



Star Wars: Tales from the Edge of the Empire

People, Places and Plots of Hutt Space

By Nate Christen

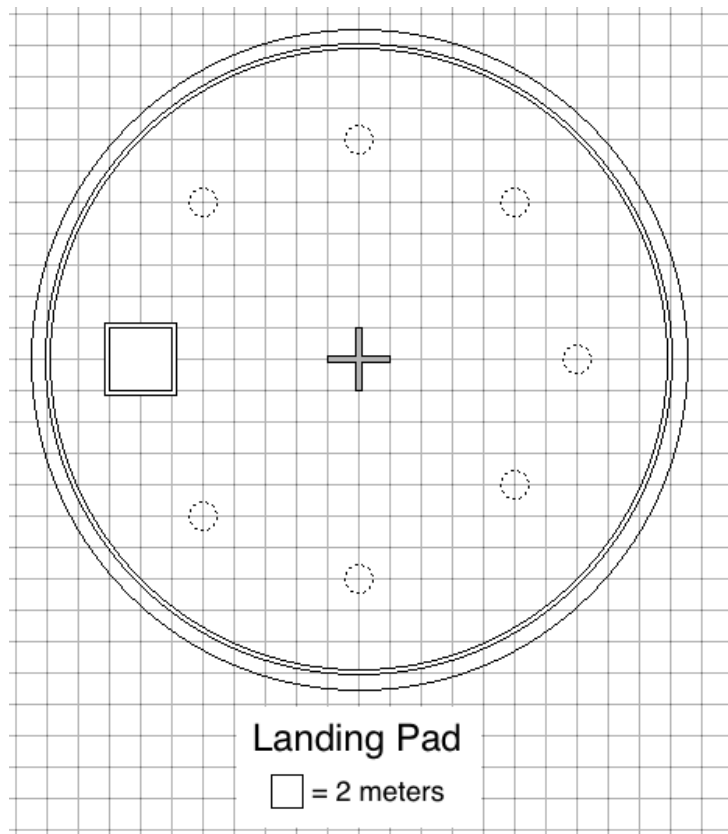
This supplement is intended for use with the *Star Wars: Edge of the Empire* Roleplaying Game from Fantasy Flight Games. It is a collection of posts from <talesfromtheedgeoftheempire@blogspot.com>.

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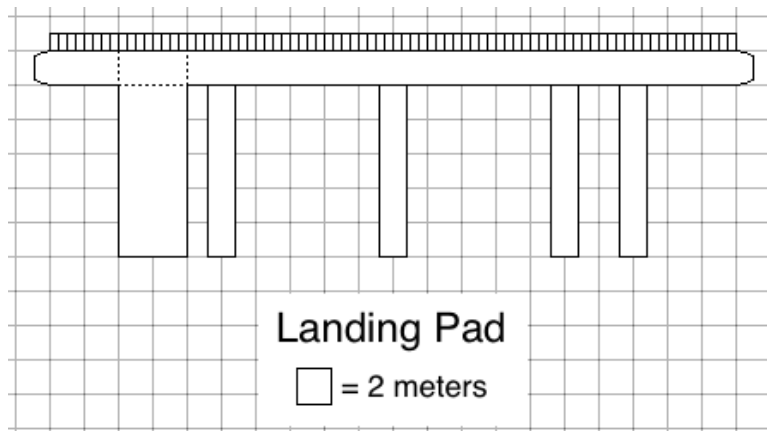
Landing Platform

Often in an *Edge of the Empire* campaign it is important to know where a starship is parked. To that end, presented here is an elevated landing platform suitable for use in remote areas, especially jungle or swamp locations where it's difficult to build the more typical docking bay.



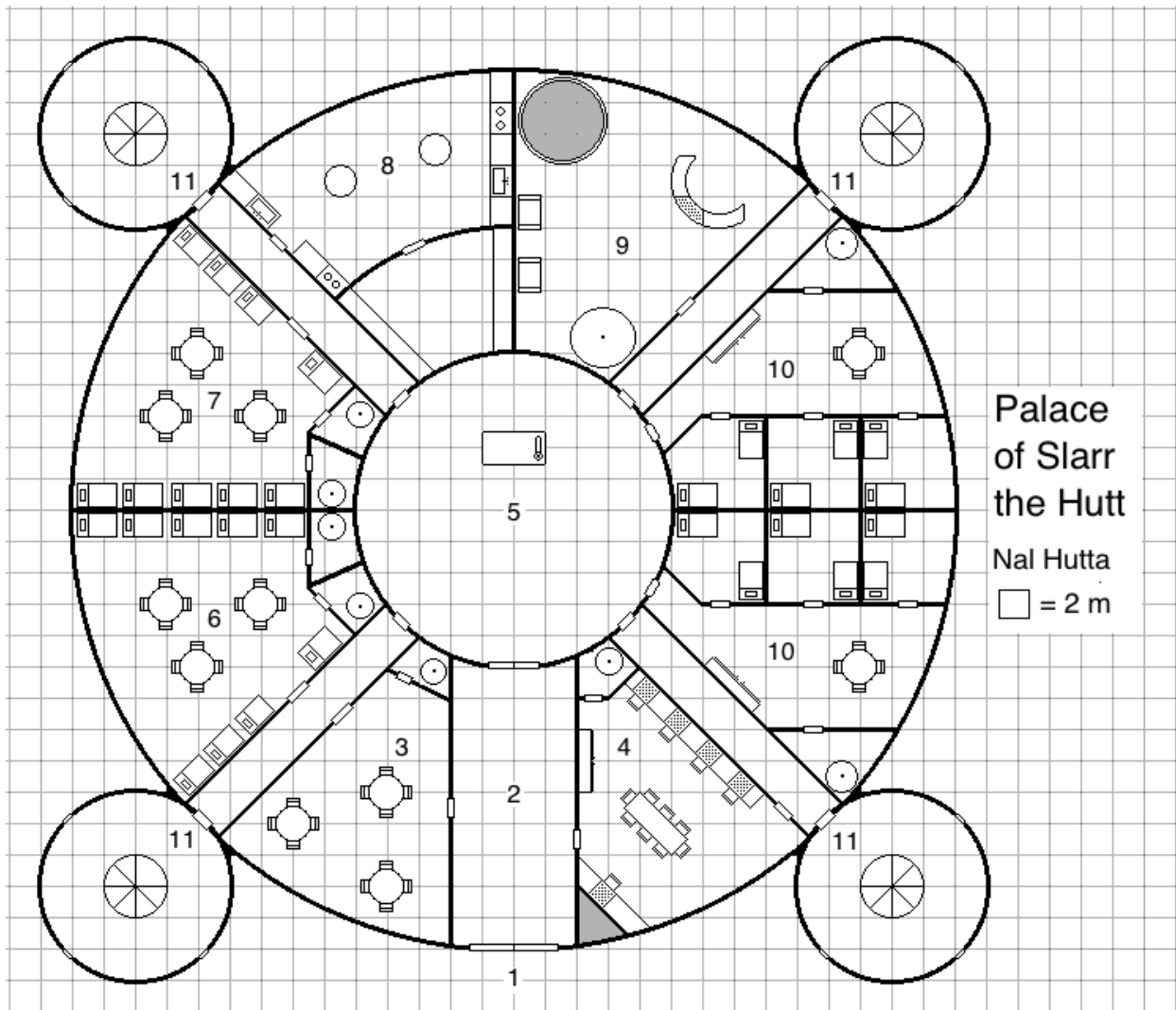
Features

The landing platform is circular, twenty meters in diameter. It is supported by seven stout columns that are ten meters tall. Of course, that height can be much larger, such as when a platform like this is built to protrude from the water. A one-meter high guard railing runs around the circumference. The ground is accessible via a four-meter-wide lift platform on one side, big enough to be used for cargo as well as passengers and crew. In some locations guards are posted at the base of the lift.



Slarr the Hutt

Every *Edge of the Empire* campaign needs a source of obligation for some of the PCs, and there's no better being to be the source of a debt than a Hutt crime boss. Sooner or later, too, any given group of characters will need to pay that crime boss a visit. To that end, this article presents the palace of one such kingpin, the rising Hutt crime lord named Slarr Uwanesh Diann.



Slarr's Palace

This edifice is small but impressive nonetheless, as befits an up-and-coming Hutt crime boss. It is a round building topped by a dome-like structure, two stories in height, with towers in its four corners. The building is crafted from pourstone, with durasteel plating on the outside.

Refer to the appropriate map for the following area descriptions.

1. Entry

Broad warship-grade blast doors provide entrance to the palace. A small control panel next to it allows visitors to announce themselves and state their business, at which point the beings in the control center

determine whether or not they should be granted entry. Failing that, it takes a hard Skulduggery check to hotwire one's way past the doors. Given that there are well-armed guards posted in the towers (see below), with line of sight on the entry, trying to force entry is a very dangerous proposition.

2. Front Hall

Inside the front doors is a long passage, the walls of which are adorned with bas-relief carvings depicting glorious moments from the history of the Hutt species. Four guards are posted here at all times.

3. Guard Post

Another shift of four guards wait here at all times in case of trouble, and swap out with the ones posted in the front hall during shift changes.

4. Comm Center

This area is the heart of Slarr's business dealings. It contains five workstations, one reserved for the Gran majordomo and four used by various technicians. From here they monitor the Hutt's investments, making contact with associates, tracking shipments, spying on rivals and the like. The computer terminals all require passcodes to access; those who lack the codes must make a daunting Computers check to gain access. Should that occur, all kinds of valuable information becomes available.

5. Throne Room

Dim light filters into this room from window slits in the dome-like roof overhead. In the middle of it sits Slarr's dais, from which he holds court. The armrest is equipped with a hookah pipe and snackquarium that many of his species favor. Four more guards are present at all times, and the majordomo can be found here when not in the comm center. What is more, those beings who have business to discuss—smugglers who are picking up cargoes, bounty hunters checking on postings, and desperate souls looking to borrow money—can be found here, waiting for Slarr's attention.

6. Guard Barracks

Nine double bunks line the walls of this room, providing a place for Slarr's dozen and a half guards to sleep. There are tables and chairs for guards who have some downtime, along with a pair of refreshers. Guards who don't have business elsewhere can usually be found here, and a handful are sleeping at any given time.

7. Servant Quarters

This room is laid out in the same manner as the guard barracks, but is occupied by palace servants who are not on duty.

8. Kitchen

Counters with stovetops, ovens and sinks line two walls of this room, while tables provide more space for food preparation. Pots, pans and serving dishes hang by hooks from the ceiling. Additionally, a door on the inside wall provides access to the pantry, which is filled with all manner of delicious (by Hutt standards, at least) foodstuffs.

9. Slarr's Chamber

This room contains a computer workstation, two large storage chests, a mud spa and a Hutt-sized refresher unit. In the chests one can find Slarr's personal valuables, which are left to the discretion of

the GM. There is also a hidden storage compartment in the outside wall, concealed behind another bas relief of a conquering Hutt. Noticing it requires a daunting Perception effort, and opening it—by pressing both of the depicted Hutt's eyes simultaneously—takes a hard Skulduggery effort. This is where the really valuable items are kept.

10. Guest Quarters

Each of these suites of rooms has sleeping areas containing two beds apiece. The common area is furnished with a table and chairs, along with a storage cabinet that holds fresh bedding and similar items. They are intended, of course, for those beings whose business with Slarr requires them to remain in the palace for an extended period.

11. Towers

Rising three stories in height, these towers have line of sight over the rest of the palace. Each is topped by a turret armed with a vehicle-scale auto-blaster. They also have window slits in the sides, designed as emplacements for character-scale light repeating blasters. Two guards are posted in each tower at all times.

Personnel

The following characters can usually be found in Slarr's palace.

Slarr the Hutt (Nemesis)

Brawn 5 Cunning 4 Presence 3
Agility 1 Intellect 3 Willpower 4

Soak: 5

Wound Threshold: 17

Strain Threshold: 15

M/R Defense: 0 / 0

Skills: Brawl 1, Coercion 3, Computers 1, Cool 2, Core Worlds 1, Deception 3, Discipline 2, Education 1, Leadership 2, Lore 1, Melee 1, Negotiation 3, Outer Rim 1, Perception 3, Ranged—Light 2, Resilience 2, Streetwise 3, Survival 1, Underworld 3, Vigilance 2

Talents: Greased Palms, Grit, Know Somebody, Plausible Deniability, Rapid Recovery, Sound Investments x4, Toughened, Wheel and Deal x2

Abilities: Awkward, Ponderous (refer to page 407 of the core rulebook for details); Adversary 1

Equipment: None

Slarr Uwanesh Diann—although few know is *kajidic* name, and even fewer know his third name—is a relatively young Hutt, and an up-and-comer in the world of organized crime. Even so, he is a force with which to reckon in the galaxy. Slarr runs his organization out of his stronghold on Nal Hutta, and commands a growing ensemble of criminal beings. His activities include the production and distribution of illicit drugs, gunrunning (especially in the Corporate Sector) and slavery. Like others of

his species, Slarr is ruthless in his pursuit of profit and power. While he is happy to share his ill-gotten gains with inferiors who prove useful to him, in the end he looks out only for himself.

Tenrep “Dianoga” Cray, Aqualish Captain (Rival)

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 2

Soak: 3

Wound Threshold: 14

Strain Threshold: 10

M/R Defense: 1 / 1

Skills: Athletics 2, Brawl 2, Cool 2, Coordination 1, Discipline 3, Gunnery 2, Leadership 3, Mechanics 1, Medicine 1, Melee 2, Perception 2, Piloting—Planetary 1, Piloting—Space 1, Ranged—Heavy 2, Ranged—Light 2, Resilience 2, Stealth 1, Survival 2, Vigilance 2

Talents: Command x2, Confidence, Field Commander, Improved Field Commander, Point Blank, Second Wind x2, Side Step

Abilities: Can breathe underwater; one free rank in Brawl; one free rank in Resilience; remove a setback die due to cold or wet conditions

Equipment: Armored clothing, blaster pistol, blaster carbine, comlink

Tenrep Cray earned his nickname, “the Dianoga,” as a guerilla fighter during sectarian violence, and then the Clone Wars, on Ando. Captain Cray was one of the soldiers who remained loyal to the Republic, and was deeply disturbed by the apparent betrayal of the Jedi Order. In the aftermath of that experience he began working as a mercenary, selling his services to the highest bidder. Before long that led him into contact with Slarr the Hutt, and the Aqualish eventually became the crime lord's chief of security. Cray harbors no illusions about the morality of this business; he has grown cynical regarding noble causes, and now seeks little more than a comfortable life. Even so, if he were to meet someone who could reignite that noble spark, he might be convinced to take up a cause again.

Aqualish Enforcers (Minions)

Brawn 3 Cunning 1 Presence 1
Agility 2 Intellect 1 Willpower 2

Soak: 5

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Brawl, Gunnery, Melee, Ranged—Heavy, Ranged—Light

Talents: None

Abilities: Can breathe underwater; remove a setback die due to cold or wet conditions

Equipment: Heavy clothing, blaster pistol, comlink

These thugs are oafish and none too bright, but effective in combat. They are quite loyal to Captain Cray, so it would take a good deal of persuasion for them to betray him.

Eom Nivlem, Gran Majordomo (Rival)

Brawn 2 Cunning 2 Presence 3
Agility 2 Intellect 2 Willpower 2

Soak: 2

Wound Threshold: 14

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Charm 2, Coercion 1, Computers 2, Cool 1, Core Worlds 2, Deception 3, Negotiation 2, Outer Rim 1, Perception 3, Ranged—Light 2, Skulduggery 1, Stealth 1, Streetwise 3, Underworld 2, Vigilance 2

Talents: Grit, Kill With Kindness x2, Plausible Deniability x2, Toughened

Abilities: One free rank in Charm or Negotiation; Enhanced Vision: Remove up to two setback dice from ranged attacks or Perception checks caused by environmental effects or concealment

Equipment: Comlink, datapad, blaster pistol

Eom Nivlem was once an important aide to the Imperial Senator from Malastare. With Palpatine's disbanding of the Senate, however, he found himself without a job. Never one to rest on his heels, the Gran sought out a young Hutt crime lord and offered his services. Perhaps to his own surprise, Slarr accepted. Now Eom serves as an emissary for the crime boss, providing access to circles in which the Hutt would not normally be welcome. To that end he travels through the galaxy, conducting negotiations and handing out assignments. Eom is ever the opportunist, and it won't be long before he starts using his influence in Slarr's organization to line his own pockets.

Nikto Servants (Minions)

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 2

Soak: 2

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Athletics, Brawl, Perception

Talents: None

Abilities: NA

Equipment: Clothing

These Humans are rough individuals who work for Slarr because they don't have many other options. Even so, the fact that they have a relatively comfortable life working for Slarr buys a certain amount of loyalty. They know who feeds them and puts a roof over their heads, as it were.

Traborn Yerg, Human Technician (Rival)

Brawn 2 Cunning 2 Presence 2
Agility 2 Intellect 3 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Astrogation 1, Computers 3, Education 2, Gunnery 1, Mechanics 3, Piloting—Planetary 1, Piloting—Space 1, Ranged—Light 1, Skulduggery 2, Streetwise 1

Talents: Grit, Side Step, Solid Repairs, Speaks Binary, Tinkerer x2, Toughened, Utinni!

Abilities: One free rank in each of two non-career skills

Equipment: Blaster pistol, comlink, datapad, toolkit

At one time Traborn Yerg was a promising young tech working in the Corporate Sector. He was—and still is—gifted when it comes to building, repairing and modifying droids. In particular, he had a knack for gladiator droids, something that brought him to the attention of certain CorpSec higher-ups who enjoyed watching robots fight each other. While that made for quick promotions, it also ultimately led to his downfall. One of his droids went berserk, killing the Viceprex who'd bought it. In the aftermath, Yerg fled to Hutt Space. There he took a job as a technician, managing Slarr's comm center. At the same time, he continues to work on combat automata, and has recently finished a prototype droid bounty hunter. Although he is awkward in the presence of females, Yerg believes that his technical prowess makes him appealing to them.

Nikto Technicians (Minions)

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 2

Soak: 2

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Athletics, Brawl, Computers, Perception

Talents: None

Abilities: NA

Equipment: Clothing

These technicians are recruited from the ranks of the servants and trained by Traborn Yerg to work in the palace's comm center. Because they know they've been spared from more difficult tasks by him, that gives Yerg some influence over them. He hasn't been willing to exploit that arrangement, however, because of the security that working for Slarr gives him.

KLR-1 (Rival)

Brawn 2	Cunning 1	Presence 1
Agility 2	Intellect 1	Willpower 1

Soak: 3

Wound Threshold: 14

Strain Threshold: 12

M/R Defense: 1 / 1

Skills: Athletics 1, Brawl 2, Cool 2, Gunnery 2, Melee 2, Perception 1, Ranged—Heavy 2, Ranged—Light 2, Stealth 1, Streetwise 1, Vigilance 2

Talents: Dodge, Grit, Lethal Blows, Precise Aim, Quick Draw, Quick Strike, Targeted Blow

Abilities: Droid Qualities, Inorganic, Mechanical Being

Equipment: Armor equivalent to armored clothing, blaster pistol, blaster carbine, vibrosword

This scratch-built prototype, known as “Killer,” is Traborn Yerg's pride and joy. It is so far untested, but the Human hopes that it will become an effective bounty hunter and thus allow him to profit from it collecting bounties. Needless to say, Yerg has not mentioned the bounty on his own head. For its part, Killer is mechanical and remorseless in pursuing the tasks assigned to it.

Using Slarr the Hutt and His Entourage in an *Edge of the Empire* Campaign

This Hutt crime boss can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

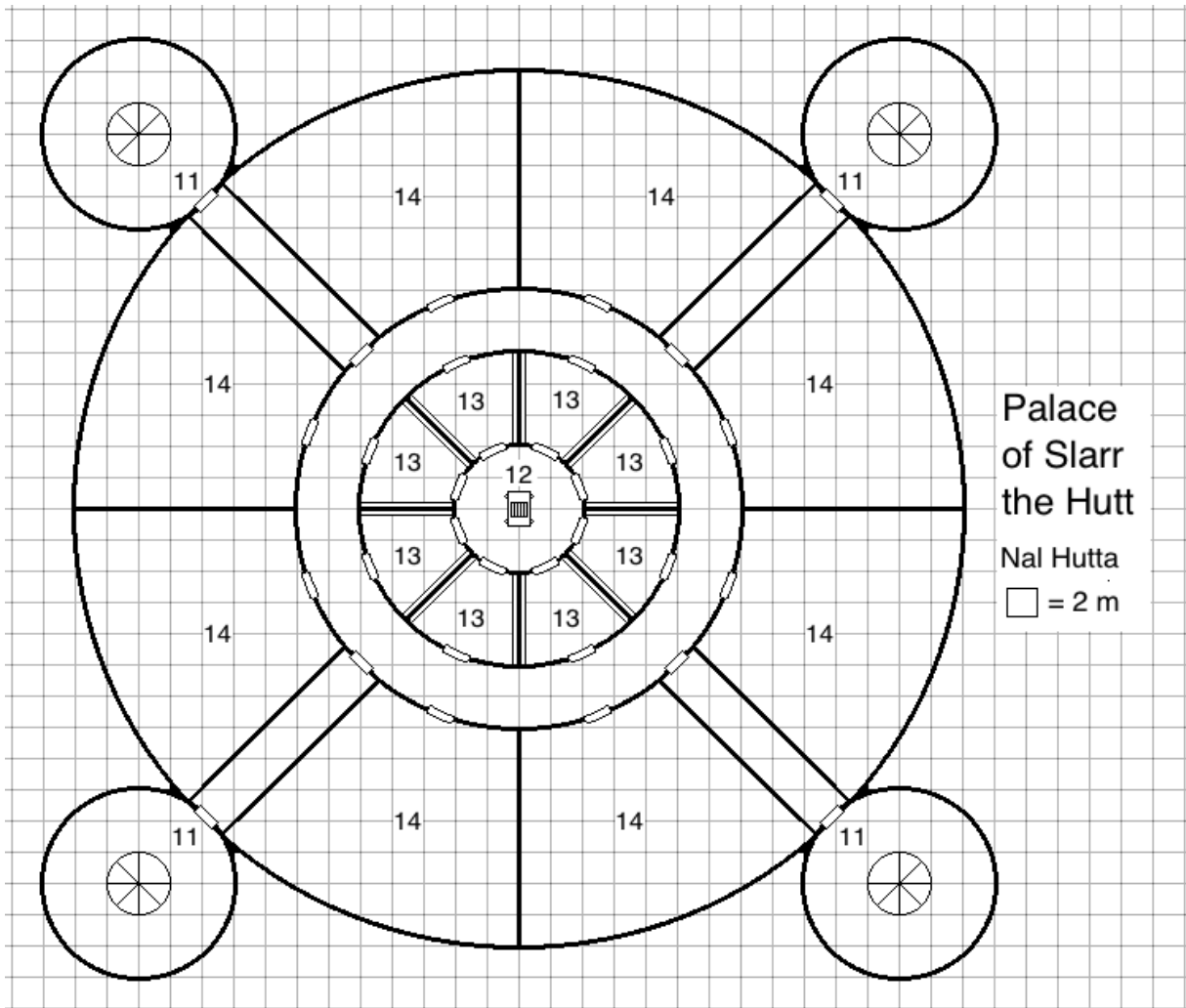
- First and foremost, Slarr can be a source of obligation for the PCs, a being to whom they owe debts or one who has placed a bounty on them.

- Slarr can also be a source of jobs, calling on them to smuggle cargo into a controlled system, to pursue a bounty or the like.
- One of Slarr's rivals, such as Tebora the Muun, could hire the PCs to access his stronghold and steal his secrets.
- Captain Cray can provide some interesting roleplaying opportunities, given that he once fought alongside the Jedi and came to respect them, but believes the lies told about them by the powers that be.
- Traborn Yerg could also become a source of intrigue. There's a bounty on his head, placed by agents of the Corporate Sector, and the PCs might be so bold as to pursue it into Slarr's palace.

Progress

Despite the fact that Slarr the Hutt's operation is a relatively small one, this crime lord works tirelessly to expand his activities in all manner of illicit markets. To that end, his workers are laboring to build a lower level for his palace, providing living space for new minions, more storage for illegal goods, and the like.

Refer to the appropriate map for the following location descriptions.



11. Towers

Spiral staircases lead down to this level from the towers at ground level. The bases of the towers are laid out in a similar manner to those above, except that they do not have firing ports for weapons.

12. Torture Chamber

All Hutts tend toward grandiosity when it comes to showing off their power. For the notorious Jabba the Hutt, that means having a dungeon with a rancor in it, one into which he can drop irritating visitors or disloyal servants. While Slarr is not so well off as Jabba, he still exhibits the habit. In this case, Slarr has built a torture chamber beneath his throne room. There is a hidden, barred trapdoor in the ceiling, which he can open via a control panel on his dais; in this way he can sit in leisure and listen while his enemies are tortured—like opera to the ears of a Coruscanti noble. In the middle of the torture chamber is a broad table with restraints at its four corners; shelves on the walls hold all manner of unpleasant implements.

13. Prisoner Cells

Each of these small chambers boasts doors that open only from the outside, a safety precaution to prevent their inhabitants from escaping. The doors themselves are solid durasteel, and have a small, barred slit at roughly eye level. Beyond that, their only furnishing is a narrow bench along each wall, providing a place to sit or lie down, albeit not comfortably.

14. New Rooms

These large chambers are unfinished. They represent Slarr's grand schemes for expanding his operation, places for new employees and activities. Traborn Yerg is already looking at turning one into a workshop for making new combat automata, and Slarr imagines maintaining a stable of loyal smugglers to send on daring transport jobs.

Utho Keram, Thakwaash Torturer (Rival)

Brawn 3 Cunning 2 Presence 1
Agility 2 Intellect 2 Willpower 2

Soak: 3

Wound Threshold: 15

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Coercion 3, Cool 1, Deception 1, Discipline 2, Lore 1, Mechanics 2, Medicine 2, Melee 2, Negotiation 1, Perception 2, Resilience 2, Survival 1, Underworld 1, Vigilance 1, Xenology 2

Talents: Grit, Pressure Point, Resolve, Surgeon

Abilities: Multiple Personalities: At the start of their turn, a Thakwaash can choose to suffer 2 Strain to upgrade the dice pool once for a specific skill until the start of their next turn.

Equipment: Clothing, stimpack, medkit, vibroknife

Utho Keram was once an up-and-coming doctor in the Core Worlds. Although he was highly knowledgeable regarding his subject matter, the problem was that he found he liked to test beings' resistance to pain. To that end he would sometimes make his patients push their boundaries, and this eventually led to an unfortunate death. Fleeing from persecution, Utho made his way out to Hutt Space, where he made the acquaintance of Slarr.

It turned out that theirs was a serendipitous meeting. After all, Slarr was looking for a being who could help his enemies see the errors of their ways, while Utho was in need of a job. The Hutt generously hired the Thakwaash, providing him with a facility for testing his theories and a steady stream of subjects on which to do so.

When he is not busy working with a subject, Utho spends his time resting in one of the prisoner cells that surround the torture chamber. He finds that basking in the smell of the condemned is highly stimulating, but also very relaxing.

(This character uses stats from the *Unofficial Species Menagerie*, from the Gaming Security Alliance.)

Hutts, Slaves and Explosive Devices

Some of the Hutts who deal in slaves employ a particularly wicked means of keeping them docile—implanting explosive devices in their bodies. These items combine some kind of sensor unit that can register if the slave leaves a specific area or if someone tries to tamper with it, along with a small explosive charge that is enough to cripple or kill the slave in questions. What is more, some are connected to handheld controllers so that taskmaster can trigger the charges when desired.

Removing the device is a complicated and dangerous procedure. First one must locate the device in the slave's body, a task that requires either an average Perception check, to find the ensuing scar; this difficulty increases by one step if the slave in question is covered in fur, such as a Wookiee. Failing the Perception check has no risk of setting off the charge.

Another option is to attempt an average Computers or Medicine check to locate the device with a handscanner or similar equipment. In this case, a result with four or more Threat triggers the device, causing 14 damage and the effects of a critical hit (depending on the location of the device) to the slave.

Once the device is found, it takes a hard Medicine check to remove it. Here again, a result that causes four or more Threat triggers the charge.

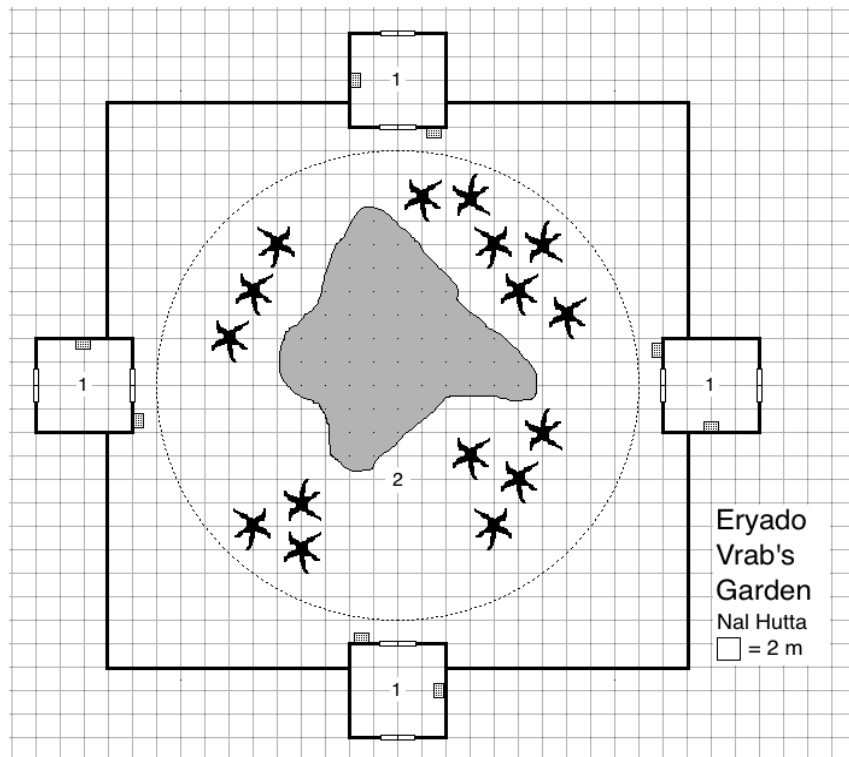
Finally, if the device is connected to a handheld trigger, characters must acquire it without the owner knowing, perhaps to neutralize the trigger with an ion blast, or otherwise to incapacitate the owner or to prevent him/her/it from triggering the device.

Vrab's Garden

When beings consider the drug trade in the galaxy, they usually think about commodities such as ryll and glitterstim. While not as well known, lesai is a stimulant that has its adherents. For one thing, it allows users to go without sleep. For another, some claim that it deadens the emotions. It is the prior property that makes it valuable, and Slarr the Hutt employs an Ithorian gardener to produce it for sale. The gardener, Eryado Vrab, produces it in a facility that fronts as a producer of foodstuffs for the Hutt's enjoyment, but a few beings know the truth about it.

The Garden

Refer to the appropriate map for the following area descriptions. The garden is built using a prefabricated pressure dome, the kind of used on airless worlds. This allows for easy maintenance of temperature and humidity, allowing Vrab to create just the right environment.



1. Entrance

Each entrance consists of an airlock with pressurized double doors on each side. Only one is actually functional, since power has been cut off from the other three. Vrab can reconnect power in the event of an emergency, however. Unless one has the passcode, it takes a pair of hard Skulduggery checks to bypass the doors.

2. Interior

The interior of this building is hot and humid. The floor is filled with dirt, and there is a pool of water in the center. More than a dozen trees surround the pool, along with shrubberies and other plants. All in all it forms a habitat for various creatures and plants, including the amphibians that are one of Slarr's favorite snacks. A number of the lizards that are a source for lesai can be found throughout the habitat. At any given time, Eryado Vrab, along with two Aqualish guards and a pair of Nikto servants can be

found here. All but the Ithorian find it to be rather boring duty, but a change of pace from working inside Slarr's palace.

Eryado Vrab (Rival)

Brawn 2 Cunning 2 Presence 2
Agility 1 Intellect 2 Willpower 3

Soak: 2

Wound Threshold: 11

Strain Threshold: 15

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 1, Cool 1, Core Worlds 2, Discipline 1, Education 2, Lore 2, Medicine 2, Melee 1, Negotiation 1, Outer Rim 2, Perception 3, Resilience 2, Stealth 1, Survival 3, Vigilance 2, Xenology 2

Talents: Confidence, Expert Tracker, Forager, Heightened Awareness, Outdoorsman, Toughened

Abilities: One free rank in Survival; Ithorian Bellow

Equipment: Heavy clothing, breath mask, medpac, vibroknife, walking staff (treat as a truncheon)

Eryado Vrab is an expert when it comes to flora and fauna from around the galaxy. He grew up on Ithor, with a reverence for the Mother Jungle as is common among his species. Even so, the wildlife of one planet was not enough to satisfy his curiosity; he wanted to see other worlds, too. That drive is what eventually led him to Nal Hutta, where Slarr the Hutt offered to bankroll a garden facility if the Ithorian would just add certain specific animals—lizards with fungus growing on their backs—to his menagerie. Although he knows that the fungus is used for nefarious purposes, Vrab could not help but agree. Now he has the freedom to cultivate all manner of plants, as long as he delivers the required quantities of lesai in a timely manner.

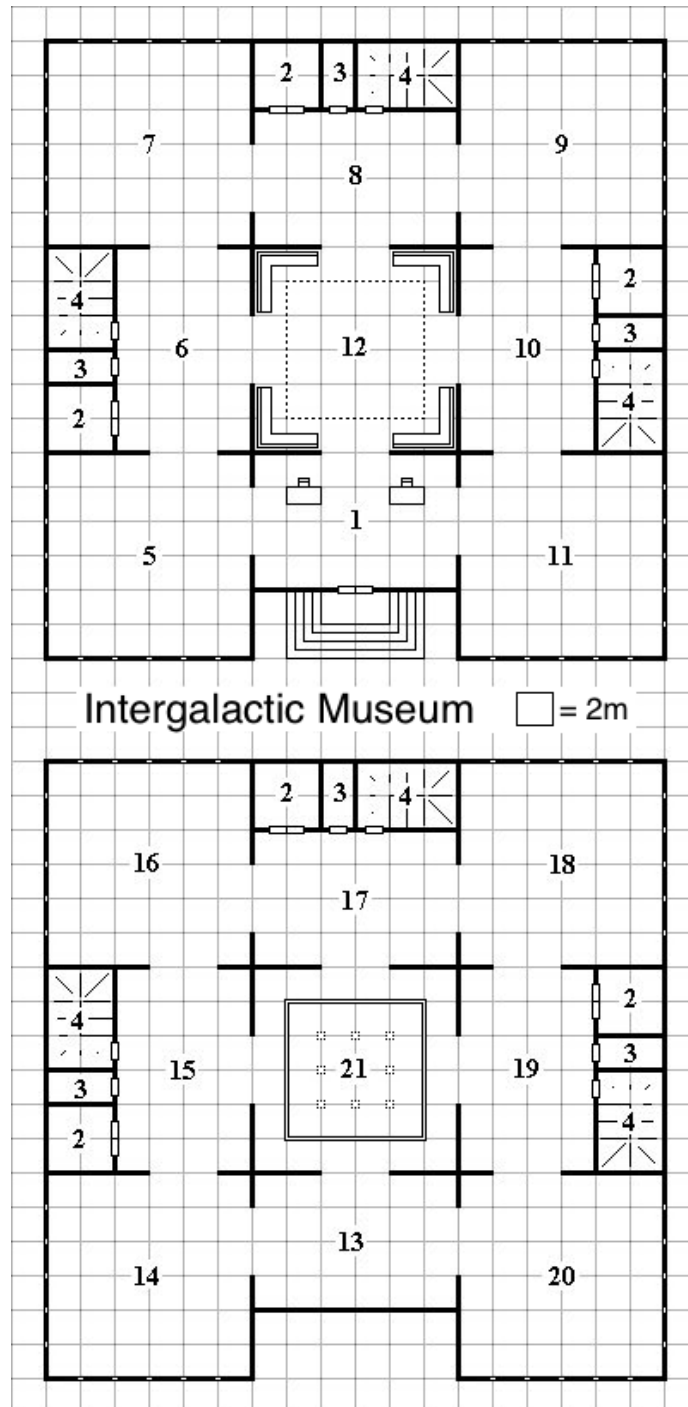
Using the Gardner in an *Edge of the Empire* Campaign

The Ithorian and his illicit pharmaceuticals can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- Vrab handles the production and distribution of lesai for Slarr the Hutt; his facility relies on secrecy, rather than impressive security messages, for remaining undisturbed. If somebody learned the truth of the matter, they might be so bold as to try robbing the place.
- One Imperial officer wants to experiment with using lesai to increase the stamina of soldiers in the field. To that end, he visits Slarr's palace and makes arrangements for doing so. While he is there, observant characters might recognize his true identity. Moreover, he might be able to identify wanted criminals who are present. Although it wouldn't do for him to try apprehending those beings in the palace, he could always try to do so once outside it.
- Should he learn that the PCs are traveling to a world that he hasn't visited, Vrab might ask to accompany them, or offer to pay them for delivering a particular plant or creature.

Intergalactic Museum

Few beings would think of the planet Nal Hutta as a tourist destination. After all, the planet is known for little more than Hutt palaces and swampland. Even so, there's a little-known gem of academic and aesthetic value to be found there—the Museum of Intergalactic Cultures. To its credit, the place does boast a large number of artworks from all around the galaxy. That doesn't change the fact, however, that the place is also a front for numerous Hutt crime boss investors, who use it as an elaborate credit laundering scheme.



The Grand Tour

The building's exterior is made from dark, imported Durosian marble. There is a small portico out front, from which broad, double bronzium doors provide entry to the lobby. The outside walls are pierced by tall, narrow windows, ones that are too small for most beings to slip through them. There is also a series of nine skylights in the top of the roof, windows that are reinforced by durasteel crosspieces to protect against intrusion. There are floodlights situated out front, too, as a deterrent to thieves.

Bypassing the alphanumeric keypad out front requires a daunting Skulduggery or Computers check—provided one can find the time to work on it without attracting the unwanted attention of the guards, of course.

1. Lobby

This room is furnished with little more than two information desks and a large glass box for collecting donations. The prior are staffed by appealing Twi'lek docents who can direct guests to whatever it is that they seek. The latter, on the other hand, is a secret source of delight for the Hutt benefactors, since it means that other beings unwittingly donate to their illicit enterprises.

2. Turbolifts

On three sides of the building, these provide access between levels. In addition to the normal controls, they have slots for inserting passkeys, in order to reach the building's lower level. Bypassing that safeguard requires a hard Skulduggery or Computers effort.

3. Refreshers

Each of these small rooms provides all of the usual amenities.

4. Stairway

For beings who aren't Hutts, these provide a secondary means of passing between levels. Like the turbolifts, they require passkeys and codes to reach the basement.

5-11. Exhibits

These broad, open rooms have plenty of space for arranging displays, with shelving units and display cases that can be added as necessary. The odd-numbered areas, which are larger, also have narrow windows for illumination.

12. Central Plaza

This area is kept open for traffic. There are L-shaped seating areas for guests who need to rest.

13-20. More Exhibits

These rooms are the same as their counterparts on the lower level, except that is the even-numbered ones that are larger and better lit.

21. Lightwell

A railing surrounds the open area above the central plaza, below, allowing illumination from the skylights overhead to reach the lower level.

Personnel

Detailed below are some of the beings who work at the museum.

Pterak Ness, Arcona Curator (Rival)

Brawn 1 Cunning 2 Presence 3
Agility 2 Intellect 2 Willpower 3

Soak: 1

Wound Threshold: 11

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Charm 3, Computers 1, Core Worlds 1, Deception 2, Discipline 2, Education 2, Leadership 1, Lore 2, Negotiation 3, Outer Rim 1, Perception 2, Streetwise 1, Underworld 1, Xenology 1

Talents: Grit, Researcher, Resolve, Respected Scholar

Abilities: One free rank in Vigilance; remove setback die caused by hot or arid environment; add advantage to Charm or Negotiation checks

Equipment: Robe, comlink, datapad

Pterak Ness was chosen as the curator for the Museum of Intergalactic Cultures for three reasons. One is that he is knowledgeable in his subject; another is that he is skilled in wheeling and dealing when it comes to handling guests, sponsors and staff members. Most important, however, is that he seems to possess the willpower required to oversee the business with fidelity to the desires of his Hutt masters. The first two points are certainly true for the Arcona scholar and, for the most part, so is the third.

What the Hutts don't know, however, is that Pterak is secretly addicted to glitterstim spice. He started experimenting with the substance as a means of more closely sharing his appreciation of art objects with other beings; the limited form of telepathy granted by the drug made for a communal aesthetic experience. Even so, it has now become a habit for him, and one that enemies could exploit if they ever learned of it.

Jer Tosek, Nikto Assistant Curator (Rival)

Brawn 3 Cunning 2 Presence 3
Agility 2 Intellect 2 Willpower 2

Soak: 4

Wound Threshold: 16

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Brawl 2, Coercion 2, Cool 2, Deception 2, Discipline 3, Education 1, Leadership 3, Lore 2, Melee 3, Negotiation 1, Perception 1, Ranged—Light 2, Resilience 2, Skulduggery 2, Stealth 2, Streetwise 2, Survival 3, Underworld 2, Vigilance 2

Talents: Durable, Enduring, Grit, Hard Headed, Knockdown, Stunning Blow, Toughened

Abilities: One free rank in Resilience; one free rank in the Outdoorsman talent

Equipment: Heavy clothing, blaster pistol, vibroblade, comlink, datapad

Working at the Museum of Intergalactic Cultures is a dream posting for Jer Tosek. After all, it puts him in a position to fulfill his real purpose in life—a leader in the Blood Cult of M'dweshuu. While working at the museum, the Gluss'sa'Nikto can meet with potential recruits and even begin them along the path of indoctrination, all in plain sight. To that end, Tosek is just biding his time until he and his fellows are strong to make a move against the Hutt overlords.

Docents (Minions)

Brawn 1 Cunning 1 Presence 2
Agility 1 Intellect 2 Willpower 1

Soak: 1

Wound Threshold: 5 per character

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Core Worlds, Education, Lore, Outer Rim, Perception, Xenology

Talents: None

Abilities: None

Equipment: Clothing, datapads, comlinks

These beings—of various genders and species—share an interest in intergalactic cultures and a desire to help guests to the museum.

Security Guards (Minions)

Brawn 2 Cunning 2 Presence 1
Agility 2 Intellect 1 Willpower 1

Soak: 3

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Melee, Perception, Ranged—Light

Talents: None

Abilities: None

Equipment: Heavy clothing, blaster pistol, truncheon, comlink

In stark contrast with the knowledgeable and helpful docents, these beings are gruff and uncompromising. It is their job to see that beings don't take advantage of the gracious gift that the Hutts are sharing with society at large.

Sample Displays

Listed below are the titles of some of the displays that have graced different sections of the museum.

- The Glories of the Hutts
- Xim: The Defeated Despot
- Gamorrean Primitive
- Remnants of Alderaan
- Kashyyyk: One World, Two Ways
- Treasures of Empress Teta's Reign
- Dac: A Clash of Cultures
- Timeless Tatooine
- Fantastic Fallucia
- Techniques of the Techno Union
- Ch'hala Topiaries of Cularin

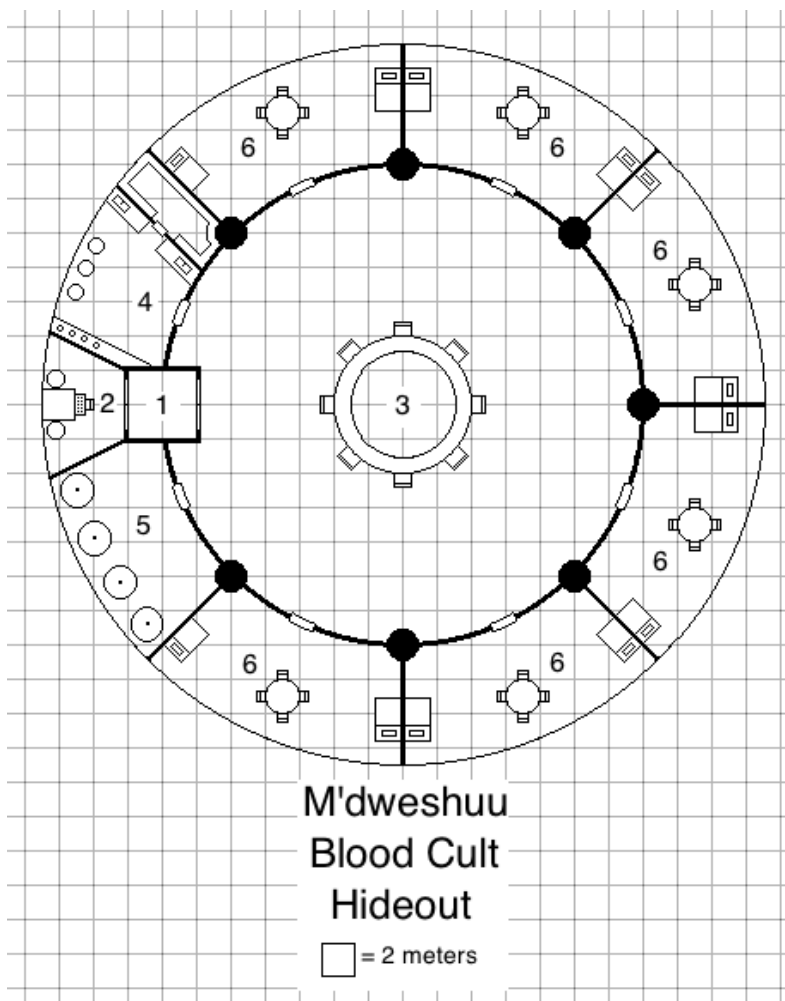
Using the Museum in an *Edge of the Empire* Campaign

This Museum of Intergalactic Cultures can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- If the PCs are doing business with the Hutts, the museum could serve as a meeting place for negotiations.
- They could be hired to acquire an important artifact, or to help deliver items for a display; in either case, local pirates might also be interested.
- On the other hand, they could also be hired to steal a valuable item from the museum.
- Alternately, they could be present when someone else attempts to burglarize the institution.
- The PCs could also learn of Ness's addiction or Tosek's cult status, and thus gain leverage over those characters.

M'dweshuu Blood Cult Hideout

Among the Nikto there is a curious, dangerous institution known as the Blood Cult of M'dweshuu. The beings who adhere to it practice the sacrifice of sentient beings, all in the hope of appeasing the spirit that inhabits the M'dweshuu Nova. While some of these groups are not particular in selecting their victims, one uses the practice as a means of making war against the Hutts and their minions.



The Hideout

The Blood Cult's hideout is located underneath a landing pad on Nal Hutta. It is one reserved for use by Jer Tosek, a curator from the Museum of Intergalactic Cultures. Unbeknownst to most, it is actually operated by Golun Tosek, Jer's brother. In addition to handling deliveries for the museum, it conceals a meeting place and base of operations for the cult. Refer to the previous post,

1. Turbolift

At a glance, the turbolift just seems to run from ground level up to the landing platform. Those who possess the keycard, however, can make it go to the underground level. Failing that, one must make a hard Skulduggery check to bypass the mechanism.

2. Power Station

The turbolift's main door, when it reaches the underground level, opens onto this small chamber. The facility's fusion generator is located here, along with a workstation for monitoring its operation.

3. Main Room

Those who possess the correct code can open the doors on the other side of the car, providing access to the hideout. The main chamber is a broad, open area, occupied only by a table and eight chairs in its center. It is here that important meetings take place, especially those in which victims are chosen. (The actual killings happen outside the facility, of course, where their public nature brings more attention and thus honor to M'dweshuu.) There are also eight doors leading to the other parts of the facility.

4. Kitchen

This room has counters with cooking surfaces along one side, and sinks along the other. The outside wall is filled with various implements for food preparation. A door in one wall leads into the pantry, which is filled with all manner of dried, pressure-contained and otherwise preserved foodstuffs.

5. Refreshers

All of the usual amenities can be found here.

6. Quarters

Each of these small chambers boasts a double bunk, underneath which individual storage lockers lie, along with a table and chairs. Members of the cult take their ease in these rooms.

Personnel

Detailed below are some of the beings who can usually be found here.

Golun Tosek, Blood Cult Leader (Nemesis)

Brawn 4 Cunning 2 Presence 2
Agility 3 Intellect 1 Willpower 2

Soak: 5

Wound Threshold: 16

Strain Threshold: 10

M/R Defense: 0 / 0

Skills: Astrogation 1, Athletics 2, Brawl 3, Cool 2, Coordination 2, Discipline 2, Lore 2, Medicine 1, Melee 3, Perception 2, Piloting—Planetary 1, Piloting—Space 1, Ranged—Light 2, Resilience 2, Skulduggery 2, Stealth 2, Streetwise 1, Survival 2, Underworld 1, Vigilance 2

Talents: Dodge, Grit, Lethal Blows, Outdoorsman, Precise Aim, Quick Draw, Quick Strike, Stalker, Targeted Blow

Abilities: One free rank in Resilience; one free rank in Outdoorsman talent

Equipment: Heavy clothing, heavy blaster pistol, vibrosword, comlink

Golun Tosek is a cold-blooded killer, nothing more or less. He believes without a hint of doubt that sacrifices earn him the favor of M'dweshuu, and that he will attain through it some kind of glorious standing in a sublime supernatural hierarchy. He is insane.

Thus far his brother Jer has assisted him by providing employment as a means of support, along with a cover story and a base of operations. Jer also keeps his eyes and ears open for potential recruits. For the brother, the cult is a potential means of striking out against the Hutts who enslave his people. Jer is worried about Golun's bloodthirsty nature, however, and isn't sure how long the cult can continue to operate in secret. For his part, Golun only seeks to find new victims and kill them for the greater glory of his sovereign spirit.

Cultists—Use stats for Slarr's servants, as detailed in a previous post.

Using the Blood Cult in an *Edge of the Empire* Campaign

This organization can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- Should the PCs find themselves in the wrong place at the wrong time, they could witness an attack on one of the cult's targets and have a chance to intervene.
- On the other hand, if they are loyal servants of the Hutts, they might be targeted as victims themselves.
- If the cult murdered a being favored by the Hutts, the PCs could be hired to investigate the matter and bring the culprits to justice.
- The Hutts could employ the PCs to eradicate the cult.
- On the other hand, if the PCs are planning a move against the Hutts, they might find erstwhile allies in the members of the Blood Cult.

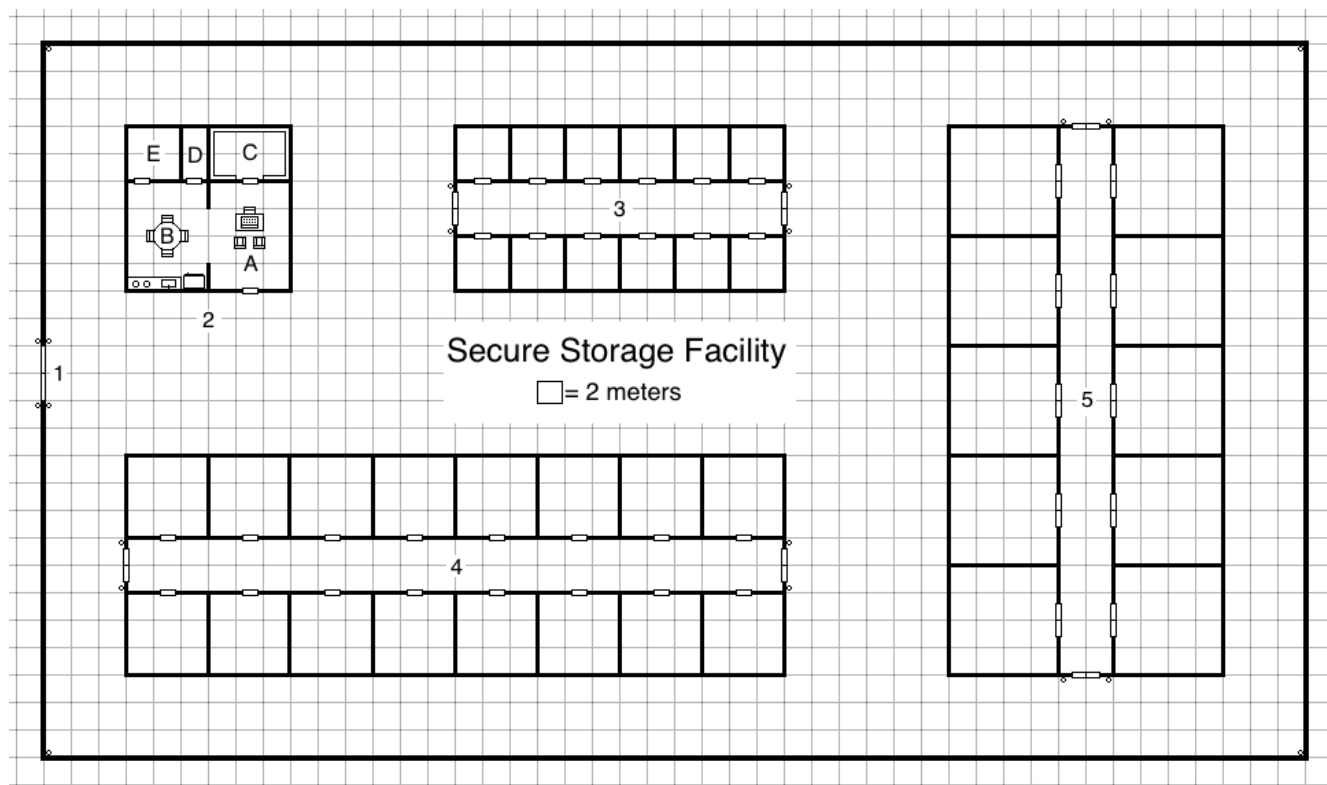
Connections to Corellia

Given the intergalactic nature of Hutt activities, many of them do business on other planets and even in other systems and sectors. Listed below are some suggestions for using elements from previous blog articles for the Corellia system.

- A Hutt could buy out the Ustrali brothers' casino and nightclub, or could send agents to influence a sabacc tournament taking place there.
- Slarr might take an interest in legends of the lost Neti Jedi Obah and the legacy that she has left behind.
- A Hutt could be backing the nerf rustlers led by Sen Wral.
- If Ma'char'ba the Ugor found something especially interesting or valuable in a salvage operation, he might offer it for sale to Slarr.
- A Hutt could also bankroll the “Mag-Lev Job.”

Secure Storage Facility

For many beings in the galaxy, life is a transient thing. Job opportunities can take them from planet to planet, often with little or no notice. When those individuals need a place to keep their belongings, they can look to a facility like Tonis Luruk's.



The Facility

A meter-thick, four-meter-high duracrete wall surrounds the facility. The only entrance is a broad gate in the front of the facility (1); it boasts an alphanumeric keypad for customers to access, along with security cameras. The main office (2) is a low building in the front of the compound. In addition to Luruk's desk (A), it has a break area for the workers (B), a room for storing records (C), a storage closet (D) and a refresher (E). Workers who are not on patrol can monitor the security cameras in the break area.

The storage units are divided into buildings based on size. Small ones (3) are four meters square and of a matching height, while medium (4) and large ones (5) have dimensions of six and eight meters, respectively. All of the buildings require a common code for their entrance doors, along with individual codes for individual units. Bypassing a lock requires a hard Skulduggery check, and there's always the chance of being seen on the aforementioned security cameras.

Personnel

Detailed below are some of the characters who can generally be found in the facility.

Tonis Luruk, Uгнаught Entrepreneur (Rival)

Brawn 2 Cunning 3 Presence 2
Agility 1 Intellect 3 Willpower 2

Soak: 3

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Computers 1, Leadership 2, Mechanics 2, Melee 1, Negotiation 3, Perception 2, Ranged—Light 1, Resilience 2, Vigilance 1

Talents: Grit, Rapid Recovery, Sound Investments, Throwing Credits, Wheel and Deal

Abilities: One free rank in Mechanics or Negotiation; add Advantage to Resilience checks; Silhouette of 0

Equipment: Heavy clothing, blaster pistol, comlink, datapad, truncheon

Tonis Luruk is a respected business-being in the Uгнаught community. While that might not seem like a lot, he sees it as his duty to look out for his fellows, and to keep the trust of his clientele. To those ends he is a no-nonsense individual. He suspects that employees of the Hutts move illegal goods through his facility, but as long as they don't cause trouble for him, he doesn't pry into their business.

Uгнаught Workers (Minions)

Brawn 2 Cunning 2 Presence 1
Agility 1 Intellect 1 Willpower 1

Soak: 3

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Brawl, Perception, Ranged—Light

Talents: None

Abilities: None

Equipment: Heavy clothing, blaster pistol, comlink, truncheon

These Uгнаughts are loyal to their boss, Tonis. They have comfortable, if not too exciting, jobs, and they take seriously their responsibility of keeping the facility secure. In their downtime they enjoy a hand of sabacc in the lounge, or watching a swoop race if one's being broadcast.

Using the Storage Facility in an *Edge of the Empire* Campaign

This location can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- The PCs could be hired to retrieve an item from the facility, perhaps requiring them to scope it out before attempting the retrieval.
- If the item is especially valuable, there could always be rivals who hope to acquire the item before the PCs manage to do so.
- If the facility suffered an infestation of vermin, Luruk could hire the PCs to help eliminate it.
- In the aftermath of a break-in, Luruk could hire them to recover an item before its owner realizes that it's been lost.
- During a visit to the facility, a combat droid being stored in one of the units becomes activated and chaos ensues.

The Dragonsnake (Nemesis)

Brawn 5 Agility 2 Intellect 1
Cunning 2 Willpower 2 Presence 1

Soak: 7

Wound Threshold: 31

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 3, Brawl 4, Charm, Perception 1, Resilience 3, Stealth 2, Survival 3, Vigilance 1

Talents: None

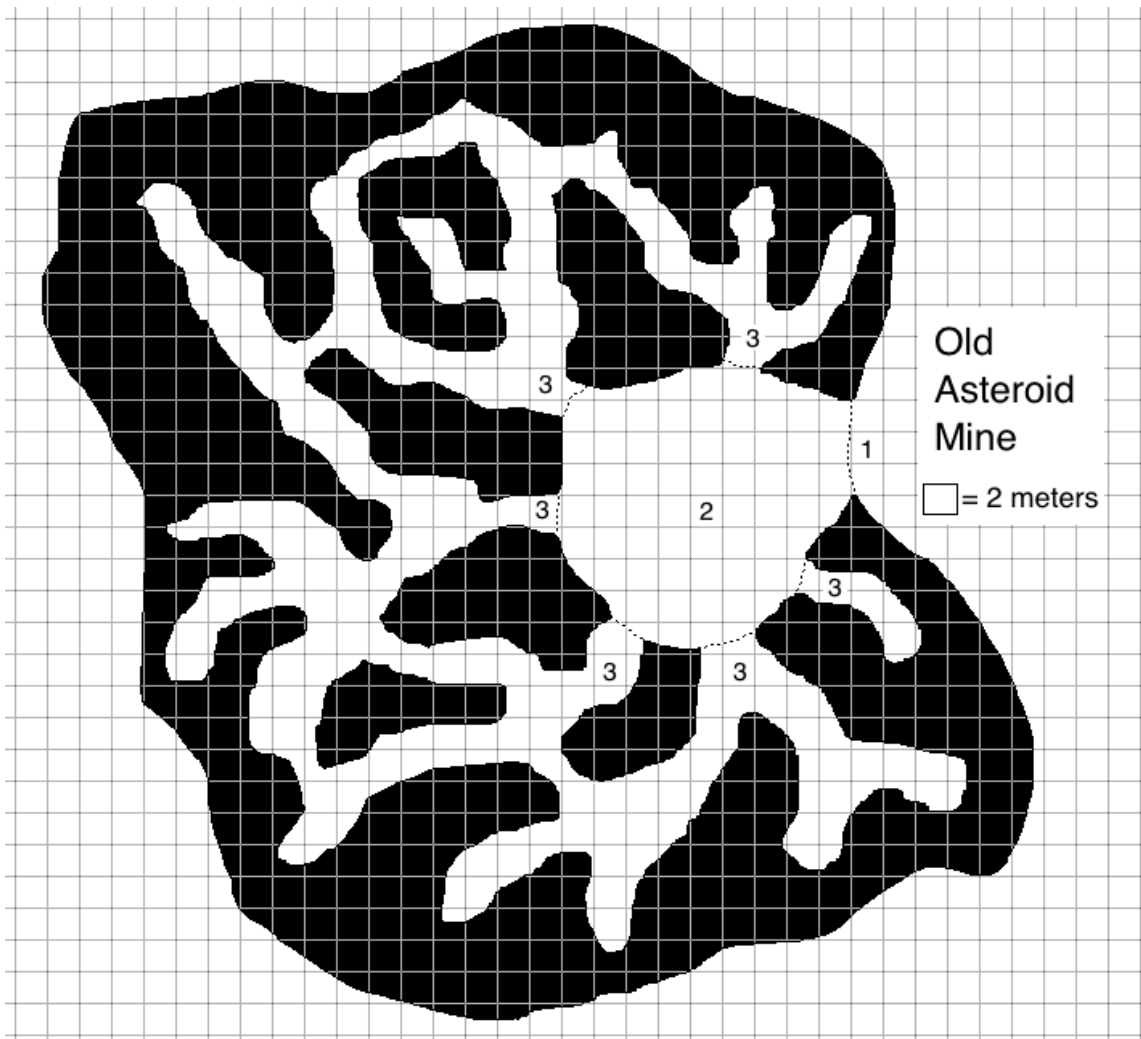
Abilities: Amphibious, Silhouette 2

Equipment: Claws [Brawl; Damage 10; Critical 3; Range [Engaged]; Knockdown]; Bite[Brawl; Damage 13; Critical 3; Range [Engaged]].

Dragonsnakes are huge reptiloids with long necks and tails. They boasts thick, scaly hides, fearsome claws and wicked teeth. Dragonsnakes generally lie in wait in swampy terrain, exploding out of the water to attack possible prey.

The Old Asteroid Mine

For those who have the ability to harvest it, asteroids can provide a source of considerable mineral wealth. For that reason, there are tens of thousands of these catacombed rocks drifting through space. One fairly typical example is described below.



The Mine

Approaching the asteroid mine is a feat in and of itself. To do so, a pilot must first navigate the field, avoiding collisions with rocks big and small, and then match a ship's trajectory to the tumbling motion of the asteroid. Each of these requirements is handled through a Piloting—Space check, with the difficulty determined by the GM. Success allows the pilot to park the ship and attach via a landing claw, while failure causes damage as mentioned above.

1. Entrance

A six-meter-wide hole provides access to the asteroid's interior. At the GM's discretion, this could be covered with a camouflage tarp that requires a hard Perception check to be identified as a fake. Given the narrow nature of the opening, ships are forced either to hover nearby (a daunting challenge given the movement of the asteroid) or to dock with it, as detailed above.

2. Main Chamber

This broad chamber is almost twenty meters in width and depth, and it has a ceiling that rises to fifteen meters in height. The floor is covered in a fine rock dust, allowing characters to make hard Survival checks to determine if others have passed through the area recently. Additionally, the floor of the chamber is strewn with broken power-drill bits and similar debris from when the mine was active.

3. Tunnels

These branching passages could hold all sorts of surprises, as detailed below. Given the lack of air in them, no sounds can be heard. There is less dust here, too, meaning that tracking individuals requires a daunting Survival check. Beyond that, the things they might contain is left to the discretion of the GM.

R2-D4

Brawn 2 Cunning 2 Presence 1
Agility 1 Intellect 3 Willpower 1

Soak: 2

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0/0

Skills: Astrogation 2, Computers 3, Cool 1, Deceit 2, Mechanics 3, Perception 2, Pilot 2, Ranged (Light) 2, Skulduggery 2, Stealth 1, Streetwise 1, Vigilance 1

Talents: Bypass Security

Abilities: Inorganic, Mechanical Being

Equipment: Integral blaster pistol, hidden storage compartment, standard R2 unit features

One possible inhabitant of the old asteroid mine is R2-D4, an astromech droid that was left behind when some of the asteroid's previous visitors departed without taking a head (or dome) count. This unfortunate mechanosapient, whether it be from exposure to neutrinos without the benefit of an atmosphere or long times for processing without other sentient interaction, is now a little... not... right... in the CPU. In game terms, whenever the droid suffers a Despair result, a malfunction occurs. Resolve this issue by rolling d100 and consulting the following table.

d100 Result	Behavior
01% - 25%	R2-D4 acts normally.
26% - 50%	R2-D4 does nothing but babble incoherently in Binary. (The GM can have some fun making up nonsensical statements from the droid, perhaps sprinkled with an actual clue to an important secret in its memory banks.)
51% - 75%	R2-D4 attempts a Brawl attack against itself, an easy task that is sure to incur damage.
76% - 100%	R2-D4 attempts a Brawl attack against the character nearest to it.

Using the Asteroid Mine in an *Edge of the Empire* Campaign

This location can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- The PCs could use the mine as a rendezvous point for transferring illegal cargoes or other such illicit business.
- Alternately, the PCs could find something that somebody else has stashed here, something valuable or important enough that it tempts them to take it.
- The place could be just filthy with mynocks.
- If it is actively being mined, the PCs could be nearby when an accident occurs; they are called upon to stage a rescue.
- If they manage to find it, the droid R2-D4 could pose a threat, or could become an unpredictable companion.
- This unfortunate droid could provide hooks for other possible plots, since it could have been stranded on this rock since the Force only knows how long. This could include secret criminal Rebel, or even Separatist information.

The Vrbllther (Rival)

Brawn 4 Agility 4 Intellect 1
Cunning 3 Willpower 1 Presence 1

Soak: 5

Wound Threshold: 15

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 3, Coordination 1, Perception 2, Resilience 2, Stealth 3, Survival 2, Vigilance 1

Talents: None

Abilities: None

Equipment: Claws [Brawl; Damage 7; Critical 3; Range [Engaged]].

Vrbllthers are bipedal, vaguely humanoid pack hunters. They have thick, leather hides that range from brown and green to black. Normally they use stealth to stalk prey, and then swarm in with their sharp, slashing claws in a frenzy to overwhelm their quarry. Some claim that they are native to Nar Shadaa, and have come to stalk the lower levels of that planet-spanning metropolis, while others (usually quietly) contend that the Hutts brought them from Varl and enjoy watching them prey upon those beings unfortunate enough to live in the depths of the city.

Space Slugs

Also known as exomorphs, these creatures occupy asteroid fields and other such places that provide a food source for them. Their unique metabolisms allow them to draw nutrients from both organic material, such as preying upon mynock, and from inorganic things like starships. They are also unusual in that, while most are around ten meters in length, some can be large enough to swallow starships (if one believes the spacers' tales).

Refer to the Wookieepedia article <<http://starwars.wikia.com/wiki/Exogorth>> to find more information about these curious lifeforms.

Presented below are three different stat blocks for space slugs, varying according to size. Remember that rules for differences in silhouette apply when they are attacking targets which are smaller or larger than they.

Typical Space Slug (Rival)

Brawn 4	Cunning 2	Presence 2
Agility 1	Intellect 1	Willpower 1

Soak: 6

Wound Threshold: 16

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Brawl 3, Perception 2, Resilience 3, Stealth 1, Survival 2, Vigilance 2

Talents: None

Abilities: Vacuum Dweller (as per the mynock, on page 413 of the core rulebook); Energy Parasite (as per the mynock, but it must swallow the target whole in order to digest it); Silhouette 4

Equipment: None

Giant Space Slug (Rival)

Brawn 5	Cunning 2	Presence 2
Agility 1	Intellect 1	Willpower 1

Soak: 8

Wound Threshold: 19

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Brawl 4, Perception 2, Resilience 3, Stealth 1, Survival 2, Vigilance 2

Talents: None

Abilities: Vacuum Dweller (as per the mynock, on page 413 of the core rulebook); Energy Parasite (as per the mynock, but it must swallow the target whole in order to digest it); Silhouette 6

Equipment: None

Legendary Space Slug (Rival)

Brawn 6 Cunning 2 Presence 2
Agility 1 Intellect 1 Willpower 1

Soak: 10

Wound Threshold: 22

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Brawl 4, Perception 2, Resilience 3, Stealth 1, Survival 2, Vigilance 2

Talents: None

Abilities: Vacuum Dweller (as per the mynock, on page 413 of the core rulebook); Energy Parasite (as per the mynock, but it must swallow the target whole in order to digest it); Silhouette 6

Equipment: None

Using Space Slugs in an *Edge of the Empire* Campaign

These creatures can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- First and foremost, they can be natural hazards if and when the PCs venture into an asteroid field.
- The PCs could be called upon to rescue the crew of a ship that is being slowly digested in one of these creatures' bellies.
- Legend has it that a pirate ship fought a battle to the death with one of these beasts, and that the booty in its hold is ripe for the taking—provided somebody deals with the space slug first.
- A mad genius could try to turn these things into living weapons.

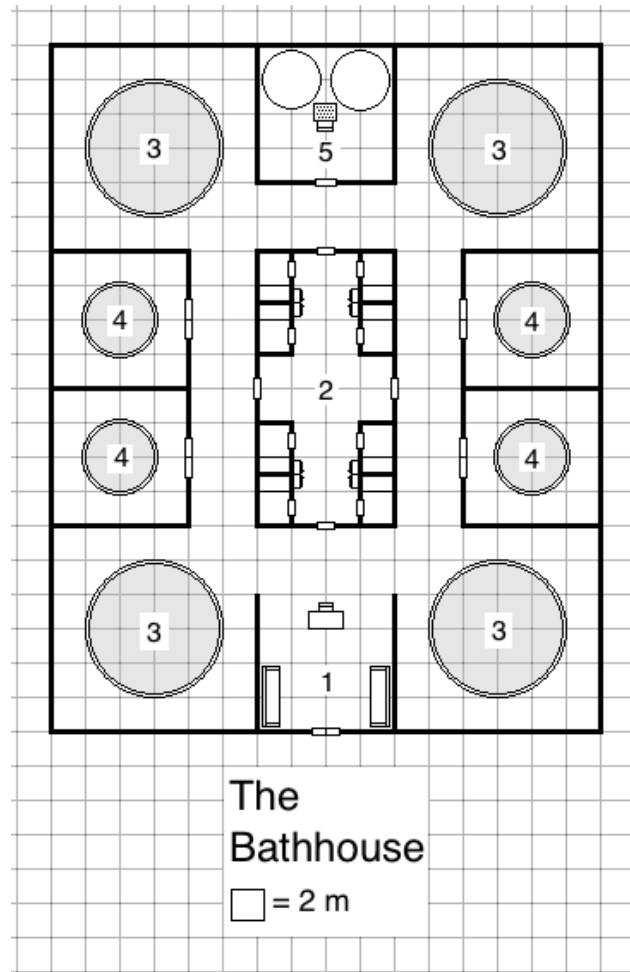
Silhouette

Reference Chart

0—Astromech
1—Human
2—Speeder Bike
3—Speeder Truck
4—Lambda Shuttle
5—Bulk Transport
6—Escort Frigate
7—Dreadnought
8—Star Destroyer

T'Landa Til Bathhouse

A favorite meeting place on Nal Hutta, for Hutts and offworlders alike, is Vius's Bathhouse. Run by a T'Landa Til whose name graces the facade, it boasts facilities that appeal to the tastes of his own species, the dominant Hutts, and others. For that reason—and because Vius's staff provides other services for the pleasures of guests—it is now a favorite place for up-and-coming criminal types to meet with clients or employees and make their deals.



The Bathhouse

This building is two stories in height, although it has but one level. The lock on the front door is of relatively poor quality—requiring only an average Skulduggery check to bypass—since Vius doesn't believe that anyone would want to break into the place. It has windows, although they are tall, narrow and clouded so as to prevent entry or spying on the guests and their activities.

1. Entry

The bathhouse's small lobby boasts a pair of settees for guests who are resting, along with a desk attended by a receptionist.

2. Locker Room

Small changing stations fill the walls of this room; they have benches for seating and full refreshers units. There are also lockers in which guests can store their items.

3. Main Pools

Eight meters in diameter, there are four of these pools—one each filled with cool and warm mud and cool and hot water. These are the areas available without special arrangements.

4. Private Pools

Those guests who pay the credits necessary can arrange for service in one of these private rooms. That kind of money also brings special attention from the serving staff, which is why those who wish to do business here often pay the required price.

5. Utility Room

A control station here regulates the flow of hot and cold water to the various pools, and can also be used to drain them in cases of an emergency.

The Staff

Presented below are some of the NPCs who can generally be found in the bathhouse.

Vius, T'landa Til Proprietor (Rival)

Brawn 4 Cunning 2 Presence 2
Agility 1 Intellect 2 Willpower 2

Soak: 4

Wound Threshold: 14

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Charm 1, Deception 1, Lore 1, Medicine 1, Negotiation 1, Outer Rim 1, Perception 3, Resilience 2, Streetwise 1, Survival 1, Underworld 2, Vigilance 1, Xenology 1

Talents: Greased Palms, Rapid Recovery, Sound Investments, Throwing Credits

Abilities: None

Equipment: Light clothing, comlink

Vius is a shrewd business manager, but even more importantly, he likes feeling good. He also likes his guests to feel good, and so he does everything in his power to help make that happen. Sure, he also keeps his ears open for any useful tidbits of information; he claims it's just so he can best meet his clients' needs but, if he happens to benefit from such details, too, he's okay with that. He's not terribly ambitious, however.

Okisir, Houk Masseur (Rival)

Brawn 4 Cunning 1 Presence 2
Agility 2 Intellect 2 Willpower 1

Soak: 4

Wound Threshold: 14
Strain Threshold: 12
M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 3, Coercion 2, Cool 1, Discipline 1, Medicine 1, Melee 2, Perception 1, Resilience 2, Vigilance 1, Xenology 2

Talents: Crippling Blow, Defensive Stance, Disorient, Improved Stunning Blow, Stunning Blow

Abilities: None

Equipment: Light clothing, massage oils, towel

Okisir is smart. He knows how to use other species' anatomy, both to make them feel good and to cause them pain. In addition to being a sought-after masseur in the facility, he also acts as the enforcer. That latter service isn't often needed, but when it is he performs the task with ruthless efficiency and even relishes it. In truth, he's rather sadistic, and given to hedonism, too.

Serving Staff (Minions)

Brawn 2	Cunning 1	Presence 2
Agility 2	Intellect 1	Willpower 1

Soak: 2

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Charm, Perception

Talents: None

Abilities: None

Equipment: Light clothing

These beings are selected from the species that many beings find appealing—Humans and Twi'leks especially. After all, Vius believes that this improves the atmosphere of the bathhouse. He's also willing to broker special attention from the staff for guests who will pay the price. Some of the staff don't mind performing such services, while others are eager to find some other kind of opportunity in life.

Using the Bathhouse in an *Edge of the Empire* Campaign

This location can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- As mentioned above, some beings like to conduct business meetings here. Of course, rivals

- might try to spy on those interactions.
- Given the nature of the place, an assassin could choose this location for taking out a dangerous opponent.
 - In the aftermath of a murder, the PCs could be hired to find the killer and bring him/her/it to justice.
 - A staff member might overhear an important secret and bring it to the PCs, either because he/she/it wants to take advantage of the information, or seeking help because he/she/it is being pursued for having learned of it.

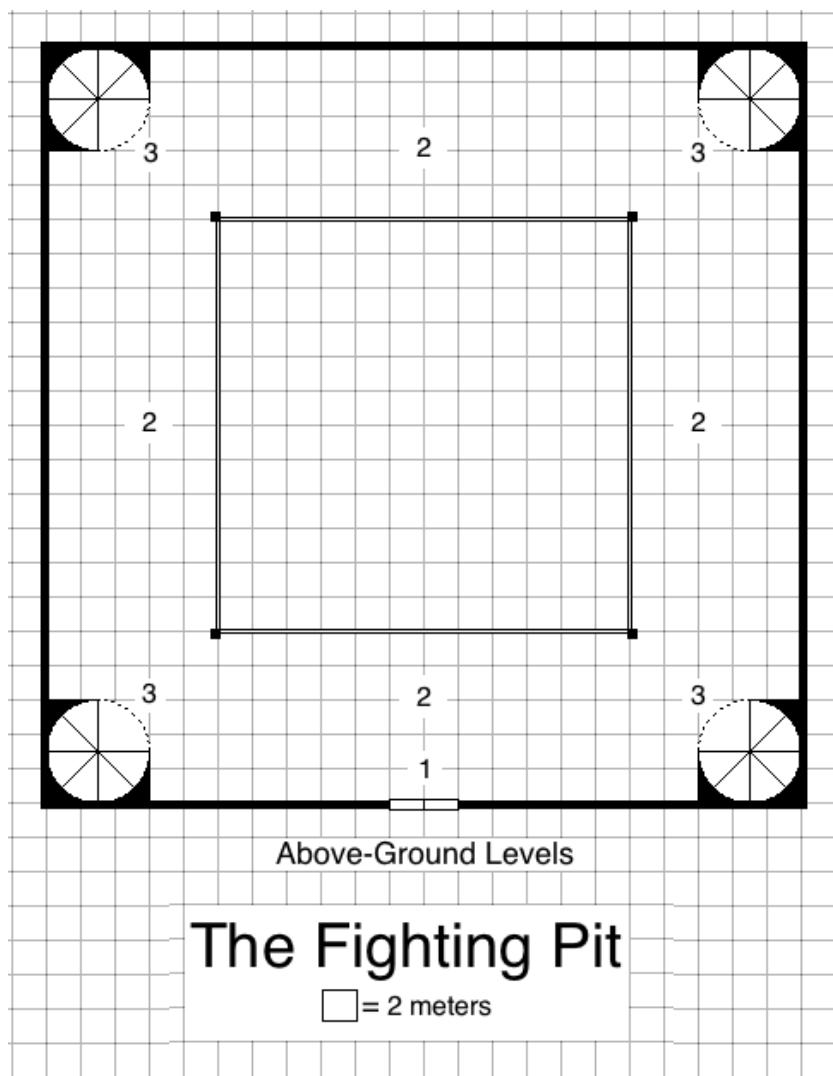
Connections to Tatooine

As mentioned above, the Hutts and their minions could also be connected to various activities on Tatooine, including the following possibilities.

- The Hutts could deal in smuggled goods with Vek Ral'Lya.
- Agents who are wounded might go to Nius Samad's street clinic for treatment.
- The Hutts could employ Zer Noloss and his Findsmen to settle a score.
- Someone who develops a reputation in Kees Thelu's fighting pit might then be invited to compete in Slarr's arena.
- Madon Ani the slave trader is likely to do business with the Hutts.
- The same goes for the pirates of the Fireclaw Horde.
- Tebora the Muun is a rival of the Hutts; he could try to buy the PCs' services as double agents, or he might send his own operatives to interfere with Hutt business.

The Arena

Many Hutts—and members of other species from around the galaxy, for that matter—are fond of pit fighting. For the sluglike masters of Nal Hutta, it is a chance for them to match champion slaves against each other for entertainment and bragging rights. Some of the Corporate Sector's executive elite also revel in acquiring gladiator droids, having their minions customize them as desired. A fairly typical venue for this is Toruc Chel's Arena.



The Arena

Refer to the appropriate maps for the following area descriptions.

1. Entry

The large double doors generally have two guards posted outside them on the night of an event. They are sealed with a heavy mechanical lock, requiring a hard Skulduggery check to disable.

2. Viewing Area

A railing surrounds the fighting pit, located in the center of the facility. In this way, all of the spectators

can gather around to watch a competition. During events there is also a family of Dugs who sell beverages to the crowd.

3. Stairways

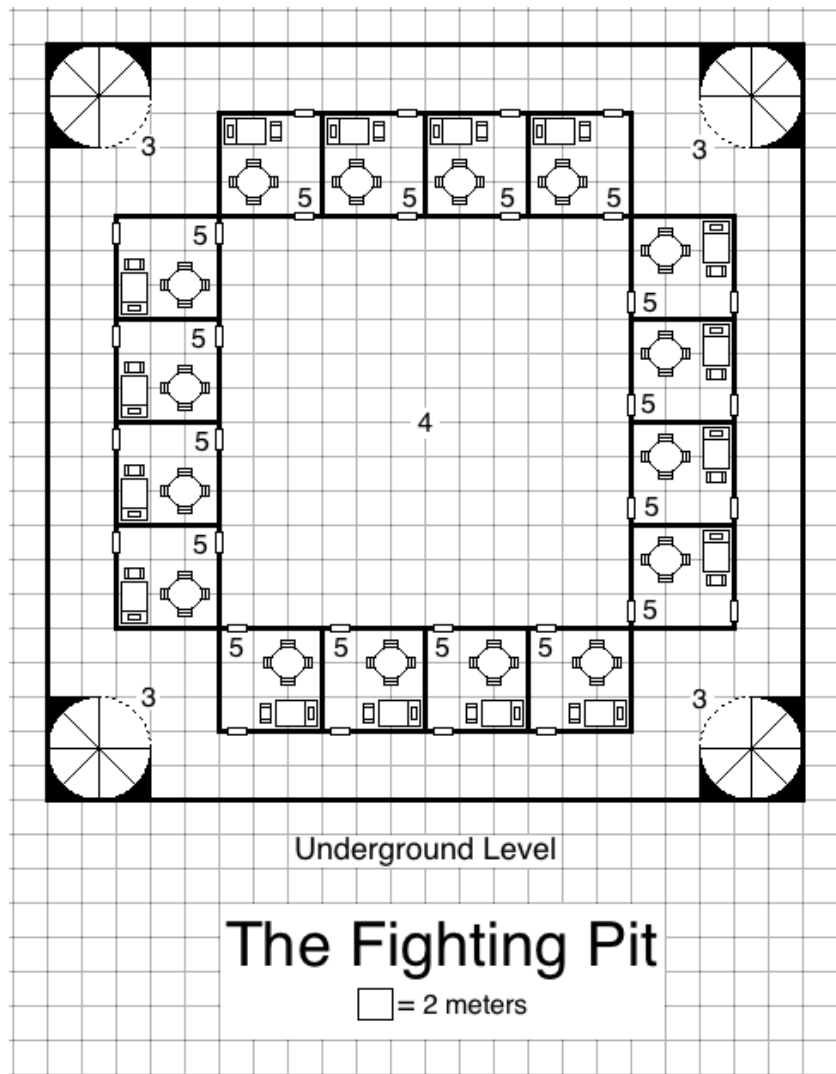
These spiral stairways provide access to the facility's upper and lower levels. During events, a guard is placed at each staircase, on each level.

4. Fighting Pit

The floor here is made of pourstone. It is surrounded by doors, ones that lead into the competitors' quarters (see below). Each floor above the lower level is four meters higher than the level below it.

5. Competitors' Quarters

These small chambers have a table and chairs, along with a bed. Visiting competitors are assigned to them, providing a place for preparation before matches and recuperation afterward.



Personnel

Detailed below are some of the characters who can regularly be found in the arena.

Toruc Chel, Farghul Arena Promoter (Rival)

Brawn 1 Cunning 2 Presence 3
Agility 2 Intellect 2 Willpower 2

Soak: 1

Wound Threshold: 11

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Brawl 1, Charm 2, Cool 1, Deception 2, Leadership 1, Lore 1, Medicine 1, Melee 1, Negotiation 2, Perception 2, Ranged—Light 2, Stealth 1, Streetwise 1, Vigilance 1, Xenology 1

Talents: Congenial, Convincing Demeanor, Distracting Behavior, Dodge, Intense Presence, Kill with Kindness, Smooth Talker

Abilities: Free rank in Deception or Skulduggery; free rank in Convincing Demeanor

Equipment: Clothing, comlink, datapad, blaster pistol

Toruc Chel is a gregarious and sensuous Farghul male. He is the ring announcer and commentator for matches at this arena, and also negotiates contracts with combatants. Although he is deeply involved in a violent business, Toruc is himself more of a coward and a pacifist. As he often tells attractive females, “I’m a lover, not a fighter.”

Arena Security Personnel (Minions)

Brawn 2 Cunning 1 Presence 2
Agility 2 Intellect 1 Willpower 1

Soak: 3

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Brawl, Melee

Talents: None

Abilities: None

Equipment: Clothing, partial laminate armor, force pikes, comlinks

Toruc Chel likes to surround himself with attractive, athletic females of his own species. While they definitely add some aesthetic appeal to the place, visitors shouldn't underestimate them; they can hold their own in combat.

Dug Beverage Vendors (Type)

Brawn 1 Cunning 2 Presence 1
Agility 2 Intellect 1 Willpower 1

Soak: 1

Wound Threshold: 11

Strain Threshold: 11

M/R Defense: 0 / 0

Skills (group only): Negotiation, Perception

Talents: None

Abilities: None

Equipment: Clothing, backpack beverage containers, cups, d100 credits

Although these Dugs seem ubiquitous but unremarkable, they can be very perceptive; indeed, they provide an extra layer of security for the arena, and report any potentially lucrative information to Toruc Chel.

Using the Arena in an *Edge of the Empire* Campaign

This location can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- Needless to say, the arena provides a chance for characters to test their martial prowess against other combatants.
- Other characters can root for their associates, place wagers, and otherwise enjoy the show.
- Those champions who perform well in the arena could attract attention from the Hutts or their minions, and therefore be recruited for other kinds of work.
- Should one of the PCs defeat an opponent during an important match, that character could become a recurring enemy in the campaign.

More Opponents

The NPCs presented below could serve as opponents in this or any other fighting pit.

Tenrep “Little Dianoga” Cray II, Aqualish Soldier (Rival)

Brawn 4 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 2

Soak: 6

Wound Threshold: 15

Strain Threshold: 9

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Coercion 1, Melee 1, Ranged—Light 1, Resilience 2, Vigilance 1

Talents: Defensive Stance, Durable, Intimidating, Stunning Blow, Toughened

Abilities: Free rank in Brawl and Resilience; can breathe underwater

Equipment: Padded armor, blaster pistol, truncheon

Known as the “Little Dianoga” because he is his father's son, the younger Tenrep tries very hard to fill the shoes of his elder. While he possesses a great deal of natural aptitude, and has been honing his skill in combat, Tenrep lacks some of his father's subtlety and imagination. To that end, smart opponents—that is, those who choose not to meet him in a test of power—can work around his strength.

Barada, Klatooinian Heavy (Rival)

Brawn 3 Cunning 2 Presence 2
Agility 3 Intellect 2 Willpower 1

Soak: 5

Wound Threshold: 15

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Cool 1, Melee 2, Perception 1, Ranged—Heavy 1, Ranged—Light 1, Resilience 1, Vigilance 1

Talents: Durable, Grit, Heroic Fortitude, Toughened x2

Abilities: Free ranks in Brawl, Ranged—Heavy or Ranged—Light and one non-career skill

Equipment: Padded armor, combat knife, brass knuckles

Barada is tough and quick. She is a capable combatant, and at first glance seems to relish in fighting to entertain the Hutts and their minions. Deep down she resents the oppression of her people, the Klatooinians, by the Hutts. To that end she longs to win enough prize money so that she can leave this life behind her and find a higher purpose for which to live. What that purpose might be, however, she doesn't yet know.

Jeluma, Toydarian Archaeologist (Rival)

Brawn 1 Cunning 2 Presence 3
Agility 1 Intellect 2 Willpower 3

Soak: 1

Wound Threshold: 12

Strain Threshold: 16

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Education 1, Lore 2, Melee 2, Outer Rim 1, Perception 1, Xenology 1

Talents: Durable, Enduring, Grit, Hard Headed, Resolve, Stunning Blow, Toughened, Well Rounded

Abilities: Silhouette 0; Hoverer

Equipment: Heavy clothing, force pike, datapad, comlink

Jeluma fancies himself to be a respectable academic, indeed an archaeologist. In truth he is a thrill seeker, pure and simple. To that end, he does archaeological work from time to time, performing services for the Museum of Intergalactic Cultures. More often, however, he can be found at the arena, participating in the fights. Jeluma prefers to stay away from his foes, always striking with his force pike and then moving. Should he ever tire of the bouts, and be impressed by some of his opponents, he might try to recruit them for an expedition.

Kel Wuso, Human Scoundrel (Rival)

Brawn 3 Cunning 2 Presence 2

Agility 2 Intellect 2 Willpower 2

Soak: 4

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Brawl 2, Cool 2, Deception 1, Melee 2, Perception 1, Ranged—Light 1, Skulduggery 1, Stealth 1, Streetwise 1, Vigilance 2

Talents: Quick Strike, Rapid Reaction, Side Step

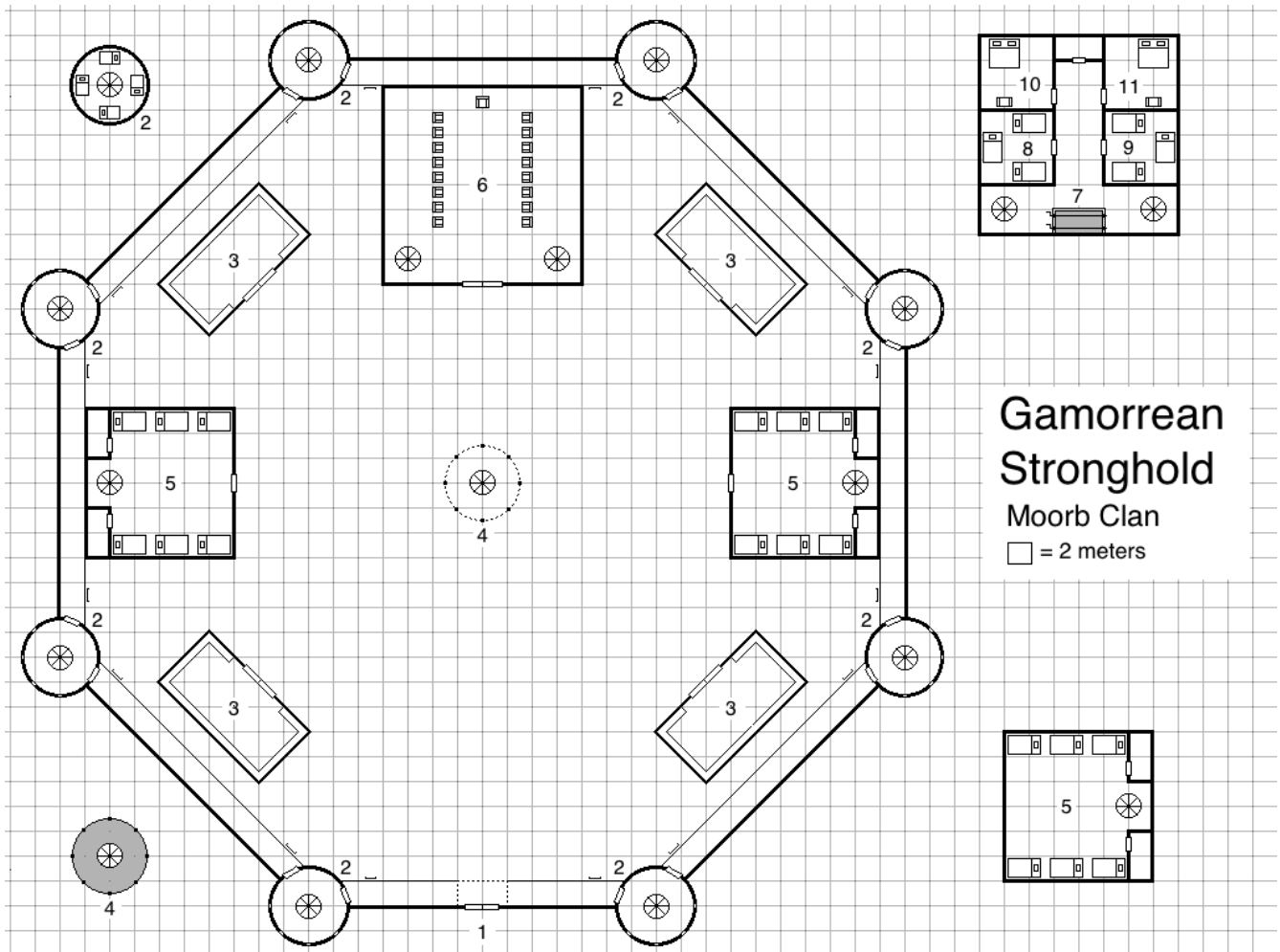
Abilities: Free rank in each of two non-career skills

Equipment: Heavy clothing, blaster pistol, truncheon

Kel Wuso is a street thief with dreams of being a criminal kingpin. He is not terribly imaginative in his tactics, however, and tends to be more successful at fighting than at avoiding confrontation. He prefers to strike quickly and end battles as soon as possible. Kel also considers himself to be irresistible to females, a notion that's probably been reinforced to throw around credits when he has them.

Gamorrean Stronghold

Just beyond the boundary of Hutt Space lies the planet Gamorr. It is a backwater world, one with little technology and even less refinement. Even so, the warriors who inhabit are known throughout the galaxy for their toughness. That is why they make popular mercenaries, especially for the criminal rulers of Nal Hutta.



The Stronghold

Refer to the appropriate map for the following area descriptions. The walls of the stronghold, it should be noted, rise ten meters in height. They are made from two layers of worked stone, filled with rocks and other debris between them. An elevated walkway runs along the top of the walls, one from which the Gamorreans can survey the surrounding terrain.

1. Entry

Admittance to the stronghold is provided through a huge pair of iron-banded wooden doors. They can be sealed from the inside with stout wooden beams, at which point nothing short of a formidable Brawn check can force them open.

2. Towers/Tuskers' Quarters

Spaced intermittently around the wall are these towers. Each has a spiral staircase running up its center, and is pierced by numerous narrow windows for protected visibility. The top of each tower is open to the sky above, providing a watchpoint. At the base of each tower is a small sleeping chamber for the tuskers who are stationed in it.

3. Storehouses

These low wooden buildings are used for storing the clan's food supplies, extra weapons, raw materials and other such things.

4. Cistern

In the middle of the stronghold's courtyard is this open structure. A spiral staircase leads down into a subterranean well, providing freshwater for the Gamorreans's needs. (Note that bathing is not one of those needs.)

5. Sow's Quarters

Each of these buildings provides living space for the clan's sows, along with their younglings. (Young males remain here until such time as they are ready to serve among the tuskers.) Each building has two levels.

6. Main Hall

This is where Clan Matron Orrza and Warlord Orrik host gatherings. It is an open chamber, two stories in height. Two rows of chairs sit facing each other, flanking larger thrones for the clan's leaders. Spiral staircases lead down to the building's lower level.

7. Kitchen

Always a center of activity, the kitchen broasts a broad hearth for cooking meat, stewing fungus and the like. It also keeps this building the most comfortable during Coldtime.

8. Elder Sows' Quarters

A trio of older females act as servants in the main hall. It is they who do the cooking, and generally boss around the veteran boars.

9. Veteran Boars' Quarters

These older males, also three in number, assist the clan warlord in whatever he needs.

10. Clan Matron's Quarters

Clan Matron Orrza has her private chamber here. Although it is roomier than the quarters provide for all but her husband, it is still relatively spartan. The exception is a steel-banded chest that contains her valuables, including jewelry, trophies and other such items.

11. Clan Warlord's Quarters

Although Warlord Orrik spends much of his time visiting his wife, he does have his own quarters here.

Inhabitants

Detailed here are some of the NPCs who can be found in the stronghold. Thanks go to the Gaming Security Agency for providing the base Gamorrean stats.

Clan Matron Orrza (Nemesis)

Brawn 3 Cunning 3 Presence 4
Agility 2 Intellect 2 Willpower 2

Soak: 3

Wound Threshold: 15

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Charm 3, Deception 2, Lore 2, Negotiation 4, Perception 3, Resilience 3, Survival 2, Vigilance 3

Talents: Dodge, Grit x2, Improved Inspiring Rhetoric, Inspiring Rhetoric, Kill With Kindness, Plausible Deniability, Scathing Tirade, Steely Nerves, Toughened

Abilities: One free rank in Melee; **Savage Warrior:** When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.

Equipment: None

Clan Matron Orrza is fiercely proud of the stronghold that she and her people have built, and the thus the comfortable lives that they live. She is also quite protective of it, reactive with great prejudice to anything she deems a threat to it. She is open to new opportunities, though, including working for the Hutts or devising other schemes with visiting offworlders if it means that she can gain an edge on rival clans.

Clan Warlord Orrik (Rival)

Brawn 4 Cunning 2 Presence 2
Agility 3 Intellect 1 Willpower 2

Soak: 5

Wound Threshold: 21

Strain Threshold: 10

M/R Defense: 1 / 0

Skills: Athletics 1, Brawl 4, Cool 2, Lore 2, Melee 4, Perception 2, Resilience 2, Survival 3, Vigilance 2

Talents: Defensive Stance, Enduring x2, Feral Strength x2, Frenzied Attack x2, Heroic Fortitude, Lethal Blows, Natural Brawler, Toughened x3

Abilities: One free rank in Melee; **Savage Warrior:** When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.

Equipment: Plate armor, war axe, war club, blaster pistol (as a trophy)

Warlord Orrik is, in his own eyes, the pride of the Moorbo clan. He is old enough to remember serving in the Clone Wars, as a soldier-for-hire on the side of the Confederacy. Since then he has become the right hand of Matron Orrza and has sired many children by her. Although he acts the part of the proud, strutting warrior, he lives in fear that some younger boar will one day defeat him in battle and therefore supplant him.

Veteran Boar (Rival)

Brawn 4	Cunning 2	Presence 2
Agility 3	Intellect 1	Willpower 2

Soak: 5

Wound Threshold: 19

Strain Threshold: 10

M/R Defense: 1 / 0

Skills: Athletics 1, Brawl 3, Cool 1, Lore 1, Melee 3, Perception 1, Resilience 1, Survival 2, Vigilance 1

Talents: Enduring, Feral Strength, Frenzied Attack, Lethal Blows, Toughened x2

Abilities: One free rank in Melee; **Savage Warrior:** When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.

Equipment: Plate armor, war axe, war club

Having fought in many campaigns on behalf of their Warlord and their Clan Matron, these boars are now decorated veterans. While their current jobs are rather cushy, they should not be underestimated; after all, they are the first line of defense when it comes to protecting those who rule the clan.

Elder Sow (Rival)

Brawn 3	Cunning 3	Presence 3
Agility 2	Intellect 1	Willpower 2

Soak: 3

Wound Threshold: 15

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Charm 2, Deception 1, Lore 1, Negotiation 3, Perception 2, Resilience 2, Survival 1, Vigilance 2

Talents: Grit, Kill With Kindness, Toughened

Abilities: One free rank in Melee; **Savage Warrior:** When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.

Equipment: None

These sows have been around for many years. As a reward for their productive service, they now handle the cooking and other chores in the stronghold's main hall. Although that may seem like drudgery to offworlders, they are happy to do what they can for their Matron and the other members of the clan.

Tusker (Minion)

Brawn 3 Cunning 1 Presence 1
Agility 2 Intellect 1 Willpower 1

Soak: 4

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 1 / 0

Skills (Group only): Brawl, Melee

Talents: None

Abilities: None

Equipment: Partial plate armor, axes, clubs

These up-and-coming warriors relish in opportunities to impress females by demonstrating their prowess in battle. To that end, they are always on the lookout for trouble. Given their desire to find problems, they are not above picking a fight in order just so they have a chance to settle it. Even so, they obey their matron and warlord in all matters.

Typical Sow (Minion)

Brawn 3 Cunning 1 Presence 1
Agility 2 Intellect 1 Willpower 1

Soak: 3

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills: Brawl, Perception

Talents: None

Abilities: None

Equipment: None

The females of the clan may seem like little more than nursemaids, but visitors shouldn't be fooled by this appearance. When put to it, they can fight just as well as the males. What is more, they are always alert for problems, and are quick to report anything out of the ordinary lest it should prove to be troublesome.

Using the Gamorrean Stronghold in an *Edge of the Empire* Campaign

This location can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- Many Hutts negotiate with Gamorrean Clan Matrons to acquire their services. PCs who are working for the Hutts might be required to participate in such negotiations, to deliver a difficult cargo as a form of payment, or to transport warriors from their homeworld back to Nal Hutta.
- A PC who excels in hand-to-hand combat could be called upon to act as champion for a Hutt crime boss; that character must defeat the clan's champion in order to secure a contract for mercenary service.
- During a visit to the stronghold, the PCs could become embroiled in intrigues regarding two boars who are competing for the same sow.
- The Gamorreans' infamous hatred of droids could lead to shenanigans if the PCs happen to bring one of their own—and especially if a PC is a droid.
- When the Gamorreans are faced by a danger that they don't fully comprehend, they might call upon the PCs to help investigate.

Creatures of Gamorr

The planet Gamorr is known for a number of distinctive creatures, some of which are presented below.

Watch-Beast (Rival)

Brawn 4	Cunning 3	Presence 2
Agility 2	Intellect 1	Willpower 3

Soak: 6

Wound Threshold: 16

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 3, Brawl 3, Perception 2, Vigilance 2

Talents: None

Abilities: Silhouette 2; Adversary 1

Equipment: Bite (Brawl; Damage 6; Critical 3; Range [Engaged])

Watch-beasts are predators that have been domesticated by the Gamorreans for use in protecting their homes. They are large in stature—easily the size of a speeder—with four thick legs, stout horns and a mouth full of sharp teeth. They are keenly aware of their surroundings, and tend to attack any creature other than the Gamorreans to whom they're loyal unless ordered to do otherwise. Recently, agents of the Empire have begun acquiring these creatures for use as guard animals at Imperial facilities, such as at the training facility on Sirpar.

Quizzer (Rival)

Brawn 1 Cunning 3 Presence 2
Agility 4 Intellect 1 Willpower 1

Soak: 1

Wound Threshold: 5

Strain Threshold: 5

M/R Defense: 0 / 0

Skills: Athletics 2, Perception 2, Skulduggery 2, Stealth 2, Survival 2

Talents: None

Abilities: Silhouette 0; Arboreal: gain a boost die to actions involving movement in the trees, but suffer a setback die to movement-related actions on the ground

Equipment: Claws (Brawl; Damage 3; Critical 5; Range [Engaged]); shiny objects pilfered from unsuspecting travelers

Quizzers are mischievous arboreal creatures native to the planet Gamorr. They are bipedal and roughly humanoid, with clawed feet, prehensile tails, opposable thumbs, and four bony plates that protrude from their backs. While most harmless, they do love shiny objects, and steal them when the opportunity arises. This has made them a hated enemy of the Gamorreans. For more information about them, check out the relevant article on Wookieepedia.

New Equipment

The Gamorreans possess a number of distinctive equipment items; these are detailed below.

Armor

Type	Defense	Soak	Price	Encum	HP	Rarity
M'ukh'gfa	1	2	2000	7	2	4

M'ukh'gfa

This battle armor is assembled piecemeal from pieces of scrap collected on the battlefield, and connected by leather straps—at least in an ideal world. Nowadays, many Gamorreans just by the prefabricated version. More old-fashioned warriors consider it dishonorable for non-Gamorreans to wear the armor, and challenge those who do so to duels.

Weapons

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Arg'garok	Melee	2	3	Engaged	5	3	250	1*	Pierce 1, Sunder, Vicious 1
Thogk	Melee	3	4	Engaged	4	2	30	1*	Disorient 2

*The rarity listed is for purchasing these items on Gamorr; increase it by 2 when not on that planet.

Arg'garok

The Gamorrean axe is a heavy metal blade attached to a stout wooden handle. It is specifically designed to take advantage of Gamorrean's low center of gravity, meaning that characters who aren't built like them suffer a setback die to Melee checks when wielding arg'garoks.

Thogk

The Gamorrean club is made from a stout piece of wood, preferably gorgt wood, with a metal spike driven through it. Ideally, Gamorrean warriors drive that spike through the wood with their own fists.

Gear and Equipment

Item	Price	Encum	Rarity
Transliterator	1000	0	1
Vox-Box	200	0	0

Transliterator

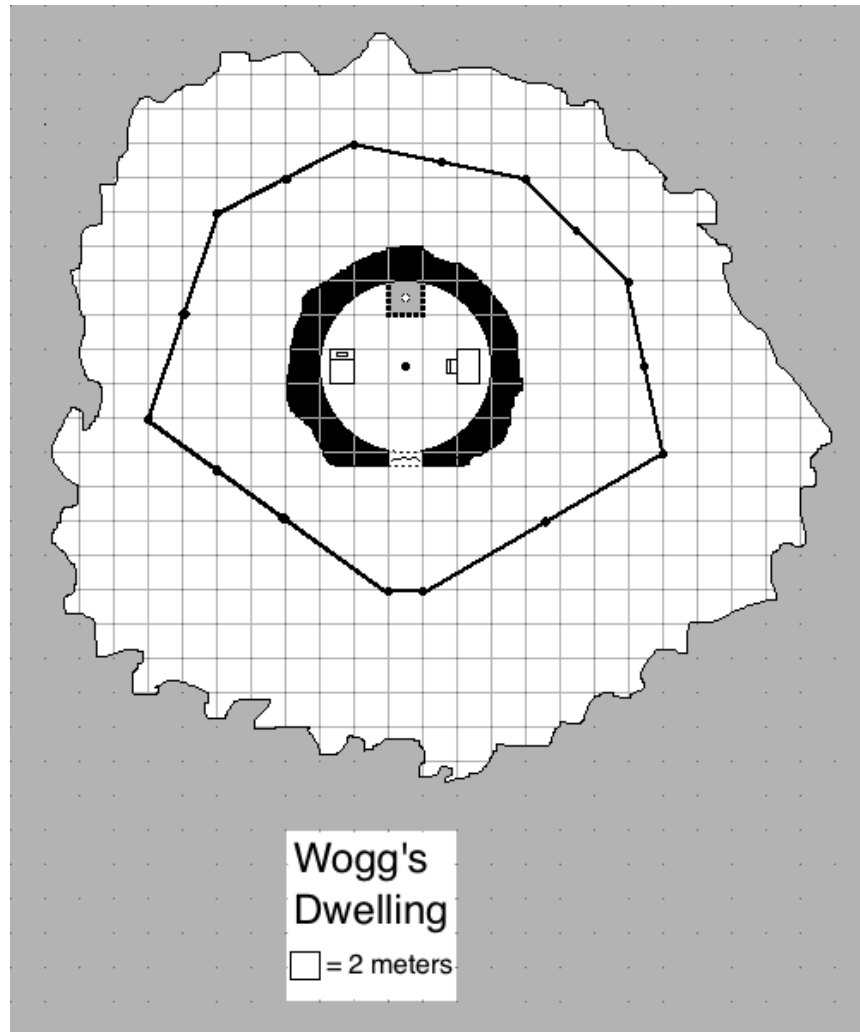
More sophisticated than a vox-box, a transliterator is a device that translates phrases from one language (often a being's native tongue) into another (usually Basic). What is more, it is usually designed to “speak” in a voice based off of a known celebrity, such as pop holostar Javul Charn or former Imperial Senator Princess Leia of Alderaan.

Vox-Box

This small electronic device can store up to a dozen pre-recorded phrases, usually in Basic, with a button for each. Of course, the user can choose to record other phrases instead. Sometimes when that happens, shenanigans ensue.

Wogg the Tusker

The stereotype among Gamorreans is that they have dark green skin, porcine features and brutish personalities. Wogg the Tusker differs from that image in at least three ways. For one thing, he has pinkish skin. For another, he is an introspective, pacifistic soul, one who respects all forms of life and wishes to see them live together in harmony. Finally, he is sensitive to that mysterious energy field known as the Force.



Wogg's Dwelling

This unusual Gamorrean lives in a crude mud hut. Inside it he has built a rough bed, a hearth and a desk at which to write about his musings. A stout post rises up through the center of it, a skin covers the doorway, and a hole in the roof provides ventilation. Around the outside of the hut he has built a fence for containing the watch-beasts that he raises—a male, three females and six young.

Wogg the Tusker (Rival)

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 3

Soak: 3

Wound Threshold: 15

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Discipline 2, Lore 3, Medicine 1, Melee 2, Negotiation 1, Perception 2, Resilience 2, Survival 3, Vigilance 1

Talents: Control Upgrade, Forager, Heightened Awareness, Natural Hunter, Quick Draw, Quick Strike, Rapid Recovery, Sense Basic Power, Uncanny Reactions, Uncanny Senses

Abilities: One free rank in Melee; **Savage Warrior:** When making a Brawl or Melee check, Gamorreans add the Vicious 1 quality to their weapon. If the weapon already has the Vicious quality, increase the listed value by 1.

Equipment: Padded armor, vibroknife, force pike

Wogg the Tusker has always been an anomaly. When other boars around him delighted in fighting each other, he preferred to contemplate the mysteries of the natural world. This led him to seek the solitude of the local forest, where he makes a living by raising watch-beasts for sale to his former fellows and offworlders. What few know is that Wogg was in love with Matron Orrza of the Moorb Clan, and that she loved him, too. Because he was not a suitable mate according to Gamorrean standards, however, she let him go into exile rather than appear to be weak.

Using Wogg the Tusker in an *Edge of the Empire* Campaign

This character can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- Wogg can act as a different kind of teacher for Force-sensitive characters, one who is unusual but effective. They could meet him during a fair at the Moorb clanhold, or perhaps while seeking him directly.
- A Hutt crimelord could hire the PCs to pick up a load of watch-beasts for delivery to another world, making for an interesting flight.
- When a rival boar learns of Wogg's love for his clan Matron, that Gamorrean warrior calls for an honor duel to the death. She, in turn, might recruit the PCs to help settle the matter in a way that prevents bloodshed.
- If Imperial forces ever learned of Wogg's Force sensitivity, they might take steps to eliminate him.

The Itinerant Gungan

There's an old saying in the galaxy: "It's a dirty job, but some being's got to do it." This summarizes well the career of Lulu Ogrin, a Gungan who lives on Nal Hutta and works for Slarr the Hutt. Piloting his skiff, Lulu performs two main tasks. One is that he explores the swamps of that planet, harvesting pockets of swamp gas for use as fuel. The other is that he disposes of refuse for his boss, no questions asked. Sometimes that latter part requires him to find places where recently deceased organic remains need to be buried so deeply that no one will ever see them again.

Lulu Ogrin, Gungan Refuse Hauler/Swamp Gas Harvester (Rival)

Brawn 2 Cunning 2 Presence 1
Agility 3 Intellect 2 Willpower 2

Soak: 3

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Cool 1, Coordination 1, Mechanics 1, Melee 1, Negotiation 2, Outer Rim 1, Perception 2, Piloting—Planetary 2, Ranged—Light 2, Streetwise 1, Survival 3, Underworld 1, Vigilance 2

Talents: Forager, Heightened Awareness, Natural Hunter, Quick Strike, Rapid Recovery

Abilities: One free rank in Coordination; Hold Breath: Gungans can hold their breath for a number of rounds equal to 10 times their Brawn rating before they risk suffocating; Natural Swimmers: Gungans never suffer penal- ties to movement while traveling through water.

Equipment: Heavy clothing, blaster pistol, force pike, comlink

Lulu performs his assigned tasks with a typical Gungan outlook—he is friendly and cheerful, even to the point of seeming obnoxious. That mask conceals a calculating individual, however, one who is always on the lookout for opportunities to better his position in the galaxy. Should he be given a chance to betray his Hutt master and escape his life of drudgery, he might just take it.

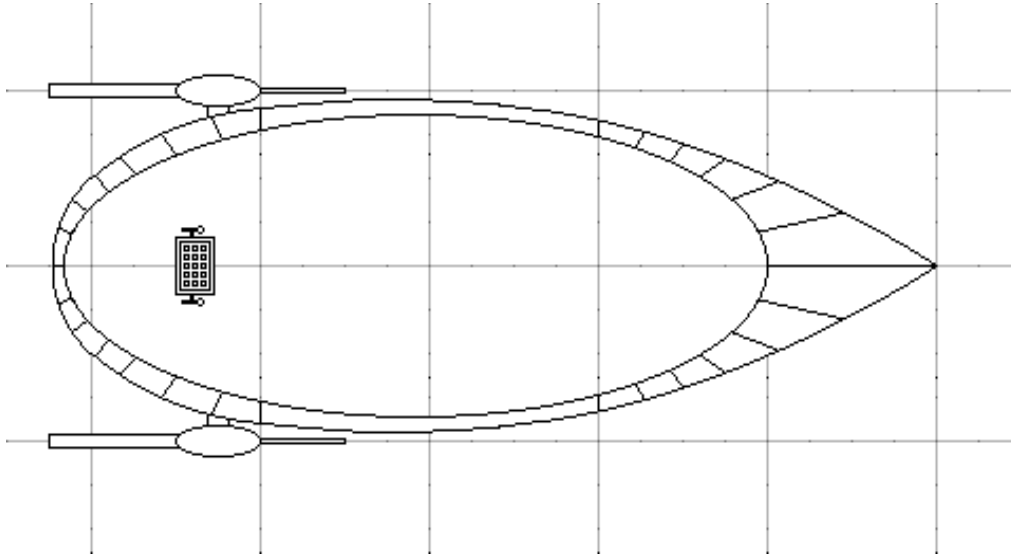
Using Lulu in an *Edge of the Empire* Campaign

This itinerant Gungan can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- PCs who are trying to gain employment from Slarr the Hutt might first be assigned to help Lulu with an unappealing task.
- Alternately, those who are trying to infiltrate Slarr's court might seek out the Gungan and persuade him to help them do so.
- When an important being turns up missing, and the PCs need to find out what happened to him/her/it, they might seek out Lulu in order to find the body.
- Should Lulu discover an opportunity to turn the table on his Hutt employer, he could recruit the PCs to help him do so.

Lulu's Skiff

The pride and joy of this itinerant Gungan is his Ubrikkian Bantha II cargo skiff. It is presented below in a format that the GM can print to scale and use for running scenes involving it or similar vehicles.



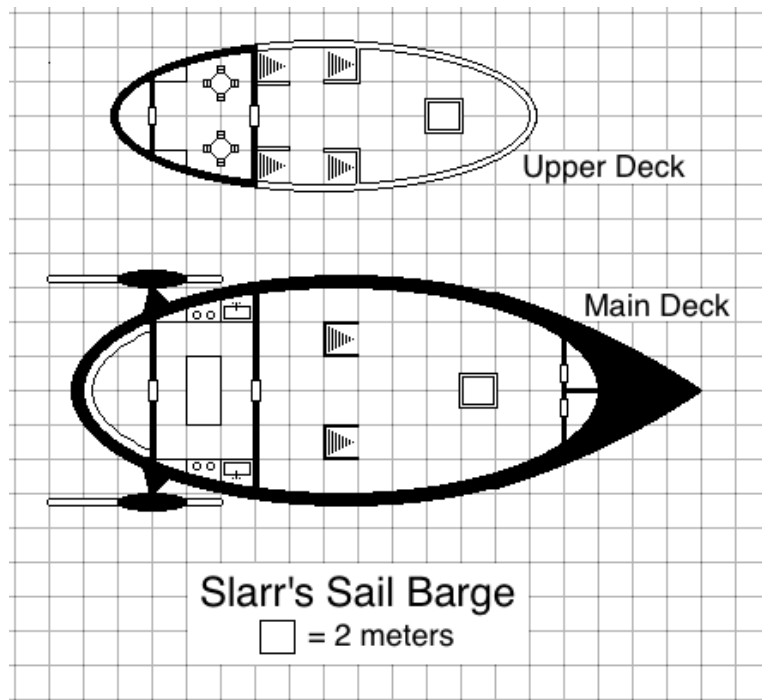
The Hutts and Black Sun

The Hutts have a complicated relationship with the criminal organization known as Black Sun. For the most part they are rivals, competitors in business activities such as smuggling, spice dealing, gunrunning and the like. In this way, Black Sun operatives can add a third party to complicate situations, perhaps trying to compete for a lucrative contract, or even sabotage a deal or steal an illicit cargo.

An exception to this is the Besadii clan, run by Durga the Hutt. After the death of his predecessor, Aruk, Durga sold partial control of his operation to Black Sun in exchange for help in revealing the responsible parties. Only time will tell if the price was worth it. Although he was able to punish the culprits, he has now surrendered much of his control to Prince Xizor's minions. Given that success, they are always on the lookout for more opportunities to gain influence in Hutt circles.

Slarr's Sail Barge

When he needs to travel on Nal Hutta, Slarr the Hutt prefers to do so in style. That's why his underlings maintain an Ubrikkian *Luxury*-class sail barge, one outfitted to suit Slarr's personal tastes.



The Sail Barge

This vessel, like many of its type, has two decks, along with a raised platform in the rear. The upper deck is partially open to the sky above, excepting the billowing sail canopy. From it, stairs lead up to the aft platform as well as to the main deck below. There is also a cargo lift used for loading supplies and Slarr himself. Beneath the aft platform is a small space for crew members and guards, along with a refresher unit. The main deck boasts a full kitchen and pantry, along with a broad main chamber. This area features shuttered windows that can be opened for passengers to view passing scenery or any sort of spectacle arranged for the Hutt's enjoyment.

Tescali Ru, Human Pilot (Rival)

Brawn 2 Cunning 2 Presence 2
Agility 3 Intellect 2 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Computers 1, Cool 2, Coordination 1, Gunnery 2, Mechanics 2, Perception 1, Piloting—Planetary 3, Piloting—Space 2, Ranged—Light 2, Streetwise 1, Underworld 1, Vigilance 2

Talents: Dead to Rights, Full Throttle, Improved Dead to Rights, Improved Full Throttle, Let's Ride, Skilled Jockey

Abilities: One rank in each of two non-class skills

Equipment: Pilot's jumpsuit, vest, blaster pistol, comlink

Tescali Ru is a young Corellian pilot whose sense of self-assurance borders on cockiness. Even so, she is more than qualified to pilot Slarr the Hutt's sail barge. While the job doesn't exactly challenge her abilities, she sees it as a stepping stone to piloting a starship and making important runs on behalf of her Hutt boss. Until then she is content to fulfill her current assignment. Even so, she dreams of having her own ship, contending with the powers that be, and perhaps even challenging Solo's record for the Kessel Run.

Other Characters

When traveling on his sail barge, Slarr the Hutt is generally accompanied by his majordomo, Eom Nivlem; various Nikto servants; Tenrep Cray, his chief of security; and multiple Aqualish bodyguards.

Using the Sail Barge in an *Edge of the Empire* Campaign

This vehicle can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- PCs who are working their way into Slarr's good graces might be assigned as guards for one of his expeditions, and thus could face danger when the Hutt's enemies stage an attack.
- On the flipside of the credcoin, the same characters could be hired to stage an attack while Slarr is out for a voyage, thereby facing off against the many guards who are protecting him.
- Should the sail barge suffer a catastrophic breakdown while floating through one of Nal Hutta's many swamps, the PCs could be called upon to stage a rescue.

Hutt Language and Terms

The *Star Wars Galactic Phrase Book & Travel Guide*, written by Ben Burt, provides many different phrases, including a full system for counting, in Huttese; a few of them are excerpted here.

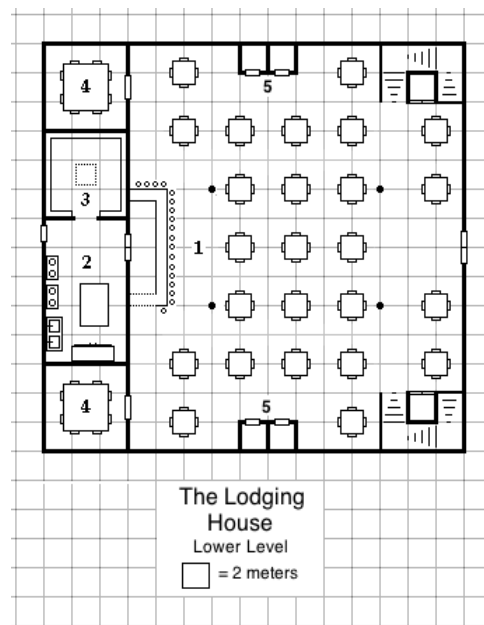
- *H'chu apenkee* means "Greetings!"
- *Tagwa* is "Yes."
- *Nobata* is "No."
- *Mee jewz-ku* means "Goodbye."
- *Wanta dah moolee-rah* translates to "Why haven't you paid me?"

The Lodging House

Many of the beings who come to Nal Hutta do so because they have business with the leaders of the various *kajidics*. Unless they are planning to stay in a given Hutt's palace for an extended period of time, most of them require only temporary lodging. Taking advantage of that need, an enterprising Whiphid bounty hunter who was approaching the twilight of his career—and who'd lost a leg in a run-in with a wild beast—decided to invest his earnings in an establishment that catered to such traffic. He gave it the somewhat uninspired name of the Lodging House, and now sells a new kind of service to the many beings who come and go on the planet.

The Lodging House

Haiuk's establishment is a squat, broad building, two stories in height. Broad double doors serve as the main entrance, while a smaller door provides a secondary exit in the back. The building is made of pourstone over a durasteel frame, making it very strong indeed.



1. Main Room

Twenty-five tables fill this area. There is also a bar along the wall opposite the main entrance. Stairways and turbolifts provide access from here to the upper level, and double doors behind the bar lead back to the kitchen.

2. Kitchen

While certainly not fancy, this area is quite functional, and Haiak and his staff use it to prepare all manner of dishes for their guests.

3. Pantry

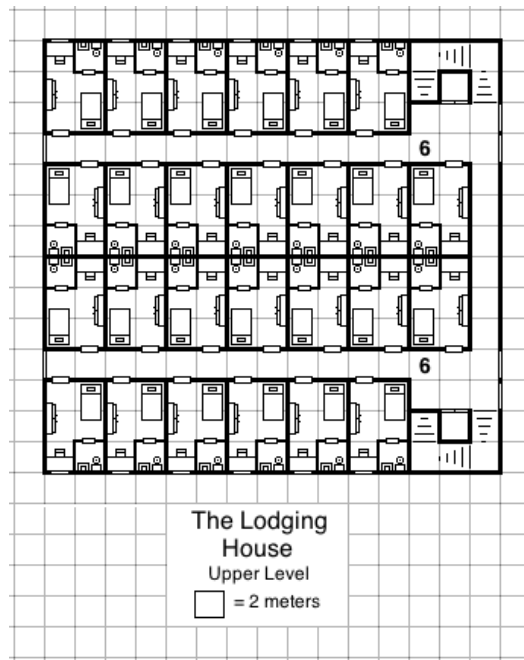
This room is well stocked with nonperishable food items; what is more, a trapdoor in the floor leads to an underground vault in which fresh meat, ale and similar items are stored.

4. Private Rooms

There are two of these small areas, separated from the main hall and therefore providing a little more privacy for those beings who wish to conduct their business without drawing unwanted attention.

5. Refreshers

These small rooms boast all the expected features.



6. Sleeping Quarters

The stairs and turbolifts from the lower level open into this area. A pair of hallways provide access to more than two dozen rooms, each of which is equipped with a bed, a storage chest, a desk and a small refresher.

Haiuk the Whiphid (Rival)

Brawn 4 Cunning 3 Presence 2
Agility 3 Intellect 1 Willpower 2

Soak: 5

Wound Threshold: 17

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 3, Coercion 2, Cool 1, Medicine 1, Melee 3, Perception 2, Ranged—Heavy 2, Resilience 3, Stealth 2, Survival 3, Vigilance 2

Talents: Forager, Grit, Outdoorsman, Stalker, Toughened

Abilities: Claws: Brawl attacks do Brawn +1 damage and have Critical 3; Scent: remove a setback die caused by concealment for targets within Short Range; Insulated Fur: remove a setback die from skill checks caused by a cold environment.

Equipment: Padded armor, slugthrower rifle, walking stick (doubles as truncheon), obviously

cybernetic replacement leg (right)

Haiuk has reached the twilight of his career, but hasn't lost his zeal for the hunt. To that end, he still loves to tell tales of past adventures, and to hear similar stories from his guests. One should not assume that he's completely past his prime, however; even with the limp that comes from a poorly matched replacement, he is still formidable in a fight. The Whiphid tends to cut his patrons a fair amount of slack, but those who cross the line with him or with other visitors are soon to learn better.

Whiphid Staff (Minions)

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 2

Soak: 5

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Brawl, Melee, Perception, Ranged—Heavy

Talents: None

Abilities: Claws: Brawl attacks do Brawn +1 damage and have Critical 3; Scent: remove a setback die caused by concealment for targets within Short Range; Insulated Fur: remove a setback die from skill checks caused by a cold environment.

Equipment: Padded armor, vibrosword, slugthrower rifle

While the quality of their service certainly leaves something to be desired, there's no arguing the fact that these Whiphids help to maintain a peaceful environment in the Lodging House. Each is utterly loyal to Haiuk, and together they are a match for just about any unruly customer.

Using the Lodging House in an *Edge of the Empire* Campaign

This establishment can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- First and foremost, beings who have business with the Hutts on Nal Hutta might stay here during their downtime.
- Given the nature of the establishment's clientele, one could run into all sorts of unsavory (and potentially lucrative) business here.
- The PCs could be hired to steal an item or some information from a being staying here; alternately, they could suffer such predations if they possess something of value.
- Rumor has it that Haiuk is a spy for Lady Valarian on Tatooine, but most beings believe that to be an unfounded and rather speciesist rumor.

Guests of the Lodging House

Detailed below are some of the many different personalities that one might encounter in Haiuk's establishment.

Kralow, Zabrak Bodyguard (Rival)

Brawn 3 Cunning 2 Presence 2
Agility 3 Intellect 2 Willpower 2

Soak: 3

Wound Threshold: 15

Strain Threshold: 14

M/R Defense: 1 / 1

Skills: Athletics 2, Brawl 2, Coercion 1, Cool 2, Gunnery 1, Lore 1, Melee 2, Perception 2, Ranged—Heavy 3, Ranged—Light 2, Resilience 1, Survival 1, Vigilance 2

Talents: Barrage, Body Guard, Brace, Defensive Stance, Durable, Grit, Hard Headed, Side Step, Toughened

Abilities: Free rank in Perception or Resistance

Equipment: Armored clothing, light repeating blaster, blaster pistol, vibrosword, vibroknife, comlink, 500 credits

Zay Tesmrik, Human Scoundrel (Rival)

Brawn 2 Cunning 3 Presence 3
Agility 2 Intellect 2 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Charm 2, Computers 1, Cool 1, Core Worlds 1, Deception 2, Lore 2, Negotiation 1, Outer Rim 2, Perception 2, Ranged—Light 1, Skulduggery 2, Stealth 2, Streetwise 2, Underworld 2, Vigilance 1

Talents: One free rank in each of two non-career skills

Abilities: Black Market Contacts, Convincing Demeanor, Quick Strike, Rapid Reaction, Side Step

Equipment: Clothing, blaster pistol, comlink, datapad, sabacc deck, 2000 credits

Zay Tesmrik is a Human of Dathomiri origin, and her exotic appearance—pale complexion, dark hair and eyes, and elaborate facial tattoos—hint at her background. About a year ago she managed to slip offworld with her friend and bodyguard, Kralow, in tow. Now the pair make their living through Zay's schemes, relying on her sabacc winnings, various schemes and the occasional job that he undertakes. The Human tends to be flirtatious and adventurous; what she hasn't completely recognized is that Kralow has fallen in love with her, and is becoming jealous of the beings to whom she gives her attention.

Using these Beings in an *Edge of the Empire* Campaign

This pair of travelers can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- One or more PCs could be drawn into one of Zay's sabacc games.
- Zay could also serve as an informant, trading information about lucrative opportunities for cash or services rendered.
- It's even odds of whether the offer is legitimate or just some kind of scam, of course.
- Should one of the PCs take an interest in Zay, Kralow could become belligerent.

Nog Teleus, Rebel Operative (Rival)

Brawn 1 Cunning 3 Presence 2
 Agility 3 Intellect 2 Willpower 2

Soak: 1**Wound Threshold:** 12**Strain Threshold:** 14**M/R Defense:** 0 / 0

Skills: Athletics 1, Brawl 1, Computers 1, Cool 1, Core Worlds 1, Deception 1, Lore 2, Mechanics 1, Medicine 1, Melee 1, Negotiation 3, Outer Rim 2, Perception 2, Piloting—Planetary 1, Piloting—Space 1, Ranged—Light 2, Resilience 1, Skulduggery 1, Stealth 1, Streetwise 1, Survival 1, Underworld 1, Vigilance 2

Talents: Greased Palms, Grit, Know Somebody, Master Merchant, Smooth Talker, Toughened, Wheel and Deal

Abilities: Free rank in Athletics; Hold Breath: Tynnans can hold their breath for a number of rounds equal to ten times their Brawn rating before they risk suffocating; Natural Swimmers: Tynnans receive boost dice on all Athletics checks made to swim

Equipment: Utility belt, blaster pistol, comlink, datapad, vibroknife

Nog and Cham Teleus are a Tynnan couple who once lived in the Cularin System; now they are regulars at Haiuk's Lodge. While the story they tell is one of retired industrialists who are now living out their retirement in a lively new setting, the truth of the matter is that they are agents of the Alliance to Restore the Republic. Cham, who is more of the socialite, handles recruiting and diplomatic affairs, while Nog specializes in logistical matters. Both are regarded by Haiuk the Whiphid as little cousins. They are always on the lookout for beings who sympathize with their ideals and show proficiency in different skill sets that could be used in combatting the oppression of the Galactic Empire.

Using these Beings in an *Edge of the Empire* Campaign

This pair of travelers can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- The Teleuses walk a fine line between dealing with the Hutts and their minions, along with serving Alliance interests. In this way they might recruit the PCs for any number of jobs, such as running blockades to deliver cargoes of weapons to active Rebel cells.

Cham Teleus, Rebel Operative (Rival)

Brawn 1 Cunning 2 Presence 3
 Agility 3 Intellect 2 Willpower 2

Soak: 1**Wound Threshold:** 10**Strain Threshold:** 12**M/R Defense:** 0 / 0

Skills: Athletics 1, Brawl 1, Charm 3, Cool 1, Core Worlds 2, Deception 2, Leadership 2, Lore 2, Negotiation 3, Outer Rim 1, Perception 2, Ranged—Light 1, Resilience 1, Underworld 2, Vigilance 2, Xenology 1

Talents: Confidence, Dodge, Grit x2, Inspiring Rhetoric, Kill with Kindness, Nobody's Fool, Steely Nerves

Abilities: Free rank in Athletics; Hold Breath: Tynnans can hold their breath for a number of rounds equal to ten times their Brawn rating before they risk suffocating; Natural Swimmers: Tynnans receive boost dice on all Athletics checks made to swim

Equipment: Utility belt, blaster pistol, comlink

- They are particularly active when it comes to recruiting members of disaffected, Hutt-dominated species such as Klatooins, Nikto and Vodrans.
- A service for which the Tynnans pay good credits is spying. This includes, of course, any and all information about Imperial activities that can be had. Given the fact that the Rebellion disapproves of slavery, opportunities to stage raids and liberate beings from bondage are also appreciated.
- In the event that the PCs find themselves in big trouble with the Hutts, the Tynnans could provide a means of escape—provided that the PCs are willing to strike a deal, of course.
- One major objective of the pair is obtaining access to the secret, Hutt-protected hyperspace lanes that were given to the Republic during the Clone Wars.
- What is more, rumors persist that the Confederacy of Independent Systems maintained secret supply depots, ones that contain stockpiles of munitions and secret weapons.

Lieutenant Tavis Merrot, Imperial Customs Inspector (Rival)

Brawn 2 Cunning 3 Presence 3
 Agility 2 Intellect 3 Willpower 2 **Talents:** Nones

Soak: 2 **Abilities:** None

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Equipment: Imperial uniform, blaster pistol, comlink, datapad

Skills: Astrogation 1, Computers 1, Deception 2, Negotiation 2, Perception 3, Ranged—Light 1, Streetwise 1, Underworld 1, Vigilance 2

Tavis Merrot is the Imperial officer assigned to inspecting cargoes on Nal Hutta. While he at first loathed the job, given the locals with whom he was forced to work, he has since come to enjoy its lucrative nature. After all, he has a working agreement by which he ignores most of what the Hutts' agents bring onto the world, in exchange for a healthy stipend. He remains on the lookout for activities that might prove detrimental to the Hutts, however, and is quick to wield what power he has if there is need. Lieutenant Merrot is always accompanied by a squad of Imperial troops (use the naval trooper stats from page 403 of the core rulebook) and travels in a personnel carrier (see page 252 for stats).

Using the Inspector in an *Edge of the Empire* Campaign

This Imperial bureaucrat can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

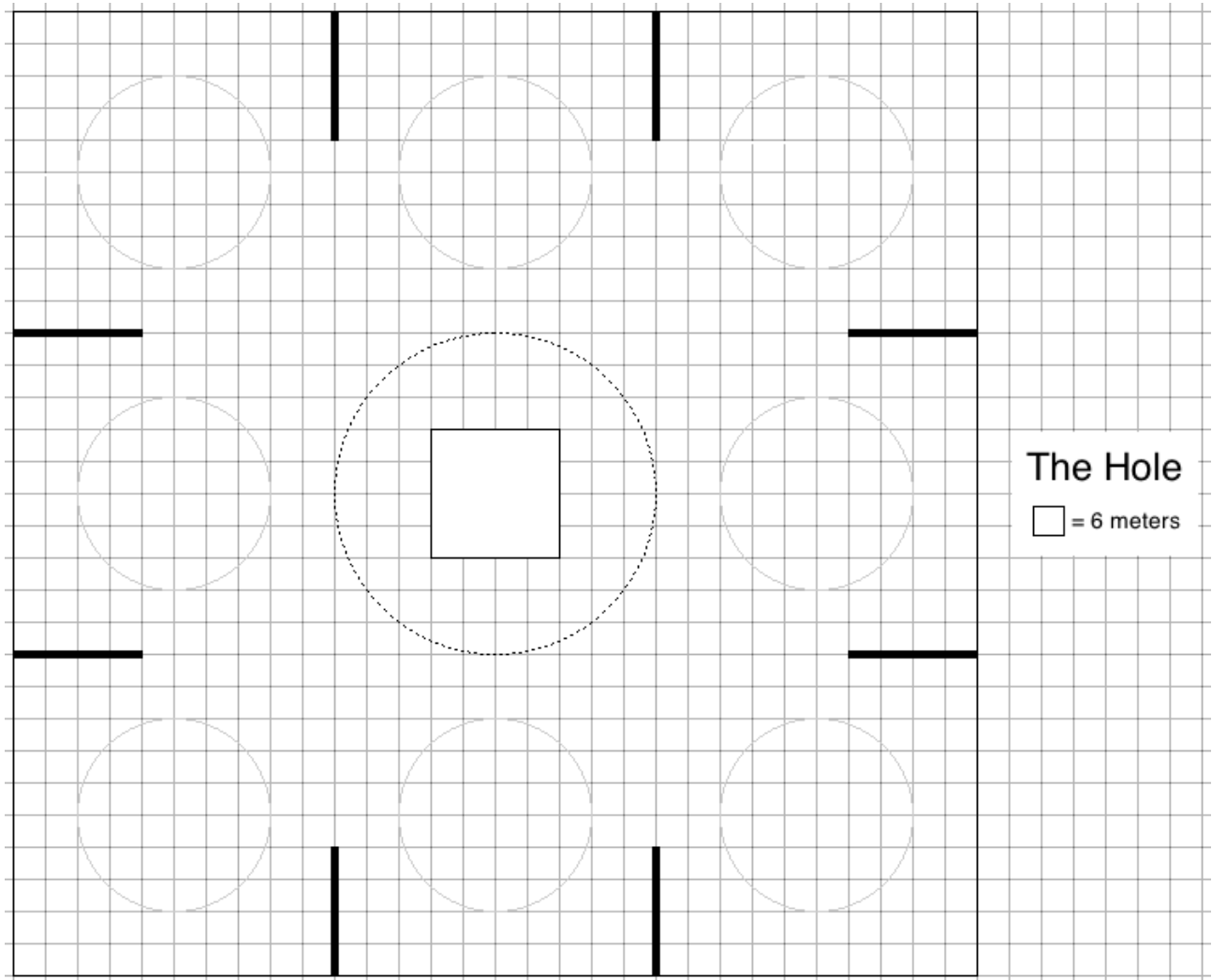
- The inspector can be a recurring character; any time the PCs arrive on Nal Hutta, he is there to inspect their vessel and assign the appropriate taxes and fees.
- Should the PCs deliver a particularly illicit or valuable cargo, the lieutenant could try to extort them for a great share of its value.
- In the event that the PCs make themselves enemies of the Empire, or run up bounties that are just too lucrative, Merrot could decide to betray them in order to claim the reward for himself.

The Hole

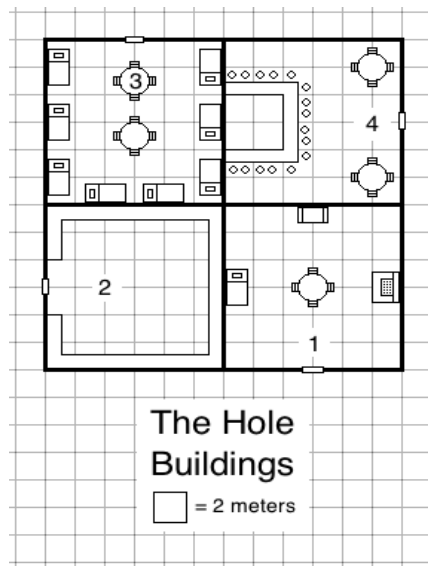
Every smuggler, from time to time, needs to upgrade his/her/its vessel. When that time comes, and if said smuggler is visiting Hutt Space, then a good choice for doing so is The Hole, an illicit shipyard run by a Verpine named Ree Blega.

The Hole

Refer to the appropriate map for the following area descriptions.



The facility itself is cut out from the earth in a remote part of Nal Hutta; it looks like little more than a hole in the hillside. What is more, the entrance can be sealed with a camouflaged covering, requiring a daunting Perception check to notice it. Inside it is a massive, cavernous structure 180 meters square and thirty meters high. This, in turn, is divided into eight individual stalls for starships, with a powerful hoist mechanism mounted in the ceiling over each. In the middle of the structure is a low building that provides housing, storage and amenities for Ree Blega and her guests.



Said building is divided into four separate units. One (1) is Blega's own quarters, a simple area with a bed, workstation and storage trunk, along with a table and chairs for meetings. Another (2) is a storage room, lined with shelves that hold spare parts, tools and other such things. There is also a room (3) filled with bunks as well as tables and chairs, providing a place where visitors can crash if they don't want to sleep aboard their ships. Last but certainly not least important is a small bar (4) that serves autochef-prepared food and more traditionally made drinks.

Ree Blega (Rival)

Brawn 1 Cunning 2 Presence 2
 Agility 2 Intellect 4 Willpower 2

Soak: 1

Wound Threshold: 1

Strain Threshold: 12

M/R Defense: 1 / 1

Skills: Astrogation 2, Computers 3, Gunnery 1, Mechanics 3, Melee 1, Negotiation 2, Outer Rim 1, Perception 2, Piloting—Planetary 2, Piloting—Space 2, Ranged—Light 1, Vigilance 1

Talents: Dedication, Inventor, Jury Rigged, Side Step, Solid Repairs, Speaks Binary, Solid Repairs, Utility Belt

Abilities: One free rank in Mechanics; Chitin Plating: Verpine have a defense rating of 1; Microscopic Sight: Verpine add Advantage to Perception checks.

Equipment: Utility belt, comlink, blaster pistol, datapad, toolkit

Ree Blega loves to experiment with technology. To that end, running The Hole is an ideal situation. Spacers bring their starships for upgrades, giving her a chance to do what she does best. It is profitable

and fun. Sometimes it can be difficult to deal with their personalities, but usually they acknowledge that few can provide better service than she. She also delights in hearing spacers' tales, and one day she just might give in to the desire for having an adventure of her own.

Ree Blega's Droids

The Verpine is assisted by a small army of droids. R2 astromech droids aid in making repairs and modifications, along with some Binary Load Lifters, while 3PO units assist with negotiations and provide service in the bar. There are also some OOM security droids in case visitors become aggressive.

Using the Hole in an *Edge of the Empire* Campaign

This establishment and its Verpine proprietor can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- The most likely reason that the PCs come here is because they seek a modification or upgrade for their ship.
- In lieu of credits for payment, Ree Blega could send the PCs on an assignment to salvage particular items for a job.
- During a visit to the facility, the PCs could always run into rivals or enemies, forcing a confrontation in a place that doesn't permit hostilities.
- A tech-savvy character might be offered a job working here.
- The PCs could be present when the Empire stages a raid, requiring them to decide between fight and flight.

Hutt Cuisine

One element of Hutt culture that can make for some good roleplaying opportunities is food. The gastronomic preferences of Hutts makes them enjoy foodstuffs that other beings can find downright repulsive. A good example of this is the snackquarium, a device used to keep nala treefrogs and similar creatures alive until they can be eaten (still alive). A Hutt who seeks to honor or even test an employee could offer to share such a delicacy, possibly forcing the character to make a hard Deception check in order to feign enjoyment. Success could surprise and impress the Hutt, while failure might provoke mirth or even anger.

The Rival

There's something of a fellowship among hotshot smugglers and other beings who fly for hire. After all, these characters recognize that they experience similar dangers working for the same types of employers. Even so, there's also a sense of competition among them, always trying to outdo one another when it comes to demonstrating their skills and showing off their ships. Take, for example, the record for the Kessel run set by Han Solo and Chewbacca, broken by BoShek, and then later reclaimed by the Human and Wookiee partners.

Togala Genu, Xexto Hotshot (Rival)

Brawn 1 Cunning 2 Presence 2
Agility 4 Intellect 2 Willpower 1

Soak: 1

Wound Threshold: 10

Strain Threshold: 10

M/R Defense: 0 / 0

Skills: Astrogation 2, Computers 1, Cool 2, Gunnery 3, Mechanics 1, Piloting—Planetary 2, Piloting—Space 3, Ranged—Light 2, Streetwise 1, Vigilance 2

Talents: Confidence, Corellian Sendoff, Dedication, Grit, Koiogran Turn, Shortcut, Showboat, Skilled Jockey

Abilities: One free rank in the Confidence talent; Additional Limbs (one free maneuver per turn)

Equipment: Heavy blaster pistol, long-range comlink, A/KT Wing Commander armored flightsuit

Togala is a brash, boastful pilot; the only thing he enjoys more than piloting his ship in dangerous situations is telling others about it later. Even so, he is friendly with other pilots and loyal to those who earn his respect. He has no love for beings who lie or cheat others (but taking a little license in storytelling is another matter entirely).

Togala flies an R-41 Starchaser starfighter, the *Pursuit*, for special “small package trade” delivery assignments.

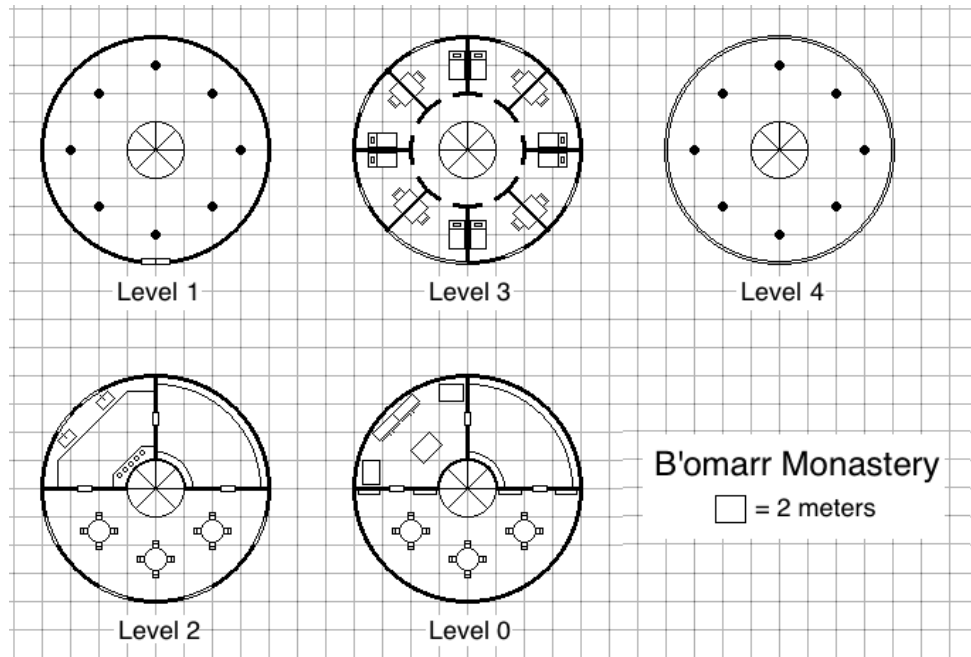
Using Togala in an *Edge of the Empire* Campaign

This Xexto hotshot can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- Most notably, Togala can compete with the PCs for jobs and glory.
- A Hutt or other employer could send him to help the PCs if a job goes wrong—and he won't let them hear the end of it, of course.
- Alternately, the PCs could be sent to retrieve him from a sticky situation.
- The Xexto could eventually betray the PCs if someone makes him an offer he can't refuse.

The B'omarr Monastery

Located in the depths of the Nar Nal Hutta jungle, this tower rises four stories in height. It is built from roughly cut local stone and has a pointed, sloping roof made of cast durasteel. It is located well away from commonly traveled routes, providing the monks with the seclusion and solitude they need to contemplate the galaxy's mysteries.



The Monastery

Refer to the appropriate map for the following location descriptions.

Level 1

The tower's ground level can be accessed via broad double doors. Normally a pair of guards are stationed here; they question visitors and, if the monks approve, grant them access to the monastery. A spiral staircase leads up into the tower as well as to its lower level, although a door requiring a passcode (or a hard Skulduggery check) bars the way to the latter. Beyond that there are also eight pillars that support the upper levels.

Level 2

On the next level up the staircase opens into the refectory, which is dominated by three tables with chairs. This is, of course, where the monks (those that still have bodies) take their meals. Doors provide access to the kitchen and pantry. Windows provide natural light in all but that last area.

Level 3

Monks are quartered on this level; each cell is furnished with a bed, a desk and a chair, and has a window that can be shuttered closed.

Level 4

This level is little more than an open platform with the roof supported by pillars; a guard rail encircles its perimeter. The monks use it for meditation and relaxation.

Level 0

The heart of the monks' efforts toward illumination are based here in this underground level. There is a library for reading and discussing texts, with three tables and chairs. Doors lead to an infirmary that has three beds, used for emergencies and for those times when monks coose to have their brains removed from their bodies. The final chambers, with shelves lining its walls, is where disembodied individuals sit in darkness and contemplate.

Personnel

Detailed here are some of the characters who can be found in the B'omarr Monastery.

Initiates (Minions)

Brawn 2	Cunning 2	Presence 2
Agility 1	Intellect 2	Willpower 3

Soak: 2

Wound Threshold: 5

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Brawl, Discipline, Perception, Vigilance

Talents: None

Abilities: NA

Equipment: Robes

These new members of the order may lack in many of the refinements that their superiors possess, but they bring plenty of zeal. To them are given such tasks as guarding the monastery, performing manual labor, and the like. They perform these tasks with cheerful efficiency, knowing that enlightenment will eventually be their reward.

Acolyte (Rival)

Brawn 2	Cunning 2	Presence 2
Agility 1	Intellect 3	Willpower 3

Soak: 2

Wound Threshold: 12

Strain Threshold: 14

M/R Defense: 0 / 0

Skills: Brawl 1, Discipline 2, Education 1, Lore 2, Medicine 1, Perception 2, Resilience 1, Survival 1, Vigilance 1, Xenology 1

Talents: Grit, Natural Scholar, Researcher, Resolve, Well Rounded

Abilities: One free rank in each of two non-career skills

Equipment: Robes

Those monks who persevere through the initial testing process begin to learn the secrets of the Order, growing in wisdom and fortitude. They are charged with oversight of the monastery, commanding the lesser initiates.

Curate (Nemesis)

Brawn 2	Cunning 2	Presence 2
Agility 1	Intellect 4	Willpower 4

Soak: 2

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Brawl 1, Discipline 3, Education 2, *Lore 3, Medicine 1, Perception 3, Resilience 2, Survival 2, Vigilance 2, Xenology 2

Talents: Confidence, Dedication, Grit, Intense Focus, Knowledge Specialization*, Mental Fortress, Natural Scholar, Researcher, Resolve x2, Stroke of Genius, Toughened, Well Rounded

Abilities: One free rank in each of two non-career skills

Equipment: Robes

Only the most dedicated individuals achieve of the levels of self-discipline and understanding claimed by these monks. Indeed, for them the only further step is to have their brains removed from their bodies so that they can spend the rest of their lives contemplating the mysteries of the universe unhindered by mortal distractions. Most of the time, any given temple only has one curate in it.

Using the Monastery in an *Edge of the Empire* Campaign

This location and its inhabitants can be incorporated into an *Edge of the Empire* campaign in many different ways; a few of the possibilities are detailed here.

- Given their ceaseless contemplation of the universe, the B'omarr monks are first and foremost a source of information. This is especially appropriate for PCs who pursue the way of the Jedi, since the monks have studied Jedi teachings hidden from the Imperials.
- The monks expect something in trade for their knowledge, however; ancient scrolls, datadisks and even holocrons are their preferred method of payment.
- Should one or more of the PCs decide to join the Order and follow its tenets, the situation could provide some excellent roleplaying opportunities.
- If the monks were to be threatened by outsiders (as is detailed in the *Firestorm* plot), they might seek out troubleshooters who could help with the problem.

Tests of the B'omarr

Members of the B'omarr Order have their knowledge and intelligence tested in a variety of ways. This includes tests of logic, familiarity with sacred teachings, and the ability to remove oneself from physical worldly concerns. Presented below are some puzzles that B'omarr monks might use as a challenge for visitors who wish to deal with them.

The Puzzle Box

For this test, the PCs are presented with a broad, flat metal box with an elaborate grid engraved in its top, along with six rings of six keys. Each ring holds six metal keys; all of them on a given ring are engraved with the same number: 1, 2, 4, 5, 7, 8. They are given one clue: “Seven is the key; what is the correct order?”

1						
2						
3						
4						
5						
6						

The key to this puzzle is remembering that the numbers one through six, when divided by seven, produce repeating decimals that all use digits matching the numbers on the keys—and all in variations of the same sequence. To that end, the correct order of keys is this:

1	1	4	2	8	5	7
2	2	8	5	7	1	4
3	4	2	8	5	7	1
4	5	7	1	4	2	8
5	7	1	4	2	8	5
6	8	5	7	1	4	2

If the PCs are able to devise the correct order, the box opens. Inside is a small scrap of parchment with a single question: “What comes next?” The correct response is either 0.999999, repeating, or, more simply, *one*.

Bounty Points

In a *Star Wars* roleplaying game, questions regarding how much of a bounty should be offered for various criminals can be important. This article attempts to quantify a system for answering those questions. First, presented below is a table—based on the Reputation score from Wizards of the Coast's D20-based *Star Wars* RPG—to keep track of just how notorious criminals can become. Every illegal activity of which a character is suspected earns that individual a certain number of bounty points. That total, in turn, determines how (in)famous the character has become, along with what kind of bounty might be offered.

Bounty Points	Relative Reputation	Reward Offered
0	Unknown	500 credits
1 to 2	Hometown	1000 credits
3 to 5	Homeworld	2000 credits
6 to 9	Star system	5000 credits
10 to 14	Many systems	10,000 credits
15 to 20	All systems	20,000 credits
21	Galaxywide	50,000 credits

Refer to pages 384-5 of the *Edge of the Empire* core rulebook to find the five classifications for crimes against Imperial law. Those classes are listed below, along with the bounty points that each of them earn.

Crime	Penalty
Class Five	0 bp
Class Four	1 bp
Class Three	2 bp
Class Two	4 bp
Class One	8 bp

Additionally, certain circumstances can modify the bounty points earned (at the GM's discretion, of course). Some of these are listed below.

Circumstance	Modifier
Destruction of Imperial or other government property	+1 bp
Injury to an Imperial or other government official	+1 bp
Having a connection to the Rebel Alliance (minor)	+1 bp
Death of an Imperial or other government official	+2 bp
Having a connection to the Rebel Alliance (major)	+2 bp
Public display of Force powers	+2 bp

The GM might also wish to add a setback die to attempts by characters at maintaining a low profile, if they are in a place where they are considered to be known. For example, a character with six bounty points would suffer a setback when in his home star system, while one with twenty-one bounty points would suffer one everywhere in the galaxy.

Lulu Ogrin's Inaugural Swamp Skimmer Open Race

During his extensive travels on Nal Hutta, Lulu the Gungan has become intimately familiar with much of its swampland. Sometimes, when he is in a hurry to serve his Hutt bosses or just feeling bored, he experiments with a type of repulsorlift piloting that he calls “swamp skimming.” This consists of decreasing the amount of lift from his skiff’s repulsor drives, letting it skim a bare meter above the surface. That makes piloting more challenging, of course, but also more dangerous and more fun.

It wasn't long before the Gungan recognized an opportunity to make some credits through this type of activity. He scouted out a potential course, one that would provide plenty of obstacles for the competitors, and then planned how to make it marketable. Then he pitched the idea to Slarr the Hutt. Somewhat to his surprise, Slarr liked the idea. In fact, the Hutt offered up a sum of 10,000 credits as the prize for the winners. Thus sponsored, Lulu put out an open call for competitors.

The Competition

Characters introduced in previous blog articles can provide plenty of competition for the PCs in a race such as this; here are just a few of the possibilities.

- The Trandoshan hunters from “Conversion”
- Togala Genu, Xexto hotshot from “The Rival”
- Golthani Ru, a Corellian who works with “Ma'char'ba the Ugor and His Scavengers” (and keep in mind that her sister, Tescali, pilots Slarr's sail barge)
- Sen Wral, a Shistavanen who leads a band of “Nerf Rustlers”
- Kerwen Chee, a Corellian who pilots a “Mag-Lev Train”
- A group of ne'er-do-wells who've developed a reputation as “The Shipjackers”
- The Togorian pirates of “The Fireclaw Horde”
- The mix of beings who operate “Captain Zate's Interstellar Traveling Chop-Shop”

As always, of course, this also provides the GM with a good opportunity to introduce NPCs for future use.

Preparations

Those who wish to participate in the race must purchase a Bantha-II cargo skiff in order to do so. What is more, Lulu inspects each one in order to make sure that the repulsor drives have been properly limited. Given that, the PCs are free to use talents or credits in order to boost the functioning of their skiff. They also have a chance to meet the competition, as an introductory “meet-and-greet” is held at Haiuk's Lodge for everyone involved.

Sabotage?

Of course, spending some time rubbing elbows with one's competitors also provides opportunities for cheating. The GM can represent this by having an opponent (or someone hired by an opponent) make a Skulduggery check opposes the Perception efforts of a PC. Success allows the cheater to introduce some kind of flaw into the PCs' skimmer, such as a fluctuation in the repulsor field, a flicker in the propulsion system, or something similar.

Gambling?

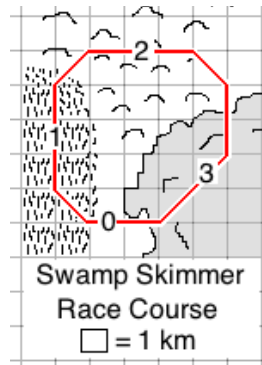
Characters who wish to do so are free to bet on the outcome of the race, with wagers up to 1000 credits being accepted. Success pays an amount equal to the initial wager multiplied by the number of competitors in the race.

Involving All of the Players

Since only a few of the PCs are likely to be involved in adjudicating the race, other players might be given the job of making checks for the opposing teams.

The Start

When the time of the race arrives, competitors are directed to an open patch of relatively flat and dry ground (area 0 on the map). There they are directed to the starting line, and Lulu himself begins the competition by firing a slugthrower.



The Course

Refer to the appropriate map for the following area descriptions. To conduct the race, have the PCs and their competition make a series of checks, and keep a tally of their total successes and advantage. After two circuits of the course, the winner is the racer or team who has the highest number of successes; use advantage as a tiebreaker. In the event that two characters are tied at the end of the second circuit, the two pilots in questions should make opposed checks until one is the winner.

The first part of the course is known as “The Boil.” It’s a section of swampland that covers a volcanic vent, causing the fetid water to bubble and churn. To simulate this, have someone in each skiff make a hard Vigilance check to notice an impending eruption. Then, apply any advantage or threat from that check to the driver’s hard Piloting—Planetary effort. Totals from the second check are applied toward determining the winner.

Next up is the section called “The Tumble.” It is a section of hills that act like a slalom course for the skimmers. This time the driver should make an average Strength check, with the results from it being applied to that character’s Piloting—Planetary effort.

Finally comes the area known as “The Tangles.” It is a bracken of twisted and gnarled trees through which the racers must steer their skiffs. This requires a hard Perception check by someone aboard each skiff, with the results from it being applied to the driver’s Piloting—Planetary effort.

Note, too, that failure on any checks causes two points of hull trauma to the skiff in question, as does a despair result. (Failure with despair, therefore, causes four points of hull trauma in total.) Vehicles that suffer too much damage are eliminated from the competition.

Unexpected Developments

It's always possible, of course, that events happen which are complete unanticipated by the competitors. These add drama and difficulty to the race; a few options are presented below.

It could happen that fog rolls in across the course. Should that happen, all characters suffer a setback die to their checks, unless they have some kind of perceptive ability that overcomes the obscurement.

There's also the chance that a dragonsnake erupts from the swamp to attack the 'skimmers. In that event, it latches onto the side of the skiff, attacking available targets and adding a setback die to all piloting efforts due to the unbalanced load.

Given the dangers present by the course itself and the aforementioned developments, it could happen that the PCs' or one or more of their opponents crash their 'skimmers and thus cause injury to the drivers and passengers. This could present a moral dilemma for more altruistic characters, or a shot at redemption for the PCs if they are losing the race.

Rewards

In addition to claiming the 10,000-credit prize, the PCs could also attract the attention of a wealthy sponsor, possibly a Hutt, who seeks capable pilots with a variety of additional skills for other races or even for entirely different kinds of business.

Races such as the Inaugural Swamp Skimmer Invitational can provide a sense of connection and continuity in a campaign, since they can recur annually throughout the course of play, and thus bring the PCs back to a familiar location. Similarly, they're also a good way to introduce rivalries with NPCs, ones that could start out friendly but then turn nastier as the stakes increase.

***Star Wars* Curse Words**

In *Star Wars* roleplaying games, it can be important to balance gritty drama with a PG rating. To help do so, it can be useful to employ some appropriate curse words.

Blast—an aggressive verb. “Blast it all, I'll wager the last of my credits.”

Blazes—an undesirable place. “What in blazes are you doing?”

Festering—an unpleasant description. “That festering Hutt double-crossed us!”

Glitch—a droid expletive. “Glitch! This place is crawling with Jawas!”

Poodoo—another expletive. “Poodoo! The hyperdrive malfunctioned again!”

Sith-spawned—another unpleasant description. “I can't shake these Sith-spawned TIE fighters!”

*Sons of mynock*s—a pejorative. “These sons of mynock don't know a lightsaber from a glowrod!”

Stang—yet another expletive. “Stang! The ship is on fire!”

The Debutante

Once they reach a certain age, many Falleen leave their homeworld in order to see the rest of the galaxy; it's an important step in their education before they settle into a career or other life path. Such is the case with this individual, Dauna Zhirtell. She is a carefree young being with credits to spend, just looking to experience life on other worlds and amidst other beings.

Dauna Zhirtell

Brawn 1 Agility 2 Intellect 2
Cunning 2 Willpower 2 Presence 3

Soak: 1

Wound Threshold: 11

Strain Threshold: 14

M/R Defense: 0 / 0

Skills: Charm 2, Deception 2, Education 1, Lore 1, Negotiation 2, Perception 1, Piloting—Space 1, Ranged—Light 1

Talents: Disarming Smile, Kill With Kindness, Smooth Talker

Abilities: One free rank in Charm; Beguiling Pheromones (suffer 2 strain to upgrade a Charm, Deception or Negotiation check against a living sentient being)

Equipment: Stylish jumpsuit, blaster pistol, comlink, 2000 credits

Dauna is a beautiful young Falleen. She has the green skin and black hair common to her species—along with the ability to change skin color and emit pheromones that cloud the minds of other beings. She is a very curious individual, and one who is still fairly naive about the ways of the galaxy. Even so, she is a game young woman, ready to try anything that sounds like an adventure.

What Dauna is not quick to mention is that her father is Keram Zhirtell, owner of Zhirtell Import and Export—and a front company for Black Sun. This gives her a strong connection to that organization, even if she doesn't know yet whether or not she wants to go into the family business.

The *Transient*

Dauna travels the galaxy in a GX1 Short Hauler, the *Transient*. This ship is a standard model, reflecting the line's originally intended purpose as a luxurious pleasure craft. Refer to page 56 of *Fly Casual* to find stats for this vessel; deck plans can be found on Wookieepedia at the following link.

<http://starwars.wikia.com/wiki/GX1_Short_Hauler>

Using the Debutante in an *Edge of the Empire* Campaign

There are many ways in which this character can become involved in the PCs' adventures; a few of the possibilities are detailed here.

- Dauna Zhirtell works well as a wild card during other adventures, a character who shows up on the scene and adds another dimension to existing business.
- Considering her charms, it's always possible that she becomes a romantic interest for one or more of the PCs. Should that not turn out well, however, the paramour in question might find thugs working for Keram Zhirtell knocking on the door.
- Given the growing animosity between the Falleen and the Empire, she could become an ally for characters who are sympathetic to the Rebellion. Given her shipping connections, she could provide considerable logistical support to the Alliance.
- Agents of the Hutts might see her as a threat of Black Sun incursion into their territory, and therefore try to arrange an “accident” in order to eliminate her.

Song and Dance

Another opportunity for roleplaying and scheming is presented by the Hutts' love for music, dancing and other such entertainment. For one thing, it can provide an opportunity for characters seeking to infiltrate a Hutt's stronghold. They might pose as musicians, having to make Athletics checks for dancing or Charm attempts for singing in order to win a Hutt's esteem. Those who aren't especially musical could resort to storytelling, especially by recounting memorable adventures that the PCs have had.

Another possibility is that characters who are employed by the Hutts are ordered to find a musician or group for an evening's performance. The performers in question could be quite demanding in how they expect to be treated, requiring special accommodations, foodstuffs and the like. This becomes even more complicated if other business occurs, such as an attack by rivals or investigation by the authorities.

Finally, a musician working for the Hutts could learn a valuable secret; that being might seek help in escaping with the information, or the Hutt could send the PCs to apprehend the musician.

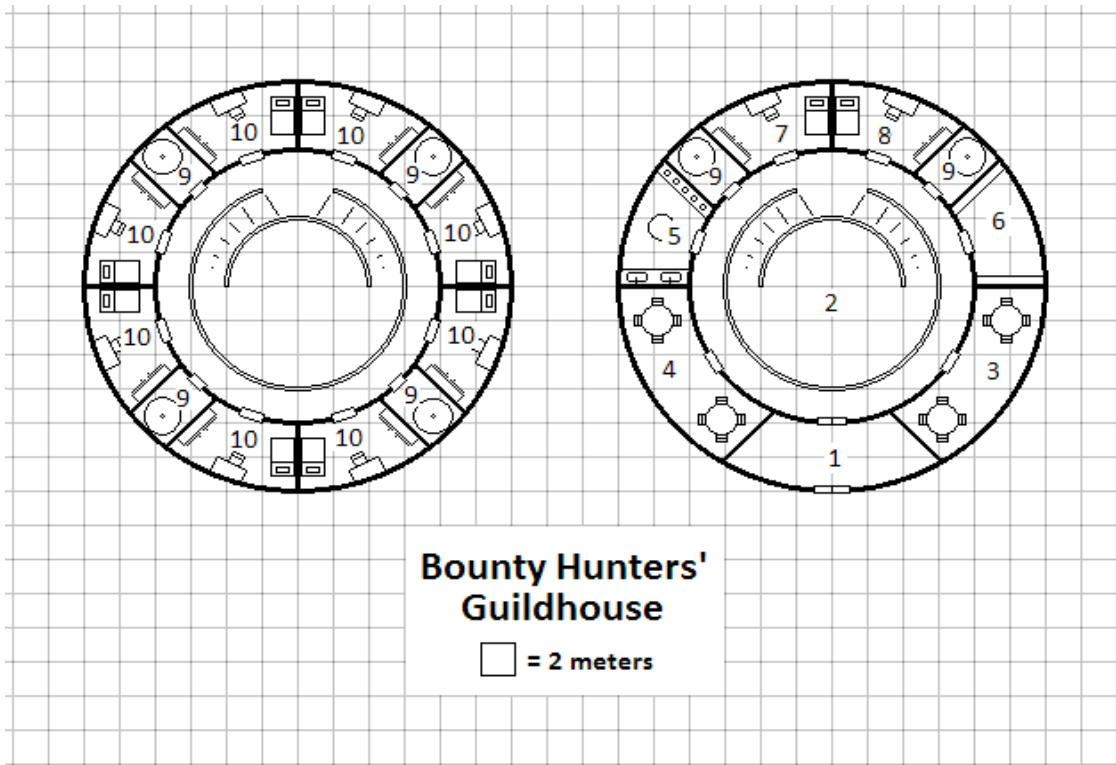
“If I told you half of the things I've heard about this
Jabba the Hutt, you'd probably short-circuit.”

-C-3PO to R2-D2

The Bounty Hunter Guildhouse

Bounty hunters. Some beings consider them to be the scum of the galaxy, while others believe that they provide a valuable service by bringing to justice wrongdoers when the authorities can't—or won't—do so. Whatever the case, there's no denying that they do see plenty of business. Indeed, the scope of their activity is such that it's proven necessary to establish a guild that oversees just how they do their business. This organization serves the hunters by publishing bounties, and more importantly by promoting and enforcing the Bounty Hunters' Creed.

<http://starwars.wikia.com/wiki/Bounty_Hunters%27_Creed>



The Guildhouse

In order to better regulate bounty hunting activity, the Guild maintains houses on most planets. Each house is maintained by a ranking member, usually one who has grown old and is no longer quite up to the rigors of the pursuit. These guildhouses provide a place where hunters can learn of new postings, study potential quarries, and rest after running down their acquisitions.

Refer to the appropriate map for the following area descriptions.

1. Entry

One set of double doors opens into this foyer, and another leads from it into the building's atrium.

2. Atrium

This broad, open area receives natural illumination from the skylights in the ceiling overhead. From the ground floor, two sets of sweeping stairs lead to the upper level.

3. Lounge

Visitors to the guildhouse are generally brought here, where they can relax and take refreshments. Additionally, business meetings often take place here.

4. Mess

Meals are served here, three times a day.

5. Kitchen

This room is outfitted with the usual appliances and implements; foodstuffs are brought in fresh daily.

6. Storage

The walls of this room are lined with shelves holding fresh linens and other housekeeping supplies.

7. Steward's Quarters

This is Tsul Hyo's bedroom. He keeps the bed damp, which for him is soothing. There is also a desk with a computer terminal, along with a wardrobe for storage.

8. Assistant's Quarters

Tenga Moran sleeps here. It is outfitted in much the same manner as Tsul Hyo's quarters, except that the bed is dry.

9. Refreshers

Each of these rooms is outfitted with the expected amenities.

10. Guest Quarters

These rooms are also furnished with a comfortable bed, a desk and chair, and a wardrobe.

Tsul Hyo, Quarren Bounty Hunter (Rival)

Brawn 3 Agility 3 Intellect 1

Cunning 2 Willpower 3 Presence 2

Soak: 3

Wound Threshold: 13

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 3, Coercion 2, Cool 2, Coordination 1, Discipline 2, Gunnery 2, Leadership 1, Lore 1, Melee 3, Negotiation 2, Perception 2, Ranged—Heavy 1, Ranged—Light 2, Resilience 3, Stealth 2, Streetwise 1, Survival 2, Underworld 1, Vigilance 2

Talents: Expert Tracker, Forager, Hunter, Outdoorsman, Stalker, Swift

Abilities: One free rank in Negotiation; Amphibious; Ink Spray

Equipment: Clothing, heavy blaster pistol, datapad, comlink

Tsul Hyo has been around for a long time. This Quarren pursued bounties back during the heyday of the Old Republic, and then managed to continue his practice throughout the tumultuous time of the Clone Wars. With the rise of the New Order, however, he has decided to retire. Tsul lives a comfortable life as the steward of a guildhouse. So what if he no longer experiences the thrill of the chase? He can still share tales of old glory with those who visit the establishment. Come to think of it, if given the opportunity for one last notable acquisition, the Quarren might be pulled out of retirement.

Tsul Hyo looks much like other Quarren, but he distinguishes himself by wearing gold jewelry on his facial tentacles.

Tenga Moran, Human Bounty Hunter (Rival)

Brawn 2 Agility 2 Intellect 2
Cunning 2 Willpower 2 Presence 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 2, Computers 2, Cool 2, Coordination 2, Gunnery 2, Mechanics 2, Medicine 2, Melee 2, Ranged—Light 2, Skulduggery 2, Stealth 2, Vigilance 2

Talents: Anatomy Lessons, Dodge, Grit, Lethal Blows, Precise Aim, Quick Draw, Quick Strike, Stalker, Targeted Blow

Abilities: Free rank in each of two non-career skills

Equipment: Clothing, prosthetic arms and legs, blaster pistol, datapad, comlink

Tenga Moran was just a young bounty hunter, on his second assignment, when things went horribly wrong. What he thought was a solid lead instead led into a facility rigged with explosives, and the Human's enthusiasm and naivete led him into the brunt of the explosion. In the aftermath, his colleagues were able to drag him out and find medical assistance. Although the doctors were able to repair his face and replace his shattered limbs, they could do little for his spirit. That is why, although Tenga serves in the capacity of assistant to Tsul Hyo, he secretly resents the practice of bounty hunting and what it cost him.

Tenga Moran might once have been a handsome, dashing fellow of medium build with dark hair and dark eyes, but the pattern of scars on his face speak of harsh life experience, and the artificial limbs make him feel different from other Humans.

Using the Guildhouse in an *Edge of the Empire* Campaign

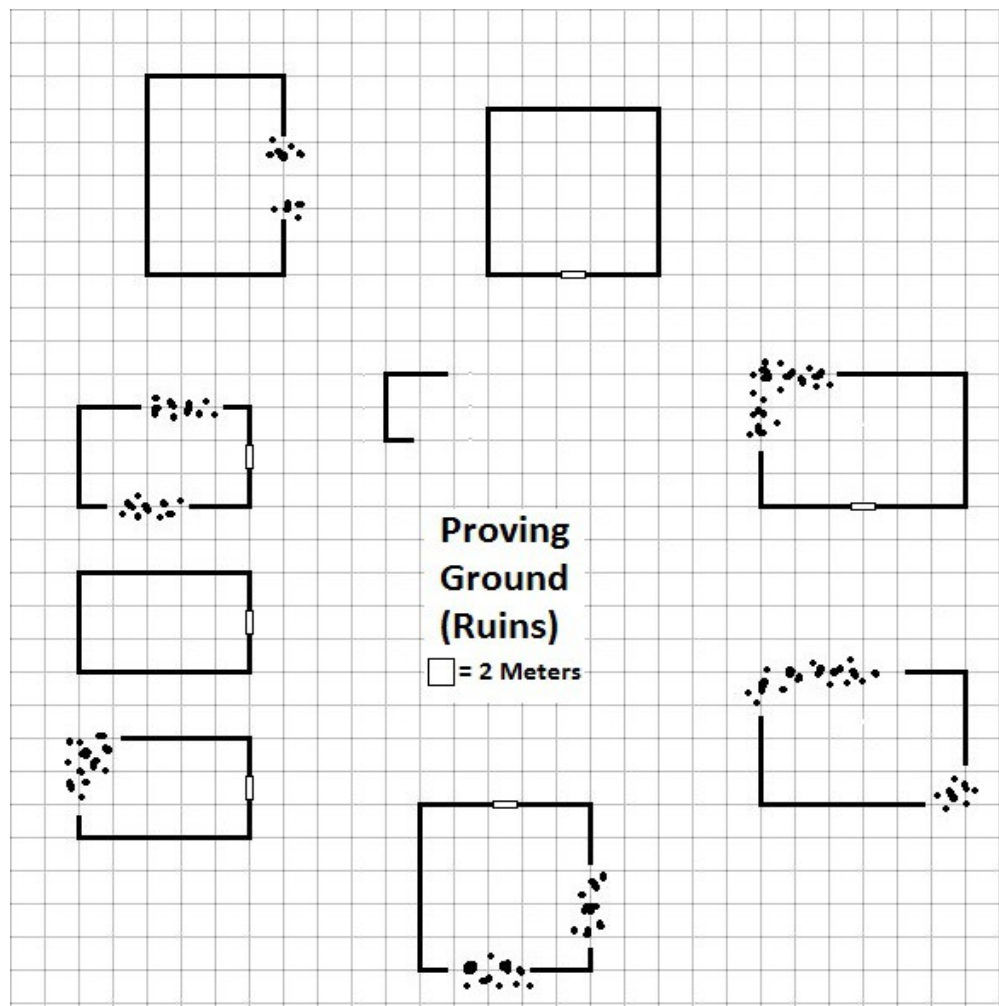
There are many ways in which this facility can become involved in the PCs' adventures; a few of the possibilities are detailed here.

- First and foremost, bounty hunters who are looking for work, or who need to recover from a job, can find support here.

- Following successful assignments, bounty hunters can meet here with the beings who placed the bounties in order to deliver the quarry and receive payment.
- If a PC bounty hunter is associated with a character on whose head a bounty has been placed, the situation could become dramatic.
- Characters with no previous bounty hunting experience who show up here could be given a test in order to prove their worth.

The Proving Ground

For those beings who want to pursue a career in bounty hunting, application to the Bounty Hunters' Guild is a must. In some places, attaining membership in that organization requires little more than paying a fee and filling out the appropriate paperwork. In others, however, the local guild representative prefers to subject applicants to a little test. Tsul Hyo and Tenga Moran are the kinds of beings who prefer the latter option.



The buildings that make up these ruins are simple duracrete structures. Some of them have walls that have crumbled into piles of rubble, creating difficult terrain.

The Test

The proving ground consists of a cluster of ruined buildings, ones that are empty of habitation. To test applicants, Hyo and Moran fill the ruins with a number of challenges.

- The “quarry” consists of one or more security droids, ones that are programmed to defend themselves using stun blasts only. The number of droids used depends on the number of hunters involved in the test (refer to page 412 of the Core Rulebook for stats).
- As an unpleasant surprise, the Guild officers may trap a beast inside one of the sealed buildings, such as an unhappy gundark (page 415) or even a swarm of mynocks for a droid applicant (page 413).

As long as they can defeat these challenges, applicants pass the initiation test.

Using the Proving Grounds in an *Edge of the Empire* Campaign

There are multiple ways in which these ruins can be used in the PCs' adventures; a few of the possibilities are detailed here.

- The most likely way, of course, is if one or more PCs wish to join the Bounty Hunters Guild and thus are being subjected to a test.
- In the event that Tenga Moran or Tsul Hyo takes a dislike to one of the PCs, the security droids might be programmed to fire lethal blasts instead of on stun.
- A rival bounty hunter could always challenge a PC to a standoff in this location.

Reference Material

There are many valuable sources for more information about the Hutts and their dealings; a few of them are listed below.

- First and foremost, of course, is the *Lords of Nal Hutta* sourcebook from Fantasy Flight Games.
- The trilogy of novels featuring Han Solo, written by A.C. Crispin, provide much insight into life among and doing business with the Hutts.
- The *Clone Wars* movie, along with several episodes of the TV series (“*Hunt for Ziro*,” “*Friends and Enemies*” and “*Eminence*”), deal extensively with the Hutt clans and their machinations.
- The adventure “*The Tempest Feud*,” for the d20-based *Star Wars* RPG, involves Hutt business and could be converted for play using *Edge of the Empire* with some work.

The Firestorm Plot

One of the glaring weaknesses of the Imperial Fleet, made particularly evident at the Battle of Yavin, is its vulnerability to attacks by small, maneuverable starfighters. In theory the *Lancer*-class frigate is supposed to provide a solution to this weakness, but in practice it has not proven to be effective. For that reason one Imperial strategist, Captain Ebla Muir, has begun researching two seemingly different lines of inquiry, hoping for a discovery that can make the Lancer more effective.

The first investigation involves technology used by the Trade Federation before the Clone Wars. In that case, some of the Neimoidian pilots and technicians were given cybernetic implants known as datagoggles that linked them to their ships' computers and control systems. Although it granted them tremendous boosts as far as interface speed was concerned, it was not without paying a physiological price.

Because of those difficulties, the strategist has also been researching the traditions of the B'ommar monks. Those ascetics have a long-established tradition of removing their most enlightened practitioners' brains from their bodies and planting them in nutrient-filled jars connected to spider-like droids. By discovering their surgical secrets, Captain Muir hopes to devise a more effective means of implanting the Neimoidian datagoggles.

Opening Salvo

The PCs could first become aware of this plot when they meet an escaped test subject, a Human by the name of Terun Dovis. His cybernetic implant is malfunctioning, leaving him prone to attacking characters that he deems to be threats. This encounter can be dropped on the characters at any time, either between other adventures or while in the middle of other business. Dovis walks into the middle of whatever they are doing and opens fire with his blaster.

Terun Dovis, Cyborged Gunner (Rival)

Brawn 2	Cunning 3	Presence 2
Agility 4	Intellect 2	Willpower 1

Soak: 2

Wound Threshold: 12

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Astrogation 1, Computers 2, Cool 3, Gunnery 4, Mechanics 2, Medicine 1, Perception 3, Piloting—Planetary 1, Piloting—Space 2, Ranged—Heavy 3, Ranged—Light 2, Resilience 2, Vigilance 3

Talents: Debilitating Shot, Exhaust Port, Overwhelm Defenses, True Aim

Abilities: One free rank in each of two non-career skills

Equipment: Ragged uniform, blaster rifle, malfunctioning datagoggles

Terun Dovis makes quite the first impression. He is dressed in the tatters of a black Imperial Navy uniform, the kind worn by gunners. Instead of the clamshell-shaped helmet, however, he has datagoggles affixed over his eyes. He is unshaven and dirty, and babbling incoherently—things like

“Enemy sighted,” “Must complete the mission” and the like. Then he just starts shooting at a random character. Given his appearance and his skill with heavy weapons, this should be a dangerous but intriguing event.

Interested Parties

In the aftermath of the attack, the PCs should have some questions to ask. What is more, a number of NPCs are also interested in learning the story behind this seemingly random attack. A few of the possibilities are detailed here.

- The proprietor of any establishment damaged in the attack—such as Haiuk the Whiphid or Vius the t'Landa Til—could demand answers about why it happened and who's going to pay to fix things.
- Recognizing the Imperial uniform and the unusual datagoggles, agents of the Rebel Alliance such as Nog and Cham Teleus would want to investigate the matter, and are willing to pay like-minded beings to do so.
- Minions of the Hutts such as the technician Traborn Yerg might covet the technology, or even recognize this Imperial activity as a threat to his boss's interests.

Whatever the case, the PCs should have some motivation to investigate this business further.

Additional Information

The PCs can also use their skills to gain some more information. An average Mechanics, Warfare or Xenology check reveals that the datagoggles are device used by the Trade Federation in the years leading up to the Clone Wars, and that they allowed pilots to interface directly with their ships. A Medicine check of a similar difficulty confirms that the device seems to be malfunctioning, causing considerable mental strain to the attacker. Medical treatment might be needed to keep Dovis alive, but the malfunctioning of the device means he can't be returned to consciousness at the moment.

The Imperial Response

Once the PCs have had some time to process these details, Captain Muir and her Imperial goons arrive on the scene. They move to secure the situation and, if he is present, to take Dovis into custody. She asks bystanders about what happened here, more to gauge what they've learned than out of any real concern for any damage or injuries caused. This interaction could allow the PCs to learn a little more about the situation, or at least to confirm that the Empire wants to hush up the incident. They need to be careful, however, lest the captain becomes worried about how much they know.

Captain Ebla Muir, Imperial Researcher (Rival)

Brawn 2 Cunning 2 Presence 3
Agility 2 Intellect 3 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Astrogation 1, Computers 3, Core Worlds 1, Discipline 1, Education 3, Gunnery 2, Leadership 1, Lore 1, Mechanics 3, Medicine 2, Melee 1, Negotiation 2, Outer Rim 1, Perception 2, Piloting—Planetary 2, Piloting—Space 2, Ranged—Heavy 1, Ranged—Light 2, Vigilance 2, Warfare 2,

Xenology 1

Talents: Black Market Contacts x2, Gearhead, Grit, Larger Project x2, Signature Vehicle, Toughened

Abilities: One free rank in each of two non-career skills

Equipment: Imperial uniform, comlink, blaster pistol, datapad

Captain Ebla Muir is fervently dedicated to the cause of wiping out the Rebellion. She is also a gifted technician, an ability she uses in developing new weapons for the Empire. The latter trait she inherited from her parents, who were techs aboard a corporate transport; the prior she developed when they were killed during an attack by pirates believed to be associated with a rebellious organization. Now she combines the two qualities in an effort to wipe out all of those who threaten peace and security in the galaxy.

At a first impression, Captain Muir comes off as being businesslike and cold. She warms up to beings who share her love for technology and the Empire, however, and can even be friendly with those who earn her respect and trust. So far that hasn't happened for many beings, however.

Imperial Stormtroopers and Stormtrooper Sergeant—Refer to pages 420-1 of the *Age of Rebellion* core rulebook to find stats for them.

Next Steps

Following this confrontation, the PCs have a number of options; a few of these are detailed below.

Tracking the Imperials is one possibility. While they are not being open about their activities, they are also not operating with total stealth. To that end, the PCs might be able to tail them back to their local base of operations. Doing this requires a hard Survival check, with modifier applied as appropriate. Success lets the character(s) in question follow as the Imps board a Bantha II cargo skiff and trek through the nearby Nal Hutta swamp to the B'omarr monastery. The GM is, of course, free to add chance encounters with creatures such as a dragonsnake in order to keep the pursuit lively.

Another option is for one or more of the PCs to plant a tracking device aboard the Imperials' skiff. Doing this requires both an average Mechanics check to rig up a suitable piece of technology, and a Skulduggery effort opposed by the stormtroopers' Perception efforts in order to put it in place without attracting attention. Should the latter effort fail, enterprising characters might be able to talk their way out of the ensuing confrontation using a Deception check opposed by the stormtroopers' Discipline result, with modifiers applied for a good or bad story.

Failing either of these two options, the GM might allow other methods for investigating. This might include accompanying Lulu Ogrin (the Gungan swamp gas harvester; see above) on his rounds, programming droids and sending them out to conduct reconnaissance, or the like.

Finally, as mentioned above, there's always the chance that another party becomes involved in this business, perhaps in competition with the PCs.

Visiting the Monastery

Hopefully, through any combination of the aforementioned methods, the PCs can trace the Imperials back to the B'omarr monastery. Because the project is a closely-guarded secret, the Imperials are keeping a low profile. They have taken over the monastery, holding some of the monks hostage in the building's underground level and forcing the other monks to maintain the pretense of normal business. For that reason visitors are greeted by an acolyte at the main entrance and perhaps even given the test

of knowledge. Even if they pass the test, however, the acolyte tells them that there is no room for visitors. This should strike the PCs as curious.

What is more, an average Survival check reveals tracks from many different beings in front of the monastery, including ones that match those of Imperial stormtroopers. A second such check allows PCs to follow the tracks to a clearing, on solid ground, in the nearby swamp, where there is clear evidence that some kind of spacecraft has been using it for landings. At that point, a hard Pilot—Planetary check can confirm that the layout of the landing gear belongs to an Imperial shuttle.

With these details in mind, the PCs may want to press their need for entering the monastery. The acolyte wants to let them, but risks the wrath of the Imperials if he does so. To that end, he volubly protests, but also tries subtly to encourage such a deed. For example, he might declare “No, you are not allowed in here,” while also beckoning the PCs forward with his hand.

Upon entering, the PCs find that other “monks” are present in the monastery's second level. These are actually Imperial Naval troopers in disguise, however, a fact that can be revealed by a Perception check opposed to their Deception efforts. Should their ruse be discovered, the Imperials call for backup and attack the meddlers.

On the lower level is a squad of stormtroopers, led by a sergeant. In the event of trouble, they rush to attack. There is also a Naval officer, however, who is armed with a grenade. If the 'troopers are being overwhelmed, he opens the door to the room in which the brain jars are being stored and

Imperial Naval Troopers and Naval Officer—Refer to pages 402-3 of the *Edge of the Empire* core rulebook to find stats for them.

Finally, in the operating room on the underground level, the PCs can find Captain Ebla Muir and the subjects on whom she's been working (including Terun Dovia, if he survived his earlier escape). Muir is flustered by the fighting and so, if she sees the other Imperials defeated, she's willing to act in a cooperative manner. Even so, she activates an emergency signal from her comlink, and then begins stalling for time. To that end, she tells what she knows about the *Firestorm* project. As she does so, though, she occasionally lets her hand fall to the comlink on her belt. A hard Perception check reveals this unintended gesture; characters who examine the comlink can identify the signal.

Captain Muir also possesses a datapad; it is encrypted, requiring a daunting Computers check to access. Characters who manage to do so can find complete specs for the datagoggle system, along with for the *Firestorm* itself.

The Inquisitor

At that point, Inquisitor Neza Yerg arrives on the scene. Those who are in a position to do so can see his Imperial shuttle descend from the sky, setting down at the aforementioned landing field. Yerg is helping to oversee the project, and as such is coming to make sure that nobody reveals its secrets. To that end, he attacks first and asks questions later. This should make for an exciting scene. The PCs may wish to stand their ground and fight, but staging an escape could be a better idea. Yerg is accompanied by four squads of stormtroopers, each of which is led by a sergeant (see above). Yerg leads two of them into the monastery, while the other two take up positions outside the building and watch for trouble.

Neza Yerg, Agent of the Inquisition (Nemesis)

Brawn 3 Cunning 4 Presence 2

Agility 3 Intellect 2 Willpower 3

Soak: 4

Wound Threshold: 14

Strain Threshold: 13

M/R Defense: 1 / 1

Skills: Athletics 2, Brawl 2, Coercion 1, Computers 2, Cool 2, Coordination 1, Core Worlds 2, Deception 3, Discipline 2, Education 2, Leadership 1, Lore 3, Mechanics 1, Medicine 2, Melee 3, Negotiation 1, Outer Rim 2, Perception 3, Piloting—Planetary 1, Piloting—Space 1, Ranged—Light 3, Resilience 3, Skulduggery 2, Stealth 2, Streetwise 1, Survival 2, Underworld 1, Vigilance 2, Xenology 1

Talents: Quick Draw, Quick Strike x2, Rapid Reaction, Side Step x2; Control Upgrade, Magnitude Upgrade, Range Upgrade, Sense Basic Power

Abilities: One free rank in Deception or Negotiation; Amphibious: Quarren may breathe underwater without penalty and never suffer movement penalties for traveling through water

Equipment: Armored clothing, heavy blaster pistol, vibrosword, comlink, datapad

If Neza Yerg had been born in a different time, he might have come to the notice of the Jedi Order and begun training as a padawan. Instead, he grew up among the Separatist members of his species, making him an enemy of the Old Republic. In the aftermath of the Clone Wars, Yerg was apprehended by agents of Palpatine's New Order and subjected to intense indoctrination. That was when the Imperials realized he was Force-sensitive, leading to a major change in direction for his life. They convinced him that it was the Jedi who caused the war, and then trained him to help find any beings who might wish to rebuild the Order. For this reason he is zealous in pursuing his cause.

Like many Quarren, Neza Yerg has grey skin and a tentacled face. He wears midnight blue armored clothing, including a billowing cape, and carries a heavy blaster pistol on his hip. He travels aboard a *Lambda*-class shuttle, and is accompanied by a naval officer, Captain Oswald, along with four squads of stormtroopers, each led by a sergeant.

Fight or Flight?

Should the PCs decide to make a run for it, they could be chased by Yerg's shuttle. The Inquisitor can also call for TIE fighter support if needed. Given the swampy terrain surrounding the monastery, however, clever characters should be able to lose any pursuit. Options for making this dramatic include any of the following.

- There's going to be trading of blaster fire; when this happens, keep in mind that the jungle canopy provides significant cover for the fleeing characters, adding a setback die to the pursuing pilot's checks.
- The terrain itself is dangerous too, though, and thus adds two setback dice to the escaping pilot's checks.
- Passengers can attempt hard Perception checks to pick out a course for the pilot, thereby using

Advantage to give the pilot boost dice.

- Technically apt characters can try using talents to enhance their speeder's performance.
- Refer to the chart on page 235 to find rules for vehicles that have different silhouettes.
- The charts on page 236 has suggestions for using Advantage and Threat in vehicular combat, while the one on page 237 details other in which passengers can help.
- In the event that the Imperial shuttle shoots at and hits the party's speeder, remember that the damage it causes is dealt to the vehicle and not the characters aboard it. Even so, a disabled speeder could crash. Should that happen, the PCs can always continue their escape on foot. For its part, the shuttle lands nearby and deposits two squads of stormtroopers to search the area for survivors.

Refer to pages 240-1 of the core rulebook to find more guidelines for handling chases.

Further Developments

As long as the PCs manage to escape from pursuit, they can deliver the information they've acquired to the party who hired them. In the case of Rebel operatives, those beings are interested in pursuing the matter further. Agents of the Hutts may wish to do so as well, given that the project presents a notable threat to any Hutt-sponsored pirate activities.

On the other hand, should the PCs be captured, then they might face the full wrath of the Imperial Inquisitorius.

Quay

Cost: 10 credits; Weight: 0.5 kg

A quay is a small electronic device that generates random answers to spoken questions. It contains limited voice recognition software that responds to particular speech patterns, namely the inflection generally used to form interrogatives in the language for which it is programmed. While for most beings it is simply a novelty item, for some—rumor has it that the Weequays who work for Jabba the Hutt worship one as a god—the device's responses carry considerable weight of truth.

To determine the quay's response, simply roll percentile dice.

Result / Response

1-8 / "It is certain."	57-64 / "Better not tell you now"
9-16 / "Without a doubt"	65-72 / "Don't count on it."
17-24 / "It is decidedly so."	73-80 / "Very doubtful"
25-32 / "Signs point to yes."	81-88 / "My reply is no."
33-40 / "As I see it, yes."	89-96 / "My sources say no."
41-48 / "Outlook good"	97-100 / The device processes the question but takes more time to respond; roll again.
49-56 / "Cannot predict now"	