Overlord: The most powerful—and smallest—caste in Yuuzhan Vong society is supreme overlord. The ruling overlord is the religious and secular authority in Yuuzhan Vong culture. He is considered the only one out of all Yuuzhan Vong who has the ear of the Creator. In ages past, the title was strictly a hereditary one, with each supreme overlord appointing an heir from among his or her offspring upon ascending to the position. A childless supreme overlord would be obliged to adopt a person who could take his or her place. Such heirs were always drawn from the shaper or warrior castes, due to both tradition and political reality.

In modern Yuuzhan Vong culture, the supreme overlord rules by maintaining the good will of high-ranking shapers and priests, and the support of the warrior caste at large. While the title and authority can still be passed from a parent to a child, it is widely acknowledged (but rarely stated) that senior priests and shapers determine the true line of succession. Even so, a supreme overlord can go against political realities if forced to do so. The overlord (and sometimes his chosen heir) is the only person with whom the highest of the gods communicates.

There are two ranks in the supreme overlord caste—the supreme overlord and the heir. The extended families of both the supreme overlord and the heir are accorded the respect befitting members of the supreme overlord caste.

Shaper: The scientists, biologists, and bioengineers who create and maintain the living machines and tools that power the Yuuzhan Vong society, shapers are also trained to facilitate delicate rituals in conjunction with priests.

Shapers are born into the caste, but to maintain their social status, they must successfully complete rigorous educational programs and painful shaping and scarring rituals. They must additionally pass increasingly challenging aptitude and intelligence tests. If they fail at any step along the way, they are forced into another caste, usually becoming intendants or workers. Rare individuals who are particularly adept both as scholars and soldiers might find a place in the warrior caste, and particularly devoted followers of a god might end up going into the priest caste.

The shapers are second only to members of the supreme overlord caste in social status. High-ranking master shapers hold nearly as much power as those in the higher caste. Shapers derive this stature from their intimate knowledge of biotechnology and shaping rituals. Their caste is also viewed as having the purpose closest to that of the Creator himself.

Advancement through the three ranks of the shaper caste relies on aptitude tests and shaping accomplishments. The

most inexperienced or incapable shapers are known as savants. Adepts supervise the maintenance of living machines by slaves. Master shapers create complex bio-machinery, maintaining it personally if called on to do so.

Priest: Within Yuuzhan Vong society, the priests are the only beings outside the supreme overlord caste said to communicate directly with the gods. With the exception of the Creator, each of the Yuuzhan Vong deities has organized sects devoted to his or her worship. Each sect is funded by donations from worshippers or payments gathered by the priests for services rendered. For example, priests of the Modeler often assist in childbirth, while priests of the Cloaked Goddess are often hired by other Yuuzhan Vong to serve as spies and private investigators. The more popular the faith, the larger and more elaborate their temples, and the more power individual priests wield in society.

The priests command respect from all members of Yuuzhan Vong society—even those who serve the Pardoner. Priests of high rank wield power nearly equal to that of the supreme overlord. Even newly ordained priests are often treated as equals by experienced shapers.

Individuals born into the priest caste who do not show appropriate devotion or who are otherwise deemed unfit to serve the gods are demoted to the attendant caste. Those who are allowed to remain in the priest caste study Yuuzhan Vong holy texts from an early age. In his sixteenth year, each priest undergoes a grueling ceremony during which he receives visions from the god or goddess who has chosen him as a servant.

Savants are the lowliest of Yuuzhan Vong priests. They work in the temples and as assistants to more experienced priests. They are eventually promoted to the rank of seer, after receiving an accurate prophetic vision from the god they serve. Some priests might spend years as a savant, while others receive their vision within mere weeks.

Seers make up the bulk of the Yuuzhan Vong clergy. They act as intermediaries between the gods and the common people, and they occasionally assist shapers with transformation rites when no priests are available. They almost always play a role in assisting high-ranking individuals in preparing themselves for transformations.

When overseeing transformations, seers are supposed to let each person preparing for the ritual decide whether the gods will offer support. If a seer is incorrect and a petitioner ends up as one of the Shamed Ones, the seer's life usually ends as a sacrifice to the Slayer.

Finally, seers are expected to help the ordained priests during services and on holy days. Most seers spend their entire time in the clergy at this level. A select few who are judged particularly devout—and who receive multiple verifiably accurate visions from the gods—become ordained, elevated to full priestly status.

Priests and priestesses have among their responsibilities the policing of their own ranks. Corruption and dishonesty are not tolerated (although “dishonesty” is a fluid term for those who serve the Cloaked Goddess). Those judged wanting are often used as sacrifices on high holy days.

Priests and priestesses are considered the executors of divine will on this level of existence. Like seers, they receive visions and instructions from the gods, but unlike the lower-ranking members of the holy orders, priests and priestesses have the authority and the clout to act on these visions.

Within this rank of the priest caste are two distinctly different sects. One heads up congregations of worshippers and administers local religious practices on subdued worlds. The other goes into battle along with members of the warrior caste. While members of the former sect often command the greatest respect among members of the worker caste, those in the latter sect are held in high regard among warriors and intendants.

High priests and high priestesses not only serve as the political and spiritual leaders of the various sects but also as the chief advisors and assistants to the supreme overlord and the highest-ranking warmasters (see the warrior caste, below). They are among the most powerful individuals in Yuuzhan Vong society and directly communicate with the gods they serve. While seers must interpret the visions they receive, high priests and high priestesses often receive visits from the gods directly, deep within the most holy chambers of the temples. As such, high priests and high priestesses can serve as final arbiters of veracity when seers and lower-ranking priests make controversial claims.

Warrior: The warrior caste is one of the largest castes of the Yuuzhan Vong, and it is believed by many to be the most favored of the gods. Warriors are the ones who are charged with actually making it possible for the rest of Yuuzhan Vong society to continue its ascent toward the divine.

Warriors and subalterns (low-ranking officers) are front-line troops—the men and women who charge into battle against alien species whose worlds are to be subjugated, reshaped, and purged of the taint of the unliving devices of which infidels seem so fond. Subalterns command units as small as twelve warriors and as large as three hundred, with unit members ranging from spies and other specialists to standard infantry troops.

Warriors follow orders to the death. Subalterns who shine in their commands are eventually promoted to the rank of commander, in charge of assigning missions to subalterns and warriors. Commanders execute campaigns in specific theaters of war. Typical commanders plan strategies for anywhere from four to two hundred fifty subalterns, depending on the nature of the mission and the experience of the commander. Furthermore, within the structure of the military, many commanders don't have specific troops that answer to them. These commanders often head into enemy territory



CASTES, CLASSES, AND CHARACTERS

The Yuuzhan Vong caste system limits the class options available to Yuuzhan Vong characters. If a GM wishes to allow Yuuzhan Vong player characters, the following modifications to the *Star Wars* character generation system apply.

The player must choose the caste into which the character is born. This choice determines which class the character may begin in, and which classes into which he will usually multiclass. The GM might permit some multiclass exceptions—such as a soldier who takes a level of fringer to have a better chance of surviving alone on a barren world. No Yuuzhan Vong may be of any Force-using class under any circumstances.

Caste	Beginning Class	Multiclass Options
Priest	Noble or scoundrel	Noble, soldier, or scoundrel
Warrior	Soldier	Noble
Intendant	Scoundrel or scout	Noble, scoundrel, or scout
Shaper	Expert	Noble
Worker	Commoner, expert, or thug	Expert or thug
Shamed One	Commoner	—

Obviously, some castes do not make a good choice for a heroic character. Shapers and workers tend to operate far from the front lines, while Shamed Ones are not allowed any real freedom in Yuuzhan Vong society.

Officer is the only prestige class available to Yuuzhan Vong. The requirements given in the class apply. Members of the worker caste are barred from all prestige classes. ❖

before a Yuuzhan Vong offensive to serve as saboteurs, spies, and propagandists. These agents provocateur work to undermine the government and social structure of the species targeted for conquest. The commanders report to a supreme commander, who in turn answers to a warmaster.

Warmasters are at the top of the warrior caste. These august figures answer only to the supreme overlord and the high priests and high priestesses. They are responsible for the overall coordination of campaigns, the allocation of resources to various branches of the military, and the smooth transition of subjugated worlds from the hands of conquered species to the Yuuzhan Vong. Warmasters ensure that just the right amount of force is present on a planet to keep the population subdued and facilitate the establishment of the various environmental changes needed to grow Yuuzhan Vong biotech. Planetary management is done with the assistance and support of priests, who also work to

convert conquered beings to the Yuuzhan Vong faith so they will be more accepting of the changes to their worlds.

Intendant: The members of this caste are responsible for keeping commerce and trade operating within Yuuzhan Vong society. Its members also supervise the slave population, making sure there are enough slaves in places where they are needed and that they are cared for properly. Intendants work closely with the priests to keep the political and bureaucratic aspects of Yuuzhan Vong culture operating with a minimal amount of bloodletting and violence, which belongs on the battlefield, not in a bureaucracy.

The lowest-ranking intendants are known as executors. Their ranks are filled with failed priests and warriors, as well as those born into the caste and those elevated from the worker caste. The latter are mostly diligent and conscientious young people looking to advance themselves even farther within the intendant caste. While they rarely have expansive responsibilities, they take great care to perform their duties flawlessly, making sure that whatever slaves they manage are healthy. Failed priests and warriors have been “condemned” (as most of them view it) to a life of time-wasting minutia.

When an intendant has proven to be a capable administrator, he or she is promoted to the rank of consul. At this rank, he or she is usually in charge of a particular part of a worldship’s operation or the supply trains going to and from specific bases.

Prefects are expected to make sure that consuls perform their duties properly. Any shortfall in supplies is considered the personal responsibility of a prefect in charge of a particular resource. Prefects are also expected to create infrastructures where none may have existed before, such as when the supreme overlord brings a revelation from the gods that a new technology must be produced.

High prefects are responsible for predicting the future needs of Yuuzhan Vong society. They administer the overall direction of commerce, manufacturing, and slavery services. High prefects have been among the secret movers and shakers in Yuuzhan Vong society for centuries, and their subtle manipulations have led to the weakening of the boundaries between castes.

During the long wandering between galaxies, high prefects saw little need for the warrior caste, so they started encouraging the brightest of them to take steps to join the intendant caste—even sabotaging the careers of those who wouldn’t change willingly. These quiet efforts continue even as the war with the New Republic rages.

Worker: This is the lowest and most populous caste in Yuuzhan Vong society. This caste consists of three types of workers: those who have failed to succeed in any other caste and who have been forced into this one; those who are born into it but fail to gain a warrior or priest patron who can assist their rise to a higher caste; and the members

of conquered species. Slaves and the Shamed Ones are technically considered part of the worker caste, but other workers shun them, often heaping abuse and scorn upon those unfortunates.

Workers and slaves perform all sorts of menial occupations, from garbage collector to personal attendant. Those in peaceful territories managed by skilled intendants are placed in jobs that require the types of skills they possess: Scholars educate the young, technicians keep native vehicles and technology operating as long as they're needed, and so on. Anyone and everyone may be forced into positions of menial labor on restless worlds—those that require major reshaping to meet Yuuzhan Vong needs, those where the intendants lack diplomatic talents, and those where intendants are hostile toward the native population,

Early Yuuzhan Vong Incursions

The earliest documented Yuuzhan Vong scouting missions in the Known Galaxy occurred as the Republic was making its transition into Palpatine's Empire.

Zonama Sekot

The mysterious world of Zonama Sekot was one of the first contacted by the Yuuzhan Vong's early scout ships. The Yuuzhan Vong explorers seemed merely curious about the biological technology of Zonama Sekot's exotic shipyards, but as time went by, they became more and more aggressive. They wanted the secrets of Zonama Sekot's shipbuilding. The inhabitants of Zonama Sekot refused, and the scout ships attacked.

The battle was indecisive. The Yuuzhan Vong inflicted grievous damage on Zonama Sekot, but the inhabitants manufactured planetary defense weapons seemingly overnight. As the fighting grew more intense, a visitor to the world—an enigmatic little creature named Vergere—volunteered to accompany the Yuuzhan Vong, providing them with any information she could, if they would but spare Zonama Sekot. The Yuuzhan Vong scouts agreed, and both they and the mysterious Vergere vanished as quickly as they appeared.

Bimmiel

Located in a star system so remote from the Core worlds of the Known Galaxy that it isn't even named on official star charts, Bimmiel became the final resting place of Mongei Shai, the commander of the successful scouting mission that returned to the convoy.

Although Mongei Shai and his crew had gathered much information about the places and people they had discovered, he did not feel they had been thorough enough. He also feared that the worldship convoy might not find its way to the bountiful planets. Ordering his crew to

return home, he remained, alone, on the only inhabitable planet in the most remote star system on their path back to the convoy. Using a piece of Yuuzhan Vong communication technology known as a villip, he created a broadcast system that provided the approaching convoy with both a homing beacon to follow and additional scientific data as Mongei Shai developed it.

Decades later, the Empire would find Mongei Shai's remains and dispatch research teams to study them and the alien technology he possessed. Those scientists would be among the first casualties of the Yuuzhan Vong attack.

State of the Galaxy

In theory, the galaxy is at peace.

For the New Republic, crises such as the emergence of the Diversity Alliance and the return of the Black Sun criminal syndicate were minor threats, turned aside with relative ease. The leaders of the New Republic have since devoted their attention to internal matters, setting policy to allow peace to continue throughout the galaxy.

Establishing these policies meant resurrecting old conflicts—which were simply not allowed under Imperial rule. Squabbles have arisen everywhere, from minor systems to the council chambers of the senate itself. Absent from the strict laws of the Empire, many systems and factions scramble to grab more power, while others struggle to hold onto what power they already have. Trust is in short supply.

Non-Humans in Power

Part of the distrust among many alien cultures arises from an underlying dissatisfaction on the part of the New Republic's population. Under the Empire, these people were accorded few or no rights. Some were brutally enslaved or outright exterminated. Disenfranchised peoples have decades worth of resentment to vent. Even after the foundation of the New Republic, Humans ruled the Senate. Only now, with the Bothan diplomat Borsk Fey'lya as the Chief of State, do non-Humans feel they can finally receive their due—whatever they perceive that to be.

Even so, no revolution is afoot. The general negative feeling toward Humans remains unfocused. There is no concerted effort to unseat Human politicians from the senate or ask restitution for injuries suffered under the Empire. Non-Humans simply give Humans somewhat less leeway than they did during the heady days of the Rebel Alliance, when they fought side by side against the evil of the Emperor. Now the motivations of Humans are always questioned, or at the least, the sincerity of their sympathy for non-Human issues held suspect.

The Anti-Jedi Sentiment

Complicating matters somewhat is a growing antipathy toward the Jedi. Where once a Jedi Council monitored



and administrated the activities of thousands of Jedi throughout the galaxy, now there is only Luke Skywalker, who by his own reckoning is more of a teacher and less of a leader. The hundred or so Jedi he has trained listen to his advice, to one degree or another, but they have very different ideas about the role of the Jedi Knights in the New Republic.

Unfortunately, these ideas rarely coincide with the role that the New Republic leadership sees for the Jedi. With the New Republic Defense Force in place, having a non-sanctioned group of independent-minded mystics enforcing peace and justice does not sit well with Chief of State Fey'lya or his supporters. Worse still, the activities of "rogue" Jedi are sometimes seen as little more than vigilantism and, at best, self-serving. Reports of burial sites raided by Jedi (presumably searching for Jedi artifacts) have come to light, and the eager acceptance of the noble Jedi Knights has turned to irritable tolerance.

The Jedi

As Luke Skywalker's Jedi academy turns out more and more Jedi, the confusion, even among the Jedi, over their role in galactic affairs grows larger and larger. Master Skywalker is good at giving advice—to those who want it—but for those Jedi who choose their own direction, he is not as much of a leader as he could be . . . or as they want. As a result, other, more charismatic Jedi Masters such as Kyp Durron provide more obvious—if not necessarily better—role models.

The philosophy of the Jedi has thus split along two separate and often opposed lines. Those Jedi who look to Luke Skywalker advocate defense and circumspection, while those who look to Kyp Durron for leadership favor a stronger, more aggressive approach.

Luke Skywalker's Traditionalists

Over the years since he began training his first student, Luke Skywalker has come to realize that his perspective on training is colored by his own training under Obi-Wan Kenobi and Yoda, as well as by his brushes with the dark side. Obi-Wan and Yoda prepared Luke to be a warrior—to face his father, Darth Vader, and rid the galaxy of the Emperor's evil. Had they the luxury of time, they might have trained him differently; Luke might have had a more holistic Jedi education. As it was, they taught Luke what he needed to know to defeat Vader and stop the Emperor.

Luke was nearly lost to the dark side as a result, and the dark side continued to haunt him for years afterward. Slowly, Luke learned to rein in his aggressive impulses and to use the Force more subtly—less rashly. As Mara Jade explained to him, Luke had always overcompensated, using the Force like a heavy club, rather than a light tap. Once Luke had gotten past that realization, he settled into a greater understanding of the Force than he had ever had.



WHOSE SIDE ARE YOU ON?

Jedi heroes in campaigns set in The New Jedi Order era don't particularly need to decide whether they agree with Luke Skywalker's philosophy or Kyp Durrón's. Those Jedi on Durrón's side will want the heroes to do so. Of course, an individual Jedi's personal philosophy might more closely jibe with one camp or the other. Either side would welcome the Jedi hero to their fold.

The philosophy of each group, as summarized here, can help a player decide whether her Jedi character will gravitate toward Luke's group or seek a place in Kyp's. If a Jedi hero displays evidence of a given group's mentality, the other Jedi might logically assume that the hero is sympathetic to that camp. If your Jedi has a particularly aggressive attitude toward combat with the Yuuzhan Vong, the other Jedi are likely to surmise that your Jedi supports Kyp Durrón—whether your Jedi says so or not.

Oddly enough, both sides are fairly understanding about a Jedi choosing the other side. Luke's group doesn't like to "lay down the law," while Kyp's group figures that those who side with Luke just need a fix on the reality coordinates to properly chart their course. But they're all still Jedi—they don't come to blows over their differences in ideology, and they'll work side by side to end the Yuuzhan Vong threat. Some might just prefer different strategies. ☺

This epiphany came after Luke had begun the Jedi academy on Yavin 4. Those he had taught before he came to this awareness, including Kyp Durrón, were affected by his own perspective. Most of them—Tionne, Cilghal, Corran Horn—had not been touched by the dark side, and so were able to reconcile Luke's teachings with their own understanding of the Force. But Kyp, having nearly become a dark Jedi, would always carry that seed of aggression within him.

Fortunately, the "second crop" of Jedi—his niece and nephews Jaina, Jacen, and Anakin, Chewbacca's nephew Lowbacca, Tenel Ka, and others—received the benefit of Luke's new, broader perspective. A few still flirted with the dark side, but by the time Luke turned over active tutoring to Kam Solusar and his wife Tionne, the Jedi academy was teaching a more balanced approach to the Force.

This balanced approach includes some basic tenets that characterize the mentality of the traditionalists:

- ☉ The Force is to be used to save lives, not to take lives.
- ☉ The Force should never be used for personal gain.
- ☉ Every Jedi has a vote in making decisions for the group.
- ☉ The Jedi should work to support and maintain the New Republic—but not at the expense of Jedi ideals.
- ☉ If the Jedi are called upon to fight, they will defend the helpless without hatred, anger, or thoughts of revenge.

Kyp Durrón's Radicals

As one of Luke Skywalker's first students—and the first to fall so deeply to the dark side—Kyp Durrón enjoys a certain amount of latitude in Master Skywalker's judgment. Luke feels a parental fondness for Kyp but also a sense of responsibility, even guilt. Just as Obi-Wan Kenobi failed with his first student—Luke's father, Anakin Skywalker—and Anakin turned to the dark side, Luke came perilously close to losing Kyp to the dark side, and possibly creating a new Darth Vader in the process. While Kyp came back from evil's precipice, he has never completely let go of his own aggressions.

Kyp Durrón has been a dutiful student, and after his own graduation from the academy, a capable teacher—instructing Miko Reglia even as the two formed a starfighter squadron. That Kyp founded the Dozen-and-Two Avengers is shining proof that he favors a more aggressive approach to problem-solving than his own teacher. Kyp Durrón is a proponent of the zero tolerance policy toward smuggling and piracy, and the Dozen-and-Two make it possible for him to enforce that policy.

Kyp's charismatic manner and bold stance have made him something of a hero among those Jedi who cannot understand why they study the vast power of the Force for years—then graduate from the Jedi academy and refuse to put it to work. To these Jedi, not striking first against a clear enemy is a foolish relic of a more romantic

time, and negotiation is best accomplished from a position of power. This perspective appeals to a great many graduates of the Jedi academy, and already some of the most skillful new Jedi have gravitated toward Kyp's side: Ganner Rhysode, Wurth Skidder, Saba Sebatyne, and even the Twi'lek Daeshara'cor, who before the Yuuzhan Vong invasion was firmly in Luke's corner.

Kyp Durrón's "radical party" feels that if ever there was a need for a bolder approach, the Yuuzhan Vong invasion is it. Their philosophy can be summed up as follows:

- ☉ Do not be afraid to use the Force—it's a tool, just as a lightsaber is a tool.
- ☉ Do not wait for others to perceive the danger before acting.
- ☉ Listen to the Force. It's on your side and will warn you if you're making a mistake.
- ☉ The Jedi have served the Republic for millennia. They have a proud tradition and should never be perceived as a collection of weaklings or cowards.
- ☉ The Jedi are the best weapon the galaxy has against the Yuuzhan Vong invasion. Waiting for the New Republic to understand this might be self-defeating, if by the time they realize the need for Jedi there is no more New Republic—or no more Jedi.

Coruscant

The center of peace and justice in the galaxy is Coruscant, the city-planet that was home to the leadership of both the Empire and its predecessor, the Old Republic. Literally, only a few dozen square meters of the planet are untouched by artificial structures, but Coruscant is a thriving world, where learning and leading go hand in hand. Despite the abysmal reputation of the world's lower levels, Coruscant is still seen as the cynosure of culture and democracy. Its magnificent skyscrapers house poets and politicians, dreamers and doctors, artisans and aristocrats—among the finest minds the New Republic has to offer.

Located almost at the center of the galaxy, Coruscant has grown perhaps a bit complacent. Problems that occur in the Outer Rim are usually of little concern. They are quickly and capably handled by passing legislation, dispatching ambassadors, or in worst-case scenarios, sending a few New Republic ships to put matters right. The people of Coruscant sleep quite well knowing that no matter what occurs, their leaders have a ready and certain answer.

Borsk Fey'lya, New Republic Chief of State

Borsk Fey'lya is an ambitious, conniving Bothan politician focused on the acquisition of personal power and prestige. His career has run the gamut from Rebel spy to trusted advisor to disgraced criminal, and finally, to his position as leader of the New Republic. Bothans respect and admire political maneuvering and the prestige it brings.

Among Bothans, Borsk Fey'lya is a legend.

Despite the incontrovertible evidence Fey'lya soon receives about the Yuuzhan Vong invaders, he is and always has been concerned primarily with his own status. He sees the Jedi as a threat to his authority, and he considers the efforts of former Chief of State Leia Organa Solo as thinly veiled attempts to reclaim her former position of power in the government.

As the war with the Yuuzhan Vong goes on, and more systems fall, Chief of State Fey'lya uses his influence to ensure that his own status is untouched. He retains his political power, despite the lives that are lost. His motives can certainly be called questionable, but to Borsk Fey'lya, he is serving the same purpose he has served since he joined the Rebellion years ago: furthering the goals and ideals of the Bothan people.

Borsk Fey'lya: Male Bothan Diplomat 14; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP -/11; Atk +7/+2 melee (1d3, unarmed) or +7/+2 ranged (3d4, hold-out blaster); SQ +2 species bonus on Gather Information and Sense Motive checks; SV Fort +4, Ref +4, Will +14; SZ M; FP 3; DSP 4; Rep 30; Str 10, Dex 11, Con 11, Int 15, Wis 16, Cha 15. Challenge Code: F.

Equipment: Hold-out blaster, encrypted comlink, numerous datapads, apartments and offices on Coruscant, private shuttle, private transport.

Skills: Bluff +16, Computer Use +7, Diplomacy +28, Gather Information +21, Intimidate +16, Knowledge (New Republic) +10, Knowledge (politics) +19, Read/Write Basic, Sense Motive +19, Speak Basic, Speak Calamarian, Speak Shyriiwook.

Feats: Iron Will, Persuasive, Skill Emphasis (Diplomacy), Skill Emphasis (Intimidate), Trustworthy, Weapon Group Proficiency (simple weapons).

The Imperial Remnant

At the edge of the galaxy, the last few Imperial loyalists have gathered according to the provisions of a peace accord signed with the New Republic. Within the Imperial Remnant, they have consolidated their hold on their remaining systems, carrying on the way of life to which they had grown accustomed while the Emperor was still alive. Moffs rule the major systems, including Bastion, Muunilinst, Yaga Minor, and Valc VII. They keep a wary watch on both the New Republic and the Unknown Regions, while looking to their leader, Grand Admiral Gilad Pellaeon, for guidance.

While the goals of the individual moffs are sometimes at odds, the Imperial Remnant is far less divided than the government of the New Republic. Since they are all Humans, perhaps they lack the species-oriented resentments typical of the New Republic. It is equally likely that Pellaeon's leadership skills—honed under the famous Grand Admiral Thrawn—allow no room for questioning his instructions or disputing his commands. Where there is dissension, it exists because Pellaeon allows it to exist. He grants the moffs some semblance of autonomy, while at the same time creating checks and balances that prevent any given moff from creating disorder. Pellaeon is an effective leader because he knows when not to be one.

Despite not openly sharing information, the Imperial Remnant is fairly well informed about events in the New Republic. In addition to regular public reports from the relatively unrestricted news services of the New Republic and its affiliated worlds, Imperial Remnant Intelligence operatives monitor a great many "situations" that occur within the bounds of their former home systems. Furthermore, their agents have infiltrated various New Republic operations and administrations, including the senate, various world governments, and the ExGal Society.

Grand Admiral Gilad Pellaeon

After more than sixty years of service to the Imperial fleet, the Corellian-born Gilad Pellaeon found himself in command of the entire Imperial military, and thus, the entire Empire—or what was left of it.

Pellaeon joined the Imperial military as a youth, after lying about his age on the entrance application. He excelled in his duties and soon rose through the ranks to the command crew of the Imperial Star Destroyer *Chimaera*. After the Star Destroyer's captain was killed at Endor, Pellaeon took command. When Rebel forces destroyed the second Death Star, and along with it the Emperor, the new captain of *Chimaera* pragmatically fled the losing battle. Pellaeon eventually joined with the military mastermind Grand Admiral Thrawn and was one of few beings to witness Thrawn's death.

Pellaeon eventually joined forces with Admiral Daala but accepted command of the remaining Imperial fleet from her when she resigned her position. By that time, the Empire had been driven back to a narrow stretch of loyal worlds along the edge of the Unknown Regions, where a handful of Imperial moffs ruled. After nearly twenty years of fighting over succession to the Emperor's rule, the remaining Imperials submitted to Grand Admiral Pellaeon's leadership.

Pellaeon's position is secure when the Yuuzhan Vong launch their invasion, but he is cautious. Though the invasion fleet does not directly threaten the worlds of the Imperial Remnant, the Grand Admiral is not foolish enough to believe that the Yuuzhan Vong will be content with only conquering the New Republic. For the time being, he merely gathers intelligence and prepares for the considerable task of battling the alien menace—and the even more difficult task of convincing the Imperial moffs to lend him their support.

Gilad Pellaeon: Male Human Soldier 4/Noble 2/Officer 8; Init +0; Defense 19 (+9 class); Spd 10 m; VP/WP 83/16; Atk +12/+7/+2 melee (1d3+1, unarmed) or +12/+7/+2 ranged (3d6, blaster pistol); SQ Bonus class skill (Bluff), call in a favor, inspire confidence +1, leadership, requisition supplies, tactics; SV Fort +9, Ref +7, Will +9; SZ M; FP 3; DSP 3; Rep 22; Str 12, Dex 11, Con 13, Int 13, Wis 12, Cha 13. Challenge Code: F.

Equipment: Blaster pistol, Imperial uniform, datapads, comlinks, rank cylinders, Imperial Star Destroyer (*Chimaera*).

Skills: Appraise +4, Astrogate +8, Bluff +9, Computer Use +7, Demolitions +6, Diplomacy +20, Gather Information +11, Intimidate +12, Knowledge (Imperial military) +11, Knowledge (Imperial Remnant) +7, Knowledge (New Republic military) +5, Listen +3, Pilot +7, Read/Write Basic, Repair +7, Search +3, Sense Motive +13, Speak Basic, Speak Bothan, Spot +3, Survival +4, Treat Injury +4.

Feats: Armor Proficiencies (heavy, light, medium), Dodge, Sharp-Eyed, Skill Emphasis (Diplomacy), Starship Operation (capital ships), Starship Operation (space transports), Toughness, Trustworthy, Weapon Focus (blaster pistols), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

The ExGal Society

Interest in what lies outside the Known Galaxy has its roots



in the ill-fated Outbound Flight project—which in turn had its roots in the highly successful hyperspace-mapping expeditions from millennia before. The spirit of exploration had thoroughly mapped out the Known Galaxy but was stymied by an area of hyperspace turbulence just beyond the Outer Rim Territories. Wanting to know what lay beyond prompted the creation of a research group devoted to using science to answer the question.

The Extragalactic Society is made up of mostly volunteers and funded by a series of grants from the New Republic government. Its mandate is to monitor the empty reaches of space beyond the known galaxy for signs of activity—particularly intelligent life. The work is monumentally boring, consisting of little more than watching computer screens and listening to outward-pointed signal receivers for hours on end, day after day, in the bleakest parts of the Outer Rim. The prospect of being the first to discover extragalactic intelligence draws in many hopeful dreamers. The reality of months of tedium weeds out all but the most dedicated.

The ExGal Society is still small, consisting of less than two hundred researchers throughout the entire galaxy. However, its work is recognized as important, and New Republic Intelligence—as well as its opposite number from the Imperial Remnant—monitors the activities and results of nearly every ExGal outpost. Other interested parties have infiltrated the ranks of ExGal, pursuing their own enigmatic agendas.

Revised Yuuzhan Vong Equipment

This section is a more detailed version of the Yuuzhan Vong equipment found in Chapters 13 and 14 of the *Star Wars Roleplaying Game*.

Weapons

The Yuuzhan Vong employ many effective weapons—made all the more amazing by the fact that none of them is mechanical in any way. Each is a living organism, bred to a specific function.

Amphistaff

An amphistaff is a serpentine creature that can become rigid as stone and is generally employed as a quarterstaff. It can contract the muscles around its head and tail, forming razor-sharp edges, becoming a two-headed spear. Properly stimulated, the amphistaff can relax its body and act as a whip, or spit potent venom up to 20 meters away. It can also deliver poison with its bite. Using the two-headed spear, whip, whip-spear, or venom spitter configurations requires the Exotic Weapon Proficiency (amphistaff) feat. Using an amphistaff as a quarterstaff falls under Weapon Group Proficiency (simple weapons).

Amphistaff Poison Type	Initial Damage	Secondary Damage
Injury (bite) DC 22	1d4 Dex	1d8 Dex
Contact (spit) DC 20	Blindness	Special

The “special” secondary effect of the contact vector is a gradual loss of Constitution. The victim loses 1 point of Constitution per hour for 1d6+6 hours, or until the poison is treated.

For unknown reasons, Twi’leks are particularly susceptible to amphistaff poison. A Twi’lek attempting a Fortitude save against amphistaff poison suffers a –5 penalty.

Blorash Jelly

Blorash jelly is an amorphous blob with highly adhesive properties. Any creature struck by a blorash jelly becomes stuck, suffering a –2 penalty on attack rolls and a –4 penalty to Dexterity. The target must make a Reflex saving throw (DC 15) to avoid being pinned in place and unable to move; a successful save still only allows the target to move at half speed. The blorash jelly can be removed with a Strength check (DC 25) or by dealing 12 points of damage to the creature with either a slashing weapon or an energy weapon. The Yuuzhan Vong can manipulate the blorash jelly, getting it to move away from a target by luring it with food. The New Republic eventually learns how to remove the creature using chemicals.

Coufee

The default weapon of the Yuuzhan Vong is the coufee, a kind of double-edged dagger made of sharpened chitin.

Magma Pebble

Fingertip-sized lumps of plasma encased in a hard shell, magma pebbles are the Yuuzhan Vong’s response to war droids. When thrown, a magma pebble sheds its shell and ignites, dealing damage sufficient to burn through many droids’ armor.

Plaeryin Bol

Only high-ranking Yuuzhan Vong possess these sinister symbionts, which closely resemble Yuuzhan Vong eyeballs. The creature’s “pupil” is actually a tiny mouth, which can spit a glob of venom out to a distance of 10 meters at the Yuuzhan Vong’s command. Inserting a plaeryin bol requires that the “host” have an empty eye socket; a Yuuzhan Vong blessed with receiving a plaeryin bol generally removes his or her own eye to accept the creature.

Plaeryin Bol Poison Type	Initial Damage	Secondary Damage
Contact (spit) DC 18	1 wound	1d4 wounds

Plasma Eel

Plasma eels are bioengineered grenades carried by

Weapon	Damage	Critical	Range Increment	Weight	Type	Size	Group
Amphistaff				2.5 kg		Large	Exotic
Quarterstaff	1d6/1d6	20	—		Bludgeoning		
Two-headed spear	1d6/1d6	20	4 meters		Piercing, slashing		
Whip	1d4*	20	Special		Slashing		
Whip-spear	1d4*/1d6	20	Special		Piercing, slashing		
Venom spitter	Special	—	2 meters		—		
Blorash jelly	Special	—	2 meters	1.6 kg	—	Small	Simple
Coufee	1d6	20	5 meters	1.6 kg	Piercing, Slashing	Small	Simple
Magma pebble	2d6	20	4 meters	.2 kg	Energy	Diminutive	Simple
Plaeryin bol	Special	—	1 meter	—	Special	—	—
Plasma eel	8d6/4d6**	—	8 meters	2.1 kg	Energy	Large	Simple
Razorbug	1d6+2	20	20 meters	1.2 kg	Slashing	Tiny	Simple
Thud bug	2d6	20	5 meters	1.4 kg	Bludgeoning	Tiny	Simple
Launcher			10 meters	2 kg	Piercing	Small	Exotic
Tsaisi				1.2 kg		Small	Exotic
Baton	1d4/1d4	20	—		Bludgeoning		
Two-headed dagger	1d6/1d6	20	4 meters		Piercing, slashing		
Lash	1d2*	20	Special		Slashing		
Lash-dagger	1d2*/1d6	20	Special		Piercing, slashing		
Venom spitter	Special	—	1 meter		—		

* Using the lash function of an amphistaff or a tsaisi forces any creature struck by the weapon to succeed at a Fortitude save against poison. See the weapon description for the DC of the save.

** A plasma eel deals the first damage on a direct hit (the 2-meter-by-2-meter square in which it explodes) and the second damage to all within an 8-meter burst radius.

Yuuzhan Vong strike teams. Like an amphistaff, a plasma eel is long and flexible enough that it can be coiled around its user's waist when not in use. When uncoiled and thrown, the eel becomes rigid like a spear, and its head glows with building plasma energy. In flight, a plasma eel vents excess energy through its tail, adding additional thrust. Upon impact, the plasma explodes with the force of a thermal detonator.

Razorbug

A bioengineered weapon resembling a fist-sized, disk-shaped insect, the razorbug has extremely sharp edges. When a Yuuzhan Vong throws a razorbug at an opponent, the bug deploys its wings, which act as a guidance system (adding a +1 species bonus on the attack roll). A character with the Deflect Blasters feat can use a lightsaber to destroy a razorbug in flight (though it cannot be deflected at another target using this feat). If the razorbug misses its target (and isn't destroyed or otherwise rendered unusable), it returns to its owner's hand at the end of the following round. A razorbug that strikes its target uses its appendages to dig even deeper into the wound, dealing damage again at the end of the next round without requiring a second attack roll. In the following round, the razorbug removes itself from the wound and attempts to return to its owner. Note that because the razorbug propels itself, its user does not gain a Strength or Dexterity bonus, either on the attack roll or the damage roll.

Thud Bug

Known to the Yuuzhan Vong as nang hul, thud bugs are similar to razorbugs. When released, a thud bug flies toward the nearest enemy at high speed. The target may attempt a Reflex saving throw (DC 16) to avoid the living projectile. Alternatively, a character with the Deflect Blasters feat can use a lightsaber to destroy a thud bug in flight (though it cannot be deflected at another target using this feat). If the thud bug hits its target, the victim must make a Strength check (DC 15) or become prone.

If the thud bug fails to strike its target, it continues attacking each round until it succeeds, it is destroyed, or the target is prone. If a thud bug survives an attack, it becomes dormant and can be picked up by a Yuuzhan Vong for later use.

A thud bug can also be launched from a tubelike creature, effectively doubling its range and increasing its velocity such that the thud bug becomes a piercing weapon.

Tsaisi

This weapon is a shorter version of the amphistaff. Narrower, smaller, and more delicate, its use requires a different type of training than that for the amphistaff.

Armor

The Yuuzhan Vong breed vonduun crabs specifically to provide armor for their warriors. Layered plates of living armor shift to adjust to the musculature of their host, breathing and pulsing in response to unspoken commands.

Armor	Defense Bonus	Maximum Dex Bonus	Armor Check Penalty	Damage Reduction	Speed	Weight
Light Armor						
Glistaweb	+1	+5	-1	4	10 m	1 kg
Warrior's armor	+4	+4	-3	3	10 m	2 kg
Subaltern's armor	+5	+4	-3	5	10 m	3 kg
Medium Armor						
Subcommander's armor	+6	+3	-3	8	10 m	4 kg
Commander's armor	+7	+3	-2	10	10 m	5 kg
Heavy Armor						
Supreme commander's armor	+8	+2	-2	15	10 m	6kg
Warmaster's armor	+9	+1	-2	18	8 m	8kg
Dead armor*	-1	-1	-2	-2	-2 m	+2 kg

* These statistics modify existing armor; they do not represent an additional type of armor.

Spiky growths protrude from user's knees, elbows, wrists, and neck, growing as the armor ages. The more developed the vonduun crab, the longer the spikes and the better the armor. The best suits of living armor are provided to the Yuuzhan Vong military leadership—commanders and those of higher rank.

One type of armor employed by the Yuuzhan Vong—glistaweb—appears to be a robe of shimmering cloth. While it provides no benefit against physical attacks, its energy-dampening properties make it almost as effective against blaster bolts as vonduun crab armor. This material is provided almost solely to the highest-ranking members of each caste—or, occasionally, to Yuuzhan Vong acting as ambassadors in unfriendly territory.

Except for the last listing, these game mechanics apply to living suits of vonduun crab armor specifically bred and trained to respond to a specific host. If the wearer of a suit of vonduun armor dies, the crab shell dies as well. If a hero decides to wear dead

vonduun armor scavenged from a fallen Yuuzhan Vong, apply the "dead armor" modifiers to the existing suit. In *Dark Tide: Ruin*, the Yuuzhan Vong at Ithor used dead vonduun crabs to counteract the threat of a local hazard; for more details, see the Bafforr Tree Pollen sidebar in Chapter Three: Dark Tide.

Equipment

Like the weaponry of the Yuuzhan Vong, their equipment is also formed of living creatures, specially bred by the shaper caste to serve the Yuuzhan Vong.

Chilab

Chilabs are minuscule, grublike creatures that the Yuuzhan Vong use as covert recording media. Worn in the nasal cavity, a chilab can observe events via the wearer's eyes and ears, creating a visual and auditory record that can later be "uploaded" into a Qang qahsa, a biological memory storage device (see Chapter Six: Edge of Victory).

Gnullith

An organic breathing filter, this creature allows the wearer to breathe in any noncorrosive gaseous or liquid environment. Shaped like a starfish with a long, central proboscis, the gnullith is worn over the mouth and nose, allowing it to insert its proboscis down its wearer's throat. The process is extremely uncomfortable. (See the Using Yuuzhan Vong Equipment sidebar.)

Oogolith Cloaker

The companion to the gnullith, the oogolith cloaker is an organic environment suit. The oogolith is pulled onto the wearer's feet, after which it extends up the wearer's body, inserting thousands of tiny grappling tendrils directly into the wearer's pores, leaving a clear area around the wearer's head to facilitate vision. Like the gnullith, the oogolith cloaker is painful to put on. (See the Using Yuuzhan Vong Equipment sidebar.)



USING YUUZHAN VONG EQUIPMENT

Every Yuuzhan Vong, with the exception of most of the Shamed Ones, is trained from birth to handle the bio-organisms that pass for technology in their culture. Since the Yuuzhan Vong revere pain, most such creatures are at least mildly painful to handle or use. The Yuuzhan Vong take this in stride, but other species might not be so eager to use Yuuzhan Vong devices.

Whenever a non-Yuuzhan Vong dons a wearable piece of Yuuzhan Vong equipment (such as a gnullith, an oogolith masquer, or vonduun crab armor), the character must succeed at a Fortitude save (DC 13) or be stunned for 1d4 rounds. After this period, the character's body adjusts to the level of pain, and the Fortitude save is no longer necessary—though if the character removes and later dons the item again, the Fortitude save must be made again. ☹

The ooglith can be removed by pressing a hidden organ on the creature, generally located near the wearer's nose. Those not aware of this "switch" may attempt an Intelligence check (DC 15) to find and activate it.

Ooglith Masquer

Related to the ooglith cloaker, this creature allows the wearer to cover his or her entire body with a convincing disguise. Generally, only Yuuzhan Vong involved in deep cover operations employ them. Each masquer is bioengineered to mimic a certain species—the ooglith for Humans, the gablith for Duros, and so on. Using an ooglith masquer confers a +10 equipment bonus on the Disguise check of the wearer. However, as with the ooglith cloaker, donning the masquer is painful. (See the Using Yuuzhan Vong Equipment sidebar.)

Tizowym

Yuuzhan Vong speak their own language, but these tiny symbionts carried inside the ear store phonic information and constantly communicate with their wearers. Effectively, anyone wearing a tizowym gains the skill Speak Language for the tizowym's specific imprinted language. As the Yuuzhan Vong begin taking prisoners, they begin developing tizowyrms for their captives, so that the captives can understand Yuuzhan Vong.

Initial use of a tizowym is a little disconcerting, since the creature needs to acclimate to both the wearer and the language. It can make mistranslations—and thus, so can the wearer. Even a mature tizowym can experience difficulties with words unfamiliar to the Yuuzhan Vong, such as "peace" or "mercy." However, a character who constantly employs a tizowym can learn the language in question as a class skill the next time that character advances a level.

As with most Yuuzhan Vong bio-organisms, inserting a tizowym into one's ear can be a painful experience. (See the Using Yuuzhan Vong Equipment sidebar.)

Villip

Created in pairs, these leathery lumps of flesh maintain contact with each other over even galactic distances. The Yuuzhan Vong use villips to communicate across long distances in the fashion they call "villip-speech." The user "awakens" a villip by stroking it, after which it stimulates its twin to awaken as well—regardless of where or how far away that twin is. Each villip then unfolds along the sole break in its membranous outer tissue and puckers its flesh into the shape of the owner of the villip at the other end. In effect, the villip shows its operator the features of the person he or she is communicating with.

In addition, the villip emulates the voice of the other party, completing the eerie illusion of speaking to the other person's disembodied head. The villip "speaks" whatever language is being spoken to its twin—it does not perform any particular translation function. (Villips



are not capable of wearing tizowyrms—though the user certainly can.)

Yuuzhan Vong use villips in a variety of ways. Military commanders frequently wear multiple villips mounted on their shoulders as they enter ground battle, or employ "villip choirs" to create three-dimensional images of space battles. A villip fitted to an oggzil—a creature with metal-rich flesh—can act as a transceiver for infidel machine signals. Villips can also be implanted in missiles and fired at ships. The missile burns through the hull, leaving the villip unharmed and therefore able to establish communications with the ship.

Learning how to activate a "sleeping" villip requires a successful Intelligence check (DC 15).

04

CHAPTER TWO

VECTOR PRIME

For most of the *Star Wars* galaxy, the story of The New Jedi Order begins with the invasion of the Praetorite Vong. Events on backward worlds in the Expansion Region presage their arrival. Researchers on an untamed planet in the Outer Rim Territories witness their ingenuity. The doomed people of Sempidal suffer their atrocities. The invasion fleet is turned aside at Dubrillion and finally thwarted on Helska 4, the icebound planet where they established their first headquarters in this galaxy.

In the process, the New Republic loses one of its greatest heroes.

Rhommamool and Osarian

Rhommamool is a mining world—a tiny, cramped planet with skies full of red dust. Life is difficult on Rhommamool. Necessities such as water and food are often imported from other worlds to keep the resident miners alive, but only so that they can continue mining. Rhommamool is caught in a bleak cycle of life and death, and most Rhommamoolians are extremely unhappy and resentful of their neighbor, Osarian.

Osarian is Rhommamool's antithesis: bright, clean, comfortable, and prosperous. Most Osarians live on plush estates overlooking beautiful crystal-clear lakes, attended by servant droids as they lounge on sandy white beaches under a warm, sunny sky. Osarians can afford to live this way because of the relatively low ratio of population to resources—and the wealthy Osarians have invested heavily in Rhommamool's mining industry.

Neither culture is technologically modern, but they have just enough warships—from small capital ships down to near-space defense fighters—to wage war on one another. The Rhommamoolians want the luxuries the Osarians so casually enjoy, while the Osarians want the Rhommamoolians to stop complaining and go back to work.

The atmosphere of conflict has aided the rise to power of a mysteriously charismatic figure named Nom Anor. Clad in dully reflective black armor—reminiscent of the armor once worn by the Dark Lord of the Sith, Darth Vader—Nom Anor has assembled a large group of fanatical followers

called the Red Knights of Life. The Red Knights have embraced Nom Anor's philosophy, including a rejection of technology that imitates life. To them, droids are abominations. They also apply this logic to technological transports such as landspeeders and shuttles. While wandering the streets of their cities, they seek out any use of technology and destroy it. They also usually brutally punish each user, killing the poor unfortunate in the name of "Life."

Curiously, the Red Knights of Life also abhor the Jedi, though their connection to the Force keeps them more in touch with the Life that Red Knights revere. Publicly, Nom Anor claims he hates the Jedi because they are a symbol of the New Republic and its interference in the war between Rhommamool and Osarian.

Yet in private conferences with his aid, Shok Tinoktin, Nom Anor has admitted that he hates the Jedi for entirely different reasons.

Belkadan

At the edge of the Dalonbian sector sits the planet Belkadan, a world of tall dalloralla trees and small natural bodies of water. Aside from some extremely bloodthirsty natural predators, including the redcrested cougar, Belkadan is a pleasant place, with blue skies and warm temperatures year-round. The only reason colonists have not settled Belkadan is its remote location at the edge of the Known Galaxy—a location that makes supply shipments infrequent and expensive.

A small mystery has cropped up on Belkadan. The planet's usual crimson-and-pink sunsets have given way to orange-and-green sunsets. At this point, the only people who have noticed are the members of the ExGal research team stationed at Belkadan—and they consider it more of a curiosity than a danger.

Redcrested Cougar

Belkadan's redcrested cougar is the most dangerous predator in the planet's biosphere, a stealthy carnivore with powerful limbs and sharp teeth and claws. Able to leap almost 4 meters straight up, the beasts proved lethally dangerous to the ExGal station's early staff, killing two



workers before the crews cleared the dalloralla trees all around the station. Even so, no staff member goes into the forests without at least one additional member going along solely as armed protection.

Redcrested cougars are 3.8-meter-long, solitary hunters, only traveling in packs for the month of their mating season. Afterward the male departs, leaving the female to raise the cubs. Cubs remain with the mother until they are large enough that she is no longer able to feed them, at which point she simply abandons them and returns to hunting alone.

Though they have definite hunting territories, redcrested cougars do not aggressively defend their turf, except when another cougar makes a kill. A cougar will attempt to chase any interloper away from fresh meat—sometimes resulting in the death of one of the cougars. Redcrested cougars hunting in another's territory tend to kill only what they can easily and quickly drag away.

Redcrested Cougar: Forest predator 4; Init +6; Defense 15 (+4 natural, +2 Dex, -1 size); Spd 16 m; VP/WP 38/18; Atk +9 melee (2d6+6, bite) and +4 melee (2d4+6, 2 claws) or +6 ranged; SQ Low-light vision, +2 species bonus on forest Survival checks; SV Fort +8, Ref +6, Will +2; SZ L; FP 0; Rep 1; Str 22, Dex 14, Con 18, Int 3, Wis 13, Cha 10. Challenge Code: B.

Skills: Climb +10, Hide +6, Jump +10, Listen +3, Move Silently +6, Survival +3.

Feats: Improved Initiative, Run, Track.

ExGal-4

Situated on the edge of the galaxy, ExGal-4—the fourth in a small number of ExGal Society outposts—is as remote a place as anyone in the galaxy could envision. ExGal-4, the only tiny pocket of civilization on the world of Belkadan, was carved from the forest, painstakingly defended against the planet's vicious predators, and stocked with enough provisions for fifteen volunteers. ExGal-4's researchers assume the dreary work of searching for signs of life outside the galaxy.

"Dreary" might be putting it mildly. The volunteers are out on the edge of the galaxy with nothing interesting to occupy their minds. Aside from the occasional cougar attack, nothing noteworthy ever happens on ExGal-4. The researchers crave entertainment; the outpost is woefully lacking in even basic amusements. Even the small amount of ryll spice ExGal-4's only non-Human brought from Ryloth is a valued commodity. Although the outpost's administrator, Danni Quee, disapproves of the stuff, she allows the others to use it, on the grounds that it keeps them from going stir-crazy.

Not surprisingly, the residents of ExGal-4 are thrilled when they receive their once-a-month visit from the



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ExGal supply freighter—or when any other visitors come to call. Some of the researchers while away the weeks drinking or partaking of ryll spice. For the most part, Danni lets them have their vices, so long as they're alert for their duty shifts. Being lenient in this way prevents fistfights, at the very least, and helps the researchers forget just how bored and lonely they are.

Danni Quee, ExGal Society Researcher

As one of only four women at ExGal-4, Danni Quee is the focus of a lot of attention from the other researchers. Her curly blonde hair and striking green eyes are a beautiful relief from the tedium of Belkadan.

Born on an overcrowded world, Danni Quee could hardly wait to join ExGal and get out on the edge of the galaxy. She relishes the sparse company and consistent work, though it's not particularly exciting. But lately, she questions her decision. Although she feels that she might be wasting her life, she waits for a sign that the universe contains more than simply the galaxy she has always known.

Danni Quee: Female Human Expert 3; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP -/12; Atk +2 melee (1d3, unarmed) or -2 ranged (3d6, blaster pistol); SV Fort +2, Ref +1, Will +5; SZ M; FP 3; DSP 0; Rep 5; Str 10, Dex 10, Con 12, Int 13, Wis 14, Cha 13. Challenge Code: A.

Equipment: Blaster pistol, datapad, comlink.

Skills: Astrogate +7, Computer Use +7, Diplomacy +4, Gather Information +5, Knowledge (physical sciences) +7, Knowledge (scholar) +5, Knowledge (spacer lore) +5, Pilot +4, Read/Write Basic, Search +3, Sense Motive +4, Speak Basic, Speak Ryl, Survival +6.

Force Skills: Empathy +4, Friendship +3.

Feats: Force-Sensitive, Sharp-Eyed, Starship Operation (space transports), Weapon Group Proficiency (simple weapons).

Yomin Carr, Yuuzhan Vong Scout

The enigmatic Yomin Carr keeps a great many secrets from his fellow researchers at ExGal-4—not the least of which is that he isn't one of them. A recent arrival on Belkadan, the Yuuzhan Vong infiltrator uses his ooglyth masquer and tizowym to approximate human behavior so that he can blend in. However, while the others watch for any sign of extragalactic activity, Yomin Carr watches for a specific sign: the arrival of the Praetorite Vong, the spearhead of the Yuuzhan Vong invasion at grid coordinate L30—Vector Prime.

Yomin Carr conceals his true origin by hiding his more obvious equipment: his living weapons, his vonduun crab armor, and his villips. (See Chapter One: Prologue to Invasion for more details.) He passes off his tizowym's inconsistencies as dialectical idiosyncrasies. His most devastating weapon is neither his amphistaff nor his thud

bugs, but a small group of insidious dweebits. The beetle-like creatures are slowly terraforming Belkadan into an environment the Yuuzhan Vong will find useful—which explains the changing colors of the sunset—while simultaneously killing every living organism in their path.

Yomin Carr: Male Yuuzhan Vong Soldier 2/Scout 4; Init +1; Defense 15 (+4 class, +1 Dex); Spd 10 m; VP/WP 47/14; Atk +5 melee (1d6+2, amphistaff) or +7 melee (1d4+2, coufee) or +6 ranged; SQ Immune to Force, Sense, and Alter, trailblazing, uncanny dodge; SV Fort +5, Ref +4, Will +2; SZ M; FP 0; DSP 4; Rep 4; Str 14, Dex 12, Con 14, Int 13, Wis 8, Cha 10. Challenge Code: C.

Equipment: Amphistaff, coufee, vonduun crab armor (warrior's armor), 20 thud bugs, 4 blorash jellies, ooglyth masquer, 2 villips, tizowym. (Yomin Carr does not wear his armor on ExGal-4. If in armor, his Defense remains 15, but he gains DR 3.)

Skills: Bluff +2, Climb +5, Computer Use +4, Demolitions +3, Disguise +7, Hide +4, Intimidate +2, Jump +5, Knowledge (cultures) +5, Knowledge (life sciences) +6, Knowledge (physical sciences) +6, Listen +3, Move Silently +4, Read/Write Basic, Read/Write Yuuzhan Vong, Repair +4, Speak Basic, Speak Yuuzhan Vong, Survival +6.

Feats: Armor Proficiencies (light, medium), Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (thud bug launcher), Expertise, Power Attack, Skill Emphasis (Disguise), Skill Emphasis (Survival), Two-Weapon Fighting, Weapon Group Proficiency (simple weapons).

Uncanny Dodge: Yomin Carr retains his Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

Helska

The Helska system is an Outer Rim system with no easily inhabitable planets and no mineral resources large enough to warrant exploitation. It was surveyed, logged, and named by the scout who discovered it. According to spacer lore, Helska was a lover who had recently dumped him. The system was then promptly forgotten by the galaxy at large. Helska might have continued in obscurity if not for hosting one of the New Republic's first major clashes with the Yuuzhan Vong invasion fleet.

The seven planets of the Helska system orbit a pale sun. None of the worlds is easily inhabitable, but Helska 4 contains large bodies of water locked under thick sheets of ice. While no Republic or Imperial forces ever deemed the system worthy of colonization, Yuuzhan Vong scouts see Helska 4 as an ideal staging area for their invasion of the rest of the galaxy. The august leadership of the Yuuzhan Vong instructs the Praetorite Vong to prepare an

appropriate task force. Three worldships set course for the Helska system. Each carries five thousand beings—mostly intendants and workers, but with a fair number of warriors and priests as well. Their orders are simple: Conquer the world and remake it for the needs of the Yuuzhan Vong.

The Praetorite Vong

The Praetorite Vong is a highly specialized subgroup within the Yuuzhan Vong military structure led by members of the warrior and intendant castes. These special task forces enter into theaters of war and establish bases of operation so that warriors and priests can more effectively defeat the enemies of Yuuzhan Vong.

Warriors who serve with the Praetorite Vong typically take orders from members of the intendant caste, despite the traditional organization of Yuuzhan Vong society. For this reason, many warriors consider service with the Praetorite Vong a stain on their honor. More intelligent members of their ranks recognize that without the efforts of the Praetorite Vong, operations by the warriors would be much more difficult, if not impossible. The bases established by the Praetorite Vong ensure that warriors can press their goals of conquest without threats to their supply lines.

The Praetorite Vong leadership consists of the most skilled high prefects, working closely with high priests and high-ranking warriors. After analyzing the data gathered by deep-cover spies and military scouts, the Praetorite Vong leadership chooses the most suitable locations for creating growth conditions and launching attacks. Task forces of engineers, specialists, and defensive units are then dispatched to the location. A task force can be as small as a few dozen warriors, priests, intendants, and workers, or as large as several million Yuuzhan Vong and slaves. When a Praetorite Vong task force arrives at its destination, it takes but a few days before actual military operations can be efficiently launched from there. The Praetorite Vong is usually one step ahead of Yuuzhan Vong offensive forces.

To a large degree, the success of Praetorite Vong operations can be credited to the prefects' efficient management of construction efforts. They take special care with yammosks, living components found at the center of virtually every Yuuzhan Vong settlement and starship.

Yammosk

The yammosk is a genetically engineered creature vaguely resembling an octopus. It serves as a living communications system, sensor array, and unit coordinator that efficiently relays command orders. The creature reacts independently to changing situations more efficiently than simple machines can. Because of their role in battle, they are often referred to as war coordinators.

Yammosks are semi-intelligent beings capable of some independent thought and action. They reproduce by



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budding with newborn spawn. Their offspring have heads that are roughly 1 meter in diameter, with tentacles ranging in length from a few centimeters to about 3 meters. Fully mature yammosks have heads as large as 19 meters in diameter with tendrils that can be more than 100 kilometers long. Adult yammosks train their offspring using telepathy.

Each yammosk has a dozen or so sticky tendrils, some thick and stubby, others slender and elongated. Massive black eyes glare from its bulbous red head. A blue pulsating communications vein runs across the top of this ponderous growth. Underneath this growth is a huge central fang that can drive down into the surface of a world with the power of an ion cannon when its bulk is massive enough.

Through another piece of biotechnology called a dovin basal—a creature used to maneuver Yuuzhan Vong craft by manipulating gravity—yammosks relay transmissions to crew members, pilots, or officers. Finer gravitic modulations can be received by any warrior or slave outfitted with appropriate implants.

Through this network, the Yuuzhan Vong achieve stronger unit cohesion than most species in the Known Galaxy. The constant exchange of information between yammosks also allows the organizers of construction crews and other noncombat oriented activities to coordinate supply convoys for maximum efficiency.

Yammosks are mildly telepathic and empathic. They project thoughts and emotions to other beings, staying in near-constant contact with other yammosks within a few thousand kilometers.

Yammosk: Highly evolved parasite 4/Noble 4/Officer 9; Init -2; Defense 16 (+8 natural, +8 class, -8 size, -2 Dex); Spd 4 m; VP/WP 257/256; Atk +19 mlee (2d8+24, bite) or +17 (special, 6 tentacles) or +1 ranged; SQ Shared knowledge, gravitic telepathy, crew skill bonus, subsensory awareness, atmosphere generation, bonus class skill (Intimidate), inspire confidence +1, command +2, leadership, requisition supplies, tactics, improved tactics; SV Fort +22, Ref +5, Will +12; SZ C; FP 0; DSP 24; Rep 20; Str 42, Dex 6, Con 32, Int 15, Wis 18, Cha 18. Challenge Code: H.

Skills: Astrogate +12, Bluff +12, Diplomacy +15, Intimidate +22, Knowledge (alien species) +15, Knowledge (physical sciences) +11, Knowledge (Yuuzhan Vong) +22, Listen +11, Search +10, Sense Motive +22, Speak Yuuzhan Vong (understand only), Survival +13.

Feats: Frightful Presence, Great Fortitude, Iron Will, Multiattack, Persuasive, Skill Emphasis (Knowledge [Yuuzhan Vong]), Weapon Group Proficiency (simple weapons).

Shared Knowledge: Yammosks share their collected memories with their offspring. Therefore, even a newly born yammosk will have the sum of its progenitor's memories, though it might take some time before it can translate those memories into skills.

Gravitic Telepathy: Through some as yet unknown process, yammosks can both receive and broadcast thoughts. This allows a yammosk to treat all of its assigned forces (the crew and troops of a Yuuzhan Vong ship, including attached coralskippers and other support ships) as being within sight and voice range for purposes of the yammosk's command, inspire confidence, tactics, and improved tactics abilities. The maximum range for this effect is 10,000 kilometers.

Crew Skill Bonus: A yammosk can assist the crew of all of its assigned Yuuzhan Vong capital ships within 10,000 kilometers, giving the crew quality a +4 competence bonus. This bonus does not stack, so multiple yammosks can only give one +4 bonus. This bonus does not affect ships smaller than capital size. If the yammosk's telepathic link is somehow severed, this bonus no longer applies.

Subsensory Awareness: This ability allows a yammosk to understand the basic state of mind of non-Yuuzhan Vong creatures, including sentient beings. With a successful Wisdom check (DC 10 + target's level + target's Wisdom modifier), the yammosk can gain a +4 bonus on any checks made against that target for the next minute (10 rounds) using the following skills: Bluff, Diplomacy, Intimidate, and Sense Motive. The target is allowed a Will save (DC 25) to prevent the yammosk from scanning its thoughts.

Atmosphere Generation: A yammosk's lung capacity lets it hold enough air to support thousands of oxygen-breathing creatures for several hours, by exhaling a large transparent bubble. Such a bubble passes over solid objects easily without breaking. The bubble also allows solid objects to move through it, provided they do so slowly. The yammosk must rest for 24 hours before it is able to create a second such bubble.

Archetype: Yuuzhan Vong Warrior

The foot soldiers of the Yuuzhan Vong are fanatical warriors. They fight and die in the service of their warlords and, through those warlords, their gods. On the battlefield, they maneuver close to take advantage of their deadly melee weapons, particularly their lethal living weapon, the amphistaff. A Yuuzhan Vong warrior never cries out in pain. Death or dismemberment means nothing to the Yuuzhan Vong warrior—so long as he has dealt at least as much damage to his foe.

The 1st-level Yuuzhan Vong soldier represents a newly inducted warrior, one who has only just learned how to wield his amphistaff. The 2nd-level soldier is a veteran of a few battles and has learned to take full advantage of his weapon's capabilities. The 4th-level Yuuzhan Vong warrior is often a squad leader or a warlord's personal guard; his prowess on the field of battle makes him a fearsome foe indeed.

Yuuzhan Vong soldiers receive the Exotic Weapon Proficiency (amphistaff) feat instead of the Weapon Group

Archetypal Yuuzhan Vong Warrior, male or female Yuuzhan Vong

	Soldier 1	Soldier 2	Soldier 4
Initiative:	+0	+0	+0
Defense:	14 (+4 armor)	14 (+4 armor)	14 (+4 armor)
Speed:	10 m	10 m	10 m
VP/WP:	11/12	18/12	30/15
Attacks:	+2 melee -2/-6 (using both ends of amphistaff) +1 ranged	+3 melee +1/-3 (using both ends of amphistaff) +2 ranged	+5 melee +3/-1 (using both ends of amphistaff) +4 ranged
Damage:	Amphistaff 1d6+1/1d6+0 Coufee 1d4+1	Amphistaff 1d6+1/1d6+0 Coufee 1d4+1	Amphistaff 1d6+1/1d6+0 Coufee 1d4+1
Special Qualities:	Immune to Force, Sense, and Alter; DR 3 (armor)	Immune to Force, Sense, and Alter; DR 3 (armor)	Immune to Force, Sense, and Alter; DR 3 (armor)
Saves:	Fort +5, Ref +0, Will -1	Fort +6, Ref +0, Will -1	Fort +7, Ref +1, Will +0
Size:	M	M	M
Force Points:	0	0	0
Dark Side Points:	2	4	8
Reputation:	0	2	4
Abilities:	Str 12, Dex 10, Con 12, Int 10, Wis 8, Cha 10	Str 12, Dex 10, Con 12, Int 10, Wis 8, Cha 10	Str 13, Dex 10, Con 12, Int 10, Wis 8, Cha 10
Skills:	Intimidate +4, Knowledge (Yuuzhan Vong) +4, Pilot +4, Survival +3	Climb -1, Intimidate +5, Jump -1, Knowledge (Yuuzhan Vong) +4, Pilot +4, Survival +4	Climb +1, Intimidate +6, Jump +1, Knowledge (Yuuzhan Vong) +4, Pilot +6, Survival +5
Feats:	Armor Proficiency (light), Exotic Weapon Proficiency (amphistaff), Great Fortitude, Weapon Group Proficiency (simple weapons)	see left, plus Armor Proficiency (medium), Two-Weapon Fighting	see left, plus Armor Proficiency (heavy armor), Quickness, Power Attack
Equipment:	Amphistaff, coufee, vonduun crab armor, 2 thud bugs	Amphistaff, coufee, vonduun crab armor, 2 thud bugs, blorash jelly	Amphistaff, coufee, vonduun crab armor, 2 thud bugs, blorash jelly, 2 razorbugs

Proficiencies for blaster pistols, heavy weapons, and vibro weapons. These latter devices do not exist among the Yuuzhan Vong and are considered unclean. Their closest analog is a thud bug launcher, which operates as a blaster rifle does.

Archetype: Yuuzhan Vong Priest

In Yuuzhan Vong society, the priest caste holds a position of prestige that both supersedes the normal hierarchy of authority and is interwoven with it. Yuuzhan Vong priests know the will of the gods, and the will of the gods drives the Yuuzhan Vong. While rare priests have been known to take advantage of this exclusive relationship, for the most part they guide the Yuuzhan Vong people to a better way of life.

The Yuuzhan Vong priests presented here are the lowliest members of the priest caste. The 2nd-level priest is a mere initiate, only recently brought up from the ranks of the common warriors. The 3rd-level priest is a strong-willed

scholar who cautiously awaits his chance to advance in the hierarchy of the priesthood. The 4th-level incarnation is a devoted worshiper who has just received his first modification; by accepting it, he has honored his gods.

Prefect Da'Gara

Prefect Da'Gara is the leader of the Praetorite Vong, the first step in the Yuuzhan Vong invasion of the galaxy. A canny and resourceful warrior, Da'Gara sets an excellent example for the soldiers of the Praetorite Vong: ruthless and fanatical, the very ideal of the warrior caste. This combination of brutal efficiency and independent thinking—tempered by obedience to the Yuuzhan Vong war-master and reverence for the gods—earned Da'Gara the glory of commanding the Praetorite Vong.

Da'Gara remains in contact with spy Yomin Carr through one of the villips Carr keeps hidden in his locker at the ExGal station on Belkadan. The two coordinate the silent entry of the Praetorite Vong worldship into the infidels'



Generic Yuuzhan Vong Priest, male or female Yuuzhan Vong

	Soldier 1/Noble 1	Soldier 1/Noble 2	Soldier 1/Noble 3
Initiative:	+0	+0	+0
Defense:	13 (+3 class)	14 (+4 class)	14 (+4 class)
Speed:	10 m	10 m	10 m
VP/WP:	15/12	20/12	25/12
Attacks:	+1 melee; +1 ranged	+2 melee; +2 ranged	+3 melee; +3 ranged
Damage:	Coufee 1d4	Coufee 1d4	Coufee 1d4
Special Qualities:	Immune to Force, Sense, and Alter; call in a favor	Immune to Force, Sense, and Alter; call in a favor; inspire confidence +1	Immune to Force, Sense, and Alter; call in a favor ×2; inspire confidence +1
Saves:	Fort +5, Ref +1, Will +1	Fort +5, Ref +2, Will +4	Fort +6, Ref +2, Will +4
Challenge Code:	A	B	C
Size:	M	M	M
Force Points:	0	0	0
Dark Side Points:	4	6	8
Reputation:	2	5	8
Abilities:	Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 12	Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 12	Str 10, Dex 10, Con 12, Int 10, Wis 8, Cha 13
Skills:	Diplomacy +5, Intimidate +5, Knowledge (Yuuzhan Vong) +4, Knowledge (Yuuzhan Vong religion) +4, Pilot +2, Survival +3	Diplomacy +6, Handle Animal +2, Intimidate +5, Knowledge (Yuuzhan Vong) +4, Knowledge (Yuuzhan Vong religion) +5, Pilot +2, Sense Motive +1, Survival +3	Diplomacy +7, Handle Animal +3, Intimidate +7, Knowledge (Yuuzhan Vong) +4, Knowledge (Yuuzhan Vong religion) +6, Pilot +2, Sense Motive +1, Survival +3
Feats:	Armor Proficiencies (light), Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Great Fortitude, Weapon Group Proficiency (simple weapons)	see left, plus Iron Will	
Equipment:	Tsaisi, coufee, villip	Tsaisi, coufee, 2 villips	Tsaisi, coufee, multiple villips

galaxy, though Da'Gara's impatience does prompt him to alter the speed of the worldship as it nears the surface of Helska 4—a tipoff that the ship is not a natural object. Still, the threat of discovery is minimal; only the ExGal researchers on Belkadan might observe the approach of the Praetorite Vong, and Yomin Carr could easily dispatch all of them.

Of course, a few escape Yomin Carr by leaving Belkadan—but fortunately, they travel directly to Helska 4, where, warned by Yomin Carr, Prefect Da'Gara's forces are waiting for them. Among these is Danni Quee, the chief researcher at ExGal-4. Yomin Carr has already informed Da'Gara that the Human woman should be considered worthy—that she should not simply be executed like the other infidels aboard the rusting old *Spacecaster*. As the Yuuzhan Vong capture Miko Reglia—a Jedi starfighter pilot from the group that had dared approach Helska 4—Da'Gara promises Danni Quee that the *Jeedai* will be sacrificed to the Yuuzhan Vong war coordinator, while she herself will be remade in the image of the Yuuzhan Vong.

Though Da'Gara subjects Miko Reglia to the Yuuzhan Vong style of torture known as “the breaking,” the Jedi holds on long enough to assist in Danni Quee's eventual escape—just shortly before the infidel task force arrives to attack the Yuuzhan Vong force at Helska 4.

Prefect Da'Gara: Male Yuuzhan Vong Soldier 4/Noble 5/Officer 4; Init +0; Defense 17 (+7 armor); Spd 10 m; VP/WP 88/15; Atk +10/+5 melee (1d6+2, amphistaff) or +12/+5 melee (1d4+2, coufee) or +10/+5 ranged; SQ Bonus class skill (Handle Animal), call in a favor ×2, inspire confidence +1, command +2, leadership, requisition supplies, DR 10 (armor); SV Fort +11, Ref +6, Will +9; SZ M; FP 0; DSP 15; Rep 15; Str 14, Dex 10, Con 15, Int 14, Wis 14, Cha 14. Challenge Code: F.

Equipment: Amphistaff, coufee, vonduun crab armor (commander's armor), multiple villips, Praetorite Vong worldship.

Skills: Bluff +10, Climb +6, Diplomacy +14, Handle Animal +10, Intimidate +17, Knowledge (Yuuzhan Vong)

+16, Knowledge (Yuuzhan Vong religion) +10, Listen +5, Pilot +4, Read/Write Yuuzhan Vong, Sense Motive +16, Speak Yuuzhan Vong, Spot +5, Survival +6, Swim +2.

Feats: Armor Proficiencies (light, medium, heavy), Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Great Fortitude, Heroic Surge, Power Attack, Starship Operation (capital ships), Starship Operation (space transports), Two-Weapon Fighting, Weapon Group Proficiency (simple weapons).

The Yuuzhan Vong Invasion Fleet

At the heart of the Yuuzhan Vong invasion fleet are massive, living worldships made entirely of yorik coral. Each vessel is 10 kilometers in diameter and houses five thousand warriors plus several thousand civilians and slaves. A worldship carries hundreds of coralskippers—Yuuzhan Vong short-range fighters—and a number of other craft and vessels.

Behind each worldship, long tendrils pull tethered, piloted coralskippers. When worldships travel between galaxies, a number of Yuuzhan Vong capital-scale ships are also tethered to each one. These vessels serve as homes to thousands of warriors.

Worldships are the only homes many Yuuzhan Vong have known. While they are formidable warships, they are constructed primarily as colony vessels. They are specifically built to facilitate the trip from one galaxy to the next. They are more “world” than “ship,” being treated in the game as planets rather than vehicles. A worldship has no “heart,” since coral is a colony of billions of creatures rather than an individual creature with a single weak spot.

At the core of each worldship is a massive, fully mature dovin basal. These creatures provide propulsion for most Yuuzhan Vong vehicles by creating gravitic pulses. The effect is similar to the repulsor fields used in landspeeders, or by starships when they are landing. Dovin basals essentially “push” away from or “grab” onto other gravity fields and use their own ability to generate gravity fields to modulate the rate of descent or ascent. Worldships can fan their trailing tendrils into sails to catch interstellar energy winds when there are no nearby gravity fields for the dovin basals to work with—such as in the void between galaxies. The attached coralskippers

can then steer the worldship. The tendrils also help the worldship safely land when it finds a suitable planet, such as Helska 4.

Yuuzhan Vong Yorik-et Coralskipper

The fighter craft of the Yuuzhan Vong fleet is the yorik-et coralskipper: an asteroidlike, single-pilot ship grown from organic yorik coral and armed with a plasma-firing “volcano cannon.” Fast and deadly, coralskippers fight in squadrons of six, with six squadrons to a wing. Whenever possible, they employ “pack” tactics, focusing their attention on any enemy ship that presents itself as a likely target. Because the pilots are Yuuzhan Vong, a particularly



skilled opponent is always their first choice of a target in combat; there's more honor in killing worthy adversaries.

Coralskippers, like all Yuuzhan Vong ships, are best piloted by means of a cognition hood. This organism fits over the pilot's head and provides the same kind of targeting and vector data as conventional ship computers do. Wearing the hood is uncomfortable for non-Yuuzhan Vong, mostly because it covers the eyes and is therefore somewhat disorienting. The hood is only useful in the ship for which it was designed; it is attached by an umbilicus to the ship and dies if removed.

Craft: Yuuzhan Vong Yorik-et Coralskipper; **Class:** Starfighter; **Cost:** Unknown; **Size:** Tiny (13 m long); **Initiative:** +6 (+2 size, +4 crew); **Crew:** 1; **Passengers:** None; **Cargo Capacity:** 1.3 metric tons; **Consumables:** 1 day; **Hyperdrive:** None; **Maximum Speed:** Ramming; **Maneuver:** +8 (+2 size, +4 crew, +2 engine quality); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 50; **Hull Points:** 100; **DR:** 10.

Weapon: Volcano cannons (2 fire-linked); **Fire Arc:** 2 front; **Attack Bonus:** +16 (+2 size, +4 crew, +8 fire control, +2 equipment bonus); **Damage:** 6d10x2; **Range Modifiers:** PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; **Fire Arc:** Any; **Attack Bonus:** +8 (+2 size, +4 crew, +0 fire control, +2 equipment bonus); **Damage:** Special; **Range Modifiers:** PB -4, S/M/L n/a.

Yuuzhan Vong Advantages

Yuuzhan Vong ships are no more inherently dangerous than their New Republic counterparts. Their starfighter analogs, the coralskippers, are comparable in speed, shields, and hull points to the average X-wing fighter. But what the Yuuzhan Vong do have is the advantage of never-before-seen technology. Not only do their asteroid-like ships not register as a threat on a conventional starship's targeting computers, but the dovin basals that propel Yuuzhan Vong ships can absorb incoming fire—even from missiles—and tear the shields off of a New Republic ship in a matter of seconds.

Coral Ships and Targeting Computers

The ships of the Yuuzhan Vong—indeed, most of their structures—are made of a kind of strong coral, of a variety of chemical compositions and physical configurations. For the Yuuzhan Vong, this is just part of the will of their gods. For the New Republic, this is a nightmare: Ships that look like asteroids—or asteroids that behave like ships—play havoc with targeting computers.

On initially encountering Yuuzhan Vong ships, a conventional ship's sensors will identify them as asteroids—asteroids that might be moving in suspicious flight patterns, but asteroids nonetheless. As such, targeting computers



HOW NOT TO KILL THE HEROES

Gamemasters who introduce their players to the Yuuzhan Vong with starship encounters tread a fine line between "introducing the villains" and "destroying the party." Because Yuuzhan Vong ships have so many initial advantages over conventional starships, the heroes might plunge right in and quickly find themselves in over their heads. Pausing to gather data may not occur to them—and some players' styles will not encourage them to retreat when they realize they're in trouble.

While eventually the heroes might hit upon countermeasures to some of these Yuuzhan Vong advantages—and thus level the playing field again—their initial encounter with the Yuuzhan Vong needs to be carefully orchestrated so that the heroes live to have that chance. GMs should be aware of the countermeasures that the New Republic develops (as described in Chapter Three: Dark Tide), as well as the playing style of the players. If the heroes show every indication that they are not going to survive their first encounter, the GM should arrange for some wild coincidence—also known as the will of the Force—to bail them out. But only the first time. After they know what they're up against, it's the players' responsibility to be more careful with their characters! ☺

are useless against them; they do not register as threats. This means that attacks against Yuuzhan Vong ships—for that encounter, at any rate—may not add in the weapon's fire control bonus. So an X-wing's laser cannons, for example, would have only a +6 attack bonus—the +6 for fire control does not apply.

The heroes can quickly identify this problem and take steps to counteract it. A character can instruct a ship's targeting computer to search for behavior that corresponds to Yuuzhan Vong ships and identify objects exhibiting such behavior as threats. This requires a successful Computer Use check (DC 15) and a move action. The targeting computer will complete this instruction in a number of rounds equal to 10 minus the fire control bonus of the weapon. Afterward, the fire control bonus applies as normal.

Dovin Basals

Dovin basals serve the same function on Yuuzhan Vong ships that repulsorlift engines, sublight engines, tractor beams, and deflector shield projectors serve on more conventional vessels. Dovin basals provide lift, propulsion, control, and damage ablation, all through the manipulation of the gravitic fields surrounding the ship.

These gravitic fields have a devastating effect on conventional shields. A Yuuzhan Vong ship that establishes pursuit against a ship with ordinary shields can reduce that ship's shield strength; each round, it decreases that ship's

shield points by an amount equal to its own shield points. For example, a typical coralskipper has 50 shield points. If a single coralskipper has 50 shield points after it establishes pursuit on an X-wing, it can easily destroy the X-wing's 30 shield points in 1 round. A pair of coralskipper that establishes pursuit on an Imperial Star Destroyer can reduce its shield points by 100 each round. In either case, the ship can attempt to restore its shields, but unless it can break pursuit, the pursuing ship continues to reduce the pursued ship's shield strength.

For most other purposes, dovin basal-powered systems work the same way on Yuuzhan Vong ships as they do on New Republic or Imperial ships. Yuuzhan Vong ships move, maneuver, and take damage the same way. The only real exception is in the way dovin basals create "shields"—which are in fact focused miniature singularities, like black holes. When a Yuuzhan Vong ship's shields are overtaxed, the ship suffers hull damage, just as with conventional shields. Because the dovin basal powers so many of the ship's critical systems, the faster the ship has to fly or the more it has to maneuver, the less attention it can devote to absorbing incoming attacks.

Because dovin basal shields are created by a living organism, they regenerate quickly—the entirety of the ship's maximum shield points every round, provided the ship's crew



A PARTIAL YUUZHAN VONG GLOSSARY

belek tiu A reply signaling respect or giving apology and asking permission to continue; accompanied by snapping fists against opposite shoulders.

bos sos si? "What is that?"

bruk tukken nom canbin-tu "Weaken the hinges of the enemy's fort."

do-ro'ik vong pratte "And woe to our enemies." A war cry, the call for ferocity unbridled, the absolute releasing of the basest of warrior emotions. Under such a command, Yuuzhan Vong warriors become hunters in the closing strides of the stalk, the purest killers.

duwin tur voxyn "Release the voxyn."

dwi "Affirmative."

eia dag lightsabers "They have lightsabers." The Yuuzhan Vong recognize Jedi only by the lightsabers they carry.

fas! "Clear!" Indicates no threats present.

guvvuk "Go, get moving."

Jeedai "Jedi."

Kanabar "Fellow low-caste person."

kane a bar "dung of a meat maggot." A crude insult.

migan yam An honorific applied to persons of as-yet-unknown importance.

pol dwag A greeting among equals.

remaga corlat? A phrase inquiring as to the listener's business—generally used by guards as a challenge.

tsii dau poonsi A phrase that gets a vessel to close its landing ramp.

viccae "Anger in pride."

yadag daki, ignot! A venomous curse.

yaga? "What?" A request for clarification, as in the case of not having heard something correctly.

yenagh doa Jeedai "These youths are Jedi."

yuth ugh! "Get back!"

zhaefor "Glory." ☺

Yuuzhan Vong Shield Point Cost

Ship Maximum Speed	Shield Point Cost
Ramming	20
Attack	10
Cruising	5
Docking	0

Ship's Maneuvers

Ship's Maneuvers	Shield Point Cost
Reverse direction	5
Increase or decrease range	5
Change speed (two categories)	5
Change speed (three categories)	10
Establish or break pursuit	10
Regain control	5
Avoid hazard	DC of hazard
Resist or escape tractor beam	10/20*
Ram target	20
Tractor Fine target	10
Tractor Diminutive target	20
Tractor Tiny target	50
Tractor Small target	100
Tractor Medium target	200
Tractor Large target	300
Tractor Huge target	400
Tractor Gargantuan target	500
Tractor Colossal target	600

* See the description of this maneuver in Chapter 11 of the Star Wars Roleplaying Game for variations according to ship size.

does not put too much of a strain on other systems. For smaller Yuuzhan Vong ships, this can be a problem, especially in dogfight situations. Larger Yuuzhan Vong ships, with multiple dovin basals providing their shields, do not feel as much of a drain on their resources. The ships of this size are so effective at multitasking that it's impossible to "distract" one by neutralizing a single dovin basal.

At the beginning of its crew's first action, determine how many shield points the ship "spent" in the preceding round by consulting the following table:

If a starship with a dovin basal doesn't have enough shield points to perform a maneuver, it can't attempt that maneuver. When the ship is out of shield points, it's out of power until its shields are restored.

Dovin basals can also duplicate the gravity-well effect created by interdiction fields. As with conventional gravity-well projectors, it is impossible for a ship to travel through hyperspace within a gravity well, and the projector prevents ships from entering hyperspace. The projector forces ships already in hyperspace to drop into realspace.

Conventional gravity-well projectors create a large, evenly distributed field effect; Yuuzhan Vong dovin basals can create gravity wells only along a specific vector (essentially, one fire arc).

Whereas conventional gravity-well projectors need to warm up, Yuuzhan Vong gravity-well projectors can activate instantaneously and can operate indefinitely. Further, they require no "cool-down" time. Fortunately for New Republic ships, creating a gravity well requires all of a Yuuzhan Vong ship's dovin basals operating in concert—meaning that the ship cannot create singularities to absorb incoming fire. The range of the effect is dependent on the size of the ship generating the field.

Within this range, no ship can escape to hyperspace. If a ship traveling through hyperspace runs into a gravity well, it drops into realspace at the maximum range of the projector. The ship enters realspace moving at cruising speed facing a randomly determined direction.

Gravity-well projectors do not create gravity in realspace, and thus do not pose threats to ships flying near them.

Dubrillion

This inhospitable Outer Rim star system becomes the first inhabited target of the Yuuzhan Vong offensive, largely because of its close proximity to Helska. A thriving colony nearby provides the Praetorite Vong with slaves and additional aliens for study. Even as the offensive begins, the Yuuzhan Vong continue to gather intelligence about their enemies.

Lando Calrissian, Entrepreneur

By the time of The New Jedi Order era, Lando Calrissian has become the administrator of the Dubrillion starport. A favorite haunt of scores of Outer Rim pilots and smugglers, the starport offers a popular entertainment called "running the belt"—a wild ride through Dubrillion's asteroid belt aboard a TIE fighter shielded by a separate vessel, *Belt-Runner I*. Hotshot pilots come from all over the sector to try their luck. The gambling that goes on before each run ensures that the game will last as long as Dubrillion does.

Of course, that won't be very long, if the New Republic ever takes a serious interest in Lando's operation. So far, officials are willing to turn a blind eye to his activities so long as he helps supply and refuel New Republic ships in the area.

Lando can hardly pass up a juicy deal when it comes along, though, and the Outer Rim Territories are ripe with

opportunity. Sernpidal, for example, seems an excellent market for various commodities—the kind that don't go on shipping manifests—provided Lando can find someone willing to make the runs out and back to a planet where nothing interesting ever happens.

Lando Calrissian: Male Human Scoundrel 8/Noble 6; Init +1; Defense 22 (+11 class, +1 Dex); Spd 10 m; VP/WP 64/12; Atk +11/+6 melee (1d3+1, unarmed) or +11/+6 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +2d6, bonus class skill (Bluff), call in a favor ×3, inspire confidence +2, command +2; SV Fort +5, Ref +10, Will +9; SZ M; FP 4; DSP 2; Rep 15; Str 12, Dex 13, Con 12, Int 12, Wis 14, Cha 16. Challenge Code: E.

Equipment: Blaster pistol, comlink, expensive clothing, personal yacht (*Lady Luck*), Dubrillion facilities.

Skills: Appraise +10, Astrogate +5, Bluff +16, Computer Use +9, Diplomacy +21, Disguise +16, Gather Information +19, Intimidate +7, Knowledge (streetwise) +13, Knowledge (Bespin) +5, Pilot +13, Profession (administrator) +14, Profession (gambler) +17, Read/Write Basic, Search +7, Sense Motive +12, Speak Basic, Speak Shyriiwook (understand only), Speak Sullustese, Spot +8.

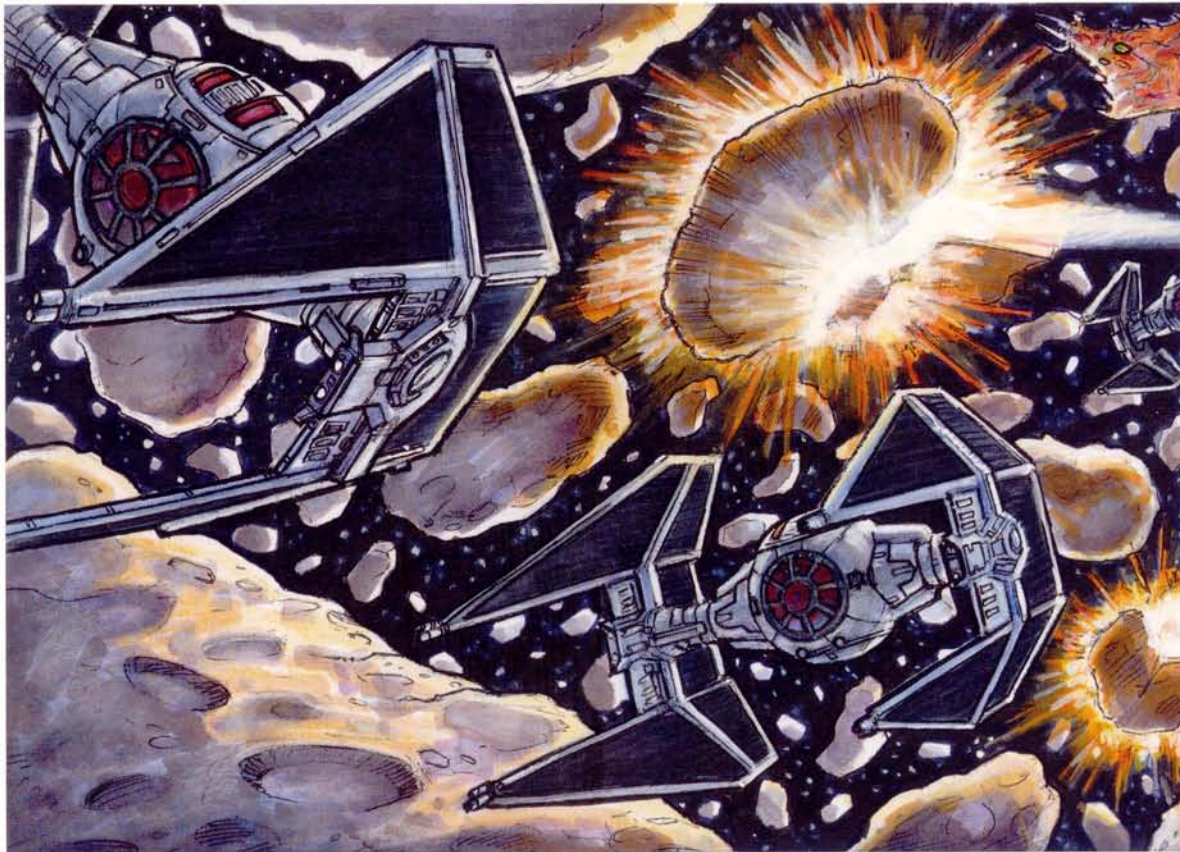
Feats: Persuasive, Point Blank Shot, Skill Emphasis (Disguise), Skill Emphasis (Hide), Starship Dodge, Starship Operation (space transports), Trustworthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

The Belt

If Lando Calrissian has a gift for anything, it's knowing how to find money. From gas mining on Bespin to gem diving on Yavin, Calrissian always finds profit opportunities in the most mundane things. On Dubrillion, Calrissian's credit generator is a game of skill called running the belt.

The Dubrillion system has an asteroid belt known as Lando's Folly, about 20 kilometers thick and several dozen kilometers wide, just outside the orbits of the worlds Dubrillion and Destrillion and ringing the entire system. Bypassing this belt is simple work for any pilot, and even passing through it is not too terribly difficult; mining ships do it all the time. But Lando, in his typical style, decided that he could make money by setting up gambling on who could last the longest *inside* the asteroid field, flying *against* the "current." Pilots, Lando believed, would flock from all over the Outer Rim to prove their skill against Lando's Folly. And, of course, wherever a contest of skill sprang up, so did betting. All Lando needed to do was to overcome the inherent "suicide factor," and advertise to the galaxy.

Acquiring *Belt-Runner I*, a space station capable of extending its shields around other ships, and tweaking the safety features of a small squadron of modified Imperial-surplus TIE starfighters, Lando launched his profit center. Just as he'd predicted, hotshot pilots and gamblers



flocked to Dubrillion, looking to make a reputation, a fortune, or both.

Characters who wish to try their luck at running the belt have two options: a solo run aboard one of Calrissian's three modified TIE Advanced x1 fighters, or a tandem run with a copilot in one of his two modified TIE bombers. Ever one to skim a profit, Lando charges a non-refundable 2,500-credit "damage deposit," claiming that the perception of impending doom both weeds out the timid and lends an element of risk to the game—as if flying a TIE fighter into an asteroid field weren't risky enough. Lando has been known to waive this fee in special cases, since the real money comes from the betting.

Belt-Runner I

Originally constructed as an asteroid-mining base, *Belt-Runner I* has seen better days. But when Lando Calrissian purchased the space station, he had grand dreams for refurbishing it—as the centerpiece of an obstacle course.

Belt-Runner I has been modified to heavily upgrade its paltry shields, and to allow it to project those shields several thousand kilometers away, to cover other ships—in this case, modified Imperial-surplus TIE fighters. Not that Calrissian has any designs on fielding squadrons of shielded TIE fighters—they are merely the vessels in which pilots can attempt to set record times in his running-the-belt game, played out in Dubrillion's chaotic asteroid field.

(Note that this space station and the two TIE models that follow have only prices for used models, since these craft are no longer in production in The New Jedi Order era.)

The shield projectors of *Belt-Runner I* can cover ships at sensor range, providing up to 600 shield points to any given ship—more than enough to survive a head-on collision with one of Dubrillion's asteroids, thus ensuring the safety of those who play the game. *Belt-Runner I* can also split these shield points among multiple ships—as it does during the Yuuzhan Vong attack on Dubrillion, when *Belt-Runner I* provides shields for TIE fighters piloted by Jaina, Jacen, and Anakin Solo.

Craft: *Belt-Runner I*; **Class:** Space Station; **Cost:** 18,000,000 (used only); **Size:** Small (284 m); **Initiative:** +2 (–2 size, +4 crew); **Crew:** 86; **Passengers:** 4; **Cargo Capacity:** 560 metric tons; **Consumables:** 1 month; **Hyperdrive:** None; **Maximum Speed:** Docking; **Maneuver:** –2 (–2 size, +4 crew, –4 engine quality); **Defense:** 18 (–2 size, +10 armor); **Shield Points:** 680; **Hull Points:** 375; **DR:** 20.

Weapon: 20 turbolasers; **Fire Arc:** 5 front, 5 left, 5 right, 5 rear; **Attack Bonus:** +8 (–2 size, +4 crew, +6 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB –6, S –4, M –2, L +0.



The Dozen-and-Two Avengers

Among the many pilots who can be met in the Dubrillion system are the Dozen-and-Two Avengers. Kyp Durrón's goal of aggressively bringing peace to the galaxy is best served by his independent squadron of starfighter pilots. Kyp leads a dozen elite fighter jockeys and his former apprentice, Miko Reglia. Their self-appointed mandate is to combat illegal trade and piracy in the Outer Rim, where law enforcement is customarily light. Officially "supported" by the New Republic, they regularly visit military bases for resupply and rearmament, request the most dangerous missions available, and then head off for another base when missions become too routine. The Dozen-and-Two are good—but they don't like playing by the rules.

The squadron consists of a ragtag collection of starfighters: older-model A-wings and B-wings, a couple of Z-95 Headhunters, three X-wings, and, surprisingly, two of the latest X-wing model—the XJ X-wing. Kyp Durrón and Miko Reglia, the squadron's resident Jedi Knights, pilot these two ships. (The other Avengers are 4th-level generic fighter pilots; see Chapter 14 of the *Star Wars Roleplaying Game* for statistics.)

After seeing Anakin's, Jacen's, and particularly Jaina Solo's flight times on Lando Calrissian's asteroid course at Dubrillion, Kyp tried to recruit the three young Jedi to his squadron. The "Dozen-and-Five Avengers" would have been all but unstoppable, but the Solos ultimately declined.

XJ X-Wing

Manufactured by Incom according to specifications suggested by Luke Skywalker and other starfighter pilots, the XJ X-wing significantly improves the firepower of the standard T65B model. Equipped with an additional proton torpedo launcher (for a total of nine torpedoes), the XJ is a popular new model used by elite Star Destroyer and battle cruiser squadrons. A few are in the hands of Jedi Knights, including Luke Skywalker, Kyp Durrón, and Miko Reglia.

Craft: Incom T65XJ X-wing; Class: Starfighter; Cost: 140,000 (new), 125,000 (used); Size: Tiny (12.5 m long);

The Jedi Ace

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Lightsaber Damage*	Defense Bonus	Reputation Gain
1	+0	+1	+2	+1	Starfighter defense	+0d8	+2	+0
2	+1	+2	+3	+2	Starship focus	+0d8	+3	+1
3	+2	+2	+3	+2	Familiarity +1	+0d8	+3	+0
4	+3	+2	+4	+2	Starfighter evasion	+1d8	+4	+1
5	+3	+3	+4	+3	Trust the Force	+1d8	+4	+0

*The additional damage dealt by a Jedi ace's lightsaber.

Initiative: +8 (+6 crew, +2 size); Crew: 1 (Highly skilled +6); Passengers: 0; Cargo Capacity: 25 kg; Consumables: 3 days; Hyperdrive: ×1; Maximum Speed: Ramming; Maneuver: +11 (+2 size, +6 crew, +3 engine quality); Defense: 22 (+2 size, +10 armor); Shield Points: 50; Hull Points: 150; DR: 5.

Weapon: Heavy laser cannons (4 fire-linked); Fire arc: Front; Attack Bonus: +17 (+2 size, +6 crew, +6 fire control, +3 equipment bonus); Damage: 7d10×2; Range modifiers: PB +0, S -2, M/L n/a.

Weapon: Three proton torpedo launchers (3 torpedoes each); Fire Arc: Front; Attack Bonus: +15 (+2 size, +6 crew, +4 fire control, +3 equipment bonus); Damage: 9d10×2; Range Modifiers: PB +0, S/M/L n/a.

Prestige Class: Jedi Ace

Some Jedi just feel at home in the cockpit of a fighter. Jedi aces become adept at using the Force in the exhilarating art of starfighter combat. They learn to use the Force while flying starships, just as other Jedi learn to control it by dueling with lightsabers.

Jedi aces rise to the challenge of flying a starfighter not for the thrill of battle, but for the connection to the Force it brings. As they slowly surrender to the Force, flying almost takes care of itself. Even in a great battle, Jedi aces trust their instincts to lead them to victory. Each time an epic battle ends, a Jedi ace feels closer to the Force than ever before.

Jedi aces usually belong to the New Jedi Order. They've turned their command of the Force to battles fought in space, rather than on the ground. Not all aces are Jedi, however. A very few begin as Force-sensitive starfighter pilots, who eventually catch on that flying "comes to them naturally" because they are calling upon the Force to guide them.

Like starfighter aces, Jedi aces gravitate toward starfighter squadrons, where they can put their abilities to good use. No one has yet formed an all-Jedi squadron.

Vitality: 1d8 per level.

Requirements: To qualify to become a Jedi ace, a character must fulfill the following criteria:

Base Attack Bonus: +3.

Skills: Pilot 6 ranks, See Force 4 ranks.

Feats: Force-Sensitive, Sense, Starship Operation (starfighters).

Special: Jedi ace is a Force-user prestige class; any of the existing Force-using classes can multiclass with this prestige class.

Class Skills

The Jedi ace's class skills (and the key ability for each skill) are: Astrogate (Int), Computer Use (Int), Enhance Senses (Wis), Farseeing (Wis), Fear (Wis)**, Knowledge (any) (Int)*, Pilot (Dex), Profession (any) (Wis)*, Repair (Int), See Force (Wis), Spot (Wis), and Telepathy (Wis).

** This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen.*

*** Use of this skill gives the Jedi ace a Dark Side Point.*

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

Weapon Proficiency: The Jedi ace has the Weapon Proficiency feats for blaster pistols and simple weapons.

Starfighter Defense: At 1st level, the Jedi ace may add her Defense bonus derived from her Jedi ace levels to the Defense of any starfighter she's piloting (such as an XJ X-wing).

Starship Focus: At 2nd level, the Jedi ace may use her ability to sense the Force as an aid to her flying. After activating this ability, a successful See Force check (DC 15) grants the Jedi ace a Force bonus on the Jedi's Pilot checks when she is piloting a starship (or cooperating on skill checks with another pilot). The bonus is equal to one-third of the Jedi's Force-user level (round down) for 10 rounds (1 minute). As with See Force, activating this ability is a full-round action.

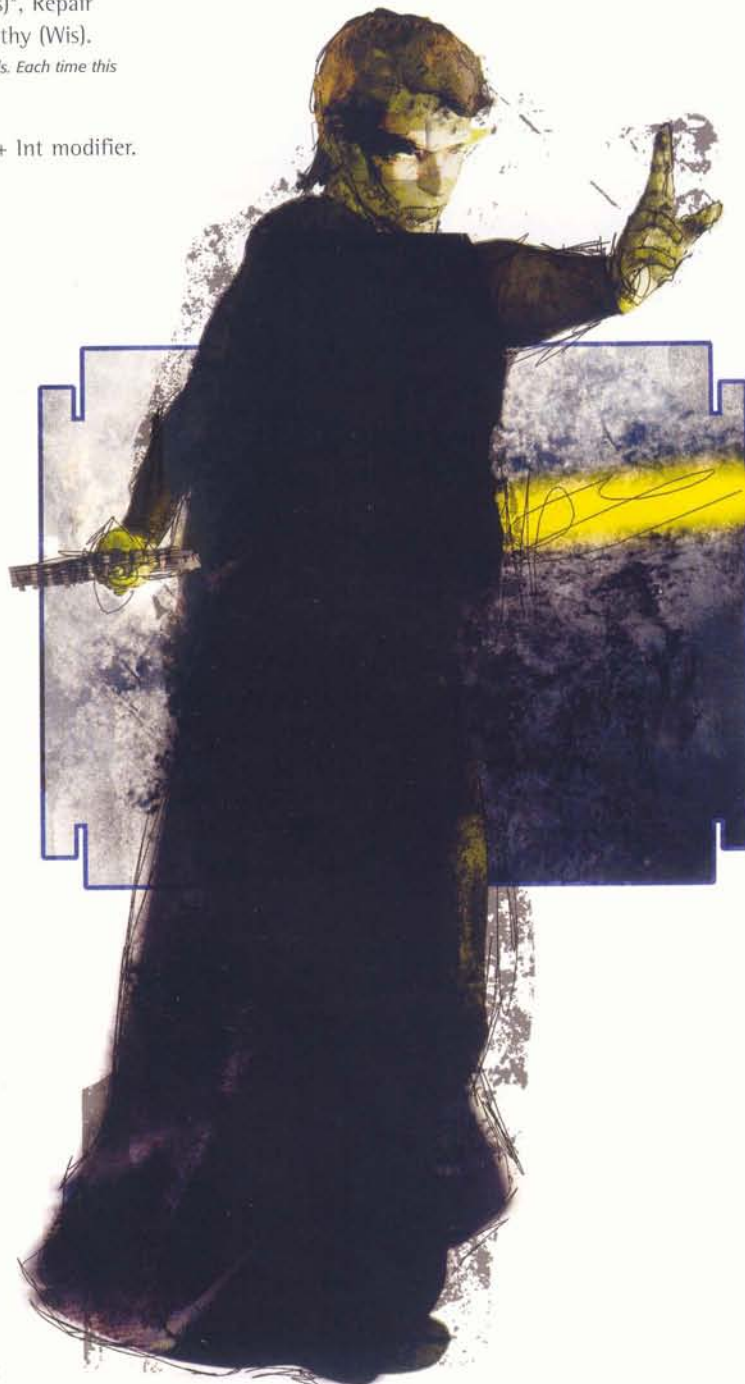
Familiarity: At 3rd level, the Jedi ace gains a +1 bonus on Pilot and Repair checks used on a starfighter she designates as familiar. The same bonus is applied to the hero's attack roll when firing the starfighter's weapons.

To designate a starfighter as familiar, the hero must have operated the starfighter for at least three months. A Jedi ace can only be familiar with one starfighter at a time. (This limitation applies even if the Jedi ace has levels of starfighter ace.)

Starfighter Evasion: At 4th level, the Jedi ace can make a Pilot check to lessen the damage dealt by a successful hit

against a starfighter she is piloting. If the Pilot check exceeds the attack roll, the damage dealt to the pilot's ship is halved (round fractions down, to a minimum of 1 point of damage). The Jedi ace can make an evasion check once per round.

Trust the Force: At 5th level, once per game session, the Jedi ace can reroll any failed attack roll made with a ship's weapons. The second result must be used, regardless whether it is better or worse than the first. (This ability is not cumulative with the scoundrel's better lucky



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than good ability; so a scoundrel/Jedi ace character cannot reroll the same failed attack roll twice.)

Jedi Knight: When a Jedi ace's total Jedi class levels (Jedi ace levels plus any Jedi consular or Jedi guardian levels) equal 7, the character becomes a full Jedi Knight and gains a bonus knight feat. This bonus knight feat must be drawn from the following list: Force Mastery, Force Mind, Knight Defense, Knight Mind, Lightsaber Defense, Skill Emphasis (Pilot), and Starship Operation. The Jedi must meet the prerequisites for a feat to select it.

This bonus feat replaces the knight feat gained by a 7th-level Jedi consular or Jedi guardian, or a member of any other Jedi prestige class. If a character is already a Jedi Knight before taking this prestige class, he does not gain another bonus knight feat.

Jedi Master: When a Jedi ace's total Jedi class levels (Jedi ace levels plus any Jedi consular or Jedi guardian levels) equal 13, the character becomes a Jedi Master and gains a bonus master feat. This bonus master feat must be drawn from the following list: Force Mastery, Force Mind, High Force Mastery, Knight Defense, Knight Mind, Lightsaber Defense, Master Defense, Master Mind, Skill Emphasis (Pilot), and Starship Operation. The Jedi must meet the prerequisites for a feat to select it.

This bonus feat replaces the master feat gained by a 13th-level Jedi consular or Jedi guardian, or a member of any other Jedi prestige class. If a character is already a Jedi Master before taking this prestige class, he does not gain another bonus master feat.

Kyp Durrone, Jedi Master

Kyp Durrone is considered a Jedi Master because he has trained Miko Reglia as his apprentice and because of his many accomplishments as a Jedi, but his philosophy is frequently at odds with that of Master Skywalker. Where Skywalker advocates learning and defense, Master Durrone advocates a more proactive policy toward the galaxy's purveyors of injustice. With his squadron of highly trained starfighter pilots, the Dozen-and-Two Avengers, Kyp Durrone actively seeks out illegal smuggling activities, pirate raids, and other assorted trouble spots with the express goal of shutting them down. To Kyp, this strategy helps him stop evil before it can grow too powerful. To those outside the Jedi, this aggression is taken as a sign that the Jedi Knights have grown too powerful.

Kyp is no stranger to aggression. Years ago, after falling under the sway of an evil dark side spirit, he used a powerful superweapon, the Sun Crusher, to take revenge on those who had wronged him. Though Kyp turned away from the dark side with the help of Luke Skywalker and Han Solo, he has been treading a fine line ever since. Luke has been extremely worried that the influential Kyp Durrone has set a bad example for many of the new Jedi Knights, and that they are all flirting with the dark side of the Force.

Kyp Durrone: Male Human Jedi Guardian 9/Fringer 2/Jedi Ace 4; Init +1; Defense 25 (+14 class, +1 Dex); Spd 10 m; VP/WP 110/15; Atk +14/+9/+4 melee (1d3+2, unarmed) or +16/+11/+6* melee (4d8+2/19–20, lightsaber) or +13/+8/+3 ranged (3d6, blaster pistol); SQ Barter, familiarity, starfighter defense, starship focus, starfighter evasion; SV Fort +13, Ref +13, Will +7; SZ M; FP 6; DSP 6; Rep 15; Str 15, Dex 13, Con 15, Int 12, Wis 13, Cha 13. Challenge Code: F.

Equipment: Lightsaber*, blaster pistol, datapad, XJ X-wing starfighter, astromech droid.

*Kyp Durrone has constructed his own lightsaber.

Skills: Astrogate +5, Bluff +3, Computer Use +7, Craft (lightsaber) +5, Diplomacy +2, Hide +6, Intimidate +3, Knowledge (alien species) +3, Knowledge (Kessel) +5, Listen +3, Move Silently +3, Pilot +13, Read/Write Basic, Repair +4, Search +3, Speak Basic, Speak Shyriiwook, Spot +3, Survival +5, Treat Injury +2.

Force Skills: Affect Mind +6, Battlemind +10, Enhance Ability +11, Enhance Senses +7, Force Defense +7, Force Stealth +5, Heal Self +8, Move Object +8, See Force +9.

Feats: Alertness, Endurance, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Starship Dodge, Starship Operation (starfighters), Weapon Focus (lightsaber), Weapon Focus (laser cannons), Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Miko Reglia, Jedi Knight

Miko Reglia is Kyp Durrone's first apprentice, and his master's outlook shows in his arrogant, overconfident demeanor. Miko is also one-half of the "-and-Two" in Kyp's Dozen-and-Two Avengers, one of two Jedi Knights who fly with the squadron of rogue starfighter pilots Kyp has assembled.

Miko's passions run deep, making him highly suited for Kyp's version of the Jedi philosophy. Miko shared a brief romance with Octa Ramis, another student at Luke Skywalker's Jedi academy on Yavin 4, and frequently still tries to make time for his travels to intersect with hers. His propensity for emotional thinking makes him somewhat vulnerable to fear, though so far his courage has not truly been tested. The Yuuzhan Vong will push him to his very limits.

Miko Reglia: Male Human Jedi Guardian 7; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 57/14; Atk +8/+3 melee (1d3+1, unarmed) or +9/+4* melee (3d8+1/19–20, lightsaber) or +8/+3 ranged (3d6, blaster pistol); SV Fort +7, Ref +8, Will +5; SZ M; FP 4; DSP 2; Rep 10; Str 12, Dex 13, Con 14, Int 12, Wis 12, Cha 11. Challenge Code: C.

Equipment: Lightsaber*, blaster pistol, XJ X-wing starfighter, astromech droid.

*Miko Reglia has constructed his own lightsaber.

Skills: Astrogate +5, Computer Use +5, Craft (lightsaber) +5, Knowledge (Jedi lore) +5, Pilot +9, Read/Write Basic, Speak Basic, Speak Ryl.

Force Skills: Affect Mind +4, Battlemind +8, Enhance Ability +9, Force Defense +5, Heal Self +4, Move Object +5, See Force +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Lightning Reflexes, Skill Emphasis (Pilot), Starship Operation (starfighters), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Sernpidal

Located in the Julevian system, Sernpidal has a long and rich history. As one of the most heavily populated worlds in the Outer Rim, it's a perfect target for the Yuuzhan Vong as they begin their invasion of the galaxy. The occupation of such an important population center is sure to dishearten the enemy. Nom Anor has also determined that the world of Sernpidal contains all the minerals needed to make it the perfect seeding ground for worldships. Sernpidal meets its doom by an ingenious tactic known as Yo'Gand's Core.

Yo'Gand's Core

This fearsome battle technique has proven itself so effective that it is credited with not only uniting the Yuuzhan Vong as a single people but also destroying the habitable planets in their home galaxy. Several dovin basals are seeded on a world that has at least one moon. The dovin basals are then instructed to enhance the gravity of the world on which they are planted, causing the two planetary bodies to ultimately collide with one another.

When the inhabitants of Sernpidal realize that one of their world's smaller moons, Dobido, is falling out of orbit, they begin to evacuate. Han Solo, his son Anakin, and Han's longtime friend Chewbacca assist with the evacuation. While rescuing innocents from Sernpidal, Chewbacca dies when Dobido finally collides with the planet's surface.

On Sernpidal, Yo'Gand's Core performs according to near textbook standards. Dobido's collision kills millions, leaving the world a lifeless ball that eventually breaks apart. Once the New Republic abandons the star system, the Praetorite Vong set up operations and start the process of creating new worldships.

Grutchin

A grutchin is a bio-organic weapon, a creature that lives only to eat. Its powerful mandibles can tear through the hull of a shuttle like an insect burrows through dirt. Grutchins are also extraordinarily difficult to kill, since they are able to survive not only the vacuum of space but also the superphysical stresses of hyperspace.





The Yuuzhan Vong use grutchins as a kind of organic torpedo, launching them at enemy ships that are trying to escape to hyperspace. Grutchins are especially effective in this capacity. Once they are released, they move from ship to ship at missilelike speeds, devouring every scrap of metal they can reach. They are particularly fond of “soft” metals, such as those used in the internal parts of droids, ion engines, and starfighter cockpits. They also happily eat even softer materials—such as flesh. Their acid-edged mandibles make short work of most metals.

Mature grutchins are notoriously difficult to control. Once Yuuzhan Vong have launched grutchins at a target, they consider the beasts expendable. They frequently have to kill any grutchins that survive their intended use, since the grutchins just as readily devour Yuuzhan Vong vessels and personnel, and they are all but impossible to recapture. Fortunately for the Yuuzhan Vong, grutchins reproduce and mature quickly, so there is no real shortage of the monsters.

Grutchin: Vacuum predator 12; Init +1; Defense 22 (+16 natural, -3 Dex, -1 size); Spd 8 m, 1,000 m fly (good); VP/WP 153/26; Atk +20 melee (2d8+13, bite) or +8 ranged; SQ Able to exist in zero-atmosphere and hyperspace, ignore damage reduction and hardness, self-guiding, darkvision 20 m, blindsight 2,000 m, DR 5; SV Fort +18, Ref +5, Will +4; SZ L; FP 0; Rep 5; Str 28, Dex 5, Con 26, Int 2, Wis 10, Cha 2. Challenge Code: F.

Skills: Climb +20, Jump +16, Spot +8, Survival +4.

Feats: Cleave, Endurance, Great Fortitude, Improved Initiative, Power Attack.

Ignore Damage Reduction and Hardness: Because of their acid-edged mandibles, grutchins ignore the damage reduction and hardness of materials they bite.

Self-Guiding: When used as a missile weapon, the grutchin is self-guiding and does not require a “missile lock.” The creature simply flies toward the nearest target it sees. The GM should roll initiative for the grutchin, then automatically reduce the range between the grutchin and its intended target by two categories in every round after the grutchin acts.

The target of the grutchin attack can attempt to evade the beast, as described for missiles in the *Star Wars Roleplaying Game*. (Treat grutchins as though they have a Pilot skill modifier of +15.) Note that the grutchin tracks its target for as long as both it and the target are still functional; it does not lose “target lock” no matter how much time passes. The best bet for a pilot pursued by grutchins is to attempt to put a more enticing (that is, slower) target between himself and the creature.

If the grutchin and its target are ever at point blank range to one another, the grutchin launches a touch attack against its target (bypassing the ship’s armor bonus). A grutchin cannot launch this attack against a

target with functioning shields. If the attack is successful, the grutchin grapples the ship and will begin dealing its bite damage against the ship on each of its actions thereafter, until it or the target is destroyed.

The Battle of Dubrillion

With the destruction of Sempidal, the first of what would be many waves of refugees floods into Dubrillion's star system (although many of them head toward Almania instead). The population of Dubrillion and its sister world Destrillion have little time to recover from the shocking news that a world is destroyed before a Yuuzhan Vong war fleet arrives.

The Battle of Dubrillion is the first major engagement between Yuuzhan Vong forces and the New Republic. While the Star Destroyer *Rejuvenator* repulses the Yuuzhan Vong forces, the victory is short-lived.

Rejuvenator leads the assault on Helska but is quickly stripped of its shields and destroyed. Lando Calrissian, never one to discard old toys, calls in the fleet of umbrella-shaped shieldships he had employed at Nkllon. Using their massive discs to evaporate Helska 4's misty atmosphere, the shieldships leech all the energy from the planet. The Praetorite Vong, along with their yammosks, freeze to death. Without the yammosks to coordinate their ships, the Yuuzhan Vong forces of Helska 4 fall quickly.

In the aftermath, the Dubrillion star system is left undefended. When the next attack comes, the Yuuzhan Vong take the system easily. Lando evacuates as much of the population as he can, leading most of the refugees to Dantooine. Another wave of refugees flees toward the Imperial Remnant systems of Bastion and Muunilinst. Chaos and fear spreads throughout the Outer Rim, even though the invasion is only two weeks old.

The First Casualty

Twenty years ago, Chewbacca helped defeat the Empire. Now, in the opening days of a new galactic conflict, he's one of the first casualties. Two once-thriving planetary systems no longer exist, and those who have witnessed the might of the Yuuzhan Vong can't help but fear they're unstoppable.

No one feels this fear stronger than the surviving heroes of Yavin and their children. For Luke, Leia, and Han, Chewbacca has been a steady part of their lives for decades. Jacen, Jaina, and Anakin Solo have been his friend for their entire lives—until now. Are other, even greater losses ahead?

The answer turns out to be yes.

Adventure Ideas

You should stop reading this chapter right now if you are going to be a player in a campaign set in The New Jedi Order era. The material presented in the next few pages is intended for the Gamemaster alone.

The Outer Rim

While the events of *Vector Prime* are occurring, the heroes of your game will have plenty of opportunities for adventure. Behind the scenes, there are battlefields to explore, refugees to evacuate, and of course, Yuuzhan Vong invaders to fight. In the New Jedi Order era, major victories are difficult, but little triumphs keep the citizens of the New Republic—and heroes—from abandoning all hope of survival.

In the first episode of this campaign, the heroes stumble upon evidence that something is wrong at the edge of the galaxy. They are among the first to encounter the Yuuzhan Vong.

Getting the Heroes Involved

For the heroes to insert themselves into the story of the Yuuzhan Vong invasion, they need to encounter the Yuuzhan Vong and live to tell the tale—especially to the right people. While they might be completely independent characters, they should have at least some sympathy toward the New Republic, so that when they encounter this new threat, their first reaction is to warn the rest of the galaxy. Once the heroes are drawn into events at Belkadan and Dubrillion, the GM should be able to easily weave them into the ongoing adventures.

Initially, the heroes depart Dubrillion on a supply run to the ExGal outpost on Belkadan, just before it becomes apparent that ExGal-4 is no longer communicating with the rest of the galaxy. At this point, the words "Yuuzhan Vong" mean nothing to the galaxy at large. So as far as the heroes know, this is a routine trip. It would also be helpful if the heroes are getting just a little tired of such dry, dull missions, and itching for just a bit more excitement in their lives. Since the heroes are all at least 6th level at the start of the story, it's quite possible they've all worked together before and know each other quite well. A GM might use any or all of the reasons below to gather the characters together:

- ④ Heroes might plan to get away from some difficulty with the authorities by lying low at the ExGal outpost for a while. Though not known for excitement, ExGal stations are the epitome of "remote."
- ④ A smuggler or trader might bring some illegal ryll spice to ExGal-4's bored researchers. Or the cargo could be somewhat more mundane, such as new holo-games, entertainment recordings, or packages from friends and loved ones.

- ⊕ A noble and her entourage might come out on behalf of the New Republic Committee for Research Funding. Her mission is to determine how things are going at ExGal-4 and make a recommendation to the committee about whether to cut funding.
- ⊕ Any hero might be working tangentially for New Republic Intelligence (or perhaps their Imperial counterparts) to quietly collect data about the research being done at ExGal-4. All ExGal outposts have some powerful scanning equipment. Who knows where it's been pointed, or what it's picked up?
- ⊕ Of course, any starship traveling this far from the Core Worlds needs a pilot and crew, no matter who the passengers might be.

The Skies above Belkadan

By the time the heroes arrive at Belkadan, its atmosphere has been ravaged. Beetlelike dweebits have been introduced into the environment by the Yuuzhan Vong infiltrator Yomin Carr. Most of the ExGal-4 scientists are dead, either suffocated by the poisoned air or murdered by Yomin Carr himself. From space, Belkadan is a murky orange ball that doesn't look at all like the planet the heroes expected.

Hovering in orbit, very near the edge of the foreboding atmosphere, is a fairly large asteroid—an odd-shaped chunk of rock about 40 meters across. This is a yorik-trema landing craft: a shuttle containing Yuuzhan Vong warriors dispatched by Prefect Da'Gara to assist Yomin Carr in holding Belkadan against possible infidel actions.

Investigating the "asteroid" prompts the Yuuzhan Vong to launch an attack. When the heroes' ship moves to within short range, the yorik-trema transport carrier begins moving. As it accelerates toward the heroes' ship, its pilot attempts to move into point blank range, establish pursuit, and tear away the heroes' shields with a dovin basal. The yorik-trema then opens fire.

After a few rounds of combat, the yorik-trema dives toward the planet's surface. Because the ship is not meant to be a combat craft, the pilot tries to provoke the heroes into chasing his ship when it heads down to the surface. The Yuuzhan Vong inside know that their ship is not built for prolonged space combat, so they decide to dispatch their foes on the ground. Once they have landed, they exit the landing craft and scatter, planning to take the heroes by surprise when they move in to investigate.

The toxic atmosphere is immediately obvious once the heroes come within visual distance of the ground. Nothing is moving beneath the planet's blanket of thick, yellow-green smog. Here and there, heroes can see dead animals, and they spot the landing craft resting at a slight angle on the ground amid a tangle of desiccated trees.

The Poisoned Forests

To get out and investigate, the heroes need environmental suits. Without them, they suffer 1d6 points of damage every round. They must also make a Fortitude save after every minute of breathing the poisoned air or suffer an additional 1d4 points of Constitution damage. Breathing masks negate the need for this save. The Yuuzhan Vong wear ooglith cloakers to stave off the desiccating effect the fumes have on bare skin, and gnulliths allow them to breathe.

The short-term goal of the Yuuzhan Vong is drawing the heroes out of their ship so that the heroes can fight without being fired upon from the air. They want to engage the heroes lightly at first, sending only one or two warriors against the infidels—but they only use delaying tactics, so that the others in the landing party can join the slaughter and share in the glory. Once that is done, they intend to return to their landing craft and fly to the ExGal station to support Yomin Carr.

In combat, the Yuuzhan Vong employ blorash jellies and thud bugs to weaken the heroes, then move in to concentrate their attacks on the most powerful opponents. Only when the strongest of the heroes have been defeated do they turn their attention to anyone trapped by blorash jelly or stunned by a thud bug.

The Yuuzhan Vong do not speak Basic, and they do not possess a tizowym translator as Yomin Carr does. He has been assigned to serve as their translator, should they need one. Thus, they cannot bargain with the heroes or reveal any information if they are captured. Their ship is similarly devoid of information—at least, nothing the heroes can decipher. Operating the controls requires a successful Intelligence check (DC 12) each round. Operating the ship without the cognitive hood incurs a -4 penalty to a character's Pilot check. Using the cognitive hood for more than one minute alerts the Yuuzhan Vong that something is wrong, prompting them to send another craft full of warriors to investigate.

If the heroes travel to the ExGal outpost, they find bodies. There is a ragged trail of corpses running more or less directly westward several kilometers. The victims appear to have died from suffocation. A character can recognize the cause of death with a successful Treat Injury check (DC 10). In the ExGal compound itself, the story is a little different; a few of the researchers suffocated, but most have been killed by a variety of physical means—all of which suggest that someone with some martial skill murdered them. Several of the researchers are missing, however, including Danni Quee, the administrator for the outpost.

The station's battered shuttle *Spacecaster* is gone from its landing pad. A battered freighter sits on a second landing pad. Its engines have been critically disabled, and its hull integrity has been breached. The station's computers have been smashed—presumably by the same madman who killed the researchers—and the communications array

is damaged. Fixing it is not difficult, but somewhat time-consuming. Even with it repaired, there is no information available about where the *Spacecaster* went or why. Apparently, that information died with everyone else.

Assuming the heroes have already encountered the Yuuzhan Vong warriors from the landing craft, they are free to explore the ruins of ExGal-4 until their air tanks run dry. However, if they raced straight here, the Yuuzhan Vong follow them to the outpost to dispatch them. They try to stage the combat much the same as described above, except that they make more use of their amphistaffs in the close confines of the outpost.

Return to Dubrillion

With no more information available on Belkadan, the heroes are free to lift off and search for the missing *Spacecaster* or return to Dubrillion with their report. Unless they have a lot of time on their hands, though, the former option is not very attractive. Although *Spacecaster*-class shuttles are meant for short-range hyper-space excursions, the operative word is "hyperspace." The missing researchers could be a hundred light-years away, or they could be on the other side of the planet.

On the other hand, since the heroes just tangled with an unidentified spacecraft of some kind loaded with previously unknown aliens, that information could be valuable back on Dubrillion. A call to Lando's Folly—the supply depot and recreation facility on Dubrillion—brings back a static-filled transmission about Jedi coming out to investigate the loss of contact with the ExGal outpost. If the heroes have any information about what's going on at Belkadan, Lando Calrissian wants to hear it—just not on an open channel with who-knows-what listening in. Lando agrees to send an escort to meet the heroes (especially if their ship is damaged) and gives coordinates for the rendezvous.

While the heroes are making their way to the rendezvous, the Yuuzhan Vong fleet is on the move, heading toward Dubrillion. A squadron of Yuuzhan Vong yorik-et coralskippers has been dispatched to finish off grutchins in the area. (A few were launched at Kyp Durrón's Dozen-and-Two Avengers, and several more were later deployed against the *Millennium Falcon*.) They have been mostly successful, but one grutchin has eluded them—and now, its path crosses with the heroes' trajectory.

As the heroes arrive at the rendezvous, they are greeted with the sight of what looks like two small asteroids chasing a very small but highly maneuverable escape pod. When the heroes' ship arrives, the "escape pod" suddenly changes course and makes for them as fast as it can. The asteroids—coralskippers—give chase.

Seeing this, the heroes might decide to render aid to the "escape pod." If the heroes fire on the coralskippers,



the Yuuzhan Vong starfighters retreat to a safe distance and leave the heroes' ship at the mercy of the grutchin. The grutchin, for its part, immediately attempts to close to point blank range with the heroes' ship and begin chewing the ship to pieces. Should it reach the ship without being destroyed, the Yuuzhan Vong coralskippers stand off to let the grutchin do its work before resuming their attempt to kill the grutchin. On the other hand, if the heroes manage to kill the grutchin, they should be so severely weakened by the ordeal that the coralskippers would have no trouble finishing them off.

The heroes have a couple of different options. They can flee into hyperspace. Of course, if the grutchin isn't already attached to their ship, it follows. This choice has the benefit of losing the coralskippers. As an alternative, they can go extravehicular to try to fight off the hungry grutchin before it breaches the hull of their ship. (If the heroes have multiple ships available, they can also try to blast the grutchin off the hull with a well-placed shot, at a -4 penalty on the attack roll.)

In any event, if the heroes finish off the grutchin and avoid the coralskippers, they discover that their escort has been recalled to Dubrillion. The Yuuzhan Vong have attacked, and Dubrillion needs every ship it can get, for defense. If things are really as bad as they look, the heroes might also be needed to help with evacuation.

CHAPTER THREE

DARK TIDE

In the opening chapters of *Onslaught*, two months have passed since the Battle of Dubrillion. It's been two months since the mighty Chewbacca fell, crushed beneath Sempidal's moon. In that time, the Yuuzhan Vong have entirely disappeared—leading to the widespread belief that the “invasion” was nothing more than a wild tale told by Outer Rim spacers.

The survivors of the Yuuzhan Vong invasion have witnessed the threat the alien invaders pose. Refugees from Sempidal and Dubrillion—and the Jedi who fought there—have learned the brutal strength of the Praetorite Vong. Danni Quee, the ExGal Society researcher who was captured by the Yuuzhan Vong, has escaped and

survived to tell the tale. The veterans of Helska have seen the danger of the invasion fleet firsthand. Stories are spreading, but many of them are met with skepticism and scorn.

With the destruction of the Praetorite Vong force at Helska, the main Yuuzhan Vong fleet has begun its push into the galaxy. Many systems are threatened, including Dubrillion, Dantooine, and, for reasons only the Yuuzhan Vong commander understands, Bimmiel.


Meanwhile, Leia Organa Solo attempts to convince the New Republic's ruling council of the threat they face—while also trying to help her husband, Han, cope with the loss of his dearest friend.

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NEW SPECIES: CAAMASI



The Caamasi people are so widely revered as artistic, wise, and peaceful, that in many cultures, the word for “friend from afar” or “stranger to be trusted” is “Caamasi.” Among their own people, Caamasi legend says that millennia ago, when the Jedi first came into existence, Jedi came to Caamas to learn how to use the Force ethically. Even if this legend is not true, the gentle manner and moral strength of the Caamasi make it easy to believe.

Caamas is now a dead world. Devastated shortly after the Clone Wars by an orbital bombardment ordered by the Emperor, Caamas’s vegetation and animal life—including most Caamasi people—died in the space of a day. The few hundred thousand Caamasi who roam the galaxy now were those who were elsewhere at the time, or who miraculously survived and escaped. Most Caamasi now hail from the planet Kerilt, though there was once a considerable colony on Alderaan. They, too, met their end by way of the Emperor’s whim.

Caamasi are gentle-looking creatures with tall, lean builds, covered with golden down. They have purplish fur around their eyes and extending in stripes around to the backs of their heads and shoulders. Caamasi have long, delicate, three-fingered hands.

The unique gift of the Caamasi is their ability to share memories, which they call *memnii*. A Caamasi can effectively “record” a memory in her mind so that it can never be forgotten, and the memory is as vivid as if she had been a participant in the events in question. Then, via a sort of telepathy, a Caamasi can share such a *memnii* with another Caamasi, or in some cases, with a Jedi or other Force-user. Caamasi sometimes intermarry between clans specifically for the purpose of sharing *memnii* with their entire culture. The desire to spread *memnii* results from a need to never forget the wisdom of their ancestors—or the beauty of Caamas. As a result, Caamasi are just as likely to store and share unpleasant *memnii*—such as

vivid memories of brutal battles and cruel tortures—along with experiences as sweet and loving as the honor and wisdom of the most revered members of their species, or the births of their children.

Because of their pacifistic nature, Caamasi are never thugs or soldiers. Nonheroic Caamasi are diplomats or experts, while heroic Caamasi tend to be nobles. Although none have yet joined Skywalker’s new group, many Caamasi once served in the ranks of the Jedi, invariably as consulars.

Caamasi Commoner: Init +0; Defense 10; Spd 10 m; VP/WP –/8; Atk –1 melee (1d3–1, unarmed) or +0 ranged; SQ Memory sharing, +2 species bonus on Diplomacy checks; SV Fort –1, Ref +0, Will +2; SZ M; FP 0; Rep 0; Str 8, Dex 10, Con 8, Int 10, Wis 14, Cha 10. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Craft (some art form) +1, Knowledge (Caamasi) +3, Read/Write Basic, Read/Write Caamasi, Speak Basic, Speak Caamasi.

Memory Sharing: Caamasi are able to create strong, lasting memories, and share them with others of their species using a kind of telepathy. Among the Caamasi, this is an automatic ability, requiring only time.

Force-using characters can also receive *memnii* from Caamasi with a successful Telepathy check (DC 15). Sharing a memory requires as much time as the events remembered. Having received a *memnii* in this fashion grants a +2 circumstance bonus on Intelligence checks to remember details about the events.

+2 Species Bonus on Diplomacy Checks: Caamasi have a reputation for tranquility and wisdom, allowing them to negotiate a peace treaty or a dinner check with equal skill.

Species Traits: –2 Str, –2 Con, +4 Wis.

Automatic Languages: Basic, Caamasi. ☺

New Republic Reaction

Even as systems fall before a merciless onslaught, the New Republic’s political and military leaders continue to believe that the strength of the Yuuzhan Vong has been greatly exaggerated. A widely held opinion maintains that they are not extragalactic invaders, but instead an undiscovered star-faring culture from beyond the fringes of explored space.

As such, many senators believe it is possible to arrive at a peaceful solution, as was done with the Ssi-ruuk two decades earlier. They maintain that even if the New Republic must send a fleet to the homeworld of the attackers, peace can still be obtained. A show of military strength should be the last resort rather than the first, despite the slaughter at Dubrillion and Sempidal. The New Republic must open communications channels with

these invaders. Once communication has been established, peace will most certainly follow.

The most vocal and dedicated proponent of this belief is Elegos A’Kla, the senator from Caamas. A close friend of Jedi Corran Horn and Leia Organa Solo, as well as a staunch supporter of the New Jedi Order, Elegos A’Kla believes it is important not to react to these new aliens as the Empire would have. Rather than respond to their aggression with even more aggression, Senator A’Kla advocates reaching out to them in an attempt to find a peaceful solution to the conflict.

Elegos A’Kla, Caamasi Senator

The nephew of a Caamasi Jedi Knight who had fought alongside Corran Horn’s grandfather in the days before the Empire, and the one person Corran could trust



when his wife was abducted, Elegos A'Kla is Corran's closest friend.

The gentle senator from the planet Kerilt first met Corran when the then-Jedi-in-training had joined a pirate gang in disguise, searching for his wife, Mirax Terrik Horn. The pirates staged a raid on the Caamasi Remnant colony at Morymento, on Kerilt. To prevent a pirate from executing Elegos—whose name Corran didn't even know yet—the disguised Jedi claimed the Caamasi as his slave. Elegos turned out to be more than just a pleasant companion, and Corran quickly understood why the Caamasi had a reputation for calm diplomacy and gentle spirits. Even after Corran had rescued his wife, Elegos A'Kla remained his good friend.

Elegos had been a Trustant of the Morymento colony—a sort of recognized administrator—and his diplomatic skills served him well when the New Republic decided that the Caamasi needed senatorial representation. Elegos joined the New Republic Senate just after the signing of the peace accord between the New Republic and the Imperial Remnant, and so was on hand for the dire news that the galaxy was being invaded by strange aliens from beyond the Outer Rim. When Leia Organa Solo appealed to the New Republic's ruling council to prepare for war, he was one of the few to stand beside her.

As news trickles out of Dubrillion that the Yuuzhan Vong threat did not end at Helska 4, Senator A'Kla offers to assist Leia in her fact-finding mission to the Outer Rim. He offers his own shuttle, *Fond Memory*, to take Leia to Agamar to drum up support for the defense effort, and assists her in evacuating the last survivors of the ongoing Yuuzhan Vong assault at Dubrillion.

Then, saddened by the New Republic's lack of understanding of the Yuuzhan Vong's motivations, Elegos offers to deliver himself to them—as a peace envoy.

Elegos A'Kla: Male Caamasi Diplomat 8; Init +0; Defense 12 (+2 class); Spd 10 m; VP/WP -/10; Atk +4 melee (1d3, unarmed) or +4 ranged; SQ Memory sharing, +2 species bonus on Diplomacy checks; SV Fort +2, Ref +2, Will +9; SZ M; FP 4; DSP 0; Rep 16; Str 10, Dex 11, Con 10, Int 14, Wis 16, Cha 15. Challenge Code: B.

Equipment: Comlink, diplomatic robes, hyperspace shuttle (*Fond Memory*).

Skills: Bluff +4, Computer Use +6, Diplomacy +22, Gather Information +5, Knowledge (Caamasi) +13, Knowledge (Jedi lore) +6, Knowledge (galactic politics) +13, Pilot +2, Read/Write Basic, Read/Write Caamasi, Sense Motive +14, Speak Basic, Speak Bothan, Speak Caamasi, Speak Shyriiwook (understand only), Treat Injury +7.

Feats: Skill Emphasis (Diplomacy), Skill Emphasis (Sense Motive), Trustworthy, Weapon Group Proficiency (simple weapons).

The Jedi Academy

Luke Skywalker's Jedi academy on Yavin 4 is the galaxy's only organized school for Force-users. Luke has established it as a place of contemplation where his students can learn to use their powers. For some, the Jedi academy is also a haven where they can strive to overcome the dark side within them.

Built in the Great Temple of what was once an exiled Sith Lord's refuge, and later the secret base of the Rebel Alliance, the Jedi academy is a tiny island of civilization amid the teeming jungles of Yavin 4. Though the dangerous predator beasts of the jungle moon sometimes encroach upon the school, the students are Jedi, and more than capable of turning aside most threats. The instructors maintain a Force illusion that masks the academy and Yavin 4 itself from intrusion. This illusion has become more difficult to maintain with the Jedi scattering more widely around the galaxy.

Master Skywalker considers his academy an institution established not only for learning, but for discussion as well. He would rather arrive at group conclusions than dictate what his new Jedi should think. Skywalker is the first to admit that, as a hastily trained Jedi, he does not know all there is to know. More important, he feels that an aspiring Jedi should be allowed to make the occasional mistake to learn from it.

This philosophy does not sit particularly well with the New Republic, however. Though the government deeded the planet to Skywalker fourteen years earlier, it is having serious misgivings—especially considering the scale of some “mistakes” Jedi students such as Kyp Durrone made in the past. Furthermore, the New Republic's ruling council has had so little influence on Skywalker's academy that some politicians have come to think of Yavin 4 as an independent world outside the New Republic. Any trouble the Jedi cause, therefore, is Skywalker's problem.

Archetype: Jedi Student

Students at Luke Skywalker's Jedi academy range from complete novices to accomplished Jedi just short of knighthood. With the arrival of the Yuuzhan Vong, most Jedi have left Yavin 4 to help with the defense of the New Republic. The few that are left are little more than children. Students learn the most rudimentary aspects of the Force from Jedi Masters such as Tionne, Kam Solusar, and of course, Luke Skywalker.

The three Jedi students presented here represent different kinds of students, rather than students at different levels of learning. The Jedi guardian student has manifested a propensity for combat skills, while the Jedi consular student has a facility for communication and diplomacy. The Force adept/Jedi guardian has already learned something about

Archetypal Jedi Student, male or female, any species

	Jedi Guardian 1	Jedi Consular 1	Force Adept 1/Jedi Guardian 1
Initiative:	-1	-1	-1
Defense:	13 (+4 class, -1 Dex)	12 (+3 class, -1 Dex)	14 (+5 class, -1 Dex)
Speed:	10 m (or by species)	10 m (or by species)	10 m (or by species)
VP/WP:	9/9	6/7	12/9
Attacks:	+0 melee; +0 ranged	-2 melee; -1 ranged	+0 melee; +0 ranged
Damage:	Unarmed 1d3-1	Unarmed 1d3-2	Knife 1d4-1
Special Qualities:	None	None	None
Saves:	Fort +1, Ref +1, Will -1	Fort +0, Ref +0, Will +1	Fort +1, Ref +1, Will +2
Challenge Code:	A	A	A
Force Points:	2	2	2
Dark Side Points:	0	0	0
Reputation:	1	1	1
Abilities:	Str 9, Dex 9, Con 9, Int 8, Wis 7, Cha 9	Str 6, Dex 9, Con 7, Int 9, Wis 9, Cha 9	Str 8, Dex 9, Con 9, Int 9, Wis 10, Cha 9
Skills:	Climb +1, Enhance Ability +3, Heal Self +1, Jump +1, Knowledge (Jedi lore) +1	Bluff +2, Computer Use +1, Diplomacy +2, Empathy +2, Friendship +1, Gather Information +1, Knowledge (Jedi lore) +1, See Force +2	Affect Mind +1, Climb +1, Enhance Ability +3, Handle Animal +1, Jump +2, Knowledge (Jedi lore) +1, Listen +1, Move Object +0, Spot +1, Survival +3, Swim +1
Feats:	Control, Force-Sensitive, Weapon Group Proficiencies (blaster pistols, simple weapons)	Force-Sensitive, Sense, Weapon Group Proficiencies (blaster pistols, simple weapons)	Alter, Control, Force-Sensitive, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons)
Equipment:	None	None	None

the Force before coming to Skywalker's academy. They are all young adults (age 12 to 15), and as such have lower ability scores than adults.

Belkadan under the Yuuzhan Vong

The Yuuzhan Vong do not believe in wasting resources—especially when they are in the midst of a campaign of conquest. Thus, as the Yuuzhan Vong fleet sweeps into the galaxy, they put Belkadan to use as a sort of living factory—a place to manufacture their dovin basals.

Perhaps more sinister is the other purpose Belkadan serves under the Yuuzhan Vong. In addition to not wasting planets, the Yuuzhan Vong do not waste people. The work force in the dovin basal fields of Belkadan is composed of enslaved captives, their bodies implanted with the insidious surge-coral that keeps them obedient to the Yuuzhan Vong. Whether they live or die is unimportant to the Yuuzhan Vong—not because the invaders can always capture more slaves, but because these particular slaves are only test subjects for the enslavement process.

Dovin Basal Fields

One of the primary features of Belkadan following the arrival of the Yuuzhan Vong is its vast fields of dovin basals. In a dovin basal field, the red and blue pulsing plants spread out for hundreds of kilometers in every direction.

Dovin basals are key to the construction of all types of Yuuzhan Vong vehicles. Their ability to create gravity fields provides locomotion for both ground vehicles and starships. They also contribute to the seemingly supernatural coordination that exists among Yuuzhan Vong warriors, their vehicles, and their commanders.

Every Yuuzhan Vong soldier is implanted with a small dovin basal that relays communications from yammosks to him or her. These specialized dovin basals are harvested early and treated in additional ways to keep them from growing after being implanted. Slaves are carefully instructed when to harvest them and how to treat them after harvesting.

Thralls

When the Yuuzhan Vong take captives, they divide them into two groups. The brave—those the Yuuzhan Vong consider worthy—are sacrificed to the Yuuzhan Vong gods. Cowards who beg for mercy are unfit for sacrifice—so they become Yuuzhan Vong thralls implanted with surge-coral, allowing their masters to control them and put them to good use.

Experiments with implanting surge-coral into Humans, Trandoshans, Rodians, and Twi'leks have proven inconclusive. The thralls survive for only a short time, and the pain brought by the surge-coral quickly disables them.

Yuuzhan Vong shapers already have begun learning to adapt surge-coral, tailoring it for certain species.

Small, crablike creatures exist solely to implant Yuuzhan Vong surge-coral. These implanters place this material just under a thrall's skin, usually at places where the subject's bones come together—elbows, shoulders, knees, hips, and neck, for example. The subject must be pinned or rendered helpless before the device can be implanted properly.

Implanter

Diminutive, crablike creatures with a cluster of eyes hanging from a central, dorsal stalk, which in turn is surrounded by four more appendages held parade-flag straight, implanters might be almost comical if they weren't so sinister. These fifth-of-a-meter-long, gray creatures exist to convert living creatures to slaves of the Yuuzhan Vong, by creeping along a victim's body and implanting tiny, gravellike seeds of surge-coral into the flesh. As this surge-coral grows, the victim becomes a thrall of the Yuuzhan Vong.

An implanter has six legs extending from its central carapace, on the back of which it carries its supply of surge-coral seeds. It implants these by means of three segmented stalks, which end in small pincers; one stout pincer clamps the victim in place, while a second, similar pincer snips an incision in the flesh. The third, more slender stalk then picks a surge-coral seed off the creature's back and stuffs it deep into the incision. The process is extremely painful to the subject. (If for some reason the implanter cannot make an incision—such as the subject having damage reduction—the surge-coral seed cannot be implanted.)

Implanters rarely work on subjects who are not restrained in some fashion, such as in the Embrace of Pain (see below). Even so, victims sometimes struggle. In such cases, the implanter can make a stunning attack with the frail-looking frond on the end of its fourth stalk.

Implanter: Domesticated parasite 1; Init +3; Defense 19 (+2 natural, +4 size, +3 Dex); Spd 3 m; VP/WP 1/1; Atk -2 melee (1 plus implant, pincer) or -2 melee (special, frond) or +7 ranged; SQ Low-light vision, stunning frond, implant; SV Fort -1, Ref +3, Will -4; SZ D; FP 0; DSP 0; Rep 0; Str 2, Dex 16, Con 5, Int 4, Wis 6, Cha 5. Challenge Code: A.

Skills: Listen +1, Spot +1, Survival +2.

Stunning Frond: Any living being touched by this frond must succeed at a Fortitude save (DC 16) or be stunned for 1d4+1 rounds.

Implant: If a target is stunned or helpless, the creature implants one surge-coral seed with a successful pincer attack. The subject must immediately attempt a Fortitude save (DC 15 + the number of seeds that have been implanted in the subject, maximum DC 25). If the saving

throw made after the initial implantation fails, the subject takes 2 points of Strength damage and 2 points of Dexterity damage. Whether this initial saving throw fails or succeeds, the character cannot run or charge while the surge-coral is implanted in his body.

Each day after the initial implantation, the subject must make another Fortitude save, at the appropriate DC. (As more seeds are implanted in a subject's body, the DC of the save increases.) Each time this save fails, the subject takes 1 point of Strength damage and 1 point of Dexterity damage. When the Strength and Dexterity damage from this degradation reaches 6 points, the subject moves at half normal speed (in addition to being unable to run or charge). The character retains these penalties to movement, and cannot recover lost Strength or Dexterity points, until the surge-coral is surgically removed.

Surge-coral can be removed with the Treat Injury skill. The DC for the task is equal to the current points of ability damage multiplied by 5. (Strength and Dexterity damage of 2 points means a Treat Injury DC of 10; 3 points means a Treat Injury DC of 15; and so on, up to DC 30.)

Minshal

Appearing like large mollusk shells, minshals are living creatures that serve as rapid-deployment shelters for Yuuzhan Vong attack forces and settlers. They vary in size, but the average minshal is large enough to store a starship the size of a YT-1300 freighter, along with a number of additional small vehicles or crates.

The interior walls and floors of a minshal are smooth and vary in color from dark ivory to a soft pink. Just inside the entrance are stairs that lead down to the main chamber. From there, a number of tunnels lead to smaller chambers.

A minshal's size is Colossal. It has a Defense of 0, hardness 15, and 420 wound points. A character can break through the exterior of a minshal by making a Strength check (DC 45). A lightsaber ignores the hardness of a minshal, causing all damage the weapon deals to go straight to the creature's wound points.

Like all living beings, a minshal needs to feed. It sustains itself on water and sunlight. Extended lack of either will eventually cause the being to die. A dead minshal turns brittle and its various scores are reduced by one-third, except for Defense, which remains at 0.

Yuuzhan Vong shapers can create smaller versions of minshals, typically known as grashals. Each one is capable of holding four or five sentients quite comfortably. A grashal's size is Huge. It has a Defense of 6 and 105 wound points. In all other respects, a grashal is identical to a minshal.

The Embrace of Pain

The Embrace of Pain is the Yuuzhan Vong equivalent of a torture rack—though to the Yuuzhan Vong, it is not a

device for punishment, but rather one of purification. The Embrace is meant to keep the subject in a constant level of pain so intense that he is unable to act. The Yuuzhan Vong voluntarily strap themselves into these devices at ankles, thighs, and wrists. By surviving the tremendous pain the Embrace inflicts, they bring themselves closer to their gods.

The Embrace of Pain does not discriminate, for it can also help bring infidels closer to the Yuuzhan Vong gods. At the very least, it can hold them immobile while they are implanted with surge-coral. While the Yuuzhan Vong know how to deactivate the device and get free, captive infidels do not.

The ovoid device stands roughly 2.5 meters tall. It is generally affixed to a wall or ceiling in such a way that it can be raised to put the strapped-in subject at eye level to a Yuuzhan Vong or lowered within reach of an implanter. A subject in the Embrace of Pain is considered helpless; the only action he can take is to attempt to escape.

To forcibly break the Embrace's grip requires an opposed Strength check against a Strength of 40 (thus, the Embrace gets a +15 bonus on its Strength check). If the victim in the Embrace tries to break free on his own, he suffers a -10 penalty. As many as eight characters can coordinate their efforts to remove a character from the Embrace (see Cooperation in Chapter 4 of the *Star Wars Roleplaying Game*).

Any attempt to liberate the subject sends a surge of pain through the helpless victim, who loses a number of vitality points equal to the result of the higher Strength check. Thus, the more effort one expends, the more it hurts. This vitality point loss cannot result in wound damage to the subject, but if the subject loses all his vitality points, he is considered fatigued (whether he has full wound points or not); he must also make a Fortitude save (DC 10) or be stunned for 2d6 rounds.

Because the Embrace of Pain is designed to keep the subject at a constant level of agony, the chance of freeing the subject can be increased by subjecting him to intense pain. Each point of damage the subject suffers from an outside source (a source other than the Embrace itself) grants a +1 bonus on the Strength check to free the subject.

Another option for freeing the subject is destroying the Embrace. Because it is a Yuuzhan Vong construct—and therefore, a living organism—it can suffer damage like a living organism. The Embrace of Pain has 26 wound points and is always treated as helpless. It doesn't have a Constitution score, however, so it does not need to make Fortitude saves for taking this damage. Instead, the Embrace reacts to damage by tightening its grip, dealing 2d4 points of damage to its subject every time it suffers any amount of damage. Note that this damage can cause a loss of wound points.



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Ngdin

While spilling blood might be an everyday part of Yuuzhan Vong life, the invaders still need something to clean up the mess. Fortunately, they have a creature that can fulfill that function: the ngdin. Ranging in size from 10 to 25 centimeters long, ngdin resemble oversized, probing tongues, though they move in a sluglike fashion. The underside of one of these creatures is covered in thousands of wriggling cilia, some of which propel the ngdin, and some of which absorb nutrients. That those “nutrients” include the blood of living beings is an accepted fact of life for the Yuuzhan Vong.

Ngdin are cleaning tools, nothing more. Some Yuuzhan Vong even handle ngdin intentionally, relishing the painful stinging sensation caused by toxins in the ngdin’s feeding cilia.

The only real danger presented by a ngdin is contact numbness, caused by the cilia toxins.

Ngdin: Scavenger 1; Init -3; Defense 12 (+1 natural, +4 size, -3 Dex); Spd 1 m; VP/WP 6/5; Atk +0 melee (0, cilia) or +1 ranged; SQ Immune to Force, Sense, and Alter, stinging cilia; SV Fort -1, Ref -3, Will -1; SZ D; FP 0; Rep 0; Str 2, Dex 4, Con 5, Int 1, Wis 8, Cha 2. Challenge Code: A.

Skills: Move Silently +1, Search -1, Survival +1.

Stinging Cilia: Any creature in physical contact with a ngdin must succeed at a Fortitude save (DC 12) or be stunned for 1d3 rounds by the stinging sensation. After this pain wears off, the creature must succeed at a second Fortitude save (DC 12) or lose 1 point of Wisdom for 1 hour as numbness sets in.

Bimmiel

As the Yuuzhan Vong military might comes to the fore, teams of Jedi travel throughout the Outer Rim to scout for signs of further activity. When a xenoarchaeological find from the University of Agamar mysteriously disappears, Jedi Knights Corran Horn and Ganner Rhysode travel to the wind-blasted, bone-dry world of Bimmiel to investigate.

The planet’s harsh conditions have discouraged anyone from colonizing this world. Vast deserts teeming with slashrats, the world’s low mineral content, and its distant location from any commonly traveled spacelanes make it a remote and unattractive world. Forty years ago, the Empire quarantined the planet. Now researchers have learned the real reason why.

The Archaeological Dig

The university’s archaeological dig on Bimmiel focuses on a region of the planet mentioned only in several highly

classified documents. Under the leadership of Dr. Anki Pace, xenoarchaeologists uncover evidence, in the form of skeletal remains, of an unknown humanoid species.

Strange accidents, disappearing finds, and obvious acts of sabotage plague the site of the dig. The situation worsens when the archaeological team mysteriously disappears.

Dr. Pace shows the mummified remains of a humanoid the team has uncovered. Corran Horn recognizes it immediately as a long-dead Yuuzhan Vong—evidence that the current invasion has been a long time coming.

The Jedi Knights conduct a search on Bimmie, hoping to find the missing researchers. They locate them in a slave camp, not unlike the one Luke and Jacen dealt with on Belkadan. While the Jedi are rescuing the researchers, a violent battle ensues, and Corran Horn almost succumbs to virulent Yuuzhan Vong poison. Throughout the mission, a more subtle conflict takes place, as Corran and Ganner debate how the Jedi should oppose the Yuuzhan Vong invasion with the power of the Force.

Corran Horn, Jedi Knight

From Corellian Security officer to Rebel soldier to Rogue Squadron fighter pilot to Jedi Knight, Corran Horn has never led a dull life. Descended from a line of Corellian Jedi, Horn was kept ignorant of his heritage to protect him from the Emperor's purge of the Jedi. After the death of the Emperor, while flying with the elite Rogue Squadron, Corran learned that his "detective's intuitions" were quite often the work of the Force.

When his wife, Mirax, was abducted, Horn concluded that he needed Jedi training to rescue her. He became one of the first formal students at Luke Skywalker's Jedi academy. While training, he realized that he was virtually incapable of moving objects with the Force—telekinesis was beyond his abilities except with the most taxing effort. (As a result, Corran Horn can only use telekinetic Force abilities when he expends a Force Point to do so.) He excelled, however, at the ability to influence weak minds, an ability that served him well when he undertook the mission to rescue his wife.

Now, with the Yuuzhan Vong invasion just beginning, Corran Horn prepares to use his Jedi skills to defend the galaxy, but he's also keenly aware that the alien warriors are immune to his strongest and most useful ability.

Corran Horn: Male Human Jedi Guardian 8/Scoundrel 1/Soldier 6/Starfighter Ace 4; Init +3; Defense 29 (+16 class, +3 Dex); Spd 10 m; VP/WP 145/14; Atk +18/+13/+8/+3 melee (1d3+1, unarmed) or +19/+14/+9/+4 melee* (3d8+1/19–20, lightsaber) or +20/+15/+10/+5 ranged; SQ Illicit barter, starfighter defense, familiarity +2, may not use telekinetic skills or feats; SV Fort +15, Ref +17, Will +9; SZ M; FP 9; DSP 3; Rep 12; Str 12, Dex 16, Con 14, Int 14, Wis 12, Cha 14. Challenge Code: F.



NEW FORCE FEAT: ABSORB ENERGY

Rather than resisting the effects of energy damage, you actually absorb the damage and turn it to your advantage. Corran Horn is one of the few Jedi who have mastered this esoteric technique.

Prerequisite: Force-Sensitive, Control, Dissipate Energy, Force level 6th+

Benefit: Whenever you successfully use Dissipate Energy to resist energy damage, you may attempt a second Fortitude save, against a DC equal to the amount of damage dealt. If this second save is successful, you temporarily gain 1 vitality point for every 2 points of damage you would have taken. These temporary vitality points can cause you to exceed your normal maximum vitality. They last for a number of rounds equal to 5 + your Constitution modifier.

If the saving throw fails, you do not gain vitality, but you don't take damage, either. If you fail your saving throw by 10 or more, however, you suffer the full damage, as though your Dissipate Energy attempt had failed.

Absorb Energy is used as a reaction and costs no vitality points. ☺

Equipment: Dual-phase lightsaber*, Jedi robes, X-wing, astromech droid ("Whistler").

*Corran Horn has constructed his own dual-phase lightsaber; this device is described in a sidebar in this chapter.

Skills: Astrogate +8, Bluff +7, Computer Use +8, Craft (lightsaber) +8, Diplomacy +4, Gather Information +8, Hide +7, Intimidate +9, Knowledge (Corellia) +6, Knowledge (law) +7, Knowledge (New Republic military) +7, Listen +5, Move Silently +7, Pilot +19, Read/Write Basic, Repair +8, Search +7, Speak Basic, Speak Huttese, Speak Old Corellian, Spot +7, Treat Injury +5.

Force Skills: Affect Mind +20, Battlemind +11, Empathy +7, Enhance Ability +8, Farseeing +5, Force Defense +10, Heal Self +8, See Force +7, Telepathy +6.

Feats: Armor Proficiency (heavy, light, medium), Dodge, Exotic Weapon Proficiency (lightsabers), Expertise, Force-Sensitive, Heroic Surge, Mobility, Starship Dodge, Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Force Feats: Absorb Energy*, Alter, Control, Deflect Blasters, Dissipate Energy, Knight Defense, Lightsaber Defense, Sense.

*Absorb Energy is described in a sidebar on this page.

Ganner Rhysode, Jedi Knight

The Jedi Knight Ganner Rhysode is overconfident, arrogant, and about as abrasive as a Tatooine gravel storm—yet he still conveys a sense of competence that puts most people



DUAL-PHASE LIGHTSABERS

Corran Horn's lightsaber has been modified so that it can adjust to a variable length, granting him a deceptive and highly effective tactic against unwary opponents. Lightsabers using this dual-phase focusing crystal arrangement are extremely rare and archaic. Most date from a period in Republic history when lightsaber duels were much more common. The need for an adjustable blade lessened as the practice of lightsaber dueling faded. A few still exist, and they are certainly not beyond the capability of a Jedi to create, given the proper materials. Although dual-phase lightsabers are never available for sale, any Jedi with sufficient skill can learn from Corran's example.

Creating a dual-phase lightsaber adds +5 to the Craft DC for building the weapon, and the builder must find an additional focusing crystal. Harmonizing and imbuing the second crystal takes no additional time and requires no additional Intelligence check.

In use, a dual-phase lightsaber can be set for either standard length (about 1.3 meters), or extended length (3 meters) at the flick of a switch (a free action). Switching the blade in this way during combat grants a +4 equipment bonus on the wielder's Bluff check for purposes of feinting in combat. (Using the dual-phase setting this way is an attack action. See the Bluff skill in Chapter 4 of the *Star Wars Roleplaying Game*.) This tactic can be used only once against any given opponent, and only if the opponent has never seen it attempted before.

The extended blade does not change the lightsaber's damage, but it does mean that it is considered a Large weapon (Medium-size creatures such as Corran must use two hands to wield it effectively). The additional length also gives the wielder a 2-meter reach with the lightsaber. Thus, the wielder can attack foes up to 4 meters distant. This allows the Jedi to threaten a 4-meter area surrounding him; opponents 4 meters away are considered adjacent when moving past a hero with an extended dual-phase lightsaber. ☼

at ease. Like Kyp Durrón, Ganner believes that the only way to end the Yuuzhan Vong threat is to kick them out of the galaxy, one way or the other. He doesn't take well to Master Skywalker's policy of self-defense. When it comes to deciding how to react to the Yuuzhan Vong, he is firmly in the radical, aggressive faction.

Ganner is particularly ill at ease with Corran Horn, who is openly supportive of Luke Skywalker. Because of their conflicting beliefs, he's not happy that Skywalker has seen fit to assign them to working together on Bimmie. Ganner sees Horn as something of an armed pacifist—a capable warrior who refuses to use his weapons until it's almost too late. Worse still, Horn is unable to

utilize even basic Jedi telekinesis—a skill at which Ganner excels—making Horn, in his eyes, a weakling as well.

Ganner Rhysode: Male Human Jedi Guardian 8; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 74/14; Atk +11/+6 melee (1d3+3, unarmed) or +12/+7 melee* (3d8+3/19–20, lightsaber) or +9/+4 ranged; SV Fort +8, Ref +7, Will +4; SZ M; FP 4; DSP 1; Rep 8; Str 16, Dex 13, Con 14, Int 10, Wis 11, Cha 16. Challenge Code: C.

Equipment: Lightsaber*, Jedi robes.

*Ganner Rhysode has constructed his own lightsaber.

Skills: Climb +7, Craft (lightsaber) +5, Diplomacy +8, Gather Information +5, Jump +7, Read/Write Basic, Speak Basic.

Force Skills: Affect Mind +7, Battlemind +7, Enhance Ability +7, Force Defense +6, Force Push +5, Force Stealth +4, Move Object +11.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Persuasive, Weapon Group Proficiencies (blaster pistol, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Lightsaber Defense, Knight Defense, Sense.

Rogue Squadron

Rogue Squadron—an elite starfighter squadron that serves as the New Republic's symbol of starfighter superiority, as well as its most effective tool against enemy aggression—includes the best pilots in the New Republic Defense Force. The membership of the squadron has changed countless times since Luke Skywalker created the initial roster after the Battle of Yavin. Most of those changes have been made to replace pilots killed in battle. As long as Rogue Squadron endures, the citizens of the New Republic have hope that someone is out in space protecting them.

The Yuuzhan Vong invasion puts the skills of Rogue Squadron to the test. Armed with tactical data from the Yuuzhan Vong's attack on Dubrillion, Rogue Squadron has run numerous tactical simulations against computer-generated Yuuzhan Vong coralskippers—only to fail, every time, and always within the first minute of the encounter. Unless they can come up with some spectacular tactics when they face the real thing, they are almost certainly doomed.

Colonel Gavin Darklighter, Rogue Squadron Commander

After Wedge Antilles retired from active duty, Gavin Darklighter, a Tatooine native and a veteran of countless starfighter missions, took over command of Rogue Squadron. The younger brother of Biggs Darklighter, a Rebel hero, Gavin began his career as something of a hot-shot pilot. His time as a Rogue pilot matured him. When Antilles stepped down, Darklighter was ready for command.

Colonel Darklighter sees the Yuuzhan Vong threat as a daunting problem. In his initial simulator runs against

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Yuuzhan Vong coralskippers, he performed poorly—only to learn that his low survival time was the best of his squadron. He knows that actual engagement with Yuuzhan Vong forces will test his squadron to its breaking point. However, he also knows that by serving as the symbol of New Republic military skill, he can never refuse a mission against the invaders.

Gavin Darklighter: Male Human Soldier 6/Starfighter Ace 6/Officer 3; Init +7; Defense 24 (+11 class, +3 Dex); Spd 10 m; VP/WP 112/14; Atk +13/+8/+3 melee (1d3+1, unarmed) or +15/+10/+5 ranged (3d6, blaster pistol); SQ Starfighter defense, familiarity +3, starfighter evasion, leadership, requisition supplies; SV Fort +12, Ref +12, Will +8; SZ M; FP 4; DSP 1; Rep 16; Str 13, Dex 16, Con 14, Int 13, Wis 13, Cha 12. Challenge Code: F.

Equipment: Blaster pistol, X-wing, astromech droid ("Catch").

Skills: Astrogate +11, Bluff +7, Computer Use +11, Diplomacy +11, Gather Information +7, Intimidate +9, Knowledge (New Republic military) +10, Knowledge (Tatooine) +6, Pilot +24, Read/Write Basic, Repair +9, Sense Motive +7, Speak Basic, Speak Bothan, Spot +7, Survival +5.

Feats: Armor Proficiencies (heavy, light, medium), Dodge, Heroic Surge, Improved Initiative, Skill Emphasis (Pilot), Spacer, Starship Dodge, Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Jaina Solo, Jedi Student/Rogue Squadron Pilot

After amply demonstrating her skill in a TIE fighter while fighting Yuuzhan Vong coralskippers over Dubrillion, Jaina Solo is a natural choice to replenish the ranks of Rogue Squadron. Ironically, her first duty is again at Dubrillion, helping to cover the evacuation of a small fleet of civilian transports and military fighters.

After the eye-opening first flight with the New Republic's elite starfighter pilots, Jaina quickly becomes part of the unit. Despite her facility with the Force—and her ability to anticipate enemy attacks before they hit—she never loses touch with the reality of war. People are dying, and it's her job to save them. She begins to drift away from her Jedi ideals when it becomes too easy to think of the enemy as a tactical puzzle to be solved.

As the Battle of Dantooine takes shape, Colonel Darklighter and Admiral Kre'fey explain that her mission would include killing as many Yuuzhan Vong ground troops as quickly as possible. It never even occurs to Jaina how close to the dark side her mission might take her.

Jaina Solo: Female Human Jedi Guardian 6/Soldier 1/Jedi Ace 2; Init +2; Defense 22 (+10 class, +2 Dex); Spd

10 m; VP/WP 60/13; Atk +9/+4 melee (1d3, unarmed) or +10/+5* melee (3d8/19–20, lightsaber) or +11/+6 ranged (3d6, blaster pistol); SQ Starfighter defense, starship focus; SV Fort +10, Ref +10, Will +6; SZ M; FP 4; DSP 1; Rep 4; Str 11, Dex 15, Con 13, Int 14, Wis 13, Cha 13. Challenge Code: B.

Equipment: Lightsaber*, blaster pistol, XJ X-wing, astromech droid ("Sparky").

*Jaina Solo has constructed her own lightsaber.

Skills: Astrogate +6, Computer Use +7, Craft (lightsaber) +6, Knowledge (Jedi lore) +6, Pilot +12, Read/Write Basic, Repair +10, Speak Basic, Speak Calamarian, Speak Shyriiwook, Tumble +6.

Force Skills: Affect Mind +8, Battlemind +9, Empathy +7, Enhance Ability +9, Force Defense +3, Move Object +11, See Force +6.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Gearhead, Skill Emphasis (Pilot), Starship Dodge, Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

New Starship Tactics

As the war against the Yuuzhan Vong continues, New Republic pilots find ingenious new ways of countering their enemies' defenses. In the early months of the war, coralskippers have a considerable edge against New Republic starfighters, including the new XJ X-wing. Their dovin basals not only improve their own shields, but also allow a coralskipper to quickly strip away shields from enemy ships. As the war progresses, the New Republic Defense Force Committee devises methods of countering Yuuzhan Vong starship tactics, allowing XJ X-wings to fare better against coralskippers.

Until the New Republic has gathered enough data on how Yuuzhan Vong ships function, it is unlikely that a hero would stumble upon these strategies on his own. Instead, heroes should be given the option of using these tactics as they become available to the rest of the New Republic military. As a matter of game balance, coralskippers are ruthlessly powerful in the early stages of the invasion, but as the invasion progresses, they become less of a threat.

Player characters can learn these tactics as part of an ongoing campaign. New Republic pilots begin using these tactics shortly before the Battle of Dantooine, in an engagement in an empty section of space on the Outer Rim, a way point between Garqi and the Imperial world of Bastion.

Improved Sensor Database

One of the main difficulties with the early Yuuzhan Vong encounters was that Yuuzhan Vong ships, being of non-standard design and mixed chemical composition, were somewhat difficult to detect with standard sensors. A



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targeting computer's database did not recognize them as ships, and thus, often refused to acquire a target lock.

With more data coming in from other encounters, however, information on Yuuzhan Vong ships can now be added to the databases of every ship's targeting computers. Doing so requires a successful Computer Use check (DC 10) and takes half a minute (5 rounds). With this improvement, a ship can once again use its fire-control bonus for attacks against a Yuuzhan Vong opponent.

Splinter Shots

Yuuzhan Vong ships can use dovin basals the way standard ships use shields, though with somewhat different physics. A dovin basal, generating several miniature gravitic singularities in sequence, can easily absorb incoming weapons fire, up to and including missiles. Obviously, this makes them hard to destroy.

The New Republic's answer is to reprogram their ships' auxiliary weapons triggers to fire a volley of low-power shots—"splinter shots," in the vernacular of the starfighter pilots who first employed them—to overwhelm and confuse the dovin basals and effectively bypass their shielding function.

Firing splinter shots is considered an attack action and is calculated just like ordinary starship attacks. The attacker makes an attack roll, and if the roll is successful, the

low-power shots hit the Yuuzhan Vong ship—forcing the dovin basal to generate singularities to absorb the shots. The attacker should roll damage as though the weapons were on full power—but ignore any damage that penetrates through the shields. This attack merely determines whether or not the dovin basal can be overwhelmed—and if it is, gives the attacker the option of taking his or her second action to make an attack at full power.

This tactic is not terribly different from two or more ships working together to concentrate fire and overload a dovin basal. The major difference is that, tactically, it allows ships to attack different foes.

Reprogramming an auxiliary trigger (which most ships have for their weapons) requires a Computer Use check (DC 10) and a full-round action.

Inertial Compensators

All starships with artificial gravity have a device called an inertial compensator. It creates an artificial "down" to a starship, preventing those aboard it from being buffeted about every time the ship changes direction. Capital ships and space transports have compensators strong enough to create full gravity; starfighters tend to have compensators just strong enough to keep a pilot properly oriented.


Because inertial compensators negate gravity fields and inertial forces, they can be expanded to confuse and even

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NEW SPECIES: DANTARI



The primitive natives of Dantooine are the Dantari, tribal humanoids who lead a nomadic life along the ocean coasts of the planet. The Dantari fashion simple clothing from the skins of local animals, and crude weapons out of sticks and stones; metalworking technology is a long way off.

The Dantari are so few that the New Republic, like the Empire and the Old Republic before it, considers Dantooine an uninhabited world—though Dantooine has been colonized at least twice in the past. Jedi Master Vodo-Siosk Baas settled there four thousand years before the Battle of Yavin; and once refugees from the volcanic world of Eol Sha, made a new home on Dantooine seven years after Battle of Endor. In between, before the Battle of Yavin, Dantooine had served as a base for the Rebel Alliance.

The settlers from Eol Sha met an unfortunate end, utterly wiped out by Admiral Daala, the Imperial commander in charge of the Maw Cluster installation near Kessel. Curiously, the arrival of Daala's forces was an event of unprecedented awe to the primitive Dantari, who began incorporating Imperial symbology into their own belief systems, at least in those tribes that had witnessed the destruction of the Eol Sha colony. The Dantari tattooed themselves with crude images of Imperial crests, AT-ATs, blaster rifles, and in the case of the truly brave, full-body depictions of stormtrooper armor. The

best warriors have weapons fashioned from bits of metal scavenged from damaged Imperial vehicles, or perhaps from the ruins of the Eol Sha colony.

Dantari have a spoken language as well as a crude written language known by a learned few. As primitives, Dantari are unskilled with technological items.

Dantari Commoner: Init -1; Defense 9 (-1 Dex); Spd 10 m; VP/WP -/12; Atk +1 melee (1d3+1, unarmed) or -1 ranged; SQ Primitive; SV Fort +1, Ref -1, Will +0; SZ M; FP 0; DSP 0; Rep 0; Str 12, Dex 8, Con 12, Int 8, Wis 10, Cha 10. Challenge Code: A.

Equipment: Stone implements, crude clothing.

Skills: Craft (varies) +1 or Knowledge (Dantooine) +0, Speak Dantari, Survival +2.

Feats: Weapon Group Proficiency (simple weapons) (bonus).

Primitive: Regardless of proficiency, Dantari suffer a -4 penalty on attack rolls and skill checks with technological items (in the case of weapons, those outside the simple weapons group). A Dantari can spend 2 skill points to reduce the penalty to -2 upon gaining a new level. At any new level thereafter, the Dantari can spend another 2 skill points to eliminate the remaining penalty.

Species Traits: +2 Str, +2 Con, -2 Dex, -2 Int.

Automatic Languages: Dantari (speak only). ☼

nullify the effects of dovin basals, preventing them from tearing away a ship's shields. Performing this operation is as simple as adjusting the inertial compensator's field so that it extends beyond the shields.

Recalibrating the inertial compensator requires a move action if the person performing the operation is already familiar with the tactic and how it applies against the Yuuzhan Vong. If a ship's crew has never encountered the shield-stripping effect of a dovin basal, any crew member can attempt an Intelligence check (DC 25) to identify the source and recognize the proper countermeasure. (One cannot take 20 on this roll.) If no one can succeed at this Intelligence check, the ship's crew cannot attempt to counteract the shield-stripping effect by adjusting the compensator.

The Battle of Dantooine

As if the superior numbers and alien technology of the Yuuzhan Vong ships are not enough, sufficiently large Yuuzhan Vong cruisers prove capable of using their dovin basals to generate interdiction fields. New Republic freighters rush to Dubrillion to evacuate the remaining personnel there, only to discover that the Yuuzhan Vong

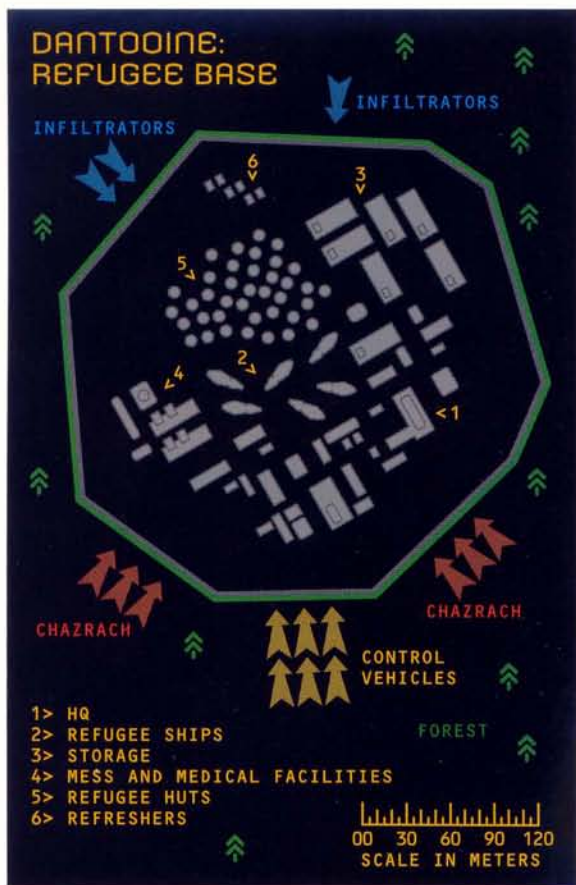
could easily prevent them from going to hyperspace along their planned route. Unable to jump to Agamar, the refugees from Dubrillion instead divert to Dantooine—just as the Yuuzhan Vong had hoped they would.

Meanwhile, Anakin Solo and his aunt, Mara Jade, travel to Dantooine in hopes of speeding her recovery from the ailment that afflicted her, making them the first to see that the Yuuzhan Vong are at Dantooine. Without knowing that the refugees are also en route to Dantooine, they cannot see the potential disaster looming. They know only that the Yuuzhan Vong are actively searching for them and have already destroyed Mara's *Jade Sabre*, their only means of getting offplanet. Chased across Dantooine's darkened forests by Yuuzhan Vong warriors, Anakin and Mara have little hope but to survive until someone notices they are missing. Fortunately, Luke Skywalker and Jacen Solo arrive just in the nick of time. However, they have not come solely to rescue Anakin and Mara. The refugee fleet, with Admiral Traest Kre'fey's *Ralroost* in the lead, has also arrived at Dantooine.

It's not until after Admiral Kre'fey leaves for Coruscant that the refugees discover the Yuuzhan Vong forces also converging on the primitive planet. A Yuuzhan Vong cruiser deploys a large number of troop carriers to the

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creatures, similar to compactly built Trandoshans but implanted with surge-coral and completely pliant to the will of the Yuuzhan Vong. When the assault comes down to close-range combat, these creatures—known only as “reptoids” to the defenders—lead the way. These creatures die in droves, but it isn’t enough. Although it takes five reptoids to kill one defender, the creatures just keep coming.

To make matters worse, the Yuuzhan Vong deploy a flanking force to try a different tactic. This small group of warriors creeps into the refugee camp in twos and threes, stealing into tents and slaughtering the inhabitants—and disguising themselves as Humans. They try to insinuate themselves among the refugees, hoping to infiltrate other worlds. Almost by accident, Leia Organa Solo and Mara Jade discover three of the warriors and dispatch them—though at the cost of the life of Bolpuhr, Leia’s Noghri bodyguard. The Yuuzhan Vong ruse is uncovered, and between Leia, Mara, Lando Calrissian, and Danni Quee, they root out the rest of the disguised Yuuzhan Vong among the refugees.

Meanwhile, the skies above Dantooine shriek with laser fire and plasma cannon bursts. Savage Squadron is decimated, Tough Squadron is annihilated, and even Rogue Squadron suffers losses. Luke Skywalker comes up with a strategy to eliminate the Yuuzhan Vong ground vehicles by forcing them into each other’s dovin basal-generated singularities (a tactic offhandedly suggested by Anakin Solo). The effort leaves him exhausted, but it buys the refugees a reprieve they desperately need.

Scrambling aboard their freighters—for now, their losses on the ground ensure enough food for another hyperspace journey—the refugees take to the sky, intending once again to flee to Agamar. As at Dubrillion, the Yuuzhan Vong war cruiser generates an interdiction field, trapping the refugees on Dantooine. As that realization sets in, Leia Organa Solo surmises the awful truth behind the assault at Dantooine—The Yuuzhan Vong are using the refugees as combat practice. The invaders could care less whether the refugees live or die, so long as they give the Yuuzhan Vong an opportunity to test their battle tactics. Coupled with Lando Calrissian’s assessment of a similar strategy at Dubrillion, it becomes obvious that the Yuuzhan Vong are studying their enemies in preparation for even greater assaults deeper into the New Republic.

As the cold truth sets in that they cannot escape from Dantooine, the refugee ships pick up a new contact coming out of hyperspace: Admiral Traest Kre’fey’s *Ralroost*, along with *Corusca Fire*, under the command of Captain Rimsen from Agamar. Their abrupt attack on the Yuuzhan Vong war cruiser forces it to drop its interdiction field so that it can erect singularity shields, thus buying the refugee convoy the time it needs to jump to hyperspace. Overwhelmed by the enemy, the war cruiser retreats, and *Ralroost*, *Corusca Fire*, and the refugee fleet escape the remnants of Dantooine.

surface, and in an instant, the Yuuzhan Vong control Dantooine. Only a few refugees remain, encamped around their landed ships—and unfortunately for them, they don’t have enough ships to put up a fight, and they don’t have enough food and supplies to flee. They have no choice but to make a stand on the ground, against what appears to be a vastly superior force.

The refugees have the firepower of Rogue Squadron, Tough Squadron, and Savage Squadron—the latter made up of remnants of other fighter groups that had already been depleted in the escape from Dubrillion. They also have the firepower of the refugee ships, many of which are armed with turbolasers and blaster cannons, weapons that now function as ground artillery to keep the Yuuzhan Vong at a distance. They quickly begin constructing defensive bulwarks around the entire camp, which helps them get their minds off their desperate situation. The Yuuzhan Vong, when they come, would not find the refugees easy prey.

The battle begins late at night, with the Yuuzhan Vong battle force working its way through the forest several kilometers distant. Their column is mind-numbingly big, stretching 5 kilometers from front to back, and including troops, ground vehicles resembling armored domes atop bristlelike cilia, and two squadrons of coralskippers. Despite the plasma cannons on the vehicles, the actual troops on the ground are perhaps the most fearsome: short, reptilian

Ralroost

Admiral Traest Kre'fey's flagship is the Bothan-made assault cruiser *Ralroost*. Originally built for the defense of the Bothan people after the liberation of Coruscant, *Ralroost* was ultimately assigned to Admiral Kre'fey's command, and when he was given overall command of Rogue Squadron, he insisted on using *Ralroost* as his flagship. Some Bothans complained, of course (notably, Kre'fey's cousin, New Republic Chief of State Borsk Fey'lya), but they relented when the admiral insisted on using the same crew he had hand-picked for *Ralroost* in the first place—a crew consisting mostly of Bothans.

Ralroost is the base of operations for no less than four fighter squadrons, including the famous Rogue Squadron, under the command of Colonel Gavin Darklighter. (Fighter pilots and flight crews take up most of the "passenger" space.) With all four squadrons launched, *Ralroost* is an extremely formidable ship.

Craft: Bothan Assault Cruiser; **Class:** Capital; **Cost:** Not for sale (likely to be valued at 97,000,000); **Size:** Gargantuan (850 m long); **Initiative:** +0 (-4 size, +4 crew); **Crew:** 1,240 (Skilled +4); **Passengers:** 250 (troops and pilots); **Cargo Capacity:** 5,000 metric tons; **Consumables:** 2 years; **Hyperdrive:** ×1 (×8 backup); **Maximum Speed:** Cruising; **Maneuver:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 450; **Hull Points:** 690; **DR:** 25.

Weapon: Turbolasers (20); **Fire Arc:** 8 front, 4 left, 4 right, 4 rear; **Attack Bonus:** +6 (-4 size, +4 crew, +6 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy double turbolaser cannons (24); **Fire arc:** 1 battery front, 2 batteries right, 2 batteries left, 1 battery rear; **Attack Bonus:** +9 (-4 size, +4 crew, +6 fire control, +3 battery fire); **Damage:** 4d10×5; **Range modifiers:** PB -6; S -4, M -2, L +0.

Weapon: Ion cannons (10); **Fire Arc:** 4 front, 3 left, 3 right; **Attack Bonus:** +4 (-4 size, +4 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M -2, L n/a.

Weapon: Proton torpedo launchers (20 launchers, 16 torpedoes each); **Fire Arc:** 10 front, 5 left, 5 right; **Attack Bonus:** +4 (-4 size, +4 crew, +4 fire control); **Damage:** 9d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Tractor beam projectors (4); **Fire Arc:** 1 front, 1 left, 1 right, 1 rear; **Attack Bonus:** +2 (-4 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB -6, S -4, M/L n/a.

Corusca Fire

One of many Star Destroyers given over to New Republic use after the liberation of Coruscant, *Corusca Fire* was originally named *Gauntlet* and assigned to the Outer Rim

Territories near Mon Calamari. It is currently under the command of Captain Rimsen of Agamar, a capable line officer with an exemplary service record.

Rimsen noticed that the New Republic High Command had issued some unusual orders, effectively preventing New Republic ships from patrolling near Dubrillion or Belkadan. They had not explained why; nor had they mentioned anything about alien invaders attacking the Outer Rim. However, in a casual conversation with his family on Agamar, Rimsen learned that Leia Organa Solo had spoken on his homeworld about the Yuuzhan Vong invasion. He correctly surmised that not only was Agamar in danger, but the High Command had been prepared to sacrifice his homeworld merely to prevent a panic.

Rimsen quickly manufactured a reason to divert from his assigned patrol to Agamar and just happened to be in the system when Admiral Traest Kre'fey came looking for reinforcements to help evacuate the refugees at Dantooine.

Craft: Rendili StarDrive's Victory Star Destroyer; **Class:** Capital; **Cost:** Not for sale (likely valued at 57,000,000); **Size:** Gargantuan (900 m long); **Initiative:** -2 (-4 size, +2 crew); **Crew:** 4,798 (Normal +2); **Passengers:** 2,040 (troops); **Cargo Capacity:** 8,100 metric tons; **Consumables:** 4 years; **Hyperdrive:** ×1 (backup ×15); **Maximum Speed:** Cruising; **Maneuver:** -6 (-4 size, +2 crew, -4 engine quality); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 330; **Hull Points:** 400; **DR:** 25.

Weapon: Light turbo quadlasers (10); **Fire Arc:** 1 battery right, 1 battery left; **Attack Bonus:** +10 (-4 size, +2 crew, +8 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Heavy double turbolaser cannons (20); **Fire Arc:** 2 battery front, 1 battery right, 1 battery left; **Attack Bonus:** +8 (-4 size, +2 crew, +6 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6; S -4, M -2, L +0.

Weapon: Assault concussion missile tubes (20, 4 missiles each); **Fire Arc:** 5 front, 5 right, 5 left, 5 rear; **Attack Bonus:** +2 (-4 size, +2 crew, +4 fire control); **Damage:** 11d10×5; **Range Modifiers:** PB -6; S -4, M -2, L +0.

Weapon: Tractor beam projector (10); **Fire Arc:** 3 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +7 (-4 size, +2 crew, +8 fire control, +1 battery fire); **Damage:** Special; **Range Modifiers:** PB -6; S -4, M/L n/a.

Traest Kre'fey, New Republic Admiral

Outspoken and progressively minded, Admiral Traest Kre'fey is the military commander who oversees the famous Rogue Squadron starfighter group. Traest Kre'fey, like many in his family, has pure white fur—a genetic anomaly among Bothans—and violet eyes flecked with gold. Kre'fey is considered a military genius by most of the New Republic, though the political leaders of the New

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Republic—including Kre'fey's distant cousin, Borsk Fey'lya—think of the admiral as the most dangerous kind of political animal: a charismatic war hero.

Kre'fey's military career began at the prestigious Bothan Martial Academy, where, with the coaxing of an insightful instructor, the young Bothan noble began to formulate the opinion that Bothan society was inherently flawed, at least in its current incarnation. This perception has colored Kre'fey's career ever since—though in a positive way: He tends to think through situations, rather than simply obeying orders. Small wonder, then, that Kre'fey frequently infuriates Chief of State Fey'lya.

After ferrying refugees from Dubrillion to Dantooine, Admiral Kre'fey took *Ralroost* to gather reinforcements for defending the convoy. He returned just in time to tip the scales of battle during the evacuation of Dantooine—with the help of the *Victory*-class Star Destroyer *Corusca Fire*, commanded by Captain Rimsen. Rimsen, an Agamarian, had defied Chief of State Fey'lya's orders to pull back from his homeworld—sensing that the real intent was to ensure that his task force was not available to fight, and perhaps be destroyed, at either Dubrillion or Dantooine. After the battle, back on Coruscant, addressing this shameful lack of support for the defense effort was uppermost in Admiral Kre'fey's mind.

Traest Kre'fey: Male Bothan Soldier 3/Noble 2/Officer 6; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 75/14; Atk +9/+4 melee (1d3+1, unarmed) or +9/+4 ranged (3d6, blaster pistol); SQ Bonus class skill (Intimidate), call in a favor, inspire confidence +1, leadership, requisition supplies, tactics; SV Fort +8, Ref +7, Will +10; SZ M; FP 3; DSP 1; Rep 18; Str 12, Dex 12, Con 14, Int 15, Wis 13, Cha 14. Challenge Code: E.

Equipment: Blaster pistol, Bothan Assault Cruiser (*Ralroost*).

Skills: Astrogate +8, Bluff +14, Computer Use +10, Diplomacy +18, Gather Information +10, Intimidate +17, Knowledge (New Republic) +16, Knowledge (scholar) +7, Knowledge (Yuuzhan Vong) +8, Listen +3, Pilot +7, Read/Write Basic, Read/Write Botha, Sense Motive +14, Speak Basic, Speak Bothan, Speak Ryl, Speak Shyriiwook (understand only), Spot +4.

Feats: Armor Proficiencies (heavy, light, medium), Heroic Surge, Iron Will, Persuasive, Spacer, Starship Operation (capital ships), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Prestige Class: Noghri Bodyguard

When Darth Vader annexed the world of Honoghr, the indigenous Noghri swore fealty to him for all time. Their best warriors became his personal assassins, carrying out missions all over the galaxy to silently and lethally enforce

his will. With Darth Vader's death, the notorious Grand Admiral Thrawn became the Noghri people's new patron. But when the Noghri discovered that Vader had heirs—and that Thrawn had been exploiting their loyalty for years—they switched their allegiance, swearing to protect and serve Leia Organa Solo, her children, and her brother, Luke Skywalker. The best warriors of the Noghri changed their profession, going from the galaxy's deadliest assassins to its most dedicated bodyguards.

Noghri bodyguards generally leave Honoghr only to serve the Solo or Skywalker families, though their missions might vary depending on the needs of their patrons. Theoretically, a Noghri can volunteer to protect any charge he wishes, but his obligation to the Solo and Skywalker families must come first. In some cases, Noghri bodyguards are asked to protect key officials in the New Republic government at Leia's behest. Because the Noghri hold their patrons in such reverence, the warriors of the Noghri constantly vie with one another for the honor of protecting their charges—even at the cost of their own lives. They see their bodyguard role as a sacred duty, and so consider being blackmailed or bribed the worst possible crime they could commit in Noghri eyes.

Vitality: 1d8 per level.

Requirements: To qualify to become a Noghri bodyguard, a character must fulfill the following criteria:

Base Attack Bonus: +5.

Skills: Hide 6 ranks, Listen 6 ranks, Move Silently 6 ranks, Spot 6 ranks.

Feats: Endurance, Improved Initiative, Martial Artist.

Reputation: 5.

Species: Only Noghri can become Noghri bodyguards.

Special: Must have acquired the uncanny dodge ability.

Class Skills

The Noghri bodyguard's class skills (and the key ability for each skill) are: Climb (Str), Craft (Int)*, Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (any) (Int)*, Listen (Wis), Move Silently (Wis), Profession (Wis)*, Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Treat Injury (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen.

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

Weapon Proficiency: The Noghri bodyguard has the Weapon Proficiency feats for primitive weapons and simple weapons.

Harm's Way: At 1st level, the Noghri bodyguard sublimates his own instincts for self-preservation in favor of protecting his chosen charge. The charge must be selected at the beginning of combat, either during the

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surprise round (if there is one) or when initiative is rolled. The charge may not be changed for the duration of the combat. The Noghri can make this selection before his first action; until he acts in initiative order, however, he remains flat-footed.

Whenever the Noghri bodyguard is within 2 meters of his charge, and the charge suffers an attack, the Noghri bodyguard may receive the attack instead, as though he is the target. If necessary, the attack is resolved as though the bodyguard and charge have switched places. When receiving the attack, the Noghri bodyguard uses his own Defense instead of his target's Defense.

Using harm's way is a reaction. The Noghri bodyguard must declare he is using this ability before the attack roll is made. If multiple Noghri are protecting the same charge, the Noghri resolve their attempts with this ability in order of their initiative. This ability is only usable against attack rolls; not all attack actions count as attacks.

While most Noghri dedicate themselves to protecting one charge for years at a time—as with Bolpuhr's pledge to Leia Organa Solo—the same skill can be used to protect any one person chosen at the beginning of combat.

Bonus Feat: At 1st level, and again at 3rd and 5th level, the Noghri bodyguard gets a bonus feat. Bonus feats must be drawn from the following list: Alertness, Blind-Fight, Dodge (Mobility, Spring Attack, Whirlwind Attack), Lightning Reflexes, Point Blank Shot (Far Shot, Precise Shot), Quick Draw, Stealthy, Two-Weapon Fighting, Weapon Focus, Weapon Group Proficiency (any).

Noghri Martial Arts: At 2nd level, a Noghri bodyguard begins learning the unarmed combat techniques of his clan. Noghri are Small creatures. At 2nd level, a Noghri bodyguard is treated as a Medium-size creature for the purposes of bantha rush, grapple, knockdown, or trip attacks made by or against him. At 4th level, a Noghri bodyguard is treated as a Large creature for purposes of those maneuvers.

Sneak Attack: At 4th level, a Noghri bodyguard can deal extra damage on an opponent if he catches his foe when she is unable to defend herself effectively. If at any time the Noghri bodyguard's target would be denied her Dexterity bonus to Defense (whether she actually has a Dexterity bonus or not), or when the Noghri bodyguard flanks the target, the Noghri bodyguard's attack deals extra damage. The extra damage is +2d6.

Ranged attacks can only count as sneak attacks if the target is within 10 meters; the Noghri bodyguard can't strike with deadly accuracy beyond that range.

A Noghri bodyguard can only sneak attack creatures with discernible anatomies. (For example, a sarlacc lacks vital areas to attack.) Additionally, any creature that is immune to critical hits is also invulnerable to sneak attacks.

Also, the Noghri bodyguard must be able to see the target well enough to pick out a vital spot, and must be able to reach it. The Noghri bodyguard cannot sneak attack while striking a creature with concealment (as explained in the scoundrel class description in Chapter 3 of the *Star Wars Roleplaying Game*), or while striking the limbs of a creature whose vital organs are beyond reach.

The Noghri bodyguard's sneak attack bonus dice are cumulative with those gained by any other class (such as scoundrel or bounty hunter).

Weapon Specialization: At 5th level, the Noghri bodyguard gains Weapon Specialization. This ability adds a +2 bonus to damage with a chosen weapon. The Noghri bodyguard must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus applies only if the target is within 20 meters.

Bolpuhr, Noghri Bodyguard

Bolpuhr is a brave, dedicated Noghri warrior devoted to protecting Leia Organa Solo on her diplomatic missions. Bolpuhr stood beside the "Lady Vader" during her initial meeting with Nom Anor. At the time, he was assumed to be a fanatical Rhommamoolian dictator. Although Nom Anor was actually a Yuuzhan Vong in disguise, he wore black body armor that reminded everyone present—Bolpuhr included—of Darth Vader. Bolpuhr found the resemblance unsettling, to say the least.

While Leia traveled to Destrillion and Dubrillion and faced the Praetorite Vong invasion, Bolpuhr remained behind, meditating on the strange vision Nom Anor had presented. He realized he had been seething with rage that this apparent madman had dared to masquerade as the savior of the Noghri people, Darth Vader. Clearly, his anger had clouded his judgment. To not think clearly while protecting Lady Vader was an unforgivable transgression. Bolpuhr decided that this was why she had left him behind when she faced the Praetorite Vong.

Table 3-1: The Noghri Bodyguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Score
1	+1	+1	+1	+0	Harm's way, bonus feat	+2	+0
2	+2	+2	+2	+1	Noghri martial arts	+3	+1
3	+3	+2	+2	+1	Bonus feat	+3	+0
4	+4	+2	+2	+1	Sneak attack +2d6	+4	+1
5	+5	+3	+3	+2	Weapon specialization, bonus feat	+4	+1

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Bolpuhr has since resolved that if she deigns to give him a second chance, he would be doubly protective of Leia. When she allows him to accompany her to the refugee encampment on Dantooine, Bolpuhr learns that she is not angry with him at all. In true "Lady Vader" fashion, she has simply been trying to protect him from this unknown new enemy.

Though he appreciates the gesture, Bolpuhr does not believe it is even remotely necessary.

Bolpuhr: Male Noghri Scout 10/Noghri Bodyguard 4; Init +6; Defense 24 (+11 class, +2 Dex, +1 size); Spd 6 m; VP/WP 62/13; Atk +13/+8 melee (1d6+1, Noghri blade) or +14/+7 ranged (1d6+1, Noghri blade); SQ Keen smell, trail-blazing, skill mastery (Hide, Move Silently), uncanny dodge, harm's way, Noghri martial arts, sneak attack +2d6; SV Fort +8, Ref +9, Will +7; SZ S; FP 4; DSP 3; Rep 12; Str 13, Dex 14, Con 13, Int 11, Wis 13, Cha 9. Challenge Code: E.

Equipment: Noghri blade.

Skills: Climb +6, Computer Use +2, Diplomacy +1, Hide +16, Intimidate +3, Jump +5, Knowledge (Noghri) +5, Listen +14, Move Silently +16, Pilot +5, Read/Write Noghrese, Sense Motive +7, Speak Basic, Speak Noghrese, Spot +14, Survival +6, Swim +6, Treat Injury +5.

Feats: Alertness, Dodge, Endurance, Improved Initiative, Martial Arts, Mobility, Spring Attack, Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, primitive weapons, simple weapons).

Uncanny Dodge: Bolpuhr retains his Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if immobilized.) Also, Bolpuhr cannot be flanked. This defense denies scoundrels the ability to use flank attacks to sneak attack him.

Yuuzhan Vong Forces

While the New Republic devises new ways of opposing the Praetorite Vong, the Yuuzhan Vong continue to test the capabilities of their infidel enemies. The assault on the refugee base on Dantooine consists of three parts—two of which are merely tests. The first aspect is conventional ship-to-ship combat, with coralskippers facing off against New Republic starfighters led by Rogue Squadron.

The second aspect is a ground assault to test the tactics of the New Republic ground forces and determine the effectiveness of infiltration techniques. Several squads of Yuuzhan Vong slip into the refugee camp, slaughter small groups of civilians, and then use ooglith masquers to assume their identities. Their plan is to get into the midst of the refugees as they are evacuated, infiltrating even more deeply into the New Republic—or at least to sow confusion among the ground troops on Dantooine.

The third aspect of the assault is hyperspace interdiction. The Yuuzhan Vong have modified their dovin basals to cre-

ate powerful gravity fields in space. Their largest warships serve the same purpose as Interdictor cruisers, preventing ships from entering hyperspace. Their overall strategy is to force the New Republic refugees to remain on Dantooine, where they can be tested for weakness, over and over, until they are all dead. Only a few ships—those carrying Yuuzhan Vong masquerading as refugees—will be allowed to escape.

Chazrach

The shock troops of the Yuuzhan Vong are the chazrach, a reptilian species known to the New Republic only as "reptoids." Bred for untold generations as slaves, chazrach can learn to wield amphistaffs and stay in rough squads. Whether they were ever truly intelligent at some point in their history is unclear. Modern chazrach are mindless, howling warriors, controlled only via small, calcified, domelike projections on their heads.

In battle, the Yuuzhan Vong use organic control vehicles known as thrall herders to direct the chazrach. While a control vehicle is present and operational, the chazrach under its control cannot retreat, or surrender, or stop fighting. When the control vehicle is gone, however, the chazrach go berserk, attacking anything in sight—including their Yuuzhan Vong masters and each other.

Chazrach are typically deployed in large squads to hunt down, flush out, or draw out their enemies. (Treat a unit of twelve chazrach as a Challenge Code C encounter.) In their many battles against the chazrach, many overconfident Jedi guardians charge against what they think are weak shock troops—only to find more powerful foes waiting for them nearby.

Even a small army of chazrach is no real threat to a sufficiently trained warrior—or a Jedi. Their purpose is merely to impede the enemies of the Yuuzhan Vong. Frequently, when chazrach outnumber a foe by at least six to one, their sole purpose (assuming their opponent survives long enough) is to keep that foe busy while a Yuuzhan Vong readies a thud bug or razorbug—or draws close enough to dispatch the enemy himself. Any foe that lasts that long against so many chazrach, to the Yuuzhan Vong way of thinking, deserves death at the hands of a real warrior.

Chazrach: Thug 1; Init -1; Defense 11 (+2 natural, -1 Dex); Spd 10 m; VP/WP -/10; Atk +2 melee (1d6+1, amphistaff) or +0 ranged; SV Fort +2, Ref -1, Will -1; SZ M; FP 0; Rep 2; Str 12, Dex 8, Con 10, Int 8, Wis 8, Cha 10. Challenge Code: A.*

Equipment: Amphistaff.

Skills: Climb +3, Jump +3, Speak Yuuzhan Vong (understand only).

Feats: Armor Proficiency (light), Power Attack, Weapon Group Proficiency (simple weapons).

Species Traits: Dex -2, Int -2, Wis -2.

*A unit of twelve chazrach is Challenge Code C.

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Yuuzhan Vong Thrall Herder

Immense beetlelike creatures with armored, dome-shaped carapaces, the monsters that the Yuuzhan Vong use to control their thralls are frightening to behold. Scuttling about the battlefield on thousands of bristly black cilia, these sinister creatures are able to coordinate the actions of up to six hundred thralls each. While the thrall herder is present and still alive, the thralls under its control must continue to fight; retreating or surrendering is not an option, even for the heavily wounded.

A thrall herder has only a rudimentary intelligence—just enough to accept orders from its Yuuzhan Vong “crew” (really more of a minder). It has only one real defense: the ability to spit globs of plasma incredible distances. However, this attack is often more than enough to disable or kill most foes.

Craft: Yuuzhan Vong Thrall Herder Control Vehicle; **Class:** Ground (Walker); **Cost:** Unknown; **Size:** Huge (9.5 m long); **Crew:** 1; **Passengers:** None; **Cargo Capacity:** 1,000 kg; **Speed:** 8 m (max. speed 38 km/h); **Defense:** 16 (–2 size, +8 armor); **Hull Points:** 50; **DR:** 5.

Weapon: Plasma cannon (2); **Fire Arc:** 2 front; **Attack Bonus:** +6 (–2 size, +6 crew, +2 fire control); **Damage:** 3d10×2; **Range:** 40 m.

Yuuzhan Vong Warkeeper

The companion creature to the thrall driver is the warkeeper: a gigantic, sluglike creature with an armored shell from which protrudes a number of spiny growths. These growths are what make the warkeeper such a devastating foe; they are plasma emitters, capable not only of firing plasma globs up to two kilometers distant but also of blanketing the area around the beast with plasma fire. Two Yuuzhan Vong keepers drive the beast across the battlefield, though their role is little more than keeping the beast from straying too far from supporting ground troops.

The warkeeper has been implanted with a dovin basal that prevents enemy attacks from damaging the monster. This functions just like the dovin basal on a coralskipper, effectively giving the creature 50 “shield points” for purposes of reducing incoming damage.

The keepers also prevent thralls from wandering into range of the warkeeper’s dovin basal gravity fields . . . in most cases.

Craft: Yuuzhan Vong Warkeeper Ground-Assault Vehicle; **Class:** Ground (Walker); **Cost:** Unknown; **Size:** Colossal (22 m long); **Crew:** 2; **Passengers:** None; **Cargo Capacity:** 2,300 kg; **Speed:** 10 m (max. speed 50 km/h); **Defense:** 12 (–8 size, +10 armor); **Hull Points:** 150; **DR:** 10.

Weapon: Plasma cannon (16); **Fire Arc:** 4 front, 4 left, 4 right, 4 rear; **Attack Bonus:** +2 (–8 size, +6 crew, +4 fire control); **Damage:** 3d10×2; **Range:** 200 m.

Losses on the Rim

One by one, the civilized systems in the Outer Rim Territories fall to the Yuuzhan Vong. The story is virtually the same from planet to planet: Reports of Yuuzhan Vong activity trickle in for a few weeks; then, suddenly, the invaders are in control of the entire system. While the loss of so many lives is tragic, the deliberate advance of the Yuuzhan Vong gives the New Republic Defense Force Committee a clear indication of the next destination of the Yuuzhan Vong.

Agamar

Agamar lies in the Mirgoshir system, in the area of the Outer Rim known as the Lahara sector. In the early days of the invasion, Agamar served as a clearing station for refugees from Dubrillion and, later, Dantooine. Blessed with large tracts of arable land, Agamar was a natural choice to support a sudden increase in population. Still, it took an impassioned speech by Leia Organa Solo to convince the Agamarian Council, Agamar’s ruling body, to provide ships for the refugees.

When it becomes clear that the New Republic cannot halt the invasion tide, the military begins a near-constant operation to move refugees and Agamarians closer to the Core Worlds. Significant numbers escape before the Yuuzhan Vong close in, just prior to the Battle of Ithor.

Wayland

After the fall of Grand Admiral Thrawn, a colony of five hundred Noghri relocated from Honoghr to Wayland and founded the city of New Nystao, in the shadow of Mount Tantiss. The city grew to a population of ten thousand thanks to an influx of the native Myneyrshi and Psadans, as well as a significant number of Humans and treasure-hunting aliens from a hundred different worlds. The boomtown climate of New Nystao, along with the various back entrances to the Mount Tantiss complex, made the city a perfect place for New Republic Intelligence to place a safe house.

This safe house, built right up next to the side of Mount Tantiss, is the one that hosts the two Yuuzhan Vong defectors—the priestess Elan and her familiar, Vergere. But, of course, since the “defection” is a sham designed to get Elan close to the leadership of the Jedi, she has smuggled a miniature villip along with her, and that creature communicates her precise location to the Yuuzhan Vong. The Yuuzhan Vong use this information to stage a faked assassination attempt, which mildly—and superficially—injures Elan and critically wounds NRI Major Showolter.

As the Yuuzhan Vong sweep toward the Mid Rim, Wayland becomes little more than a bloody stopover. As on Agamar, much of the population evacuates before all contact is lost.

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BAFFORR TREE POLLEN

Even casual contact with bafforr tree pollen produces a significant reaction from living vondaun crab armor. A small amount of pollen (0.25 kg) is enough to cause the armor to seize, rendering the warrior inside immobile and unable to breathe.

Unless the pollen is thoroughly washed off (requiring about 1 minute's work) or counteracted in some fashion, each round of exposure deals 1d6 points of damage to the wearer through constriction. If the wearer somehow survives this damage for a number of rounds equal to double her Constitution score, she is still unable to breathe and must make Constitution checks to avoid suffocation (see *Suffocation and Drowning* in Chapter 12 of the *Star Wars Roleplaying Game*).

Bafforr tree pollen does not affect dead vondaun armor. ❖

so much by a sense of responsibility, but by righteous wrath. Having seen so many Twi'leks, including her own mother, captured by slavers and forced to endure countless cruelties and humiliations, Daeshara'cor nurtured a secret hatred for all slavers—and transferred this hate to the Yuuzhan Vong.

Of course, for a Jedi, hatred is the path to the dark side.

Daeshara'cor probably comes closer to the dark side than any academy student, with the exception of Kyp Durrón. This is but a recent development, dating from the arrival of the Yuuzhan Vong and the revelation that they had been taking captives for the purpose of hurling them back at the New Republic as enslaved shock troops.

Daeshara'cor's sudden shift in mood seems to have been caused by the death of Miko Reglia, who had been romantically involved with Daeshara'cor's close friend, Octa Ramis. After the initial news of Miko's death, Daeshara'cor becomes withdrawn, spending hours idly searching old records in the Jedi academy's databases on Coruscant.

Or perhaps not so idly. A routine computer check reveals someone accessing the files on the Death Star, the Sun Crusher, the Maw Installation, the *Eye of Palpatine*, even the Hutts' Darksaber project. When Daeshara'cor vanishes en route to Bimmisaari—diverting to the planet Vortex, the new home of Qwi Xux, the chief designer of the Sun Crusher—her intentions become clear to Luke Skywalker, forcing him to track her down. With the help of Mara Jade, Anakin Solo, Mirax Terrik Horn, and a crusty old spacer named Chalco, Skywalker finally locates Daeshara'cor on Garos IV, where she had come to search the computer records at the University of Garos. A lucky break leads Anakin and Chalco right to her—and an equally unlucky break puts them both in her clutches. Fortunately, Anakin is able to subdue her, and Luke convinces the Twi'lek to turn from the dark path.

She rejoins her fellow Jedi in time for the Battle of Ithor, where she will meet her greatest challenge.

Daeshara'cor: Female Twi'lek Jedi Guardian 6; Init +3; Defense 20 (+7 class, +3 Dex); Spd 10 m; VP/WP 43/12; Atk +9/+4 melee (1d3, unarmed) or +10/+5 melee* (3d8/19–20, lightsaber) or +9/+4 ranged; SQ Low-light vision; SV Fort +7, Ref +8, Will +3; SZ M; FP 3; DSP 7; Rep 4; Str 11, Dex 16, Con 12, Int 13, Wis 10, Cha 15. Challenge Code: C.

Equipment: Lightsaber*, Jedi robes.

*Daeshara'cor has constructed her own lightsaber.

Skills: Computer Use +5, Craft (lightsaber) +5, Knowledge (Jedi lore) +4, Read/Write Basic, Read/Write Ryl, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl, Tumble +12.

Force Skills: Affect Mind +9, Empathy +4, Enhance Ability +6, Force Defense +5, Move Object +6, See Force +3.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Tumble), Weapon Finesse (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

The Battle of Ithor

Corran Horn's experiences on Garqi provide the New Republic with a useful new weapon against the Yuuzhan Vong—at the very least, a weakness that the New Republic can exploit. Since bafforr trees are native to Ithor, the New Republic must do all it can to preserve those trees. Should the Yuuzhan Vong conquer Ithor, they would certainly terraform the entire planet—or worse—no doubt destroying the bafforr trees in the process.

Agamar and Ithor fall directly in the path of the Yuuzhan Vong invaders. If the New Republic commits resources to Agamar, Ithor could fall. If this should happen, the new weapon against the Yuuzhan Vong would fall with it. Even if the Yuuzhan Vong are turned back, though, the New Republic would not be able to harvest the precious bafforr tree pollen at its leisure. Sooner or later, the Yuuzhan Vong would take the planet—sooner rather than later if they manage to learn why Ithor is so important to their enemies.

The religious strictures of the Ithorians prevent them from harvesting the pollen on a large scale, or from allowing others to do so. Ithor has to remain safe until Republic scientists can create a synthetic version of the pollen in large amounts. Obviously, the task of holding an entire planet indefinitely against a force of indeterminate numbers is monumental, but the New Republic won't simply give up.

Fortunately, the Imperial Remnant also holds a vested interest in exploring whatever weapons are available to



use against the Yuuzhan Vong. In a brief—and previously unthinkable—alliance with the New Republic military, Admiral Gilad Pellaeon brings a battle group of four Imperial Star Destroyers, eight *Victory*-class Star Destroyers, and a small fleet of support vessels to protect Ithor. The New Republic forces, under the command of Bothan Admiral Traest Kre'fey, join them, forced to leave Agamar. In the end, New Republic politicians—including Borsk Fey'lya himself—decide to leave Agamar to its fate.

The Battle of Ithor quickly becomes the most spectacularly savage fighting yet of a still-young war. Half of Rogue Squadron is vaporized in the first minute, and its equivalent among the Imperial Remnant forces suffers similar casualties. Though the allied forces' modified ship weapons—and some quick, strategic recalibrations—take a toll on the Yuuzhan Vong forces, the real battle happens on the ground.

The Ground Defense

As much as the allied military leaders would like to fight the Battle of Ithor in space, they must also plan for a ground assault. In that regard, the best option is obviously the Jedi Knights (due to Ithor's strong connection to the living Force) backed by Imperial Remnant and New Republic troops. The Ithorians, who insist that those who set foot on Ithor must first be cleansed, force a short

delay. Some Jedi balk at the notion of “wasting time” with religious rituals when they should be preparing defenses. In the end, though, they all take part in the ceremony, and preparations begin in earnest.

The ground tactics of the New Republic forces require them to draw the Yuuzhan Vong forces into two carefully prepared traps: the herd ship *Tafanda Bay*, hovering over Ithor, and a city on the ground itself. Both are deserted except for automated droid defenders. Predictably, the Yuuzhan Vong go mad with rage when they see they are facing mechanical opponents, and they destroy every machine in sight. Doing so proves to be a fatal mistake, because the act triggers explosive charges previously emplaced by New Republic forces. Hundreds of Yuuzhan Vong and chazrach die in seconds, crushed by collapsing buildings.

Though they suffer heavy casualties—including the Jedi Daeshara'cor, who is killed protecting Anakin Solo—the ground forces survive long enough for Corran Horn to find the Yuuzhan Vong communication center. Corran issues a personal challenge to Shedao Shai, the commander of the Yuuzhan Vong forces at Ithor. The challenge buys Ithor's defenders a week, as both sides keep an uncomfortable truce in the skies above.

Wurth Skidder, Jedi Knight

Unusually cocky for a Jedi, Wurth Skidder has an inflated opinion of his own value. He often takes it upon himself to solve problems for other people, usually by taking the most direct route possible—regardless of the consequences. He defends his actions with the same brash demeanor, claiming that he doesn't start problems—he solves them. To his thinking, if he creates more problems than he solves, it's probably someone else's fault—though he doesn't mind cleaning up those complications as well, if there's action involved.

As the Battle of Ithor begins to take shape, Wurth eagerly teams up with Kyp Durron, who maintains a similar mentality. Participating in the Ithorian ritual to “cleanse” himself before he sets foot on the planet, he renounces his weakness—or, rather, the weakness imposed on him by the shortsightedness of others. He looks forward to proving, once again, what a Jedi can do against a foe that doesn't deserve mercy, and he hopes that his example will shake Luke Skywalker and his followers out of their almost pacifistic complacency.

Wurth Skidder: Male Human Jedi Guardian 8; Init +2; Defense (+8 class, +2 Dex); Spd 10 m; VP/WP 60/14; Atk +9/+4 melee (1d3+1, unarmed) or +11/+6 melee* (3d8+1/19–20, lightsaber) or +10/+5 ranged (3d6, blaster pistol); SV Fort +8, Ref +8, Will +4; SZ M; FP 5; DSP 2; Rep 6; Str 13, Dex 14, Con 14, Int 12, Wis 10, Cha 13. Challenge Code: C.



Equipment: Lightsaber*, blaster pistol, X-wing starfighter, astromech droid, Jedi robes.

*Wurth Skidder has constructed his own lightsaber.

Skills: Astrogate +3, Computer Use +3, Craft (lightsaber) +4, Pilot +10, Read/Write Basic, Speak Basic, Speak Rodese, Spot +2, Tumble +6.

Force Skills: Affect Mind +6, Battlemind +9, Empathy +4, Enhance Ability +8, Force Defense +6, Force Push +5, Move Object +7, See Force +3.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Skill Emphasis (Pilot), Starship Operation (starfighters), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Corusca Rainbow

This ship, which arrives at Ithor in time to take out the Yuuzhan Vong flagship *Legacy of Torment*, was formerly an Imperial ship called the *Black Asp*. The *Rainbow* proves key to the survival of the New Republic fleet at Ithor, removing the threat posed by the massive Yuuzhan Vong cruiser.

Craft: *Corusca Rainbow* Interdictor Cruiser; **Class:** Capital; **Cost:** Not for sale (likely to be valued at

58,000,000); **Size:** Gargantuan (600 m long); **Initiative:** +0 (-4 size, +4 crew); **Crew:** 2,320 (Skilled +4); **Passengers:** 60 (troops); **Cargo Capacity:** 6,400 metric tons; **Consumables:** 1 year; **Hyperdrive:** ×2 (×8 backup); **Maximum Speed:** Attack; **Maneuver:** +0 (-4 size, +4 crew); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 300; **Hull Points:** 500; **DR:** 25.

Weapon: Light turbo quadlasers (20); **Fire arc:** 2 batteries front, 1 battery right, 1 battery left; **Attack Bonus:** +6 (-4 size, +2 crew, +4 fire control, +4 battery fire); **Damage:** 4d10×5; **Range Modifiers:** PB -6, S -4, M -2, L +0.

Weapon: Gravity well projectors (4); **Fire arc:** Special; **Attack Bonus:** Special; **Damage:** Special; **Range Modifiers:** Special.

Yuuzhan Vong Forces

When Shedao Shai comes to Ithor, he brings his entire battle fleet, along with a massive flagship called *Legacy of Torment*—a grand cruiser, in New Republic terms. The *Legacy* is every bit as large as a Super Star Destroyer, and just as deadly. Because Shedao Shai wants the honor of personally leading the ground troops, he leaves his second, Deign Lian, in command of the flagship. Unbeknownst to the Yuuzhan Vong commander, Deign Lian has an agenda of his own.

Unfortunately for the Yuuzhan Vong, Deign Lian's battle prowess is not up to the task at hand. When the New Republic tactics overwhelm the dovin basal void-shields, the lieutenant withdraws, leaving the Yuuzhan Vong ground forces on their own.

Shedao Shai continues the ground assault. However, Shedao Shai bears a personal grudge against the *Jeedai* Corran Horn because of events on Bimmieel. The remains Corran found there were those of Shedao Shai's grandfather. His desire to face the *Jeedai* personally and recover his grandfather's remains ultimately makes the Yuuzhan Vong commander careless.

Shedao Shai, Yuuzhan Vong Commander

Shedao Shai is a powerful Yuuzhan Vong warrior and commander of the battle fleet that assaults Garqi, Agamar, Dathomir, and Ithor. Lean and fierce, he is a frightening figure, deadly in combat and nigh invincible in battle. His body bears the marks of dozens of honors, a sign of the respect accorded him by his people.

Among the Yuuzhan Vong, the Domain Shai is deeply honored because of the sacrifice made fifty years ago by Mongei Shai, a Yuuzhan Vong warrior who remained behind in the galaxy of the infidels to send data via villip relays. After he died alone on the world of Bimmieel, his bones were never recovered, but his grandson, Shedao Shai, has made a vow to recover Mongei Shai's bones and honor them in the Yuuzhan Vong tradition.

When Corran Horn took Mongei Shai's remains—in the process killing two more members of Domain Shai—Shedao Shai vowed revenge. He delivered the gold-coated skeleton of Corran Horn's longtime friend, the Caamasi senator Elegos A'Kla. By villip, Shedao Shai told the Jedi the meaning of his message: "These bones I present to you so you may know the proper way to venerate fallen Yuuzhan Vong warriors."

Shedao Shai invites Corran Horn to bring the bones of Mongei Shai to Ithor. However, at the height of the battle, the Yuuzhan Vong fall into a trap set by the infidel ground forces. Corran Horn negotiates a temporary truce with Shedao Shai: a week's cease-fire, at the end of which Shedao Shai and Corran Horn would duel to the death. If the Yuuzhan Vong wins, Shedao Shai may recover his ancestor's bones. If the Jedi wins, Ithor will be spared.

Shedao Domain Shai: Male Yuuzhan Vong Soldier 12/Noble 2/Officer 5; Init +6; Defense 19 (+7 armor, +2 Dex); Spd 10 m; VP/WP 160/20; Atk +17/+12/+7/+2 melee (1d6+2, amphistaff) or +18/+13/+8/+3 melee (1d4+2, coufee) or +18/+13/+8/+3 ranged; SQ Immune to Force, Sense, and Alter, DR 10 (armor), bonus class skill (Bluff), call in a favor, inspire confidence +1, leadership, requisition supplies, tactics; SV Fort +11, Ref +9, Will +10;

SZ M; FP 0; DSP 6; Rep 15; Str 15, Dex 14, Con 17, Int 12, Wis 12, Cha 14. Challenge Code: G.

Equipment: Amphistaff, medium vunduun crab armor (commander's armor), tizowyrm, multiple villips.

Skills: Bluff +10, Climb +6, Diplomacy +16, Gather Information +5, Handle Animal +6, Intimidate +17, Jump +6, Knowledge (Imperial Remnant) +4, Knowledge (New Republic) +5, Knowledge (Yuuzhan Vong) +7, Listen +5, Pilot +8, Read/Write Yuuzhan Vong, Sense Motive +10, Speak Basic, Speak Yuuzhan Vong, Spot +5, Survival +7, Swim +6, Treat Injury +5.

Feats: Armor Proficiencies (heavy, light, medium), Cleave, Dodge, Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Heroic Surge, Improved Initiative, Martial Artist, Mobility, Persuasive, Power Attack, Skill Emphasis (Intimidate), Spring Attack, Toughness, Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons).

Yuuzhan Vong Kor Chokk Grand Cruiser

The Yuuzhan Vong Kor Chokk—the gigantic capital ship New Republic military intelligence division has dubbed a "grand cruiser"—is a magnificent vessel as large as a Super Star Destroyer and every bit as deadly. Kor Chokk—of which the Yuuzhan Vong have only a handful—start as smaller cruisers. As they survive each battle, portions of less fortunate Yuuzhan Vong ships are grafted onto them. This both repairs the damaged cruiser and ensures that undamaged portions of destroyed vessels are put to good use. The result is a gigantic and horrifying juggernaut.

A Kor Chokk is more of a mobile space station than a ship. In combat it maneuvers little, preferring instead to let the enemy come to it and be destroyed—either by its own formidable weapons arrays, or by the swarms of coralskippers it can unleash from its multiple docking arms. Most of a Kor Chokk's bulk is taken up by these spindly extremities, and most of the ship's "cargo space" is devoted to the arms.

A Yuuzhan Vong Kor Chokk grand cruiser carries two hundred sixteen coralskippers and up to thirty yorik-trema landing craft. Grand cruisers can generate interdiction fields out to long starship range.

Craft: Yuuzhan Vong Kor Chokk Grand Cruiser; **Class:** Space Station; **Cost:** Unknown; **Size:** Colossal (Huge space station, 8,180 m); **Initiative:** +2 (–8 size, +10 crew*); **Crew:** 2,140 (Skilled +10*); **Passengers:** 4,640; **Cargo Capacity:** 26,880 metric tons; **Consumables:** 1 year; **Hyperdrive:** ×3; **Maximum Speed:** Cruising; **Maneuver:** –2 (–8 size, +10 crew*, –4 engine quality); **Defense:** 12 (–8 size, +10 armor); **Shield Points:** 650; **Hull Points:** 1,150; **DR:** 35.

Weapon: Plasma projectors (120); **Fire Arc:** 40 front, 30 left, 30 right, 20 rear; **Attack Bonus:** +4 (–8 size, +10

crew*, +2 fire control); Damage: 7d10x5; Range Modifiers: PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; Fire Arc: Any; Attack Bonus: +4 (-8 size, +10 crew*, +2 fire control); Damage: Special; Range Modifiers: PB -4, S/M/L n/a.

*Includes +4 competence bonus from yammosk.

Legacy of Torment

Shedao Shai's personal command ship, *Legacy of Torment*, is an example of an especially powerful and old Yuuzhan Vong Kor Chokk grand cruiser. *Legacy of Torment* first appeared at the Battle of Ithor. After Shedao Shai's death in his duel with the Jedi Knight Corran Horn, the Yuuzhan Vong warrior Deign Lian seizes command of *Legacy of Torment*, using it to deliver lethal bioweapons that destroy the jungles of Ithor.

Craft: Yuuzhan Vong Kor Chokk Grand Cruiser; Class: Space Station; Cost: Unknown; Size: Colossal (Huge space station, 8,180 m); Initiative: +4 (-8 size, +12 crew*); Crew: 2,140 (Expert +12*); Passengers: 4,640; Cargo Capacity: 26,880 metric tons; Consumables: 1 year; Hyperdrive: x3; Maximum Speed: Cruising; Maneuver: +0 (-8 size, +12 crew*, -4 engine quality); Defense: 12 (-8 size, +10 armor); Shield Points: 650; Hull Points: 1,150; DR: 35.

Weapon: Plasma projectors (120); Fire Arc: 40 front, 30 left, 30 right, 20 rear; Attack Bonus: +6 (-8 size, +12 crew*, +2 fire control); Damage: 7d10x5; Range Modifiers: PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; Fire Arc: Any; Attack Bonus: +6 (-8 size, +12 crew*, +2 fire control); Damage: Special; Range Modifiers: PB -4, S/M/L n/a.

*Includes +4 competence bonus from yammosk.

Yuuzhan Vong Miid Ro'ik Warship

The standard ship of the Yuuzhan Vong fleet is the Miid Ro'ik warship, an ovoid of coral resembling alternating strips of smooth, black rock and rocky patches where the ship's weapons and dovin basals reside. The ship is also adorned with massive arms of dark red and deep blue coral growing from the nose of the ship and along the sides. These arms are the docking stations for the warship's complement of seventy-two coralskippers, and terminate in plasma projectors.

Miid Ro'ik warships can produce interdiction fields out to short starship range.

Craft: Yuuzhan Vong Miid Ro'ik Warship; Class: Capital; Cost: Unknown; Size: Colossal (1,620 m long); Initiative: +0 (-8 size, +8 crew*); Crew: 1,280 (Skilled +8*); Passengers: 1,950; Cargo Capacity: 8,200 metric tons; Consumables: 1 year; Hyperdrive: x3; Maximum Speed: Cruising; Maneuver: +0 (-8 size, +8 crew*); Defense: 12

(-8 size, +10 armor); Shield Points: 310; Hull Points: 770; DR: 30.

Weapon: Plasma projectors (60); Fire Arc: 20 front, 15 left, 15 right, 10 rear; Attack Bonus: +4 (-8 size, +8 crew*, +4 fire control); Damage: 7d10x5; Range Modifiers: PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; Fire Arc: Any; Attack Bonus: +0 (-8 size, +8 crew*, +0 fire control); Damage: Special; Range Modifiers: PB -4, S/M/L n/a.

*Includes +4 competence bonus from yammosk.

Yuuzhan Vong Chuun M'arh Frigate

Yuuzhan Vong frigates fulfill a variety of roles in the invaders' fleet, from battle support to long-range reconnaissance. It is not believed that the vessels can produce effective interdiction fields.

Craft: Yuuzhan Vong Chuun M'arh Frigate; Class: Capital; Cost: Unknown; Size: Huge (440 m long); Initiative: +4 (-2 size, +6 crew*); Crew: 225 (Normal +6*); Passengers: 370; Cargo Capacity: 980 metric tons; Consumables: 3 months; Hyperdrive: x3; Maximum Speed: Attack; Maneuver: +4 (-2 size, +6 crew*); Defense: 18 (-2 size, +10 armor); Shield Points: 120; Hull Points: 420; DR: 20.

Weapon: Plasma projectors (30); Fire Arc: 15 front, 5 left, 5 right, 5 rear; Attack Bonus: +8 (-2 size, +6 crew*, +4 fire control); Damage: 7d10x5; Range Modifiers: PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; Fire Arc: Any; Attack Bonus: +4 (-2 size, +6 crew*, +0 fire control); Damage: Special; Range Modifiers: PB -4, S/M/L n/a.

*Includes +4 competence bonus from yammosk.

Yuuzhan Vong I'Friil Ma-Nat Corvette

Multisided pyramids of carbon-black yorik coral, Yuuzhan Vong I'friil Ma-Nat are light assault craft (designated corvette analogs by the New Republic military) designed for "strike-and-fade" attacks. Carrying the lightest weaponry of any of the Yuuzhan Vong capital-class ships, they are only truly effective in fleet operations where they can act as escorts for larger ships or support craft for coralskipper wings.

The I'friil Ma-Nat carries no coralskippers of its own, and it cannot create interdiction fields with its dovin basals.

Craft: Yuuzhan Vong I'Friil Ma-Nat Corvette; Class: Capital; Cost: Unknown; Size: Huge (315 m long); Initiative: +4 (-2 size, +6 crew*); Crew: 110 (Normal +6*); Passengers: 225; Cargo Capacity: 510 metric tons; Consumables: 1 month; Maneuver: +4 (-2 size, +6 crew*); Defense: 18 (-2 size, +10 armor); Shield Points: 80; Hull Points: 300; DR: 20.

Weapon: Volcano cannons (20); Fire Arc: 8 front, 4 left, 4 right, 4 rear; Attack Bonus: +8 (-2 size, +6 crew*,

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+4 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB +2, S +0, M -2, L -4.

Weapon: Dovin basal “tractor”; **Fire Arc:** Any; **Attack Bonus:** +4 (-2 size, +6 crew*, +0 fire control); **Damage:** Special; **Range Modifiers:** PB -4, S/M/L n/a.

*Includes +4 competence bonus from yammosk.

Yuuzhan Vong Yorik-trema Transport

Dubbed “crates” by New Republic starfighter pilots, yorik-trema transports are the Yuuzhan Vong equivalent of dropships—troop transports meant to convey Yuuzhan Vong warriors from ships in orbit to the ground, or to other ships. A yorik-trema is armed with a cluster of volcano cannons and hosts six Yuuzhan Vong warriors and as many as thirty support troops (such as chazrach). It presents a formidable threat to ground troops and stands a reasonable chance of delivering its cargo to its destination, even past enemy forces. Since the yorik-trema is actually a living creature, it can punch through the hull of a starship or space station and clamp its “mouth” over the resulting breach, allowing its occupants to board the enemy craft.

Craft: Yuuzhan Vong Yorik-trema Transport Carrier; **Class:** Space Transport; **Cost:** Unknown; **Size:** Small (48 m long); **Initiative:** +5 (+1 size, +4 crew); **Crew:** 4; **Passengers:** 36; **Cargo Capacity:** 35 metric tons; **Consumables:** 3 days; **Hyperdrive:** none; **Maximum Speed:** Attack; **Maneuver:** +5 (+1 size, +4 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 60; **Hull Points:** 160; **DR:** 15.

Weapon: Volcano cannons (2); **Fire Arc:** Front; **Attack Bonus:** +9 (+1 size, +4 crew, +4 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB +2, S +0, M -2, L -4.

Weapon: Dovin basal “tractor”; **Fire Arc:** Any; **Attack Bonus:** +0 (-4 size, +4 crew, +0 fire control); **Damage:** Special; **Range Modifiers:** PB -4, S/M/L n/a.

Duel, Betrayal, and Blame

The Battle of Ithor ends when Corran Horn and Mara Jade Skywalker locate the Yuuzhan Vong command post and contact Shedao Shai, the Yuuzhan Vong commander. Corran and Shedao Shai agreed to a temporary truce—at the end of which, the two engage in a duel to decide Ithor’s fate.

The duel takes place a week later, with Luke Skywalker as Corran Horn’s witness, and Deign Lian as Shedao Shai’s. The fight is brief and violent—and though Corran is critically wounded, he makes use of a lightsaber trick he picked up from Mara Jade. As Shedao Shai lunges to deliver the deathblow, Corran Horn raises his lightsaber to block, then switches it off. Meeting no resistance to his attack, Shedao Shai falls temporarily off balance—just long enough for Corran to press his lightsaber hilt to the

Yuuzhan Vong’s abdomen and switch it on. Shedao Shai dies instantly. Corran Horn has saved Ithor.

But victory is as brief as the duel itself. The treacherous Deign Lian returns to Shedao Shai’s flagship, *Legacy of Torment*, and assumes command of the Yuuzhan Vong task force. He immediately orders the bombardment of Ithor with bacteriological warheads. As the horrified New Republic and Imperial Remnant fleets watch, Ithor’s surface burns away.

The death of Ithor is the last order Deign Lian gives. New Republic Admiral Traest Kre’fey and Imperial Remnant Grand Admiral Gilad Pellaeon order *Corusca Rainbow*—an Interdictor cruiser that had been hidden behind Ithor’s moon—to add the power of its gravity-well projectors to Ithor’s own mass. *Legacy of Torment* cannot jump to hyperspace, and more, must devote all dovin basals to breaking free. Unable to erect singularity shields, the Yuuzhan Vong grand cruiser crumbles under withering barrages from every ship in the New Republic and Imperial Remnant fleet, breaking up and crashing to the dead surface of Ithor below.

The loss of peaceful Ithor might be too much for New Republic morale to bear, and the members of the ruling council search for someone to blame. They don’t have to look far.

Though other planets have fallen to the Yuuzhan Vong, Ithor is considered a “major world”—that is, a world most people have actually heard of—and its loss fills the senate with fear. Chief of State Borsk Fey’lya had already expressed his disapproval of Corran Horn’s plan to gamble with Ithor’s fate. Soon, Horn is vilified as the most recent in a line of “world-killing Jedi” that includes Darth Vader and Kyp Durrón.

Corran Horn makes a convenient and willing political sacrifice. To help disassociate the public image of “Corran Horn, destroyer of Ithor,” from the rest of the Jedi, Corran exiles himself from the Jedi to seek his own peace.

Privately, the Corellian Jedi has to admit to himself that his reasons for distancing himself from the Jedi are more personal. Though he has convinced himself that the duel with Shedao Shai was over the fate of Ithor, what Corran had really wanted was revenge—revenge for the gentle Caamasi senator Elegos A’Kla, one of Corran’s dearest friends. Elegos had helped Corran through one of the most difficult times of his life, and for Shedao Shai to have so brutally murdered him—just to make a point—fills Corran with seething rage.

Though Corran Horn defeated Shedao Shai, the Jedi Master had, for a brief time, surrendered to the dark side. It might take some time for him to find his way back.

Adventure Ideas

You should stop reading this chapter right now if you are going to be a player in a campaign set in The New Jedi

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Order era. The material presented in the next few pages is intended for the Gamemaster alone.

Falling Back

During the events of the *Dark Tide* duology, the Heroes of Yavin and their children spend time grieving and reflecting on how much they have lost. The pilots of battered ships, beleaguered ground troops, and waves of displaced and dispossessed refugees desperately need the help of anyone who's courageous enough to stand up to the merciless onslaught of the Yuuzhan Vong.

With the Praetorite Vong destroyed at Helska 4, the heroes should have a deserved rest. However, fate intervenes, putting them right back in the path of the Yuuzhan Vong.

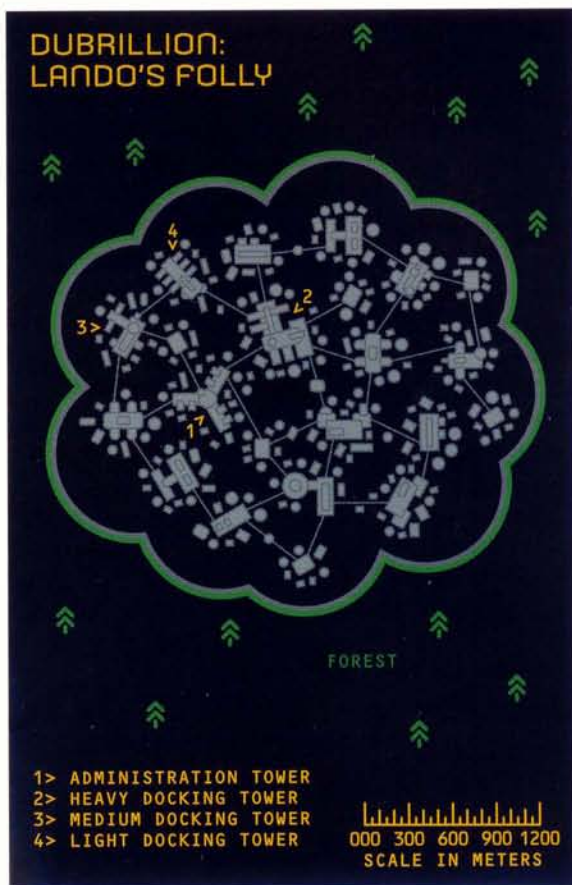
The Evacuation of Dubrillion

After the defeat of the Yuuzhan Vong at the Battle of Dubrillion, Administrator Lando Calrissian is all too willing to pay for repairs to the heroes' space transport or starfighters, but only if the heroes can pitch in and help rebuild his facility at Lando's Folly. There's work to do, including tending to various wounded people and reinforcing damaged buildings. The benefits far outweigh the cost—at least, until the Yuuzhan Vong return a week and a half later.

The appearance of the first few Yuuzhan Vong ships is a hammer-blow to the morale of the survivors of the Battle of Dubrillion. What's worse, it quickly becomes apparent that the Yuuzhan Vong do not consider Dubrillion a real target. They seem to be waiting for a more worthy threat to materialize—reinforcements from the New Republic. When no relief effort arrives, the Yuuzhan Vong send their troops against Dubrillion's defenses to test their mettle. They even allow old, slow ships and small, weak ones to escape relatively unmolested. Periodically, they practice strafing runs against Dubrillion's ground-based defenses.

Many ships—especially the better-armed or better-piloted ones—have to face the Yuuzhan Vong gauntlet to get off the planet. This includes the heroes' ship. The Yuuzhan Vong target it every time it tries to leave orbit and do everything they can to drive it back down to the planet's surface. Tactics such as removing the weapons from the ship won't help. While this trick might puzzle the Yuuzhan Vong, they are more interested in testing their skills against the pilot inside than against the weapons on the hull.

When help finally does arrive, it's a handful of New Republic ships, all of which are dedicated to evacuating those who are left at Lando's facility to a relief center on Agamar. For some reason, the Yuuzhan Vong sit idly by, but everyone fully expects that as soon as the refugee convoy prepares to move out, the Yuuzhan Vong will move in—for the kill.



If the heroes have cargo room on their ship, they are asked to help evacuate medical supplies. Regardless of their cargo space, they are asked to help protect a transport full of wounded personnel.

The flight up to orbit is routine. The Yuuzhan Vong seem to show no interest in the convoy's formation. But when the convoy starts to head out, a swarm of coralskippers moves in—while the Yuuzhan Vong warship creates a kind of interdiction field to prevent any hyperspace jumps to Agamar.

While the battle rages on, the heroes encounter a squadron of five coralskippers intent on shooting down the medical transport. The aging Corellian corvette only has a single turbolaser cannon to defend itself. Their first hit disables the corvette's sublight drives, leaving the heroes with a difficult choice. Should they stay behind to protect the corvette—or run?

The Ones Left Behind

The corvette's captain begins calling for help, desperately trying to avoid the much more agile coralskippers. The corvette's shields are down, her sublight drive has been blasted to bits, her holds are full of wounded refugees, and a single gun remains to hold off the Yuuzhan Vong. The captain orders the corvette back to Dubrillion. At least if they lose hull integrity, the wounded will still

have a chance on the ground. The corvette hurtles toward the surface, with coralskippers harrying it all the way down.

From their vantage point above Dubrillion, the heroes can see that the corvette makes a more or less intact landing on the ground—at which point, the coralskippers withdraw, returning to the fight in space. The captain chokes out a distress call: “If anyone can hear me, we need assistance, and we need it now!” Then the channel goes silent.

The heroes can see that the Yuuzhan Vong have essentially forgotten about the downed corvette. With the rest of the convoy fleeing into hyperspace—bound for their secondary rendezvous point at Dantooine—it won’t be long before the Yuuzhan Vong come back to finish off the wounded. If the heroes can get there first, they might be able to evacuate the crash survivors, or perhaps even get the corvette’s sublight engines working again before the Yuuzhan Vong arrive.

Unfortunately for the heroes, they need to decide on a course of action quickly—the Yuuzhan Vong are already on the scene. Disguised with oogloth masquers to resemble wounded Human soldiers, a small team of six Yuuzhan Vong warriors has boarded the corvette with the rest of the refugees. When the attack commenced, they went

into action, overcoming the medical personnel and disabling the ship’s communication systems. After the ship landed, the Yuuzhan Vong warriors began systematically killing off the crew and sealing compartments, working their way to the bridge.

When the heroes arrive (if they have chosen to help), they see no activity outside the ship, and they hear nothing when they hail the ship—this despite the fact that the ship’s damage does not appear so severe that everyone inside would have died on contact. The heroes need to board the corvette and locate the Yuuzhan Vong before they reach either the bridge or the engineering compartment. On the bridge, the captain and three other crewmen are holding out behind a sealed hatch. In the engineering compartment, the ship’s engineer and his assistant are desperately trying to get at least one sublight engine working.

There are six Yuuzhan Vong warriors on the corvette—four trying to get onto the bridge, and two headed aft, toward engineering. They are all armed with amphistaffs they smuggled aboard under their bandages, and each has a single blorash jelly. Their strategy for dealing with the heroes is to take them captive, if possible, and add them to the sacrifice for which the wounded are intended. If the heroes put up too much of a fight, though, the Yuuzhan Vong decide they are worthy of an honorable death and go for the kill.

Once the Yuuzhan Vong are out of the way, the heroes have a little time to decide what to do next. Not all of the wounded will fit aboard their ship, especially considering all the medical supplies they are already carrying, but dumping the medical supplies means that a great many more wounded might die later. The heroes can repair the corvette’s damaged sublight engine by sacrificing parts of their own sublight engine—meaning that both ships will be able to escape, but very slowly.

If the heroes make the tough choice of taking only one ship, they’ll have a squadron of coralskippers to deal with before they can make the jump to hyperspace. If they share their engine parts to take both ships to safety, they have twice as many coralskippers to fight off. Eventually, they are able to maneuver their way clear of the Yuuzhan Vong interdiction field and make for Dantooine.

The Fighting at Garqi

The skies of Dantooine are thick with Yuuzhan Vong. No ships of the New Republic are landing, and none are taking off. The Yuuzhan Vong take a keen interest in the heroes’ ship if it comes even remotely close to the planet. Admiral Traest Kre’fey, aboard *Ralroost*, suggests that the heroes reroute to Garqi until the fighting is over. Then they can either return to Dantooine to help evacuate the survivors or rendezvous with the refugee convoy at Agamar, according to the original plan.



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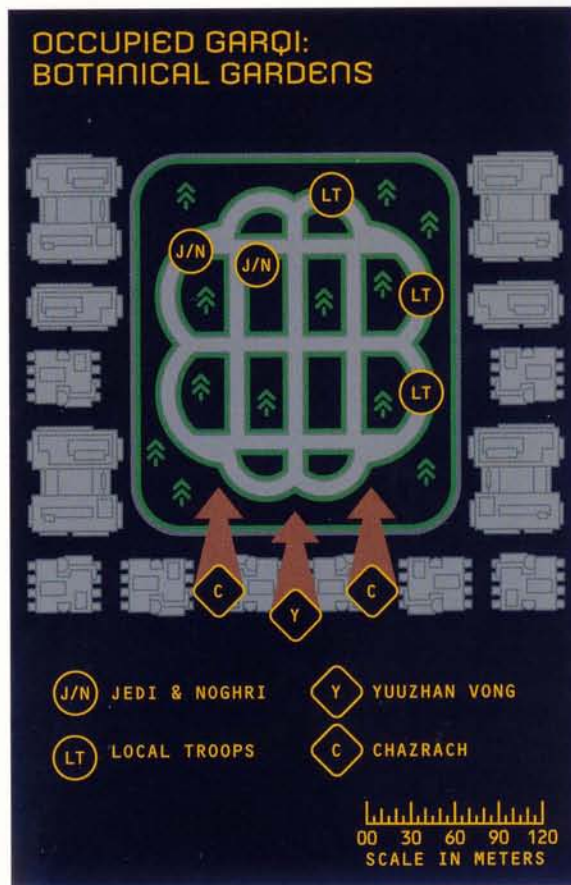
Garqi proves to be a good choice. Dantooine has been overrun, and the refugees there have been forced to evacuate—with something like half the original number of refugees they had when they landed. The docking station personnel at Pesktda, Garqi's capital, consider the heroes celebrities—they saw Yuuzhan Vong face to face and lived to tell about it, survived Dubrillion, and even went back to pick up stragglers. The New Republic Defense Force post lets the heroes dock their ship on the base and gives them materials to repair their ship at cut rates. They even ignore any "nonstandard" modifications the heroes have made to their ship.

This happy state of affairs lasts only a couple of weeks before the Yuuzhan Vong arrive in orbit over Garqi and begin setting down landing craft. Although they quickly move to take control of the cities, the Yuuzhan Vong do not actually appear to want anything. They take a few captives, but leave vast fields of grains and vegetables untouched. They destroy machines but leave the buildings largely intact. Although they take Pesktda's spaceports, they do not destroy any of the ships they find there, including the heroes' ship. The heroes, temporarily separated from their ship, find themselves hiding out in the countryside, along with thousands of displaced Garqians.

To get to their ship and get off the planet—hopefully with as many Garqians as they can carry—the heroes need to enter occupied Pesktda. The Garqians have begun organizing a liberation movement, but they need supplies. They offer to help the heroes if the heroes can also help them. They ask the heroes to use their ship to bring food and medical supplies to a drop point in Garqi's countryside. If they have time before the Yuuzhan Vong react, they should also lift off with as many wounded refugees as they can take. The Garqians can help the heroes reach their ship by creating a diversion in another part of the city. They can help load the ship by sending another group to gather the needed supplies from Pesktda, bringing them as quickly as possible to the heroes' ship.

The diversion works adequately, and the heroes face only minor opposition in the form of the reptilian chazrach—the slave species that serves the Yuuzhan Vong as shock troops. However, when the Garqians arrive with the supplies loaded onto skiffs and landspeeders, a much larger force of chazrach mixed with Yuuzhan Vong overseers is on its way to stop them. The heroes and the Garqians have to load their ship while fighting off the Yuuzhan Vong attack, with the Yuuzhan Vong driving huge numbers of chazrach ahead of them to take the brunt of the heroes' attacks—just as they did at Dantooine.

When the ship is loaded, it becomes obvious that there is no room on board for the Garqian freedom fighters. The Garqians are prepared to sell their lives



dearly while the heroes lift off and take the much-needed supplies out of the occupied city. The question again becomes whether the soldiers' lives are more important than the lives of all the people who could be saved by the supplies packed into every compartment and gangway on the ship.

Whatever the heroes decide, they receive a warm welcome when they get out to the rendezvous and exchange one cargo for a cargo of wounded personnel. Once again, the heroes are asked to use their ship as a medical freighter, and this time (unlike at Dantooine) they are able to lift off without interference from the Yuuzhan Vong in orbit.

The heroes' bravery earns them one Reputation point—and the GM should consider awarding a Force point to any particularly valiant hero. By way of compensation for their heroism, if the heroes have been wounded, or their ship damaged, the relief force arranges to give the heroes medical supplies (including bacta treatments), spare parts, and professional help—all at no cost.

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CHAPTER FOUR

AGENTS OF CHAOS

At the start of *Hero's Trial*, six months have passed since the Yuuzhan Vong arrived at Helska 4. In that time, the alien horde has advanced ever deeper into the galaxy. Worlds have fallen with barely a struggle.

Meanwhile, the New Republic government argues over how best to deal with the invasion, dividing their efforts at a time when they need unity. Worse still, they blame a Jedi, Corran Horn, for the poisoning of peaceful Ithor, while turning a deaf ear to entreaties by Jedi Master Luke Skywalker to organize a defense against the Yuuzhan Vong.

Skywalker and his family, and his sister and her family, mourn the death of Chewbacca at Sernpidal. They each deal with his passing the best way they know, but Chewie's closest friend, Han Solo, is hit hardest by the loss.

State of the New Republic

As the Yuuzhan Vong push farther into the galaxy, conquering worlds one by one, the New Republic government reacts with internal squabbling and backbiting. While every senator recognizes the danger represented by the Yuuzhan Vong, far too many consider the safety of their own worlds first—neglecting the fate of the whole galaxy. This self-serving mentality keeps the New Republic Senate from acting effectively, as they argue over every allocation of resources, every movement of ships . . . and every response to each new defeat.

Perhaps the largest obstacle to an effective New Republic plan is political self-interest. The political power of key individuals in the senate ensures that their worlds receive additional protection, while more remote worlds—including those directly in the path of the invasion—receive only nominal support. The senators who benefit the most ascribe this favoritism to “guarding strategic worlds,” but the fact remains that the elements that make a world “strategic” are very much in the sensory receptors of the beholder. Do worlds such as Agamar and Obroa-skai fall to the Yuuzhan Vong because they are not strategically worth protecting? Or because they don't have a strong voice in the senate?

What most of the New Republic doesn't know is that Admiral Traest Kre'fey issued an ultimatum shortly after

the Battle of Dantooine, making it clear that *he* controls the New Republic's military—not the senate. Admiral Kre'fey goes so far as to threaten to take the entire military structure into the Unknown Regions. If the senators—particularly his own cousin, Chief of State Borsk Fey'lya—continue to interfere in military planning, he will leave for the Unknown Regions and set up his own empire.

Of course, rather than admit that he was outmaneuvered by a mere soldier, Fey'lya has allowed Kre'fey's command of the New Republic fleet to be seen as the actions of a borderline rogue admiral. This further drives a wedge between the senators of the “protected” systems and the politicians whose worlds are endangered—or have already fallen.

Equally unfortunate for the New Republic is the perception that the Jedi—or at least some rogue elements of the group—initiated the war with the Yuuzhan Vong by attacking what might have otherwise been peaceful colonists. Some senators—and significant portions of the population—believe that the Jedi attacked first, without consulting the New Republic Senate. At the very least, they feel that a misunderstanding might have caused the initial engagement, and the ongoing war is the inevitable result of that misunderstanding perpetuated. Ignoring the lesson so painfully learned by Senator Elegos A'Kla, they believe they might be able to sue for peace with the Yuuzhan Vong.

The New Republic Defense Force is working more or less in the dark. Without a way to effectively spy on the Yuuzhan Vong—since it cannot infiltrate them and still report back—the military does not know what the invaders want or where they are going, and knows precious little about what they can do. Furthermore, the New Republic's ability to defend Ithor—for whatever good it did—relied heavily on the assistance of Grand Admiral Pellaeon's fleet from the Imperial Remnant. The Imperials have since withdrawn to defend their own worlds. Unless a victory of some kind comes soon, the New Republic is in a very precarious situation.

Viqi Shesh, New Republic Senator

The same sort of corrupt politician that allowed Emperor Palpatine's rise to power, Senator Viqi Shesh is a scheming

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bureaucrat with no moral center. Shesh is a member of the senate's Security and Intelligence Council, which oversees the activities of not only New Republic Intelligence but the Coruscant Defense Force. Thus, she has access to nearly every scrap of information about New Republic troop and fleet movements, the strength of planetary defense shields, and the itineraries of important political figures, including Chief of State Borsk Fey'lya himself. Convinced that the galaxy cannot withstand the Yuuzhan Vong—and determined not to die because she'd had the misfortune of choosing the wrong side before she even knew what the sides were—the senator from Kuat chooses to sell information to the enemy.

After making contact with a member of the Peace Brigade (Nom Anor in disguise), Senator Shesh begins providing the Yuuzhan Vong information regarding potential targets that are heavily defended and neglected by the New Republic. Her intervention in the defense of the New Republic costs thousands of lives, but Shesh considers this a small price to pay for one day being the ruler of the New Republic—in the name of her Yuuzhan Vong masters, of course.

In the aftermath of the Battle of Ithor, Viqu Shesh and another senator are invited to join the Senate Advisory Council—putting the turncoat right in the middle of the New Republic's decision-makers.

Viqu Shesh: Female Human Diplomat 6/Noble 3; Init +0; Defense 14 (+4 class); Spd 10 m; VP/WP 13/10; Atk +5 melee (1d3, unarmed) or +5 ranged (3d4, hold-out blaster); SQ Bonus class skill (Pilot), call in a favor x2, inspire confidence +1; SV Fort +5, Ref +4, Will +9; SZ M; FP 1; DSP 10; Rep 11; Str 8, Dex 11, Con 10, Int 13, Wis 13, Cha 15. Challenge Code: C.

Equipment: Hold-out blaster, comlink, suite of offices on Coruscant, personal shuttle, villip, ooglith masquer.

Skills: Bluff +14, Computer Use +5, Diplomacy +21, Gather Information +11, Handle Animal +4, Intimidate +4, Knowledge (galactic politics) +10, Knowledge (New Republic) +5, Knowledge (Yuuzhan Vong) +8, Pilot +4, Profession (politician) +11, Sense Motive +10.

Feats: Great Fortitude, Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Skill Emphasis (Profession [politician]), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Han Solo's Grief

Corellia's cockiest smuggler, Han Solo, has seen the galaxy change more times than he can count, but now, with his long-time partner and best friend Chewbacca gone, the galaxy is suddenly a very scary place for him. Intellectually, Han understands that everything dies.

Chewie, at least, got to face his death on his feet, doing what was important to him—saving the life of Han’s son, Anakin.

Emotionally, Han has had a hard time confronting his loss. In his heart, he loves Anakin, but he can’t bring himself to forget that Anakin chose to leave Chewbacca behind on Sernpidal. To Han’s mind, Anakin killed Chewie by abandoning him. And as long as he can’t forget that, he can’t forgive his son.

Han finds himself surrounded by people who urge him to forget how Chewbacca died. Leia, Luke, Jacen, Jaina—none of them understands how he feels. He certainly cannot tell them, in good conscience, how he feels about Anakin right now. He knows they won’t let him hate Anakin as much as he feels he should. More to the point, he knows that they’re right: It wasn’t Anakin’s fault. If Han’s and Anakin’s positions had been reversed, Han would have also chosen—no matter how much it hurt—to leave Chewie to die. From that perspective, he can sense how much pain Anakin is feeling—made worse by the fact that his own father won’t even speak to him.

Of course, knowing this does not make it easier for Han Solo to adjust to sitting in the *Millennium Falcon*’s cockpit alone. Han’s grief consumes him, and when he isn’t aboard the *Falcon*, torturing himself with memories of his

friend in better times, he wanders from bar to bar on Coruscant, drinking the memories away. When he does see his family, it’s only for a short time, and even then, he avoids the subjects of Chewbacca, his own grief, and Anakin. For that matter, when he sees Anakin, he tries to avoid him as well.

So far, Han has excused himself from events happening elsewhere in the galaxy. The missions to Dubrillion, Belkadan, Bimmieel, and Dantooine have all taken place without him, even when his own family was in danger. The defense of Ithor was carried out while he was busy drinking away the pain of losing his best friend.

Only the funeral services for Chewbacca bring Han out of his alcoholic haze. While traveling to Chewie’s homeworld of Kashyyyk with his family, Han sees at every turn memories of his friend. Chewbacca’s wife, Mallatobuck, presents Han with a bowcaster Chewie made when they were first married. Chewbacca’s son, Lumpawaroo, and his nephew, the Wookiee Jedi Lowbacca, swear to assume Chewbacca’s life debt to Han. Never comfortable with the concept of a life debt in the first place, Han must decline as politely as possible. The Wookiees soon recognize that Han is not yet ready for someone to take the place of his best friend.

Once back on Coruscant—and preparing to leave his family yet again—Han runs into his old friend and mentor, the wily smuggler Roa. This chance meeting soon changes his mind about companionship.

Roa, Former Smuggler

Roa is an old friend of Han Solo’s. In happier times, Roa was a smuggler who gave Han his start in the business. He retired from the smuggling trade shortly before the Battle of Yavin, at the insistence of his new wife, to become a prosperous merchant in the Corporate Sector. But when the Yuuzhan Vong killed his wife, Roa decided that he could no longer afford to be a simple businessperson.

Roa wants revenge, but not necessarily against the Yuuzhan Vong. Instead, he is after the so-called “Peace Brigade”—collaborators who arranged the fall of Atzerri, where his wife died. In particular, he is searching for a man named Reck Desh, who was once a friend and ally of both Roa’s and Han’s, but who has since joined the Peace Brigade. To find Desh, Roa needs Han’s help.

Roa: Male Human Scoundrel 14; Init +1; Defense 22 (+11 class, +1 Dex); Spd 10 m; VP/WP 65/13; Atk +11/+6 meleé (1d3+1, unarmed) or +11/+6 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +4d6; SV Fort +5, Ref +10, Will +7; SZ M; FP 3; DSP 1; Rep 8; Str 12, Dex 12, Con 13, Int 15, Wis 17, Cha 15. Challenge Code: D.



Equipment: Blaster pistol, light freighter (*Happy Dagger*).

Skills: Appraise +19, Astrogate +11, Bluff +21, Computer Use +11, Diplomacy +17, Disable Device +11, Forgery +9, Gather Information +24, Hide +8, Intimidate +4, Knowledge (Corporate Sector) +10, Knowledge (Roonadan) +7, Knowledge (Bonadan) +7, Listen +4, Move Silently +8, Pilot +13, Profession (merchant) +23, Read/Write Basic, Repair +7, Search +7, Speak Basic, Speak Old Corellian, Speak Shyriiwook (understand only), Spot +4.

Feats: Dodge, Persuasive, Point Blank Shot, Precise Shot, Rapid Shot*, Skill Emphasis (Diplomacy), Skill Emphasis (Gather Information), Skill Emphasis (Profession: merchant), Spacer, Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

**No longer usable because of his reduced Dexterity due to age.*

Progress of the Invasion

Whereas the New Republic bemoans its performance in the war so far, the Yuuzhan Vong celebrate theirs. World after world capitulates to them—or is crushed by them. The Yuuzhan Vong capture thousands of slaves and sacrifice thousands more to ensure more victories in the future.

With the destruction of Ithor, the Yuuzhan Vong now control a corridor several hundred light-years wide, extending from the very edge of the galaxy and halfway to Coruscant. Belkadan, Sernpidal, Dubrillion, Destrillion, Dantooine, Bimmial, and Garqi are all occupied by the Yuuzhan Vong. The alien invaders put those worlds to good use, supplying materiel for their continued campaign. Sernpidal has become something new—a shipwomb, serving as the heart of a new Yuuzhan Vong worldship. Where worlds are not yet subjugated, the Yuuzhan Vong slowly but steadily eradicate the feeble resistance movements that struggle against them.

The Jedi are the only unknown element in the Yuuzhan Vong's calculations. Not only are the Jedi formidable warriors, but they can somehow detect even a disguised Yuuzhan Vong. Because the invaders are immune to the Force, they "feel" different to Jedi who are trying to sense them (particularly with the Sense-based ability See Force; the Jedi have learned to look for people who do not appear in the Force). Comprehending the danger the Jedi represent prompts the Yuuzhan Vong to formulate a plan to remove the Jedi from the equation altogether.

Obroa-skai

One world to fall before the Yuuzhan Vong is Obroa-skai. It is a cold world, but one renowned for its extensive libraries and research facilities. Though the Obroans have

collected information in several thousand different formats—and many times more languages—the complex is an abomination to the Yuuzhan Vong, one to be destroyed along with tens of thousands of droids.

However, the Yuuzhan Vong are not so fanatical that they cannot make use of the knowledge kept in the Obroan libraries. Having taken appropriate precautions for using infidel devices, their tacticians examine every scrap of evidence they can, learning much more about the New Republic and the Jedi. Interviews with a captive Gotal priest reveal to them the power of the Force. Now the Yuuzhan Vong know that an army of Jedi was once purged from the galaxy—though they do not know exactly how, or what part the Sith played in that tragedy. Now they understand what kind of enemies the Jedi are—and what kind of allies the Sith could be, if they still exist.

Yuuzhan Vong Sh'rip Sh'pa Spawn Ship

Constructed like enormous gemstones, with "facets" a dozen meters across, Sh'rip Sh'pa spawn ships are effectively war freighters. They carry the supplies that the Yuuzhan Vong need to terraform worlds to suit their own purposes, and sufficient armament to protect their cargoes.

The faceted hull of a spawn ship enables it to reconfigure its weaponry as needed, moving its plasma projectors from one arc to another. Doing so means that the weapon being redirected cannot be fired during that round.

Craft: Yuuzhan Vong Sh'rip Sh'pa Spawn Ship; **Class:** Capital; **Cost:** Unknown; **Size:** Gargantuan (810 m long); **Initiative:** +4 (−4 size, +8 crew*); **Crew:** 525 (Skilled +8*); **Passengers:** 2,044; **Cargo Capacity:** 2,460 metric tons; **Consumables:** 1 year; **Hyperdrive:** ×3; **Maximum Speed:** Cruising; **Maneuver:** +4 (−4 size, +8 crew*); **Defense:** 16 (−4 size, +10 armor); **Shield Points:** 265; **Hull Points:** 680; **DR:** 25.

Weapon: Plasma projectors (40); **Fire Arc:** Any (no more than 20 in any one direction); **Attack Bonus:** +8 (−4 size, +8 crew*, +4 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB +2, S +0, M −2, L −4.

Weapon: Dovin basal "tractor"; **Fire Arc:** Any; **Attack Bonus:** +4 (−4 size, +8 crew*, +0 fire control); **Damage:** Special; **Range Modifiers:** PB −4, S/M/L n/a.

**Includes +4 competence bonus from yammask.*

The Yuuzhan Vong Defector

The Yuuzhan Vong plot to assassinate the Jedi leadership is the brainchild of Eminence Harrar, a high-ranking member of the priest caste, and Executor Nom Anor, who



knows more about Jedi than any other Yuuzhan Vong alive. For their purpose, they need a particularly insidious assassin's weapon—bo'tous beetles—and an equally insidious operative to deliver them to their Jedi targets. (For more information on this insidious weapon, see the Bo'tous Toxin sidebar.)

The Yuuzhan Vong cannot use a captive to deliver the bo'tous toxin, since a captive would not voluntarily expel the bo'tous properly and at the right time. Furthermore, the captive would have to be broken, remade, and conditioned to seek out his target once he was returned to the infidels. If the captive had any conscious memory of the plan, the Jedi would surely detect his intentions before he could carry out his instructions.

For the plan to work, Harrar and Nom Anor need a Yuuzhan Vong to deliver the toxin—and, more than likely, die along with the Jedi. The agent must appear consistently valuable enough to the infidels that they are not only willing but eager to introduce her to the Jedi. The best choice in this case is a defector—someone intimately acquainted with the Yuuzhan Vong, but who sympathizes with the infidels. Since this agent must be able to maintain a deception indefinitely, the only logical choice is a priestess of Yun-Harla—the Yuuzhan Vong trickster goddess.

So it happens that *Soothfast*, a Corellian-designed *Proficient*-class light cruiser, encounters a Yuuzhan Vong Sh'rip Sh'pa spawn ship in the Meridian Sector and swiftly destroys it. At the last moment, the spawn ship ejects a small pod of yorik coral, analogous to an escape pod. Captain Skent Graff of *Soothfast* orders his crew to investigate. Aboard are two passengers: a Yuuzhan Vong female and an alien of indeterminate species.



BO'TOUS TOXIN



Bo'tous are tiny, beetlelike creatures that infest the bronchial passages of living organisms, laying billions of eggs in the lung tissue of their hosts. The eggs hatch rapidly, destroying the lung tissue and generally killing their host. When used under proper conditions, bo'tous toxin is a devious weapon designed to be used by a carefully chosen and conditioned assassin.

A single bo'tous in the lungs of a victim will not kill the victim. Rather, it will lay millions of eggs, which remain dormant until they are free of the host's body—usually by means of a deliberate, forceful exhalation. Once out in the atmosphere, the eggs hatch, and a multitude of tiny creatures scampers after new hosts. The victim must consciously release these spores.

In some cases, unwitting victims are brainwashed to release the spores after receiving a particular visual or verbal cue.

Any living, breathing creature within 4 meters of such an exhalation must succeed at a Fortitude save or be infected with the bo'tous—though simply holding one's breath until out of the danger area is sufficient. If the save fails, the creature suffers the initial damage and must succeed at a second saving throw 2 rounds later or suffer the secondary damage as well.

Type	Initial Damage	Secondary Damage
Inhaled DC 18	2d6+6 Con	1d6+6 Con ☼

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Elan, Yuuzhan Vong Priestess

A priestess of Yun-Harla the Trickster, Elan is trained in combat and diplomacy and skilled at infiltration and sedition. Elan's function in society is to sow chaos and discord among the Yuuzhan Vong's opponents—"to weaken the hinges of the enemy's fort," in Yuuzhan Vong terms. But she has never yet been called upon to test her skills against a powerful foe. She has yet to prove herself worthy in the eyes of the Yuuzhan Vong leadership, though she has proven herself to her caste again and again.

Elan's chance finally comes with her assignment from Commander Tla and the priest Harrar. Carrying within her body the toxic bo'tous insects, Elan is charged with faking defection from the Yuuzhan Vong. To gain the trust of the New Republic, she delivers information regarding the Yuuzhan Vong's upcoming attack on Ord Mantell. When the New Republic leaders begin to take her defection seriously, she can manufacture a reason to speak with the Jedi. Once in the presence of the Jedi, she can exhale her poisonous "message." Even they, with their mastery of the Force, cannot survive.

Scarred and tattooed but not yet modified by external organisms, Elan is nonetheless beautiful, even to Human eyes. She is lithe and well muscled, and can be an enchanting conversationalist. She is rarely seen without her "familiar," the alien Vergere.

Elan: Female Yuuzhan Vong Soldier 4/Scoundrel 5/Noble 4; Init +2; Defense 21 (+9 class, +2 Dex); Spd 10 m; VP/WP 74/12; Atk +10/+5 melee (1d3, unarmed) or +12/+7 ranged; SQ Immune to Force, Sense, and Alter, illicit barter, better lucky than good, sneak attack +2d6, bonus class skill (Bluff), call in a favor x2, inspire confidence +1, command +2, bo'tous beetles; SV Fort +7, Ref +9, Will +7; SZ M; FP 0; DSP 8; Rep 10; Str 11, Dex 14, Con 12, Int 13, Wis 12, Cha 16. Challenge Code: D.

Equipment: None.

Skills: Bluff +22, Climb +2, Diplomacy +17, Disguise +9, Gather Information +13, Hide +7, Intimidate +7, Jump +2, Knowledge (New Republic) +5, Knowledge (Yuuzhan Vong) +6, Listen +6, Move Silently +7, Pilot +6, Read/Write Yuuzhan Vong, Sense Motive +9, Speak Basic, Speak Yuuzhan Vong, Spot +7, Swim +2, Survival +5

Feats: Alertness, Armor Proficiencies (heavy, light, medium), Dodge, Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Expertise, Iron Will, Mobility, Persuasive, Skill Emphasis (Bluff), Trustworthy, Weapon Group Proficiency (simple weapons)



THE MYSTERY OF VERGERE

Vergere is Elan's "familiar"—something between an advisor and a pet. Who or what she really is remains a mystery. Vergere accompanies Elan everywhere and has been the priestess's constant companion for almost the Yuuzhan Vong woman's entire life. In Elan's company, Vergere has attended high-level strategy sessions, religious functions, and even Elan's advancement rituals.

This much information has been pieced together: Vergere is not herself a Yuuzhan Vong, she is a Fosh—a little-remembered species from the galaxy of the infidels. She is likely the last living member of her species. Captured decades earlier during a scouting mission, she survived the Yuuzhan Vong's examinations and experiments. She was eventually given to a Yuuzhan Vong child—Elan—as a pet. She counseled the young girl through her childhood, her acceptance into the priest caste, and her advancement through its ranks.

Vergere's wisdom is so incisive that Elan sometimes wonders if the little alien is not more than she seems. Certainly, it would be logical for Vergere to want to return to the galaxy that spawned her, but she seems content to remain by Elan's side—even on this suicide mission.

Vergere's Tears

Vergere's tear glands contain a potent curative agent vastly more powerful than bacta. In game terms, the substance restores vitality points, wound points, and ability score points, in addition to curing diseases and neutralizing toxins. Best of all, it does all these things at once, with a single dose of only a few drops.

A dose of Vergere's tears can either be ingested orally or absorbed through the skin. The primary effect is that the tears grant 1d4+1 temporary Constitution points; as a result, the subject temporarily gains the same number of wound points, and 1 vitality point per level for every 2 temporary Constitution points gained. These temporary Constitution points disappear at the rate of 1 point per hour, with the temporary wound points and vitality points decreasing accordingly.

After 1 round, the properties of the tears carry even further into the subject's body, restoring 1d8+4 ability points (if any have been lost to poison or disease). In addition, the tears purge the subject's body of lingering toxins and contaminants; the subject suffers no further ill effects from poisons or diseases from which she was suffering at the time the tears were applied. (Subsequent poisons or diseases act normally.)

Vergere can produce an unknown number of "doses" of tears each day. She may have developed or learned this ability during her time among the Yuuzhan Vong; it is probably not inherent to her species. ☼

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Wayland

Once the location of a fortified storehouse of Emperor Palpatine's most valuable treasures, and later the base of operations for the mad Jedi Joruu C'Baath, Wayland is now a considerably more peaceful world. After the death of Joruu C'Baath, Noghri from the planet Honoghr founded a small city in the shadow of Mount Tantiss, C'Baath's stronghold. New Nystao started as a bucolic village of slightly more than five hundred Noghri and now has a population of nearly ten thousand Humans, Myneyrshi, Psadans, and Humans.

The native population includes representatives from various other worlds, species whose cultural treasures were seized by the Emperor and hidden away inside Mount Tantiss. Until Grand Admiral Thrawn raided data from Obroa-skai five years after the Emperor's death, only the native population of Myneyrshi, Psadans, and Humans even knew Wayland existed. Few realized that the Emperor had treasure vaults under the mountain. The Emperor tried to purge all information about the existence of Wayland from every databank. Only oblique references remained, which Thrawn used to divine the location of the planet.

Many species have discovered that their peoples' ancient treasures might be on Wayland. The New Republic has arranged to allow officials from the various worlds to come and reclaim their cultural belongings. New Nystao has become a city despite itself, just to house, feed, and entertain the hordes of cultural representatives sent to the planet. Of course, such huge amounts of undiscovered treasure have led to the appearance of large numbers of fortune seekers and tomb robbers.

A side effect of this skullduggery on Wayland is that few visitors here inquire into the business of other visitors—making New Nystao an ideal spot for New Republic Intelligence to locate a safe house. After Elan and Vergere have a brief stay in Bagsho, on Nim Drovis, New Republic Intelligence relocates them to New Nystao, on Wayland. Ensnared in an unassuming Noghri-built wood-and-stone hut abutting Mount Tantiss, the defectors remain hidden from the Yuuzhan Vong—until a Yuuzhan Vong assassin fights his way inside. He nearly succeeds at killing Vergere until stopped by NRI Major Showolter.

Disguised by means of an ooglith masquer to appear human, the assassin gets onto Wayland amid the usual treasure-hunting crowds. Given his tremendous fighting skills, it is no surprise that he fights his way through two Noghri bodyguards and kills one of the researchers who had come to interview Vergere.

What is surprising—and deeply troubling to New Republic Intelligence—is that the Yuuzhan Vong assassin knew exactly where to find the defector.

New Republic Intelligence

The New Republic's citizens sleep much more soundly at night because New Republic Intelligence is making sure they are safe. The job of NRI is to detect, investigate, and analyze potential threats to the safety of the New Republic, which at the time of the Yuuzhan Vong invasion includes any Yuuzhan Vong or Peace Brigade activity. While NRI would like the aid of the Jedi, anti-Jedi sentiment among New Republic leaders makes going through proper channels to offer assistance a bureaucratic nightmare.

NRI is headquartered on Coruscant, in a bunkerlike facility located deep beneath the skyline, in an area known as the Abyss. The location was selected and prepared soon after the Rebel Alliance had captured Coruscant, and as soon as the New Republic became more than just a name, the Alliance's military intelligence branch became what is now NRI.

The head of NRI is Director Dif Scaur, who has been in the spy business since the Battle of Yavin. His second in command is Colonel Belindi Kalenda, who served with distinction in the Centerpoint crisis just over seven years ago. Beneath them is a labyrinthine organization of field operatives, doctors, scientists, tacticians, soldiers, theorists, and even a number of Noghri, whose role in NRI is kept deliberately nebulous. NRI has safe houses on almost two hundred worlds, from the Rim to the Core, and can usually put an agent on the site of a mission within 36 hours.

Archetype: NRI Officer

New Republic Intelligence recruits most of its operatives from the New Republic Defense Force, looking for soldiers with certain desirable skills. They are given thorough courses in espionage and then put to work. Only the more experienced agents are assigned to deep-cover missions. Most operatives simply gather information and transmit it back to NRI headquarters to be analyzed by experts. The very best agents have been known to go undercover for long periods of time.

Colonel Belindi Kalenda

Deputy Director of Operations for New Republic Intelligence, Belindi Kalenda has been chosen by her superiors to protect the Yuuzhan Vong defector Elan and help oversee her debriefing. With the help of Major Showolter, Kalenda safeguards Elan. The Yuuzhan Vong priestess travels aboard *Queen of Empire* to Wayland, then Myrkr, and finally to Coruscant.

Once Elan is safely at Coruscant, New Republic Intelligence hopes to interview her at length regarding the Yuuzhan Vong. In return, Elan has asked only to be allowed to convene with representatives of the Jedi. While Kalenda doesn't necessarily trust Elan, she is all too cog-

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Archetypal New Republic Intelligence Officer, male or female, any species

	Scoundrel 2/Soldier 2	Scoundrel 5/Soldier 3	Scoundrel 8/Soldier 4
Initiative:	+1	+1	+1
Defense:	16 (+5 class, +1 Dex)	18 (+7 class, +1 Dex)	20 (+9 class, +1 Dex)
Speed:	10 m (or by species)	10 m (or by species)	10 m (or by species)
VP/WP:	28/12	48/12	68/12
Attacks:	+3 melee +4 ranged	+6/+1 melee +7/+2 ranged	+11/+6 melee +11/+6 ranged
Damage:	Punch 1d6+1 Hold-out blaster 3d4	Punch 1d6+1 Hold-out blaster 3d4	Punch 1d6+2 Hold-out blaster 3d4
Special Qualities:	Illicit barter, better lucky than good	Illicit barter, better lucky than good, sneak attack +2d6	Illicit barter, better lucky than good, sneak attack +2d6
Saves:	Fort +4, Ref +4, Will +4	Fort +5, Ref +6, Will +6	Fort +7, Ref +9, Will +7
Challenge Code:	C	D	E
Force Points:	1	3	5
Dark Side Points:	1	3	5
Reputation:	1	2	3
Abilities:	Str 11, Dex 12, Con 12, Int 13, Wis 14, Cha 14	Str 11, Dex 12, Con 12, Int 14, Wis 14, Cha 14	Str 12, Dex 12, Con 12, Int 14, Wis 14, Cha 14
Skills:	Bluff +7, Computer Use +8, Demolitions +5, Diplomacy +4, Disguise +5, Gather Information +9, Intimidate +8, Knowledge (New Republic military) +6, Pilot +6, Search +4	Bluff +10, Computer Use +10, Demolitions +7, Disable Device +6, Disguise +5, Gather Information +13, Hide +5, Intimidate +8, Knowledge (Imperial Remnant military) +4, Knowledge (New Republic military) +7, Listen +7, Move Silently +5, Pilot +7, Search +8, Sense Motive +4, Spot +7	Bluff +17, Computer Use +11, Demolitions +8, Diplomacy +4, Disable Device +7, Disguise +6, Gather Information +19, Hide +9, Intimidate +11, Knowledge (Imperial Remnant military) +4, Knowledge (New Republic military) +7, Knowledge (Yuuzhan Vong) +5, Listen +10, Move Silently +9, Pilot +7, Search +12, Sense Motive +6, Spot +10
Feats:	Armor Proficiencies (light, medium), Iron Will, Low Profile, Martial Artist, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)	see left, plus Armor Proficiency (heavy), Sharp-Eyed, Skill Emphasis (Gather Information)	see left, plus Persuasive, Point Blank Shot, Skill Emphasis (Bluff), Trustworthy
Equipment:	Hold-out blaster, code cylinder, encrypted comlink, datapad, macrobinoculars, holorecorder, security kit	Hold-out blaster, code cylinder, encrypted comlink, datapad, macrobinoculars, holorecorder, security kit	Hold-out blaster, code cylinder, encrypted comlink, datapad, macrobinoculars, holorecorder, security kit, personal shuttle

nizant of the wealth of intelligence the Yuuzhan Vong priestess can provide the New Republic.

Belindi Halenda: Female Human Scoundrel 8; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 42/12; Atk +6/+1 melee (1d3, unarmed) or +7/+2 ranged (3d6, blaster pistol) or +7/+2 ranged (3d4, hold-out blaster); SQ Illicit barter, better lucky than good, sneak attack +2d6; SV

Fort +3, Ref +7, Will +4; SZ M; FP 3; DSP 3; Rep 5; Str 11, Dex 13, Con 12, Int 15, Wis 14, Cha 13. Challenge Code: C.

Equipment: Blaster pistol, hold-out blaster, comlink, datapad.

Skills: Appraise +6, Bluff +12, Computer Use +10, Demolitions +4, Diplomacy +9, Disable Device +6, Disguise +3, Gather Information +17, Hide +9, Knowledge (New Republic) +8, Knowledge (Yuuzhan Vong) +4, Listen

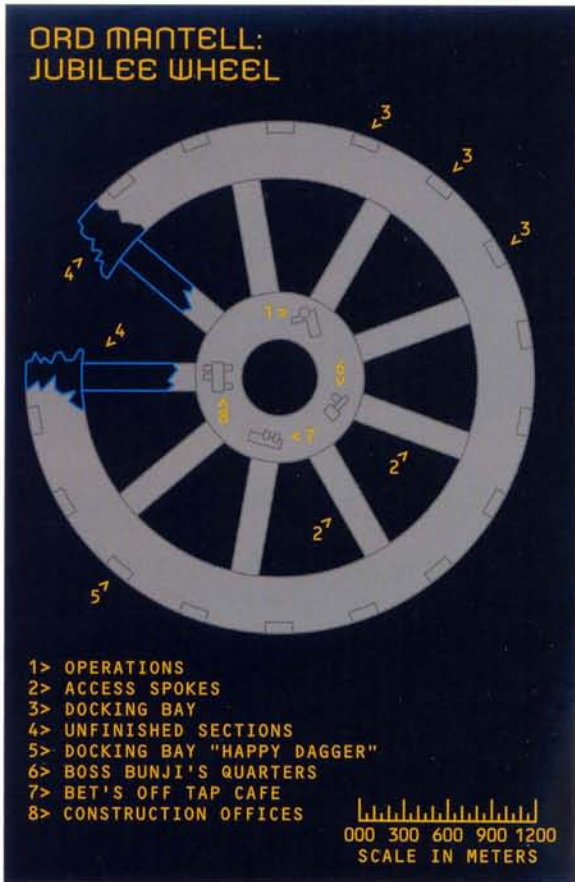
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+10, Move Silently +9, Pilot +9, Read/Write Basic, Search +9, Sense Motive +7, Speak Basic, Speak Huttese, Spot +10, Survival +6, Swim +4.

Feats: Alertness, Sharp-Eyed, Skill Emphasis (Bluff), Skill Emphasis (Gather Information), Starship Operation (space transports), Trustworthy, Weapon Group Proficiencies (blaster pistol, simple weapons).

Major Showolter

Unlike Belindi Kalenda, Major Showolter came to New Republic Intelligence by way of the military intelligence branch of the Rebel Alliance. His thick build and his ability to blend in among Imperial personnel made him a good candidate for infiltrating Imperial military installations. Now that the Empire is no longer the enemy, Showolter's somewhat distinctive appearance is a bit more of a liability than NRI likes. Consequently, Showolter draws the supervisory roles, while people such as Kalenda get out in the field. Being assigned to safeguard the Yuuzhan Vong defector, Elan, is Showolter's first real action in quite some time.

Almost from Showolter's first meeting with Elan, though, he has been more of a living shield. When a Yuuzhan Vong assassin infiltrates the safe house on Wayland and almost kills the defector, Showolter gets in the way long enough to sustain severe injuries. After

recovering in a bacta tank, Showolter is assigned to safeguard Elan as she is moved to a new safe house.

The Yuuzhan Vong, this time represented by the Peace Brigade, learns Elan's location and tries to retrieve her from aboard the passenger freighter *Queen of Empire*. Though Showolter spots their agents—and realizes his cover has been blown—it's too late; Peace Brigade agents search the *Queen* deck by deck, cabin by cabin. Wounded by Peace Brigaders posing as his New Republic Intelligence contacts, Showolter can barely walk, let alone protect Elan and her "familiar," Vergere.

Fortunately, also aboard *Queen of Empire* is a man Showolter knew could get the job done: Han Solo.

Major Showolter: Male Human Soldier 4/Scoundrel 4; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 56/14; Atk +8/+3 melee (2d4+1, vibrodagger) or +8/+3 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good; SV Fort +7, Ref +6, Will +3; SZ M; FP 2; DSP 2; Rep 5; Str 13, Dex 12, Con 14, Int 14, Wis 12, Cha 12. Challenge Code: D.

Equipment: Blaster pistol, comlink, concealed vibrodagger.

Skills: Appraise +6, Astrogate +6, Bluff +12, Computer Use +8, Demolitions +8, Diplomacy +3, Disable Device +7, Disguise +3, Gather Information +11, Intimidate +10, Knowledge (Imperial Remnant) +8, Knowledge (New Republic) +8, Knowledge (Yuuzhan Vong) +4, Listen +4, Pilot +5, Read/Write Basic, Search +10, Sense Motive +5, Speak Basic, Speak Huttese, Spot +4.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Low Profile, Martial Arts, Point Blank Shot, Sharp-Eyed, Skill Emphasis (Gather Information), Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Ord Mantell

Ord Mantell has served for centuries as a haven for those existing on the fringes of the law, and as a place where warring parties might meet on neutral territory. During the Yuuzhan Vong invasion, it becomes a popular rendezvous point for members of a new power group on the galactic stage: the Peace Brigade. This organization consists primarily of smugglers, mercenaries, and malcontents who have turned to serving the Yuuzhan Vong.

Han Solo becomes aware of the existence of this group after a chance encounter with Roa. He tells him that a former mutual associate, Reck Desh, is now an important figure in the Peace Brigade. Han—furious that anyone he knew would now be aiding the mass-murdering invaders—tracks Desh to the Jubilee Wheel, a massive space station in orbit above Ord Mantell.

The Jubilee Wheel

The Jubilee Wheel is one of the galaxy's most famous casinos. It is the reputed point of origin of a popular betting game that bears the station's name. Its forty-three levels of casinos, spas, hotels, and nearly every conceivable form of diversion provide entertainment for everyone from the filthy rich to the nearly destitute. Within its corridors, the galactic elite rub shoulders with the galaxy's most nefarious criminals.

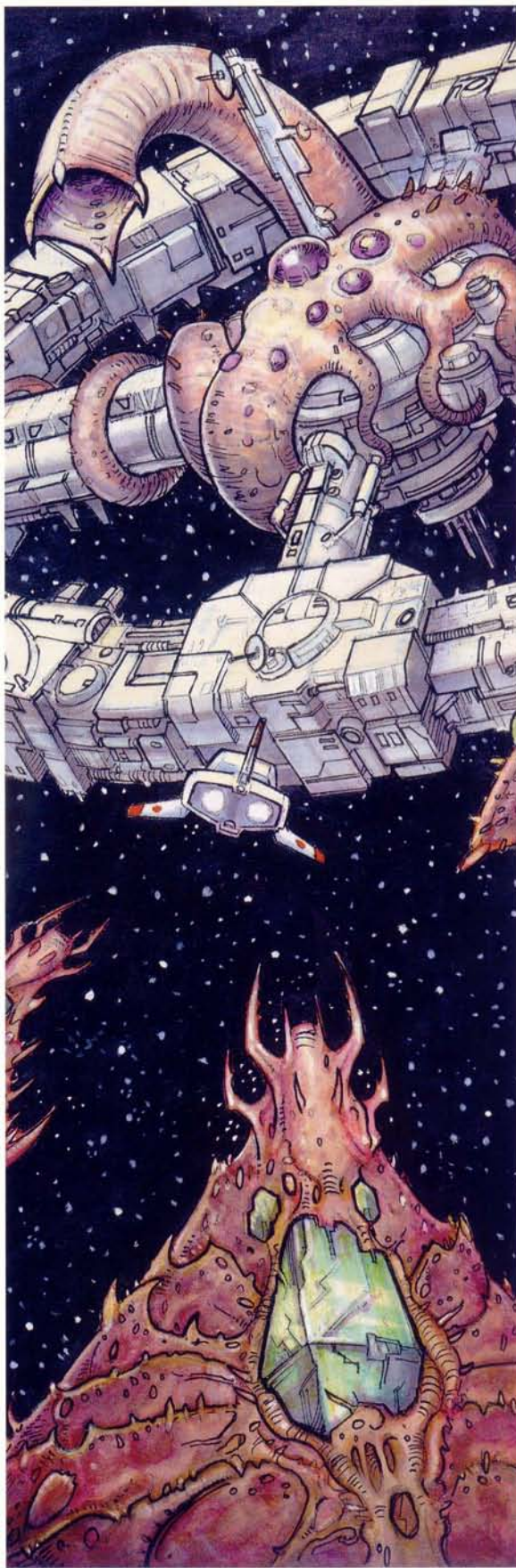
The Yuuzhan Vong bring doom to this centuries-old galactic landmark as they have done with so much of the galaxy. As Han Solo and Roa close in on Desh, the Yuuzhan Vong launch an attack on Ord Mantell. During the battle with a New Republic fleet, the Jubilee Wheel comes under attack by a previously unseen weapon—an immense snakelike creature that can safely traverse the vacuum of space. Han's old friend Roa is swallowed by one of these dread beasts.

Han himself is almost captured, only escaping thanks to the help of a Ryn vagabond named Droma. The two join forces to safely get out of the danger zone, but shortly find themselves in the crossfire between Elan, with her long-term plan to assassinate the Jedi, and uninformed Peace Brigade operatives bent on preventing her "defection."

New Species: Ryn

The Ryn are a species of interstellar vagabonds who wander the galaxy as spacehands, merchants, construction workers, pilots, and scouts. Universally reviled, Ryn have a reputation as thieves and confidence tricksters, and their personal philosophy about doing whatever it takes to survive only strengthens that reputation. Now that the Yuuzhan Vong have invaded—and everyone in the Tingel Arm of the galaxy is a refugee—survival is even more difficult. From world to world, the Ryn find their species listed only as "Other" and are invariably relegated to the worst parts of the refugee camps. Because of their superstitions regarding personal hygiene—or lack thereof—the characteristic odor of the Ryn means that the "worst part" of a refugee camp is somewhere near the communal latrines, where, presumably, no one will notice (except the Ryn themselves, of course).

The Ryn have been starfarers for so long that they have forgotten where they originated. Not even the massive libraries of Obroa-skai or Woostri note what their homeworld might have been—though it is generally believed to be located somewhere in the Core. Theories about why the Ryn spread across the galaxy are abundant, and the Ryn themselves have two separate (and contradictory) legends regarding their past. One says that the Ryn were once fierce warriors who were set against a long-forgotten Inner Rim threat. Another professes that the Ryn people volunteered ten thousand of their musicians and entertainers to a nearby world whose culture lacked poets and artists. The single largest concentration of Ryn, now, is in





to amuse Ryn children, but some Ryn become so good at it that they can imitate the tonal language of many droids, including R2 astromech droids. Doing so requires an Entertain (flute) check (DC 10)—though unless the Ryn has the Speak Binary skill, he cannot communicate with a droid in this fashion.

Prehensile Tail: Ryn tails are long and strong, though not nearly as dexterous as their hands. A Ryn can use its tail to grip items or individuals from Small to Large size; however, supporting so much weight on their tails is extremely painful to them. Ryn suffer 1d6 points of vitality damage each round they use their tails to support the weight of an item or creature, including themselves.

Species Traits: +2 species bonus on Entertain checks involving music; Ryn are always considered infamous.

Automatic Languages: Basic, Ryn.

Droma, Ryn Vagabond

After Chewbacca's death, Han Solo finally finds a new friend in the Ryn named Droma—though the start of their relationship is anything but friendly. Droma, in some ways, is every bit as sarcastic and bitter as Han himself, though for different reasons. In a way, Droma's personality flaws make Han take a harder look at his own. All told, Droma's companionship is a sobering experience for Han.

The two meet aboard *Jubilee Wheel*, the space station above Ord Mantell, when the Yuuzhan Vong attack. Han, here with his old friend Roa to track down members of the Peace Brigade, meets Droma, who searches for relatives from whom he had become separated in the refugee exodus from the Outer Rim. After Han loses Roa to the Yuuzhan Vong's dread weapon, Han and Droma—still strangers—work together to stifle the dread weapon's vortexlike maw and help several people escape aboard a shuttle.

After getting away from Ord Mantell, Droma and Han separate—only to meet up aboard *Queen of Empire*—again just in time for a Yuuzhan Vong attack. Droma and Han find themselves protecting a Yuuzhan Vong defector, the mysterious Elan, from Peace Brigade forces intent on preventing her from unveiling any secrets. The two arrive at a concord based on mutual respect, and, with both still having personal missions to fulfill, they decide to pool their efforts. Together, they search for Han's friend Roa and Droma's missing family.

Droma: Male Ryn Fringer 4/Scout 5; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 63/14; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 ranged; SQ Musical beak, prehensile tail, infamous, barter, adaptive learning (Entertain [flute]), jury-rig +2, trailblazing, uncanny dodge, skill mastery (Bluff); SV Fort +9, Ref +6, Will +6; SZ M; FP 4; DSP 0; Rep 3; Str 12, Dex 13, Con 14, Int 13, Wis 14, Cha 12. Challenge Code: D.

Equipment: Garish clothes.

a remote corner of the Corporate Sector—all too near the Yuuzhan Vong-occupied territories.

Ryn have skin tones ranging from light purple to deep blue-black. Their bodies are covered with a smoky-hued fuzz, ranging in color from light brown to snow white. They tend to have brown or blue eyes, with some few having green or amber eyes. Their chitinous beaks are perforated and extend down almost to their thin-lipped mouths. Male Ryn cultivate large, snow-white mustaches, matching their "fright-wig" white hair.

Ryn tend to gravitate to the diplomat or expert professional classes. Heroic Ryn characters generally start as fringers or scouts, and sometimes drift into the noble class.

Ryn Commoner: Init +0; Defense 10; Spd 10 m; VP/WP -/10; Atk +0 melee (1d3, unarmed) or +0 ranged; SQ Musical beak, prehensile tail, +2 species bonus on Entertain skills involving music, infamous; SV Fort +0, Ref +0, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Craft +1, Entertain +2, Profession +1, Read/Write Basic, Read/Write Ryn, Speak Basic, Speak Ryn.

Musical Beak: The chitinous beak of a Ryn is perforated in several places, allowing a Ryn to play its beak like a musical instrument. For the most part, this is only a game

Skills: Appraise +5, Astrogate +7, Bluff +4, Computer Use +5, Diplomacy +7, Entertain (flute) +12, Gather Information +3, Knowledge (fortune-telling) +5, Knowledge (Ryn) +5, Listen +8, Pilot +10, Read/Write Basic, Read/Write Ryn, Repair +6, Search +3, Sense Motive +6, Speak Basic, Speak Binary, Speak Huttese, Speak Ryn, Spot +8, Survival +8.

Feats: Alertness, Dodge, Sharp-Eyed, Skill Emphasis (Diplomacy), Spacer, Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Uncanny Dodge: Droma retains his Dexterity bonus to Defense regardless of being caught flat-footed or struck

by a hidden attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

The Peace Brigade

With so many planets falling before the Yuuzhan Vong and the New Republic's ruling council dithering over how to deal with the crisis, some individuals choose to make a separate peace with the alien invaders. Since the Yuuzhan Vong need little from the denizens of the galaxy other than complete and unconditional surrender, the only resource collaborators can offer them is their assistance in obtaining that surrender.

The Peace Brigade is the most prominent of such groups, an alliance composed largely of smugglers, slavers,

Archetypal Peace Brigader, male or female, any species

	Foot Soldier Thug 4	Pilot Expert 6	Commander Soldier 2/Scoundrel 4
Initiative:	+0	+2	+2
Defense:	14 (+4 armor)	14 (+2 class, +2 Dex)	18 (+6 class, +2 Dex)
Speed:	10 m (or by species)	10 m (or by species)	10 m (or by species)
VP/WP:	-/15	-/10	34/12
Attacks:	Vibrodammer +6 melee Heavy blaster +4 ranged	Baton +4 melee Blaster pistol +6 ranged	Vibrodammer +6 melee Blaster pistol +8 ranged
Damage:	Vibrodammer 2d4+2 Heavy blaster pistol 3d8	Baton 1d6 Blaster pistol 3d6	Vibrodammer 2d4+1 Blaster pistol 3d6
Special Qualities:	—	—	Illicit barter, better lucky than good
Saves:	Fort +5, Ref +1, Will +0	Fort +2, Ref +4, Will +4	Fort +5, Ref +6, Will +0
Challenge Code:	B	B	C
Size:	(by species)	(by species)	(by species)
Force Points:	0	0	1
Dark Side Points:	4	4	6
Reputation:	2	3	5
Abilities:	Str 14, Dex 11, Con 12, Int 8, Wis 9, Cha 10	Str 10, Dex 14, Con 10, Int 12, Wis 9, Cha 10	Str 12, Dex 15, Con 12, Int 12, Wis 8, Cha 13
Skills:	Intimidate +7	Appraise +3, Astrogate +8, Bluff +2, Computer Use +6, Disable Device +5, Gather Information +2, Knowledge (alien species) +3, Knowledge (spacer lore) +6, Pilot +13, Profession (pilot) +3, Repair +10, Survival +3, Treat Injury +0	Bluff +10, Computer Use +6, Demolitions +7, Diplomacy +5, Gather Information +8, Intimidate +10, Knowledge (alien species) +3, Knowledge (systems) +3, Knowledge (Yuuzhan Vong) +3, Pilot +9, Profession (smuggler) +3, Repair +6, Sense Motive +1, Survival +1
Feats:	Armor Proficiency (light), Toughness, Weapon Group Proficiencies (blaster pistols, simple weapons, vibro weapons)	Spacer, Starship Operation (capital ships), Starship Operation (space transports), Weapon Group Proficiency (simple weapons)	Armor Proficiencies (light, medium), Dodge, Persuasive, Skill Emphasis (Diplomacy), Starship Operation (capital ships), Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)
Equipment:	Weapons, blast vest	Ship, weapons	Weapons, ship, comlink, villip



rogues, and idealistic agitators from across the Yuuzhan Vong invasion route. The Peace Brigade sees little difference between joining the Rebel Alliance to take the galaxy back from evil Emperor Palpatine and joining with the Yuuzhan Vong to take the galaxy from the oppressive New Republic. To them, it's just a question of figuring out which side is most likely to win, and then finding a way of making themselves useful to that side.

The philosophy of the Peace Brigade is built on a combination of greed and idealism. The typical Peace Brigade operative believes that if the New Republic would simply stop fighting the invaders and surrender peacefully, then much needless bloodshed could be avoided. Once the fighting is over and the Yuuzhan Vong are in charge, the Peace Brigade anticipates an ample reward for its part in bringing the conflict to a swift resolution.

Its tactics are simple. The Peace Brigade prowls around worlds in the path of the invasion, and its members determine how receptive the local populace would be to surrendering, as well as the suitability of the planet for Yuuzhan Vong purposes. They also stir up anti-Jedi sympathies—a much easier task after the debacle at Ithor, commonly held to be the fault of Jedi Knight Corran Horn. In the process, they keep worlds from drawing assistance from the one foe the Yuuzhan Vong find most troubling—the Jedi. The Peace Brigade then reports back to its contacts, who relay their recommendations to the invaders. The Yuuzhan Vong then decide whether or not a world would be too much trouble to take—without having to commit their own forces to find out for themselves.

Though a few members of the Peace Brigade realize that the Yuuzhan Vong are far more ruthless than they pretend to be for the benefit of the collaborators, the majority firmly believe the galaxy will change very little under the leadership of the Yuuzhan Vong. Looking the other way when the invaders destroy entire worlds or enslave entire species, they tell themselves that the worlds should have surrendered sooner, and that the species shouldn't have resisted quite so enthusiastically. It's unfortunate, they say, that some innocents get caught in the crossfire, but if the New Republic would just surrender, there wouldn't be a crossfire.

Of course, since the Peace Brigade is always on the leading edge of Yuuzhan Vong activities, they don't have to witness the aftermath of an invasion: mass sacrifices, cruel experiments, and the haunted faces of captives who have lost all hope.

Archetype: Peace Brigader

Members of the Peace Brigade come from nearly all walks of life, and all share the same naive belief that they can help the Yuuzhan Vong to peacefully coexist with the rest of the galaxy. Joining up is a simple process, since the Yuuzhan Vong do not directly supervise the Peace Brigade, and the leadership doesn't really care who joins, so long

as they're willing to serve. Thus, many ex-military types gravitate toward the steady paycheck, and down-and-out freighter pilots find places on the command decks of Peace Brigade ships. Those persons with any real skill are quickly elevated to leadership positions—especially if they are fervent in their desire to serve the Yuuzhan Vong.

Reck Desh, Mercenary

Reck Desh has sold out the galaxy to be on “the winning side” in the war against the Yuuzhan Vong. Never particularly good at playing by the rules of the Empire or the New Republic, he has joined the Peace Brigade, and by virtue of pure dumb luck has been placed in command of a Corellian corvette. Desh has so far covered himself in a cloak of denial. He knows what horrors the Yuuzhan Vong inflict on the galaxy but tells himself that when the New Republic surrenders, the atrocities will stop. Then the Yuuzhan Vong will rule more or less benevolently—perhaps even giving him a world of his own.

For the time being, Desh wants to prove how useful he can be to the alien invaders. Having been informed that a high-ranking Yuuzhan Vong priestess has defected to the New Republic, he has channeled all his efforts into recovering her and her familiar, so that he can return them to the Yuuzhan Vong for punishment. If he succeeds, the Yuuzhan Vong will no doubt remember him when they hand out rewards.

Reck Desh: Male Human Scoundrel 8; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 51/14; Atk +7/+2 melee (1d3+1, unarmed) or +7/+2 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +2d6; SV Fort +4, Ref +7, Will +2; SZ M; FP 2; DSP 8; Rep 5; Str 13, Dex 13, Con 14, Int 11, Wis 11, Cha 11. Challenge Code: C.

Equipment: Blaster pistol, tizowym, Corellian corvette.

Skills: Appraise +5, Astrogate +4, Bluff +6, Computer Use +8, Diplomacy +6, Disable Device +6, Gather Information +6, Handle Animal +2, Hide +9, Intimidate +2, Knowledge (streetwise) +8, Knowledge (Yuuzhan Vong) +3, Move Silently +10, Pilot +9, Read/Write Basic, Repair +7, Search +3, Speak Basic, Spot +4, Survival +2, Treat Injury +2.

Feats: Dodge, Point Blank Shot, Rapid Shot, Skill Emphasis (Hide), Skill Emphasis (Move Silently), Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, simple weapons).

Malik Carr, Yuuzhan Vong Commander

Only newly promoted to the rank of commander, Malik Carr is in command of a fleet of Yuuzhan Vong battleships sent to Ord Mantell. His mission is to take the world and destroy its orbital station. He must capture as many of the infidels as possible, for both sacrifice and slave labor. However, he is all too aware that the purpose of the

attack is to lend credence to the story that the priestess Elan has told to her New Republic "captors." If they have cause to believe her information, they should trust her well enough to give her an audience with the Jedi. And if Elan is given an audience with the Jedi, they will die.

Malik Carr: Male Yuuzhan Vong Soldier 10/Noble 2/Officer 4; Init +1; Defense 18 (+7 armor, +1 Dex); Spd 10 m; VP/WP 145/18; Atk +16/+11/+6 melee (1d6+3, amphistaff) or +12 melee (1d6+1, unarmed) or +17/+12/+7 melee (1d4+3, coufee) or +15/+10/+5 ranged; SQ Immune to Force, Sense, and Alter, DR 10 (armor), bonus class skill (Bluff), call in a favor, inspire confidence +1, leadership, requisition supplies; SV Fort +15, Ref +10, Will +9; SZ M; FP 0; DSP 2; Rep 15; Str 16, Dex 13, Con 18, Int 12, Wis 12, Cha 13. Challenge Code: F.

Equipment: Amphistaff, coufee, vonduun crab armor (commander's armor), multiple villips, battleship (*Yammka*).

Skills: Bluff +5, Climb +9, Diplomacy +9, Gather Information +7, Handle Animal +4, Intimidate +10, Jump +7, Knowledge (Imperial Remnant) +3, Knowledge (New Republic) +5, Knowledge (Yuuzhan Vong) +6, Listen +5, Pilot +6, Sense Motive +7, Spot +5, Swim +9, Survival +5, Treat Injury +5.

Feats: Armor Proficiencies (heavy, light, medium), Athletic, Cleave, Dodge, Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Great Fortitude, Heroic Surge, Lightning Reflexes, Martial Arts, Mobility, Power Attack, Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons).

Yuuzhan Vong Uro-ik V'alh Battleship

The Yuuzhan Vong Uro-ik V'alh battleship is a massive slab of yorik coral dotted with the glowing furnaces of volcano cannons. The entire ship appears to have been spat out of a titanic volcano. The ship itself is longer than an Imperial Star Destroyer, and its ovoid shape has a correspondingly greater mass. Each battleship is equipped much the same as a Yuuzhan Vong warship, with numerous weapon pits, dovin basal emplacements, and dorsal and ventral arms bearing coralskipper clusters.

The combat role of the Yuuzhan Vong battleship is sheer damage—it engages enemy capital ships and pounds them to rubble. The battleship is usually joined by a fighter-carrier, several gunship escorts, and at least one warship.

Craft: Yuuzhan Vong Uro-ik V'alh Battleship; **Class:** Capital; **Cost:** Unknown; **Size:** Colossal (2,240 m long); **Initiative:** +0 (–8 size, +8 crew*); **Crew:** 1,640 (Skilled +8*); **Passengers:** 3,150; **Cargo Capacity:** 16,480 metric tons; **Consumables:** 1 year; **Hyperdrive:** ×3; **Maximum Speed:** Cruising; **Maneuver:** –2 (–8 size, +8 crew*, –2 engine quality); **Defense:** 12 (–8 size, +10 armor); **Shield Points:** 360; **Hull Points:** 800; **DR:** 30.

Weapon: Plasma projectors (80); **Fire Arc:** 20 front, 20 left, 20 right, 20 rear; **Attack Bonus:** +4 (–8 size, +8 crew*, +4 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB +2, S +0, M –2, L –4.

Weapon: Dovin basal "tractor"; **Fire Arc:** Any; **Attack Bonus:** +0 (–8 size, +8 crew*, +0 fire control); **Damage:** Special; **Range Modifiers:** PB –4, S/M/L n/a.

**Includes +4 competence bonus from yammok.*

Yuuzhan Vong Dread Weapon

Among the Yuuzhan Vong's most frightening creations is a monster known as the dread weapon—a long, serpentine beast with a mouth wide enough to swallow a landspeeder whole. The creature's internal organs include an esophageal passage running the length of its body. The chamber acts as an umbilical tunnel, containing atmosphere and letting the Yuuzhan Vong travel between two connected sites without being exposed to hostile environments. The Yuuzhan Vong use such a creature to secure the passageway between their grounded worldship and the icy water pockets on Helska 4.

The dread weapon's powerful lungs also allow it to act as a capture device. The beast can inhale with the strength of vacuum decompression—a force that most beings are incapable of withstanding. After chewing its way through a metal bulkhead, the dread weapon simply breathes in—and anything not firmly secured gets sucked into its maw, to be rounded up by Yuuzhan Vong warriors later.

Dread Weapon: Vacuum parasite 10; Init –3; Defense 13 (+14 natural, –3 Dex, –8 size); Spd 20 m; VP/WP 158/272; Atk +11 melee (6d6+21, bite) or –6 ranged; SQ Inhalation, able to exist in zero atmosphere, darkvision 60 m; SV Fort +19, Ref +0, Will +1; SZ Colossal (2,000 m long); Rep 5; Str 39, Dex 4, Con 34, Int 1, Wis 6, Cha 1. Challenge Code: G.

Skills: Spot +5, Survival +10.

Feats: Endurance, Power Attack, Zero-G Combat.

Inhalation: The dread weapon can expedite travel by the action of its lungs. This same process can also draw in unwilling passengers.

The inhalation effect covers a 50-meter-radius semicircle directly in front of the creature. Anyone in the area who is not physically secured must succeed at a Reflex save (DC 15) to grab hold of something solid enough to resist the inhalation. Failure indicates the character moves 20 meters closer to the maw of the dread weapon.

With a successful Reflex save, the character can make a Strength check (DC 10) on subsequent rounds to resist being dragged toward the dread weapon. If the Strength check fails, the character is dragged 20 meters toward the dread weapon's mouth. An inhaled creature cannot cut its way out, for the creature's skin is dozens of meters thick.

The dread weapon can employ this inhalation ability for 20 rounds at a time, after which it must rest for a like number of rounds before employing the ability again.

When used for this purpose, the dread weapon usually takes in one "lungful" of victims and departs, delivering them back to its Yuuzhan Vong masters.

Queen of Empire

This aging Corellian passenger liner has been plying routes in what became the Imperial Remnant and other parts of the Outer Rim since the early days of Palpatine's Empire. It has survived some of the most turbulent times the galaxy has ever seen. With the peace and stability brought by the New Republic, a small group of independent investors refurbished *Queen of Empire's* interior and established a long cruise from the Outer Rim to the Core. This route attracts the attention of New Republic Intelligence, as they seek a way to ferry the defecting Yuuzhan Vong priestess and her alien companion covertly to Coruscant.

Queen of Empire seems like the perfect deception. In theory, Elan and Vergere could travel across the galaxy without attracting the attention of the Yuuzhan Vong or their Peace Brigade allies. However, even before the NRI agents escort their charges onto *Queen of Empire*, they run afoul of the Peace Brigade. Han Solo and Droma hurry to rescue the two New Republic allies.

Craft: Stock Corellian Engineering Corporation Passenger Liner; **Class:** Capital; **Cost:** 1,600,000 (new), 1,200,000 (used); **Size:** Large (150 m long); **Initiative:** +1 (-1 size, +2 crew); **Crew:** Normal +2 (120, including servants and wait staff); **Passengers:** 600; **Cargo Capacity:** 2,000 metric tons; **Consumables:** 3 months; **Hyperdrive:** ×3; **Maximum Speed:** Cruising; **Maneuver:** -1 (-1 size, +2 crew, -2 engine quality); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 100; **Hull Points:** 200; **DR:** 20.

Weapon: Double turbolaser cannons (2); **Fire Arc:** 1 front, 1 back; **Attack Bonus:** +7 (-1 size, +2 crew, +2 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB -2, S +0, M -2.

Gyndine

When the Emperor ruled, Gyndine was the seat of government for its system and the nearby Circarpous system. Administering the territory for the Empire, Gyndine was known both for its prosperous grain markets and deadly ethersquids. Small orbital shipyards around the planet produce just enough ships to defend the system, with enough left over to turn a decent profit from the New Republic. Though it lacks suitable defenders, Gyndine is protected by planetary defense shields.

Of little strategic importance, Gyndine is attacked by the Yuuzhan Vong apparently for the purpose of taking slaves. Since the planet is in use as a transit point for refugees from Ithor, Ord Mantell, Agamar, and other occupied worlds, Gyndine's attraction to the Yuuzhan

Vong appears to be as an easy target—a good place to sow confusion and engender fear.

In addition to their standard space-engagement tactics designed to take out the orbital defense stations and shipyards, the Yuuzhan Vong land ground troops, much as they had done on Dantooine and Ithor. At first, the New Republic defenders hold their ground, despite organic artillery bombardments of their cities. Then the Yuuzhan Vong introduce a new weapon: fire breathers.

The staggering number of refugees on Gyndine, as well as its large population of native inhabitants, makes the task of evacuating the planet truly monumental. Leia Organa Solo, now a ranking member of the Senate Select Committee for Refugees, comes to Gyndine to oversee the evacuation. However, it's an impossible, heart-rending task. There are just too few ships, and far, far too many refugees—and barely any time left.

Yuuzhan Vong Fire Breathers

Thirty-meter-tall, bladderlike creatures borne along on six stubby legs, Yuuzhan Vong fire breathers are used by the invaders to support ground troops by incinerating anything that could pose a threat. They are particularly effective at clearing entrenched enemy positions.

Fire breathers are so named because they can combine chemicals in their stomachs and vomit forth a cone of flame. In addition to its extremely effective breath weapon, the fire breather's normal exhalations have an effect similar to antilaser aerosols, in that the damaging effect of blasters against them is severely mitigated.

To make matters worse, the fire breather's thick hide is extremely resistant to damage of any kind. It generally requires artillery weapons to kill a Yuuzhan Vong fire breather.

Fire Breather: Armored scavenger 6; **Init** -3; **Defense** 15 (+16 natural, -3 Dex, -8 size); **Spd** 6 m; **VP/WP** 110/304; **Atk** +2 melee (6d6+9, slam) or -7 ranged; **SQ** Immune to Force, Sense, and Alter, fire breath, **DR** 25, antilaser aerosol; **SV Fort** +21, **Ref** -1, **Will** +1; **SZ** C; **Rep** 5; **Str** 22, **Dex** 4, **Con** 38, **Int** 2, **Wis** 9, **Cha** 3. **Challenge Code:** F.

Skills: Listen +7, Spot +9, Survival +5.

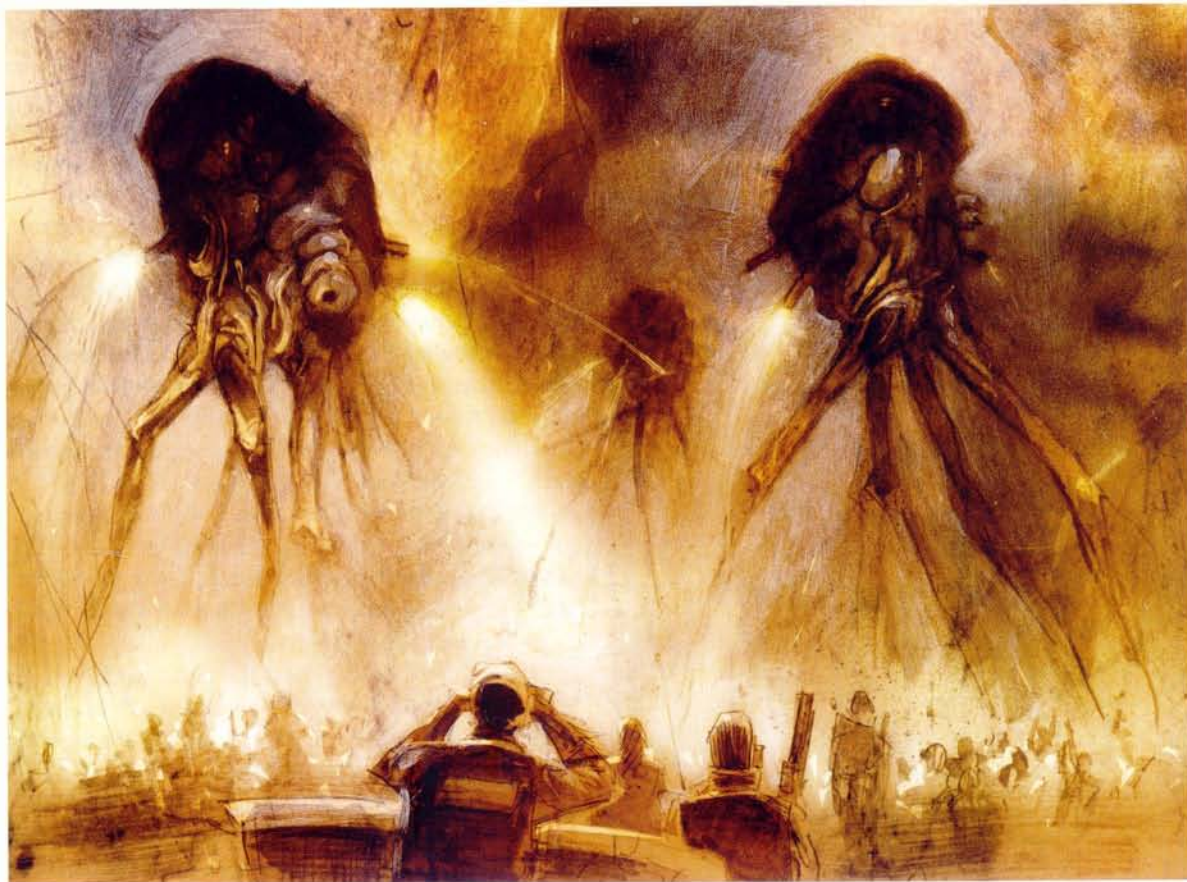
Feats: Alertness, Great Fortitude.

Fire Breath: The fire breather blasts a cone 30 meters long; the conflagration is 30 meters wide at its farthest point. This flame deals 15d10 damage to anything caught in this area, including vehicles and buildings. Anyone caught in the firestorm must succeed at a Reflex save (DC 28) for half damage. The fire breather can use this attack once every 1d4+2 rounds.

Antilaser Aerosol: As long as the creature is alive and breathing, it ignores the first 15 points of damage dealt by any blaster or laser weapon attack. Releasing the antilaser aerosol is a move action; it fills an area 10 meters by 10 meters, surrounding the creature and lasting for 10 rounds.

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Yuuzhan Vong Capture Beast

The capture beast is a Yuuzhan Vong creation meant to restrain opponents instead of killing them. A 200-meter-long, segmented creature with a hundred pairs of sucker-tipped legs, the capture beast resembles a gigantic caterpillar with bioluminescent eye spots and twitching antennae.

In combat, the capture beast does little more than herd ground-based creatures before it by moving its body forward, backward, or side to side. It attacks only by grabbing opponents with its sucker-tipped legs, but simply holds them in place (or returns them to the enclosure it creates) rather than dealing damage.

On a command from the Yuuzhan Vong, the capture beast begins circling its body, joining its head to its tail parts, and thus holding its captives in place. Those enclosed by the capture beast must face the creature's grappling legs, meaning that they cannot easily climb over its body to escape. Since the creature is 4 meters tall, most beings cannot simply jump over its back to get away. They remain captured until Yuuzhan Vong warriors come to retrieve them.

Capture Beast: Herd animal 5; Init +4; Defense 12 (+10 natural, -8 size); Spd 8 m; VP/WP 110/400; Atk +12 melee (special, 100 sucker-tipped legs) or -6 ranged; SQ

Immune to Force, Sense, and Alter, enclose, improved grab, uncanny dodge, DR 10; SV Fort +24, Ref +1, Will +1; SZ C; Rep 3; Str 47, Dex 10, Con 50, Int 2, Wis 10, Cha 1d6. Challenge Code: D.

Skills: Climb +26, Listen +4, Survival +6.

Feats: Improved Initiative.

Enclose: The capture beast is able to move its body segments sideways, forward, or backward, to form any configuration of an unbroken line—thus altering which other creatures are considered adjacent to it. If it joins its head to its tail, it can create a complete circle, trapping those inside. Those who try to climb over the beast are subject to 1d4+4 grapple checks per round from the capture beast's sucker-tipped legs.

Improved Grab: If the capture beast hits a Gargantuan or smaller creature with its sucker-tipped legs, it starts a grapple (see Grapple in Chapter 8 of the *Star Wars Roleplaying Game*). Opponents may not move past a creature using improved grab. A creature with improved grab draws held opponents toward it (that is, into the 2-meter-by-2-meter space around it).

The capture beast can attempt a normal hold, or it can attempt to hold its opponent with only a few of its legs. To use this option, the capture beast makes a grapple check at a -20 penalty. If this attempt succeeds, the capture beast grabs and holds its opponent without being grappled in

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return. The capture beast suffers a -20 penalty on further grappling attempts, but can still use its attacks against other opponents while maintaining the hold. The capture beast can also move, carrying the held opponent along.

Uncanny Dodge: The capture beast cannot be flanked. This defense denies scoundrels the ability to use flank attacks to sneak attack the capture beast.

Nas Choka, Yuuzhan Vong Supreme Commander

The formidable Nas Choka is something more of a strategist than a warrior but is no less deadly an opponent. Answering only to Warmaster Tsavong Lah, Nas Choka commands the forces of an entire Yuuzhan Vong worldship, including scores of battleships, thousands of coralskippers, and tens of thousands of Yuuzhan Vong

warriors. His strategies lead to the capture of numerous New Republic worlds.

Nas Choka oversees negotiations with the Hutts. The Hutts believe that they are establishing a truce, but the Yuuzhan Vong are merely making use of the treacherous Hutts to sow disinformation among the intelligence organizations of the New Republic military. As the New Republic prepares for a strike against Bothawui—and a trap at Corellia—Nas Choka sets his sights on Fondor.

Nas Choka: Male Yuuzhan Vong Soldier 12/Officer 6; Init +0; Defense 18 (+8 armor); Spd 10 m; VP/WP 115/19; Atk +16/+11/+6/+1 (1d6+1, amphistaff) or +17/+12/+7/+2 (1d4+1, coufee) or +16/+11/+6/+1 ranged; SQ Immune to Force, Sense, and Alter, DR 15 (armor); SV Fort +15, Ref +7, Will +11; SZ M; FP 0; DSP 8; Rep 20; Str 13, Dex 11, Con 16, Int 15, Wis 14, Cha 14. Challenge Code: F.

Equipment: Amphistaff, coufee, vondaun crab armor (commander's armor), multiple villips, worldship.

Skills: Bluff +8, Climb +6, Diplomacy +15, Gather Information +10, Handle Animal +6, Intimidate +16, Jump +6, Knowledge (Hutt space) +5, Knowledge (Imperial Remnant) +6, Knowledge (New Republic) +6, Knowledge (Yuuzhan Vong) +7, Listen +6, Pilot +2, Read/Write Yuuzhan Vong, Sense Motive +12, Speak Basic, Speak Yuuzhan Vong, Spot +6, Swim +6, Survival +7, Treat Injury +6.

Feats: Armor Proficiencies (heavy, light, medium), Blind-Fight, Cleave, Endurance, Exotic Weapon Proficiency (amphistaff), Expertise, Great Fortitude, Heroic Surge, Iron Will, Martial Artist, Persuasive, Power Attack, Toughness, Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons).

Chine-kal, Yuuzhan Vong Commander

Chine-kal commands the yammosk clusterhip *Crèche*, a station nearly as big as a worldship. While stationed near Gyndine, his duties include overseeing the development of



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the immature yammosks in his care, usually by coordinating the activities of a small group of slaves he has been granted for the task. While most Yuuzhan Vong commanders prefer to lead troops into battle, Chine-kal knows that his is a special honor. Tending a maturing war coordinator brings more glory to his domain than mere combat.

As slaves from Gyndine arrive to supplement those taken earlier at Ord Mantell, Chine-kal has noticed a marked interest in one of them on the part of the young yammosks. In communion with the war coordinator, Chine-kal has discovered that the slave known as Keyn is in fact a *Jeedai* known as Wurth Skidder. Though the Yuuzhan Vong commander can understand why a *Jeedai* might hide his identity from him, he wonders at the infidel's purpose.

Chine-kal: Male Yuuzhan Vong Soldier 8/Noble 1; Init +0; Defense 17 (+7 armor); Spd 10 m; VP/WP 80/14; Atk +9/+4 melee (1d6+2, amphistaff) or +10/+5 melee (1d4+2, coufee) or +8/+3 ranged; SQ Immune to Force, Sense, and Alter, DR 10 (armor), bonus class skill (Bluff); SV Fort +8, Ref +3, Will +5; SZ M; FP 0; DSP 6; Rep 8; Str 14, Dex 11, Con 14, Int 12, Wis 9, Cha 12. Challenge Code: D.

Equipment: Amphistaff, coufee, multiple villips, cluster-ship (*Crèche*).

Skills: Bluff +6, Climb +5, Diplomacy +5, Handle Animal +9, Intimidate +11, Jump +4, Knowledge (Yuuzhan Vong) +5, Listen +1, Ride (riding lizard) +4, Spot +1, Survival +2, Swim +4, Treat Injury +2.

Feats: Animal Affinity, Armor Proficiencies (heavy, light, medium), Cleave, Endurance, Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Iron Will, Persuasive, Power Attack, Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons).

Tynna

Another alien homeworld, Tynna has been a key business partner of the Corporate Sector. With the coming of the Yuuzhan Vong, the Tynnans discover their work ethic and business savvy is no protection against the invasion. Tricked by Peace Brigade operatives into surrendering their world to the Yuuzhan Vong without firing a single shot, the diminutive aliens can do little but watch in horror as the invaders start reshaping their frigid homeworld into a production center for dovin basals.

The Tynnans who escape the Yuuzhan Vong slave camps flee their home system. Their tales of suffering further panic the stream of refugees. SELCORE, the Senate Select Committee for Refugees, also realizes it must establish new safe corridors and temporary transfer points through which to settle the fleeing galactic citizens. The committee looks to the Duros system and the Hapes Consortium worlds for assistance.



As SELCORE representatives prepare their requests, the Yuuzhan Vong military continues its advance through the galaxy. The Praetorite Vong prepare to strike a major blow against their enemies by destroying one of the New Republic's major military shipyards: the massive construction facilities in the Fondor system.

Fondor

Fondor served both the Old Republic and Palpatine's Empire as a key construction site of warships. As the New Republic stabilized, the orbital Fondor Construction Yards repaired much of the battle damage it had suffered during the final stages of the Galactic Civil War. Part of the Fondor facility was converted to use in the construction and repair of large civilian transports, and the rest was primarily dedicated to construction of a new generation of warships designed by Republic Engineering.

The negotiations between the Hutts and the Yuuzhan Vong prove successful, and they establish a truce. As a result of this truce, the Yuuzhan Vong did not have to fight their way through Hutt space. This allowed them to overcome the outlying systems along the Corellian Trade Run more quickly than New Republic Intelligence analysts anticipated. The New Republic now realizes that Fondor is an obvious next target for the invaders, because the

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loss of the Fondor system's production facility would cripple efforts to defend against the Yuuzhan Vong.

The Jedi, aided by supporters in the New Republic military and political institutions, move to mount as successful a defense at Fondor as possible. Long-range intelligence indicates that a new type of Yuuzhan Vong capital ship is preparing to enter the battle: a fighter carrier that unleashed previously unimagined flurries of coralskippers at the target of their assaults.

Yuuzhan Vong A-vek liluunu Fighter Carrier

The Yuuzhan Vong A-vek liluunu fighter carrier transports vast numbers of coralskippers into battle zones. Shaped like a flattened ovoid stone, the fighter carrier sports several spindly, branchlike projections, to which are attached up to four wings of thirty-six coralskippers each. After a carrier has launched its complement of fighters, it withdraws to the edge of the combat zone, from where it provides support for more powerfully armed warships. At the battle's conclusion, the A-vek liluunu acts as a recovery vessel for its own complement of coralskippers as well as any that may have been "orphaned" from their original command ship.

Craft: Yuuzhan Vong A-vek liluunu Fighter Carrier; Class: Capital; Cost: Unknown; Size: Gargantuan (800 m long);

Initiative: +2 (-4 size, +6 crew*); Crew: 320 (Normal +6*); Passengers: 480; Cargo Capacity: 280 metric tons; Consumables: 6 months; Hyperdrive: ×3; Maximum Speed: Cruising; Maneuver: +2 (-4 size, +6 crew*); Defense: 16 (-4 size, +10 armor); Shield Points: 210; Hull Points: 640; DR: 25.

Weapon: Plasma projectors (20); Fire Arc: 8 front, 4 left, 4 right, 4 rear; Attack Bonus: +6 (-4 size, +6 crew*, +4 fire control); Damage: 7d10×5; Range Modifiers: PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; Fire Arc: Any; Attack Bonus: +2 (-4 size, +6 crew*, +0 fire control); Damage: Special; Range Modifiers: PB -4, S/M/L n/a.

*includes +4 competence bonus from yammosk

Corellia

The strategists of the New Republic know that if they cannot fully defend Fondor, they might still stop the Yuuzhan Vong from advancing toward the capital of the New Republic, Coruscant. At the urging of the New Republic Defense Force, Anakin and Jacen Solo travel to the termination point of the Corellian Trade Run—the Corellia system itself—to help formulate a successful defense plan.

The Corellia system has been a major player in interstellar commerce and trade since the earliest days of the Old Republic. Humans of Corellian descent are traditionally among the most adventuresome explorers. The Corellian system matters for another reason: It is one of the most heavily populated star systems in the galaxy. Fully five of its planets can support native life. Three distinct species claim it as their home system: the Human Corellians, the Selonians, and the Drall. The system also houses Centerpoint Station, one of the galaxy's great mysteries.

Centerpoint Station

Centerpoint Station has puzzled dozens of generations of scientists. The station is over 350 kilometers long and located at a perfect gravitic equilibrium point between two of the Corellia system's planets. Its hollow interior, surrounded by a corridor-laced hull that has yet to be fully explored, was constructed and abandoned by unknown beings many millennia before any current starfaring species had developed even rudimentary space travel. A popular theory was that the massive station was a highly advanced spacecraft that had either transported many of Corellia's worlds to the system, or had somehow played a role in terraforming them. During the early days of the New Republic, this theory gained some validity when it was discovered the station could generate a tremendous burst of energy that could cause stars to explode hundreds of light-years away.

Jacen and Anakin Solo come to Corellia to investigate the possibility of using Centerpoint Station's mysterious weaponry against Yuuzhan Vong fleets and worldships. They soon



encounter their uncle, Thrackan Sal-Solo. A decade earlier, he led a rebellion against the New Republic in hopes of making the Corellian sector an independent part of space. His uprising failed, and he spent several years in prison.

When Sal-Solo learns what the young Jedi contemplate but will most likely reject for safety reasons, he takes the decision out of their hands. Using knowledge gained years before of the alien device's operation, he directs its mighty weapon at the Fondor system, intent on destroying the Yuuzhan Vong assault force with a single shot.

The Hapan Fleet

Over a decade ago, the matriarchal Hapan Consortium promised aid to the New Republic. Political tensions between the New Republic and the independent Hapans, as well as internal turmoil within their space, prevented the Hapans from coming through with the promised aid. However, as the Yuuzhan Vong threat mounts—and the suffering of the worlds around them grows ever greater—Prince Isolder, the consort of the Hapan ruler, forces the ruling nobles of Hapes to fulfill their pledge. While politicians commit financial aid to help SELCORE deal with the refugee crisis, the military deploys its massive fleet to help stop the Yuuzhan Vong advance. Prince Isolder takes this action in honor of the friendship he shares with Luke Skywalker and Leia Organa Solo, as well as daughter Tenel Ka's friendship with the Solo children. The Hapan government and people have no particular interest in incorporating their worlds into the galaxy at large, but the Hapan leadership can't deny that their neighbors need help.

Isolder commits the majority of the Hapan fleet, a mighty armada built up over several centuries. After conferring with the New Republic admirals, he deploys the Hapan fleet along with the New Republic ships amassing to defend Fondor. Finally the tide of battle could be turned, and the New Republic would have the victory it so desperately needed to rally its politicians, its military leadership, its troops, and its citizens.

That victory is not to be. As the Hapan Battle Dragons move to engage the Yuuzhan Vong battleships and carriers, Thrackan Sal-Solo fires the weapon on Centerpoint Station. The mighty blast not only destroys over half of the Yuuzhan Vong ships but also obliterates the majority of the Hapan fleet. The paltry survivors repulse the invaders, but at the cost of the Fondor shipyards. The otherwise untouched Hapan Battle Dragons might well have posed a serious challenge to the invaders, but this will never be known.

Still, the star system was dramatically defended, and New Republic citizens viewed the battle as a victory. After all, if the shipyards had been rebuilt once, they could be rebuilt again. Isolder is forced to return to Hapes with his few remaining ships to protect his own people. Sal-Solo is hailed as a hero, but the New Republic loses a valuable ally.

Prince Isolder, Hapan Ruler

Since the Old Republic's final war with the Sith Empire, the Hapes Consortium has remained in near-total isolation. The Hapan fleet jealously guards the few safe corridors leading to the star cluster at the heart of their stellar kingdom. Historically, the Hapan leaders have refused all overtures of diplomatic contact and trade.

During the early days of the New Republic, this long-standing policy was reversed. The Hapan leadership approached the New Republic, led by Leia Organa, with an offer of support. Isolder and Han Solo briefly competed for Leia's affections, but in the end, she married Solo. Isolder met and fell in love with the Dathomiri witch Teneniel Djo during the attendant adventures. Together, they returned to Hapes, from where they would jointly rule that domain. (Since his culture is a strict matriarchy, Isolder could not be the sole ruler of the Hapes Consortium.) Their daughter, Tenel Ka, studied at Luke Skywalker's Jedi academy for a time, but she is now training to eventually assume leadership of Hapes.

Although now well into his middle years, Prince Isolder is still every bit the handsome and dashing adventurer that he was in his youth.

Prince Isolder: Male Human Noble 7/Soldier 4/Officer 5; Init +1; Defense 21 (+10 class, +1 Dex); Spd 10 m; VP/WP 108/14; Atk +14/+9/+4 melee (1d6+2, unarmed) or +13/+8/+3 ranged (3d6, blaster pistol); SQ Bonus class skill (Survival), call in a favor ×3, inspire confidence +1, command +2, leadership, requisition supplies, tactics; SV Fort +11, Ref +9, Will +12; SZ M; FP 2; DSP 0; Rep 15; Str 14, Dex 13, Con 14, Int 12, Wis 13, Cha 16. Challenge Code: F.

Equipment: Blaster pistol, personal starships, expensive clothing, vast royal wealth.

Skills: Appraise +6, Astrogate +5, Bluff +8, Computer Use +6, Diplomacy +26, Intimidate +15, Knowledge (Dathomir) +5, Knowledge (Hapans) +9, Knowledge (New Republic) +7, Knowledge (Yuuzhan Vong) +4, Listen +9, Pilot +10, Profession (administrator) +11, Read/Write Basic, Read/Write Hapan, Repair +4, Ride (thranta) +9, Sense Motive +13, Speak Basic, Speak Hapan, Speak Paecian, Spot +10, Survival +9.

Feats: Alertness, Armor Proficiencies (light, medium, heavy), Dodge, Iron Will, Martial Artist, Power Attack, Skill Emphasis (Diplomacy), Starship Operation (capital ships), Starship Operation (space transports), Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Swirls of Chaos

In the aftermath of the Battle of Fondor, the New Republic stands on the verge of total organizational collapse. With





the destruction of the Hapan fleet and the Fondor shipyards, there seems to be little that can stop the Yuuzhan Vong advance. Sal-Solo is widely viewed as a hero, despite the fact that his actions ultimately led to the Yuuzhan Vong gaining a greater long-term advantage. Between the Peace Brigade, the covert agitators of the Yuuzhan Vong, and Jacen and Anakin Solo's reluctance to use Centerpoint Station as a weapon, even deeper rifts have formed between factions that should unify. With the Yuuzhan Vong making overtures toward the Hutts and other species—while hiding their greatest atrocities—it looks like they will claim the worlds they believe their gods have promised them.

All is not complete darkness, however. Anakin Solo's mission to Corellia provides him with a new understanding of the Force—and the realization that he *has* been abusing it by relying on it too much. Han Solo emerges from his depression following Chewbacca's death. Despite the Hapan Consortium's need to commit what remaining military assets it had to defending itself, the Hapes government is still providing monies and humanitarian aid to the refugees. This makes SELCORE more effective, despite the efforts of Yuuzhan Vong-friendly senators to undermine them.

There are still tiny glimmers of hope... even as events take a turn for the worse.

Adventure Ideas

You should stop reading this chapter right now if you are going to be a player in a campaign set in The New Jedi Order era. The material presented in the next few pages is intended for the Gamemaster alone.

The Refugee Trail

As the war rages on throughout *Hero's Trial* and *Jedi Eclipse*, the heroes see the vast devastation wrought by the invasion fleet. Like countless others, they find themselves drifting ahead of the Yuuzhan Vong advance, a part of the vast refugee chain displaced from their homes and left with no place to go.

Encounter at Wayland

After their work at Garqi, the heroes have a bit of a reprieve from such high-action duty. The New Republic offers to pay them a modest fee to help bring in displaced persons who were not part of an organized refugee convoy (assuming they want to be brought in), and a slightly more modest fee to make supply runs between Wayland and Ord Mantell. (The heroes can also negotiate for repairs or upgrades to their ships, in lieu of cash payments.) However, when Ord Mantell falls to the Yuuzhan Vong, the heroes find themselves

cooling their heels on Wayland—along with other erstwhile relief crews.

One such crew approaches the heroes at a New Nystao tavern. Newly arrived on Wayland, the crew of *Pure Sabacc* (a *Marauder*-class corvette) was with the heroes for a short time on Dubrillion. They lifted off with the rest of the refugee convoy, but unlike the heroes, they made it to Dantooine—where they fought the Yuuzhan Vong and their chazrach shock troops.

Now they sport the clasped-hands badges of the newly formed Peace Brigade—and they're on a recruitment drive. The *Sabacc's* captain, Vortia Kwis, starts by asking the heroes whether they think the New Republic can beat the Yuuzhan Vong. His own position is that the New Republic is going down in flames—and so is anyone else who fights the Yuuzhan Vong. "It's a well-known fact that the Yuuzhan Vong would rather talk than fight. But *somebody*"—meaning the Jedi—"provoked them. That's why we're all in this mess now." Obviously, having been at Belkadan, the heroes should know better.

Kwis goes on to explain that regardless of who started the fight, the Yuuzhan Vong have the numbers, the weapons, and the tactics to win it. "Pretty soon there won't be a New Republic left, unless we can end this war quickly and peacefully. The only way to do that is to find out what the Yuuzhan Vong want—and as it happens, they've already told us."

The Yuuzhan Vong, Kwis explains, just need a place to live. The ships in which they crossed the galaxy are overcrowded and no longer able to support so many people. The Yuuzhan Vong need worlds for food production, raw materials for constructing new ships, and just plain breathing space. Right now they're taking any world that happens to cross their path. If someone were speaking for the Yuuzhan Vong, or at least negotiating with the Yuuzhan Vong, worlds could be set aside for them without creating such huge numbers of refugees. The New Republic could live in peace again.

Kwis firmly believes what he's saying and tries hard to convince the heroes that he's right. He also does not mind attracting a crowd of passersby, many of whom haven't had any firsthand experience with the Yuuzhan Vong. Bystanders might form their opinions based on how the argument goes. This encounter is geared toward the talkers among the heroes—such as nobles and scoundrels. Whoever does the talking among the heroes should make a Diplomacy check, opposed by Kwis's own Diplomacy check. Whoever gets the higher result has the backing of the crowd by the end of the discussion.

If the discussion comes to blows, Kwis and his crew are willing to fight with the heroes, but they're not terribly enthusiastic about it. Even if they're beaten, they take one last jab at the heroes: "No wonder there's a war on. We try to talk about the situation, and you turn it into a brawl. You really are New Republic, through and through.

Just don't act surprised when you start something with the Yuuzhan Vong—and they finish it!" In this event, the heroes should make another opposed Diplomacy check with whoever is left among the crew of *Pure Sabacc*—and the *Sabacc's* crew gains a +2 bonus on the check (+5 if the heroes obviously started the fight). Again, the result determines the overall opinion of the gathered crowd.

Alone and Unwanted

After their encounter with the crew of *Pure Sabacc*, the heroes might be either very popular in New Nystao or quietly urged to leave. The Yuuzhan Vong attack Gyndine at about this same time, and the heroes are once again asked to help move refugees and supplies. Supervising the evacuation of Gyndine is former Chief of State Leia Organa Solo. She is now an important official for SELCORE, the Senate Select Committee for Refugees. Assuming the heroes come to Gyndine's aid, she personally thanks them. Then she immediately puts them to work, shuttling refugees up from the surface to the freighters waiting in the skies above.

The evacuation of Gyndine is much more organized than previous efforts. A half-dozen X-wings guard the larger ships as they lift off, and smaller ships get at least a pair of escorts—Z-95 Headhunters or Y-wings. Thanks to the planetary defense shield over Gyndine's capital city and the fighter escort, nearly every ship makes it off the surface intact. (The GM might wish to throw a particularly determined squadron of coralskippers at the heroes' ship, however.) The ships are actually in far more danger in space, waiting for the convoy to jump out of the system. Yuuzhan Vong ships make repeated sorties at them, and hulks of ships that didn't survive the wait float listlessly in decaying orbits, slowly venting atmosphere and spewing debris.

Eventually, the order to engage hyperdrives is given, and the ships begin heading out in successive blurs. The evacuation of Gyndine has been successful. After about an hour, the ships drop back out of hyperspace at a prearranged rendezvous point. This gives crews time to conduct spot repairs on some of the older ships, give the hyperspace-capable fighters a chance to return to their docking berths, and otherwise to take stock of the situation before moving on. Everyone jumps again, and the ships come to rest a few hours later in the Ralltiir system.

As soon as they arrive, the convoy receives a distress call from *Wanderhome*, an old Gallofree medium transport with about a hundred refugees crammed on board. Their aging nav computer is shot. They're still back at the rendezvous point, and they don't have anyone on board who can manually plot a course. They need someone to come back for them before the Yuuzhan Vong show up.

Wanderhome is about 4 hours away in hyperspace. While a relief ship from the convoy and an escort of X-wings could reach *Wanderhome* and guide it back to Ralltiir, the convoy commander is reluctant to commit his tired pilots



RANAT

Ranats, or Con Queecon in their own language, were once assumed to be mindless animals, but the recent discovery that they have a language has forced xenobiologists to reconsider the semisentient status of the creatures. However, due to the Ranats' taste for the flesh of human infants, most other species still think of them as savage animals. It does not help that Ranats are bellicose and arrogant; "con queecon," in their language, translates to "the conquerors."

The Ranat species was all but wiped out on its homeworld of Rydar II by Human settlers who slaughtered the majority of the species in retaliation for the deaths of so many of their children. Only three Ranats escaped Rydar II, aboard a merchant ship—though they killed the crew of that ship as well. The ship crash-landed on Aralia, which has been the species homeworld of the Ranats ever since. Despite only having occupied Aralia for a few decades, the Ranats have amassed a considerable population because of their prolific procreation rate.

A Ranat is a 1-meter-tall, thin, rodentlike creature with sharp, protruding incisors that grow as much as a centimeter every hour, forcing Ranats to constantly gnaw on anything and everything to wear their teeth down and keep them from growing out of control. They have short, durable claws, which, while not terribly effective in combat, make Ranats excellent burrowers; their "cities" are actually more akin to vast underground warrens. A Ranat's fur-covered body is flexible, enabling it to slip through very small openings. Ranats possess long, whiplike tails, completing the image of an oversized, bipedal vermin.

Ranat Commoner: Init +0; Defense 11; Spd 10 m, burrow 6 m; VP/WP -10; Atk +1 melee (1d4+1, bite) or +1 ranged; SQ +4 species bonus on Escape Artist checks; SV Fort +0, Ref +0, Will +0; SZ S; FP 0; Rep 0; Str 12, Dex 12, Con 10, Int 8, Wis 8, Cha 8. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Climb +2, Craft (varies) +0, Jump +2, Profession (varies) +0, Read/Write Ranat, Speak Ranat.

+4 Species Bonus on Escape Artist Checks: Ranats have somewhat flat, semiflexible bodies, allowing them to squeeze through openings much smaller than their size would indicate.

Species Traits: +2 Str, +2 Dex, -2 Int, -2 Wis, -2 Cha.

Automatic Language: Ranat. ☼

to what he feels is a no-win mission. If the Yuuzhan Vong tracked the exit vector of the refugee convoy and gave chase, they arrive at *Wanderhome* before anyone can get there from Ralltiir. Exhausted pilots flying into a Yuuzhan Vong fleet would only add to the body count. "I'm sorry," the commander says, "but the risk-to-reward factor is too high. None of my people wants to be killed over a handful

of Ryn and Ranats. They're all likely to be dead by the time anyone gets there, anyway."

What the commander is pointing out is that the Ryn are almost uniformly considered the galaxy's orphans—thieves, swindlers, and baby-snatchers—and the infant-eating Ranats (see sidebar) aren't much better. Despite impassioned pleas and even threats from an exhausted Leia Organa Solo, the commander refuses to send help.

Other pilots in the convoy echo the commander's sentiments a bit more plainly: "Ranats and Ryn. And the ship's captain is an ex-Imperial. I hate to say it, but it really isn't worth it. With supplies so low in the refugee camps, it won't take long for the Ranats to start abducting children for their dinner. And the Ryn. Well, you know, I've got nothing against the Ryn personally, except maybe their horrible stench. But no matter where they end up, they'll never be welcome. By anyone, anywhere. Nobody likes them. Letting the Vong have them is probably doing them a favor."

Leia begins looking for volunteers—anyone who doesn't have the same prejudices as the commander. "You'll be flying alone, with no fighter escort, into an area almost certainly crawling with Yuuzhan Vong. It might be a suicide mission. But if no one goes, it's the same as murdering those people." Leia makes no bones about being thoroughly disgusted with anyone who demurs on the same basis as the commander's "risk-to-reward" mentality.

This part of the adventure is almost entirely roleplaying material. The heroes get to hear both sides of the argument: Leia appeals to their sense of morality, while nearly everyone else labels them as fools. "Why get killed protecting something that no one wants anyway?" The question the heroes must answer for themselves is this: At what point, and on what basis, do they let refugees die? Knowing the answer to this question now will save them from having to ask it later—when they're out of time.

If the heroes don't decide to go back for the refugees before six hours have passed, someone else picks them up: the Peace Brigade.

The Value of Life

If the heroes decide to rescue the stranded refugees, Leia Organa Solo promises to do everything she can to arrange for an escort to meet them—if not at the original rendezvous, then on the way back. She thanks them and then somewhat somberly asks if they have any messages they want her to deliver, in case they don't come back. Otherwise, she hurries them along. *Wanderhome* might not have much time left.

The trip back to the rendezvous point is uneventful, and *Wanderhome* is right where it's supposed to be. Shortly after the heroes arrive, two more ships appear—a battered Corellian gunship, *Vigor*, and a YV-929 armed freighter, *Blunt Force*. The gunship hails the heroes' ship and explains that it had picked up the distress signal and

come out to see if it could help. "It's not safe here right now," explains Bunurrut, the captain of *Vigor*. "Between our two ships, we have a lot of firepower. Why don't you let us escort *Wanderhome* back to Ralltiir? If you just came from Gyndine, you could probably use the rest and repair time. We'll make sure these people get home safely."

One of the heroes must succeed at a Sense Motive check (DC 15) to tell that Bunurrut is lying. Though he's not broadcasting it, he's with the Peace Brigade, and they're here to capture *Wanderhome* for the Yuuzhan Vong. He's a fairly smooth liar, but if the heroes notice that the refugees' species don't seem to bother him, they gain a +2 circumstance bonus on their Sense Motive checks. If they fail to see through his deception and decide to follow his advice, *Wanderhome* is never heard from again.

On the other hand, if the heroes argue the point or make any suspicious moves, Captain Bunurrut gets a bit more threatening. "We're taking this ship for the Peace Brigade. If you want to fight about it, we have more than enough firepower to take your ship, too. I suggest you leave while I'm still in a good mood about it."

If a fight breaks out, *Vigor* tries to pin down the heroes' ship while *Blunt Force* fires ion cannons at *Wanderhome*. When the refugee ship is disabled, *Blunt Force* joins the fight and starts shooting at the heroes. *Blunt Force* will use ion cannons if the *Vigor* is doing well, or concussion missiles otherwise.

Wanderhome

Craft: Modified Gallofree Yards Transport; **Class:** Space transport; **Cost:** 425,000 (new), 150,000 (used); **Size:** Medium-size (90 m long); **Initiative:** +2 (+0 size, +2 crew); **Crew:** 6 (Normal +2); **Passengers:** 60; **Cargo Capacity:** 18,000 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×3; **Maximum Speed:** Cruising; **Maneuver:** +0 (+0 size, +2 crew, -2 engine quality); **Defense:** 20 (+0 size, +10 armor); **Shield Points:** 90; **Hull Points:** 200; **DR:** 15.

Weapon: Twin laser cannons (4 fire-linked); **Fire arc:** Turret; **Attack Bonus:** +4 (+0 size, +2 crew, +2 fire control); **Damage:** 4d10×2; **Range modifiers:** PB +0, S +0, M/L n/a.

Vigor

Craft: Modified Corellian Engineering Corporation Gunship; **Class:** Capital; **Cost:** 2,200,000 (used); **Size:** Large (120 m long); **Initiative:** +1 (-1 size, +2 crew); **Crew:** 10 (Normal +2); **Passengers:** 4; **Cargo Capacity:** 450 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×2 (×6 backup); **Maximum Speed:** Attack; **Maneuver:** +1 (-1 size, +2 crew); **Defense:** 19 (-1 size, +10 armor); **Shield Points:** 135; **Hull Points:** 350; **DR:** 20.

Weapon: 8 double turbolaser cannons; **Fire Arc:** 2 front, 3 left, 3 right; **Attack Bonus:** +3 (-1 size, +2 crew, +2 fire control); **Damage:** 5d10×2; **Range Modifiers:** PB -2, S/M +0, L -2.

Weapon: 2 quad laser cannons; **Fire Arc:** 3 left, 3 right; **Attack Bonus:** +3 (-1 size, +2 crew, +2 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Blunt Force

Craft: YV-929 Armed Freighter; **Class:** Transport; **Cost:** 250,000 (new), 100,000 (used); **Size:** Small (22 m long); **Initiative:** +3 (+1 size, +2 crew); **Crew:** 1 plus 3 gunners (Normal +2); **Passengers:** 6; **Cargo Capacity:** 150 metric tons; **Consumables:** 3 months; **Hyperdrive:** ×2 (×12 backup); **Maximum Speed:** Cruising; **Maneuver:** +3 (+1 size, +2 crew); **Defense:** 21 (+1 size, +10 armor); **Shield Points:** 120; **Hull Points:** 30; **DR:** 10.

Weapon: Double turbolaser cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +7 (+1 size, +2 crew, +4 fire control); **Damage:** 6d10×2; **Range Modifiers:** PB +0, S +0, M -2, L -4.

Weapon: Triple blasters (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +9 (+1 size, +2 crew, +6 fire control); **Damage:** 3d10×2; **Range Modifiers:** PB +0, S +0, M/L n/a.

Weapon: Ion cannons (2 fire-linked); **Fire Arc:** Partial turret (front, right, left); **Attack Bonus:** +7 (+1 size, +2 crew, +4 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M +0, L n/a.

Weapon: Concussion missile launchers (4 sets of 2 fire-linked, 10 missiles each); **Fire Arc:** 2 front, 2 rear; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** 8d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

Once the heroes have either destroyed or driven off the two Peace Brigade ships, they might have to move the refugees to their own ship, especially if *Blunt Force*'s ion cannons disabled *Wanderhome*. (This might mean making another difficult choice of whom to leave behind if the heroes' ship isn't that big, but the GM should allow the heroes to dump their cargo to make just enough room, if they so choose.)

Sadly, back at Ralltiir, only Leia Organa Solo seems to be proud of the heroes' accomplishment in bringing back the stranded refugees. She tells them that she will try to pull some strings to compensate them somehow, even if it's just to repair their ship.

Most everyone else thinks the heroes were tremendous fools to rush off to save the lives of some people the New Republic does not really want anyway. However, the heroes do receive a visit from the Ryn population of the refugee camp—about sixty Ryn, in all, including any the heroes rescued—who wish to express their gratitude with handshakes and warm hugs. "We will tell all the Ryn what you did for us," says their leader, an elderly Ryn named Gaph. "And if there's anything we have, it's our long memories. No Ryn will ever forget what you did today."

If the heroes succeeded at their mission, they each gain 1 Reputation point. Unless they were coerced into staging the rescue mission, they each gain 1 Force point as well.



CHAPTER FIVE

BALANCE POINT

Ten months into the Yuuzhan Vong invasion, the alien invaders pierce deep into New Republic territory, approaching close to the Core Worlds—to Coruscant. New tactics and desperate actions help the New Republic slow the Yuuzhan Vong advance somewhat, but the invaders prove themselves more than able to quickly adapt to changing strategies and weapons.

The major problem facing the New Republic is summed up in one word: refugees. Countless multitudes of displaced people have been forced to flee their homeworlds. As more systems fall, more refugees appear and find that fewer places can support them. SELCORE, the Select Committee for Refugees, is hard-pressed to find reasonable accommodations on worlds that are not directly in the path of the Yuuzhan Vong. With a near-constant influx of new refugees, SELCORE must redefine “reasonable,” settling for space on any planet that will take refugees.

Thousands of refugees from a hundred different species accept the blighted wastelands of Duro as their new shelter. Hastily erected environmental domes keep out Duro’s toxic atmosphere, but the domes are overpopulated, everyone is on rations, and tensions are high.

Fortunately, SELCORE researchers are working on finding ways to make Duro’s air breathable again—and non-corrosive. They have made some progress, thanks to a particularly brilliant Duro scientist named Dr. Dassid Cree’Ar. In response, agitators in Duro’s orbital cities are advocating that Duro secede from the New Republic and take its chances with the Yuuzhan Vong. Considering the strain on their system’s resources, many Duros are listening.

State of the New Republic

The senate remains deadlocked. Agitators endlessly debate whether to approve support for the refugees flooding into the systems of the Core Worlds. Despite all reports of the Praetorite Vong’s aggression, many still oppose taking a more aggressive stance against the Yuuzhan Vong. Senators begin arguing whether the Human-dominated senate is actively ignoring suffering alien populations in favor of protecting the Human-dominated Core worlds. The political system has been effectively deadlocked.

Humanitarian aid from the Hapes Consortium is making the “refugee problem” more manageable, but the ever-growing number of homeless beings is putting pressure on any who would help them. Solutions depend on a range of resources few planetary populations are willing to part with in the expanding chaos.

The New Republic military remains in a pattern of retreat. Whenever it is on the verge of fighting off a Yuuzhan Vong advance, it suddenly finds itself in a position where it must defend a star system whose population wants to surrender to the alien invaders. In addition, it is often given confusing or detrimental instructions from the divided senate.

The Jedi are crumbling and dividing almost as rapidly as the New Republic itself. As Luke Skywalker continues to attempt to guide the Jedi down a moderate path, Kyp Durrón’s followers become more aggressive and frenetic in their assaults against the Yuuzhan Vong and the Peace Brigade. Because of the actions and propaganda of Yuuzhan Vong agitators, New Republic citizens blame the destruction of Ithor, including the loss of billions of lives, entirely on Corran Horn. Public opinion is shifting against the Jedi.

Against all odds, one element of the New Republic is functioning almost perfectly: SELCORE. Despite limited means, planning time, and resources, it is mostly meeting the refugees’ basic needs. However, growing conflicts among the species of the galaxy have already started to impede its efforts. Senate debate over the defense of various worlds has also stalled many attempts to help the refugees. As the New Republic falls apart, treachery and destabilization efforts by hidden Yuuzhan Vong agents accelerate the outbreak of chaos.

Archetype: SELCORE Representative

Culled from the ranks of senate staffers, former Alliance leaders, and executives of the galaxy’s corporations, SELCORE is a hastily formed organization—part senate committee and part relief aid society. Unlike most committees, members of SELCORE do not sit safely on Coruscant, issuing reports and edicts to be implemented by distant employees. Instead, reps do as much of the work and implementation of solutions as anyone else. With the rapidly growing refugee crisis the galaxy is facing—hundreds

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Generic SELCORE Representative, male or female, any species

	Diplomat 2	Diplomat 4	Diplomat 6
Initiative:	+0	+0	+0
Defense:	10	11 (+1 class)	12 (+2 class)
Speed:	10 m (or by species)	10 m (or by species)	10 m (or by species)
VP/WP:	-/10	-/10	-/10
Attacks:	+1 melee; +1 ranged	+2 melee; +2 ranged	+3 melee; +3 ranged
Damage:	Unarmed 1d3 Blaster pistol 3d6	Unarmed 1d3 Blaster pistol 3d6	Unarmed 1d3 Blaster pistol 3d6
Special Qualities:	None	None	None
Saves:	Fort +0, Ref +0, Will +3	Fort +1, Ref +1, Will +5	Fort +2, Ref +2, Will +6
Challenge Code:	A	A	B
Force Points:	1	2	2
Dark Side Points:	0	0	0
Reputation:	1	1	2
Abilities:	Str 10, Dex 10, Con 10, Int 11, Wis 12, Cha 11	Str 10, Dex 10, Con 10, Int 11, Wis 12, Cha 12	Str 10, Dex 10, Con 10, Int 11, Wis 12, Cha 12
Skills:	Appraise +4, Bluff +4, Computer Use +2, Diplomacy +5, Gather Information +5, Sense Motive +5	Appraise +5, Bluff +6, Computer Use +6, Diplomacy +12, Gather Information +6, Repair +3, Sense Motive +7	Appraise +5, Bluff +8, Computer Use +8, Diplomacy +15, Gather Information +6, Repair +5, Sense Motive +9
Feats:	Trustworthy	see left, plus Gearhead	see left, plus Skill Emphasis (Diplomacy)
Equipment:	Comlink, datapad, Blaster pistol, gear appropriate to environment	comlink, datapad, Blaster pistol, gear appropriate to environment	comlink, datapad, Blaster pistol, gear appropriate to environment

of thousands of new beings joining the flood of refugees every day—there is no time for the leisure of debating courses of action that are then followed up with bureaucratic procedures.

SELCORE representatives are capable managers and skilled administrators capable of creating innovative solutions under pressure. They combine innovation, selflessness, and leadership skills. Representatives stretch resources to a point no galaxywide effort has seen since the early days of the Rebel Alliance.

The 2nd-level rep has likely taken her first field assignment and has yet to see the true horrors of war that she will face. This rep will definitely learn the hard way how the Yuuzhan Vong treat refugees. The mid-level SELCORE rep might be on her third or fourth world in as many months and takes responsibility for a few specific administrative functions in the refugee camp, such as sanitation, communications, or medicine. The 6th-level rep probably runs most, if not all, of his camp. At this level, many reps have rededicated themselves to the cause of freedom and become virtually incorruptible, though a few have given in to the temptation to abuse their power.

Progress of the Invasion

For the first time in their push toward the Core, the Yuuzhan Vong have been met with the kind of resistance

they understand—and it has been formidable. Corellia's Centerpoint Station, a massive repulsor beam generator, smashed through the Yuuzhan Vong and Hapan fleets at Fondor. By using Centerpoint Station, Thrackan Sal-Solo brought the battle to an abrupt and devastating halt. Uncertain whether these events had been an accident, or whether they had brought out the true warrior spirit in the infidels, the Yuuzhan Vong withdrew.

One aspect of the conflict was far more certain: The infidel fleet was there to oppose the Yuuzhan Vong at Fondor because of the Hutts. Although the Hutt leader had agreed to serve the Yuuzhan Vong—at least, that was how Warmaster Tsavong Lah understood the arrangement—the Hutts had provided information to the New Republic regarding Yuuzhan Vong fleet movements. What should have been a flawless victory at Fondor turned into a rout.

The Hutts pay for their treachery. Supreme Commander Nas Choka's ships—those that survived the Battle of Fondor—seed Nal Hutta with biotech. Microbes change the Hutt homeworld and its technological-abomination moon, Nar Shaddaa, into something closer to a primordial garden. All infidel life on Nal Hutta is replaced by life-forms more acceptable to the Yuuzhan Vong. The few Hutts that survive are welcome to serve the Yuuzhan Vong—if not immediately, then when the Yuuzhan Vong control the rest of the galaxy.

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Tsavong Lah, Yuuzhan Vong Warmaster

The warmaster of the Yuuzhan Vong invasion, answerable only to the supreme overlord, is Tsavong Lah. The warmaster's role is that of overall military strategist, but Tsavong Lah did not reach his exalted position by virtue of his intellect alone. He is a devastating combatant and a cunning tactician. He is thoroughly Yuuzhan Vong, sacrificing thousands of captives to ensure his ultimate victory when he strikes at the Core Worlds.

A formidable figure, Tsavong Lah is noticeably taller than most Yuuzhan Vong. His elongated head has been tattooed with countless reminders of his courage and prowess. He wears the living cloak of his station on physically implanted hooks in his shoulders. His rust-colored armor is a permanent alteration to his body—a series of living plates seeded directly to his bones, covering his body from neck to knees.

Tsavong Lah: Male Yuuzhan Vong Soldier 8/Noble 4/Officer 6; Init +2; Defense 20 (+9 armor, +1 Dex); Spd 8 m; VP/WP 185/19; Atk +17/+12/+7 melee (1d6+3, amphistaff) or +18/+13/+8 melee (1d6+3, unarmed) or +17/+12/+7 ranged; SQ Immune to Force, Sense, and Alter, DR 18 (armor), bonus class skill (Bluff), call in a favor ×2, inspire confidence +1, command +2, leadership, requisition supplies, tactics; SV Fort +14, Ref +9, Will

+12; SZ M; FP 0; DSP 12; Rep 15; Str 17, Dex 14, Con 19, Int 14, Wis 13, Cha 15. Challenge Code: G.

Equipment: Amphistaff, vonduun crab armor (warmaster's armor), cloak, multiple villips, tizowym, interdixtor warship (*Sunulok*).

Skills: Bluff +12, Climb +7, Diplomacy +20, Gather Information +10, Handle Animal +8, Intimidate +19, Jump +7, Knowledge (Imperial Remnant) +5, Knowledge (New Republic) +7, Knowledge (Yuuzhan Vong) +10, Pilot +6, Read/Write Yuuzhan Vong, Ride (riding lizard) +4, Sense Motive +13, Speak Basic, Speak Yuuzhan Vong, Survival +9, Swim +9, Treat Injury +4.

Feats: Armor Proficiencies (heavy, light, medium), Cleave, Dodge, Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Expertise, Frightful Presence, Great Cleave, Heroic Surge, Iron Will, Martial Arts, Power Attack, Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons).

The Bloody Push to Coruscant

The Yuuzhan Vong forces continue to advance through the galaxy, moving steadily toward Coruscant. Many of the worlds and star systems they conquer are home to some of the most visible and active starfaring races.

Whether by design on the part of the invaders, or merely coincidence, this strategy gives further fuel to the arguments of non-Human activists. The most paranoid believe the New Republic leadership has somehow orchestrated a conspiracy to do what the Empire had failed to do—kill all non-Humans. The fates of a number of star systems are briefly detailed below.

Kalarba

Fierce fighting between the local defense forces and the Yuuzhan Vong destroys all settlements on this world. The retainers of the powerful Pitareeze family are particularly fierce in their resistance. They hope to deny the Yuuzhan Vong the vast ship construction capacity of the star system, not realizing that the aliens have no interest in “traditional” starship construction. In the end, only a few thousand of the star system’s billions of native inhabitants escape. The star system is left a shattered, poisonous, radioactive wasteland that will remain uninhabitable for centuries to come.

Sriluur

This small, lightly inhabited system contains a mixed population of non-Human settlers and native Weequay. The population cannot mount any serious defense against the Yuuzhan Vong. Within days, the population is enslaved and “reeducated” to serve the alien occupation force.

Druckenwell

This overcrowded, highly industrialized star system is a symbol of everything the Yuuzhan Vong find abominable about the civilizations inhabiting their “promised” worlds. The corporate oligarchies serving as the true authority here mount no resistance, and it’s a good thing—faced with resistance, the invasion fleet might cleanse the place of all life and technology.

Instead, the people shift their efforts from toiling for corporate profits to toiling for the greater glory of the Yuuzhan Vong. Their first two assignments: Prepare proper fields for food production and dismantle the massive metropolises in which they dwell.

Rodia

Although the Yuuzhan Vong easily occupy their star system, many Rodians simply withdraw to the trees. These freedom fighters continue to put up fierce resistance on their heavily jungled homeworld. Although the widespread industrial complexes around Rodian urban centers disgust the Yuuzhan Vong, their warriors develop a grudging respect for the violence-loving Rodians. This opinion is becoming so common that perhaps the Rodians might be able to assume a role within Yuuzhan Vong society as favored slaves—once they have been subdued and properly shaped.



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As the Rodians resist the occupation at home, their representative in the senate speaks out about the New Republic's failure to come to their aid. Rodians across the galaxy are arming themselves and preparing to return home. The Yuuzhan Vong there will soon be facing a far larger force than they recently encountered.

Falleen

This world surrenders almost immediately to the Yuuzhan Vong invasion fleet. Many Falleen hope their famous pheromone-based powers of persuasion might make other humanoids friendly toward them, perhaps saving their world.

They are mistaken. The Yuuzhan Vong keep the Falleen isolated in reeducation camps.

Kubindi

The peaceful, cultured Kubaz are no challenge to the Yuuzhan Vong, but many avoid death at the hands of the invaders. Most of the population evacuates before the war fleet is within striking range. Those left behind are enslaved by the Yuuzhan Vong and forced to assist in altering Kubindi's environment to grow food for the invaders. The insects Kubaz subsist on are all but exterminated in the process. This leads to mass starvation that, unchecked, will wipe out every Kubaz on the planet within a year, if not months.

Ylesia

Out of all the worlds occupied by the Yuuzhan Vong, Ylesia appears to be the least affected. Senators advocating capitulation to the invaders hold it out as a showpiece of how a population can prosper through peaceful interaction and coexistence with the conquerors.

With a primarily Human population, the world serves as the headquarters for the Peace Brigade. Those who are looking for evidence of a conspiracy against the galaxy's non-Humans find it in the state of affairs there: The Human world has remained mostly unscathed. (Of course, these detractors typically ignore the destruction of Kalarba and the violent oppression on Druckenwell.) Arguments in the senate continue to rage.

On Ylesia itself, locals know that the peaceful coexistence is only an illusion. The world has slave camps, the oceans hide developing yammosks, and those who speak out against the Peace Brigade or the Yuuzhan Vong vanish without a trace.

Nal Hutta

The homeworld of the Hutts, and the center of their power base, has not fared well under the Yuuzhan Vong. Its fetid swamps, polluted skies, and stunted vegetation have been all but erased, terraformed by Yuuzhan Vong microbe clusters. Onion-shaped palaces and duracrete towers have been

digested and excreted by microorganisms dedicated to the task. Even the kilometer-high towers of Nar Shaddaa have begun to fall, devoured by microbes and rendered to dust. The Hutts themselves—those who were able—have fled. To them, Nal Hutta is now a dead world. To the Yuuzhan Vong, Nal Hutta's life is just beginning.

Hutt Collusion

How the Hutts lose control of their sector of the Known Galaxy is closely intertwined with the Hutt mentality. As the Yuuzhan Vong press toward the Core Worlds, the Hutts realize that they might have to deal with these new aliens. To the Hutts, this means a simple choice: fight or bargain. They know that the Yuuzhan Vong will not simply ignore them in the push toward the Core, and it is not in the Hutt mentality to choose sides—especially when a profit can be made from serving both combatants. Some Hutts believe that they can remain neutral in the war with the Yuuzhan Vong, selling slaves to the Yuuzhan Vong, arms to the New Republic, and spice to nearly everyone else.

For their meeting with Malik Carr—the Yuuzhan Vong commander assigned to oversee operations in Hutt space—the Hutt kajidics and Grand Council empower Borgia, scion of the most powerful of the kajidics, to negotiate. The Yuuzhan Vong make contact through a Human named Pedric Cuf—in reality, the Yuuzhan Vong agitator Nom Anor. The Hutts sue for beneficial coexistence with the Yuuzhan Vong: They will not fight the Yuuzhan Vong, and in fact agree to turn over one of their worlds to the invaders so that the Yuuzhan Vong can use it to attack New Republic targets. In exchange, the Yuuzhan Vong not only allow the Hutts to continue to trade freely but also tell the Hutts which worlds to avoid—hopefully preventing unfortunate conflicts of interest.

The Hutts' concession does not go unnoticed by other traders, particularly Talon Karrde, the smuggler-turned-information-broker who aided the New Republic in its battles against the Empire's Grand Admiral Thrawn. While Karrde suspects that the Hutts' collusion with the Yuuzhan Vong has created a telltale trade vacuum in worlds about to be targeted, he needs confirmation. With Jedi Knights Kyp Durrion and Ganner Rhysode along as living lie detectors, Karrde journeys to Ryloth to meet with Crev Bombaasa, a high-ranking member of the Besadii kajidic. Not being quite as sanguine as the Hutts, Bombaasa offers exactly what Karrde needs: a list of systems the Hutts have definitely been avoiding.

Unfortunately for the Hutts, the Yuuzhan Vong take this divulgence of information as proof of deliberate Hutt treachery. The costly Battle of Fondor makes them vengeful, and Nal Hutta feels the wrath of the Yuuzhan Vong. The Hutts are exiled from their own homeworld and seek a new planet on which to live. The Yuuzhan Vong indicate that they might be willing to allow the Hutts to relocate

to Tatooine, but they need something from the Hutts as a sign of good faith: a live Jedi.

Borga Besadii Diori, Hutt Ruler

The head of the Hutt kajidics, Borga, has been playing a dangerous game of negotiation and betrayal with the Yuuzhan Vong. It has not gone well for her—or her home-world of Nal Hutta. Although the Hutts initially cooperated with the Yuuzhan Vong, they were never so innocent as to believe that the alien invaders would not turn on them the moment they were no longer useful. Borga played a cunning gamble by letting the New Republic know the Hutts were in collusion with the Yuuzhan Vong, and thus helped the New Republic draw conclusions about Yuuzhan Vong targets based on Hutt spice trading. Nas Choka, the Yuuzhan Vong supreme commander, immediately realized that Borga was playing off both sides, and terraformed Nal Hutta and Nar Shaddaa in retaliation.

Now Borga and the Hutts are in exile, hiding from the Yuuzhan Vong, the Peace Brigade, and a host of lesser enemies who would gladly take advantage of the Hutts' current situation. Borga is particularly distressed because, in addition to being more or less responsible for the current hardships, she is expecting a child. Borga would hate for her child to be born into poverty—which for a Hutt means anything less than total luxury.

Borga Besadii Diori: Female Hutt Noble 8/Scoundrel 4/Crime Lord 5; Init -1; Defense 22 (+13 class, -1 Dex); Spd 2 m; VP/WP 128/17; Atk +12/+7/+2 melee (1d3+1, unarmed) or +10/+5/+0 ranged; SQ +6 on Will saves against mind-affecting Force powers, illicit barter, better lucky than good, bonus class skill (Intimidate), call in a favor ×4, inspire confidence +2, command +4, contacts ×2, resource access, inspire fear -2, minions; SV Fort +9, Ref +10, Will +16; SZ L; FP 4; DSP 24; Rep 18; Str 12, Dex 8, Con 17, Int 15, Wis 16, Cha 18. Challenge Code: G.

Inspire Fear: Beginning at 3rd level, a crime lord's infamy and reputation reach such a point that anyone of the same character level or lower has trouble taking direct actions against the crime lord. This results in a penalty on any actions made to directly affect the crime lord, including attacks, skill checks in opposition to the crime lord, and Force-based skill uses. The penalty is -2 at 3rd level, -4 at 6th level, and -6 at 9th level.

Equipment: Repulsor sled, extensive palace on Nal Hutta, small army of slaves, servants, and droids.

Skills: Appraise +17, Bluff +21, Computer Use +9, Diplomacy +33, Gather Information +18, Intimidate +23, Knowledge (alien species) +7, Knowledge (Nal Hutta) +8, Knowledge (streetwise) +19, Listen +7, Profession (bureaucrat) +18, Profession (merchant) +23, Read/Write Basic, Read/Write Huttese, Search +4, Sense Motive +25, Speak Basic, Speak Huttese.

Feats: Great Fortitude, Infamy, Iron Will, Persuasive, Sharp-Eyed, Skill Emphasis (Diplomacy), Skill Emphasis (Profession [merchant]), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Randa Besadii Diori, Hutt Ambassador

The son of Borga the Hutt, Randa Besadii Diori is his parent's representative to the Yuuzhan Vong. Randa performs in this capacity well enough aboard Chine-kal's ship, *Crèche*, but it quickly dawns on him that the Yuuzhan Vong are every bit as treacherous as the Hutts themselves. Randa quickly switches his allegiance and is rescued from *Crèche* by Kyp Durron's starfighter squadron—only to languish in a refugee camp on Duro, a virtual prisoner.

Despite Nal Hutta's capture by the Yuuzhan Vong and his nominal alliance with the New Republic, Randa is still a Hutt. His most intense concern is the fate of his species, especially his parent, Borga. Randa uses every chance he gets to either search for news of the Hutts or attempt to strike a deal with the Yuuzhan Vong, one that will ensure that the Hutts survive this invasion. The presence of Jacen Solo offered one possibility—handing a Jedi over to the Yuuzhan Vong—but Jacen's refusal to fight makes him unworthy in their eyes. After Jacen's sister Jaina arrives, Randa finally has a bargaining chip the Yuuzhan Vong actually want.

Randa Besadii Diori: Male Hutt Noble 4/Scoundrel 2; Init -1; Defense 16 (+7 class, -1 Dex); Spd 2 m; VP/WP 36/15; Atk +3 melee (1d3, unarmed) or +2 ranged; SQ +6 on Will saves against mind-affecting Force powers, bonus class skill (Gather Information), call in a favor ×2, inspire confidence +1, command +2, illicit barter, better lucky than good; SV Fort +5, Ref +4, Will +5; SZ L; FP 1; DSP 3; Rep 5; Str 11, Dex 8, Con 15, Int 12, Wis 12, Cha 13. Challenge Code: B.

Equipment: None.

Skills: Appraise +8, Bluff +6, Computer Use +2, Diplomacy +17, Gather Information +8, Hide +2, Knowledge (Nal Hutta) +5, Knowledge (streetwise) +10, Listen +3, Move Silently +2, Profession (merchant) +4, Read/Write Basic, Read/Write Huttese, Sense Motive +6, Speak Basic, Speak Huttese.

Feats: Great Fortitude, Heroic Surge, Infamy, Skill Emphasis (Diplomacy), Weapon Group Proficiencies (blaster pistols, simple weapons).

Duro

For those attempting to keep track of galactic events in the spreading chaos, the fate of the ancient civilization on Duro illustrates Yuuzhan Vong treachery more clearly than any previous conflict. At Duro, the Yuuzhan Vong not only butcher hundreds of thousands of defenseless



refugees but also devastate many of the Duro cities and invade the world, despite a promise to leave the Duros' homeworld untouched.

For almost as long as there has been a Galactic Republic, the Duro star system has been a hub for exploration, colonization efforts, and trade. The Duros' civilization has lasted for tens of thousands of years. Its earliest records predate even the founding of the Old Republic. The Duros are among the first species to develop the technology to travel between the stars.

The high technology of the Duros turned their world of origin into a wasted, spent, and fouled planet. Any useful resources were extracted long ago, and the atmosphere became a dangerous mixture of poisonous gases several thousands of years ago. The population of Duro relocated to massive orbital cities high above the now-toxic world from which they sprang.

While the refugees are housed in temporary, sealed domes to keep the breathable atmosphere separate from Duro's poisonous one, SELCORE scientists work on ways to restore the polluted planet to a habitable state. As such, the presence of the refugees represents a potential long-term gain for the Duros people—pointing toward a future when they might once again walk on their native soil without a breathing apparatus.

SELCORE Domes

Notorious for their poor air recirculation and flimsy construction, the atmospheric domes provided by SELCORE nonetheless serve as home for the thousands of refugees fleeing the Yuuzhan Vong invasion. By the time of the Battle of Duro, every dome on the polluted planet is filled to capacity, and sometimes beyond. Each dome includes at least one airlock-style entrance, plumbing and sanitation facilities, and rudimentary communication and entertainment systems. The primary settlement on Duro, Gateway, houses not only the main research laboratories for making Duro's atmosphere once again breathable but also the administration center for all of the SELCORE facilities. This facility is run by Leia Organa Solo.

Unknown to Leia, her husband Han and her son Jacen are also on Duro, and quite nearby—at Settlement Thirty-two, one of the other SELCORE domes. (Ironically, while the domes share various resources, they frequently clash over allocations without ever realizing with whom they are clashing.) Han and Jacen—and when she arrives, Jaina—likewise have no idea that Leia is close by until Settlement Thirty-two is overrun by small, mothlike creatures that begin eating the material of the dome and force the residents of Settlement Thirty-two to relocate to Gateway settlement.

Gateway settlement includes a large number of barracks-style living quarters, as well as multiple buildings for research and administration, and even a garden—part food supply, part experiment.

The Battle of Duro

While the New Republic feels certain the Yuuzhan Vong have no interest in such a desolate planet as Duro, nothing could be farther from the truth. The Yuuzhan Vong religious leaders view Duro as a rich source of slaves and sacrificial victims. Furthermore, the expert agitator Nom Anor is up to his usual tricks, playing the Duros and the Ryn against one another. At the same time, he sows seeds of discontent among the Duros population regarding the SELCORE efforts.

Soon, renegade Duros begin seizing SELCORE aid shipments entering the system, leading to panic and desperation in the domes. Anti-Jedi sentiment is whipped to a fever pitch. When word spreads in the orbital Duros cities that Luke Skywalker, Leia Organa, and other Jedi are in the star system, Yuuzhan Vong agitators orchestrate riots.

As panic and riots break out—in orbit, in the domes, and on the surface—the meager New Republic and local defense forces are overtaxed in their attempts to contain the riots. A small Yuuzhan Vong attack force arrives, confronting the Duros with cruisers, transport carriers, and a handful of gunships. The Yuuzhan Vong commander promises the Duros leaders that they will leave the orbital cities in peace—they want only the planet and the refugees. The Duros make no attempt to defend the planet, letting the alien invaders pass by their orbital cities without incident.

After a brief battle in which the poorly armed refugees fight valiantly, lizard-mounted Yuuzhan Vong warriors take control of the largest domes. They swiftly round up prisoners for conversion or sacrifice, immediately sacrificing all the scientists who were working on cleansing the atmosphere. This ploy allows Nom Anor, who was hiding among the scientists, to use an ooglith masquer and pretend to be a Duros.

New Yuuzhan Vong Equipment

At the invasion of Duro, the New Republic has an opportunity to see a few new Yuuzhan Vong biological nightmares in use—from lizardlike riding beasts to tiny creatures used for restraining, killing, or sacrificing infidels.

Yuuzhan Vong Lizard Mount

While the Yuuzhan Vong do not travel in vehicles, they do need swift ground transport from time to time. Their riding-beast of choice is a lizardlike creature with a low center of gravity and thick natural armor. Extremely powerful, these 5.3-meter-long creatures can carry a fully armored Yuuzhan Vong warrior at speeds of up to 40 kilometers per hour.

Although bioengineered for burden, these lizard creatures are also formidable in battle. However, the Yuuzhan Vong do not train the mounts for combat, preferring not to let unintelligent beasts receive the glory of such sacrifices to the gods. Yuuzhan Vong lizard mounts fight only

in self-defense. Although they serve the Yuuzhan Vong well, other species would no doubt find them intractable beasts; they respond only to pain, according to the Yuuzhan Vong way. This means that non-Yuuzhan Vong suffer a -8 penalty on Handle Animal checks involving a riding lizard.

Riding Lizard: Herd animal 4; Init +0; Defense 18 (+10 natural, -2 size); Spd 14 m; VP/WP 43/52; Atk +8 melee (1d8+8, bite) or +8 melee (1d6+8, 2 claws) or +0 ranged; SQ Immune to Force, Sense, and Alter; SV Fort +14, Ref +1, Will +1; SZ H; FP 0; Rep 1; Str 26, Dex 10, Con 26, Int 2, Wis 10, Cha 4. Challenge Code: A.

Skills: Climb +15, Survival +14.

Feats: Great Fortitude.

Yuuzhan Vong Fighting Claws

The implantation of retractable bone spurs—permanent, living melee weapons—is common among Yuuzhan Vong warriors. They project from a warrior's knuckles, elbows, or, in rare instances, knees with the use of slight muscle contractions. The process is painful, but then a Yuuzhan Vong would have it no other way.

A warrior can deploy any or all of his claws as a move action. The claws are melee weapons that deal 1d8 points of piercing damage. Although the claws are technically not an unarmed attack, Yuuzhan Vong with the Martial Artist feat increase their fighting claw damage to 1d10.

Yuuzhan Vong Tkun Strangler

When circumstances demand an expedient, single sacrifice, the Yuuzhan Vong employ small, furry serpent creatures known in their language as tkun. Deceptively gentle creatures when in repose, tkun are trained to react to certain stimuli—such as the pounding of a ceremonial drum—and constrict when such a stimulus is sensed. When placed against a breathing creature's throat, a tkun can strangle that creature to death.

This is not a quick death, however. After a tkun strangler has been placed about the neck of a victim (with a melee touch attack), the tkun initiates an opposed grapple check with the victim. The tkun strangler has an effective Strength of 18. A restrained victim (such as one with her hands bound) suffers a -10 penalty on her check. Each round that the tkun wins this opposed check, the creature strangles its victim for 1d4+4 points of damage.

If the victim is able to survive this damage, she can hold her breath for at least a number of rounds equal to her Constitution score. After those rounds have passed, the victim must attempt a Constitution check (DC 10, +1 per previous check) every round to continue holding her breath. The target begins to suffocate on a failed check (see Suffocation and Drowning in Chapter 12 of the *Star Wars Roleplaying Game*.)

If the victim breaks free or the tkun is removed, the stranglehold immediately ends (although damage that was inflicted remains).

Yuuzhan Vong Cuffs

These restraining devices are small, arthropodan creatures with long, outward-curving claws. When properly commanded by a Yuuzhan Vong, they lock around a humanoid's wrists. The creature is designed to tighten its grip if anyone tries to slip out of the cuffs. The wearer can attempt an Escape Artist check (DC 40) as a full-round action to slip free. If any check fails by 5 or more, the cuffs tighten so much as to cause physical pain for 1 round (1d4 points of damage). The creature releases its grasp when a proper command word is issued, or if it is killed. The cuff-creature has 10 WP; if it isn't killed with a single attack, it tightens its grip, dealing 2d4 points of damage per round until dead. Once the creature has been injured, it no longer responds to verbal commands.

The Rescue of Leia Organa Solo

As the coordinator of the SELCORE efforts on Duro, Leia Organa Solo can hardly abandon the refugees in their domes when the Yuuzhan Vong landing craft began dropping down





out of the sky. With Jaina, Jacen, and her most recent faithful Noghri bodyguard—Olmahk—at her side, Leia returns to the administration building in Duro's Gateway settlement. Yuuzhan Vong warriors capture the former princess, pummeling her into unconsciousness.

She awakes a prisoner of the Yuuzhan Vong—specifically, of their warmaster, Tsavong Lah. He makes the Yuuzhan Vong's position clear. They do not want to negotiate; they do not want to coexist; they do not want to discuss ideologies. The Yuuzhan Vong simply want Leia and every other infidel to either submit to their domination or die with some modicum of honor, courage, or, at the very least, dignity.

To demonstrate how Leia should face death, the Yuuzhan Vong let her watch as they sacrifice a number of captured refugees, burning them alive in a pit dug near the administration building. Again, Leia watches scores of innocents die, and the horror drives through her heart and hurts her more than a thousand amphistaffs ever could.

In the meantime, Leia's children refuse to leave her behind and search for her through the occupied streets of the refugee dome. They locate her with relative ease and converge to rescue her, but they are too late to prevent the Yuuzhan Vong from murdering Randa and giving Leia a merciless beating with their amphistaffs.

Jacen Solo is the first to hear Leia's screams. He rushes into the office where Leia lies broken and bloodied—but

still alive—and boldly orders the hideous warriors to release her. Little does Jacen realize that he faces none other than Tsavong Lah, the Yuuzhan Vong warmaster.

Driven by the need to save his mother, Jacen realizes he must embrace the Force, or he will never forgive himself. Like a breaching dam, Jacen feels the Force all around him—feels himself standing on the brink of a decision he had been trying to make since the invasion began. Jacen unleashes the full, raw power of the Force against the Yuuzhan Vong.

The Force creates a whirlwind through the young Jedi with Jacen and Leia at its center. In the space of a few seconds, the Yuuzhan Vong warriors are knocked senseless or killed by flying debris. Tsavong Lah himself is hurled out the window after being struck with Leia's heavy desk. In another moment, Jaina Solo arrives, and the two children carry their semiconscious mother to safety.

Jacen Solo, Reluctant Jedi

Jacen Solo's struggle to understand the Force leads to a long bout of contemplation and observation that all but cripples him as a Jedi Knight. Even though he feels the Force flowing very strongly through him, he believes that simply letting it carry him along denies his own potential. He refuses to let fate decide his future. To Jacen, giving in to the light side is conceivably just as bad as giving in to the dark side. Without understanding how the Force controls his destiny, any step he takes might do irrevocable harm.

That no one else understands his dilemma is especially vexing. Jacen's brother Anakin has long argued with him that if one is strong in the Force, one has a responsibility to use it however and whenever necessary. His sister Jaina thinks he is a coward, hiding from the challenges facing the rest of the galaxy while he decides whether he truly wants to be a Jedi Knight. Even his own mother, although she plainly loves him, looks at him as though he were simple-minded.

When Jacen sees his mother suffering, he realizes that all of his visions and dreams of the future have given him enough clues to make a decision. If he does not act, his mother will die at the hands of the Yuuzhan Vong. To prevent that, he needs to use the Force more than he ever has before.

Jacen Solo: Male Human Jedi Guardian 9; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 46/13; Atk +10/+5 melee (1d3+1, unarmed) or +12/+7* melee (3d8+1/19–20, lightsaber) or +10/+5 ranged (3d6, blaster pistol); SV Fort +7, Ref +7, Will +6; SZ M; FP 6; Rep 4; Str 13, Dex 13, Con 13, Int 14, Wis 14, Cha 13. Challenge Code: D.

Equipment: Lightsaber*, blaster pistol.

*Jacen Solo has constructed his own lightsaber.

Skills: Craft (lightsaber) +6, Handle Animal +6, Intimidate +3, Knowledge (Jedi lore) +8, Pilot +7, Read/Write Basic, Ride (all) +3, Speak Basic, Speak Calamarian, Speak Shyriiwook (understandonly).

Force Skills: Affect Mind +9, Battlemind +7, Empathy +10, Enhance Senses +7, Farseeing +7, Force Defense +5, Friendship +5, Heal Self +3, Move Object +11, See Force +7, Telepathy +6.

Feats: Animal Affinity, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Lightsaber Defense, Sense.

The Fall of Duro

His ankle crushed by Jacen Solo's Force-powered assault, Warmaster Tsavong Lah is not in good humor as he returns to his command ship above Duro. Resolved to cleanse Duro's polluted atmosphere and destroy its abominable floating cities, he orders a furious assault.

Duro's defenders are pitifully few—and mostly unwellcome by the Duros, who had bargained with the Yuuzhan Vong via the Peace Brigade for amnesty (a word the warmaster could not even comprehend). Peace Brigade liaisons corner Duros Admiral Wuht in his office to convince him to offer no resistance. However, when Mara Jade Skywalker presents Wuht with incontrovertible proof that the Yuuzhan Vong have no intention of honoring any such agreement, the admiral arrests the Peace Brigadiers and mobilizes the Duro Defense Force. With the help of Luke Skywalker and Anakin Solo, the DDF protects one orbital city, Urrdorf, as it takes on refugees from the other cities before escaping the horrible destruction and heading for open space. Even the presence of the Mon Calamari cruiser *Poesy* cannot save Duro's other cities. One by one, they are pulled down into Duro's gravity, disappearing into the murky soup of the planet's polluted atmosphere.

While technically achieving a victory for the Yuuzhan Vong, Warmaster Tsavong Lah is not happy. He wants vengeance against the Jedi—and Jacen Solo in particular. Activating a massive villip, the warmaster addresses the New Republic: "Give us your *Jeedai*," he demands, driving Leia Organa Solo's lightsaber into the polluted ground of Duro. "Give me Jacen Solo." In return, the warmaster promises special rewards in addition to a suspension of hostilities.

Yuuzhan Vong Suuv Ban D'Krid Cruiser

The Yuuzhan Vong equivalent of a conventional cruiser, the Suuv Ban D'Krid is a gargantuan chunk of yorik coral, multicolored and bristling with fearsome plasma-firing growths. The cruiser carries a full wing of thirty-six

coralskippers on broad red and green arms, but at Duro, an unadorned cruiser is used to ram one of the orbital cities out of the sky and into the fetid atmosphere.

The Suuv Ban D'Krid cruisers are powerful ships but lack sufficient dovin basal power to create interdiction fields. They are usually escorted by Uumufalh gunships or other light craft.

Craft: Yuuzhan Vong Suuv Ban D'Krid Cruiser; **Class:** Capital; **Cost:** Unknown; **Size:** Gargantuan (720 m long); **Initiative:** +4 (-4 size, +8 crew*); **Crew:** 480 (Skilled +8*); **Passengers:** 1,930; **Cargo Capacity:** 2,000 metric tons; **Consumables:** 1 year; **Hyperdrive:** ×3; **Maximum Speed:** Cruising; **Maneuver:** +4 (-4 size, +8 crew*); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 200; **Hull Points:** 620; **DR:** 25.

Weapon: Plasma projectors (40); **Fire Arc:** 15 front, 10 left, 10 right, 5 rear; **Attack Bonus:** +8 (-4 size, +8 crew*, +4 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; **Fire Arc:** Any; **Attack Bonus:** +4 (-4 size, +8 crew*, +0 fire control); **Damage:** Special; **Range Modifiers:** PB -4, S/M/L n/a.

*Includes +4 competence bonus from yammosk.

Yuuzhan Vong Uumufalh Gunship

Although smaller than cruisers, Yuuzhan Vong Uumufalh pack the same amount of firepower, making them excellent escort ships. At Duro, a dozen of the gunships protect the four Suuv Ban D'Krid cruisers assigned to disable the orbital cities. The favored tactic of Uumufalh commanders is a sort of ongoing "volley fire," in which several ships fire their weapons in sequence to wear down the target's defenses.

Yuuzhan Vong Uumufalh gunships carry no coralskippers and cannot create interdiction fields.

Craft: Yuuzhan Vong Uumufalh Gunship; **Class:** Capital; **Cost:** Unknown; **Size:** Gargantuan (615 m long); **Initiative:** +4 (-4 size, +8 crew*); **Crew:** 335 (Skilled +8*); **Passengers:** 840; **Cargo Capacity:** 1,380 metric tons; **Consumables:** 6 months; **Hyperdrive:** ×3; **Maximum Speed:** Cruising; **Maneuver:** +4 (-4 size, +8 crew*); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 160; **Hull Points:** 570; **DR:** 25.

Weapon: Plasma projectors (40); **Fire Arc:** 15 front, 10 left, 10 right, 5 rear; **Attack Bonus:** +8 (-4 size, +8 crew*, +4 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; **Fire Arc:** Any; **Attack Bonus:** +4 (-4 size, +8 crew*, +0 fire control); **Damage:** Special; **Range Modifiers:** PB -4, S/M/L n/a.

*Includes +4 competence bonus from yammosk.



CHAPTER SIX

EDGE OF VICTORY

At the beginning of *Conquest*, the first book in the *Edge of Victory* duology, only a short time has passed since Warmaster Tsavong Lah was wounded in battle with the “unworthy” Jacen Solo. Tsavong Lah has issued his offer to the New Republic: Turn over your Jedi, and we can live in peace. With so much of the galaxy blaming the Jedi Knights for the New Republic’s failures, from starting the war to the destruction of Ithor, Jedi across the galaxy have become hunted like animals.

On Coruscant, Master Luke Skywalker attempts to coordinate the Jedi response to this latest development. He ultimately fails, thanks to divisive elements who share Kyp Durrón’s “Jedi for Jedi” mentality. Meanwhile, Han and Leia Solo begin organizing a “Jedi pipeline” to smuggle Jedi away from worlds and people who would gladly turn them over to the Yuuzhan Vong.

But it occurs to Jacen, Jaina, and Anakin Solo that if the Yuuzhan Vong want Jedi—*any* Jedi—then the logical place to attack is where the Jedi are weakest: the Jedi academy on Yavin 4. With most of the galaxy’s Jedi elsewhere, the only Jedi on Yavin 4 are students—*children*.

Jacen and Jaina search for Booster Terrik, who possesses the rare gifts of loyalty to the Jedi and a ship big enough to house all the Jedi academy’s students. Anakin races to Yavin 4 to warn the school and to begin the evacuation.

State of the New Republic

The New Republic still spends as much energy fighting itself as it does the Yuuzhan Vong threat. Destabilization efforts by advanced Yuuzhan Vong agents continue to pay off. The New Republic now turns its full authority upon the Jedi. Senators and politicians consider the Jedi responsible for the devastating alien invasion rather than a defense against it.

The New Jedi Purge

Between the propaganda spread by corrupt senators, the chaos unleashed by Yuuzhan Vong agitators, and the collaboration of politicians and New Republic citizens, history starts repeating itself. Many act on what they believe to be truthful information. Although the Yuuzhan Vong and their agents cause the widespread destruction along

the path of their invasion, the Jedi end up serving as the scapegoats for it. Soon, New Republic forces, local planetary militias, and the Yuuzhan Vong themselves hunt for anyone suspected of being a Jedi or having Jedi sympathies. Even before the Jedi have been reestablished in the galaxy, it appears they will again be wiped out.

Progress of the Invasion

The Yuuzhan Vong halt their invasion of the galaxy of the infidels, preferring to let the infidels divide and conquer themselves. Tsavong Lah allows the New Republic to believe that a truce has been declared. The Yuuzhan Vong will attack no more planets, provided the New Republic attacks no more Yuuzhan Vong whips. Tsavong Lah’s offer of a bounty on Jedi motivates thousands of opportunistic fortune-seekers from across the galaxy to track down and capture Jedi wherever they can be found. Thousands more take up the clasped-hands sigil of the Peace Brigade, pledging their weapons, ships, and lives to the goal of mutual coexistence with the “visitors.”

Even on Coruscant, the Yuuzhan Vong begin to appear, disguised with ooglyth masquers but planning for the day when they can walk unencumbered among the cowering populace. Conversely, those Humans who chose to collaborate with the Yuuzhan Vong await that same day—when they expect to be showered with rewards for their part in bringing the New Republic to its knees.

One of these is Viqi Shesh, the turncoat senator who not only helped the Yuuzhan Vong attempt to assassinate the Jedi leadership, but who arranged to collect so many refugees in one place on Duro. Assisted by Yuuzhan Vong infiltrators and equipped with Yuuzhan Vong bio-organic devices, she has maneuvered the New Republic’s senators toward compliance with the invaders and away from support of the Jedi. By the time the Yuuzhan Vong are ready to assault Coruscant, she believes, at least half of the senators will vote to surrender the New Republic to the Yuuzhan Vong—and she will be elevated to administrator of all the sectors and systems that once comprised the New Republic.

Her next step is to point the Peace Brigade in the direction of the Jedi academy.



The Invasion of Yavin 4

The Yuuzhan Vong's bounty makes the Jedi academy on Yavin 4 a tempting target for every bounty hunter and fortune-seeker in the galaxy. Although ship after ship journeys to the Yavin system and locates the planet Yavin, none can find evidence of a jungle moon—especially not one with old temples on it. Most hunters give up after a few days and go elsewhere, never guessing that Luke Skywalker, anticipating that Yavin 4 might someday be attacked by enemies of the Jedi, has cultivated a Fallanassi Force technique for generating illusions.

Some of the Peace Brigaders are more persistent than others. As Anakin Solo arrives at Yavin 4, he finds a Corellian freighter in orbit. Before Anakin can warn them off, a dozen more ships jump into the system. Anakin hurries down to join his friends on the surface. He plans to hold out until the smuggler Talon Karrde arrives with sufficient firepower to chase off the Peace Brigade and sufficient passenger space to evacuate the academy's students. The academy has no ships, and so Kam Solusar and Tionne are forced to move the students to a hidden cave underneath the ancient Palace of the Woolamander, while Anakin and his one-time master Ikrit provide a distraction for the Peace Brigade landing parties. Anakin and Master Ikrit would present the appearance that all of the students

were still in the Great Temple—and fighting fiercely—while the students slip away down the river in a pair of boats.

A few students—Anakin's old friend Tahiri, a young Melodie girl named Sannah, and Corran Horn's son Valin—elect to remain behind and help, not realizing that their presence only makes the situation more dangerous. They escape to the grotto, an underground hot spring where Jedi students participate in a sensory deprivation exercise. In the morning, they climb up and commandeer a Peace Brigade ship. The pilot, Remis Vehn, is not too keen on being forced to help the Jedi, but soon realizes that doing so is in his own best interest.

Anakin guides the ship back to the grotto, where he picks up Ikrit, Sannah, and Valin, and prepares to make a run for space. However, a larger freighter blocks the grotto's exit. Master Ikrit's strength in the Force is such that he pushes the freighter out of the way long enough for Anakin to get the smaller transport clear. However, the Peace Brigade does not give up so easily, bringing in even more ships. They hem in the commandeered transport—until Master Ikrit leaps from the transport's open hatchway and, again, pushes the blocking ships aside.

To Anakin's horror, the Peace Brigade ships turn their weapons on the diminutive Jedi Master—and still Ikrit forces them aside. Tahiri rushes to Ikrit's defense by leaping out the hatchway after him. Visions of Chewbacca on

Sempidal flow through Anakin's mind as he senses Ikrit's sudden death and Tahiri's dwindling presence. Again, he is forced to make a bitter choice: Rescue those still alive, or risk their lives to go back for one perhaps already dead. His heart breaking all over again, Anakin tears through the blocking Peace Brigade ships and flees for the deep jungle, silently promising Tahiri: *I'll come back for you.*

Jedi Master Ikrit

Ikrit, was a pilot whom Yoda trained to be a Jedi Master. Four centuries ago, he went to the Massassi temple ruins to counter a Sith curse that held the souls of the Massassi children prisoner. Concluding that neither he nor any other adult could break this curse, he went into a trance until help could come for the lost children.

After centuries, Anakin and Tahiri find him in the Palace of the Woolamander. He stays on to teach the young Jedi students in the ways of the Force. Though not a warrior, he is nonetheless a powerful adversary.

As the invasion comes to Yavin, Ikrit takes on the responsibility for getting his charges out alive. He foresees his own death but does not let his sadness get in the way of protecting the students. As Anakin's group flees, Ikrit battles the Peace Brigaders in space, casually tossing around starfighters as if they had no mass at all. Eventually the battle becomes too much for him, and he dies in defense of the future of the Jedi.

Ikrit: Male Kushiban Fringer 2/Jedi Consular 14; Init +8; Defense 24 (+9 class, +4 Dex, +1 size); Spd 6 m; VP/WP 75/11; Atk +10/+5/+0 melee (1d2-2, bite) or +16/+11/+6 ranged; SQ Jedi Master, barter, healing, species bonus feats (Dodge, Mobility); SV Fort +12, Ref +14, Will +14; SZ S; FP 9; DSP 0; Rep 8; Str 7, Dex 18, Con 10, Int 15, Wis 17, Cha 12. Challenge Code: F.

Equipment: None.

Skills: Astrogate +4, Climb +6, Escape Artist +14, Jump +17, Knowledge (Jedi lore) +8, Knowledge (Massassi) +8, Listen +10, Pilot +8, Read/Write Basic, Read/Write Kushiban, Speak Basic, Speak Kushiban, Speak Shyriiwook, Spot +8, Tumble +18.

Force Skills: Affect Mind +9, Force Stealth +8, Friendship +9, Move Object +23, See Force +11, Telepathy +11.

Feats: Alertness, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Initiative, Lightning Reflexes, Mobility, Skill Emphasis (Move Object), Weapon Group Proficiencies (blaster pistols, simple weapons), Zero-G Combat.

Force Feats: Alter, Control, Force Mind, Force Push, Knight Mind, Master Mind, Sense.

Tahiri Veila

Once Anakin Solo's closest friend on Yavin 4, Jedi student Tahiri Veila has seen less and less of him since before the



NEW SPECIES: KUSHIBAN

The Kushiban species hails from the planet Kushibah in the Outer Rim. Small, furry, and floppy-eared, they are frequently mistaken for pets or vermin. Nonetheless, they are an intelligent race with a complex, peaceful society. They are preyed upon by the much larger xinkras, though the Kushibans have put to good use their discovery that the xinkras fear fire.

A Kushiban is a half-meter-long, rabbitlike creature that looks helpless and cute. The Kushibans have a unique method of expressing their feelings: Their fur is normally white but can change color with their emotional state. This "mood fur" can go completely black when the creature is in deep despair.

Kushiban Commoner: Init +6; Defense 13 (+2 Dex, +1 size); Spd 6 m; VP/WP -/10; Atk -1 melee (1d2-2, bite) or +3 ranged; SQ +4 species bonus on Escape Artist and Jump checks, mood fur; SV Fort +0, Ref +4, Will +0; SZ S; FP 0; Rep 0; Str 6, Dex 14, Con 10, Int 10, Wis 11, Cha 10. Challenge Code: A.

Equipment: Usually none.

Skills: Escape Artist +6, Jump +4, Read/Write Kushiban, Speak Kushiban.

Feats: Improved Initiative, Lightning Reflexes (bonus feats). +4 Species Bonus on Escape Artist and Jump Checks: Kushiban are light and springy.

Mood Fur: Fur changes color with emotional state.

Species Traits: -4 Str, +4 Dex. (A Kushiban's Strength can never be less than 1.)

Automatic Language: Kushiban. ☼

invasion began. Though she's heard of his heroic deeds against the invaders, she hasn't heard of them from Anakin himself. His actions have made her feel neglected and unloved. She is only beginning to realize how deeply she cares for Anakin, and it hurts her deeply that he doesn't seem to feel the same way.

Even when Anakin finally returns, he doesn't have time for her. The Peace Brigade's arrival at Yavin 4 forces an immediate evacuation. Tahiri and two other students, Corran Horn's son Valin and the Melodie Jedi Sannah, decide to help Anakin, staying behind when Kam Solusar and his wife Tionne take the rest of the Jedi students to safety.

Tahiri Veila: Female Human Jedi Guardian 4; Init +1; Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 30/12; Atk +5 melee* (2d8/19-20, lightsaber) or +5 ranged (3d6, blaster pistol); SV Fort +5, Ref +5, Will +3; SZ M; FP 2; DSP 0; Rep 3; Str 10, Dex 12, Con 12, Int 13, Wis 13, Cha 13. Challenge Code: A.



Equipment: Lightsaber*, blaster pistol.

*Tahiri has constructed her own lightsaber.

Skills: Climb +2, Computer Use +3, Craft (lightsaber) +4, Jump +2, Knowledge (Jedi lore) +4, Listen +2, Read/Write Basic, Speak Basic, Spot +2, Survival +5, Swim +1.

Force Skills: Affect Mind +3, Empathy +5, Enhance Ability +3, Force Defense +2, Force Push +2, Move Object +5, See Force +5, Telepathy +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Survival), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Sense.

Jedi Master Kam Solusar

Jedi Master Kam Solusar was one of Master Skywalker's first students; already a Jedi Knight, he was pulled back from the brink of the dark side by Skywalker. Since those times, Kam has been a near-constant fixture at the Jedi academy on Yavin 4—learning at first, then teaching. While at the academy he met another student, Tionne, and they eventually fell in love and married. Now Kam and Tionne are two of the school's permanent staff.

Using an illusion technique Luke Skywalker learned from the Fallanassi, Kam Solusar and Tionne keep the Jedi academy on Yavin 4 more or less safe from casual inspec-

tion. However, the academy is no secret. When the Peace Brigade shows up with several ships, Kam and Tionne gather up the students to leave Yavin 4 as soon as possible. Fortunately, Anakin Solo, arriving shortly before the bulk of the Peace Brigade force, brings good news: Talon Karrde is on his way, with ships to take everyone to safety.

Ham Solusar: Male Human Jedi Guardian 16; Init +1; Defense 23 (+12 class, +1 Dex); Spd 10 m; VP/WP 142/15; Atk +20/+15/+10/+5 melee* (5d8+2/19-20, lightsaber) or +17/+12/+7/+2 ranged; SQ Jedi Master; SV Fort +12, Ref +11, Will +8; SZ M; FP 8; DSP 1; Rep 10; Str 14, Dex 13, Con 15, Int 12, Wis 13, Cha 12. Challenge Code: F.

Equipment: Lightsaber*, Jedi robes.

*Kam Solusar has constructed his own lightsaber.

Skills: Climb +5, Craft (lightsaber) +7, Intimidate +6, Jump +5, Knowledge (Jedi lore) +9, Read/Write Basic, Speak Basic, Speak Ryl, Spot +3, Tumble +5.

Force Skills: Affect Mind +17, Battlemind +12, Enhance Ability +12, Force Defense +12, Heal Self +7, Move Object +11, See Force +11, Telepathy +11.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Mobility, Power Attack, Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Deflect Blasters, Knight Defense, Lightsaber Defense, Master Defense, Sense.

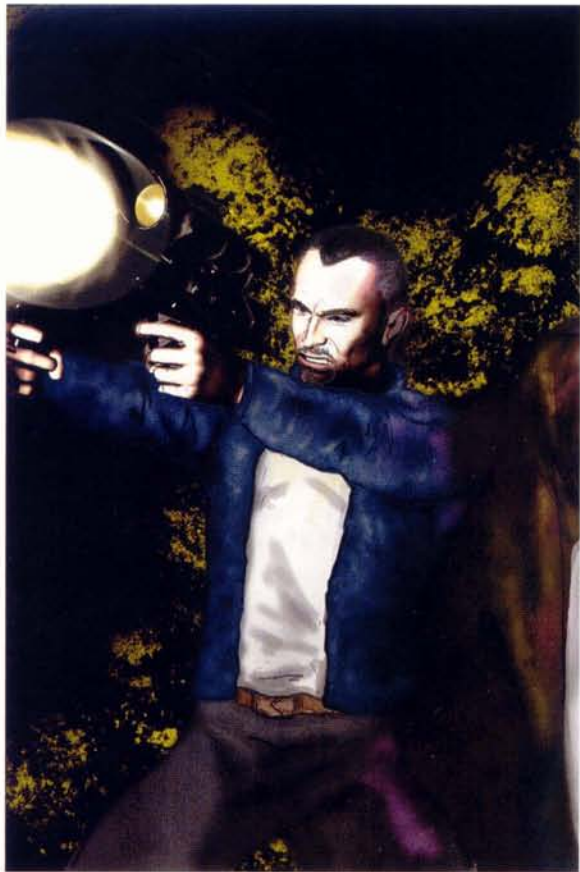
Remis Vehn, Peace Brigade Pilot

A former freighter captain and now Peace Brigade pilot, Remis Vehn is firmly convinced that the only way to survive the Yuuzhan Vong invasion is to give them what they want. What are a few less Jedi in the galaxy, anyway? Besides, Vehn reasons, the Jedi should have known something like this would happen when they started the war with the Yuuzhan Vong. Now that it looks like there will be a fight on Yavin 4, Vehn wants to pitch in and do his part for galactic peace.

Being captured by Jedi—and Jedi children at that—isn't part of the plan. Vehn certainly isn't happy about having his ship commandeered by Anakin Solo, and even less happy when the Jedi boy tears it up and crashes it trying to escape the Peace Brigade. As much as Vehn wants to escape and turn the kids over to the Yuuzhan Vong, he must admit that some of what Anakin says about the Yuuzhan Vong is true. After all, the only Jedi he's seen so far are children and an old alien who sacrifices his own life to save them—even while Vehn's Peace Brigade pals are shooting at Vehn's ship.

Maybe, just maybe, the Peace Brigade has been lying to Remis Vehn.

Remis Vehn: Male Human Scout 3; Init +2; Defense 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 26/14; Atk +3



DUM

melee (1d4+1, knife) or +4 ranged (3d6, blaster pistol); SQ Trailblazing; SV Fort +4, Ref +4, Will +3; SZ M; FP 1; DSP 2; Rep 1; Str 13, Dex 14, Con 14, Int 10, Wis 12, Cha 10. Challenge Code: A.

Equipment: Blaster pistol, knife, light transport.

Skills: Astrogate +8, Bluff +2, Computer Use +5, Diplomacy +2, Knowledge (spacer lore) +3, Listen +3, Pilot +10, Read/Write Basic, Repair +6, Speak Basic, Spot +5, Survival +3.

Feats: Point Blank Shot, Spacer, Starship Dodge, Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Talon Karrde's Ruse

As Anakin fights his way free from the Peace Brigade blockade of the Jedi academy, Talon Karrde arrives in the Yavin system with his ship *Wild Karrde*, offering to help the Peace Brigade locate the Jedi students. The Peace Brigade commander, Captain Imsatad, distrusts Karrde's offer, having once been in Grand Admiral Thrawn's fleet and seen firsthand how the smuggler had betrayed Thrawn. However, when Karrde offers the use of his pet vornskrs—pack-hunting beasts from Myrkr that can sniff out Jedi—Captain Imsatad leaps at the opportunity. After all, if it works, he can always eliminate Karrde later.

Karrde's deception is successful; the Peace Brigaders trail along behind him as his pets track the Jedi students straight to the cave beneath the Palace of the Woolamander.

However, he has no illusions of his own: He and his landing party—Halm, Ferson, and "Sleena"—are prisoners, and they likely will be executed the moment they're no longer useful. Karrde claims to have brought along something the Peace Brigaders desperately need: an ysalamiri, the only creature known to be able to cancel a Jedi's powers.

The vornskrs home in on something in a dark cave—something no one else could see—and Karrde knows the time has come to drop his deception. He stuns the nearest Peace Brigader, and the fight begins. "Sleena," actually his Mistryl bodyguard Shada D'ukal, disables a few of the enemy almost immediately, but as Halm falls without a Jedi in sight, he grows desperate. Suddenly, a lightsaber blade appears in the darkness, and Kam Solusar and Tionne join the fight. In no time, fifteen Peace Brigaders are reduced to three—and they're too busy running to fight.

Karrde explains to Solusar and Tionne his manipulation of the Peace Brigade to find the Jedi. His urgency grows as he sees the great hole in the side of the Great Temple, scattered with the wreckage of a Peace Brigade corvette. He needs to get the children aboard *Wild Karrde* before Peace Brigade reinforcements arrive.

Captain Imsatad launches an all-out attack on *Wild Karrde* as it leaves the surface with the Jedi students aboard. In the initial exchange, Karrde damages Imsatad's frigate, but at the cost of his own hyperdrive. *Wild Karrde* stalls at Yavin. Help arrives as the rest of Karrde's ships jump into the system, including *Etherway*, *Sudden Demise*, and *Idiot's Array*. After four hours, a beleaguered Captain Imsatad agrees to a cease-fire—minutes before a Yuuzhan Vong fleet arrives.

Talon Karrde

A man of many talents, former smuggler Talon Karrde is the galaxy's foremost information broker. He is best known for his part in forming the Smugglers' Alliance, the group that helped tip the scales when the New Republic battled Grand Admiral Thrawn. Karrde has been in semiretirement for several years. His small fleet of ships roams the galaxy, keeping abreast of developments in trading, politics, technology, and of course, the invasion. Simultaneously, they make a tidy profit in traditional cargoes, and Karrde makes it a point to keep his trade legitimate.

After helping New Republic Intelligence follow Hutt spice shipments, thus determining likely targets for Yuuzhan Vong assaults, Karrde makes his services available to anyone willing to fight the alien invaders. Only Luke Skywalker asks for his help—and asks for a lot. Karrde's agreement to bring his ships to Yavin 4 to evacuate the Jedi students before the Yuuzhan Vong arrive almost comes too late, because the Peace Brigade is just barely ahead of the game.

Talon Karrde: Male Human Scoundrel 8/Noble 4/Crime Lord 5; Init +2; Defense 25 (+13 class, +2 Dex); Spd 10 m; VP/WP 100/14; Atk +12/+7/+2 melee (1d3+1, unarmed) or +13/+8/+3 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good, sneak attack +2d6, call in a favor ×2, inspire confidence +1, command +2, contacts ×2, resource access, inspire fear -2, minions; SV Fort +6, Ref +13, Will +13; SZ M; FP 5; DSP 1; Rep 15. Str 13, Dex 14, Con 14, Int 15, Wis 13, Cha 18. Challenge Code: G.

Inspire Fear: Beginning at 3rd level, a crime lord's infamy and reputation reach such a point that anyone of the same character level or lower has trouble taking direct actions against the crime lord. This results in a penalty on any actions made to directly affect the crime lord, including attacks, skill checks in opposition to the crime lord, and Force-based skill uses. The penalty is -2 at 3rd level, -4 at 6th level, and -6 at 9th level.

Equipment: Blaster pistol, datapad, numerous trade goods, temporary storage/housing modules, attack ships (*Wild Karrde*, *Sudden Demise*, *Etherway*, *Idiot's Array*).

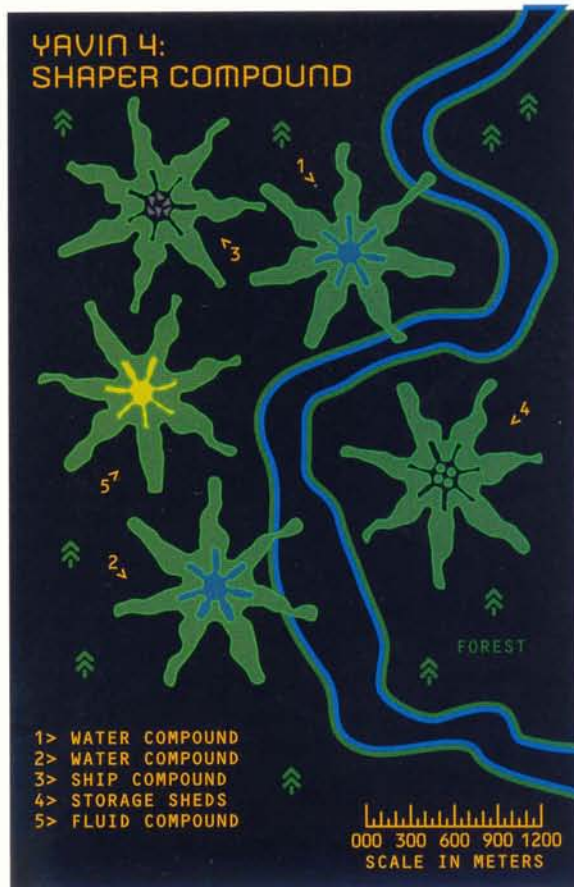
Skills: Appraise +17, Astrogate +6, Bluff +24, Computer Use +8, Diplomacy +29, Gather Information +25, Intimidate +16, Knowledge (alien species) +8, Knowledge (cultures) +10, Knowledge (law) +10, Knowledge (streetwise) +15, Knowledge (systems) +6, Listen +6, Pilot +10, Profession (bureaucrat) +13, Profession (merchant) +19, Read/Write Basic, Repair +6, Search +8, Sense Motive +18, Speak Basic, Speak Bith, Speak Duro, Speak Rodese, Spot +6.

Feats: Fame, Infamy, Iron Will, Persuasive, Skill Emphasis (Diplomacy), Skill Emphasis (Gather Information), Starship Operation (capital ships), Starship Operation (space transports), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

The Yuuzhan Vong Shaper Colony

The Yuuzhan Vong arrive in the Yavin system with warships and a sizable armada of support ships. Strangely enough, though, they do not come hunting Jedi—they want to establish a colony devoted to research and development, undertaken by the Yuuzhan Vong's shaper caste. Even as Talon Karrde takes his ships to the edge of the Yavin system, awaiting an opportunity to rescue Anakin and his fellow students, Yuuzhan Vong warships drop gigantic pods to the surface of Yavin 4—obliterating all traces of the Jedi academy with organic structures.

While the Yuuzhan Vong shapers settle into their new home, Anakin and the students desperately attempt to repair Remis Vehn's mangled ship. Vehn, Sannah, and Valin carry on the arduous work of restoring the transport's damaged repulsorlifts and ion engines. Aiding them are Anakin's astromech, Fiver, and Qorl, an aged Imperial TIE pilot-turned-hermit who had been living on Yavin 4 ever since the destruction of the first Death Star. Meanwhile, Anakin himself, having rigged up a crude air-



speeder, sets out for the Great Pyramid, standing by his promise to rescue his friend Tahiri.

The path is fraught with danger. In addition to Yavin 4's usual complement of grenade fungi, piranha beetles, and nearly invisible crystal snakes, Anakin has Yuuzhan Vong patrols to worry about. He hopes that by traveling in an airspeeder he can either pass by or outrace any Yuuzhan Vong troops. However, their biotechnology surprises him; they have their own equivalent of an airspeeder—a flying creature called a tsik vai. Its questing tendrils snag Anakin's makeshift craft, causing it to crash, and Anakin is forced to continue the rest of the way on foot.

Slogging through Yavin 4's jungles, dodging Yuuzhan Vong patrols, reminds Anakin all too much of Dantooine. This time, though, he does not have his lightsaber, because his brush with the tsik vai's dovin basal warped the focusing crystals. Armed with only some grenade fungi, a sharpened stick, and the Force, Anakin travels several more kilometers before the Yuuzhan Vong patrols gradually hem him in. Exhausted, bruised, and wounded, Anakin finally falls prey to a pair of Yuuzhan Vong warriors. They, however, fall prey to another Yuuzhan Vong. This one shows signs of mutilation, his implants dead or dying. After efficiently and callously murdering the two warriors, he introduces himself to Anakin as Vua Rapuung—and says that he needs the *Jeedai's* help.

Yuuzhan Vong Tsik Vai Flier

Tsik vai are Yuuzhan Vong creatures used for atmospheric flight operations. Shaped like a broad, flat sea creature, tsik vai are constructed of yorik coral and include an extruded, transparent bubble for the pilot.

A tsik vai possesses a kind of rudimentary tractor system, composed of about a dozen tendrils attached to the creature's ventral surface. These are used to restrain other flying objects, or to capture and reel in targets on the ground.

Craft: Tsik Vai; **Class:** Speeder (air); **Cost:** Unknown; **Size:** Huge (9 m long); **Crew:** 1; **Passengers:** 1; **Cargo Capacity:** 12 kg; **Speed:** 240 m (max. speed 680 km/h); **Altitude:** up to 1.5 km; **Defense:** 12 (-4 size, +6 armor); **Hull Points:** 45; **DR:** 10.

Weapon: Tendrils (12, see below); **Fire Arc:** Any; **Attack Bonus:** +8 (-4 size, +4 crew, +8 fire control); **Damage:** special; **Range Modifiers:** 5 m (six increments max).

If the tsik vai hits with a tendril, it deals 2d6+8 damage each round while simultaneously drawing the target 5 meters closer. (If the target is Large or smaller, the tsik vai cannot reel it in.) Breaking the grip of the tsik vai's tendrils requires a Strength check (DC 20) for nonvehicle targets or a Pilot check (DC 20) for a vehicle. In both cases, add +4 to the DC for every category of size difference between the target and the tsik vai, or subtract 4 per category if the tsik vai is smaller. Dealing 10 points of damage on the tendril is also sufficient to break its connection to the ship, though the tendril wrapped around the target remains until physically removed.

Vua Rapuung, Shamed One

The lowest of the Yuuzhan Vong castes is that of the Shamed Ones, whose bodies reject the implants provided by the shaper caste. Any Yuuzhan Vong, of any station, can become a Shamed One by losing his connection to the gods in this fashion. This is the case with Vua Rapuung. Once a commander until his body began to reject his implants, he subsequently loses his rank and caste, and is forced to live and work like a menial.

Vua Rapuung knows that the gods have not rejected him. A spurned lover, Mezhan Kwaad of the shaper caste, has deliberately altered his body so that he can no longer receive the gifts of the gods. Vua Rapuung has no proof, and

so makes it his driving goal to force Mezhan Kwaad to confess her sin. As a Shamed One, he finds little opportunity to interact with a high-ranking shaper—but if he can get the infidel Anakin Solo into Mezhan Kwaad's presence, Vua Rapuung might yet gain his revenge.

Vua Rapuung: Male Yuuzhan Vong Soldier 10/Noble 2/Officer 2; **Init** +6; **Defense** 21 (+9 class, +2 Dex); **Spd** 10 m; **VP/WP** 130/16; **Atk** +15/+10/+5 melee (1d6+3, coufee) or +14/+9/+4 ranged; **SQ** Immune to Force, Sense, and Alter, bonus class skill (Gather Information), call in a favor, inspire confidence +1; **SV Fort** +12, **Ref** +9, **Will** +10; **SZ M;** **FP** 0; **DSP** 5; **Rep** 15; **Str** 16, **Dex** 15, **Con** 16, **Int** 14, **Wis** 14, **Cha** 13. **Challenge Code:** E.

Equipment: Coufee.

Skills: Bluff +6, Climb +7, Diplomacy +15, Gather Information +7, Handle Animal +5, Intimidate +15, Jump +7, Knowledge (Yuuzhan Vong) +10, Listen +6, Read/Write Yuuzhan Vong, Sense Motive +8, Speak Basic, Speak Yuuzhan Vong, Spot +6, Survival +6, Swim +7, Treat Injury +9.

Feats: Ambidexterity, Armor Proficiencies (heavy, light, medium), Dodge, Exotic Weapon Proficiency (amphistaff), Exotic Weapon Proficiency (tsaisi), Heroic Surge, Improved Initiative, Improved Two-Weapon Fighting, Martial Artist, Mobility, Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons), Whirlwind Attack.

Anakin among the Yuuzhan Vong

With Vua Rapuung's help, Anakin Solo reaches the shaper compound where the Jedi academy once stood. The trip is





not easy, even with Vua Rapuung's "aid." The Shamed One argues and even fights with Anakin seemingly every hour—debating Anakin's plans for approaching the compound, protesting Anakin's use of fire to circumvent the netting beetles set out to ensnare them, and complaining about Anakin's infidel ignorance of basic Yuuzhan Vong doctrines. But Vua Rapuung has to admit that he needs Anakin's help—and that Anakin's methods work, despite being mortal sins in the eyes of the Yuuzhan Vong. Each of his complaints ultimately subsides, and an uneasy truce evolves between them.

At long last they arrive at the shaper compound, and Anakin and Vua Rapuung temporarily part ways—to give Rapuung time to resume his role as a mere Shamed One, and to allow Anakin to begin searching for Tahiri. To do so, he must appear to be a slave—for why would else a Human be wandering through the compound? This plan also means hiding his nonfunctional lightsaber in a "succession pool" in one of the Yuuzhan Vong damuteks, the vast, multichambered structures that house the shapers, the warriors, and nearly everyone else—except, of course, the slaves.

Anakin learns to adjust to life as a slave of the Yuuzhan Vong. Vua Rapuung implants false surge-coral in Anakin—just reactive enough to give him the appearance of being a drone. Anakin finds himself assigned to harvesting

Yuuzhan Vong lambents, alongside a Shamed One named Uunu. Lambents, Anakin soon discovers, are living crystals that provide illumination when stimulated by something similar to telepathic energy. When Uunu explains this energy, Anakin almost laughs out loud.

What she describes, Anakin realizes, is not too terribly different from the Force. Were the crystals imbued with the Force, he could use them to repair his lightsaber.

Yuuzhan Vong Lav Peq Netting Beetles

When the Yuuzhan Vong wish to capture a foe whose precise location they do not know, they employ lav peq—netting beetles. About the size of nang hul (thud bugs), lav peq spin fibrous webs, devouring small amounts of matter from everything they touch to stretch the fibers from surface to surface. In sufficient quantities, they can completely blanket an area the size of a Star Destroyer in less than an hour.

The fibrous netting is strong, though vulnerable to energy attacks (hardness 5, 4 wound points per centimeter of thickness; energy damage ignores hardness). A single layer of the netting averages 2 centimeters thick. Because the lav peq can fly, the layer can reach as high as 100 meters off the ground.

The Yuuzhan Vong release lav peq in waves, generally from their tsik vai fliers. Each wave reinforces the strength and thickness of the fibrous netting from the waves before. Each successive wave (usually of no more than seven) increases the hardness of the fibers by 2 and adds an additional 2 centimeters of thickness.

Lav peq move at 10 meters per round. The Yuuzhan Vong lay down each wave in a five-pointed star pattern about 2 kilometers from the place where they want the beetles to intersect. As the lav peq move toward the center of the star, whatever is in the center of the target area is almost certainly trapped for later collection by the Yuuzhan Vong.

Meditating on the Yuuzhan Vong

After several days working with Uunu in the lambent field, Anakin has a much better grasp of Yuuzhan Vong culture. The woman is far more communicative than Vua Rapuung had been, and bit by bit, Anakin comes to understand the Yuuzhan Vong perspective. If he escapes, what he knows will be valuable to New Republic Intelligence, and might even help swing the balance of the war.

But he still must escape, and he has not seen Vua Rapuung in days. After Uunu explains the working of lambents, though, Anakin has a plan. Because the Yuuzhan Vong only patrol the perimeter of the compound, Anakin is easily able to slip out of the slave quarters in the middle of the night. The Yuuzhan Vong know

that the slaves cannot escape the compound or cause any serious damage inside the compound before being terminated, so the slave quarters are left unguarded. He steals a lambent crystal from the field where he and Uunu worked. Returning to the succession pool where he had first entered the shaper compound, he retrieves his lightsaber and promptly bumps into Vua Rapuung.

Anakin is all but ready to rescue Tahiri but thinks he'll have a better chance if he repairs his lightsaber first—a task that might take at least a day. He convinces Vua Rapuung to hide with him in the undamaged tunnels beneath the Great Temple (or where it used to be, at any rate) while he attunes himself to the alien crystal.

After two days of meditation, Anakin has the understanding of the Yuuzhan Vong necessary to center himself in the Force again. As with his own people, not all the Yuuzhan Vong are evil. Their belief in their divine right to this galaxy makes them into killers, but ones with a cause. They don't need exterminating, as Kyp Durrone plainly believed; they simply need to be stopped—without anger, and without hatred—before their religious fervor wipes out or enslaves the entire galaxy.

With that realization, Anakin attunes the lambent crystal and repairs his lightsaber. Then he and Vua Rapuung set out to complete the job.

Mezhan Kwaad, Heretical Master Shaper

One of many master shapers who arrives at the new compound on Yavin 4, Mezhan Kwaad is a rare individual who no longer believes the lies handed down by Supreme Overlord Shimrra. Mezhan Kwaad knows that there are no Yuuzhan Vong gods; all Yuuzhan Vong knowledge is handed down from ancient Qang qahsa—memory storage devices—and this repository of knowledge has almost dried up. For the Yuuzhan Vong to survive, the shapers must be willing to explore new techniques—to create new organisms. Mezhan Kwaad has already laid the groundwork for doing exactly that, and she has enlisted the aid of her protégé, Nen Yim.

Mezhan Kwaad is no stranger to heresy. Around the time of the Yuuzhan Vong's arrival in the galaxy of the infidels, she shared a forbidden love with a member of another caste: Vua Rapuung, a famous warrior. For a time, they believed that they would be allowed to continue their union—the gods Yun-Txiin and Yun-Q'aah had taken pity on mixed lovers before. Then Vua Rapuung saw what Mezhan Kwaad did not—that their love would destroy them both—and promptly severed the arrangement.

The master shaper was furious. She cursed her lover for his superstition, telling him for the first time that she truly believed that there were no gods—either to condone or to condemn their love. Though she had uttered heresy, Vua Rapuung still loved her and swore that he would never reveal her failing. Mezhan Kwaad did not believe him, and

so sought to silence him and to prove her belief. She tampered with his bio-organic implants so that they would die prematurely—a sign the Yuuzhan Vong would take to mean that the gods had deserted the mighty warrior, leaving him a Shamed One. As such, anything Vua Rapuung could say about Mezhan Kwaad's part in his shaming would be dismissed as the ramblings of a lunatic.

As Warmaster Tsavong Lah's bounty sets the infidels upon the *Jeedai* (their own greatest warriors), Mezhan Kwaad gains the responsibility of testing the limits of the Jedi's strength, using one who had been captured near the shaper compound. In actuality, though, the master shaper and her apprentice take the opportunity to test a process that would brainwash the *Jeedai* girl Tahiri into believing she was a Yuuzhan Vong named Riina Kwaad, who had been abducted from her people and brainwashed by the *Jeedai*. If her process works, Mezhan Kwaad could then prove to the Yuuzhan Vong shaper caste that they do not need the supreme overlord's "communications from the gods"—that they can devise their own bio-organisms. She would also have a completely loyal and obedient *Jeedai* at her disposal, should anyone attempt to silence her.

Mezhan Kwaad: Female Yuuzhan Vong Expert 11/Noble 6; Init +0; Defense 18 (+8 class); Spd 10 m; VP/WP 15/8; Atk +11/+6/+1 melee (1d3-1, unarmed) or +12/+7/+2 ranged (1d8+4, finger-spears); SQ Bonus class skill (Handle Animal), call in a favor ×3, inspire confidence +2, command +2; SV Fort +6, Ref +6, Will +13; SZ M; FP 0; DSP 12; Rep 12; Str 8, Dex 10, Con 8, Int 17, Wis 13, Cha 14. Challenge Code: D.



FINGER-SPEARS

Although members of the Yuuzhan Vong shaper caste are not allowed to practice with traditional Yuuzhan Vong weapons, they employ a variety of arcane and lethal devices. One example is an organism commonly referred to as finger-spears.

Finger-spears are cephalopods that master shapers are allowed to graft to their arms in place of hands. These creatures ordinarily function just as hands, and are in fact usually mistaken for ordinary bio-organic prosthetics. On command, the tentacles of these creatures can telescope outward up to 4 meters distant, forming razor-sharp tips.

When a Yuuzhan Vong shaper wishes to use finger-spears in this fashion, she can, as an attack action, give up her regular attacks and instead make one melee attack at her full base attack bonus against each opponent within 4 meters. The shaper can choose to ignore certain targets if she wishes. Any successful attack deals 1d8+4 points of damage to the victim. ☼

Equipment: Finger-spears, ceremonial headdress.

Skills: Craft (control organism) +25, Craft (mount organism) +16, Craft (prosthetic organism) +25, Craft (space transport organism) +16, Craft (starfighter organism) +16, Craft (weapon organism) +25, Diplomacy +18, Handle Animal +22, Intimidate +6, Knowledge (Yuuzhan Vong) +11, Knowledge (Yuuzhan Vong religion) +12, Read/Write Yuuzhan Vong, Ride (riding lizard) +2, Sense Motive +13, Speak Yuuzhan Vong, Survival +4, Treat Injury +9.

Feats: Exotic Weapon Proficiency (tsaisi), Great Fortitude, Skill Emphasis (Craft [control organism]), Skill Emphasis (Craft [prosthetic organism]), Skill Emphasis (Craft [weapon organism]), Skill Emphasis (Diplomacy), Skill Emphasis (Sense Motive), Weapon Group Proficiency (simple weapons).

Escape from Yavin 4

Armed again with his lightsaber, Anakin Solo enters the shaper damutek with Vua Rapuung. Although it seems that they must fight their way through Yuuzhan Vong guards, Anakin, in typical Solo style, circumvents the problem by using his lightsaber to make a few new doors. Soon, he and Vua Rapuung are on the roof. By then, Tahiri and Mezhan Kwaad—the object of Rapuung's quest—are in another damutek entirely, preparing to board a Yuuzhan Vong ship and leave Yavin 4.

While Anakin and Vua Rapuung prepare to bring Mezhan Kwaad to justice, the Yuuzhan Vong are doing the same. Mezhan Kwaad's atheistic heresy has finally come to light, thanks in part to some poorly chosen words on the part of her apprentice, Nen Yim. Finally exposed, Mezhan Kwaad prepares to face her inquisition, accompanied by Nen Yim and the evidence against them: Tahiri. Mezhan Kwaad's transformation of an infidel into a Yuuzhan Vong is a proscribed science, and the master shaper must answer for her actions.

Anakin and Vua Rapuung catch up with the shapers, Tahiri, and their contingent of guards just outside the ship that aims to bear them away. To Anakin's horror, Tahiri does not recognize him—she believes she is a Yuuzhan Vong brainwashed by *Jeedai* sorcery. Trying to reach the objects of their respective quests, Anakin and Rapuung are brought up short by fierce resistance from the Yuuzhan Vong guards.

Faced with a standoff—the Yuuzhan Vong commander has an amphistaff wrapped around Tahiri's neck, and Vua Rapuung is too badly wounded to go on—Anakin bargains with the commander. If the commander compels Mezhan Kwaad to speak the truth about what she had done to Vua Rapuung, Anakin will surrender. Mezhan Kwaad demurs at first, but the commander, ultimately, forces her to answer Vua Rapuung's question: Are his deformities her doing or not?

Mezhan Kwaad speaks the truth: She has done this to Vua Rapuung, and the gods could not have—because, in her considered opinion, there are no Yuuzhan Vong gods.

The master shaper's heresy sparks a violent fury in the assembled Yuuzhan Vong. However, before they can seize her, Mezhan Kwaad puts her shaper lore to work, spearing the surrounding guards on the elongated fingertips of her implanted, eight-fingered hand. The commander and his troops die in a moment. Vua Rapuung falls in a heap, and Mezhan Kwaad skewers Anakin, pinning him in place. Despite his agony, Anakin somehow calls upon the Force to retrieve his lightsaber. Mezhan Kwaad twists her razor-sharp finger in the *Jeedai*'s wound, but still the weapon floats onward . . . landing not in Anakin's hand, but in Tahiri's.

Suddenly Mezhan Kwaad understands. Anakin had not lifted the lightsaber at all—Tahiri had. The young Jedi, not quite as brainwashed as the master shaper had believed, ignites the blade, and Mezhan Kwaad has just time enough to blink in surprise before Tahiri slices off her head.

Anakin's relief turns to dread when he sees Tahiri smile. She *enjoys* killing—the dark side has her in its grasp. Tahiri turns on Anakin, cursing him for having left her to the tortures of the Yuuzhan Vong. Anakin appeals to her, trying to explain that he had no choice. Tahiri was his best friend—he didn't *want* to leave her. He loved her.

The iciness passes from Tahiri's eyes, and she seems to awaken from a dream. Anakin brings her back from the brink of the dark side—though, of course, they still have the little matter of over a dozen Yuuzhan Vong warriors howling for their blood. Anakin reclaims his lightsaber and prepares to take as many of the Yuuzhan Vong with him as he can before he dies.

Vua Rapuung, however, has other plans. His body a mass of wounds, he somehow drags himself to his feet and positions himself between the two Jedi and the Yuuzhan Vong. Knowing that he is mortally wounded, he tells Anakin and Tahiri to take the ship and leave. With that, he turns and hurls himself at the warriors.

Anakin and Tahiri scurry aboard the Yuuzhan Vong ship and get it airborne—only to have it crash to the ground as the Yuuzhan Vong controllers in the compound try to force Tahiri to land it again. Battered and sore, Anakin and Tahiri crawl out, only a kilometer away from the shaper compound. A Yuuzhan Vong ship is already on its way.

Just then, Master Ikrit's final words come back to Anakin. Together, Ikrit had said, Anakin and Tahiri were stronger than the sum of their parts. Lending each other their remaining strength, they pluck thousand-year-old Massassi trees from the ground and slam them into the approaching ship. Trailing molten globules of plasma, the Yuuzhan Vong ship continues to approach—until a rain of laser fire cuts through the ship, tearing it to pieces. Valin Horn, Sannah, Qorl, and Remis Vehn, having repaired Vehn's broken transport, soar to the rescue.



Aboard Vehn's ship, the escapees make for open space. After cannibalizing the hyperdrive to get the mangled vessel moving again, they hope to run until they chance across someone who can help them. Valin feels the presence of Kam Solusar somewhere in their vicinity, and so they head straight for that spot.

Meanwhile, aboard *Wild Karrde*, Kam Solusar confirms that the approaching Peace Brigade transport has at least one Jedi aboard. Talon Karrde and his crew jump into action. *Wild Karrde*, *Idiot's Array*, *Etherway*, and *Sudden Demise* speed forward to help the small transport slip out of the Yuuzhan Vong blockade's grasp. *Sudden Demise* lasts just long enough to absorb a salvo of plasma fire, and *Etherway* soon loses all power—a sitting flink, just waiting to be picked off. Hardest of all for Karrde to bear is *Idiot's Array* blazing like an inferno, valiantly sacrificing itself to take out a Yuuzhan Vong destroyer—with Shada D'ukal still aboard.

Even as the realization hits Talon Karrde that *Wild Karrde* is the only thing left between the Yuuzhan Vong and the imminent destruction of Anakin's beleaguered transport, a massive, red Imperial Star Destroyer drops out of hyperspace almost on top of them. Booster Terrik—Valin Horn's grandfather—finally arrives, and he isn't in the mood to let the Yuuzhan Vong use his grandson for target practice.

As Anakin once more prepares to sell his life dearly, he hears the welcome sound of his sister's voice on the comm and sees the even more welcome sight of Jaina and Jacen's X-wings cutting them a path through the Yuuzhan Vong coralskippers.

They get out just in time. Something aboard *Errant Venture*—some impossibly powerful secret weapon Terrik had set aside for emergencies—turns the remaining Yuuzhan Vong destroyer into a miniature sun. Booster reveals even more surprises: Not only does he transport his son-in-law, the expatriate Jedi Corran Horn, but, somehow Booster has picked up most of the *Array's* crew and Shada D'ukal, who got to an escape pod before *Idiot's Array* exploded.

Aboard *Errant Venture*

Since the destruction of the Jedi academy on Yavin 4, Booster Terrik's Imperial II Star Destroyer, *Errant Venture*, has become the new home of the Jedi students. With what seems like half the galaxy out hunting Jedi, Terrik is understandably concerned that his one ship, as formidable as it is, won't last long against a Peace Brigade fleet, let alone a couple of Yuuzhan Vong warships.

To keep the Jedi students safe, Booster Terrik has been jumping *Errant Venture* around the galaxy, more or less at random. With so many people eager to collect on the reward being offered for even a single Jedi, Booster can't risk having a ship full of them sitting in any one place for too long—which makes obtaining supplies a difficult proposition. To keep *Errant Venture* operating, Booster

Terrik must send out supply ships, heavily altered and equipped with forged transponders so they can't be traced back to him.

Booster Terrik

A smuggler with principles, Booster Terrik is an overbearing, spiteful, and cunning entrepreneur who treats his crew and family like treasures and his enemies like vermin. The father-in-law of Corran Horn—the son of the man who put him in the Kessel prison facility many years before—Booster dotes on his daughter and grandchildren and affords his son-in-law just enough respect to keep his daughter happy. Still, as the father-in-law of a Jedi, and the grandfather of two Jedi students, Booster Terrik is all too willing to help when the Jedi need him.

Booster had been worried about his daughter and her family ever since the Yuuzhan Vong invasion began, and now Tsavong Lah's bounty on Jedi—and anyone who had received any amount of Jedi training—makes them all targets. He is happy that Corran Horn has kept his daughter out of the thick of the fighting, but the Peace Brigade's attack on Yavin 4—where his grandchildren Valin and Jysella were being trained as Jedi—makes his blood boil. The only way to ensure their safety, in Booster's eyes, is to protect them himself, aboard *Errant Venture*. As hard-bitten as Booster likes to appear, he can't save his grandchildren



and leave the other students to their fates. So *Errant Venture* becomes, in effect, the “new” Jedi academy.

Booster Terrik: Male Human Scoundrel 6/Noble 2/Crime Lord 3; Init +1; Defense 22 (+11 class, +1 Dex); Spd 10 m; VP/WP 82/14; Atk +8/+3 melee (1d3+2, unarmed) or +7/+2 ranged (3d6, blaster pistol); SQ Darkvision 20 m, illicit barter, better lucky than good, sneak attack +2d6, call in a favor, inspire confidence +1, contact, resource access, inspire fear -2; SV Fort +5, Ref +10, Will +12; FP 4; DSP 2; Rep 10; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13. Challenge Code: E.

Inspire Fear: Beginning at 3rd level, a crime lord's infamy and reputation reach such a point that anyone of the same character level or lower has trouble taking direct actions against the crime lord. This results in a penalty on any actions made to directly affect the crime lord, including attacks, skill checks in opposition to the crime lord, and Force-based skill uses. The penalty is -2 at 3rd level, -4 at 6th level, and -6 at 9th level.

Equipment: Blaster pistol, cybernetic eye (+1 on Spot checks, grants darkvision), encrypted comlink, datapad, decommissioned Imperial II Star Destroyer (*Errant Venture*).

Skills: Appraise +14, Astrogate +9, Bluff +18, Computer Use +6, Demolitions +4, Diplomacy +15, Disable Device +6, Disguise +3, Forgery +6, Gather Information +11, Hide +4, Intimidate +12, Knowledge (streetwise) +14, Listen +6, Move Silently +4, Pilot +11, Profession (merchant) +14, Read/Write Basic, Repair +10, Search +8, Sense Motive +14, Speak Basic, Speak Rodese, Speak Ryl, Spot +7.

Feats: Infamy, Iron Will, Sharp-Eyed, Skill Emphasis (Bluff), Spacer, Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, simple weapons).

Errant Venture

Booster Terrik's ship is *Errant Venture*, a decommissioned Imperial II Star Destroyer that Booster “accepted” as payment for services rendered to the New Republic during its difficulties with Warlord Zsinj. Repainted a vivid red, the Star Destroyer has become Terrik's base of operations, as well as a sort of spacegoing pleasure cruiser and casino. Despite having most of its weapons confiscated by the New Republic, *Errant Venture* is still extremely formidable in a fight—especially considering the occasional “secret weapon” Terrik lays his hands on.

Terrik's latest secret weapon is a mystery to all but the smuggler and his top officers. Rumored to have been purchased from the Hutts, the device takes up a huge section of the Star Destroyer's central axis and runs almost the length of the vessel. Charging the weapon takes several minutes, but firing it once will—reputedly—destroy anything in its path up to a light-year away. Many of the engineers who worked on connecting the weapon to the ship and ensuring that it works frequently

whisper the word “Darksaber,” but Booster Terrik merely says, “What secret weapon?”

Craft: Heavily Modified Kuat Drive Yards *Imperial-II* Star Destroyer; Class: Capital; Cost: Not available for sale (roughly valued at 145,000,000); Size: Colossal (1,600 m long); Initiative: -4 (-8 size, +4 crew); Crew: 4,780 (Normal +2); Passengers: 30,000; Cargo Capacity: 49,000 metric tons; Consumables: 5 years; Hyperdrive ×1 (backup ×8); Maximum Speed: Cruising; Maneuver: -4 (-8 size, +4 crew); Defense 12 (-8 size, +10 armor); Shield Points: 250; Hull Points 730; DR: 30;

Weapon: Turbolasers (10); Fire Arc: 4 right, 4 left, 2 front; Attack Bonus +2 (-8 size, +2 crew, +8 fire control); Damage: 5d10×5; Range Modifiers: PB -6, S -4, M -2, L +0.

Weapon: Ion cannons (10); Fire Arc: 4 right, 4 left, 2 front; Attack Bonus +2 (-8 size, +2 crew, +8 fire control); Damage: Special; Range Modifiers: PB -6, S -4, M/L n/a.

Weapon: Tractor beams (2); Fire Arc: Front; Attack Bonus +2 (-8 size, +2 crew, +8 fire control); Damage: Special; Range Modifiers: PB -6, S -4, M -2, L n/a.

Mara Jade's Pregnancy

Mara Jade Skywalker has been trying to rest and conserve her strength since learning she carries a child. For months, she had relaxed—as much as possible, the Battle of Duro notwithstanding—on Coruscant, spending time with Luke and undergoing the medical treatments that had begun so long before with Vergere's tears.

The tears provided by the strange little creature, the familiar of the Yuuzhan Vong priestess Elan, had done wonders for her. Her disease—the bio-organism that Nom Anor had secretly infected her with—was in remission, and her baby was healthy and would soon be born.

However, Vergere's tears had run out some time past. Mara's treatments now consist of a synthesized substitute. So far they have proven efficacious, but while vacationing with Luke on Coruscant, a terrible pain suddenly stabs through her—and through her unborn child. Luke calls for emergency aid, and an MD droid gives her the bad news: The synthetic medicine is keeping her alive—and killing her baby. The Jedi healer Cilghal and the famous Ho'Din physician Ism Oolos confirms the MD droid's diagnosis. Either the baby would die, or Mara would.

This news cannot have come at a worse time. Kent Hamner, the Jedi's official liaison to the New Republic, arrives to tell Luke and Mara that Chief of State Borsk Fey'lya has signed the order for their arrest. They must leave Coruscant within six hours. Somewhat recovered from the painful attack, Mara pilots *Jade Shadow* off Coruscant, past some insistent planetary security ships, and on to a rendezvous with *Errant Venture*.

Shelter

With the Jedi hunted like animals in nearly every part of the galaxy, they need a safe place to rest and regroup. The Maw Installation, near Kessel, seems the perfect place: Although the location is fairly well known, navigating past four black holes to reach the calm center is suicide for anyone who doesn't already know the way. Since the destruction of the Maw Installation, only rubble remains, but with a little work, the Jedi patch that rubble together into a working space station they name Shelter—a safe house for the Jedi to meet and conduct business.

Construction of Shelter falls to Lando Calrissian, who had visited the Maw Installation before, and who, of all the friends of the Jedi, could cobble together a bunch of useless junk into something not only worthwhile, but comfortable. Shelter includes defense guns, a repair dock, living quarters, and, in typical Lando style, a rather opulent private suite.

Aboard this simple sanctuary, Lando, Han Solo, Leia, and Jacen meet with three individuals who might be able to make life even easier for the Jedi.

Luke Skywalker's "Great River"

As Leia Organa Solo recovers from injuries sustained at the Battle of Duro, she discusses with her brother the ramifications of Tsavong Lah's Jedi hunt. Luke agrees that the Jedi need a safe way to travel through the galaxy, from wherever they might be to the safe house in the Maw. Perhaps more important, the Jedi need a way to travel unmolested to the planets that need them the most—places where the power of a Jedi could help innocents survive, free of the shackles of the Yuuzhan Vong.

Han Solo isn't too pleased with Luke's idea. He agrees that it makes sense—that it is the right thing to do—but Luke has only the vision, not the plan. "Make me a great river, Han," Luke says. "A stream to carry the endangered, the wounded, the weary to safety."

With the Yuuzhan Vong occupying a huge wedge of the galaxy, travel is a tricky proposition; a ship must plot a hyperspace course past occupied space and hope that it has sufficient fuel. For most ships, this is not a problem, but the Yuuzhan Vong know from Ithor just how effective an Interdictor cruiser can be. In a desolate section of space on the Corellian Run trade route, the Yuuzhan Vong test their own version of the Interdictor cruiser and snare the *Millennium Falcon*, with Han, Leia, Jacen, C-3PO, R2-D2, and a pair of Noghri bodyguards aboard.

The interdictor's gravitic pulse wave knocks everyone unconscious and shuts down most of the *Falcon's* systems, including artificial gravity and life support. With Yuuzhan Vong boarding parties trying to subdue them and coralskippers breathing down their necks, the heroes rely on some inspired tactics—and a couple of free-floating

concussion missiles—to get the *Falcon* powered back up and safely into hyperspace.

Yuuzhan Vong Vaa'spar Interdictor

Like two cones melded together at the base, the Yuuzhan Vong Vaa'spar Interdictor is a new weapon in the arsenal of the extragalactic invaders. Equipped with three powerful dovin basals generating a gravity well and studded with a full wing of thirty-six coralskippers, the Yuuzhan Vong interdictor can create a starship graveyard literally anywhere in space.

Ordinarily, dovin basals duplicate the gravity-well effect of interdiction fields in a straight line, preventing ships from entering hyperspace along a specific vector. The Yuuzhan Vong interdictor spreads out the gravity fields of multiple dovin basals so that they cover all vectors—working more like conventional gravity-well projectors.

The Yuuzhan Vong interdictor can pull craft out of hyperspace at long range. Worse, the gravity field not only shorts out electronic components—everything from droids to ship's systems, including power couplings—but causes intense brain-wave distortion in living creatures. By the time most awaken, they are already prisoners of the Yuuzhan Vong, making the interdictor a useful tool for capturing slaves.

Craft: Yuuzhan Vong Vaa'spar Interdictor; **Class:** Capital; **Cost:** Unknown; **Size:** Gargantuan (908 m long); **Initiative:** +2 (−4 size, +6 crew*); **Crew:** 638 (Normal +6*); **Passengers:** 1,144; **Cargo Capacity:** 17,450 metric tons; **Consumables:** 9 months; **Hyperdrive:** ×2 (backup ×6; **Maximum Speed:** Cruising (Poor); **Maneuver:** −2 (−4 size, +6 crew*, −4 engine quality); **Defense:** 16 (−4 size, +10 armor); **Shield Points:** 160; **Hull Points:** 420; **DR:** 25.

Weapon: Plasma projectors (20); **Fire Arc:** 8 front, 4 left, 4 right, 4 rear; **Attack Bonus:** +6 (−4 size, +6 crew*, +4 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB +2, S +0, M −2, L −4.

Weapon: Heavy plasma projector; **Fire Arc:** Front; **Attack Bonus:** +14 (−4 size, +6 crew*, +12 fire control); **Damage:** 10d10×5; **Range Modifiers:** PB −2, S −4, M −6, L −8.

Weapon: Gravity well projector; **Fire Arc:** Special; **Attack Bonus:** Special; **Damage:** Special; **Range Modifiers:** Special. A living being aboard a ship pulled out of hyperspace by a Yuuzhan Vong interdictor must attempt a Fortitude save (DC 25) or lose consciousness for 2d6×5 rounds.

*Includes +4 competence bonus from yammosk.

Interested Parties

In addition to overseeing the construction of Shelter, Lando Calrissian has the task of handling those who had invested in it. Han and Leia arrange the funding—but it is up to Lando to bring those investors to Shelter for a face-to-face meeting.

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Of course, the *Millennium Falcon's* run-in with the Yuuzhan Vong interdicator delays the meeting somewhat—as does Han, Leia, and Jacen taking a few minutes to unwind in Lando's sumptuously appointed private suite on Shelter. By contrast, the three investors Lando brings together—Bana the Hutt, the Twi'lek Jedi Numa Rar, and the war profiteer Opele Mors—wait, rather impatiently, in an almost featureless conference room. They are decidedly *not* in a mood for small talk when Han, Leia, and Jacen finally join them. They at least agree to hear the proposals put before them.

Bana the Hutt

After they were driven off Nal Hutta, the Hutts went into hiding to escape the wrath of the Yuuzhan Vong. Most have been drifting toward Tatooine, but a few, such as Bana Besadii Diori, have stayed mobile, helping to organize the Hutt portion of the resistance. Bana reports to Borgia and frequently acts as his go-between—since the Yuuzhan Vong bounty on a relative unknown such as Bana is much lower than the one on his cousin Borgia.

Bana's skills lie mostly in his ability to make deals and guarantee shipments. The Hutt plies the spacialanes between Tatooine and occupied Hutt space, arranging for funding and supplies to aid the war effort. To Bana, the request from Leia Organa Solo to divert some of that funding to the Jedi is just another business deal. Though he respects the

diminutive Human female for her accomplishments, he is still a Hutt. He has every intention of seeing that the Jedi pay through the nose when the Yuuzhan Vong are gone, and it is time to settle debts.

Bana Besadii Diori: Male Hutt Noble 4/Scoundrel 2/Crime Lord 4; Init -1; Defense 17 (+9 class, -1 Dex, -1 size); Spd 2 m; VP/WP 59/15; Atk +5 melee (1d3, unarmed) or +4 ranged; SQ +6 to Will saves against mind-affecting powers, bonus class skill (Bluff), call in a favor x2, inspire confidence +1, command +2, illicit barter, better lucky than good, inspire fear -2, resource access; SV Fort +4, Ref +6, Will +12; SZ L; FP 3; DSP 8; Rep 12; Str 11, Dex 8, Con 15, Int 14, Wis 14, Cha 17. Challenge Code: E.

Inspire Fear: Beginning at 3rd level, a crime lord's infamy and reputation reach such a point that anyone of the same character level or lower has trouble taking direct actions against the crime lord. This results in a penalty on any actions made to directly affect the crime lord, including attacks, skill checks in opposition to the crime lord, and Force-based skill uses. The penalty is -2 at 3rd level, -4 at 6th level, and -6 at 9th level.

Equipment: Repulsor sled, personal pleasure yacht, small army of slaves, servants, and droids.

Skills: Appraise +15, Bluff +18, Computer Use +5, Diplomacy +23, Gather Information +18, Intimidate +15,

Knowledge (Hutts) +9, Knowledge (streetwise) +15, Read/Write Basic, Read/Write Huttese, Sense Motive +15, Speak Basic, Speak Huttese, Speak Rodese, Spot +6, Survival +4.

Feats: Infamy, Iron Will, Persuasive, Skill Emphasis (Diplomacy), Trustworthy, Weapon Group Proficiencies (blaster pistols, simple weapons).

Numa Rar, Twi'lek Jedi

Before her death at Ithor, Daeshara'cor had begun training two Twi'lek sisters named Numa and Alema Rar. When they learned that their master, who was but a student herself, had been slain by the Yuuzhan Vong, the two Twi'lek girls vowed to make the invaders pay. Without Daeshara'cor's guidance, though, the two are drifting steadily toward the dark side.

Along with her sister, Numa Rar has plunged herself into the role of a resistance fighter and is organizing freedom fighters on New Plympto, in the Corellian sector. Though still just a young woman, she has made great strides in the battle against the Yuuzhan Vong. Much like Daeshara'cor, Numa Rar is dedicated to making the galaxy free again and feels that she can serve the Force better, for the time being, doing what she is doing.

To avoid detection or betrayal, Numa and Alema frequently disguise themselves as a pair of flighty dancing girls, or even as Human women. For meetings with members of the New Plympto resistance, only one sister is present—and even then, she hides her lekku inside the cowl of her Jedi robes.

Numa Rar's lightsaber is the one Daeshara'cor gave her when she took her as a student. She has not yet tried to construct her own.

Numa Rar: Female Twi'lek, Jedi Consular 5; Init +2; Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 31/12; Atk +3 melee (2d8/19-20, lightsaber), +5 ranged (3d6, blaster pistol); SQ Low-light vision; SV Fort +6, Ref +5, Will +4; SZ M; FP 3; DSP 3; Rep 4; Str 11, Dex 14, Con 12, Int 11, Wis 10, Cha 13. Challenge Code: B.

Equipment: Lightsaber, blaster pistol, comlink, Jedi robes, disguise kit (+2 to Disguise checks; already added).

Skills: Bluff +6, Computer Use +2, Craft (lightsaber) +2, Disguise +6, Entertain (Dance) +5, Knowledge (Jedi lore) +2, Read/Write Basic, Read/Write Ryl, Sense Motive +1, Speak Basic, Speak Lekku, Speak Ryl, Treat Injury +2.

Force Skills: Affect Mind +3, Battlemind +3, Empathy +4, Enhance Ability +5, Force Push +2, Heal Self +3, Move Object +4, See Force +4.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber) Force-Sensitive, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

Opeli Mors, War Profiteer

War is good for business. Everyone suddenly needs food, medicine, supplies, and weapons, and someone is always there to provide whatever is needed—for a considerable price, and a hefty profit to themselves. One such organization is the Jin'ri trade syndicate, formed in the aftermath of the Battle of Duro to help the thousands of refugees start a new life elsewhere—or at the very least, keep them moving.

The representative of the Jin'ri is Opeli Mors, a severe-looking woman who believes that her superiors are providing much-needed services at a fair price. Contacted by Lando Calrissian to journey to Shelter, Mors leaps at the chance to do business with the famous Leia Organa Solo and her equally famous Corellian husband. Mors had grown up hearing about their exploits fighting against the Empire and sincerely wants to help them in their efforts against the Yuuzhan Vong.

Opeli Mors's superiors in the Jin'ri trade syndicate do not necessarily share her enthusiasm. So, while Mors would happily provide the Jedi with whatever they need, she cannot do so without authorization. However, she has been given a freighter to hand over to the Solos as a sign of good faith. The freighter is on loan, of course, but it's a start.

Opeli Mors: Female Human Noble 2/Scoundrel 3; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 20/11; Atk +3 melee (1d4, dagger) or +4 ranged (3d6, blaster pistol); SQ Bonus class skill (Gather Information), call in a favor, inspire confidence +1, illicit barter, better lucky than good; SV Fort +1, Ref +6, Will +5; SZ M; FP 2; DSP 2; Rep 8; Str 11, Dex 13, Con 11, Int 14, Wis 13, Cha 14. Challenge Code: B.

Equipment: Blaster pistol, YT-1930 transport.

Skills: Appraise +10, Astrogate +8, Bluff +8, Computer Use +6, Diplomacy +17, Gather Information +12, Intimidate +5, Knowledge (business) +10, Knowledge (streetwise) +10, Pilot +5, Read/Write Basic, Read/Write Huttese, Search +3, Sense Motive +6, Speak Basic, Speak Huttese, Spot +2.

Feats: Skill Emphasis (Diplomacy), Starship Operation (space transports), Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Kyp Durrone's Dozen

For his "great river" plan to work, Master Luke Skywalker realizes that he must gain the support of the other Jedi. He knows that most Jedi would agree to his scheme, but a significant number prefer a more aggressive stance. Needing to talk to Kyp Durrone and wanting to stay with his wife, Luke asks Jaina Solo to go find Kyp Durrone for him.

Although out of contact almost since their attempted rescue of Wurth Skidder from the Yuuzhan Vong ship *Crèche*, Kyp and his squadron of starfighters have not been idle. Kyp's Dozen are surreptitiously investigating

systems where the Yuuzhan Vong had already been, starting at Helska 4 and working their way toward the Core. They fight when they have to and hide when they can. In the process, they discover something frightening at the remains of Sernpidal.

Though New Republic scouts to Sernpidal had reported that the invaders were using the remains of Sernpidal to nurture a new ship, no one knows what kind of ship. Kyp Durron, visiting months later, finds out the truth. The ship being grown at Sernpidal is bigger than the Death Star—and capable of pulling solar energy to itself from the surface of Sernpidal's sun across 115,000 kilometers. If it could do that, it could fry every living thing off any planet in the galaxy, at will.

Kyp convinces Jaina to go the New Republic with this information. She begins with her former commander from Rogue Squadron, Gavin Darklighter, and works her way up the chain of command, to Admiral Traest Kre'fey and General Wedge Antilles. Wedge has never been particularly fond of Kyp Durron—not since the young Jedi student burned the memories out of a woman Wedge loved—but even he admits that something needs to be done before this terrible new weapon is brought to bear.

The Truce Unravels

The truce that holds the galaxy together begins to fall apart. The first sign is the return of the alien double agent Vergere.

Although finally back in her native galaxy, Elan's familiar Vergere decides, for reasons of her own, to return to the Yuuzhan Vong and consult with Warmaster Tsavong Lah. She has been missing for months, ever since the failed attempt to assassinate the leaders of the Jedi, and the Yuuzhan Vong also believe her dead. For her to return is quite confusing to them, and they immediately suspect a deception. Vergere undergoes interrogation and examination by a haar vhinic, a Yuuzhan Vong inquisitor, and when satisfied of her intentions, they allow the former familiar into the presence of Tsavong Lah.

The warmaster makes Vergere wait for quite a while, and when he finally deigns to meet with her, he is extremely skeptical that she can offer him anything he does not already have. But the odd creature surprises him. Vergere claims to have information on a certain ship that had been harassing supply shipments—information that she believes only the warmaster could appreciate, and which he would want otherwise kept secret. On pain of torture or death should she be wrong, Tsavong Lah asks Vergere to tell him what she knows about this ship.

Her answer, in fact, does prove interesting to the warmaster, because this mystery ship, *Princess of Blood*, is the very ship he has wanted to capture since the Battle of Duro—the ship that could lead him to Jacen Solo.

Princess of Blood

The repairs Lando Calrissian's technicians make at Shelter are sufficient to get the *Millennium Falcon* back into hyperspace. The ship makes it as far as Tynna before the inertial dampeners fail, dropping Han, Leia, Jacen, C-3PO, and R2-D2 into Yuuzhan Vong-occupied space again. They are not alone; a *Marl*-class heavy freighter reverts to realspace less than a minute later.

Han and Leia are understandably puzzled—what is the freighter doing traveling through occupied space unescorted? With the realization that they are only one jump from the Cha Raaba system—the location of Ylesia, the Peace Brigade headquarters—the answer becomes clear: This is a supply ship for the Peace Brigade. As far as Han is concerned, that makes it a viable target for a little privateering.

The *Millennium Falcon* engages the freighter *Tinmolok* and the Yuuzhan Vong ships in escort. In almost less time than it takes to tell, the captain of *Tinmolok* pleads for his ship not to be destroyed. Han, not wanting to give away his and his passengers' identities, declares that *Tinmolok* is about to be boarded and searched by the captain and crew of . . . *Princess of Blood*.

Leia is not amused.

Princess of Blood soon embarks on a career of almost full-time privateering. The captain of *Tinmolok* gives them several leads on other supply ships—and a clue that Kuat, the homeworld of Senator Viki Shesh, might be aiding the enemy. Although Jacen doesn't like it, he is committed to helping his father and mother. With him along, the odds of subduing prisoners without excessive violence improve greatly. The *Princess* begins chalking up victory after victory.

The Yuuzhan Vong are not amused, either. Han's attacks on the supply ships weaken the Peace Brigade, and not coincidentally take out a few Yuuzhan Vong ships here and there. Warmaster Tsavong Lah himself becomes involved, ordering the Peace Brigade to use all means to locate and capture the crew of *Princess of Blood*. An old Rodian crony of the Hutts sets up an ambush for Han and his family on Tatooine, but Han—who never trusts Hutts or their Rodian cronies—anticipates the move and arranges a little backup from Talon Karrde and his crew.

Tsavong Lah decides on a more direct approach and baits his own trap for *Princess of Blood*—or, as he knows by now, the *Millennium Falcon*. When the next group of freighters and their heavily armed escorts drop out of hyperspace, they are joined minutes later by a Yuuzhan Vong interdictor and a frigate with the warmaster himself aboard. Han and Karrde are prepared to ambush one or two freighters, but not to be ambushed. In the space of seconds, they are surrounded by the enemy and unable to escape to hyperspace.

The Yuuzhan Vong suddenly back off from the *Falcon*, though they continue to hammer at Karrde's ships. The



Yuuzhan Vong interdictor, *Sunulok*, hails them. Warmaster Tsavong Lah wants to speak with Han and even knows who he is. The warmaster offers freedom in exchange for Jacen Solo. Jacen, always eager for the least destructive solution, offers to climb into one of the *Falcon's* escape pods and go to the Yuuzhan Vong ship, where he hopes Tsavong Lah might consent to a duel. At least that way, no one else would get hurt—and Jacen might even take out the leader of the Yuuzhan Vong forces.

Of course, Han declines to hand over his own son to the Yuuzhan Vong. Instead, he has C-3PO aim both of the *Falcon's* escape pods at *Sunulok*. Simultaneously, he opens fire on one of the supply freighters, cutting loose an external tank loaded with radioactive, liquid hydrogen fuel. While *Sunulok* waits for the escape pods to arrive, Han maneuvers the *Falcon* behind the fuel tank and cranks up the main engines, bearing straight for the interdictor. *Sunulok* reacts quickly, and its coralskippers fire blast after blast at the *Falcon* and the fuel tank.

The fuel tank splits open, spilling radioactive hydrogen in a huge shower heading directly for *Sunulok*. Leia and Jacen open fire, keeping up a steady barrage at the expanding hydrogen cloud, while Han fires concussion missiles into the fray. The interdictor, predictably, opens singularities to catch the incoming attacks—but with so much hydrogen fuel also getting in, the dovin basals' miniature black holes begin compressing the fuel *before* it reaches the hole itself. Hydrogen fusion explosions—dozens of them, all in the space of seconds—overload the interdictor's dovin basals. Suddenly, *Sunulok's* gravity well collapses, enabling Han and Karrde to jump to hyperspace.

Yuuzhan Vong Sunulok Flagship Interdictor

Sunulok is a mightier version of the Vua'spar interdictor and the flagship of the interdictor fleet. The ship is commanded by Warmaster Tsavong Lah. The primary differences are in its crew quality, shield points, and hull points.

Craft: Yuuzhan Vong *Sunulok* Flagship Interdictor; **Class:** Capital; **Cost:** Unknown; **Size:** Gargantuan (908 m long); **Initiative:** +4 (-4 size, +8 crew*); **Crew:** 638 (Skilled +8*); **Passengers:** 1,144; **Cargo Capacity:** 17,450 metric tons; **Consumables:** 9 months; **Hyperdrive:** ×2 (backup × 6; **Maximum Speed:** Cruising (Poor); **Maneuver:** +0 (-4 size, +8 crew*, -4 engine quality); **Defense:** 16 (-4 size, +10 armor); **Shield Points:** 280; **Hull Points:** 728; **DR:** 25.

Weapon: Plasma projectors (20); **Fire Arc:** 8 front, 4 left, 4 right, 4 rear; **Attack Bonus:** +8 (-4 size, +8 crew*, +4 fire control); **Damage:** 7d10×5; **Range Modifiers:** PB +2, S +0, M -2, L -4.

Weapon: Heavy plasma projector; **Fire Arc:** Front; **Attack Bonus:** +16 (-4 size, +8 crew*, +12 fire control); **Damage:** 10d10×5; **Range Modifiers:** PB -2, S -4, M -6, L -8.

Weapon: Gravity well projectors (4); **Fire Arc:** Special; **Attack Bonus:** Special; **Damage:** Special; **Range Modifiers:** Special. A living being aboard a ship pulled out of hyperspace by a Yuuzhan Vong interdictor must attempt a Fortitude save (DC 25) or lose consciousness for 2d6×5 rounds.

**Includes +4 competence bonus from yammosk.*

The Spy Ship

Anakin Solo and Tahiri bide their time aboard *Errant Venture*, resting and recovering from their ordeals. This doesn't sit well with either of them—Anakin wants to get back to the fight, and Tahiri needs something to take her mind off what had happened to her. Her physical scars could be ignored, but the emotional scars could not—and Tahiri waffles between believing she's a Jedi who thought she was a Yuuzhan Vong, or a Yuuzhan Vong who thought she was a Jedi.

Fortunately, Corran Horn, working from *Errant Venture*, concludes that taking the galaxy's only blood-red Star Destroyer into an inhabited system to pick up supplies is not the best way to keep its location a secret. He prepares to take a freighter out to pick up food, fuel, and other sundry items. Sensing Anakin's restlessness, he invites the young Jedi along aboard the ship, *Lucre*. Since Tahiri has no intention of letting Anakin leave her behind again, the three are soon on their way to Eriadu together.

While on Eriadu, the three Jedi sense another Jedi in mortal danger, and though Corran had told them to stay with the ship while he purchased supplies, Anakin and Tahiri race off to help. They arrive at a darkened alley in time to see a seriously wounded Rodian Jedi, Kelbis Nu, face off against several Peace Brigaders. Anakin and Tahiri leap in to intervene, but too late; the Rodian falls, dying, in the first exchange. During the fight, a stray blaster shot kills one of the Peace Brigaders. Though the two young Jedi chase off the Peace Brigaders as quickly as possible, Kelbis Nu has time only to gasp one word, "Yag'Dhul," before he dies. That one word carries with it a sense of terrible disaster.

True to bureaucratic form, Anakin and Tahiri find themselves under arrest for the murder of the Peace Brigader. It quickly becomes apparent that no reasonable explanation is good enough: The authorities on Eriadu are in league with the Peace Brigade. Unfortunately for the Eriaduan police, their standard interrogation techniques only serve to make Tahiri angry. Within an hour, she and Anakin are in a stolen judicial speeder, on their way back to *Lucre*.

With the authorities hot on their trail, the Jedi do not leave Corran a lot of time to find out where his two charges have been for so long. They seal up the ship and lift off as fast as possible. Deeming it unwise to return directly to *Errant Venture*, Corran instructs Anakin to lay in a course for something coreward of Eriadu. Within seconds, they are in hyperspace. When they revert to real-

ENVIRONMENTAL SAFETY GEAR

In vacuum environments, Yuuzhan Vong use a complex, interdependent array of creatures to breathe and communicate. The three parts to this biotechnological chain are the gnullith-villip, the vacuum oogolith, and the lungworm.

Gnullith-Villip: When the Yuuzhan Vong operate in a vacuum, they need a way to issue commands. Since sound does not carry in such an environment, the solution is to use villips.

A standard villip does not function in a vacuum, since it must be able to "hear" what is being spoken and "speak" in return. The Yuuzhan Vong solution was to create a hybrid of the villip and the gnullith, a breathing organism combined with a communication organism. The gnullith-villip can communicate with anyone else who is also using a gnullith-villip, at a distance of up to 500 meters. (The hybrid is not as powerful as the pure villip.) It retains the gnullith's ability to provide respiration in inhospitable environments.

Worn in the throat and over the face like a gnullith, the gnullith-villip is also difficult to put on. (See the Using Yuuzhan Vong Equipment sidebar.)

Vacuum Oogolith: While the standard oogolith cloaker will protect a wearer against most harmful environments, it is useless in space. For such situations, the Yuuzhan Vong have a variant that acts as a true vacuum suit. This vacuum oogolith protects the wearer from airless environments as well as from the extreme cold of space. Putting on a vacuum oogolith is a painful experience. (See the Using Yuuzhan Vong Equipment sidebar.)

Lungworm: While vacuum oogoliths are enough to protect the Yuuzhan Vong from the rigors of space, they still need air to breathe, and a gnullith can only purify air—not create it out of nothing.

The answer is an organism called a lungworm—a long, thick, tubular creature that coils upon the wearer's back and attaches its mouth to the wearer's gnullith. The gnullith converts the prodigious quantity of the lungworm's exhalations into air that the Yuuzhan Vong can breathe.

A lungworm can provide the wearer with breathable air for up to 2 hours, after which it dies. ☹

space a few hours later, Anakin has, predictably, taken them to Yag'Dhul, the homeworld of the Givin. Unpredictably, though, they emerge at the edge of an asteroid field at the edge of the system—an asteroid field that suddenly starts shooting at them. They have found the Yuuzhan Vong fleet.

The three Jedi abandon ship, and Corran programs their freighter on an evasive course to divert the Yuuzhan Vong's attention. While coralskippers blast *Lucre* to bits,

Corran, Anakin, and Tahiri don vacuum suits and take shelter on a nearby asteroid. They plan to send a distress call when the Yuuzhan Vong fleet departs. However, when the fleet does finally begin to move, the three Jedi are shocked to learn that their "asteroid" is, in fact, a disguised Yuuzhan Vong ship. Cutting their way inside, they overcome the crew and seize control of the ship.

As she had done on Yavin 4, Tahiri pilots the Yuuzhan Vong vessel. It exits hyperspace much closer to Yag'Dhul. The Jedi quickly realize that the ship is some sort of forward observation platform disguised as an asteroid. This tells them that the Yuuzhan Vong are preparing to attack Yag'Dhul, signifying that the Yuuzhan Vong are about to break the truce with the New Republic.

The Jedi now face two problems. First, they must warn the Givin that the Yuuzhan Vong are about to attack—but they don't have a transmitter powerful enough. Second, the Yuuzhan Vong fleet commander is trying to contact them, to find out why the spy ship is not reporting in.

The first solution comes easily to Anakin, and he quickly cobbles together a transmitter from the comm systems of their vacuum suits. However, the only answer they get from Yag'Dhul is from a Givin speaking Yuuzhan Vong—a turncoat who has arranged to hand the Givin homeworld over to the enemy.

Aboard the spy ship are two members of the Yuuzhan Vong Shamed One caste, operating as menial labor. They recognize Tahiri. In the wake of the incident at Yavin 4—despite Warmaster Tsavong Lah having executed every Shamed One there—word has spread of the female "Jeedai-who-was-shaped," and of the male Jedi who has the respect of a Yuuzhan Vong commander. Tahiri and Anakin have acquired a heroic reputation among the downtrodden Shamed Ones, who see not just the two of them, but all Jedi, as the salvation of their caste. One of the two Shamed Ones aboard the spy ship, a young girl named Taan, is all too willing to help three Jedi by lying to the Yuuzhan Vong fleet commander.

Yuuzhan Vong Yorik-stronha Spy Ship

The asteroidlike spy ship captured by Corran, Anakin, and Tahiri is known as *Stalking Moon*, as Tahiri learns when she dons the cognition hood necessary to fly it. Built of yorik coral disguised with thick layers of rock, *Stalking Moon* does in fact resemble a chunk of asteroid. With its slow reversion from hyperspace to realspace, the spy ship can enter a system as innocuously as any other bit of space debris, with no one the wiser. The yorik-stronha spy ship can then act as a forward observation post for the Yuuzhan Vong, gathering data on enemy fleet strengths or the level of space traffic in a system, for example. It can also be used to surreptitiously insert Yuuzhan Vong spies into an infidel system, later departing before anyone is the wiser.

Craft: Yuuzhan Vong Yorik-stronha Spy Ship; Class: Capital; Cost: Unknown; Size: Large (228 m long); Initiative: +5 (-1 size, +6 crew*); Crew: 12 (Normal +6*); Passengers: 12; Cargo Capacity: 142 metric tons; Consumables: 2 months; Hyperdrive: x3; Maximum Speed: Cruising; Maneuver: +5 (-1 size, +6 crew*); Defense: 23 (-1 size, +14 armor); Shield Points: 60; Hull Points: 240; DR: 20.

Weapon: Volcano cannons (10); Fire Arc: 8 front, 4 left, 4 right, 4 rear; Attack Bonus: +8 (-2 size, +6 crew*, +4 fire control); Damage: 6d10x2; Range Modifiers: PB +2, S +0, M -2, L -4.

Weapon: Dovin basal "tractor"; Fire Arc: Any; Attack Bonus: +4 (-2 size, +6 crew*, +0 fire control); Damage: Special; Range Modifiers: PB -4, S/M/L n/a.

*Includes +4 competence bonus from yammosk.

Taan, Shamed One Collaborator

Despite Warmaster Tsavong Lah's hatred of the *Jeedai* and his attempts to eradicate every last rumor of their powers, a great many Yuuzhan Vong hold the mysterious warriors in an almost religious awe. Most of these are Shamed Ones who have come to believe that the *Jeedai* will rescue them from their life of suffering.

Thus it is no real surprise that one of the common crew aboard *Stalking Moon*, a young Shamed One named Taan, feels no compunctions about aiding Corran Horn, Anakin Solo, and Tahiri with the spy ship. Though she doubts her own meager abilities, Taan concocts a lie convincing enough to keep the Yuuzhan Vong fleet from moving to reclaim *Stalking Moon*—thus giving the three *Jeedai* time to explore more options.

Taan: Female Yuuzhan Vong Commoner; Init +0; Defense 10; Spd 10 m; VP/WP -/12; Atk -1 melee (1d3-1, unarmed) or +0 ranged; SQ Immune to Force, Sense, and Alter; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; Rep 0; Str 9, Dex 10, Con 12, Int 10, Wis 8, Cha 10. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Knowledge (Yuuzhan Vong) +1, Profession (laborer) +2, Read/Write Yuuzhan Vong, Speak Yuuzhan Vong.

Feats: None.

Givin

Native to Yag'Dhul, Givin are humanoid aliens with extremely durable exoskeletons, which present ghastly visages and enable Givin to survive the rigors of vacuum with little discomfort. The Givin evolved this particular trait in response to their homeworld's frequent environmental shifts, which regularly leave vast portions of the planet without atmosphere.

Givin society is fixated on mathematics. Every Givin child receives extensive schooling on the subject, in preparation for competitions to enter monastic life. Givin

monasteries devote themselves to unraveling the meaning of life via complex equations, and every young Givin dreams of being the one who solves the final formula. This devotion to numbers makes Givin particularly useful aboard starships, where they can calculate hyperspace vectors more quickly than most navigation computers. Givin ships use computers only for data storage; the Givin always calculate their hyperspace jumps in their heads.

Givin make excellent shipwrights because of their precise mathematical thought processes. The shipyards at Yag'Dhul compete with those of the Duros and the Verpines—the only other species for which the Givin have any respect. Givin actually hold most "soft" species in a mixture of contempt and pity, due to their inability to survive in space unaided. Conversely, the inarticulate, skeletal features of Givin, combined with their tendency to express ideas as mathematical formulae, make them somewhat unpopular with other species anyway.

Givin professionals tend to be experts, frequently pick up the Spacer feat, and focus on the Astrogate skill. Givin heroes are often scouts.

Givin Commoner: Init +0; Defense 10; Spd 10 m; VP/WP -/12; Atk -1 melee (1d3-1, unarmed) or +0 ranged; SQ Exoskeleton, mathematics; SV Fort +1, Ref +0, Will -1; SZ M; FP 0; Rep 0; Str 8, Dex 10, Con 12, Int 12, Wis 8, Cha 8. Challenge Code: A.

Equipment: Variety of personal belongings.

Skills: Craft (any) +1, Knowledge (physical sciences) +3, Read/Write Basic, Read/Write Givin, Speak Basic, Speak Givin.

Exoskeleton: A Givin's exoskeleton is sturdy enough that it provides the Givin with Damage Reduction 3. In addition, having no external organs allows the Givin to operate in a vacuum without a vacuum suit or oxygen supply. Givin do not breathe in any conventional sense and are immune to the effects of inhaled chemicals and poisons.

Mathematics: Givin are trained from early development to understand and pursue complex mathematics. A Givin gains a +4 species bonus on Astrogate checks and a +2 species bonus on Appraise checks. The GM may also choose to grant a +2 species bonus on any Knowledge checks the Givin makes if those checks involve mathematics, such as Knowledge (engineering), Knowledge (business), or Knowledge (physical sciences).

Species Traits: +2 Con, +2 Int, -2 Str, -2 Wis, -2 Cha.

Automatic Languages: Givin, Basic.

The Battle of Yag'Dhul

Although Taan buys them some time, Corran Horn, Anakin Solo, and Tahiri still need to contact someone on Yag'Dhul who isn't a Yuuzhan Vong collaborator and warn that individual of the approaching attack fleet. Anakin suggests that they fly *Stalking Moon* toward the space station in orbit

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over the planet, and whoever attacks them must therefore not be allied with the invaders. Corran hates the plan but cannot think of anything better.

Stalking Moon takes a pounding before Anakin finally gets through to the attacking starfighters and offers their surrender. The Givin take the original crew prisoner—along with the three Jedi—while they decide whether to believe them. Eventually, it becomes a moot point as the Yuuzhan Vong begin their assault. The Givin commander grants the three Jedi the use of a small transport and advises them to get off the station as soon as possible, because he will soon decompress the station to prevent the Yuuzhan Vong from capturing it.

The commander's assistant leads them to the appropriate docking bay—and directly into a Yuuzhan Vong trap. As Corran, Anakin, and Tahiri realize they're surrounded, the "Givin" removes his ooglith masquer, and the three Jedi find themselves face to face with Nom Anor. The Yuuzhan Vong infiltrator has been charged with preparing Yag'Dhul for the renewed invasion and is thrilled to capture three Jedi, especially considering the high value of Anakin and Tahiri.

Anakin has other plans. He challenges Nom Anor to a duel, with the freedom of the three Jedi at stake. Nom Anor declines the challenge in Basic so that the assembled Yuuzhan Vong warriors cannot understand. Unfortunately for the Executor, Tahiri translates, and Nom Anor swiftly

loses whatever respect the Yuuzhan Vong were prepared to give him. Still, the challenge lies before them, and one warrior—Shok Choka—accepts it.

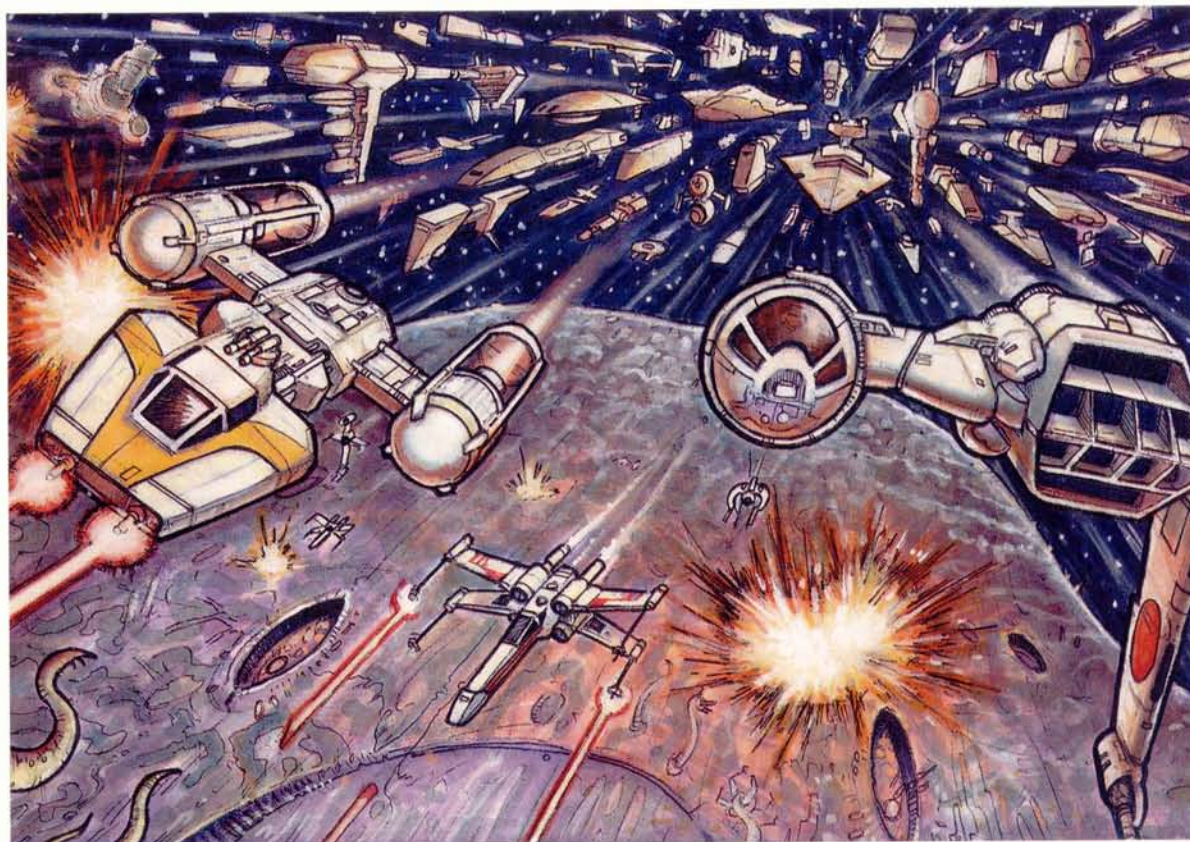
Surrounded by Yuuzhan Vong, Corran and Tahiri can only watch while Anakin battles the towering Yuuzhan Vong warrior. Anakin seems to fight wildly, without discipline—slashing wide, cutting more holes through the station's walls than through his opponent. Finally, though, he draws Shok Choka in, gets behind him, and lops off his head.

Corran springs into action. Noticing that Anakin's "wild" parries are actually *aimed* at the bulkheads, Corran's lightsaber carves a path out of the ship. The three Jedi leap through the hole, pass through a hatchway, and seal it behind them.

The duel consumes valuable time. The Givin commander makes good on his threat to decompress the station to prevent the Yuuzhan Vong from capturing it. Lacking the Givins' innate ability to withstand vacuum, the Jedi race for the docking berths . . . but they don't make it.

Corran Horn knows where to find storage lockers with vacuum suits in them—but he only finds one. While he dons the suit and goes hunting for more, he gives Anakin and Tahiri an oxygen tank and shoves them in a storage locker, telling them to wait until he returns.

Alone together in the dark locker, Anakin and Tahiri get their first chance to talk since the grotto back on Yavin 4.



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All they can talk about is how worried they are that Corran might not make it back before their air runs out—that they are going to die. Without really considering their actions, Anakin and Tahiri kiss.

Anakin Solo proves once again that he has his father's luck. Corran Horn returns—without his helmet—to tell them that he has found the emergency environment backup system. They're free to go, assuming they can get past the Yuuzhan Vong fleet. Strangely, they have fewer problems with their escape than expected, even with the fast Givin ship and Corran Horn at the controls. For reasons the three Jedi would find out only later, the Yuuzhan Vong fleet simply ceases its attack on Yag'Dhul and leaves. Anakin doesn't really care why; he feels his Aunt Mara through the Force, and she is dying. He sets a course for a rendezvous with *Errant Venture*.

Behind them, Nom Anor returns to the Yuuzhan Vong fleet alone. Rather than have word of his dishonor reach Tsavong Lah, the Executor treacherously slays all of the warriors who saw him turn down the duel with Anakin Solo. The Jedi's escape would earn him dishonor enough, in the warmaster's eyes.

Qurang Lah, Yuuzhan Vong Commander

The commander of the Yag'Dhul invasion fleet is Qurang Lah, a cousin of Warmaster Tsavong Lah. Like the warmaster, Qurang Lah feels an extreme distaste for Executor Nom Anor—considering him a coward and a weakling, and thus unworthy of the honors heaped upon him. Qurang Lah is quite thrilled to learn of Nom Anor's failure to restrain the three *Jeedai* prisoners. That means that Qurang Lah can report the Executor's failure to the warmaster, and Nom Anor will lose some of the prestige he had so recently—and, to Qurang Lah's thinking, undeservedly—gained.

Qurang Lah: Male Yuuzhan Vong Soldier 6/Noble 3/Officer 6; Init +1; Defense 18 (+7 armor, +1 Dex); Spd 10 m; VP/WP 134/18; Atk +13/+8/+3 melee (1d6+2, amphistaff) or +13/+8/+3 ranged; SQ Immune to Force, Sense, and Alter, DR 10 (armor), bonus skill (Intimidate), call in a favor ×2, inspire confidence +1, leadership, requisition supplies, tactics; SV Fort +15, Ref +8, Will +9; SZ M; FP 0; DSP 14; Rep 12; Str 14, Dex 13, Con 18, Int 12, Wis 12, Cha 14. Challenge Code: F.

Equipment: Amphistaff, vonduun crab armor (commander's armor), cloak, multiple villips, tizowym, warship.

Skills: Bluff +8, Climb +6, Diplomacy +15, Handle Animal +6, Intimidate +20, Jump +3, Knowledge (New Republic) +7, Knowledge (Yuuzhan Vong) +10, Listen +3, Read/Write Yuuzhan Vong, Sense Motive +13, Speak Yuuzhan Vong, Spot +3, Survival +8, Swim +2, Treat Injury +5.

Feats: Armor Proficiency (heavy, light, medium), Athletic, Cleave, Dodge, Exotic Weapon Proficiency (amphistaff),

Exotic Weapon Proficiency (tsaisi), Great Fortitude, Heroic Surge, Martial Artist, Power Attack, Two-Weapon Fighting, Weapon Focus (amphistaff), Weapon Group Proficiency (simple weapons).

The Second Battle of Sernpidal

Sernpidal's system—the alleged home of a new Yuuzhan Vong superweapon—proves heavily guarded. Yuuzhan Vong ships patrol the hyperspace jump points into the system, “plugging” them with dovin basals. Nevertheless, Admiral Kre'fey finds an old *Immobilizer*-class Imperial Interdictor just functional enough to get the Republic forces close to Sernpidal.

The Interdictor jumps into the system under the last vestiges of its own power—and with no one aboard—and promptly fires up its two functional gravity-well projectors. The Yuuzhan Vong ships immediately hit it with everything they have as the starfighters of Rogue Squadron and Kyp's Dozen arrive in the system. Kyp's Dozen heads to scout the superweapon's defenses. Rogue Squadron targets the Yuuzhan Vong ships located around the system's only stable hyperspace entry point, so that Admiral Kre'fey can bring in *Ralroost* and its escorts.

Jaina flies with her old squadron-mates in Rogue Squadron—those still alive since she had last flown with them, at any rate. The fighting is fast and bloody. The Yuuzhan Vong spring some new tactics on the assault force. They instruct their dovin basals to ignore the rapidly cycled initial shots and to focus on the more slowly cycled follow-up shots (thus defeating the “splinter-shot” tactic), and then ram Rogue Squadron fighters to take them out of the fighting. Just when it looks as though the Yuuzhan Vong might win, *Ralroost* enters realspace and pours fire into the enemy.

Within minutes, the Yuuzhan Vong ships are decimated, and *Ralroost* and her escorts move into attack position on the Yuuzhan Vong superweapon, accompanied by the combined remains of Rogue Squadron and Kyp's Dozen. Ship after ship moves into position to add strength to the assault, and though the superweapon fires back with a few feeble plasma projectors, the attackers easily handle the strain. Finally, something in the gigantic, galaxy-shaped ship explodes. Where there had been a superweapon, now there was only an inferno.

Jaina Solo does not see this victory. Her X-wing takes such a pounding that she is crippled, unable to maneuver . . . drifting toward the sun. What her sensors detect along the way fills her with cold dread: a long line of huge dovin basals, reaching from the Sernpidal sun to the blazing wreck that had been the so-called superweapon. It wasn't a weapon at all. It was a new worldship—a place for the Yuuzhan Vong civilians to live.

Kyp Durrton had lied to them.

When the mission ends, with all pilots safely back aboard *Ralroost*, Jaina climbs out of her X-wing, amid a tumult of cheers, and slaps Kyp Durron. The rogue Jedi tries to explain his manipulation—that he had decided, on his own, it was only right that the Yuuzhan Vong lose their worlds and have their own refugees to deal with. The other pilots proclaim Kyp a hero. Only Jaina, Wedge, and Gavin can see that the rogue Jedi has just dragged them down to the same level as the Yuuzhan Vong.

The next day, Jaina leaves *Ralroost* and heads for *Errant Venture*.

The Birth of Ben Skywalker

Since her collapse on Coruscant, Mara Jade Skywalker has become progressively worse. She refuses to take the synthesized medicine that was keeping her alive. She will save her baby, even if it means she will never see his face.

Aboard *Errant Venture*, Mara receives the best care available, but it still isn't Coruscant. The Mon Calamari Jedi Cilghal stays with Mara day and night, but the only thing that keeps Mara going now is the Force—and she uses that not to heal herself but to protect her unborn child. Even Luke's strength in the Force cannot help. The most powerful Jedi Master in the galaxy can only stand by and watch his wife die.

Mara slips away, sleeping in a deathlike near-coma for hours on end, awakening just long enough to reassure Luke that she is doing the right thing. Mara's condition could be alleviated with an induced labor; were the baby brought to term prematurely, she could use the synthesized medicine again without fear. Something in the Force tells Mara that she cannot make a worse choice, and so she carries the baby to term even though it will kill her.

Luke watches in horror as his wife lays dying. He feels feeble touches from her in the Force, little more than light brushes. Finally, she lets him know: *The time is now*. Luke reaches out with the Force and searches for his wife in the febrile form before him—and finds nothing. She still lives, but it is as though she has left her body behind.

For the first time in years, Luke feels panic racing through him. *Mara is gone!* A word from Cilghal reminds Luke of the lesson he had always taught his student: Defense is more important than attack. Rather than attacking the disease killing his wife, he should defend their unborn child, and that's where he finds Mara, shielding their son from the ravages of the disease.

Luke touches his baby boy through the Force, seeing the child's possible futures all at once. He pours his strength into them, wife and son, and feels the baby's light, tickling Force-touch in his mind. Suddenly, he hears a familiar voice, speaking to him seemingly from the past and the future at the same time: *All futures exist in the Force. You do not choose the future so much as it chooses you. Do not look for answers there.*

Impossibly, it sounds like Ben Kenobi—Luke's first teacher.

The critical moment passes. The baby is ready. Linked together through the Force, baby, mother, and father experience birth—a sudden, intense gathering of life itself, all in one place, all at once, pouring its own energies into all three of them. Somehow, impossibly and wonderfully, they use that energy to take away Mara's pain—forever. Her disease simply vanishes, and Ben Skywalker is welcomed into the war-torn galaxy.

Yuuzhan Vong Dissension

Despite the terrifying image the Yuuzhan Vong warriors present to the galaxy, and the swift and terrible punishments inflicted upon those who fail in their duties, the Yuuzhan Vong are not as united as they would prefer to be. The various castes of the Yuuzhan Vong are split into divisive factions. Yuuzhan Vong domains vie with one another for glory, holding grudges from several generations past. Furthermore, the Shamed Ones resent how they are treated by the other castes.

Rumors also circulate among the downtrodden lower castes of the sorcerous *Jeedai*—of their mystical ability to manipulate living things, of their miraculous ability to heal themselves and others without Yuuzhan Vong healing organisms or even their infidel machines. The latter ability is particularly intriguing to the Shamed Ones, who feel they can get a new lease on life—and renewed favor with the gods—if they could but erase the marks of their shame. Many feel the *Jeedai* could do that.

This belief is also tied in with the heretical suspicion that the *Jeedai* might have a closer bond to the Yuuzhan Vong gods than even the shaper caste. After all, the *Jeedai* can do things the shapers cannot—that even Supreme Overlord Shimrra, who speaks directly to the gods, cannot do. More telling still are the rumors throughout the Yuuzhan Vong worldships that the supreme overlord no longer receives word from the gods—that they no longer provide him with the secret knowledge he needs to guide the Yuuzhan Vong to victory.

To make matters worse, relations on the worldships are already strained. With the destruction of the new worldship at Sempidal by the infidels, the ancient and overcrowded worldships are not going to last long enough to move everyone to new homes. Rumors insist that when a new worldship is available, only the upper castes will be transplanted to it. Of course, every domain worries that theirs will be just below the “cut-off point,” that only the most prestigious domains of the most important castes can expect to be chosen to migrate. Each and every Yuuzhan Vong fears that he or she will be left behind to slowly die on a deteriorating worldship—but simultaneously, knowing that if he or she is left behind, so too will be all those lower in station. The social atmosphere is understandably tense.

This environment of unrest has led a few individualistic caste members to forge off in heretical directions. They question what the supreme overlord tells them. They cross caste boundaries to further their station, or merely their understanding. They put their own needs ahead of those of the entire Yuuzhan Vong people.

There are such heretics among the membership of every caste—including those closest to the gods, the shapers.

Nen Yim, Heretic Shaper

Though only recently initiated into the upper echelons of her caste, Nen Yim is a brilliant shaper, able not only to create new organisms but to devise new uses for existing organisms. Her aid in unlocking the minds of infidel captives is invaluable. Her association with the heretic Mezhan Kwaad casts a shadow over her future and puts her back aboard the dying Yuuzhan Vong worldship where she started. However, Nen Yim proves both her devotion and her usefulness, serving as the ranking shaper—despite being only an Adept—aboard the decaying worldship *Baanu Miir*.

Of course, her purpose in doing so is not so much to serve her superiors, or even her caste, but to serve the Yuuzhan Vong. Nen Yim has realized that her people cannot sustain their invasion in the face of such determined resistance—as the old worldships fall apart, the Yuuzhan Vong left behind are dying. Without new knowledge from the gods, they are dying *quickly*. Aboard *Baanu Miir*, Nen Yim has seen evidence that the rikyam—the organic brain that regulates the function of the worldship—has

grown so feeble that it has lost motor control of an entire arm of the worldship. Something as simple as an autonomic contraction has torn a hole in the living hull, unknown to the rikyam. Four thousand Yuuzhan Vong die gasping in a vacuum—because of a muscle spasm.

Nen Yim's only chance to save the Yuuzhan Vong aboard *Baanu Miir* is to gain deeper access to the deep memory cortexes of the Qang qahsa—something only a master shaper is allowed to do. Unfortunately for her, the master shaper sent by her superiors is the insane Master Kae Kwaad. In time, Nen Yim convinces Kae Kwaad to make her a master shaper—to give her access to the Qang qahsa. Once inside, Nen Yim uses the opportunity to delve as far into the Qang qahsa as she can—to the deepest recesses of the knowledge granted to the Yuuzhan Vong by the gods . . . only to find that area disturbingly empty.

Nen Yim: Female Yuuzhan Vong Expert 7; Init +0; Defense 12 (+2 class); Spd 10 m; VP/WP -/12; Atk +5 melee (1d3, unarmed) or +5 ranged; SQ Immune to Force, Sense, and Alter; SV Fort +5, Ref +2, Will +7; SZ M; FP 0; DSP 3; Rep 8; Str 10, Dex 11, Con 12, Int 16, Wis 14, Cha 13. Challenge Code: B.

Equipment: Robes of rank, variety of Yuuzhan Vong organisms.

Skills: Craft (control organism) +7, Craft (prosthetic organism) +15, Diplomacy +4, Handle Animal +11, Knowledge (physical sciences) +16, Knowledge (Yuuzhan Vong) +8, Listen +4, Read/Write Yuuzhan Vong, Ride (riding lizard) +2, Search +7, Sense Motive +5, Speak Yuuzhan Vong, Survival +5, Treat Injury +11.

Feats: Great Fortitude, Skill Emphasis (Craft [prosthetic organism]), Skill Emphasis (Knowledge [physical sciences]), Weapon Group Proficiency (simple weapons).

Kae Kwaad, Master Shaper

The master shaper Kae Kwaad appears at first to be the salvation of the worldship *Baanu Miir*, but it swiftly becomes evident to everyone aboard that their “savior” is insane. This knowledge particularly troubles Nen Yim, who needs the master shaper to help her repair the worldship, and she prays that he will not condemn her for her heretical experiments. When she realizes that Kae Kwaad is a lunatic, driven by mad whim, Nen Yim decides to murder him.

But Kae Kwaad proves valuable, after all.

The master shaper's hands are cold and dead, the product of a failed grafting. He needs someone to create new hands for him, but only a master shaper has access to the necessary knowledge. Kae Kwaad has the authority to elevate Nen Yim to the rank of master, and she promises that if he does so, she would use her new knowledge to forge his new hands.



Of course, Nen Yim has no intention of helping Kae Kwaad. She only wants access to the Qang qahsa, from which she might learn all the secrets of shaping, all at once—and use them to fuel her own experiments. But what Nen Yim finds in the depths of the Qang qahsa—or rather, what she doesn't find—fills her with cold dread. When she finishes her exploration of the Yuuzhan Vong data library, she is too stunned by the revelation to resist Kae Kwaad's order that she accompany him to visit Supreme Overlord Shimrra.

Nen Yim thinks herself doomed, but is stunned yet again when she discovers that Shimrra has decided she is blessed by the gods with knowledge that the Yuuzhan Vong have lost. Stranger still, Kae Kwaad is not who he pretends to be—but rather a twisted Shamed One named Onimi, Lord Shimrra's spy . . . and jester.

Kae Kwaad: Male Yuuzhan Vong Expert 8/Noble 4/Scoundrel 4; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 36/13; Atk +13/+8/+3 melee (1d3+1, unarmed) or +13/+8/+3 ranged; SQ Immune to Force, Sense, and Alter, bonus class skill (Handle Animal), call in a favor ×2, inspire confidence +1, command +2; SV Fort +7, Ref +9, Will +11; SZ M; FP 0; DSP 24; Rep 8; Str 12, Dex 13, Con 13, Int 17, Wis 11, Cha 8. Challenge Code: F.

Equipment: Oogliith masquer.

Skills: Bluff +18, Craft (control organism) +13, Craft (mount organism) +11, Craft (prosthetic organism) +17, Craft (space transport organism) +13, Craft (starfighter organism) +11, Craft (weapon organism) +13, Craft (yammosk) +21, Diplomacy +10, Disguise +24, Gather Information +8, Handle Animal +10, Intimidate +1, Knowledge (alien cultures) +9, Knowledge (alien species) +9, Knowledge (Yuuzhan Vong) +14, Knowledge (Yuuzhan Vong religion) +10, Listen +2, Move Silently +3, Read/Write Yuuzhan Vong, Ride (riding lizard) +3, Search +9, Sense Motive +13, Speak Yuuzhan Vong, Treat Injury +8.

Feats: Exotic Weapon Proficiency (tsaisi), Great Fortitude, Sharp-Eyed, Skill Emphasis (Bluff), Skill Emphasis (Craft [yammosk]), Skill Emphasis (Disguise), Skill Emphasis (Gather Information), Skill Emphasis (Sense Motive), Weapon Group Proficiency (simple weapons).

The Secret of Yuuzhan Vong Biotech

As the priests of the Yuuzhan Vong teach, the gods sacrificed parts of themselves to create the universe. Their limbs and organs became the raw matter of the universe, from the largest star to the smallest microbe. Their will created the bioelectrical field that gives life to all things, and in their wisdom, they blessed the Yuuzhan Vong, their favored children, with the knowledge of how to mesh these things together according to the grand vision of the gods—to create life.

The great secret of the supreme overlord (and the supreme overlord before him, and the one before him) is that the gods had no part in the development of Yuuzhan Vong bioengineering. For that matter, neither did the Yuuzhan Vong. At some point in long-forgotten history, another species—all mentions of which were carefully excised from Yuuzhan Vong records—shared their knowledge of genetic manipulation with the Yuuzhan Vong. And it was a one-time gift—everything the gods have “taught” the Yuuzhan Vong since that long-ago time has merely been parceled-out information from ancient records.

All the information obtained from these forgotten benefactors is stored in a Qang qahsa—a living memory bank, the deepest secrets of which are accessible only to the supreme overlord. For untold centuries, the supreme overlords of the Yuuzhan Vong have released information to the shaper caste in the form of new techniques and innovative new organisms, claiming that these “miracles of knowledge” came directly from the gods. By making it appear that the gods speak only to them—and presenting the fresh developments as proof—the supreme overlords have maintained control over countless generations of Yuuzhan Vong.

However, the Qang qahsa is all but empty of information; everything stored in it has been passed along to the Yuuzhan Vong shapers. Supreme Overlord Shimrra has no more miracles he can conjure up. To the Yuuzhan Vong, it appears as though the gods speak less and less to Shimrra, which lends to the growing dissatisfaction many Yuuzhan Vong feel with not only the supreme overlord, but all those in his hierarchy.

Anticipation of this reaction—of the backlash that would turn the Yuuzhan Vong social order on its head—originally motivated Shimrra to declare that the gods had ceded to the Yuuzhan Vong the galaxy of the infidels. Thus, while the Yuuzhan Vong engage in their holy war to take the galaxy promised to them by the gods, they focus on something other than their own questionable leadership. If Shimrra is lucky, they will find something in this new galaxy that he can appropriate and disguise as a new gift from the gods—for instance, the discoveries of a certain heretical shaper.

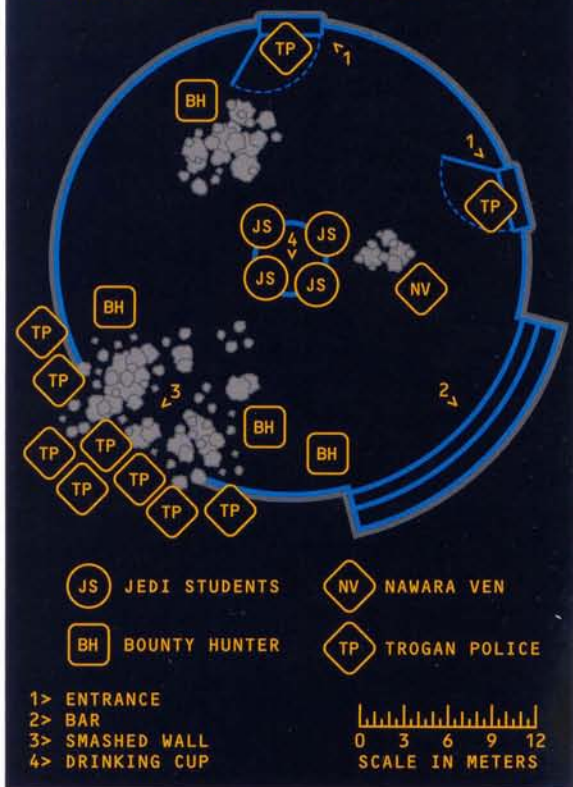
Adventure Ideas

You should stop reading this chapter right now if you are going to be a player in a campaign set in The New Jedi Order era. The material presented in the next few pages is intended for the Gamemaster alone.

The Jedi Bounty

After the fall of Duro to the Yuuzhan Vong, the warmaster of the Yuuzhan Vong, Tsavong Lah, broadcasts a message directly to the people of the New Republic. It is short, concise, and terribly insidious: “Surrender your Jedi, and we will let you live.”

TROGAN:
WHISTLER'S WHIRLPOOL



Bounty Hunters

The heroes have finally gotten out of the line of fire of the Yuuzhan Vong. The invasion fleet's advance has slowed, there have been fewer refugees to deal with, and the heroes have had time to pursue their own goals. One of those goals takes them to Trogan, a former Imperial world and the site of the abandoned outdoor cafe called Whistler's Whirlpool. The cafe is so named because of a fierce tide that fills the "Drinking Cup"—a natural bowl-shaped depression in the center of the cafe—six times a day. This feature was once thought novel enough that it would bring in droves of tourists. However, the novelty wore off quickly. Except for a few smugglers who use it as a meeting place every so often, Whistler's Whirlpool has been closed for business for the last twenty years.

While the heroes are out and about on Trogan, they catch hints that a sizable number of bounty hunters have been seen moving about Trogan's cities, particularly in Kergara, the city closest to Whistler's Whirlpool. A successful Gather Information check (DC 15) reveals that the bounty hunters began showing up just after the Yuuzhan Vong warmaster put a bounty on the heads of the Jedi. It should not take much for the heroes to figure out that the bounty hunters are on Trogan looking for Jedi.

Three bounty hunters soon reach the conclusion that there is a Jedi among the heroes. (Whether this is true is irrelevant.) Regardless of whom the bounty hunters came to find, the heroes are now targets. The three bounty hunters stake out the heroes' ship and attack the heroes when they're reasonably certain the Jedi character is present. (If there isn't a Force-using character in the group, the GM should choose one that the bounty hunters have mistaken for the Jedi.) The GM should use the bounty hunter archetype (see Chapter 14 of the *Star Wars Roleplaying Game*) for these bounty hunters, supplying them with heavy blaster pistols, stun batons, nets, ion guns, and stun grenades.

During the fight, the bounty hunters rely mostly on attacks that incapacitate rather than kill—especially where the Jedi character is concerned. This fact should be particularly chilling to the characters. For some reason, the Yuuzhan Vong want the Jedi alive.

Harsh Lessons

Within moments of the battle's end, Troganian law enforcement arrives and informs the heroes that since the firefight broke several major laws, the police would like to ask them a few questions. Before the heroes have a chance to comply—or start another fight—a well-dressed Twi'lek steps onto the scene and says, "Officers, these persons are my clients. It will be necessary for me to be present for any questions you ask of them. My card." He hands the police officers a card, then says, "As you can see, I am an attorney. My name," he says, glancing at the heroes, "is Nawara Ven."

The Twi'lek lawyer may be known to the heroes, since he flew several missions with Rogue Squadron before going back to criminal law for the trial of Tycho Celchu—a widely publicized proceeding that took place just after Coruscant was liberated. The heroes might also know that Nawara Ven eventually left Coruscant in the company of the infamous smuggler Booster Terrik, and has been working for him ever since.

Nawara Ven: Male Twi'lek Soldier 4/Noble 4; Init +6; Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 47/13; Atk +9/+4 melee (1d3+2, unarmed) or +9/+4 ranged (3d4, holdout blaster); SQ Low-light vision, bonus class skill (Bluff), call in a favor ×2, command +2, inspire confidence +1; SV Fort +7, Ref +5, Will +6; FP 2; Rep 6; Str 14, Dex 15, Con 13, Int 13, Wis 13, Cha 15.

Equipment: Holdout blaster, encrypted comlink, encrypted datapad.

Skills: Astrogate +7, Bluff +7, Computer Use +6, Diplomacy +12, Knowledge (law) +11, Pilot +15, Profession (merchant) +9, Read/Write Basic, Read/Write Ryl, Repair +3, Sense Motive +6, Speak Basic, Speak Lekku, Speak Ryl, Survival +3.

Feats: Armor Proficiencies (heavy, light, medium), Improved Initiative, Point-Blank Shot, Skill Emphasis (Knowledge [law]), Spacer, Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons, simple weapons).

Nawara Ven tries to convince the heroes to play along with his bluff, pretending to be his clients until the Troganian law is satisfied—or at least, sufficiently confused. If given a chance to talk with them privately before they go in for questioning, he tells them, “I need your help to get a very hot cargo off Trogan before more bounty hunters show up. Play along—I’ll explain when we’re alone.”

Should the heroes cooperate, Nawara helps them stymie the officers questioning them, going along with any story the heroes cook up as to how the fight started, who started it, and so on. Heroes with the Sense Motive skill can attempt a skill check (DC 12) to catch on that the police were somehow involved with the bounty hunters—they probably accepted money from them not to interfere with the fight—and the police are now trying to stall the heroes from leaving Trogan. On this point, Nawara actually agrees with the police: “Of course my clients have every intention of cooperating, officers. I’ve already instructed them not to attempt to leave the planet until we can get this all sorted out. However, unless you’re pressing formal charges, I’m afraid we’ll have to be going.” Between the heroes’ story and Nawara Ven’s badgering, the police investigators have little choice but to comply—though they plainly intend to have the heroes followed.

Once they’re away from the police station, Nawara Ven explains that he needs the heroes to help him move some young children—students—quietly off Trogan. “The students and I were here to purchase supplies, but the arrival of these bounty hunters made it impossible for us to get off the planet and rendezvous with our ship. If you can offer the services of your ship, the people we represent would be extremely grateful. Fifty thousand credits worth of raw gratitude, in fact.”

If pressed—or if there is a Jedi among the heroes—Nawara Ven explains that the students are Jedi trainees from the recently destroyed Jedi academy on Yavin 4, and that he represents the smuggler Booster Terrik. Currently they are hiding out near Whistler’s Whirlpool, and Nawara Ven has been slipping into the city to buy food and supplies. He’s also been renting time to use a smuggler’s transmitter, in attempts to contact Terrik’s ship, *Errant Venture*, and arrange for a rescue. With the heroes here—and Booster who knows where—Nawara Ven has decided that any ship that can take him and the students off Trogan is good enough for him.

Nawara Ven arranges to meet the heroes at Whistler’s Whirlpool. “I should leave separately. The police have no doubt had you followed, so I can’t take you directly to

the kids—even aboard your ship, since the bounty hunters are no doubt also watching you. Bide your time until midnight. Then try to create some kind of diversion and get to the Whirlpool as fast as you can. I’ll have the kids ready to go.” Nawara Ven is willing to work with the heroes to come up with an alternative plan, if they like, but he will not compromise the children’s safety. They have to bring their ship to the kids—not the other way around. It would be too dangerous to move the children on foot, especially with all the bounty hunters nearby.

The police and the bounty hunters quickly catch on. One of the bounty hunters is able to read Nawara Ven’s lekku well enough to guess that Nawara is returning to where the kids are. The bounty hunters and the police follow Nawara Ven back to Whistler’s Whirlpool. An hour before midnight, the heroes suddenly get a frantic call from Nawara: “Change of plan! The bounty hunters have found us! If you still want your money, get out here now!”

At the abandoned cafe, Nawara Ven is using a holdout blaster to keep four bounty hunters and a dozen police officers away from the Drinking Cup. Periodically, something odd happens that helps out: A rock will suddenly lift off the ground and hit one of the police, or one of the police will take a shot at one of the bounty hunters. The students, with their meager control of the Force, are pitching in.

Use the same bounty hunter archetypes as with the previous encounter, adding one to their number and equipping them the same way. Use the thug archetype (see Chapter 14 of the *Star Wars Roleplaying Game*) for the police. The four students with Nawara Ven are two 1st-level Jedi consulars, a 1st-level Jedi guardian, and a 1st-level Force adept/1st-level Jedi guardian. (See Chapter Three: Dark Tide for the archetypes.)

The bounty hunters are trying to outflank Nawara Ven while letting the police do most of the fighting. The children are more or less shielded from fire, having hidden themselves on a ledge just inside the Drinking Cup. The arrival of the heroes’ ship puts the bounty hunters a bit off guard, buying Nawara Ven a respite while the bounty hunters turn their attention to their new foes. One of them calls for backup—an old E522 assassin droid that begins firing on the heroes’ ship. (The E522 assassin droid can be found under Fourth-Degree Droids in Chapter 15 of the *Star Wars Roleplaying Game*.)

If the heroes can finish off the bounty hunters, the police, and the droid—or at least keep them busy long enough to get the children aboard their ship—they can depart without further interference. Nawara Ven gives them coordinates for the rendezvous with Booster Terrik and, true to his word, provides them with 50,000 credits once they’re aboard *Errant Venture*.





The Yuuzhan Vong are poised to take Coruscant. Throughout the galaxy, the invaders have systematically hunted down their stiffest opposition—the Jedi Knights—and killed or captured an alarming number of the guardians of peace and justice. This task has become frighteningly easy for them thanks to a new Yuuzhan Vong bio-organism: a vornskr hybrid with the ability to detect Force-users and the power to take them down. Because the Jedi are spread thin—often scattered in groups of two or three, or even working alone—the Yuuzhan Vong and their Peace Brigade minions overwhelm many with ease.

Meanwhile, Warmaster Tsavong Lah has levied a bounty against the Jedi, forcing them into hiding. In response, the Jedi have been conducting experiments to create a more effective weapon against the Yuuzhan Vong. The research team, headed by Cilghal and Danni Quee, have made some great strides in determining how the Yuuzhan Vong war coordinator feeds information to its soldiers and coralskippers. Without a live yammosk, however, they cannot develop an effective countermeasure.

The New Republic has been pushed as far as it can go. The shaky truce with the Yuuzhan Vong dissolved with the attack on Yag'Dhul, and the beleaguered military cannot afford a counterattack. All it can do is continue defending the worlds that have not fallen yet while the shipyards at Bilbringi and a few other locations work to complete as many ships as possible. Only the Jedi and their supporters carry out attacks against the invaders, but the senate officially decries their actions.

The senate has become a fractured mess. Senate meetings involve more shouting and fist-shaking than real decision-making, and Chief of State Borsk Fey'lya is forced to institute a policy of immediate removal for those senators who cannot maintain at least a semblance of civility. With Kuati Senator Viqi Shesh undermining Fey'lya's authority and sowing the seeds of discord, the senate is hard-pressed to make any calm, rational decisions.

While the Jedi are doing some damage, they are also giving the senate a strong incentive to disavow knowledge of Jedi activities, declaring that the Jedi are not in fact part of the New Republic at all. As such, most of the

problems the Jedi seek to address—including the plight of refugees—are dismissed by the senate as "Jedi problems."

State of the New Republic

The New Republic is in worse shape than ever before. As the Yuuzhan Vong consolidate their hold on the captured territories, refugees flee in massive convoys—convoys that are too big to protect. The Yuuzhan Vong ignore most of these, but they make it no secret that they could destroy them easily—especially if they believe that Jedi might be hiding among the refugees.

Peace Brigade ships stop refugee freighters, conducting inspections and brutal interrogations while searching for Jedi "saboteurs." If a passenger or two dies—or a ship has to be destroyed—it only goes to show that refugees should learn to cooperate. With so few worlds now willing to accept refugees, those in space are stuck there, moving from system to system, waiting for some world to give them succor—or more likely, waiting to be destroyed by the Yuuzhan Vong.

Refugees are low on the list of priorities for the New Republic's ruling council. Chief of State Borsk Fey'lya seems more interested in securing his own future in a galaxy ruled by the Yuuzhan Vong, and less concerned with the fate of the rest of the New Republic. If this is the case, he cannot be faulted for his performance. He plays at being adamantly pro-New Republic and even warns a Yuuzhan Vong emissary that their threats will only serve to unite the New Republic with the Jedi Knights.

Others in the senate disagree with this stance. Senator Viqi Shesh is the strongest proponent of turning the Jedi over to the Yuuzhan Vong without further delay. By refusing to surrender, Shesh contends, the Jedi are prolonging the conflict and endangering millions of lives. Without Leia Organa Solo's voice to defend the Jedi, the senate could very well decide to support the Peace Brigade in rounding up Jedi—or at least look the other way.

Pro-Jedi/Anti-Jedi Split

The issue of whether to support the Jedi—in any course of action—splits the senate into two mutually opposed camps. Significant numbers of senators agree with Viqi



Shesh, and at the very least they want nothing to do with “Jedi problems” any more. However, the Jedi still have plenty of allies in the senate who recognize that if the Yuuzhan Vong want the Jedi so badly, it might be because they fear them.

The matter comes to a head when Leia Organa Solo reluctantly approaches the senate about a convoy of refugees outbound from Talfaglio. To coerce Leia into revealing where the Jedi are hiding, the Yuuzhan Vong destroy a shipload of refugees and threaten to vaporize the entire Talfaglio convoy if she does not comply.

Putting this problem before the senate proves to be a divisive issue. Because the New Republic fleet is already tied up in protecting vital systems, it cannot spare the ships to safeguard a poorly armed civilian convoy. Furthermore—as Viqi Shesh points out—the convoy would be in no danger at all if the Jedi would simply surrender to the Yuuzhan Vong. Leia’s refusal to divulge the location of the Jedi base, in the opinion of Senator Shesh and several others, does not make the refugee convoy the New Republic’s problem.

Surprisingly, Chief of State Borsk Fey’lya decides to defer the discussion, which by now has developed into a full-scale shouting match. The senators begin choosing sides: Some wish to fight the Yuuzhan Vong threat, while others seek to benefit from it. Neither group is certain which side Fey’lya supports.

Progress of the Invasion

Victory is at hand for the Yuuzhan Vong. A huge battle fleet masses at Vortex, and Warmaster Tsavong Lah’s own fleet moves into position to attack Borleias—the same world the Rebel Alliance once used to stage their assault on Coruscant. While the Yuuzhan Vong have not blatantly attacked military targets, it is obvious to everyone that if Borleias, Bilbringi, and Reecee fall, Coruscant will be at the mercy of the Yuuzhan Vong. The hope in the New Republic is that this is a matter of “if” rather than “when.”

Tsavong Lah knows differently, of course. His truce with the infidels is only a matter of convenience to him. The Yuuzhan Vong realize that the greatest threats to their plans are the Jedi. Even though the Jedi behave in ways the Yuuzhan Vong can scarcely comprehend (striving to save lives rather than letting people die “honorable” deaths, for instance), they are still considered formidable foes. If the New Republic maintains ties with the Jedi when the Yuuzhan Vong attack Coruscant, a victory for the invaders would be costly. The truce has given Tsavong Lah time to begin removing the Jedi from his calculations.

The warmaster has two plans to accomplish his goal. The first involves ordering the Peace Brigade to hunt down Jedi wherever they can be found, using hunting beasts supplied

by the Yuuzhan Vong shaper caste. The second involves using Nom Anor to coerce the Jedi into surrendering.

Vornskr Cloning Project

After learning on Yavin 4 of the utility of vornskrs—predators that can sense Force-users—the Yuuzhan Vong decide that such creatures would make useful weapons against the Jedi. The vornskrs must have their tails bobbed for proper training—but as a side effect, this modification makes them less formidable fighters. For optimum efficiency, the Yuuzhan Vong need a sort of vornskr hybrid—something with the ferocity of a vornskr, but responsive to Yuuzhan Vong conditioning.

The Yuuzhan Vong procure several vornskrs, helpfully provided by the turncoat New Republic senator, Viqi Shesh. After studying them inside and out, the shapers determine the closest cellular match among their own creatures, a predator called a fero xyn. Somewhat more intelligent than vornskrs, and already conditioned to working with the Yuuzhan Vong, fero xyn make an excellent choice. The shaper caste goes to work finding a way to combine the deadliest qualities of each beast.

Though several experiments fail, the shapers eventually create one creature that survives. The shapers immediately begin cellular replication techniques—cloning—to create many more “voxyxn.”

The Return of Vergere

After the priestess Elan fails to assassinate even a single Jedi during her false defection, her mysterious familiar, Vergere, vanishes completely from the awareness of both the New Republic and the Yuuzhan Vong. When she appears again in Yuuzhan Vong space, she is remanded to the custody of Elan’s superiors, the Deception Sect. As a former infidel, Vergere needs to prove her loyalty to the Yuuzhan Vong, who suspect she might be a double agent responsible for sabotaging Elan’s mission.

Vergere convinces the Deception Sect of her loyalty and is allowed to reenter Yuuzhan Vong society. During her interrogation, she is debriefed by both the priest Harrar (who had originally devised the assassination plot) and Tsavong Lah. She impresses the warmaster with her knowledge of the New Republic, and more important, the Jedi. Over the following few months, Tsavong Lah consults frequently with Vergere. Eventually she becomes a regular companion to the warmaster, offering advice and information that allows Tsavong Lah to plan his campaign against the Jedi.

Nom Anor is not amused by this situation. Vergere seems to have learned more about the New Republic in her few short months away than he learned in several years among the cursed infidels. Worse still, Tsavong Lah despises Nom Anor for his failures, and yet congratulates Vergere on her accurate predictions about the success or failure of various Yuuzhan Vong missions. Secretly, he suspects the little

alien creature is somehow manipulating the warmaster, perhaps even working to stop the Yuuzhan Vong invasion. Without proof, any objections he makes would simply be seen as jealousy.

Nom Anor watches Vergere much more closely.

Eclipse

Although the loss of Yavin 4 to the Yuuzhan Vong was a severe blow to the Jedi, the loss was offset by the fact that work had already started on establishing a new base—dubbed Eclipse.

On this hidden base, located somewhere near the Core, the New Republic forces and officers who defied the senate’s order to withhold aid to the Jedi or the refugee convoys have joined with those who had rallied around the Jedi to coordinate plans and strategies. It’s a diverse group, including many who have been at odds with one another in previous years, and others who have come out of semiretirement to face the new threat.

Diplomats, Jedi, scientists, warriors, elder statesmen—even ex-Imperials—join forces at the Eclipse base to mount what they hope will be the offensive that will defeat their seemingly undefeatable enemy.

Cilghal

From humble beginnings as an ambassador to the New Republic, the Mon Calamari Jedi Master Cilghal has become the Jedi academy’s resident diplomat and healer. One of Luke Skywalker’s first students at the fledgling Jedi academy, she has stood by the school for as long as many of the students can remember. While she has had little part in the fight against the Yuuzhan Vong, she has been a stalwart resource for the Jedi academy, coordinating activities on Yavin 4 and spying on the Jedi Knights as they range throughout the galaxy.

Cilghal’s role changes slightly as the Yuuzhan Vong invasion enters its second year. With the help of Danni Quee—one of the first sentient beings in the galaxy to encounter a Yuuzhan Vong yammosk—she has been analyzing data the Jedi have acquired on the Yuuzhan Vong war coordinators. Their goal is to find a way to disrupt the yammosks’ ability to direct ships and troops, thus giving the New Republic a much-needed edge against Yuuzhan Vong tactics. But without a live yammosk to study, they are making progress very slowly.

Cilghal is a dedicated pacifist who believes that there are always alternatives to fighting. She would prefer surrendering to an opponent rather than striking a blow in ignorance.

Cilghal: Female Mon Calamari Noble 2/Jedi Consular 13; Init +1; Defense 21 (+10 class, +1 Dex); Spd 10 m; VP/WP 69/12; Atk +10/+5 melee* (4d8/19–20, lightsaber)

or +11/+6 ranged; SQ Amphibious, low-light vision, bonus class skill (Treat Injury), call in a favor, inspire confidence +1, healing, Jedi Master; SV Fort +9, Ref +9, Will +13; SZ M; FP 7; DSP 0; Rep 9; Str 9, Dex 13, Con 12, Int 13, Wis 15, Cha 12. Challenge Code: D.

Equipment: Lightsaber*, Jedi robes, datapads, comlink.

*Cilghal has constructed her own lightsaber.

Skills: Computer Use +5, Craft (lightsaber) +3, Diplomacy +11, Gather Information +5, Knowledge (Calamari) +5, Knowledge (Jedi lore) +7, Pilot +2, Profession (bureaucrat) +6, Read/Write Basic, Read/Write Calamarian, Sense Motive +10, Speak Basic, Speak Calamarian, Speak Quarren, Spot +4, Swim +3, Treat Injury +18.

Force Skills: Affect Mind +6, Empathy +10, Enhance Senses +6, Farseeing +6, Force Defense +9, Heal Another +30, Heal Self +22, Move Object +7, See Force +7, Telepathy +5.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Heal Another), Skill Emphasis (Treat Injury), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Force Mastery, Force Mind, Knight Mind, Master Mind, Sense.

General Wedge Antilles

Wedge Antilles is arguably the best and most famous pilot in the New Republic. A veteran of not one but two Death Star assaults, Wedge led Rogue Squadron for years, through some of the deadliest battles in the history of the Rebellion and the New Republic combined. He eventually left Rogue Squadron to settle into a quiet life with his wife, Iella Wessiri.

The Yuuzhan Vong invasion ended Wedge's retirement. Called back to service, General Antilles commands a large fleet assigned to protect hyperspace routes that run from the Core Worlds to the areas threatened by the Yuuzhan Vong. Despite his fame as a starfighter pilot (or perhaps because of it), Wedge has been given command of a capital ship. Using his keen tactical mind and quick reflexes, he now leads entire battle groups instead of just a squadron of hotshot fighter pilots.

Wedge Antilles: Male Human Soldier 7/Starfighter Ace 9/Officer 2; Init +6; Defense 24 (+12 class, +2 Dex); Spd 10 m; VP/WP 114/14; Atk +14/+9/+4 melee (1d3, unarmed) or +16/+11/+6 ranged (3d6, blaster pistol); SQ Starfighter defense, familiarity +4, improved starfighter evasion, leadership; SV Fort +13, Ref +14, Will +9; SZ M; FP 4; DSP 0; Rep 16; Str 11, Dex 15, Con 14, Int 14, Wis 13, Cha 12. Challenge Code: H.

Equipment: Blaster pistol, X-wing, astromech droid.

Skills: Astrogate +18, Bluff +6, Computer Use +14, Diplomacy +13, Gather Information +6, Intimidate +5,

Knowledge (New Republic military) +12, Knowledge (spacer lore) +9, Listen +5, Pilot +26, Repair +11, Sense Motive +6, Spot +7, Survival +5.

Feats: Armor Proficiencies (heavy, light, medium), Dodge, Fame, Heroic Surge, Improved Initiative, Lightning Reflexes, Skill Emphasis (Pilot), Spacer, Starship Dodge, Starship Operation (capital ships), Starship Operation (space transports), Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

General Garm Bel Iblis

The Corellian-born Garm Bel Iblis has been recalled to active service in light of the Yuuzhan Vong invasion. General Bel Iblis is a prominent member of the military advisory council. He advises Admiral Traest Kre'fey on strategies and tactics while simultaneously commanding a portion of the fleet that protects Coruscant from Yuuzhan Vong strikes.

Despite all the years that have passed since Garm Bel Iblis, Bail Organa, and Mon Mothma formed the Rebel Alliance, the general is still an impressive figure. Strong-willed and self-determined, Bel Iblis makes some people regret the decision to call him back to active service. After all, he sides with Admiral Kre'fey considerably more than he does with Chief of State Borsk Fey'lya, Senator Viqi Shesh, or, for that matter, just about anyone else on the New Republic's ruling council.

Garm Bel Iblis: Male Human Noble 2/Soldier 4/Officer 10; Init +1; Defense 21 (+10 class, +1 Dex); Spd 10 m; VP/WP 110/14; Atk +13/+8/+3 melee (1d6+1, unarmed) or +13/+8/+3 ranged (3d6, blaster pistol); SQ Bonus class skill (Gather Information), call in a favor, inspire confidence +1, leadership, requisition supplies, tactics, improved tactics; SV Fort +11, Ref +9, Will +11; SZ M; FP 4; DSP 0; Rep 18; Str 12, Dex 12, Con 14, Int 15, Wis 14, Cha 15. Challenge Code: E.

Equipment: Blaster pistol, datapad, encrypted comlink, rank cylinders.

Skills: Astrogate +6, Bluff +16, Computer Use +10, Demolitions +6, Diplomacy +30, Gather Information +10, Intimidate +24, Knowledge (galactic history) +11, Knowledge (galactic politics) +6, Knowledge (New Republic military) +24, Knowledge (scholar) +12, Listen +5, Pilot +5, Read/Write Basic, Read/Write Calamari, Repair +6, Sense Motive +12, Speak Basic, Speak Calamari, Spot +5, Survival +7.

Feats: Armor Proficiencies (heavy, light, medium), Dodge, Fame, Iron Will, Martial Artist, Persuasive, Skill Emphasis (Diplomacy), Skill Emphasis (Knowledge [New Republic military]), Starship Operation (capital ships), Trustworthy, Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mara Jade

With her wasting disease finally erased from her cells, Mara Jade's focus now is entirely on taking care of her new baby, Ben. The final months of the pregnancy—and the delivery itself—were perilous for Mara and her unborn child. Fortunately, Ben's own nascent Force abilities, in concert with Luke's and her own, enabled her to give birth to a healthy child. Since then, Mara has not had a decent night's sleep and actually sees fighting the Yuuzhan Vong as something of a respite from wrestling with a hungry baby.

Mara and Jaina Solo encounter a refugee ship pursued by a Yuuzhan Vong frigate on Mara's first mission after the birth of her child. Aboard the refugee ship, self-exiled Jedi Corran Horn has faced the newest Yuuzhan Vong weapon—the Jedi-hunting voxyn—and barely gets away in an escape pod. Only quick thinking and excellent flying allow Mara and Jaina to rescue Corran's pod before it plunges into a nearby gas giant.

Jade Shadow

Craft: SoroSuub *Horizon*-class Yacht; Class: Space transport; Cost: 230,000 (new), 80,000 (used); Size: Medium-size (55 m long); Initiative: +10 (+0 size, +10 crew*); Crew: 1 or 2; Passengers: 10; Cargo Capacity: 100 metric tons; Consumables: 2 months; Hyperdrive: $\times 1/2$ (backup $\times 10$); Maximum Speed: Attack; Maneuver: +10 (+0 size, +10 crew*); Defense: 20 (+0 size, +10 armor); Shield Points: 120; Hull Points: 200; DR: 10.

Weapon: Quad laser cannons (2); Fire Arc: Turret; Attack Bonus: +6 fire control; Damage: 6d10 $\times 2$; Range Modifiers: PB +0, S/M/L n/a.

Weapon: Concussion missiles (1 tube, 4 carried); Fire Arc: Front; Attack Bonus: +6 (+6 fire control); Damage: 9d10; Range Modifiers: PB +0, S/M/L n/a.

**When Mara Jade pilots this ship, its initiative modifier includes her Dexterity modifier; its maneuver modifier includes her Pilot skill modifier; and each of its weapon's attack bonuses include her base ranged attack bonus.*

Refugee Ships

The appearance of vast numbers of refugees, all willing to pay any price to escape the Yuuzhan Vong invasion, has created a new kind of market for the galaxy's opportunists. Not only can smugglers charge exorbitant prices for food and medical supplies, they can also collect transportation fees to move refugees to new worlds, then charge them again when the Yuuzhan Vong attack that system. Refugee ships are also ripe targets for pirates, who just can't resist all those priceless family heirlooms being transported in big, helpless freighters.

Refugee ships also make excellent cover for the Jedi, who sometimes mingle with refugees to move undetected from world to world. The Peace Brigade has caught onto this trick and now uses voxyn to attack and neutralize Jedi

passengers. One such creature locates two Twi'lek Jedi—Alema and Numa Rar, disguised as dancing girls—aboard *Nebula Chaser*. While both manage to make their way from the captain's cabin to the *Chaser's* escape pods, only one survives their brief tangle with the sinister voxyn. Numa is killed, and Alema is burned and temporarily deafened. Had Jaina Solo and Mara Jade Skywalker not been waiting nearby to rendezvous with the two Twi'lek Jedi, Alema would almost certainly have succumbed to her wounds or, at the very least, been captured by the Yuuzhan Vong. Fortunately for the Jedi, the Yuuzhan Vong are too busy destroying *Nebula Chaser* to notice *Jade Shadow* flitting in to pick up Alema's pod before fleeing to hyperspace.

Alema Rar, Twi'lek Jedi

Numa Rar's sister, Alema, was a student of the Twi'lek Jedi Daeshara'cor. She had grieved when her master was killed at the Battle of Ithor, but that tragedy also left her with an angry focus that would not dissipate. Alema recovered her composure over time with her sister's help—but when Numa was slain by a voxyn aboard *Nebula Chaser*, Alema's journey to the dark side had begun.

Alema and her sister were targeted by the Yuuzhan Vong for their part in organizing a resistance movement on New Plympto. The two sisters, though not twins, looked enough alike that they could pass for one another—or as Human women—with a bit of makeup and appropriate attire. They used their resemblance to sow confusion among the Yuuzhan Vong and avoid being identified by spies in the resistance. When they were in danger of capture, they could doff the Jedi robes and slip into the skimpy, diaphanous costumes of Twi'lek dancing girls, playing the roles of addle-headed ingenues.

Alema and her sister were among the first to encounter the horrible beasts known as voxyn. When the Yuuzhan Vong stopped *Nebula Chaser* and brought one of their new creatures aboard, the creature quickly and unerringly located the two Jedi, catching up to them just as they reached the docking bay. Alema suffered severe acid burns, and her sister, who had taken the brunt of the voxyn's caustic spit attack, lay dying in her arms.

Alema Rar: Female Twi'lek Jedi Consular 6; Init +1; Defense 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 36/12; Atk +5 melee* (3d8/19–20, lightsaber) or +6 ranged (3d6, blaster pistol); SQ Low-light vision; SV Fort +7, Ref +7, Will +5; SZ M; FP 4; DSP 4; Rep 5; Str 11, Dex 14, Con 12, Int 12, Wis 10, Cha 14. Challenge Code: C.

Equipment: Lightsaber*, blaster pistol, comlink, Jedi robes, disguise kit (+2 to Disguise checks; already added).

*Alema Rar has constructed her own lightsaber.

Skills: Bluff +7, Computer Use +3, Craft (lightsaber) +5, Disguise +8, Entertain (Dance) +6, Knowledge (Jedi lore) +5, Knowledge (Ryloth) +5, Knowledge (Yuuzhan Vong)

+2, Read/Write Basic, Read/Write Ryl, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl.

Force Skills: Affect Mind +6, Battlemind +3, Empathy +4, Enhance Ability +5, Force Push +4, Friendship +6, Heal Self +4, Move Object +5, See Force +3.

Feats: Exotic Weapon Proficiency (lightsaber) Force-Sensitive, Lightning Reflexes, Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Lightsaber Defense, Sense.

A Delivery to Coruscant

The voxyn prove so effective that the Yuuzhan Vong instruct the Peace Brigade to smuggle some onto Coruscant "to facilitate the peaceful surrender of the New Republic." A particularly vile Weequay smuggler named Plaan arranges to quietly hide a handful of voxyn aboard a refugee ship, *Sweet Surprise*, jumping to Coruscant. He tries to recruit Han and Leia—disguised as smugglers while they wait for a rendezvous with *Errant Venture*—to join him, but only succeeds in tipping them off that he has something nasty planned. When *Sweet Surprise* arrives at Coruscant, Plaan finds Rogue Squadron waiting for him. Plaan tries to veer off—but his sudden maneuver activates several of Coruscant's orbital mines, which make short work of *Sweet Surprise*.

Though the refugee ship is badly damaged, it still holds atmosphere—and a large number of refugees who need immediate rescue. The internal explosions release the voxyn, and Leia senses their eagerness to get at her. Taking up the lightsaber her brother Luke had made for her so many years before—now replacing the one she lost on Duro—Leia moves to capture or kill the beasts, aided by two of her Noghri companions, Adarakh and Meewalh. The beasts are too powerful; Adarakh and Meewalh fall unconscious before the voxyns' sonic screech, and Leia barely manages to trap the creatures in the *Millennium Falcon's* extendable cofferdam. Han disconnects the cofferdam, exposing the vile creatures to hard vacuum—but still, it takes them a long time to die.

Voxyn

When Talon Karrde duped the Peace Brigade on Yavin 4, he brought along his pet vornskrs, Sturm and Drang. The Peace Brigaders were extremely interested to learn that the creatures were not only able to sense Force-users but also seemed particularly aggressive toward Jedi. Though Karrde did not tell the Peace Brigade where to find wild vornskrs, it was only a matter of time before Peace Brigaders captured some of their own.

As one would expect, the Yuuzhan Vong introduce many improvements into the basic vornskr design, crossing the wild animal with the deadly fero xyn, one of their own creatures. The result is the voxyn: more than 4



meters of fangs and claws, naturally inclined to hunt and kill Jedi—and particularly hard for Jedi to kill.

Voxyn possess the vornskrs' dangerous tail poison. They also spit a similar poison, in the same fashion as their Yuuzhan Vong progenitors. Voxyn also have the ability to utter a compressed-wave screech of sufficient power to shatter eardrums. As if its offensive capabilities were not enough, the voxyn is also particularly difficult to kill. Its fast healing ability allows it to recover quickly, and its extra vitality ensures that it stays at peak efficiency for a long time. A critical weakness in the voxyn is its inability to survive without a certain nutrient compound—one that is available only on the planet Myrkr.

Voxyn: Predator 12; Init +2; Defense 19 (+8 natural, +2 Dex, -1 size); Spd 14 m; VP/WP 88/12; Atk +16 melee (1d6+4, 2 claws) or +10 melee (1d8+4, bite) or +10 melee (1d4+3, tail) or +13 ranged (special, spit acid); SQ Immune to Force, Sense, and Alter, bonus vitality (+20 VP), fast healing 2, low-light vision, poison tail, disease, spit acid, toxic blood, sonic screech, nutrient dependency; SV Fort +9, Ref +10, Will +7; SZ L (4 meters long); Rep 2; Str 18, Dex 14, Con 12, Int 6, Wis 16, Cha 12. Challenge Code: F.

Skills: Hide +10, Listen +9, Move Silently +10, Spot +7, Survival +7.

Force Skills: See Force +15.

Feats: Alertness, Force-Sensitive, Stealthy, Track.

Force Feats: Sense.



Poison Tail and Claws: Any opponent struck by a voxyn's tail must succeed at a Fortitude save (DC 17) or take 1d4 points of damage. Six rounds later, the target must make a second save at the same DC or be paralyzed for 2d6 minutes. The poison causes swelling and redness in the flesh of most creatures, which lasts for 1d6 days.

Disease: The claws of a voxyn teem with bacteria. Whenever a voxyn successfully deals wound damage with its claws, the victim must succeed at a Fortitude save (DC 17) to avoid infection. If this save fails, the victim suffers 1 point of Constitution damage after 1d4+1 hours. After another 24 hours, the victim must succeed at another Fortitude save (DC 17) to avoid losing an additional 1d2 points of Constitution and 1d2 points of Strength.

Spit Acid: As a full-round action, a voxyn can belch highly caustic acid at a target up to 6 meters away. The target must succeed at a Reflex save (DC 15) to avoid being struck with the acid. If the save fails, the acid deals 1d6 points of damage each round for 2d4 rounds.

Toxic Blood: The toxic blood of a voxyn overwhelms most air-breathing species. Any air-breathing creature within 2 meters of a voxyn that has suffered wound damage must succeed at a Fortitude save (DC 17) or suffer 2d4 points of Constitution damage; those who succeed suffer only 1d4 points of Constitution damage.

Sonic Screech: The voxyn has the ability to utter a compressed-wave screech of sufficient power to shatter

eardrums. The voxyn can forgo all its other attacks to deliver this screech; it is performed as a full-round action. All living beings within 10 meters of the creature must make a successful Fortitude save (DC 16) or be deafened for 2d4 days. Whenever possible, a voxyn will use this ability before its initial attack and attempt to disorient its opponents.

Nutrient Dependency: Voxyn cannot survive without a nutrient compound found only on the planet Myrkr. Without this nutrient, the creatures lose half their Strength and Constitution after one month, lose half of what's left after two months, and die after three months.

Trouble in the Senate

New Republic Chief of State Borsk Fey'lya's motion to defer judgment on the issue of the Talfaglio refugee convoy has one proviso: The Yuuzhan Vong must send a representative to discuss the situation with the senate. Though nearly everyone sees Fey'lya's motion as a delaying tactic, opinions vary. Some wonder why Fey'lya does not simply refuse to aid the Jedi and be done with the matter.

Leia Organa Solo, for her part, believes Borsk Fey'lya is doing what he always does: trolling for a better offer. Certainly, Fey'lya could save thousands of refugees by turning against the Jedi and helping the Yuuzhan Vong

capture them all. However, he could also negotiate certain assurances for himself that would ensure not only the refugees' survival but also a position of some prestige for himself, if the galaxy falls to the Yuuzhan Vong. The concept disgusts Leia so thoroughly that she vows never again to appear before the shortsighted New Republic Senate.

Nom Anor's Address to the Senate

To everyone's surprise, Nom Anor is chosen as Tsavong Lah's ambassador to the New Republic Senate. Given his past activities—poisoning the diplomats at Monor II, agitating the Rhommamoolians, aiding in the fall of Duro, and arranging the destruction of one of the Talfaglio refugee ships—sending him to negotiate for the lives of the rest of the refugees is almost certainly doomed to fail.

Even Nom Anor is surprised at his selection. In fact, the only thing that Nom Anor thinks he could possibly accomplish would be to fracture the senate even further.

He decides that idea has some merit. A divided senate would be powerless, unable to reach consensus or make decisions in time to make a difference. Keeping the senate confused and divided would require that Nom Anor remain on Coruscant as long as possible, always holding out hope to the New Republic that the Yuuzhan Vong were on the verge of reaching a peaceful accord.

Nom Anor is pleased when he learns that Leia Organa Solo will not be present to champion the Jedi. He will easily play upon the senators' resentment of the Jedi, much as he had done on Rhommamool. With enough time, he believes he can slowly turn all of them against the Jedi, one way or another. As he begins his address to the senate, he feels confident that he has the senators in the palm of his hand. He will weaken the New Republic Senate, regain his prestige in the Yuuzhan Vong hierarchy, and show the warmaster that Vergere does not know *everything* about the New Republic.

Borsk Fey'lya Casts His Vote

Borsk Fey'lya interprets the warmaster's choice quite differently. Throughout his long career, the Bothan has learned to detect subterfuge, and this ploy has been waved under his nose. In sending Nom Anor to address the senate, the Yuuzhan Vong have made it perfectly clear that their purpose is simply to inflame the senate and turn the senators against each other. If they cannot agree to support or reject the Jedi, then Nom Anor might keep the entire body arguing over the matter until the Yuuzhan Vong arrive to take Coruscant away from them. To unite the senate, Borsk Fey'lya must make a decision.

The entire assembly is stunned when the Chief of State stands and begins to berate the Yuuzhan Vong ambassador. Fey'lya vilifies Nom Anor for the unending

series of lies and deceptions the agent provocateur has perpetrated. The Bothan scandalizes him for the Yuuzhan Vong's blatant cowardice in using innocent refugees to defeat the Jedi.

When Senator Viqi Shesh—one of the most vocal proponents of surrendering the Jedi—questions the Chief of State's sense of diplomacy, Fey'lya turns his ire on her. The Chief of State lambastes her for even suggesting that the leadership of the New Republic should encourage such terror tactics by acquiescing to them even once. Borsk Fey'lya makes it clear that if the Yuuzhan Vong want the Jedi so badly, they will have to take them without the New Republic's help. In a masterpiece of oratory, the Bothan Chief of State reunites the senate, reaffirming that the New Republic will not stop fighting the Yuuzhan Vong as long as so much as a single coralskipper remains in the galaxy.

From that moment on, Fey'lya's allies in the senate unequivocally support the Jedi.

Jedi Radicals

Master Luke Skywalker's tenuous grip on the disparate elements of the Jedi grows weaker and weaker as more Jedi Knights die under the claws of the Peace Brigade's voxyn. By waiting until the occupation of Yavin 4 and subsequent destruction of the Jedi academy, Luke might have let too many worlds fall—and too many Jedi die—to now salvage the situation. Most of Kyp Durrón's faction has more or less ceased to listen to Skywalker, preferring Kyp's guidance. The very fact that there *are* factions means that the Jedi need decisive action, as soon as possible.

To repair the split within the ranks of the Jedi, Skywalker offers to meet with Durrón. The two discuss how the New Republic's truce with the Yuuzhan Vong would impact the Jedi's activities. For as long as anyone can remember, the Jedi mandate has been to protect peace and justice. However, Nom Anor's threat to destroy the Talfaglio refugee convoy clearly puts the Jedi in a difficult situation. If they attack the Yuuzhan Vong ships poised to attack the convoy, the refugees would suffer unacceptably high casualties in the crossfire. Surrendering to the Yuuzhan Vong is obviously out of the question. The enemy has made it abundantly clear that they're unlikely to honor any truce once the Jedi are no longer around to slow them down. Though nowhere near ready to accept defeat, Master Skywalker admits that if no other solution can be found, it could very well come to that.

Kyp Durrón, of course, disagrees. The two Jedi Masters and their supporters might have argued the point for hours but for the sudden sensation, through the Force, that another Jedi had died.

As far as Kyp Durrón and his followers are concerned, the time for making plans has long since past.

Saba Sebatyne, Barabel Jedi

The first Barabel Jedi since well before the rise of the Emperor, Saba Sebatyne is a hard-bitten, tough-minded freedom fighter dedicated to eradicating the stain of the Yuuzhan Vong from the galaxy. Her resolve grows even stronger when Eelysa—one of Luke Skywalker's earliest students, and the woman who had detected Saba's Force potential and trained her—falls prey to a voxyn while scouting on Corellia.

Saba escaped her homeworld of Barab I—now overrun by the Yuuzhan Vong—along with a squadron of equally tough fighter pilots, the Wild Knights. Their ships are a ragtag collection of battered Y-wings, Howlrunners, and Headhunters. Saba Sebatyne coordinates their activities from a plasma-scarred Skipray blastboat. Unlike Kyp Durrón's better-equipped Kyp's Dozen, Saba's Wild Knights are all Jedi.

Saba Sebatyne: Female Barabel Soldier 2/Jedi Guardian 7; Init +1; Defense 21 (+3 natural, +1 Dex, +7 class); Spd 10 m; VP/WP 94/17; Atk +11/+6 melee (1d6+4, claws) or +16/+11 melee (1d6+4, bite) or +11/+6 melee (3d8/19–20, lightsaber) or +10/+5 ranged (3d6, blaster pistol); SQ Claws, darkvision 20 m, Jedi Knight, +4 on Fortitude saves to resist radiation poisoning, tail, +4 species bonus on Intimidate checks, species bonus feat (Weapon Group Proficiency [primitive weapons]); SV Fort +11, Ref +8, Will +3; SZ M; FP 5; DSP 1; Rep 4; Str 14, Dex 13, Con 17, Int 14, Wis 8, Cha 12. Challenge Code: C.

Equipment: Lightsaber, blaster pistol, Skipray blastboat.

Skills: Astrogate +5, Computer Use +5, Intimidate +9, Knowledge (starfighter tactics) +7, Pilot +7, Read/Write Barabel, Repair +3, Speak Barabel, Speak Basic, Treat Injury +4.

Force Skills: Battlemind +6, Empathy +6, Enhance Ability +6, Force Defense +4, Force Push +2, Heal Another +2, Heal Self +7.

Feats: Armor Proficiencies (light, medium), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Lightning Reflexes, Martial Arts, Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, primitive weapons, simple weapons, vibro weapons).

Force Feats: Alter, Control, Sense, Dissipate Energy, Prolong Force.

Tail: Extra melee attack at her full attack bonus (+11), either for 1d3+4 points of damage or to attempt a knockdown or trip attack.

For more information on Barabels, see the *Alien Anthology*.

XJ3 X-Wing

With the Yuuzhan Vong invasion dragging on and on, the New Republic's starship design experts have pulled out all

the stops and created the most lethal vessels they can craft. The latest model of X-wing fighter, the Incom T65XJ3, represents the pinnacle of starfighter engineering.

Slightly longer than its predecessor, the XJ X-wing, but built on the same lines, the XJ3 sports the same three torpedo launchers and also stocks heavy proton torpedoes for more punch against Yuuzhan Vong targets. It is equipped with backup shield generators that have proven useful against the "shield grab" attack employed by the Yuuzhan Vong.

Incom's starfighter factories have retooled their lines completely to crank out these new starfighters, reinforcing the depleted starfighter ranks of the New Republic Defense Force. Not surprisingly, though, more than fifty of these new ships have somehow found their way into the hands of the Jedi Knights—who have put them to good use.

XJ3 X-wings used by Jedi take advantage of the shadow bomb tactic (see below), filling one torpedo launcher rack with missiles that have no propellant. The space normally occupied by the propellant is instead packed with more explosives, meaning that those torpedoes deal considerably more damage (14d10×2).

Craft: Incom T65XJ3 X-wing; **Class:** Starfighter; **Cost:** 315,000 (new), 220,000 (used); **Size:** Tiny (12.6 m long); **Initiative:** +8 (+2 size, +6 crew); **Crew:** 1 (Highly skilled +6); **Passengers:** none; **Cargo Capacity:** 35 kg; **Consumables:** 3 days; **Hyperdrive:** ×1; **Maximum Speed:** Ramming; **Maneuver:** +11 (+2 size, +6 crew, +3 engine quality); **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 60 (plus backup generators); **Hull Points:** 150; **DR:** 5.

Weapon: Heavy laser cannons (4 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +17 (+2 size, +6 crew, +6 fire control, +3 equipment); **Damage:** 7d10×2; **Range Modifiers:** PB +0, S -2, M/L n/a.

Weapon: Three proton torpedo launchers (4 heavy proton torpedoes each); **Fire Arc:** Front; **Attack Bonus:** +17 (+2 size, +6 crew, +6 fire control, +3 equipment); **Damage:** 10d10×2; **Range Modifiers:** PB +0, S/M/L n/a.

New Starship Tactics

With the Force on their side, the Jedi develop new starfighter tactics that are otherwise unavailable to conventional pilots.

Shadow Bomb

Realizing that Yuuzhan Vong pilots can detect and avoid standard torpedoes by their bright propellant trails, Kyp Durrón develops a new way of delivering missiles to their targets: the Force.

A torpedo released in space and then pushed using Move Object, without a constant gravity field to slow its progress, can travel indefinitely on a straight line, at the same speed it was pushed. Though its progress is considerably slower than that of an ordinary torpedo (one range

category every other round), it cannot be detected unless one knows exactly what to look for.

Striking the target requires a successful Move Object check (using the attacker's Dexterity modifier as well as his Intelligence modifier) against the target's Defense. Use the rules for unguided missiles (see Chapter 11 of the *Star Wars Roleplaying Game*) to determine the maximum range for a missile propelled in this fashion.

If the torpedo successfully strikes a Yuuzhan Vong ship, the target ship cannot use its dovin basal shields to reduce the damage. If the Move Object check fails, or if the range is too great, the attack fails and the torpedo deals no damage.

Starfighter Leapfrogging

Jedi starfighter pilots acting together in a fighter wing can coordinate their maneuvers so that no single ship suffers all the damage from an incoming attack. If the pilots are joined together using a battle meld (see the New Force Technique: Battle Meld sidebar), their ships cannot be targeted separately by opponents. Instead, the Jedi pilots decide which ships in the wing suffer the damage. They can even divide the damage from a single attack among multiple starfighters in the wing.

If either the battle meld or the fighter wing fails, the pilots cannot take advantage of this tactic again until they have re-formed both the battle meld and the fighter wing.

Yuuzhan Vong Hunter War Droids

Since the loss of Dubrillion, Lando Calrissian has been at loose ends, looking for some way to pitch in against the Yuuzhan Vong. With typical entrepreneurial spirit, Lando has now turned the loss of his Lando's Folly facility into a stab at profit.

The fact that the Yuuzhan Vong despise droids and destroy them wherever they're found leaves the droid market understandably weak. Several droid factories on a half-dozen worlds—some of which are all too close to Yuuzhan Vong-occupied territories—sit idle, former workers slowly falling into poverty with nothing to support the industry. Lando sees an opportunity. He purchases droid factories—for extremely reasonable prices—and puts the workers back on the job designing and building a new model war droid: the YVH series Yuuzhan Vong Hunter.

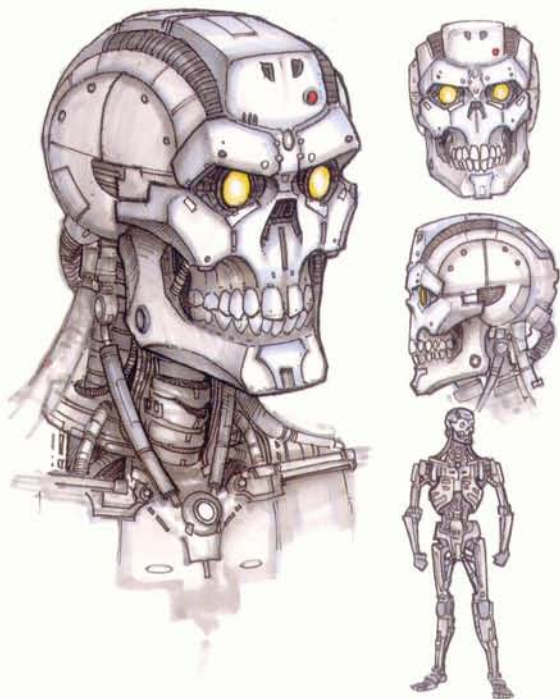
The YVH is designed to be the Yuuzhan Vong's ultimate nightmare: a lifeless abomination with more than a passing resemblance to Yuuzhan Vong physiology. The droid's developers program it to detect various chemical and pheromonal indicators, allowing the YVH to identify Yuuzhan Vong who are using ooglith masquers in Human populations. In a demonstration of its capabilities for Chief of State Borsk Fey'lya, the prototype, YVH 1-1A, does exactly that.

YVH 1-1A: A Qualified Success

Senator Viqi Shesh, collaborating with the Yuuzhan Vong, has told them that Fey'lya's decision to support the Jedi stands a good chance of uniting the New Republic. This unity would strengthen their resolve to oust the invaders. She suggests to her superiors that Fey'lya needs to die—a turn of events that would incidentally put Viqi Shesh in control of the New Republic's ruling council. The Yuuzhan Vong agree, sending a squad of disguised assassins armed with amphistaffs, thud bugs, razorbugs, and plasma eels to infiltrate the droid testing grounds and dispatch the Chief of State.

The redoubtable YVH 1-1A detects the assassins and promptly does its level best to destroy them. However, the prototype war droid has power governors on its weapons—decades-old laws prevent armed droids on Coruscant, and Lando had not anticipated that the droid would need its weapons during a sales pitch. YVH 1-1A's first engagement with the Yuuzhan Vong goes from an encouraging success to a spectacular failure.

Fortunately, Han, Leia, and Lando are able to overcome the Yuuzhan Vong killers, and YVH 1-1A is still able to assist, albeit only with its pure bludgeoning strength. Borsk Fey'lya is less than impressed with a war droid that needs the help of the people it's protecting.



VUH 1-1A: Walking military droid, Scout 2/Soldier 4; Init +6; Defense +19 (+7 armor, +2 Dex); Spd 10 m; VP/WP 50/19; Atk +9/+4 melee (1d6+4, unarmed) or +7/+2 ranged; SQ Trailblazing; SV Fort +10, Ref +5, Will +4; SZ M; Rep 1; Str 18, Dex 14, Con 19, Int 12, Wis 12, Cha 12. Challenge Code: B (D with weapons installed).

Equipment: Weapons mounts (empty), heavy armor, locked access, heuristic processor, improved sensor package, infra-red and telescopic vision, vocabulator, translator unit, comlink, atmosphere analyzer.

Skills: Computer Use +6, Demolitions +6, Knowledge (Yuuzhan Vong) +4, Knowledge (life sciences [Yuuzhan Vong biotech]) +7, Hide +4, Intimidate +6, Listen +6, Move Silently +6, Search +6, Speak Basic, Spot +8.

Feats: Armor Proficiencies (heavy, light, medium), Improved Initiative, Martial Arts, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Cost: Not available for sale; unique prototype.

Arkania

Once the home of the famous Jedi Master Arca Jeth, Arkania is a tundra world sprinkled with rich diamond deposits. Several successful mining companies haul melon-sized diamonds from thousands of pit mines scattered across the planet, and the industry shows no signs of slowing down. Arkania is a fortune-hunter's dream.

The Yuuzhan Vong arrive at Arkania with the intention of converting the planet for their own use. While this is a blatant violation of the truce with the New Republic, it's already becoming obvious that the Yuuzhan Vong are only delaying their final assault on Coruscant—they had never intended for the cease-fire to last.

Saba Sebatyne's Wild Knights had been waiting for just such an opportunity, however. They had already been lying in wait at the edge of the Arkania system, ambushing incoming Yuuzhan Vong corvettes and frigates on scouting missions. The Wild Knights—with Danni Quee aboard Saba's Skipray blastboat—hoped to encounter a yammosk in action, so that Danni's instruments could observe, record, and decode its transmissions. When the Yuuzhan Vong fleet arrives to begin staging its attack on Arkania, the Wild Knights finally get lucky; the Yuuzhan Vong have a yammosk with them.

Danni manages to get enough readings to pinpoint the yammosk's "frequency" and begins recording the gravitic fluctuations the creature uses to communicate. Although this is something of a victory for the Jedi and the New Republic, it only confirms how the Yuuzhan Vong communicate; it does not decipher their gravitic code. When the Yuuzhan Vong make their move to attack Arkania in force, Danni is able to gather more data—but Saba Sebatyne cuts the expedition short after realizing, suddenly, that the assault on Arkania is only a feint. The

Yuuzhan Vong warmaster, she is certain, is marshaling his strength elsewhere—for some much larger operation.

Anakin's Strike Force

Because of the ruthless ferocity of the voxyn, Jedi continue to die across the galaxy. Anakin Solo, in typically impulsive fashion, decides that the best way to end the attacks on the Jedi Knights is to find the original voxyn—the template for the others—and destroy it. According to Cilghal's research, once the voxyn "queen" is eliminated, no further clones can be made.

Anakin's plan is direct, but risky: Someone will pose as an ordinary citizen—one sympathetic to the Yuuzhan Vong—and deliver a small team of Jedi to the Yuuzhan Vong near Obroa-skai. The Jedi must then capture a Yuuzhan Vong vessel and use it to infiltrate enemy territory, where they will locate and destroy the voxyn queen.

The plan initially meets with strenuous objections. Han Solo believes it could be a suicide mission, while Jacen Solo argues that, if it succeeds, the refugee ships will pay the price. Master Skywalker eventually decides to put the idea to a vote. The deciding vote belongs to Han Solo, who has to admit that as much as he hates sending his own children, they're the best qualified to complete the mission and return alive. The plan is approved.

Leia insists that Lando Calrissian take the role of the concerned citizen. He will pose as a miner from Arkania desperately trying to appease the Yuuzhan Vong and save his holdings. All the way to Obroa-skai, Lando rehearses the plan obsessively. During the handover, the seventeen Jedi "prisoners"—Anakin, Jacen, Jaina, Tenel Ka, Lowbacca, Zekk, Raynar Thul, Tahiri Veila, Ganner Rhysode, Alema Rar, Ulaha Kore, Eryl Besa, Jovan Drark, Krasov and Bela Hara, Tesar Sebatyne, and Teklii—will break into a weapons locker and attempt escape, but ultimately fail. During the confusion, a pair of YVH war droids will steal out of Lando's ship and attach themselves to the hull of the Yuuzhan Vong vessel. Later, once the Yuuzhan Vong have taken their Jedi captives into Yuuzhan Vong space, the Jedi can mount the real assault. With the help of the war droids, they will be able to take control of the Yuuzhan Vong ship.

When the handover occurs, the Yuuzhan Vong react almost sluggishly. The fake battle takes much longer than expected, and the young Bith Jedi Ulaha is seriously injured when her lung is punctured by a coufee. Lando is faced with a difficult decision: calling off the mission to help Ulaha, or letting it go ahead as planned—in which case, the young Jedi will likely not survive.

Ultimately, Calrissian decides to let Anakin and the other Jedi worry about Ulaha and leaves them to the Yuuzhan Vong. Jacen Solo is outraged by Lando's decision. Since he has already been disarmed and taken captive, however, he can do nothing about it. He knows that appealing to Anakin

will not help—his brother has already threatened to leave Jacen behind if he cannot accept the exigencies of sabotage.

Tenel Ka, Jedi Noble

As the daughter of the ruler of Hapes, Tenel Ka is heir to the throne of the entire Hapan Cluster. While she would prefer to live out the rest of her life as a Jedi, she has come to grips with her royal heritage—largely through the courage and honor of her parents, Teneniel Djo of Dathomir and Prince Isolder of Hapes. Tenel Ka's parents see political duty as a necessary evil. Her manipulative, domineering grandmother, Ta'a Chume of Hapes, sees it as a game of strategy, with life-or-death stakes.

Ta'a Chume has long been an opponent of Tenel Ka's Jedi training, going so far as to engineer reasons for Tenel Ka to leave the academy and return to the Hapan court. But Tenel Ka had undergone her apprenticeship as a Jedi alongside Jacen and Jaina Solo, sharing in their many adventures (and losing part of an arm in the process); she had no interest in giving up the Jedi path for something so boring as the life of a diplomat. Still, when her training was complete, she found herself drifting more and more into the social circles frequented by her mother and father, and even that of her grandmother.

Although Tenel Ka is no longer connected to the Jedi academy, she maintains as close a relationship with it as

possible. When half the Hapan fleet was wiped out at Fondor, the Hapans withdrew from the conflict to protect their own space—which actually freed Tenel Ka to operate on her own to fight the Yuuzhan Vong. Anakin Solo's plan to locate and destroy the voxyn queen could never be approved by the Hapan military—but as a Jedi Knight, Tenel Ka is free to accompany her friends on their mission.

Tenel Ka: Female Human Jedi Guardian 7/Fringer 1/Noble 2; Init +2; Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 78/14; Atk +10/+5 melee (1d3+2, unarmed) or +11/+6 melee* (3d8+2/19–20, lightsaber) or +10/+5 ranged; SQ Bonus class skill (Intimidate), call in a favor, inspire confidence +1; SV Fort +9, Ref +10, Will +8; SZ M; FP 5; DSP 0; Rep 20; Str 14, Dex 14, Con 14, Int 12, Wis 13, Cha 14. Challenge Code: D.

Equipment: Lightsaber*, encrypted comlink, Jedi robes, rancor-skin clothing, royal gowns.

*Tenel Ka has constructed her own lightsaber.

Skills: Climb +8, Computer Use +3, Craft (lightsaber) +7, Diplomacy +6, Handle Animal +4, Intimidate +6, Jump +6, Knowledge (Dathomir) +5, Knowledge (Hapes) +3, Knowledge (Jedi lore) +5, Listen +3, Read/Write Basic, Ride (rancor) +6, Sense Motive +3, Speak Basic, Speak Shyriiwook (understand only), Spot +3, Survival +5, Swim +8, Tumble +6.



Force Skills: Affect Mind +6, Battlemind +8, Enhance Ability +8, Force Defense +6, Move Object +7, See Force +7.

Feats: Athletic, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Heroic Surge, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Knight Defense, Lightsaber Defense, Sense.

Lowbacca, Wookiee Jedi

Lowbacca is the first Wookiee to be trained as a Jedi in Luke Skywalker's academy. Working alongside Jacen and Jaina Solo, as well as Tenel Ka and later Zekk, Lowbacca has advanced from a simple Wookiee computer jock to a fully skilled Jedi Knight. After graduating from the Jedi academy, "Lowie" returned to Kashyyyk—just in time for the Yuuzhan Vong invasion.

As Chewbacca's nephew, Lowbacca is as saddened by Chewie's death as much as anyone, but has so far resisted the impulse to seek vengeance on the Yuuzhan Vong. His Jedi training has shown him how anger leads to the dark side—but his Wookiee heritage cries out for him to answer blood with blood.

Anakin's plan to seek out the voxyn queen appeals to Lowie on multiple levels. It gives Lowie a way to carry on the life debt Chewbacca forged with the Solo family. He will be able to protect all three of the Solo children—something he would have done anyway, since they have always been such good friends. It also enables him to temporarily forgo the protection of Kashyyyk—a world that the Yuuzhan Vong have so far mysteriously ignored. He intends to strike a blow for the light side, which he has been burning to do since the invasion began.

Lowbacca: Male Wookiee Jedi Guardian 8; Init +2; Defense 20 (+8 class, +2 Dex); Spd 10 m; VP/WP 85/19; Atk +12/+7 melee (1d3+4, unarmed) or +14/+9 melee* (3d8+4/19–20, lightsaber) or +10/+5 ranged; SQ Wookiee rage, extraordinary recuperation, Jedi Knight; SV Fort +10, Ref +8, Will +5; SZ M; FP 4; DSP 0; Rep 8; Str 18, Dex 14, Con 19, Int 12, Wis 12, Cha 11. Challenge Code: D.

Equipment: Lightsaber*, syren-fiber belt, translator droid ("Em Teedee"), tool kit.

*Lowbacca has constructed his own lightsaber.

Skills: Climb +10, Computer Use +9, Craft (lightsaber) +6, Intimidate +6, Jump +6, Knowledge (Jedi lore) +5, Read/Write Shyriiwook, Speak Shyriiwook, Speak Basic (understand only), Survival +3.

Force Skills: Battlemind +9, Empathy +4, Enhance Ability +12, Force Defense +7, Move Object +5, See Force +4, Telepathy +4.

Feats: Exotic Weapon Proficiency (bowcaster), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Computer Use), Weapon Focus (lightsaber), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Zekk, Former Dark Jedi

Becoming a Jedi again has given Zekk a new grip on his life. He had not been aware of his own Force potential until he was discovered in the depths of Coruscant's underworld by agents of the Second Imperium's Shadow Academy. He later turned against his friends, Jaina and Jacen Solo, the Wookiee Lowbacca, and the Dathomiri Tenel Ka. Though they turned him back from the dark side, Zekk chose to forgo further Force training and become a bounty hunter.

Now, with the Yuuzhan Vong invasion and their hunt for Jedi Knights, Zekk feels that the galaxy needs him to be a Jedi more than ever. However, he is troubled by his past. As the "Darkest Knight" of the Shadow Academy, he wielded the kind of dark side power that could win the battles the Jedi face now. Knowing that he could easily wield this power again makes him a little uneasy. With so many lives at stake, can he afford to hold back?

Zekk: Male Human Jedi Guardian 5/Scout 4; Init +2; Defense 19 (+8 class, +2 Dex); Spd 10 m; VP/WP 67/15; Atk +9/+4 melee (1d3+1, unarmed) or +10/+5* melee (3d8+1/19–20, lightsaber) or +10/+5 ranged; SQ Trailblazing, uncanny dodge; SV Fort +8, Ref +8, Will +5; SZ M; FP 2; DSP 4; Rep 8; Str 13, Dex 15, Con 15, Int 12, Wis 11, Cha 12. Challenge Code: D.

Equipment: Lightsaber*.

*Zekk has constructed his own lightsaber.

Skills: Climb +6, Computer Use +5, Craft (lightsaber) +5, Hide +7, Jump +5, Knowledge (Coruscant) +6, Listen +3, Move Silently +7, Repair +6, Search +6, Spot +3, Survival +8.

Force Skills: Affect Mind +3, Battlemind +6, Enhance Ability +7, Heal Self +7, Move Object +6, See Force +2.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Mobility, Skill Emphasis (Survival), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Lightsaber Defense, Sense.

Uncanny Dodge: Zekk retains his Dexterity bonus to Defense regardless of being caught flat-footed or struck by a hidden attacker. (He still loses his Dexterity bonus to Defense if immobilized.)

Ulaha Kore, Bith Jedi

The first of Anakin Solo's Jedi strike team to die is the Bith musician Ulaha Kore. A Yuuzhan Vong warrior manages to drive his coufee into Ulaha's back, puncturing her lung. Wounded and weakened, Ulaha is the prime candidate for the Yuuzhan Vong's attempt to break the Jedi. The Yuuzhan Vong commander, Duman Yaght, tortures all the Jedi mercilessly but focuses his attention on Ulaha Kore—not because

he knows she will break faster, but because he knows that the Jedi's weakness is their concern for each other. Duman Yaght is counting on one of the other Jedi to cooperate with him and thus spare Ulaha any more suffering.

After the Jedi escape and take the Yuuzhan Vong ship, *Exquisite Death*, to Myrkr, they encounter Nom Anor's flotilla of ships. Ulaha elects to remain behind on the ship while the rest of the strike team drops down onto the worldship in cargo pods. She asks only for a piece of metal tubing to take with her. Ulaha manages to draw much of the Yuuzhan Vong fleet away from investigating the cargo pods, and before *Exquisite Death* is destroyed, Ulaha Kore uses the metal tube to compose and play her death-song.

Ulaha Kore: Female Bith Jedi Consular 5; Init +1; Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 31/13; Atk +4 melee* (2d8/19–20, lightsaber) or +4 ranged (3d6, blaster pistol); SQ Keen smell, microvision; SV Fort +5, Ref +4, Will +5; SZ M; FP 2; DSP 0; Rep 3; Str 10, Dex 13, Con 13, Int 12, Wis 13, Cha 15. Challenge Code: B.

Keen Smell: Bith can identify an individual by smell at a range of 10 meters with a Wisdom check (DC 15).

Microvision: Bith have eyes so sharp they can see microscopic organisms. This gives them +4 bonus on Search and Spot checks when searching an area up to 30 centimeters away. They receive a +2 bonus on Search and Spot checks when the area is between 30 centimeters and 5 meters away. However, Bith are also myopic and suffer a –2 penalty on all Search and Spot checks related to an area between 5 meters and 20 meters away. The penalty increases to –4 for visual-related actions at a range of 20–40 meters. Bith cannot see beyond 40 meters without special equipment such as electrobinoculars.

Equipment: Lightsaber*, blaster pistol, Jedi robes, musical instrument.

*Ulaha Kore has constructed her own lightsaber.

Skills: Computer Use +3, Craft (lightsaber) +4, Diplomacy +8, Entertain (flute) +9, Knowledge (Jedi lore) +3, Knowledge (scholar) +3, Pilot +3, Read/Write Basic, Read/Write Bith, Speak Basic, Speak Bith, Speak Ryl, Treat Injury +3.

Force Skills: Affect Mind +6, Empathy +6, Enhance Ability +3, Enhance Senses +6, Heal Self +3, Move Object +5, See Force +6.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Entertain [flute]), Weapon Group Proficiencies (blaster pistol, simple weapons).

Force Feats: Alter, Control, Sense.

Raynar Thul, Young Jedi Knight

The son of a wealthy Alderaanian merchant family, Raynar Thul attended Luke Skywalker's Jedi academy on Yavin 4 along with Jaina and Jacen Solo in the years preceding the Yuuzhan Vong invasion.

Raynar became closely involved with Lusa, a centaurlike native of the world Chiron, following the conflicts with the Shadow Academy and the anti-Human Diversity Alliance. When the Yuuzhan Vong begin using voxyn to hunt Jedi, Raynar feels Lusa's death through the Force and is gripped with a terrible and profound anguish. Although he volunteers for Anakin's strike team, he does not do so out of a need for revenge. Losing his best friend to the voxyn makes Raynar Thul realize how important it is to spare anyone else the kind of pain he felt.

In a disused battle arena aboard the Yuuzhan Vong worldship, Raynar Thul is gashed by a voxyn and succumbs to the fever from the bacteria on its claws. Shortly afterward, the group locates a captured starship, *Tachyon Flier*, and Tekli puts Raynar aboard it to rest and recuperate while Lowbacca tries to repair it enough to make their escape. The dark Jedi Welk and the Nightsister Lomi Plo decide to commandeer the vessel, and though they throw Lowbacca off the ship, they take Raynar with them. A short time later, the rest of the Jedi strike team senses a death through the Force; it appears that Welk and Lomi Plo failed to make good their escape—and Raynar has paid the price.

Raynar Thul: Male Human Jedi Consular 7; Init +1; Defense 17 (+6 class, +1 Dex); Spd 10 m; VP/WP 42/12; Atk +7 melee* (3d8+1/19–20, lightsaber) or +6 ranged (3d6, blaster pistol); SQ Jedi Knight; SV Fort +6, Ref +5, Will +5; SZ M; FP 3; DSP 0; Rep 5; Str 12, Dex 13, Con 12, Int 13, Wis 10, Cha 14. Challenge Code: C.

Equipment: Lightsaber*, blaster pistol, Jedi robes.

*Raynar Thul has constructed his own lightsaber.

Skills: Appraise +3, Computer Use +3, Craft (lightsaber) +5, Diplomacy +17, Gather Information +6, Hide +3, Knowledge (business) +7, Knowledge (Jedi lore) +5, Read/Write Basic, Search +5, Sense Motive +7, Speak Basic, Speak Shyriiwook, Treat Injury +2.

Force Skills: Affect Mind +6, Empathy +5, Enhance Ability +5, Enhance Senses +2, Force Push +5, Heal Self +4, Move Object +5, See Force +5.

Feats: Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Sharp-Eyed, Skill Emphasis (Knowledge [business]), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Bela Hara, Barabel Jedi

Bela Hara is one of three Barabel Jedi whom Saba Sebatyne leaves with Luke Skywalker at Eclipse for training.

Bela, Krasov, and Tesar are young but well trained. They each received lightsabers from the Human Jedi Eelysa, the Coruscanti woman who had trained Saba Sebatyne, and have trained together almost since hatching. Their close relationship has taught them to rely on one another's skills and strengths: Tesar is the power,



NEW FORCE TECHNIQUE: BATTLE MELD

To resist the effects of the breaking, Jacen, Jaina, and Anakin Solo draw on the technique they used at Dubrillion. Sharing this technique with the other Jedi in Anakin's strike force saves those individuals from the psychological torture the Yuuzhan Vong employ. By telepathically linking their minds together, the Jedi can draw on each other's strength for support and thus resist the breaking.

Check: Any Force-using character with 5 or more ranks in Telepathy can attempt to initiate a battle meld. Doing so requires a Telepathy check (DC 10, +2 for each person to be included in the link) and a full-round action; a hero cannot take 10 on this roll. Each attempt also incurs the vitality point cost for using Telepathy. It is only necessary to successfully make the Telepathy check once. Only characters with the Force-Sensitive feat can be included in the battle meld. A character can initiate a battle meld a number of times each day equal to his Wisdom modifier.

Once the link is formed, any character in the link who attempts a skill check, attack roll, or saving throw can add a +1 circumstance bonus to his or her d20 roll for every two people in the link. Thus, if Anakin Solo were in a battle meld with Jacen, Jaina, and Lowbacca, he could add +2 to each skill check, attack roll, and saving throw he made for the duration of the link—as could each of the other three Jedi.

Special: Each round, each character in the battle meld must succeed at a Will save (DC 10, +1 for each person in the link) to remain in the link. If the save fails, that character is forced out of the link and cannot rejoin it. If the person who initiated the link fails the Will save, the entire link fails. Note that the bonus granted by the Force link applies to this save.

Maintaining the link requires that the person who initiated it continue to spend vitality points for using the Telepathy skill (3 per minute). If the initiating character becomes unable to pay the vitality point cost, the battle meld immediately fails.

Vitality Point Cost: Special. ☺

Krasov the speed, and Bela provides the bond to forge them together, much the same way that Jacen, Jaina, and Anakin Solo came together at the Battle of Dubrillion. In fact, their ability to perform the same kind of group link—the battle meld—convinces Anakin that his strike team can endure the inevitable Yuuzhan Vong torture long enough to reach Myrkr and destroy the voxyn queen.

Although the battle meld gets them more or less safely to Myrkr, events in the aftermath of their landing grow steadily worse, and members of the strike team begin to die. Even Anakin is wounded, and while the Chadra-Fan

Jedi Tekli treats him, the team faces off with the Yuuzhan Vong to buy Anakin some healing time. In the midst of the fray, Bela is overwhelmed and dies with a Yuuzhan Vong amphistaff through her back.

Bela Hara: Female Barabel Jedi Guardian 6; Init +1; Defense 21 (+7 class, +3 natural, +1 Dex); Spd 10 m; VP/WP 51/14; Atk +8/+3 melee (3d8+2/19–20, lightsaber) or +8/+3 melee (1d3+2, claws) or +13/+8 melee (1d6+2, bite) or +7/+2 ranged (3d6, blaster pistol); SQ Claws, dark-vision 20 m, primitive, radiation resistance, tail, ferocious attack, +4 species bonus on Intimidate checks; SV Fort +7, Ref +6, Will +3; SZ M; FP 3; DSP 2; Rep 4; Str 14, Dex 13, Con 14, Int 11, Wis 10, Cha 9. Challenge Code: C.

Equipment: Lightsaber, blaster pistol, Jedi robes, damaged Y-wing fighter.

Skills: Computer Use +2, Intimidate +3, Knowledge (Jedi lore) +2, Pilot +3, Read/Write Barabel, Speak Barabel, Speak Basic.

Force Skills: Battlemind +4, Enhance Ability +4, Force Push +3, Heal Self +2, Move Object +3, Telepathy +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Tail: Extra melee attack at her full attack bonus (+6), either for 1d3+3 points of damage or to attempt a knockdown or trip attack.

For more information on Barabels, see the *Alien Anthology*.

Krasov Hara, Barabel Jedi

Bela Hara's sister—or, as they refer to each other, "hatch-mate"—is Krasov Hara, another of Saba Sebatyne's young students. Like Bela and Tesar Sebatyne, Krasov has an ironic, even morbid sense of humor, and the hissing laughter of the three Barabels frequently rings out at the most grim moments.

As with Tesar and Bela, Krasov fought her way out of Yuuzhan Vong-occupied space, alongside Saba and the Wild Knights squadron, to reach the safety of Eclipse.

Krasov volunteers, along with Bela and Tesar, to join Anakin Solo's strike team. She weathers the Yuuzhan Vong attempt to break the Jedi aboard *Exquisite Death* and acquits herself well in the fighting on the worldship. However, she is blinded when voxyn acid hits her in the eyes, and she elects to remain behind and fight the other voxyn pursuing the strike team. As she dies, Krasov releases an armed thermal detonator, vaporizing dozens of voxyn and buying the strike team time to finish its mission.

Krasov Hara: Female Barabel Jedi Guardian 6; Init +1; Defense 21 (+7 class, +3 natural, +1 Dex); Spd 10 m;

VP/WP 45/13; Atk +8/+3 melee (3d8+2/19–20, lightsaber) or +8/+3 melee (1d3+2, claws) or +13/+8 melee (1d6+2) or +7/+2 ranged (3d6, blaster pistol); SQ Claws, darkvision 20 m, primitive, radiation resistance, tail, ferocious attack, +4 species bonus on Intimidate checks; SV Fort +6, Ref +6, Will +3; SZ M; FP 3; DSP 1; Rep 4; Str 14, Dex 13, Con 13, Int 11, Wis 11, Cha 9. Challenge Code: C.

Equipment: Lightsaber, blaster pistol, Jedi robes, damaged Y-wing starfighter.

Skills: Computer Use +2, Craft (lightsaber) +2, Intimidate +5, Knowledge (Jedi lore) +2, Pilot +8, Read/Write Barabel, Speak Barabel, Speak Basic.

Force Skills: Battlemind +5, Enhance Ability +5, Force Push +4, Move Object +4, See Force +2.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Tail: Extra melee attack at her full attack bonus (+6), either for 1d3+3 points of damage or to attempt a knockdown or trip attack.

For more information on Barabels, see the *Alien Anthology*.

Tesar Sebatyne, Barabel Jedi

The oldest and strongest of the three Barabels that Saba Sebatyne brought to Luke Skywalker at Eclipse, Tesar Sebatyne is Saba's son and a Jedi in training. Like Bela and Krasov, Tesar is a talented pilot. After having demonstrated his combat skill against the Yuuzhan Vong in the Froz system, Tesar was a natural choice for Anakin's strike team.

Tesar is the only one of the three Barabel Jedi to survive the mission to the worldship at Myrkr. His stealth and strength allow him to overcome the few remaining guards aboard Nom Anor's personal frigate, and its capture allows the Jedi to escape the worldship—though they are forced to leave Jacen Solo behind.

Tesar Sebatyne: Male Barabel Jedi Guardian 6; Init +1; Defense 21 (+7 class, +3 natural, +1 Dex); Spd 10 m; VP/WP 57/16; Atk +9/+4 melee (3d8+3/19–20, lightsaber) or +9/+4 melee (1d3+3, claws) or +14/+9 melee (1d6+3, bite) or +7/+2 ranged (3d6, blaster pistol); SQ Claws, darkvision 20 m, radiation resistance, tail, ferocious attack, +4 species bonus on Intimidate checks; SV Fort +8, Ref +5, Will +4; SZ M; FP 3; DSP 1; Rep 4; Str 16, Dex 13, Con 16, Int 11, Wis 12, Cha 10. Challenge Code: C.

Equipment: Lightsaber, blaster pistol, Jedi robes, damaged Y-wing starfighter.

Skills: Computer Use +2, Hide +3, Intimidate +4, Knowledge (Jedi lore) +2, Pilot +8, Read/Write Barabel, Speak Barabel, Speak Basic.

Force Skills: Battlemind +7, Enhance Ability +7, Force Push +2, Heal Self +5, Move Object +4.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Pilot), Starship Operation (starfighters), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Sense.

Tail: Extra melee attack at his full attack bonus (+6), either for 1d3+4 points of damage or to attempt a knockdown or trip attack.

For more information on Barabels, see the *Alien Anthology*.

Tekli, Chadra-Fan Jedi

The Chadra-Fan Jedi named Tekli is the least experienced of the Jedi on Anakin Solo's strike team, with the possible exception of Ulaha Kore. Still very young, even by Chadra-Fan standards, Tekli lacks confidence, both in her abilities and her opinions. One day, though, she is likely to become a talented healer.

Tekli's self-doubt fades rapidly during the mission to Myrkr. During the Yuuzhan Vong attempt at breaking the Jedi aboard *Exquisite Death*, she realizes that the others are just as frightened and worried. When her healing skills become vital to the success of the mission, Tekli finds inside herself a place brimming with faith in her own abilities and opinions. In fact, the only times she is truly concerned afterward are when Anakin Solo is critically injured and when she feels Anakin's sister Jaina slipping over to the dark side.

Tekli: Female Chadra-Fan Jedi Consular 5; Init +2; Defense 18 (+5 class, +2 Dex, +1 size); Spd 6 m; VP/WP 19/9; Atk +3 melee* (2d8–2/19–20, lightsaber) or +6 ranged (3d6, blaster pistol); SQ Darkvision 20 m, +2 species bonus on Repair checks, +1 species bonus on Search and Spot checks; SV Fort +3, Ref +5, Will +6; SZ S; FP 3; DSP 0; Rep 3; Str 7, Dex 14, Con 9, Int 13, Wis 14, Cha 13. Challenge Code: B.

Equipment: Lightsaber*, blaster pistol, Jedi robes, multiple medpacs.

*Tekli has constructed her own lightsaber.

Skills: Computer Use +3, Craft (lightsaber) +5, Diplomacy +5, Knowledge (Jedi lore) +5, Read/Write Basic, Read/Write Chadra-Fan, Repair +3, Search +2, Sense Motive +4, Speak Basic, Speak Chadra-Fan, Spot +3, Treat Injury +12.

Force Skills: Affect Mind +3, Empathy +6, Enhance Ability +3, Heal Another +13, Heal Self +3, Move Object +4, See Force +6, Telepathy +6.

Feats: Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Skill Emphasis (Heal Another), Skill Emphasis (Treat Injury), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Sense.



YUUZHAN VONG PSYCHOLOGICAL TORTURE

Although Yuuzhan Vong shapers have advanced means of bending a subject's will, the other castes have their own ways of accomplishing more or less the same task—with slightly different results. The warrior caste repeatedly subjects a victim to a near-death experience, so that, again and again, he faces a horrible demise before he is snatched from the jaws of death. After enough such conditioning, the victim becomes incapable of resisting the Yuuzhan Vong.

Typically, the Yuuzhan Vong warrior caste confronts a victim with a creature bred and trained to aid them in torture. For instance, Miko Reglia faced a yammok, while one of the Jedi in Anakin Solo's strike force was tormented by a voxyn. Helpless and facing imminent death, the victim is at the mercy of the Yuuzhan Vong—who are the only ones in a position to call off the creature and thus save the victim.

A Yuuzhan Vong torturer can make an Intimidate check to set the level of intensity for this confrontation. If the creature the victim is confronted with succeeds on an Intimidate check (DC 10), the Yuuzhan Vong torturer adds a +2 circumstance bonus to his own Intimidate check. (The torturer can take 10 on this attempt, but because retries generally don't work with Intimidate, he can't take 20.)

Once the torture begins, the victim is forced each round to make a Will save or be panicked for the round; the DC for the save is the result of the torturer's initial Intimidate check. Since the victim is always restrained in some fashion, he or she can only cower in response to this torture. (See Chapter 12 of the *Star Wars Roleplaying Game* for the definitions of panicked and cowering.) After 1d4+4 rounds of this torment, the Yuuzhan Vong put a stop to the proceedings (usually with snide comments about how the victim was "unworthy," to further disorient the brutalized victim).

When the experience is past, the victim suffers 1 point of Wisdom damage for each failed Will save. While most people would eventually recover from this ability damage, the Yuuzhan Vong generally repeat the process within the next day or so. Eventually the victim comes to rely on being "rescued" by the Yuuzhan Vong. After suffering this horrible torture for several consecutive days, most subjects become completely submissive; these pitiful victims are then either killed or reeducated as slaves to the Yuuzhan Vong.

In game terms, when a victim's Wisdom score reaches 0, he becomes comatose; after awakening from this ability loss (that is, when his Wisdom score rises above 0), he becomes a GM character under the control of the Yuuzhan Vong. There is no known way to "bring back" a subject who has succumbed to the breaking. (If a player's hero falls under control of the Yuuzhan Vong, have that player roll up a new hero.) ☼

The Breaking

Aboard the Yuuzhan Vong frigate *Exquisite Death*, the members of Anakin's strike team endure "the breaking"—a psychological torture technique employed by the Yuuzhan Vong. Miko Reglia, the Jedi Knight killed at Helska 4 at the onset of the Yuuzhan Vong invasion, had endured a similar torture as he was repeatedly subjected to mock sacrifices to the Praetorite Vong's yammok war coordinator. On Yavin 4, Tahiri Veila had undergone a more sophisticated version of the same treatment. The Yuuzhan Vong take their experiments one step further by tormenting the Jedi with a vicious voxyn, but the Jedi have a defense ready: the battle meld.

Myrkr

The planet Myrkr is the target of Anakin Solo's strike force. A world of dense jungles, it had once served as the base of operations for the smuggler Talon Karrde. It was here that Karrde captured and domesticated two of the native vornskrs—vicious predators that can sense Force-users. The vornskrs' animosity toward Jedi made them the perfect choice to crossbreed with a Yuuzhan Vong predator to create the voxyn.

The voxyn that Anakin had captured earlier could only survive for a few months without the nutrients it needs that are found only on Myrkr. Thus, it stood to reason that the original voxyn, the voxyn queen, suffered from the same limitation. The Yuuzhan Vong would want to keep the monster somewhere in the Myrkr system. With their captured Yuuzhan Vong frigate, Anakin's strike team heads for Myrkr and discovers the system's star has a new satellite in orbit: a Yuuzhan Vong worldship.

The Worldship *Baanu Rass*

The Yuuzhan Vong had lived aboard their worldships for generations before discovering the galaxy of the machine-using infidels. The outer surfaces of a worldship include habitats and factories. Exterior portals ranging in size from Tiny to Colossal allow access to life support, food production, waste management, and docking facilities on the worldship's interior.

Baanu Rass, the ship in orbit around Myrkr's primary star, is the largest of the Yuuzhan Vong worldships. It is dilapidated and largely deserted, its resources exhausted and its facilities in decay. Vast areas of the surface consist of abandoned housing warrens and empty bio-organic factory complexes. The Yuuzhan Vong consider living on a worldship the worst conditions a civilized being should have to suffer. Being remanded to working on a worldship, for a Yuuzhan Vong, is the highest form of punishment. Execution, at least, moves a Yuuzhan Vong closer to the gods.

On this particular worldship, the Yuuzhan Vong have created a massive research facility, a cloning laboratory

larger than most cities. From here, they worked to create the vornskr hybrid that became the first voxyn and cloned it to create the others. Throughout the worldship, they also trained the voxyn, teaching them to hunt Jedi in a vast maze filled with insidious traps and hazards.

Even from space, Anakin Solo's strike force can sense the fear and pain of Jedi being hunted in the labyrinth. Rather than carrying out its original plan of bombarding the facility from orbit, Anakin's team drops to the surface in cargo pods. The last YVH droid is left to pilot the captured Yuuzhan Vong ship and surprise the boarding party that comes to recapture it.

Initially, the ground assault is a success. The strike force suffers no further losses and manages to rescue the two Force-users they sensed from orbit—though they turn out to be not Jedi, but a Dathomiri Nightsister and a dark Jedi from the defunct Shadow Academy. Zekk immediately dislikes them and their methods, but he accepts Anakin's decision to let the two join the strike team. The Nightsister, Lomi Plo, offers to help the strike team eliminate the voxyn, since she knows the Jedi did not come here to rescue her and her dark Jedi companion, Welk.

Before they can make good on their escape, a company of Yuuzhan Vong warriors—commanded by Nom Anor—blocks the way. Though the Jedi do not yet see her, Vergere also lurks nearby. Unable to return the way they came, the Jedi are trapped—until one of the rescued Jedi suggests that they can escape through the labyrinth.

Welk, Dark Jedi

The dark Jedi Welk was formerly a member of the ill-fated Shadow Academy, trained by the fallen Jedi Brakiss to serve the so-called Second Imperium. When the Second Imperium proved a hoax and the Shadow Academy was destroyed, Welk found himself on Dathomir with nothing to do. He soon joined forces with the Nightsister Lomi Plo, who had also been in the service of the Shadow Academy, and the two set out to make names for themselves—at least, on Dathomir.

When Dathomir fell to the Yuuzhan Vong, Welk tried to capture a starship and escape—but in doing so, he came to the attention of the Yuuzhan Vong, who were searching for Jedi. He and Lomi Plo were captured and delivered to the worldship near Myrkr to test the effectiveness of the Yuuzhan Vong's bioengineered Jedi-hunters, the voxyn. Of all the Jedi and other Force-users captured, only Welk and Lomi survived long enough to be rescued by Anakin Solo's strike team.

In typical dark Jedi fashion, Welk and Lomi repay their saviors by stealing the captured freighter that the strike team had intended to use to escape after completing their mission. Lifting off with the wounded Jedi Raynar Thul aboard, Welk and Lomi Plo run afoul of the cordon of Yuuzhan Vong ships in orbit around the worldship.



Welk: Male Human Jedi Guardian 8; Init +1; Defense 19 (+8 class, +1 Dex); Spd 10 m; VP/WP 65/14; Atk +10/+5 melee (1d3+2, unarmed) or +9/+4 ranged (3d6, blaster pistol); SQ Jedi Knight; SV Fort +8, Ref +7, Will +4; SZ M; FP 2; DSP 6; Rep 5; Str 15, Dex 13, Con 14, Int 11, Wis 10, Cha 11. Challenge Code: D.

Equipment: Blaster pistol.

Skills: Intimidate +4, Jump +8, Pilot +6, Read/Write Basic, Speak Basic, Tumble +6.

Force Skills: Battlemind +11, Enhance Ability +8, Force Push +4, Heal Self +4, Move Object +8, See Force +4.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Starship Operation (space transports), Weapon Group Proficiencies (blaster pistols, simple weapons).

Force Feats: Alter, Control, Deflect Blasters, Knight Defense, Lightsaber Defense, Sense.

Lomi Plo, Nightsister

Lomi Plo is a Force witch from the world of Dathomir, captured when the Yuuzhan Vong swept through that part of the galaxy. Although many of Dathomir's Force witches survived the fall of their world and remained there to fight the Yuuzhan Vong, Lomi Plo tried to escape with the help of Welk, a dark Jedi she had met at the Shadow

Academy. In short order, they were captured and delivered to the voxyn training labyrinth at Myrkr.

The Nightsister might be the only one, even including those on the strike team, who can see clearly that Anakin Solo is in over his head. Lomi Plo wants nothing to do with his mission; the Jedi didn't save Dathomir, so why should a Dathomiri help save the Jedi? However, Lomi is no fool and merely waits patiently for the strike team to supply her with everything she needs to escape the Yuuzhan Vong worldship: the captured freighter *Tachyon Flier*, and a blaster to stun anyone who gets in her way.

Lomi keeps her skill with mind tricks a secret until she can convince Anakin to ignore her and Welk long enough for them to seize *Tachyon Flier* and take off. They take the wounded Raynar Thul with them. The last impression Anakin's strike team receives of Raynar, Welk, and Lomi is the death of a Jedi. Whether they escaped or not, none of the strike team can tell.

Lomi Plo: Female Human Force Adept 3/Dark Force Witch* 5; Init +2; Defense 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 47/13; Atk +6 melee (1d3+1, unarmed) or +7 ranged (3d6, blaster pistol); SQ Inspire fear -2, spider walk; SV Fort +6, Ref +7, Will +9; SZ M; FP 2; DSP 8; Rep 4; Str 12, Dex 14, Con 13, Int 11, Wis 10, Cha 14. Challenge Code: D.

Inspire Fear: A dark Force witch has the ability to inspire obedience through fear. Her underlings have difficulty taking direct action against her, resulting in a penalty on attacks and skill checks (including Force-based skill checks) directed against her. At 1st level, the penalty is -1. It increases to -2 at 5th level and -3 at 9th level.

Equipment: Blaster pistol.

Skills: Handle Animal +6, Hide +5, Intimidate +8, Knowledge (Dathomir) +4, Move Silently +5, Read/Write Basic, Speak Basic, Speak Paecian, Survival +4.

Force Skills: Affect Mind +16, Enhance Senses +2, Fear +4, Force Grip +9, Force Push +8, Force Stealth +4, Heal Self +4, Move Object +10, See Force +4.

Feats: Armor Proficiency (light), Force-Sensitive, Iron Will, Skill Emphasis (Affect Mind), Skill Emphasis (Force Grip), Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Sense, Summon Storm.

*For more information on the dark Force witch prestige class, see *The Dark Side Sourcebook*.

The Training Labyrinth

The Yuuzhan Vong shapers who created the voxyn needed to test their creations under conditions approximating what the voxyn would likely encounter. To simulate the interiors of infidel ships and buildings, they created a vast labyrinth the size of a city. The interior is crisscrossed with endless corridors, dotted with various chambers, terrains, and structures, and equipped with captured starships and

vehicles. If a voxyn is confused by such conditions, it is considered useless on an actual hunt.

The shapers also realized that once the Jedi learned that hunting beasts were being used against them, they would respond with traps, alarms, and similar innovations to help them survive. To account for these eventualities, the Yuuzhan Vong installed various security devices—some designed to sound alarms, others designed to restrain the voxyn, still others to inflict grievous injuries, and a few outright lethal. A fair number of these were triggered traps—what the infidels would call “mechanical”—but a significant number were simply natural hazards: water, fire, electricity, rough terrain, unstable structures. If nothing else, the Yuuzhan Vong wanted the voxyn to be versatile.

Even knowing that the labyrinth contains all of these dangers—not to mention the voxyn—Anakin Solo makes the choice to reach the laboratories, and thus the voxyn queen, by journeying through the labyrinth.

The Voxyn Queen

The voxyn created by the Yuuzhan Vong required a baseline template, one that could be used to clone an entire species. The template is a mature voxyn capable of asexual reproduction—albeit in a sense that the Yuuzhan Vong consider acceptable. This baseline creature, the voxyn queen, is a vicious, cunning monstrosity twice the size of an ordinary voxyn and far more dangerous.

The 4.6-meter-long voxyn queen possesses the same dangerous tail poison as vornskrs, only more potent. She can spit poison and screech as her children can. As if her offensive capabilities were not enough, the voxyn queen is also particularly difficult to kill. Her fast healing ability allows her to recover quickly, and her extra vitality ensures that she stays at peak efficiency for a long time. Unlike her progeny, the voxyn queen is cunning enough to take advantage of her surroundings to overcome her opponents. The queen frequently practices hit-and-run tactics to weaken her targets, using the environment to conceal herself before striking.

Voxyn Queen: Predator 16; Init +2; Defense 23 (+12 natural, +2 Dex, -1 size); Spd 14 m; VP/WP 185/18; Atk +21 melee (1d6+6, 2 claws) or +16 melee (1d8+4, bite) or +16 melee (1d4+3, tail) or +18 ranged (special, spit poison); SQ Immune to Force, Sense, and Alter, bonus vitality (+25 VP), fast healing 2, low-light vision, poison tail, spit poison, disease, toxic blood, sonic screech, nutrient dependency; SV Fort +14, Ref +12, Will +8; SZ L; Rep 8; Str 22, Dex 14, Con 18, Int 6, Wis 16, Cha 12. Challenge Code: G.

Skills: Hide +7, Listen +9, Move Silently +11, Spot +9, Survival +9.

Force Skills: See Force +17.

Feats: Alertness, Force-Sensitive, Power Attack, Stealthy, Track.

Force Feats: Sense.

Poison Tail: Any opponent struck by the voxyn queen's tail must succeed at a Fortitude save (DC 22) or take 1d6 points of damage. Six rounds later, the target must make a second save at the same DC or be paralyzed for 2d8 minutes. The poison causes minor swelling and redness that lasts for 1d6 days.

Spit Poison: The voxyn queen can spit poison by making a ranged touch attack, rather than her normal attacks. This attack has a range of 10 meters. On a successful hit, the target must succeed at a Fortitude save (DC 22) or suffer a -2 penalty on Search and Spot checks. On a failed roll, the target must also treat anything he sees as though it has one-half concealment (a 20% miss chance). On a failed secondary save 1 minute later, the character is blinded. The initial effect passes after 2 days, but if the character fails the second save, the blindness remains for 1d4+4 days.

Disease: The claws of the voxyn queen teem with bacteria. Whenever she successfully deals wound damage with her claws, the victim must succeed at a Fortitude save (DC 22) to avoid infection. If this save fails, the victim suffers 1 point of Constitution damage after 1d4+1 hours. After another 24 hours, the victim must succeed at another Fortitude save (DC 22) to avoid losing an additional 1d2 points of Constitution and 1d2 points of Strength.

Toxic Blood: The toxic blood of the voxyn queen overwhelms most air-breathing species. Any air-breathing creature within 2 meters of the voxyn queen when she suffers wound damage must succeed at a Fortitude save (DC 18) or suffer 2d4 points of Constitution damage; those who succeed suffer only 1d4 points of Constitution damage.

Sonic Screech: The voxyn queen can emit a compressed-wave screech of sufficient power to shatter eardrums. The queen can forgo all her other attacks to deliver this screech; doing so requires a full-round action. All living beings within 15 meters of the creature must make a successful Fortitude save (DC 18) or be deafened for 2d4 days.

Nutrient Dependency: The voxyn queen cannot survive without a nutrient compound from the planet Myrkr. Without this nutrient, the queen loses half her Strength and Constitution after one month, half of what's left after two months, and dies outright after three months.

The Final Assault Begins

With Chief of State Borsk Fey'lya's support of the Jedi—and Viqi Shesh's subsequent failed assassination plot—Warmaster Tsavong Lah decides the time has come to make good on his threat to destroy the Talfaglio refugee convoy. Yuuzhan Vong ships move in on the fleet, only to discover that it's well guarded. The defenses include a flotilla of ships from the New Republic led by Garm Bel Iblis, Wedge Antilles, and Luke Skywalker. The Yuuzhan Vong find themselves facing Rogue Squadron, Wraith Squadron, Han Solo and

Leia Organa Solo aboard the *Millennium Falcon*, Kyp's Dozen, Saba Sebatyne's Wild Knights, Corran Horn, and every Jedi who can handle a starfighter.

With all the Jedi working toward a common purpose—saving the lives of thousands of innocent beings—Luke can sense that the Force has focused in them and through them in a way he has never before experienced. The fight is vicious, but the Yuuzhan Vong never really have a chance. Kyp Durrone even captures a yammosk (albeit a dead one) for Danni Quee and Cilghal to study. Called to Coruscant to speak to the senate regarding the Yuuzhan Vong's history of atrocities, Luke Skywalker finds himself lambasted by Senator Viqi Shesh and her supporters. His political opponents demand that the Jedi—and the various "rogue" New Republic officers helping them—cease their reckless defense of refugee convoys.

The Jedi Master gently refuses, and in yet another stunning move, Chief of State Borsk Fey'lya not only agrees with him but also commits the New Republic Defense Force to working with the Jedi to protect the galaxy as best as they can. Realizing that the military will follow Generals Antilles and Bel Iblis regardless of what the senate wants, Senator Shesh can only back down.

The Battle of Borleias

The battle over the refugee fleet convinces Warmaster Tsavong Lah that the Jedi have committed a grave tactical error. They have let saving lives become more important than winning the war. With sentimentality clouding the Jedi's judgment, the warmaster decides that the time is right to strike at the Core Worlds. Activating his villips, Tsavong Lah instructs the battle fleet at Vortex to commence with the attack on Coruscant.

The warmaster's part of the plan calls for his own fleet to strike at Borleias—a battle he wins easily. During the fight, however, Tsavong Lah's yammosk detects unusual gravitic fluctuations nominally interfering with communications. Guessing that the Jedi (in this case Danni Quee and Cilghal) have deduced how Yuuzhan Vong yammosks communicate with dovin basals, Tsavong Lah orders the Yuuzhan Vong to provide additional protection for all yammosks in future engagements—and to destroy them if it appears they are in danger of capture.

The Battle of Reecee

The Yuuzhan Vong's move toward Coruscant is a classic pincer strategy: One battle fleet strikes at Coruscant from Borleias, the other from Reecee. Because the New Republic expects the Yuuzhan Vong to strike at Bilbringi from their base on Vortex, Reecee is only lightly defended. Reecee is considered so safe, in fact, that Luke Skywalker had requested that Booster Terrik keep his ship, *Errant Venture*, waiting in the system—which is extremely close to the Eclipse base.

Terrik is still waiting at Reecee when the Yuuzhan Vong fleet arrives, and he barely escapes to bring the news to Luke Skywalker at Eclipse. This information prompts Han and Leia Organa Solo to take the *Millennium Falcon* on a scouting mission along the edge of the Core Worlds, in the gas nebula known as the Black Bantha—a little-known route used by smugglers traveling to Reecee. There they soon discover that Booster's encounter with the Yuuzhan Vong fleet had not been a coincidence. The Yuuzhan Vong are definitely preparing for an attack on the Core Worlds and, most likely, Coruscant itself.

The New Republic diverts ships relieving Borleias. Reinforcements join up with a small task force of Jedi pilots. In a violent but brief battle, the combined forces destroy the Yuuzhan Vong fleet at Reecee. Now Tsavong Lah has only half the force he needs for the attack against Coruscant—and, best of all, Saba Sebatyne has captured a live yammosk.

The Fate of Anakin Solo

The battle through the training labyrinth costs Anakin's strike force dearly. Ulahā is among the first casualties. As the Yuuzhan Vong pursuit intensifies, Anakin becomes more reckless, leading the Jedi through areas crawling with voxyn. He fervently hopes that his brother Jacen's affinity with animals might see them safely through. The task proves too much for Jacen. When two more Jedi die, Jacen becomes almost catatonic—paralyzed with indecision.

Finally winning through to the cloning laboratory, the Jedi strike force comes under attack by a full platoon of Yuuzhan Vong warriors. When Nom Anor offers Anakin a chance to surrender, the young Jedi surprises everyone by actually considering it—for a moment. After a reassuring word from Tenel Ka convinces Anakin that all the Jedi would prefer death to capture, Anakin launches a fierce attack. The heroes escape by cutting a hole in the laboratory wall, but another Jedi dies in the fight.

Increasingly desperate, the remaining Jedi attack the primary cloning lab, where hundreds of voxyn-growing vines lie partially submerged in hydroponic nursery pools. The immature voxyn, the vines, and even the organic equipment in the chamber resist the Jedi's efforts to destroy them, delaying the Jedi even further. When Jacen Solo initiates a battle meld to coordinate the Jedi attack, the rage and anger he senses in his companions stuns him.

With the lab in shambles and the voxyn queen in sight, the strike team discovers that it has rescued yet another captive Jedi—only to quickly discover that it is Nom Anor, using an ooglith masquer to reach and release the voxyn queen. As the queen escapes into the abandoned warrens surrounding the laboratory, Anakin Solo suddenly realizes what the will of the Force has had in store for him all

along. Ordering the rest of the Jedi to pursue the queen, Anakin charges Nom Anor.

Only Jacen and Jaina remain behind, watching their brother first beat back the Yuuzhan Vong warriors sent against him, then slowly become more and more overwhelmed. Perhaps for the first time since the Yuuzhan Vong invasion began, Anakin fights completely without hatred or anger. Instead, he displays enough ferocity and expertise that he seems to have truly opened himself to the Force. In that instant, he feels a kind of external awareness, almost as though there were another Jedi in the room, guiding him to a store of genetic material—cell samples from the voxyn queen.

Soon Anakin reaches his balance point. He has one chance to survive—but to do so, he will have to leave the cell samples untouched, allowing the Yuuzhan Vong to replicate their experiments and create another voxyn queen. But if he turns aside to destroy the cell samples, he will be completely cut off. While the Yuuzhan Vong have strict orders not to kill Jacen or Jaina, they have no such instructions concerning Anakin.

Anakin makes his choice. Before the eyes of his brother and sister, he destroys the cache of genetic samples, then falls under a hail of amphistaff blows from the swarm of Yuuzhan Vong warriors that descend upon him. All that remains is the destruction of the voxyn queen. With his dying breath, Anakin commands his brother and sister to leave him to his fate while they finish the mission.

All across the galaxy, Jedi feel Anakin's death through the Force like a physical blow to their hearts. En route to Coruscant with his wife Mara, Luke Skywalker is devastated. He blames himself for letting Anakin pursue such a dangerous plan. On Coruscant, Leia Organa Solo—who had so many times before thought she had lost one or more of her children—can only numbly report Anakin's death to her husband, Han. For his part, although Han and his son had never quite reconciled over Chewbacca, Han Solo can now see that his best friend's death at Serpidal has prepared him to face the loss of one of his children. It's almost as though Chewie had, one last time, helped Han prepare for and cope with the inevitable. Now, Han will have to be there for Leia as she travels her own path of grief.

Jaina's Team

Anakin's death has a profoundly negative effect on his sister Jaina. As the survivors of Anakin's Jedi strike force race after the voxyn queen, Jaina remains stonily quiet, refusing to discuss the matter. The Jedi begin to argue. Some decide that the only way to complete their mission—and make sure Anakin's sacrifice was not in vain—is to use the power of the dark side of the Force. Anakin's death has filled all of them with pain and anger, and they want to put those feelings to use.

Jacen Solo tries to appeal to them, reminding them of Master Skywalker's teachings, but he is met with derision. Jaina, pushed past her breaking point, explodes at her twin brother, blaming him for dragging her away when Anakin died. She curses Jacen for his weakness and his philosophy.

Stunned, Jacen can only stand and watch while Ganner Rhysode, Zekk, and Lowbacca follow Jaina as she sets off to take revenge for Anakin's death. In a frenzied assault, Jaina and her group ambush a platoon of Yuuzhan Vong and capture a shuttle with frightening ease. When the wounded captives refuse to reveal Nom Anor's location, Jaina simply lets them die—fully in the grip of her fury, and completely ignoring the original purpose of their mission. To Jaina, the only important thing now is to locate the vermin who poisoned her aunt, crushed her father's dearest friend, and murdered her brother.

Jacen's Team

While Jaina's search for Nom Anor goes on, Jacen Solo, Tenel Ka, and Kenth Hamner continue their pursuit of the voxyn queen. Finally sensing the beast lurking near an exhausted grove of half-formed amphistaffs, Jacen and the others move in, only to be cut off and forced into hiding by the sudden appearance of a Yuuzhan Vong battle cruiser. Blasting a crude landing pad, the vessel settles to the ground. The diminutive Vergere emerges just as Nom Anor and a company of Yuuzhan Vong warriors arrive.

Vergere relates to Nom Anor how she had observed Jaina Solo and several of the Jedi—and thus, presumably *all* of the Jedi—boarding a captured shuttle and lifting off. Nom Anor is beside himself with rage. Vergere speculates that the Jedi are probably halfway out of the system already. All that Nom Anor can do at that point is collect the escaped voxyn queen and report his failure to Tsavong Lah.

For reasons known only to herself, Vergere does not bother explaining that she has just seen Jacen Solo and the other Jedi taking cover nearby.

The Battle of Coruscant

Warmaster Tsavong Lah's plan to strike at Coruscant comes apart with the destruction of the Yuuzhan Vong fleet at Reecee. His efforts to turn such a crippling defeat into victory is interrupted when Lord Shimrra, the supreme overlord of the Yuuzhan Vong, contacts him. Lord Shimrra expresses his "concern" about how things are proceeding—and even through the villip-speech, Tsavong Lah can see that the supreme overlord is deeply displeased. Normally a composed individual, Tsavong Lah cannot stop shaking until well after their conversation is over.

The warmaster decides to press his attack without the Reecee fleet—but with a slight modification. Dispatching

part of his fleet to intercept a refugee convoy, Tsavong Lah has the rest of his battle group begin preparations for the final assault. He contacts Senator Viqi Shesh and tells her that the time to prove her loyalty has finally come.

The Treachery of Viqi Shesh

Viqi Shesh had decided long ago that the New Republic was doomed. It was obvious to Senator Shesh that Chief of State Borsk Fey'lya and his cronies were only interested in increasing their own power and prestige, and that only those willing to join Fey'lya's camp could ever expect to rise in power or prestige themselves. Because it was Viqi Shesh's aim to one day rule the New Republic herself, she decided that she needed outside help.

The Yuuzhan Vong provide her with that help. After meeting with their representative, Pedric Cuf, Senator Shesh receives the villip she needs to communicate with the Yuuzhan Vong warmaster, as well as an ooglith masquer. The biotech makes her a more effective spy for Tsavong Lah. The warmaster gives her assignments designed to weaken the New Republic and the senate's control over it. In return, Tsavong Lah assures her that she will become the overseer of the New Republic under the Yuuzhan Vong, with access to Yuuzhan Vong personnel and materiel to help carry out her assignments—including the assassination of Borsk Fey'lya.

When the attempt to kill Fey'lya fails, Viqi Shesh knows that she must find some other way to redeem herself in the eyes of the warmaster. Knowing that the Yuuzhan Vong are particularly interested in Jedi—and that the right Jedi could be an excellent tool for separating the Jedi and the New Republic—Shesh begins searching for Luke Skywalker's child, Ben. She knows that the Skywalkers and the Solos have been moving the infant back and forth between Coruscant and their secret Jedi base. If she can locate where they're keeping the baby on Coruscant, she can lead the Yuuzhan Vong straight to the child.

Shesh gets lucky when she discovers a hideaway apartment owned by Han and Leia Organa Solo—with clear evidence that a baby is somewhere on the premises. She plants a Yuuzhan Vong spy insect and departs. When the biotech creature reports that the infant is nearby, she deactivates it, causing a small but powerful cloud of sedative gas to fill the apartment. Accompanied by several Yuuzhan Vong, Senator Shesh moves in.

Shesh underestimates the Solos. The small, gray-skinned alien that Viqi Shesh had bumped into on her first visit to the apartment had planted a spying device on her. The senator and the Yuuzhan Vong walk into an ambush, and a group of Noghri—nursing a grudge over how many of their fellows have died at the hands of the Yuuzhan Vong—slaughter them. Only Viqi Shesh escapes, but she is exposed as a traitor. Although her career as a senator is finished, Shesh remains a threat.

The Fall of Coruscant

When the Yuuzhan Vong fleet finally arrives at Coruscant, it does not come alone. Ahead of the fleet, herded by coralskippers and gunships, the remains of the Ralltiir and Rhinnal refugee ships race toward the planet. The Yuuzhan Vong use the refugee ships as a screen. To stop the Yuuzhan Vong, Coruscant's orbital weapons platforms will have to fire through ships full of helpless refugees. Rather than kill innocent people, nearly all the New Republic ships pull back into orbit around Coruscant.

Only Mara Jade Skywalker and a handful of pilots open fire. Though some might think her actions callous, the truth is that Mara knows her child is doomed if the Yuuzhan Vong reach Coruscant. She is not about to let that happen.

Conversely, Chief of State Borsk Fey'lya knows that for Coruscant to live, the refugees must die. He orders the New Republic fleet to open fire on the refugee ships, depriving the Yuuzhan Vong of their living shields. Most of the military commanders flatly refuse. Borsk Fey'lya feels the remains of his power slipping away, even as the Yuuzhan Vong begin driving the refugee ships into Coruscant's planetary defense shields.

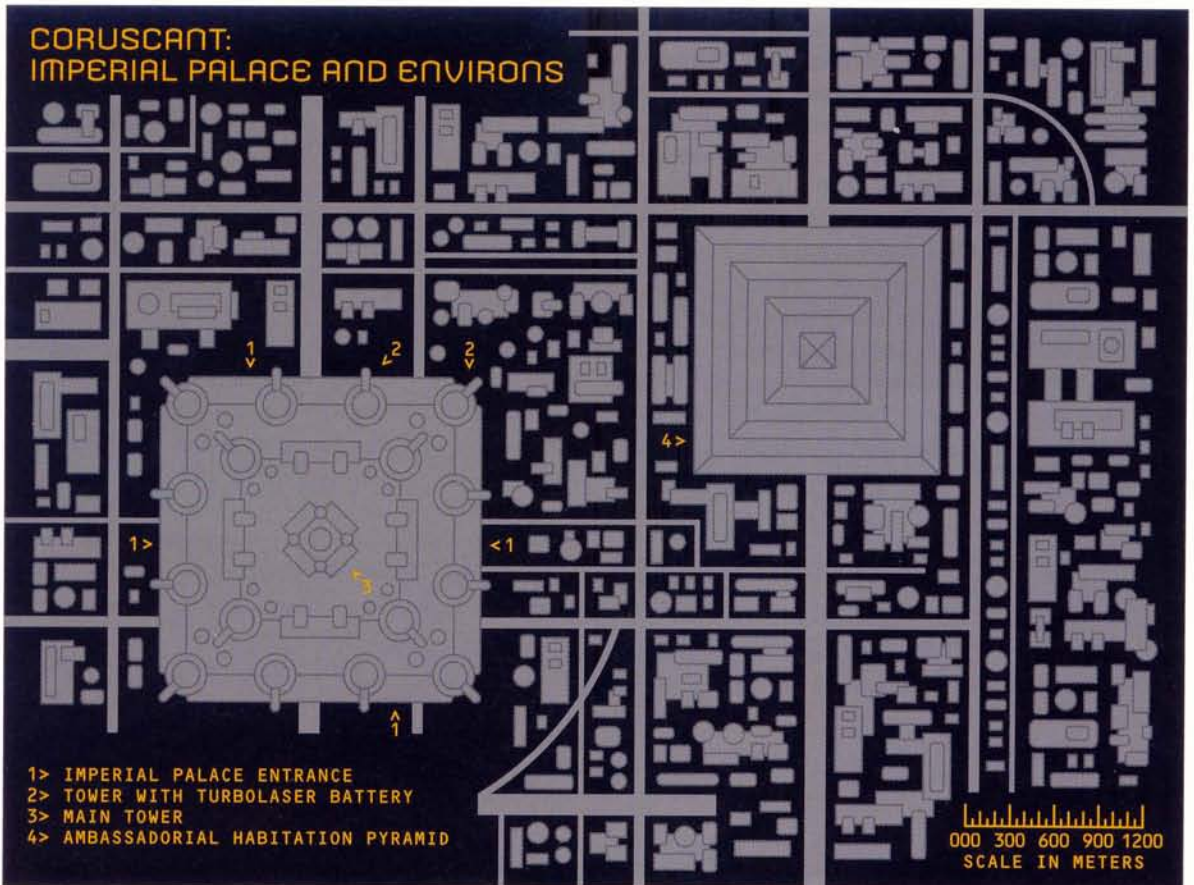
With spectacular explosions overhead and the Yuuzhan Vong at the doorstep, the senate crumbles as every senator suddenly becomes obsessed with personal survival. Many

seize control of ships that their worlds or systems have provided for the defense of Coruscant. They flee, leaving the capital of the New Republic to fend for itself. Without clear leadership, various military commanders issue contradictory orders. Coruscant's defense begins to fall apart.

The Fate of Ben Skywalker

Han and Leia do their best to carry little Ben Skywalker off the planet. When Viqui Shesh appears again, trying to ambush them, Leia draws her lightsaber and attacks. In the confusion, C-3PO, carrying the infant, is swept aboard an escape shuttle. Viqui Shesh chases after it in her private cruiser after disabling the *Millennium Falcon* with a well-aimed blaster cannon shot.

Escorted by a pair of Yuuzhan Vong coralskippers, Viqui Shesh races toward the shuttle carrying baby Ben, pursued by Mara Jade and Luke Skywalker. Streaking around the planet in their ships, Luke and Mara fight off a small horde of enemy vessels, using the Force to stay in contact. Still, they cannot intercept Viqui Shesh's ship or stop all the Yuuzhan Vong ships trying to overtake the shuttle. Before their horrified eyes, a Yuuzhan Vong frigate swoops in and captures the shuttle with the child aboard. In a desperate effort to reach Ben, Mara and Luke fight until their ships are chewed to pieces by Yuuzhan Vong attacks. Together, they plummet toward Coruscant's artificial Western Sea.





SINGULARITY MINE

For her last-ditch attempt to capture Ben Skywalker, Senator Viqi Shesh comes equipped with a deadly new weapon: the Yuuzhan Vong singularity mine. Resembling a tiny black seed pod, a singularity mine contains a miniature dovin basal that generates a singularity when it is triggered, literally compacting nearby matter instantly down to the size of a molecule.

A Yuuzhan Vong warrior equipped with singularity mines can spread them across a 2-meter-square area of floor, where they lie dormant until they meet with sufficient force to break their outer shell (such as being stepped on). Once broken, a mine generates a miniature black hole above itself. Any animate being (including characters, creatures, and droids) in the 2-meter square where the mine was triggered must succeed at a Reflex save (DC 18) to avoid the singularity. Those who fail are immediately crushed to death by the minuscule black hole and forever lost.

Once a singularity mine has broken open and been triggered, it ceases to function and can be discarded. Because of their combined fragility and lethality, singularity mines are almost never issued to anyone except the most highly trained—or expendable—troops. ☼

Meanwhile, Lando Calrissian performs an incredible feat of heroism. Piloting his damaged *Lady Luck* into position behind the captured shuttle, Lando opens his cargo bay and releases a full company of YVH war droids. Led by YVH 1-1A, the droids fall upon the astonished frigate crew, cutting them down all throughout the ship. With the frigate crippled, Lando and the remains of his war droid company return to *Lady Luck* with C-3PO and baby Skywalker safely in tow.

The YVH Droid

A fully armed and operational Yuuzhan Vong Hunter droid specializes in doing unto the Yuuzhan Vong as the Yuuzhan Vong do unto droids. The fully armed generic version here is nearly identical to YVH 1-1A, but has the following equipment:

Equipment: Weapons mounts, heavy armor, locked access, Heuristic processor, improved sensor package, infrared and telescopic vision, vocabulator, translator unit, com-link, atmosphere analyzer, vibroblade, light repeating blaster.

Borsk Fey'lya's Sacrifice

The steady barrage of refugee ships eventually overwhelms the planetary defense shields. Suddenly, a hole opens in the sky above Coruscant. Yuuzhan Vong ships hurry to enter the breach, while New Republic ships rush to block it. Despite the fiercest battle yet in the war with the

Yuuzhan Vong, the New Republic ships can't prevent a squadron of coralskippers from slipping through. In short order, three more shield generators blow, and Coruscant's sky opens completely to the Yuuzhan Vong.

Han and Leia repair the *Falcon* and fly to the Imperial Palace through a steady rain of coralskipper fire and wrecked New Republic ships. Hurrying to Borsk Fey'lya's office, they find the Chief of State still trying to direct Coruscant's defense. In an impassioned speech over the planetwide comm channels, Leia Organa Solo, as a mother and a fellow warrior, appeals to Coruscant's defenders not to give up hope. She urges them to remember the millions of innocent children who would be killed or orphaned if they fail. Inspired by her courage, defense platform crews around the planet open fire on the first wave of Yuuzhan Vong landing craft and obliterate every one.

The Yuuzhan Vong renew their assault, concentrating fire on the defense platforms. Soon, huge chunks of twisted wreckage fall from the sky, and the Yuuzhan Vong blast through unchallenged. All that stands between them and victory are the ground-based turbolaser stations, but Leia's courageous speech has inspired those defenders as well. The sky fills with turbolaser fire—and falling, flaming Yuuzhan Vong landing craft. The second wave is stopped.

The third wave, however, gets past Coruscant's last few defenders. With the sky full of Yuuzhan Vong ships, raining fire and biobombs onto the planet, even escape shuttle pilots have all but given up. Most of Coruscant's residents now flee into the deepest levels of the world-city. Mara Jade and Luke Skywalker reach the Imperial Palace and the *Millennium Falcon*. Together, Han, Leia, Luke, and Mara prepare to abandon Coruscant aboard the *Falcon* and rendezvous with Lando.

Borsk Fey'lya refuses to go. Having lost everything—and having sealed his fate with the Yuuzhan Vong when he supported the Jedi—the Bothan is overcome by the need for revenge. As the *Falcon* lifts off, Fey'lya begins detonating self-destruct bombs throughout the city. When the Yuuzhan Vong ground troops arrive in his office, he's waiting calmly for them. The leader of the Yuuzhan Vong executes the Chief of State.

It takes Fey'lya almost a minute to die. To his own surprise, he bears the excruciating pain with courage and dignity. He smiles once as he sees the *Millennium Falcon* pass his window. The smile is still on his face when he finally dies—and the dead-man switch attached to his heart triggers a proton bomb hidden beneath his desk.

Borsk Fey'lya dies a hero.

The Yammosk Jammer

The experiments that Danni Quee and Cilghal have been conducting with gravitic modulation finally pay off when Saba Sebatyne captures a live yammosk for them to study. The creature initially refuses to cooperate, but when

another yammosk enters the sky above Eclipse base, it begins to transmit and receive information. The Jedi researchers have the data they need. A suicide attack by the coralskippers destroys the yammosk, however, and all the equipment the Jedi had assembled to simulate the gravitic signals it produced. Fortunately, Danni and Cilghal escape to build another “yammosk jammer.”

Danni and Cilghal bring their new device with them to Coruscant aboard Booster Terrik’s *Errant Venture*. Although they are able to disrupt communications with the coralskippers pursuing Lando Calrissian’s *Lady Luck*, they arrive too late and bring too little firepower to save Coruscant. After transferring Luke and Mara’s infant child to *Errant Venture*, Lando takes command of a squadron of Jedi starfighters brought to Coruscant by Corran Horn. Lando then goes back for Han, Leia, Luke, and Mara.

The *Millennium Falcon* makes it off Coruscant but still has a sky full of Yuuzhan Vong ships to deal with. The sudden arrival of Lando and Corran helps, but it is *Errant Venture* and the yammosk jammer aboard that punches a hole through the Yuuzhan Vong lines, allowing the *Falcon* to escape the flaming ruin that had once been the center of the civilized galaxy.

The Twins Divided

On the Yuuzhan Vong worldship at Myrkr, Jacen Solo can feel his mother’s renewed determination and her love for him and his sister. Trying to share that with Jaina through their Force-bond, he meets a cold darkness instead of his sister. She has fallen perilously close to the dark side.

Jaina, meanwhile, has taken charge of the Yuuzhan Vong shuttle. She uses it to locate and attack Nom Anor, who by then is busily herding the voxyn queen aboard his battle cruiser. The attack is a disaster, and the shuttle crash-lands several kilometers away. Only Ganner Rhysode remains conscious. By the time Jaina awakes, Ganner is using the shuttle’s volcano cannon to hold off an approaching platoon of Yuuzhan Vong warriors, with little success.

Sending the warriors to attack the shuttle has left the battle cruiser all but undefended. Jacen creates a diversion by attacking the voxyn queen single-handedly, allowing Vergere, Tenel Ka, and the other Jedi to capture the enemy cruiser. While the ship moves away to help Jaina and the Jedi at the downed shuttle, Vergere and Jacen remain behind to deal with the voxyn queen.

With Vergere’s help, Jacen slays the voxyn queen—but the battle is long and terrible and leaves Jacen too weak to escape. Although he begs Vergere to help him one last time, to hide him until the remains of the strike force can rescue him, the diminutive alien refuses and instead summons Nom Anor, presenting Jacen as her captive.

After retrieving Jaina, Ganner, Lowbacca, Zekk, and the other Jedi, Tenel Ka and the remains of the strike team

return for Jacen, only to find him a prisoner with Nom Anor’s knife at his throat. Once more ready to risk the whole team to aid a single member, they prepare to land until Jacen, not wanting the deaths of any more of his friends on his conscience, waves them off.

The last thing Jacen sees of the other Jedi is his sister’s face looking down at him—and the darkness he sees in her gaze fills him with fear.

Adventure Ideas

You should stop reading this chapter right now if you are going to be a player in a campaign set in The New Jedi Order era. The material presented in the next few pages is intended for the Gamemaster alone.

The Epitome of Feral

After their encounter with the bounty hunters on Trogan, the heroes find themselves called upon quite frequently by Booster Terrik to help keep *Errant Venture* adequately supplied. This also puts them in close contact with Luke Skywalker on a frequent basis. The Jedi Master periodically asks the heroes to perform a slightly dangerous mission. Because *Errant Venture* is carrying the entirety of the Jedi academy’s student body around the galaxy and needs to frequently resupply at safe ports, Master Skywalker asks the heroes to look for signs of Yuuzhan Vong or Peace Brigade agents in systems where *Errant Venture* plans to stop.

One such system is the Perave system. The world is Arkania: It was a training center for Jedi Knights thousands of years in the past but is now a wealthy industrial world dotted with diamond mines. Booster Terrik purchases diamonds from Arkanian miners to sell elsewhere for operating capital. However, when the heroes arrive to check in with Booster’s contact, they find him being interrogated by Peace Brigade agents. The Peace Brigaders want to know when *Errant Venture* will drop by again.

The heroes can end the interrogation by attacking the Peace Brigade members (use archetypal thugs), but in doing so, they tip their hands. More Peace Brigaders nearby respond by unleashing a voxyn—the Yuuzhan Vong’s latest weapon against the Jedi—to dispatch the heroes.

The voxyn preferentially attacks Jedi or other Force-using characters first. Otherwise it simply falls upon the smallest, weakest hero, going for a quick kill. If the heroes manage to fend off the voxyn, they still have a few Peace Brigade thugs to deal with, but otherwise they can be on their way. After all, Arkania is plainly no longer safe for *Errant Venture*.

Flight to Coruscant

After tangling with the Peace Brigade on Arkania, the heroes come to the attention of Machar Heng, a Yuuzhan Vong subaltern helping to coordinate the Peace Brigade’s attempts to capture Jedi. Warmaster Tsavong Lah gives

Machar Heng a small flotilla and assigns him to track down the heroes and destroy them. Any Jedi or other Force-users among the heroes are to be taken alive, if possible—but as for the others, Machar Heng should use his own discretion.

The subaltern begins his assault on the heroes by attacking their ship. Locating their general vicinity—somewhere near the Reecee system—Machar Heng disables a refugee ship and withdraws, leaving the refugees to call for help. If the heroes respond, the Yuuzhan Vong task force moves in, launching three squadrons of coralskippers and Machar Heng's corvette at them. Throughout the battle, the Yuuzhan Vong stick close to the refugee ship, sending the clear message that if the heroes run, the Yuuzhan Vong will destroy the disabled ship. Machar Heng is using the same tactics that are currently being used against the New Republic: threatening innocent lives to play upon the sympathies of the infidels.

Assuming the heroes do not immediately abandon the refugees, the fighting is rough. Even if the heroes defeat the Yuuzhan Vong ships, they are most likely badly damaged in the process. At the very least, the refugee ship is crippled and will have to be towed to safety. The nearest facility that can effect repairs on either ship is at Reecee, but when they arrive there, the heroes learn the Yuuzhan Vong are on their way. Reecee redirects the heroes to Coruscant.

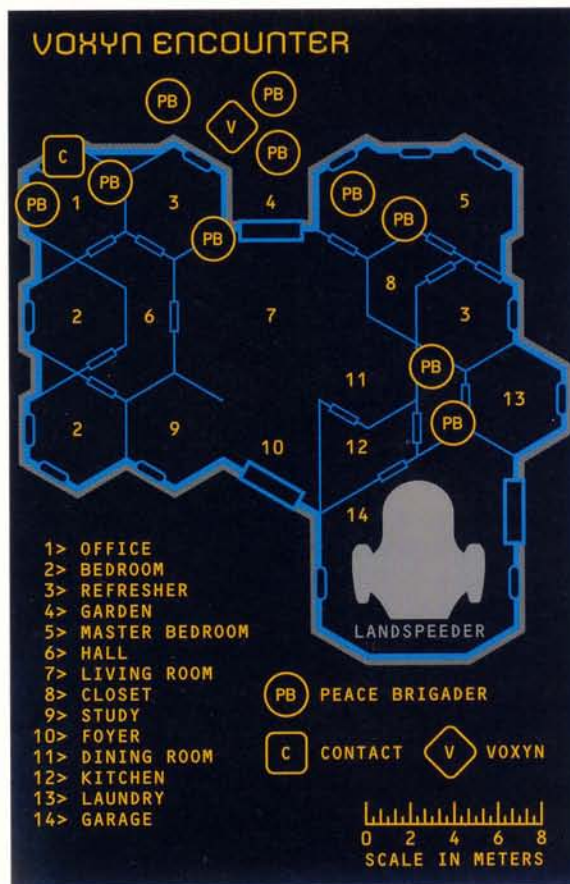
The Defense of Coruscant

Coruscant is willing to help, and the heroes can use an orbital docking platform to repair their ship. To their misfortune, the heroes are still there when the Yuuzhan Vong fleet arrives from Borleias—pushing refugee ships ahead of it. As the New Republic scrambles every ship it has to help defend Coruscant from the Yuuzhan Vong, the military requests that the heroes either pitch in or allow their ship to be commandeered. Assuming the heroes don't run for it, they arrive in the line of ships just in time to hear Chief of State Borsk Fey'lya order the military to fire on the refugee ships.

The heroes now have to make an agonizing decision. Although they have worked in the past to save refugees, they are now being asked by the head of the New Republic to kill them. Even as they think about it, the same decision is going through the minds of every ship's crew over Coruscant—and nearly all refuse to open fire. Only a few (including Mara Jade's ship, *Jade Shadow*) heed the order.

If the heroes fire on the ships, it's a slaughter. The refugee ships do not fire back—they maneuver as much as possible to try to get out from between the two warring fleets, but to no avail. Although the New Republic ships take out a few refugee ships and punch through to the real enemy, it isn't enough. Refugee ships begin slamming into Coruscant's planetary defense shields, gradually wearing down the shields.

The heroes, if they choose to fight, have their own problems. Once they engage Yuuzhan Vong foes, they are



beset with enemy ships. Whenever the heroes have all but destroyed an opponent, roll on the table below every round until a new foe presents itself:

1d20 Roll	Opponent
1	No targets within range
2-3	3d4 yorik-trema transports
4-5	2d4 coralskippers
6-9	2d4+4 coralskippers
10-12	1d4 coralskippers + 1 corvette
13-15	1d4+2 coralskippers + 1 frigate
16-17	2d4+2 coralskippers + 1 warship
18-19	2d4+4 coralskippers + 1 cruiser
20	4d4+4 coralskippers + 1 warship + 1 cruiser

This state of affairs lasts until the heroes choose to leave the fight or are shot down. If the former occurs, they merely have to escape their current foe while simultaneously heading away from Coruscant. If the heroes' ship takes enough damage to destroy it, it plummets toward Coruscant. The heroes can make a Pilot check (DC 15) to crash-land on Coruscant without their ship exploding around them. Failure on this check pretty much means they're finished. If they succeed, though, they are still trapped on Coruscant for the next phase of the assault.

CHAPTER EIGHT

EPILOGUE

Coruscant has fallen to the Yuuzhan Vong. The New Republic Senate has splintered, the military fragmented into independent commands. The last hope for a united defense against the Yuuzhan Vong invasion is gone. The New Republic is in its death throes.

Coruscant Lost

The capture of Coruscant is the most crippling blow in the Yuuzhan Vong string of victories. In a galaxy of a thousand inhabited worlds, the loss of a single planet is almost insignificant. However, when that world is the center of government, education, and culture for more than a thousand species—the hub of civilization for the entire galaxy—the effect on the galaxy is staggering. Only if the Yuuzhan Vong had found a way to render hyperspace travel impossible could they have more completely disabled the New Republic.

The turning point in the Battle of Coruscant is undoubtedly at the moment when Chief of State Borsk Fey'lya, seeing the Yuuzhan Vong driving refugee ships into Coruscant's planetary defense shields, orders the military to fire on the refugee ships. Despite past differences of opinion on how to handle the refugees, not one of the New Republic's senators has ever once dared to suggest that they be allowed to die—and now, having the outspoken Chief of State ordering their deaths is the crowning madness of the whole refugee argument.

No one could see, as Borsk Fey'lya sees, that for the New Republic to live, the refugees had to die. Ironically, this realization was the same dilemma that had fractured the senate previously: Surrender the Jedi, or let the refugees die. Had that argument been resolved sooner, more decisively, the Yuuzhan Vong might never have realized that they could use refugees against their enemies in such a fashion. In clinging to hopes of appeasement, the anti-Jedi faction of the New Republic Senate had contributed to the New Republic's demise.

The senators themselves strike the second blow in the death of Coruscant. When they realize that the planetary defenses are not going to outlast the pounding assaults of the Yuuzhan Vong, they flee the planet. Depriving

Coruscant of its leadership was bad enough—though that does give Borsk Fey'lya considerably more leeway to issue orders unchallenged—but a significant number of the senators had provided military support to the defense of Coruscant. Now, fleeing in lightly defended shuttles and private transports, the senators want protection. They call on their ships—the personnel they had loaned to the New Republic—to escort them to safety. Some military commanders refuse, but far too many see what the senators see: Coruscant is doomed, and to stay and fight is to die—or worse. Ships pull back in droves, leaving huge gaps in the orbital defenses.

This situation is exacerbated by some of the senators who choose to fight, because nearly all of them decide that the Chief of State's desperate order to fire on the refugees is a clear sign that he is unfit to assume command of the New Republic Defense Force. Finding like-minded commanders, they issue orders of their own—and the defense of Coruscant suddenly becomes every bit as fractious as its leaders. Confusion reigns when Coruscant most needs clear commands and decisive direction.

Coruscant's death knell is the loss of the planetary shields. Without them, the Yuuzhan Vong are free to attack the surface of the planet directly. Each successive wave leaves fewer defenders to push back the Yuuzhan Vong landing craft. By the time the Yuuzhan Vong launch bio-organic bombs at the surface, Coruscant has no defenses left. The few turbolaser crews who keep firing, the handful of senate guards who remain to fight off the Yuuzhan Vong commandos, the squadron or two of fighter pilots who stay behind to defend the last few escape shuttles—all of them die, and with them, the hope that Coruscant might somehow survive.

With no leadership, no ships, no planetary shields, no orbital defense platforms, no ground-based turbolaser batteries, and no personnel still willing to fight, Coruscant falls. Even had the Yuuzhan Vong not taken the planet, the damage is already done. Stitching the New Republic back together will be next to impossible.

The Solo Twins

While the New Republic fights for Coruscant, Jacen and Jaina Solo deal with the repercussions of the loss of their younger brother Anakin. Although joined by the Force bond they had shared since before they were born, the twins split over their brother's death.

Anakin and Jacen had argued almost constantly over their differing approaches to the Force. Anakin took an aggressive but controlled stance, while Jacen argued for restraint and reflection. Jaina frequently stepped in to keep them from coming to blows. In sacrificing his own life for the other Jedi, for the mission, Anakin tacitly reconciles with Jacen; he admits not only that Jacen's viewpoint is sometimes right, but that he has faith in his brother to carry on the fight.

His death becomes even more tragic in that his sister Jaina, always the peacemaker, cannot see why Anakin feels he has to die—nor why Jacen would not let her save him. It is almost as though Jaina has elected to take up the argument with Jacen, in Anakin's absence. The naked aggression that Anakin has given up in his final moments is somehow amplified in the rush of emotion she experiences.

The experience is enough to split the twins apart—something they had never dreamed could happen. Furthermore, when Nom Anor captures Jacen, it is as though the twins' lifelong bond suddenly vanishes. Jacen can no longer sense his sister in the Force. His last look in her eyes as she flees aboard the stolen Yuuzhan Vong shuttle tells him why: Jaina Solo's rage over Anakin's death has opened her heart to the dark side. All she wants now is for the Yuuzhan Vong to pay for taking both of her brothers away from her.

Jaina's hatred seethes within her, but she cannot see it for what it is. The dark side, ever insidious, has her in its grip. For all Jacen's wisdom, there is nothing he can do to help her.

Tsavong Lah's Victory

The loss of the Yuuzhan Vong fleet at Reecee had severely hindered Tsavong Lah's pincer-attack strategy to take Coruscant, but it inspired him to come up with a superior strategy.

When the Jedi rescued the Talfaglio refugee convoy, it showed the Yuuzhan Vong warmaster just how much the infidels valued life—any life. To the Yuuzhan Vong, the refugees were insignificant—frightened creatures more concerned with their survival than with facing inevitable death with courage and honor. But the infidels for some reason could not bear to let them die. Tsavong Lah found that he had an advantage the New Republic did not: He could choose his opponent.

The infidel military forces offer him a variety of wor-

thy opponents: General Garm Bel Iblis, Admiral Traest Kre'fey, General Wedge Antilles—even Grand Admiral Gilad Pellaeon and Prince Isolder of Hapes. These he could battle with soldiers and ships, leading to a grand battle where strength, cunning, and honor were the only armaments.

Still, the Chief of State manages to surprise Tsavong Lah. When Fey'lya throws Nom Anor off Coruscant, he shows conviction. When he sides with the Jedi to unite the military, he shows determination. When he orders the New Republic ships to open fire on the refugee ships, he shows worth as an opponent. Tsavong Lah actually feels it is a pity that he cannot sacrifice Borsk Fey'lya personally.

Even so, the warmaster has the twins. The existence of the Solo twins is a bad omen for the Yuuzhan Vong—it suggests that the Jedi might be blessed by the gods. Tsavong Lah has no choice but to sacrifice Jacen and Jaina Solo if he wishes to maintain the morale of his troops.

Unfortunately for the Yuuzhan Vong, the gods continue to smile on the Solos. Although the youngest of the Solo children dies—a noble death, at that—on the worldship at Myrkr, Jaina escapes. Now Tsavong Lah has only Jacen Solo—the Jedi who had wounded him at Duro.

With the favor of the gods, Warmaster Tsavong Lah plots to turn Jacen Solo into a Yuuzhan Vong.

New Hopes

Coruscant has been conquered, Jacen Solo is in the clutches of the Yuuzhan Vong, and Jaina Solo is perilously close to turning forever to the dark side. Nevertheless, the remnants of the New Republic have hope.

Not everyone on Coruscant falls in battle. In the murky depths of the city-world's duracrete canyons, the survivors of the Battle of Coruscant take refuge and form resistance cells.

The leadership of the New Republic is not altogether gone. Though some choose to work with the Yuuzhan Vong and others start their own little empires, many have grown more determined than ever to turn back the Yuuzhan Vong invasion. With the Rebellion against the Empire still fresh in their minds, a fight for freedom is nothing unfamiliar to them.

The Jedi are finally back on course, with the radicals Kyp Durrone and Saba Sebatyne working again with Luke Skywalker and Mara Jade to fight the Yuuzhan Vong. The cooperation might not last, but while it does, the Force binds them together into a weapon capable of carving straight through the heart of the Yuuzhan Vong. The Jedi might change as a consequence—but perhaps what is needed to save the galaxy is a new Jedi order.

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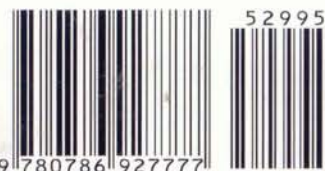


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