

Planet Hoppers: Cathar

Casualty of the Mandalorian Wars

Eric Cagle

Come along with Planet Hoppers to take a virtual tour of the planets, moons, and other points of interest in the *Star Wars* galaxy. Learn about the geography, politics, creatures, and sentient beings that make these places perfect for adventure.

Planet Features

Region: Expansion Region

Climate: Temperate

Gravity: Standard

Moons: 1

Length of Day: 24 standard hours

Length of Year: 259 local days

Sapient Species: 99% Cathar (native), 1% other species

Government: Tribal

Capital: None

Major Exports: None

Major Imports: Luxury goods, technology

Knowledge (galactic lore)

DC RESULT

- 10 The Cathar are a noble, yet warlike, species whose clans are governed by their elders. They are quick but relatively simple and easily angered.
- 15 Cathar society is built around large celebrations of their warriors. Their religion revolves around the blood hunt, in which individual Cathar battle entire hives of dangerous insects called kiltik.
- 20 Slavers capture female Cathar but deem males too violent and unpredictable to make decent slaves.
- 25 There are variable subspecies of Cathar that have different physical features. The Cathar have produced several notable Jedi.

The Cathar are sentients with an ancient and well-respected culture from the planet of Cathar. They are consummate hunters, trackers, and warriors, and they can claim many Jedi and other famous individuals in their history. The species has at least two known subspecies, the Juhani and Myr Rho, which are notably less catlike than the baseline species.

Over three thousand years before the Battle of Yavin, Cathar was attacked by the Mandalorians. After their orbital defenses were eliminated, the Cathar species was almost annihilated, with huge numbers taken as slaves. Some Cathar managed to escape and quickly spread throughout the galaxy -- the only thing that kept the race from becoming extinct. The Cathar eventually returned and repopulated their home planet around the time of the Clone Wars, although it never achieved the same splendor as before.



Cathar society is tribal, divided into clans that are led by elders. Each clan claims a copse of city-trees as its own, although some clans possess huge swaths of city-trees that stretch throughout the plains. Cathar mate for life, and their loyalty is such that if a Cathar's partner dies, he or she never engages in another relationship ever again. This thread of loyalty and honor can be found in all aspects of Cathar life.

Ecology

Cathar is a temperate planet dominated by vast savannahs, open plains, and low, rough mountains. Instead of oceans, Cathar has two huge, shallow seas and numerous ponds, lakes, and marshlands. The largest of these plains is the Vast Veldt, a barren wasteland created by the appetites of beasts called the kiltik.

Scattered throughout the savannahs are strange and enormous trees that rise hundreds of meters into the air. These trees are large and sturdy enough to be hollowed out by the Cathar and used as dwellings. Cathar settlements are usually found where the city-trees are denser than normal, often near the edges of the plains, and follow along the routes of underground rivers. These trees are covered in elaborate friezes and bas relief etchings that depict important figures and moments of Cathar history. Every Cathar strives for the day when his own life will be immortalized on one of the city-trees.

Besides the Cathar, the most prolific and dangerous creatures on the planet are the kiltik. These giant beetlelike beasts were omnivorous and were responsible for razing vast swaths of Cathar with their voracious appetites. The Cathar hosted periodic hunts to eliminate as many of these pests as possible; these hunts were a vital part of Cathar society. After the Mandalorian Wars, it is thought that the kiltik were wiped out, although this has never been proven, and whole nests might remain underground.

Huge beast 14

Init +14; **Senses** low-light vision, Perception +8

Defenses Ref 32 (flat-footed 30), Fort 34, Will 25
hp 203; **DR** 5; **Threshold** 34

Speed 8 squares

Melee bite +17 (2d6+14) or
bite +19 (2d6+21) with Powerful Charge

Base Atk +10; **Grp** +27

Atk Options Power Attack, Powerful Charge, Trip

Abilities Str 25, Dex 14, Con 30, Int 1, Wis 12, Cha 10

Special Qualities low-light vision

Feats Power Attack, Powerful Charge, Skill Training (Initiative, Stealth), Trip

Skills Climb +19, Initiative +14, Stealth +4

Adventure Seeds

Here are some ways to incorporate Cathar into your adventures.

In an adventure set in the era immediately prior to the Mandalorian Wars, the heroes find themselves on Cathar just as the Mandalorians began their assault on the planet. Although repelling the Mandalorians is impossible, the heroes could help to get some of the Cathar safely off the planet -- as long as they can get back to their ship without getting blown up.

After being framed for a crime he didn't commit, the son of a rich and powerful Cathar noble heads into the Vast Veldt on a blood hunt to exterminate a hive of kiltik and regain his honor. After a week, his father asks the heroes to investigate and find out what happened to his son -- a horrible breach of the Cathar code of honor. Is it possible that the young Cathar slipped off the planet? Regardless, the heroes find themselves in the middle of a kiltik hive of angry drones.

Feel free to post your thoughts or questions about this article in [this message board thread](#).

About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** to *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

Planet Hoppers: Cona

Salt Junkies and Star Dragons

Eric Cagle

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Planet Features

Region: Inner Rim

Climate: Arid/Jungle

Gravity: Standard

Moons: 1

Length of Day: 28 standard hours

Length of Year: 298 local days

Sapient Species: 60% Arcona (native), 40% other species

Government: Hive collective

Capital: Tylcarros

Major Exports: Chemicals, metals, minerals

Major Imports: Water

Knowledge (galactic lore)

DC RESULT

- 10 Cona is an old member of the Galactic Republic. Although behind the technological curve, it's still an important system.
- 15 Cona possesses rich mineral deposits and is the home of many mining corporations.
- 20 The mining corporations are given vast tracts of land to exploit in exchange for massive shipments of water, which the planet lacks.
- 30 It is rumored that an enigmatic species known as "Star Dragons" inhabit the ammonia jungles of Cona.

Knowledge (social sciences)

DC RESULT

- 20 Simple sodium chloride -- salt -- is extremely addictive to Arcona. A few grams can cause massive physiological craving. Salt addicts are easy to spot as the normally green Arcona eyes turn gold.
- 25 Draconian laws have been put in place to prevent smugglers from bringing salt into Cona or selling it to Arcona throughout the galaxy, though a lucrative illegal business exists that sells the substance.

Cona is an old world that has been part of the Galactic Republic for thousands of years. The planet is rich with minerals of all kinds, and mining is its major industry. In fact, wildcatters were the first to discover the planet and its people long ago, establishing mining interests long before Cona's inclusion in the Galactic Republic. Numerous mining companies are based on Cona or have extensive operations there. Some have been on the planet for literally a thousand years or more, the Arcona Mineral Harvest Corporation being the largest. Arcona allow this exploitation of their world for the massive shipments of water that are brought in as payment for their resources, though they are also handsomely rewarded in credits and development.

Despite the millennia of mining, the planet's crust has yet to show signs of depletion, and new mining ventures are set up every day. Competition is fierce and industrial espionage and sabotage is commonplace, meaning that

there's plenty of room for adventure. The influx of miners or executives means that Cona has become much more cosmopolitan, though many other species assigned to work there consider it hazardous due to the toxic atmosphere. The planet is somewhat of a technological backwater; Arcona are content to allow others to import or develop new technology for their use.

Ecology

Cona is a harsh planet. The lack of axial tilt produces two dominant ecosystems: blazing hot deserts and dense, lush jungles. Ammonia makes up a large portion of the atmosphere, and oxygen is found primarily in the bedrock of the planet, from which it is tapped and stored by the populace. Thus, most species must wear breathing apparatus when walking around outdoors. Prolonged exposure to the atmosphere causes a slow degeneration. For every session that a non-Arcona character breathes the atmosphere without the benefit of a filter or breath mask, he moves down 1 step on the condition track. The Arcona can breathe oxygen-heavy atmospheres without harm.

The ammonia jungles are filled with bizarre species of plants and animals. Water is a precious commodity on Cona, worth its weight in credits. Most of the water is found within the plant life, and huge farms exist on the fringes of cities where the water is extracted and placed into holding tanks.

New Species: Arcona

Arcona are a scaleless reptilian species that hails from the ammonia-rich planet of Cona. Despite their enormous green eyes, Arcona have poor eyesight because of the dense atmosphere of their homeworld. They use their tongues to taste the air. Arcona live in hives and have a drastically reduced sense of individuality; they commonly refer to themselves as "we." Arcona have a biological flaw that makes them susceptible to becoming addicted to common salt. Too much of that substance can cause hallucinations and craving and turn their eyes from green to gold.



Arcona Species Traits

Arcona share the following species traits.

Ability Modifiers: –2 Wisdom, +2 Charisma. Arcona aren't as perceptive as many other beings, but they are known for their ability to socially adapt to life in the galaxy at large.

Size: Medium

Great Fortitude: Arcona gain a +2 species bonus to their Fortitude Defense. Arcona have adapted to the harsh environment of Cona and can convert many different toxins into harmless chemicals.

Scent: Arcona have keen senses of smell. At close range (within 10 squares), they ignore concealment and cover for the purposes of Perception checks, and they take no penalty from poor visibility when tracking (see the Survival skill on page 73 of the *Saga Edition Core Rulebook*).

Languages: Arconese, Basic

Adventure Seeds

Here are some ways to incorporate Cona into your adventures.

Although the laws that prevent salt from being smuggled into the system are some of the harshest in the galaxy, some still try it, and they come up with creative ways to get the stuff through customs. The heroes are asked by a patron to pilot a ship to Cona for a particular errand. Once there, technicians (working for local smugglers) begin removing panels within the ship, revealing a secret stash of salt. A particularly greedy Arcona trade official then

blackmails the heroes -- bring more salt, or he'll reveal the smuggling operation and implicate the heroes and their patron.

Nemlor Minerals, a small upstart mining company, has received a lucrative lease from the Cona government for exploratory digging deep in one of the untouched jungles. When workers go missing, the heroes are brought in to investigate. The jungles are full of dangerous fauna, but another mining company recently set up shop nearby, so the heroes have a lot of ground to cover to discover the truth.

Myths persist of a species called the Duinuogwuin, otherwise known as Star Dragons. This enigmatic species has been seen on other planets and even in the cold vacuum of space. A wealthy and eccentric Arcona has set up a safari into the depths of the jungle to hunt for evidence of the Star Dragons, taking the heroes along as guides and protection. Although the hunt eventually becomes fruitless, the Arcona insists that they continue, making more and more demands and requiring the heroes to take more dangerous risks.

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Planet Hoppers: Phindar

Nice Place for a Mindwipe

Eric Cagle

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Planet Features

Region: Outer Rim

Climate: Tropical

Gravity: Standard

Moons: 0

Length of Day: 28 standard hours

Length of Year: 401 local days

Sapient Species: 95% Phindian (native), 3% Human, 2% other species

Government: Criminal Syndicat (pre-44 BBY), democracy (post-44 BBY)

Capital: Laressa

Major Exports: Technology, illegal technology (pre-Empire Era)

Major Imports: Foodstuffs, medicine, weapons

Knowledge (galactic lore)

DC RESULT

- 15 Phindar is a technologically advanced planet on the Outer Rim. Its native species, the Phindians, are known for their long arms and contradictory nature.
- 20 Before 44 BBY, Phindar is utterly controlled by a criminal organization known as the Syndicat. They have a particular stranglehold over bacta and other medicine. After 44 BBY, the planet is a democracy.
- 25 The Syndicat has access to technology called the "renewal process," which wipes the minds of sentient beings in a similar manner to wiping droids.

Knowledge (social sciences)

DC RESULT

- 15 Phindians are a technologically advanced species, but they are probably best known for their penchant for exaggeration and sarcasm.
- 20 Most other sentients find Phindians difficult to work with, since they can be confusing, abrasive, and contradictory in what they say and do.
- 25 The Syndicat used the renewal process to keep the population in line. Numerous Phindians who underwent the process can be found working as slaves throughout the galaxy.

Located in the Outer Rim, Phindar is a planet whose technological advancements have had a huge impact on its populace. A hundred years prior to the Clone Wars, Phindian scientists mastered technology that had the ability to wipe most of the memories from a sentient being, similar to the method used to wipe the processors of droids to prevent them from acquiring potentially damaging quirks and flaws. This process, known as "renewal," fell into the hands of criminals. First, they used it to subjugate rivals and hapless commoners, but eventually, the process reached the highest echelons of government. In a few short years, this band of criminals, known as the Syndicat, found themselves the ruling body of the planet.

Utterly ruthless, the Syndicat and its use of the renewal process have a stranglehold on almost every aspect of life on Phindar. Average Phindians live in anxious terror, knowing that one wrong statement or action could result in their disappearance and then eventual return having undergone renewal.

The Phindians, with the help of Jedi Knight Qui-Gon Jinn and his then-Padawan Obi-Wan Kenobi, overthrew the Syndicat in 44 BBY. Reform happened quickly, and the Phindians elected a governor to represent the planet. The Confederacy of Independent Systems attacked the orbital base known as Phindar Station in 20 BBY, further pushing Phindar toward unity with the Republic (and later New Republic).

Ecology

Although the world's population covers most of the planet, Phindar still has large areas of wilderness. The planet is warm and humid, allowing huge swaths of jungles and swamps. Toward the poles, these areas become more temperate forest. Enormous mountain ranges cut through these jungles like knife slashes. It is believed that the Phindians developed their long arms to assist in brachiating through the trees, although they are not capable of doing such today.

Much of the dangerous wildlife of Phindar has been either eradicated or relegated to well-tended preserves, though there still are many vicious plant species that are capable of killing a person with poison, spikes, or flesh-eating acid. Phindians are not particularly drawn to the wilderness and prefer the hustle and bustle of their busy, crowded cities. The bright green oceans of Phindar have never truly been explored and could contain all manner of wealth and resources for anyone willing to brave them.

The Renewal Process

Before its collapse by the Jedi Qui-Gon Jinn and Obi-Wan Kenobi, the Syndicat had been remarkably successful in keeping the secret of renewal. Using advanced technological techniques, the process is relatively quick and noninvasive, leaving no scarring or other physical evidence. However, anyone who interacts with a renewal victim quickly concludes that something is amiss. Although the process never seemed to make it off the planet, it can be assured that someone has tried it, possibly with the Syndicat quashing rumors to maintain their stranglehold on the technology and their power.

A victim undergoing the process is strapped down with his head inside a mechanical chamber. The victim is then subjected to a precise series of energy pulses to his brain and nervous system. These jolts are extremely painful, even damaging (see below).

Every two hours, the renewal process makes an attack roll ($1d20 + 10$) against the target's Will Defense. If the attack succeeds, the target moves -1 step along the condition track, and the next attack roll is made with a $+5$ bonus.

If the target is removed from the machine before the renewal process makes three successful attacks, he escapes with his memories intact. Each debilitating step can be reversed by separate DC 30 Treat Injury checks. However, if the process makes three successful attacks on the target, the mindwipe is permanent. The target loses all memories pertaining to his identity. He retains all skills, Force powers, racial abilities, and the like, but he forgets his name, friends, and other personal memories.

There are rumors that the renewal process can be used in reverse, but this has not been verified. It is up to the GM to determine if this is possible.

New Species: Phindians

Phindians stand between 1.6 and 1.9 meters tall, with dark skin that sometimes exhibits white splotches. Their eyes resemble yellow or gold orbs that stare in a mournful manner. The most notable feature of Phindians is their incredibly long arms, which reach far past their knees. Phindians are aloof and contrary with strangers, prone to sarcasm and exaggeration.



Phindian Species Traits

Ability Modifiers: +2 Intelligence, –2 Charisma

Size: Medium

Conditional Bonus Feat: Phindians that have Mechanics as a trained skill gain Skill Focus (Mechanics) as a bonus feat.

Bonus Feat: Skill Training (Knowledge [technology])

Languages: Phindian, Basic

Adventure Seeds

Here are some ways to incorporate Phindar into your adventures.

The Syndicat is a good mid-level criminal enterprise to throw at the heroes without resorting to the usual suspects like the Black Sun or the Hutts. Because of their mastery of renewal technology, thugs from the Syndicat are less likely to kill someone as punishment. Instead, they prefer to wipe a victim's mind and consign him to permanent slavery.

Although rebellion is rare on Phindar, small cells of resistance fighters exist. The heroes could be tasked with bringing weapons to these rebels. The only way to effectively move such items on Phindar is to act as if you are working directly for the Syndicate.

The Syndicat's main source of power is its control over medical supplies coming to the planet, especially bacta. This proves to be a problem when the heroes are serving as bodyguards for a diplomatic mission to Phindar. An accident seriously injures their client, and bacta is the only thing that can save him. The heroes must deal directly with the Syndicat to gain access to a medical facility that contains the life-saving material. The thugs demand outrageous fees or unsavory favors in exchange for saving the diplomat's life. If the heroes fail to strike a deal, they risk their client's death, bringing them all manner of hardships.

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