The Rishi Maze - World Guide

A player-facing guide to the galaxy, the era, and the campaign setting

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The World

Why Star Wars?

One of the reasons Star Wars is such a joy to play in is its incredibly rich lore. Some of it is official canon, and some belongs to the wider Legends tradition of books, comics, games, and older stories. For the purposes of The Rishi Maze, "canon" means material that has appeared in the films or television series. Legends material may inspire flavour, rumours, and character ideas, but it is not something players need to know in order to participate.

What You Need to Know

To take part in the campaign, you only need a basic understanding of the canon era in which we play. This page is designed to give you the most important background in a clear and playable way. We will also provide a timeline covering the last 75 years of galactic history, focusing on events that may have shaped your character's life.

For Deeper Lore

If you want to dive deeper, we recommend lore resources such as Wookieepedia, which functions as an online encyclopedia for Star Wars. Throughout the website we may include links for players who, like the organisers, enjoy going deeper into the details.

Timeline

How Time Is Measured

Time in the Star Wars galaxy is commonly measured in relation to the Battle of Yavin. Events are described as BBY, meaning Before the Battle of Yavin, or ABY, meaning After the Battle of Yavin. This matters when creating your character, because it helps you understand what they may have lived through, what they remember, and which events are still fresh in the galaxy's collective memory.

Important Events

- c. 900 BBY - Yoda is born.
- c. 100 BBY - The Galactic Republic and the Jedi Order stand at the height of their power. This is remembered as a golden age of the Jedi.
  41 BBY - Anakin Skywalker is born.
- 32 BBY - The Trade Federation blockades Naboo. Qui-Gon Jinn and Obi-Wan Kenobi discover Anakin Skywalker on Tatooine and free him from slavery. Queen Padme Amidala leads the liberation of Naboo, Darth Maul is seemingly killed, Palpatine is elected Chancellor, and Anakin begins Jedi training. Around this time, Sifo-Dyas commissions the clone army on Kamino.
- 22 BBY - The Clone Wars begin. Anakin Skywalker takes Ahsoka Tano as his apprentice.
- 19 BBY - The Clone Wars end. Palpatine seizes power, declares himself Emperor, and orders the execution of Order 66. The Jedi are hunted down across the galaxy.
- 2 BBY - Mon Mothma resigns from the Imperial Senate and helps form the Alliance to Restore the Republic, better known as the Rebel Alliance. Rebel forces are driven from Atollon and relocate toward Yavin 4.
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- 0 BBY - The Rebel Alliance wins its first major victory at Scarif. Leia Organa is captured by Darth Vader. Luke Skywalker encounters C-3PO and R2-D2, meets Obi-Wan Kenobi, and joins Han Solo and Chewbacca. Alderaan is destroyed by the Death Star. Obi-Wan is killed aboard the station. At the Battle of Yavin, the Rebels destroy the first Death Star.
- 0-3 ABY - Darth Vader hires Boba Fett and others to hunt the young Force-sensitive pilot who destroyed the Death Star. The Rebels establish Echo Base on Hoth.
- 3 ABY - The Empire discovers Echo Base and the Rebels evacuate Hoth. Luke trains with Yoda on Dagobah. Vader captures Han, Leia, and Chewbacca on Bespin. Han is frozen in carbonite and taken to Jabba the Hutt. Luke confronts Vader, loses his hand, and learns that Vader is his father.
- 4 ABY - Han Solo is rescued from Jabba the Hutt. Leia kills Jabba. Boba Fett is believed dead. Yoda dies. Luke learns that Leia is his twin sister. At the time of the first event, the Battle of Endor is about to unfold. The Rebels have discovered that the Empire is building a second Death Star. What they do not yet know is that the entire situation is a trap.

The Known Galaxy

The Shape of the Galaxy

The Star Wars setting takes place in a vast galaxy usually referred to simply as the galaxy, or the known galaxy. It is divided into sectors, each containing many star systems. These systems are connected by hyperspace routes, which make long-distance travel possible. At the heart of the galaxy lies Coruscant, the political centre of galactic civilisation and the traditional seat of galactic governments.

The Outer Rim

The farther one travels from the Core, the harder it becomes for any central power to maintain law and order. The Rishi Maze takes place on Rishi, a remote world in the Outer Rim, far from the centre of galactic authority.

The Force

What the Force Is

The Force is one of the central foundations of the Star Wars universe. It is an energy field created by all living things, binding life together across the galaxy. It seeks balance,

but it can be used for compassion, healing, protection, domination, chaos, suffering, and death. In simple terms, the Force has both a light side and a dark side.

What Characters Know

Most characters have heard of the Force. They have heard stories that Jedi Knights once existed and possessed almost godlike abilities. By the time the campaign begins, however, the Empire has hunted and destroyed nearly all Jedi. For many ordinary people, the Jedi are already becoming myth.

Technology and Everyday Life

High-Tech, Low-Tech

Star Wars is first and foremost space opera. It is a kind of space western fantasy with strong science fiction elements. Technology is everywhere, but it is rarely the focus. It is advanced enough to feel ordinary: worn consoles, battered ships, droids, databanks, flickering screens, and patched-together equipment. This is the high-tech, low-tech feel we aim for in the campaign.

Transport

Vehicles within an atmosphere usually rely on repulsors, allowing them to hover or fly by counteracting gravity. Starships entering atmosphere also use repulsors. In normal space, starships use ion engines. For hyperspace travel, they require hyperdrives.

Computers

Computers and droids are part of daily life. Computers in Star Wars are extremely advanced, but they often look tactile, chunky, and practical. Hackers are known as slicers. A character may access systems through a console, a scomp-link, or a code or data cylinder.

Language

The known galaxy contains billions of languages. To make communication practical, Basic - the human language of Coruscant - has become the common galactic language. In our campaign, both Swedish and English are treated as dialects of Basic. Mixing them freely is completely fine.

Medicine and Healing

Medicine is also high-tech, low-tech. Almost any disease or injury can be treated. The most iconic form of healing is the bacta tank, where a patient is submerged in a fluid containing healing microorganisms. Advanced cybernetics also exist, allowing damaged body parts to be replaced with technology. Aging, however, remains difficult to defeat. Rumours claim that some powerful Sith Lords have achieved eternal life.

Currency

The dominant currency at the start of the campaign is the Imperial credit, though countless local currencies also exist. We will provide a campaign price list in credits for common items.

Weapons

Pew pew. What would Star Wars be without dramatic battles between heroes, criminals, rebels, soldiers, and stormtroopers? It is important for the feel of the setting that characters say blaster, not laser pistol. Likewise, it is lightsaber, not laser sword. Starships, however, do use laser cannons and ion cannons. Slugthrowers - weapons similar to modern firearms - exist, but are mostly found on more primitive worlds.

Important Places

Coruscant

Coruscant is the centre and capital of the galaxy. The entire planet is covered in cities built across countless levels, and it is home to an almost unimaginable population.

Tatooine

Tatooine is a small and seemingly insignificant desert world, home to settlements such as Mos Eisley and Mos Espa. Yet the fate of the galaxy has turned there more than once. Anakin and Luke Skywalker both came from Tatooine. It is known as a harsh backwater ruled with an iron grip by the Hutt Cartel.

Hoth

Hoth is an ice planet that once housed a major Rebel base, made famous by the Imperial assault on Echo Base.

Bespin

Bespin is best known for gas mining. Above the planet float several mining installations, including Cloud City.

Nal Hutta and Nar Shaddaa

Nal Hutta and its moon Nar Shaddaa are the most important Hutt bases and form the core of Hutt Space. Nal Hutta is a hostile swamp world and seat of the Hutt Grand Council. Nar Shaddaa, the Smuggler's Moon, may be one of the most unpleasant places in the galaxy. Like Coruscant, its entire surface is built over in countless levels, but unlike Coruscant it is ruled almost entirely by criminal syndicates.

Yavin 4

Yavin 4 is the moon from which the Rebels launched the attack that destroyed the first Death Star. The official calendar is measured from this battle.

Endor

Endor is a forest moon. On the same evening as the first event, in 4 ABY, it will become the stage for the battle around the second Death Star. It is also home to a primitive and aggressive species known as Ewoks.

Mandalore

Mandalore is known and feared for its warrior culture. Around 4-5 ABY, the planet was devastated by an Imperial fleet under Moff Gideon. Its surface was bombarded until it burned like glass, and most of its population died in an event remembered as the Night of a Thousand Tears. Mandalorian armour remains iconic and highly sought after.

Rishi

Rishi is a remote and relatively insignificant planet in the Rishi system, widely regarded as a backwater. In our campaign, the system is dominated by Arrin Corporation, which extracts exonium, a valuable substance used among other things as starship fuel. There are also rumours of a hyperspace lane leading to a small parallel galaxy known as the Rishi Maze. If it exists, one may wonder what secrets it hides.

Species and Droids

Species

The Star Wars galaxy is home to countless intelligent species. Humans are the most common, especially in the Core Worlds. Examples of other familiar species include Wookiees, Jawas, Hutts, Tusken Raiders, Mon Calamari, Quarren, Rodians, Zabrak, and Twi'leks.

Droids

Most people in the galaxy depend on droids in everyday life. Some are simple tools, while others are fully conscious beings with personalities of their own. Galactic attitudes toward droids are complicated, especially after the Clone Wars, when the Separatists almost defeated the Republic with armies made largely of battle droids. Droids exist for

diplomacy, starship repair, medicine, labour, and war. Battle droids are widely disliked and illegal in many central parts of the galaxy.

Famous Ships

Death Star

The Death Star was a moon-sized battle station armed with a superlaser capable of destroying entire planets. Alderaan was annihilated this way. Rumours say the Empire has secretly built a second Death Star to replace the one lost at Yavin.

Imperial-class Star Destroyer

The Imperial-class Star Destroyer is the backbone of the Imperial Navy. The Empire is said to possess more than 25,000 ships of this class. Each is roughly 1.6 kilometres long and carries a crew of more than 40,000.

TIE Fighter

The TIE fighter is the Empire's standard starfighter. Unlike Rebel fighters, Imperial fighters usually lack shields and hyperdrives, relying on larger ships for transport through hyperspace.

Rebel Starfighters

The X-wing is the Rebel Alliance's most important fighter, famously flown by Luke Skywalker at Yavin. The Y-wing is a durable attack craft based on Clone Wars-era designs. The A-wing is a fast interceptor and one of the quickest light fighters in the galaxy.

Corellian Light Freighters

Corellian light freighters, such as the Millennium Falcon, are extremely popular civilian ships, especially among smugglers and independent captains.

Known Corporations

Arrin Corporation

Arrin Corporation is an intergalactic company focused on heavy industry: mining, gas extraction, and fuel refinement. Arrin is based on Rishi in the Outer Rim and has avoided much of the Imperial wave of expropriation that swept the galaxy after the Clone Wars. Like many large corporations that survive in the Star Wars galaxy, Arrin is ruthless and predatory, though unlike many competitors it does not use slaves.

Arrin on Rishi

Arrin maintains its own security forces and holds an Imperial charter to keep order in the Rishi system. It often cooperates with mercenary units to fulfil this role. Rishi's main export is refined exonium, used as starship fuel. Rumours claim Arrin sells to anyone who can pay, which may be one reason the Rebels have managed to keep their fleet running. Officially, however, Arrin remains entirely loyal to the Emperor.

Other Corporations

BlasTech is the galaxy's largest manufacturer of blasters, including the stormtrooper E-11 and Han Solo's heavy DL-44. Kuat Drive Yards builds many of the Empire's largest warships. Sienar Fleet Systems produces TIE fighters and other small craft. Incom is known for the X-wing. Corellian manufacturers are famous for light and medium freighters.

Famous People

Names Everyone Has Heard

The following figures are names your character has probably heard at least once: Emperor Palpatine, Darth Vader, Grand Moff Tarkin, Grand Admiral Thrawn, Darth Maul, Jabba the Hutt, Boba Fett, Fennec Shand, Cad Bane, Yoda, Obi-Wan Kenobi, Anakin Skywalker, Mon Mothma, Leia Organa, Luke Skywalker, Han Solo, Chewbacca, and Lando Calrissian.

A Few Notes

Palpatine is the former senator who seized power at the end of the Clone Wars and became Emperor. Darth Vader is his feared enforcer and a powerful Sith Lord. Luke Skywalker is one of the galaxy's most wanted men after destroying the Death Star. Leia Organa is a senior Rebel leader. Han Solo is a notorious smuggler turned Rebel. Jabba the Hutt, recently killed, was one of the galaxy's most iconic gangsters.

Criminal Syndicates

Crime in the Galaxy

Crime exists everywhere in the Star Wars galaxy. No central power can truly control an entire galaxy. Criminal syndicates profit from spice trafficking, weapons dealing, slavery, extortion, piracy, mercenary work, and control of key hyperspace routes and worlds.

The Hutt Cartel

The Hutt Cartel was once the largest and most powerful criminal syndicate, controlling its own region of the galaxy known as Hutt Space. At the time of the campaign, Jabba the Hutt has just been killed by Rebel leader Leia Organa. The cartel is in chaos, shaken by internal conflict and losing ground to rivals.

Black Sun

Black Sun was once a vast syndicate with influence across the galaxy. After the Emperor tired of its power and its support for Maul, he more or less crushed it. Black Sun is not gone, however, and still holds local influence in some regions. It also maintains mercenary forces for hire.

Pyke Syndicate

The Pyke Syndicate consists mostly of members of the Pyke species. It has long controlled spice trade from Kessel and has benefited greatly from the weakening of the Hutt Cartel. More focused on drug trafficking than some other groups, the Pykes have survived the Imperial era relatively intact.

Crimson Dawn

Crimson Dawn was founded by Darth Maul, the Emperor's former apprentice, as a power base of his own. After Maul's death, the syndicate was taken over by Lady Qi'ra. Crimson Dawn specialised in information dealing and espionage,

eventually becoming enough of a threat to the Empire to provoke open confrontation. The Empire won. Today Crimson Dawn is fractured, but like Black Sun it retains parts of its mercenary operations. One such base exists on Rishi, where the syndicate cooperates with Arrin Corporation.

Bounty Hunters' Guild

The Bounty Hunters' Guild is somewhere between a criminal syndicate and a legitimate company. It coordinates the galaxy's many bounty hunters so they do not constantly interfere with one another. The Guild accepts contracts from clients and its members carry them out.

The Rishi First-movement

The Rishi First-movement started out as an extremist pro-human anti-rishi people terror group. It has evolved into a local crime syndicate that has become quite influential on Rishi thanks to a strong local support among many of the planet's miners.