

STAR WARS

ROLEPLAYING



DEATH, DIRT, AND
THE NERF RANCHER'S DAUGHTER





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A mission to a nerf ranch on ENGEBO V to buy a fresh supply of nerf steaks—a delicacy prized by the wealthy—seems like a simple enough task. But soon after the heroes arrive on the forgotten OUTER RIM planet, a shocking accident will turn their visit into a terrifying ordeal of survival.

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INTRODUCTION

A mission to a nerf ranch on Engebo V to buy a fresh supply of nerf steaks—a delicacy prized by the wealthy—seems like a simple enough task. But soon after the PCs arrive on the forgotten Outer Rim planet, a shocking accident will turn their visit into a terrifying ordeal of survival.

Death, Dirt, and the Nerf Rancher's Daughter is a mini-adventure adapted for the *Star Wars Edge of the Empire*, *Age of Rebellion*, and *Force and Destiny Roleplaying Game*. GMs can incorporate it easily into their ongoing campaigns as a side trek, use the story to launch a game set on the Outer Rim, or run it as a stand-alone over the course of one or two sessions. Some things have been left open for the GM to create or modify.

ADVENTURE BACKGROUND

The adventure begins outside a small, isolated settlement called simply the Landing—the sole outpost on the Outer Rim backwater planet of Engebo V. Engebo V is not a barren rock, but it's no garden spot, either. There's not much in the way of trees, but plenty of scrub foliage and grasslands keep the atmosphere breathable. Because the planet lacks major mountain ranges, fast-moving winds blow across the surface constantly from west to east, never changing direction.

The Landing is the last remnant of a once-prosperous mining installation. Founded a few centuries earlier, the installation used questionable methods to extract ore rapidly—Outer Rim Oreworks' backers and executives were more concerned with quick profits than environmental impact. The mineral deposits began to dry up over a decade ago, and soon after, ORO's last representative left the planet.

The Landing would likely be a pirate hideout by now if not for Davengatt's Double-Zed Nerf Ranch. The human Jaffro Davengatt, an entrepreneur who claims to be from "all over the Mid Rim," established the ranch shortly after ORO abandoned Engebo V, and he's had remarkable success. In fact, Davengatt has come to regard the Landing as his town. His nerfs—grungy, foul-smelling herd animals—have taken to the local grasslands surprisingly well, growing fat and slightly larger than is typical. Davengatt employs over a dozen individual nerfherders, most of whom are usually out in the fields with their flocks, putting up with the dirty, smelly work in order to procure nerf meat—a delicacy favored by the wealthy throughout the galaxy.

INTEGRATING THE PLAYER CHARACTERS

The heroes have been hired by Lady Wylla, an Alderaanian noble, to deliver a supply of Davengatt's finest nerf steaks. Her highness insists the steaks be delivered within three days of pickup to "preserve freshness." She provides them with 4,000 ^{credits} to purchase the steaks and an advance of 1,000 ^{credits}. If they succeed and return to her in time, they will be given another 4,000 ^{credits}.

Unfortunately, their ship strikes an unexpected plasma storm on the way into the system and blows out several key hyperdrive systems. They can fly at sublight with no difficulty, but they won't be able to leave the Engebo system without repairs to the hyperdrive. Now, the PCs have two goals: pick up the noble's nerf steaks and fix their ship.

If you will be playing in this adventure, read no further—only the GM should go beyond this point.





DEATH, DIRT, AND THE NERF RANCHER'S DAUGHTER

*"They're like living knives!"
-Nell Davangatt*



THE ARRIVAL

The only “spaceport” on Engebo V consists of several wide, flat areas outside town. It boasts little more than a few droids, some refueling equipment, and a once-temporary repair station that has been forced to maintain permanence. The PCs’ landing field is maintained by a weathered CZ model protocol droid.

The PCs will probably want to talk to the droid, CZ-22, about repairs to their ship. CZ-22 is polite and immediately boards the vessel to inspect the hyperdrive. The repair equipment at the landing field is functional, he says, but repairs will take at least a day or so. He suggests that better parts and services needed for the heroes’ ship can be found in town.

CZ-SERIES COMMUNICATIONS/ BUSINESS DROID “CZ-22” [RIVAL]

2 BRAWN	2 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
2 SOAK	12 WOUNDS	- STRAIN	0 0 DEFENSE MELEE RANGED		

Skills: Knowledge (Education) , Knowledge (Outer Rim) , Negotiation , Perception

Talents:

- None

Abilities:

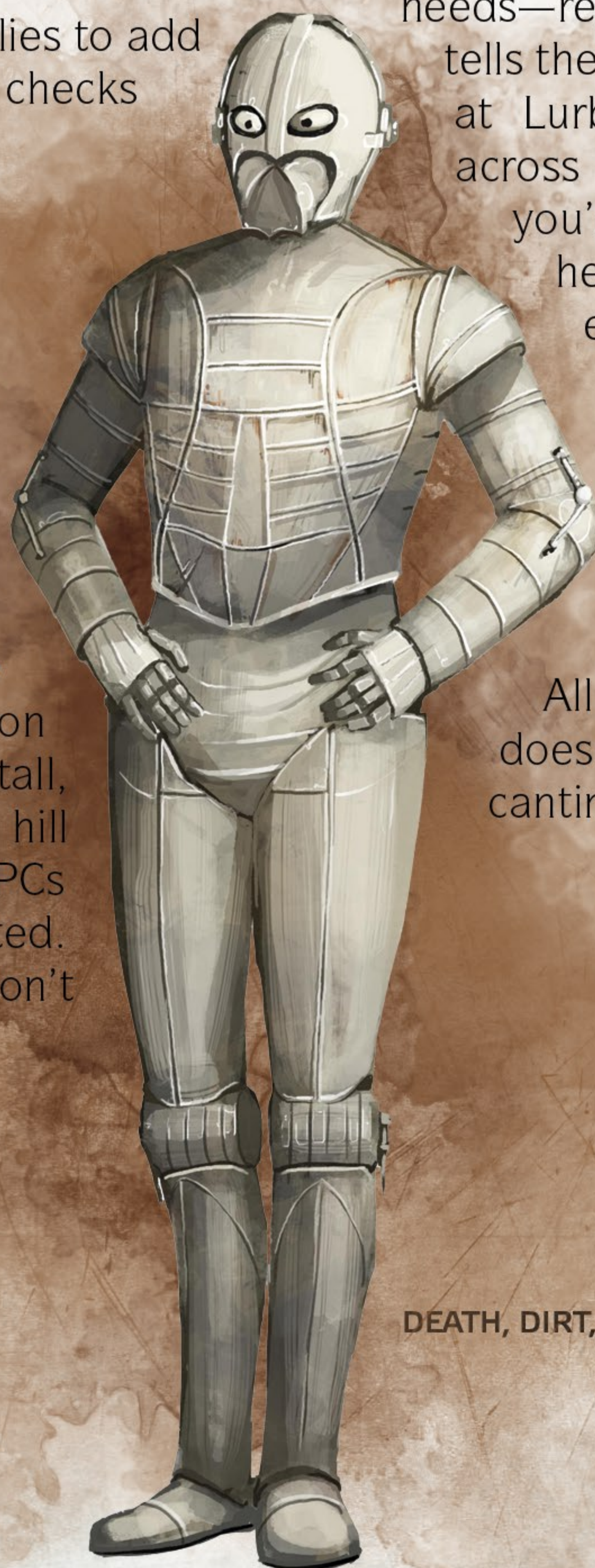
- **Droid:** Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins

- **Etiquette and Protocol:** Allow allies to add to any Negotiation checks or other checks made to negotiate or mediate

Equipment:

- **Inbuilt Datapad**
- **Long-Range Comlink**

If the PCs inquire about the nerf rancher Davengatt, the droid tells them that they should talk to his daughter, Nell (or as CZ-22 calls her, “Mistress Nell”), who is probably having her morning meal in the cantina before heading out to check on the nerf herds. CZ-22 also indicates a tall, expensive-looking structure on a hill overlooking the town and warns the PCs not to enter Davengatt’s home uninvited. “His automated security systems don’t like surprise guests.”



The PCs enter the Landing at early morning. The only sign of life in the Landing is the bright blinking sign indicating the cantina the droid mentioned. Read or paraphrase the following:

The reddish-orange star Engebo creeps up over the horizon, striking what appears to be an expensive mansion—the home of Davengatt, the nerf rancher, according to CZ-22. The smell of the nearby nerf slaughterhouse is pervasive.

A bright sign indicates a cantina on the outskirts of the small town. Sounds of conversation and low music can be heard streaming out from the building’s open door. There are no other signs of life. This must have been the place that CZ-22 was talking about.

A lone figure steps out of a building across the street from the cantina and approaches—a tall, middle-aged nikto with a wide brimmed hat, a wide swagger, and a heavy blaster hanging from his hip. He flips you a lopsided grin as you approach. “Hold up there, friends. What brings you to the Landing?”

This is Gall, the “sheriff” of the Landing. Once a miner, he suffered an accident over 20 years ago won him a large compensatory payment from Outer Rim Oreworks. The company put him in charge of security at the station, and when ORO pulled out, he accepted Davengatt’s offer to head up security in the Landing.

Gall simply wants to find out a little about the PCs. Visitors to the nerf ranch are not uncommon, and Gall assumes that’s why the heroes have come, too, unless they tell him otherwise. Whatever their needs—repairs, nerf steak, or just a hot meal—Gall tells them they’ll find someone who can help them at Lurbi’s Mercantile, pointing to the cantina across the street. “Now if you’re lyin’ to me—if you’re here to start some kind of trouble—I’ll hear about it,” he cautions. “Otherwise, enjoy yourselves.” He tosses them a casual salute and heads back into his office.

The PCs may wish to explore the rest of the town. It seems virtually deserted, but that’s only because the residents are either working or drinking in the cantina. All the residences are locked up tight. If that doesn’t convince the players to check out the cantina, coax them gently in that direction.

THE CANTINA

Lurbi's Mercantile is part trading post, part cantina, and part hotel, and there are always half a dozen people inside drinking, eating, or sleeping at any given time. This morning is no exception. The owner, Lurbi, is a gotal—a mammalian humanoid (native to the moon Antar 4) with gray, shaggy fur. She has red-tinted eyes, a flattened nose, a broad mouth full of sharp incisors, and a pair of coneshaped protuberances sticking out of the top of her head that serve as her primary sensory organs.

When the PCs enter the establishment, read or paraphrase the following to the players:

Lurbi's Mercantile—a two-story structure bigger than most anything else in sight, except the mansion—appears to be the only functioning business in the Landing other than the Double-Zed. Inside, you can see half a dozen or so people drinking, chatting, or just sitting alone, brooding. The place seems part cantina, part trading post, and part hotel.

Along the rear wall runs a long, lighted bar, behind which stands a Gotal female with gray fur and two coneshaped protuberances on top of her head—no doubt Lurbi, the proprietor. She is drying glasses and chatting casually with a stunning young human woman sitting at the bar. The human is sipping a steaming mug of caf. The blonde woman and the Gotal are the only beings in the cantina that pay any attention to you.

"What ya need?" growls Lurbi. As she looks you up and down, you notice her red-tinted eyes and the sharp teeth that fill her broad mouth.

Lurbi is more than happy to serve the PCs if they order a drink or some food, but she eyes them suspiciously if they purchase nothing. In addition to food, drink, and lodging, she has a number of supplies for sale. If the heroes are looking to stock up, she has 10 medpacs and plenty of ammunition for weapons. She even has a few thermal detonators for the right price. All of Lurbi's goods are available to the PCs (who she doesn't entirely trust) at twice their listed price. For the most part, if the PCs want to buy something, the GM can decide that it's available here (though Lurbi's weapon selection is extremely limited).

Lurbi keeps a blaster carbine and a cudgel behind the counter. If trouble arises, she'll use these to break it up. She has very little tolerance for anyone who creates a disturbance in the trading post.

LURBI FEMALE GOTAL PROPRIETOR [RIVAL]



Skills: Cool ◆◆, Knowledge (Outer Rim) ◆◆, Ranged (Heavy) ◆◆, Streetwise ◆◆◆

Talents:

- **Nobody's Fool 1:** Upgrade difficulty of Charm, Coercion, and Deception checks targeting Lurbi once.

Abilities:

- **Energy Sensitivity:** The head cones of a gotal are finely tuned sensory organs used to detect almost the entirety of the electromagnetic spectrum. Once per encounter as a maneuver, Lurbi may sense the presence and current emotional states of all living things within short range of herself.

Equipment:

- **DH-17 Blaster Carbine:** Ranged (Heavy); Damage 8; Critical 3; Range (Medium); Auto-Fire, Inaccurate 1, Stun Setting

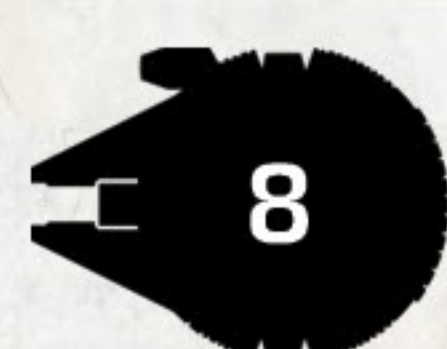
- **Cudgel:** Melee; Damage +2; Critical 4; Range (Engaged); Disorient 1

- **Worn Proprietor's Outfit:** +1 soak

THE NERF RANCHER'S DAUGHTER

If they don't speak to her, after a few minutes the blond human female confronts the PCs, asking what brings them to the cantina—and the planet in general. Her name is Nell Davengatt, daughter of Jaffro Davengatt. Nell runs the day-to-day business of the ranch. Her father has become more and more reclusive in the past few years, she says, preoccupied with adding gadgets and "conveniences" to his mansion on the hill. Nell wears a blaster on her hip and a chip on her shoulder—she hates having to run her father's business, but can't bring herself to leave, either.

After listening to the story of why the PCs have come, Nell is annoyed—she's busy running the ranch, and hardly has the patience to help an Alderaanian dilettante. After all, Davengatt's nerf meat is available on the open market. By the same token, Lady Wylla is paying three times the going rate for the steaks, so Nell's annoyance isn't entirely justified. She confronts the PCs because she's been told by Lady Wylla to expect them.




The PCs may want to spread out and chat with some of the locals in the cantina—all humans who work for Davengatt in one form or another. Most of the folks in the room at the moment are stablehands, as the nerfherders stay in the fields with their flocks. If the PCs are fast enough to gather some information before Nell talks to them, they'll learn a little bit of the history of Engebo V, including how the ORO mine stripped the world of many vital elements, and how Davengatt (who is spoken of with respect, although no one but his daughter and Lurbi seem to have met the man) saved the Landing.

NELL DAVENGATT HUMAN FEMALE RANCHER [RIVAL]



Skills: Cool , Coordination , Knowledge (Xenology) , Medicine , Perception , Ranged (Light) , Survival 

Talents:

- **Expert Tracker 1:** Remove  from checks to find tracks or track targets; decrease time to track a target by 25%.

Abilities:

- **None**

Equipment:

- **A-180 Blaster Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium); Disorient 1, Stun Setting
- **Heavy Clothing:** + 1 soak

LOCAL TROUBLE

After Nell has had a chance to chat with the PCs, read or paraphrase the following:

Suddenly, the young woman stops speaking, cocking her head to one side. A low, rumbling roar can now be heard in the distance, a roar that quickly becomes the scream of atmospheric friction—the unmistakable sound of a ship making an uncontrolled re-entry. Nell leaps to her feet and heads out to the street. The other denizens of the cantina begin to stand and head for the door. Lurbi eyes you suspiciously, but also begins to move toward the door.

The PCs will probably go out into the street with everyone else, but if they choose to stay behind for any reason, Lurbi stays, too. If the PCs refuse to leave the cantina, the gotal proprietor starts to prod them. “Blast it, I want to see what’s out there, but I’m not leaving strangers hanging around my store. Get out there!”

As soon as the PCs enter the street, read or paraphrase the following:

Nell stands staring at the sky, jaw dropped in disbelief. The orange, burning hulk of a now-unrecognizable space transport screams overhead like a meteor. Nell tracks the vessel, her eyes growing wider as she sees where it’s going to hit. Not far away, Gall stands in similar awe.

“The herds!” she cries. “It’s heading for the herds! Gall, contact my father!” The nikto obliges immediately, and you realize that the “sheriff” clearly works for Davengatt, too.

Nell turns to you, desperation evident in her eyes. “You want those steaks? Help me now, and I’ll give them to you at wholesale. Your boss doesn’t have to know—you can keep the change. My speeder’s this way.” With that, she turns and runs toward a ragged, eight-seater landspeeder parked across the street.

The scream of the incoming ship hits a crescendo, and then the whumpf of a distant explosion rocks your ears.

If the PCs refuse to go with Nell, sweeten the deal: offer them the repairs to the ship for free, or lower the cost of the steaks by another 20 percent. If they still balk, Nell leaves without them, and Gall asks for their help instead. If they go with Gall, skip ahead to Davengatt’s Mansion on page 12.

If the PCs refuse to help either character (perhaps they want to hide out in Lurbi’s, for instance), they’re attacked by a swarm of skekfish consisting of 5 minion groups of 4 skekfish each(see below), and the GM is encouraged to improvise an escape from the planet.



THE WRECK OF THE MADMAN'S FORTUNE

Nell's speeder is faster than its bulk would indicate, and within a few minutes, she and the PCs arrive at the crash site. The wreck of an unrecognizable type of freighter sits in a smoking crater, surrounded by dead nerfs and, to Nell's dismay, a few dead humans who must have been watching the herd. She calls out their names, but none of them move. On the horizon, survivors of the herd gallop away from the scene in all directions.

As the PCs and a grimly determined Nell exit the speeder, an escape pod settles to the ground nearby as its autopilot kicks in the automated landing system. Nell checks a scanning device in the speeder's cockpit and gets the transponder beacon transmitting from the pod. She learns that the ship is called the *Madman's Fortune*—a museum exhibit ship in a popular traveling “freak show.” She approaches the pod and beckons the PCs to follow her.

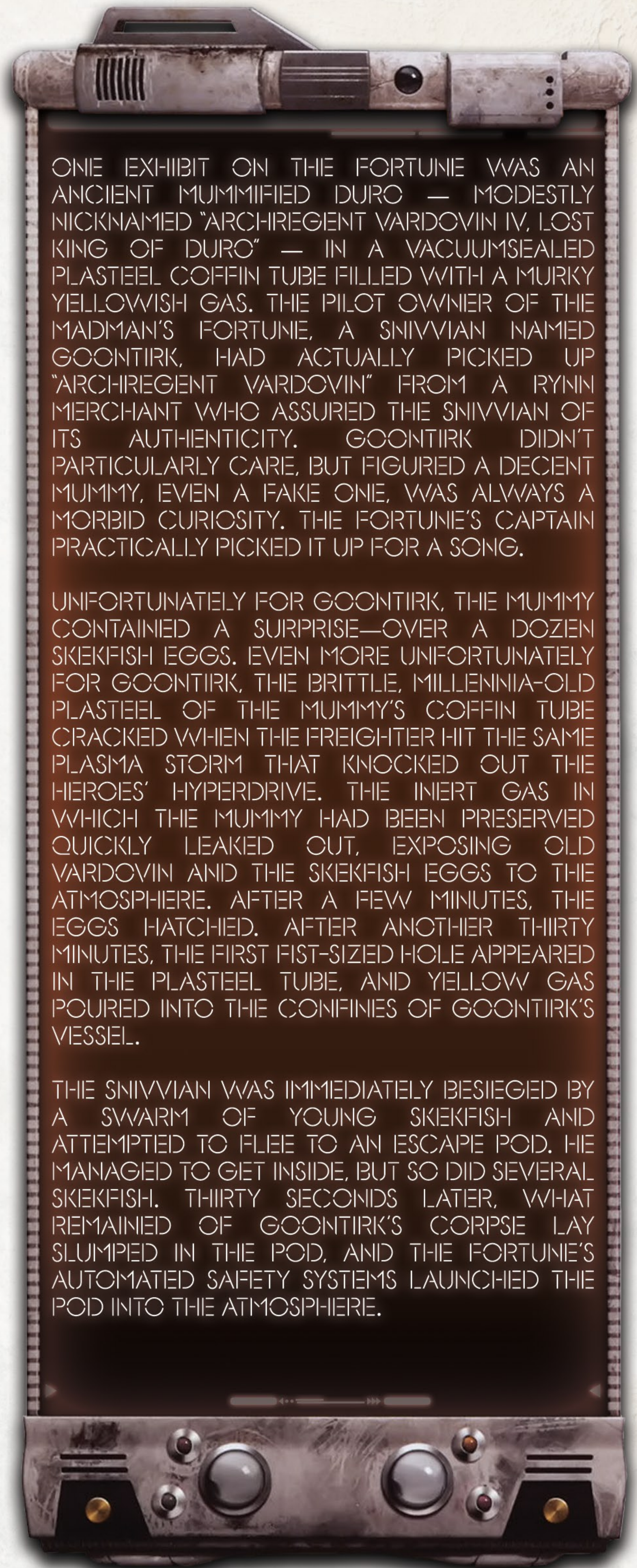
If the heroes don't do it first, Nell moves to open the escape pod. Read or paraphrase the following aloud:

Nell triggers the release on the pod. Immediately, she screams and jumps back as dozens of small, wriggling silver creatures begin to pour out of the pod and burrow into the ground. Dozens of the fish-like beasts disappear under the soil as Nell looks on in shock.

Suddenly, a group of the creatures burst back up from the ground, and one strikes Nell's left arm. Blood begins to flow as she screams and draws her blaster, firing wildly at the ground. “They're like living knives!” she shouts.

THE SKEKFISH

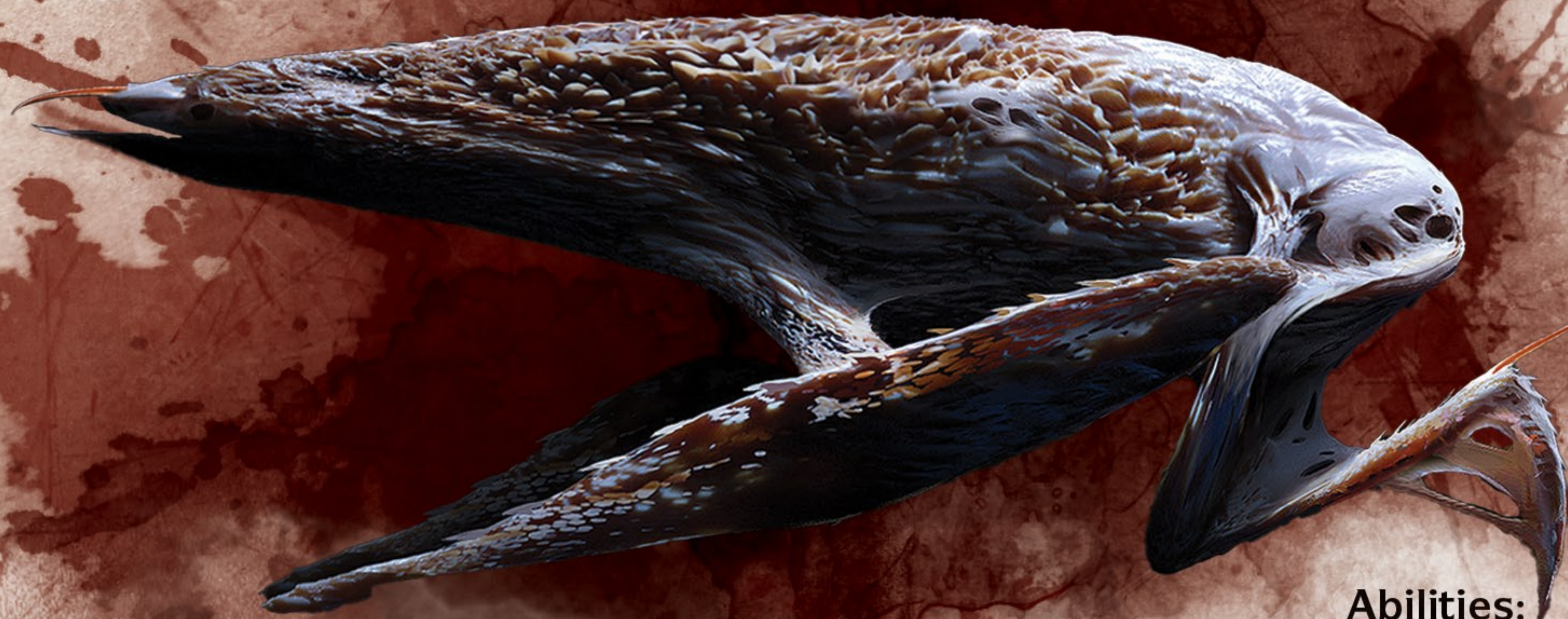
The skekfish—or “knife-fish” as they're sometimes called—are a hybrid of carbon-and silicon-based life. Each individual ranges in length from 30 to 40 centimeters. They're obviously not true fish, but the name was given by those who first encountered them because of the way they “swim” through the soil. Skekfish move in schools, propelling themselves through any soil with hundreds of tiny, razor-sharp, metallic fin-scales that line their bodies, controlling direction with four rudder fins as long as their entire body. They can move at one-quarter their burrow speed through solid rock, and one-half their burrow speed through wood. They have no apparent eyes and hunt entirely with their sense of hearing.



ONE EXHIBIT ON THE FORTUNE WAS AN ANCIENT MUMMIFIED DURO — MODESTLY NICKNAMED “ARCHREGENT VARDOVIN IV, LOST KING OF DURO” — IN A VACUUMSEALED PLASTEEL COFFIN TUBE FILLED WITH A MURKY YELLOWISH GAS. THE PILOT OWNER OF THE MADMAN'S FORTUNE, A SNIVVIAN NAMED GOONTIRK, HAD ACTUALLY PICKED UP “ARCHREGENT VARDOVIN” FROM A RYNIN MERCHANT WHO ASSURED THE SNIVVIAN OF ITS AUTHENTICITY. GOONTIRK DIDN'T PARTICULARLY CARE, BUT FIGURED A DECENT MUMMY, EVEN A FAKE ONE, WAS ALWAYS A MORBID CURIOSITY. THE FORTUNE'S CAPTAIN PRACTICALLY PICKED IT UP FOR A SONG.

UNFORTUNATELY FOR GOONTIRK, THE MUMMY CONTAINED A SURPRISE—OVER A DOZEN SKEKFISH EGGS. EVEN MORE UNFORTUNATELY FOR GOONTIRK, THE BRITTLE, MILLENNIA-OLD PLASTEEL OF THE MUMMY'S COFFIN TUBE CRACKED WHEN THE FREIGHTER HIT THE SAME PLASMA STORM THAT KNOCKED OUT THE HEROES' HYPERDRIVE. THE INERT GAS IN WHICH THE MUMMY HAD BEEN PRESERVED QUICKLY LEAKED OUT, EXPOSING OLD VARDOVIN AND THE SKEKFISH EGGS TO THE ATMOSPHERE. AFTER A FEW MINUTES, THE EGGS HATCHED. AFTER ANOTHER THIRTY MINUTES, THE FIRST FIST-SIZED HOLE APPEARED IN THE PLASTEEL TUBE, AND YELLOW GAS Poured INTO THE CONFINES OF GOONTIRK'S VESSEL.

THE SNIVVIAN WAS IMMEDIATELY BESIEGED BY A SWARM OF YOUNG SKEKFISH AND ATTEMPTED TO FLEE TO AN ESCAPE POD. HE MANAGED TO GET INSIDE, BUT SO DID SEVERAL SKEKFISH. THIRTY SECONDS LATER, WHAT REMAINED OF GOONTIRK'S CORPSE LAY SLUMPED IN THE POD, AND THE FORTUNE'S AUTOMATED SAFETY SYSTEMS LAUNCHED THE POD INTO THE ATMOSPHERE.



With their bizarre dual-element physiology, the skekfish must consume both dirt and flesh to survive. An adult skekfish can only survive up to 48 hours without ingesting some animal flesh. They have voracious appetites and a speedy reproductive rate; on any undeveloped world (and even an occasional developed one), skekfish can rapidly consume almost all large fauna. When animal biomass begins to run out for any reason, skekfish will lay a clutch of eggs in the bodies of their last remaining victims, which they then instinctively cover with fresh soil. If the “nest” is left undisturbed, the eggs can last for thousands of years. When fresh meat arrives, the young begin to hatch, and the cycle begins anew. Young skekfish are about one quarter the length of adults, but they reach full size within 24 hours.

When hunting, schools of skekfish will dive in formation out of the ground (up to 2 meters off the surface) in an attack arc, mouths open. (Thanks to their small size and school behavior, up to four adult or eight young skekfish can occupy one 2-meter square.) Their razor-sharp snouts bore straight through their prey’s torso, leaving a gaping wound. With their victim suitably staggered, the school then breaks up into a more chaotic attack, swarming over the meal until virtually nothing remains of the corpse.

It is unknown exactly where the species originated or whether their DNA has been modified. It seems unlikely that such a bizarre creature could have arisen through natural means, but the galaxy is a strange place.

Abilities:

- **Vicious Swarm:** Skekfish swarms have a Vicious rating equal to half the number of minions in the group.

- **Metallic:** The skekfish’s digestive system retains the elemental metals contained within the creature’s food. They take damage from blaster fire like any other creature, but they are particularly vulnerable to ion weapon fire. When an ion weapon successfully hits a skekfish, it deals double damage. A shipboard ion cannon can target up to eight skekfish in one 2-meter square simultaneously.

Equipment:

- **Razor Fins:** Damage 5; Critical 4; Range (Engaged); Pierce 2

FIRST BLOOD

The skekfish that emerge from the escape pod are not particularly hungry—after all, they’ve had a full meal of snivvian in just the last few minutes. There are several of them, however. As long as the PCs remain standing on the ground, the skekfish will attack them in six groups of four creatures each. (Although the PCs won’t know this, at least that many skekfish have already escaped into the soil and even now are swimming to the Landing in search of more prey.) The GM should roll separate initiative for each skekfish minion group for a more effective fight.

Nell immediately heads for the speeder; it takes her at least 2 rounds to get there. She insists that they return to the Landing and warn the others. After a few rounds spent fighting the skekfish, the PCs will likely agree.

If the PCs have ion weapons, they might learn the creatures’ weakness at this point. If they manage to kill a few minion groups of skekfish, the rest disappear under the ground to find easier prey. Naturally, they head back to the Landing.

As soon as a character gets in the landspeeder, the skekfish leave that character alone. This might clue the PCs in to the easiest way to avoid the skekfish attacks: Don’t walk on the ground! Once all PCs and Nell are on board (the GM should make sure Nell gets on the speeder as soon as possible), Davengatt’s daughter kicks the vehicle into gear and heads back to the Landing.

SKEKFISH [MINION]

3 BRAWN	2 AGILITY	0 INTELLECT	0 CUNNING	0 WILLPOWER	0 PRESENCE
6 SOAK	6 WOUNDS	- STRAIN	0 0 MELEE RANGED		0 0 DEFENSE

Skills (group only): Brawl

Talents:

- None

DEATH AT THE LANDING

The trip back to the settlement doesn't take long, but it's apparently long enough. As the speeder pulls onto the main street, bloody parts of bodies can be seen lying everywhere. Lurbi stands on a rickety pile of firewood, blasting skekfish (which have already grown considerably) left and right. She's quite happy to see the speeder and waves to beckon Nell over. Read or paraphrase the following:

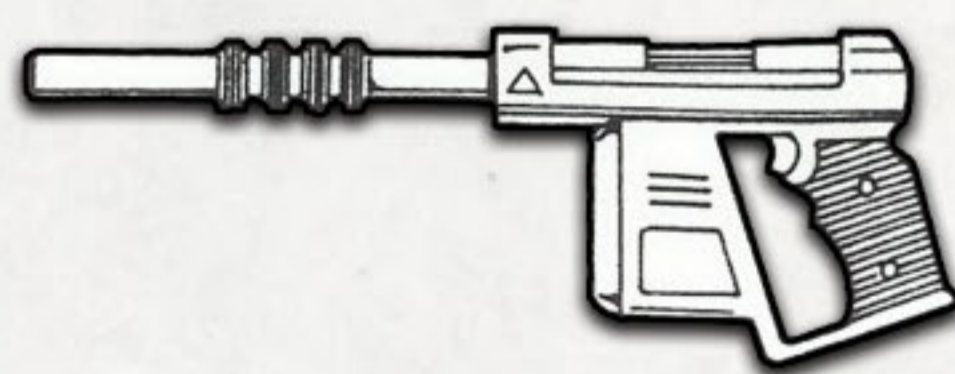
Bodies and parts of corpses litter the street—apparently, the silver knife-creatures were able to outrace Nell's speeder and have begun to feast. Lurbi stands on a shaky-looking pile of firewood, clutching two ion pistols and firing them rapidly at the surrounding "fish." "Nell!" she cries. "Help!"

As the speeder approaches, the creatures attack the gray-furred gotal in earnest. Although Lurbi catches many with ion fire—which, for some reason, causes the little biters to explode—one punctures her chest, moving through her as if she were simply dirt. The gotal chokes, staggers, and falls to the ground.

By the time the speeder reaches Lurbi, all that remains of the shopkeeper are the two cones that stuck up out of her head and a pair of ion pistols.

If the PCs haven't figured out that the ion weapon fire is especially damaging to the skekfish, Nell points out that the creatures exploded when hit by Lurbi's weapons. If need be, she suggests that they try to get the pistols.

The easiest way to retrieve the pistols is for any Force users in the group to use the Move power. If this occurs, two minion groups of four skekfish each begin to leap up into the open-topped speeder, attacking at random—the bloodlust of the feeding frenzy means that the PCs are no longer safe by staying off the ground. If the PCs step out of the landspeeder in order to pick up the pistols by hand, they're attacked by the same number of creatures on the ground.



NOREX SP-75 STUN PISTOL				
SKILL	RANGE	ENCUM	PRICE	RARITY
Ranged (Light)	Medium	1	200	4
6 DAMAGE	- CRITICAL	0 HARD POINTS	SPECIAL Stun Damage	

Once the PCs gain the pair of ion pistols, they see that each one is drained of power and needs a energy weapon reload. Nell believes they can recharge the weapons at her father's house—if, she adds with a chill, her father is still alive. If any of the PCs are carrying energy weapon reloads, they may reload the pistols without the need to charge them, though Nell still insists on needing to get to the mansion as quick as possible. With that, she revs the speeder, waits for the PCs to get on board, and heads toward the mansion on the hill.

If the PCs are reluctant to accompany Nell, wanting instead to remain in the Landing to help the residents, the GM should make it clear that there's little to be done. It seems that no one is left alive, and while Gall's body is not among the dead, his building across from the cantina is empty. The longer the PCs tarry in the Landing, the more skekfish attack them, until it seems that the only option is to join Nell and head to her father's mansion.

DAVENGATT'S MANSION

Once the PCs arrive now at Davengatt's mansion read or paraphrase the following:

Nell tears into the large speeder garage adjoining the fourstory mansion, coming to a stop with a jolt. Dozens of the skekfish follow, although they seem unable to get through the floor of the garage—for now. Several leap out of the ground and wriggle along on the surface toward you.

Nell points out the entrance to the mansion, 30 or more meters away across the yard that lies between the garage and the dwelling. "I have to go first," she says grimly. "Otherwise, the auto-sentries will fry you. They're programmed not to shoot at me, my father, or Gall, but they can take out you—or that speeder—with one shot. Cover me, and follow when I wave you over."

With that, Nell draws her own ion pistol and takes off running across the yard to the mansion. Red laser bolts fly, trying to target the schools of skekfish that follow with little success. Just as she reaches the entrance and slams her hand onto the I.D. panel, Nell is struck in the leg by a skekfish and falls to the ground, screaming. The air around her is suddenly alive with diving silver skekfish.

If the PCs never retrieved the ion weapons back at the Landing, Nell's pistol was already on her person. If they did recover the weapons, then Nell's is one of

those two. In either case, the PCs will no doubt try to save her. The 36 meters between the garage and the mansion contains six minion groups of four skekfish each. (If the PCs don't find this challenging, add two more minion groups.) The PCs will have a very difficult time running across the yard, since they'll frequently be adjacent to enemies.

Once all of the PCs are adjacent to Nell, she triggers the door (she's waited so the house doesn't fill up with skekfish while the PCs cross the courtyard). Of course, it's possible that Nell could be dead by then, but the GM doesn't need to run nonplayer combat between her and the skekfish. It's fine to assume that she manages to fend off the creatures with her ion pistol until the PCs join her.

INSIDE THE MANSION

Once the PCs get inside (and finish off any skekfish that followed them in), they see Davengatt himself. Read or paraphrase the following aloud to the players. If the GM wants to let the players learn more details about the skekfish, Davengatt can relate the information (having learned it himself any number of ways), but it's not required in order to complete the adventure.

A round, smiling human in expensive robes—out of place next to his ion rifle and the electronic rangefinder he wears over one eye—welcomes you into an opulent room filled with hanging tapestries and bright natural light that pours in from several large skylights. This is Jaffro Davengatt. To Davengatt's right stands Gall. The sheriff's clothing is caked with blood and he's breathing harder than seems normal, but he is alive.

"Welcome! You're the couriers from Wylla, right?" laughs Davengatt. "I'm afraid we're not going to be able to fill your order! Nell, come with me." Then he turns toward Gall. "Get the rest of them out of my house. Looks like we're going to be here a while, and I'm not sharing anything with them." Ion rifle trained on you, he backs slowly toward the lift tube in the rear of the room. Nell follows her father, objecting to the way he's treating you and trying to explain how you've helped her.

Gall turns to you and frowns. "Sorry, fellows. I kind of liked you, but you heard the man." Gall watches Davengatt back into the lift tube, then turns and says to you, in a low voice: "Tell you what—there's another speeder out back that might at least get you to your ship. Maybe you got lucky and the repairs are done. If not, at least you'd have a place to hide—"

Gall doesn't get a chance to finish his sentence. A cutting scream bursts forth from Nell, followed by a bellow of pain from her father, who stumbles out of the lift tube, bleeding profusely. The tube is filled with skekfish, and they're pouring into the room!

GALL, NIKTO SHERIFF [RIVAL]

3 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	3 PRESENCE
SOAK 5	WOUNDS 14	STRAIN -	DEFENSE 0 0 MELEE RANGED		

Skills: Athletics , Brawl , Perception , Ranged (Light) , Resilience , Survival 

Talents:

- **Natural Outdoorsman 1:** Once per game session, may reroll any one Resilience or Survival check.

Abilities:

- **Mountain Nikto:** Add 1 rank in Survival and the Natural Outdoorsman talent.

Equipment:

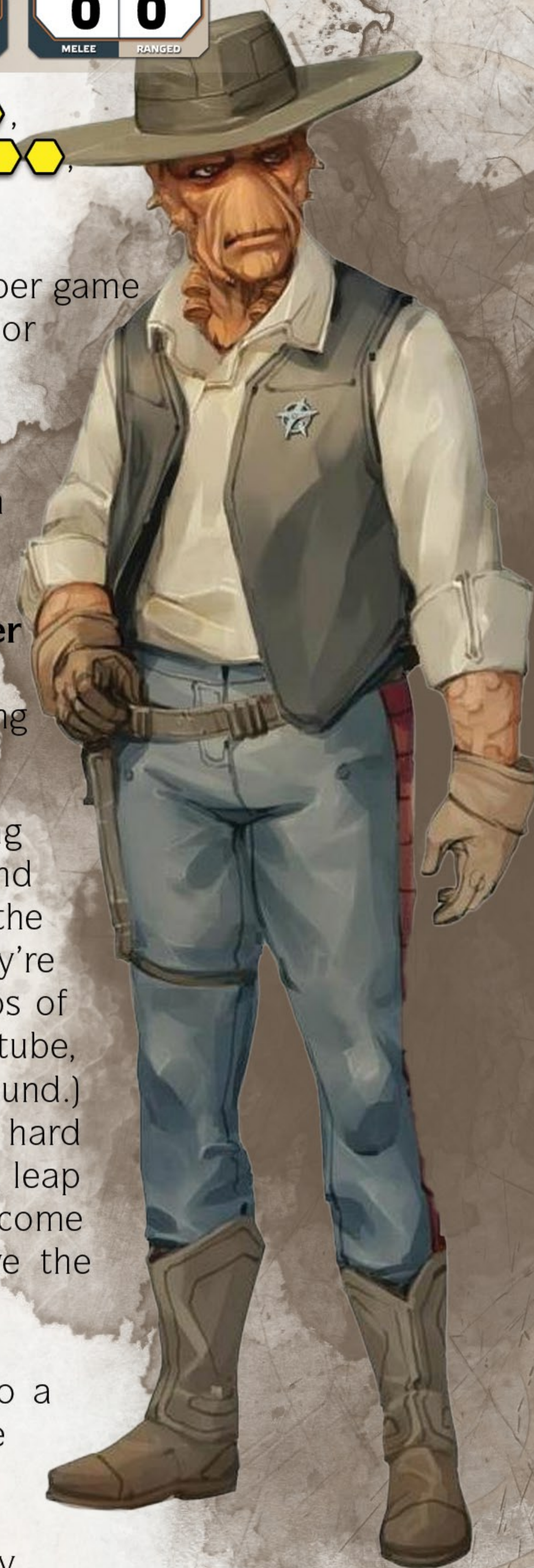
- **Model 53 "Quicktrigger" Blaster Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium); Stun Setting
- **Catch Vest:** +2 soak

The skekfish set to work devouring Davengatt. Nell grabs his ion rifle and runs back toward the PCs and Gall. If the PCs try to fight the skekfish here, they're soon overwhelmed. (Six minion groups of four fish each emerge from the lift tube, with two new groups entering each round.) The skekfish can't burrow through the hard floor of the mansion, but they can still leap into the air. It should soon become apparent that the PCs need to leave the dwelling.

Gall and Nell both suggest getting to a speeder. The sheriff doesn't believe they could make it to the garage alive, but notes that another, closer speeder is parked about 10 meters away, through a smaller door in a side wall. When that door is opened, the PCs see a chaotic scene of diving skekfish, flying dirt, and an intact Ubrikkian 9000.

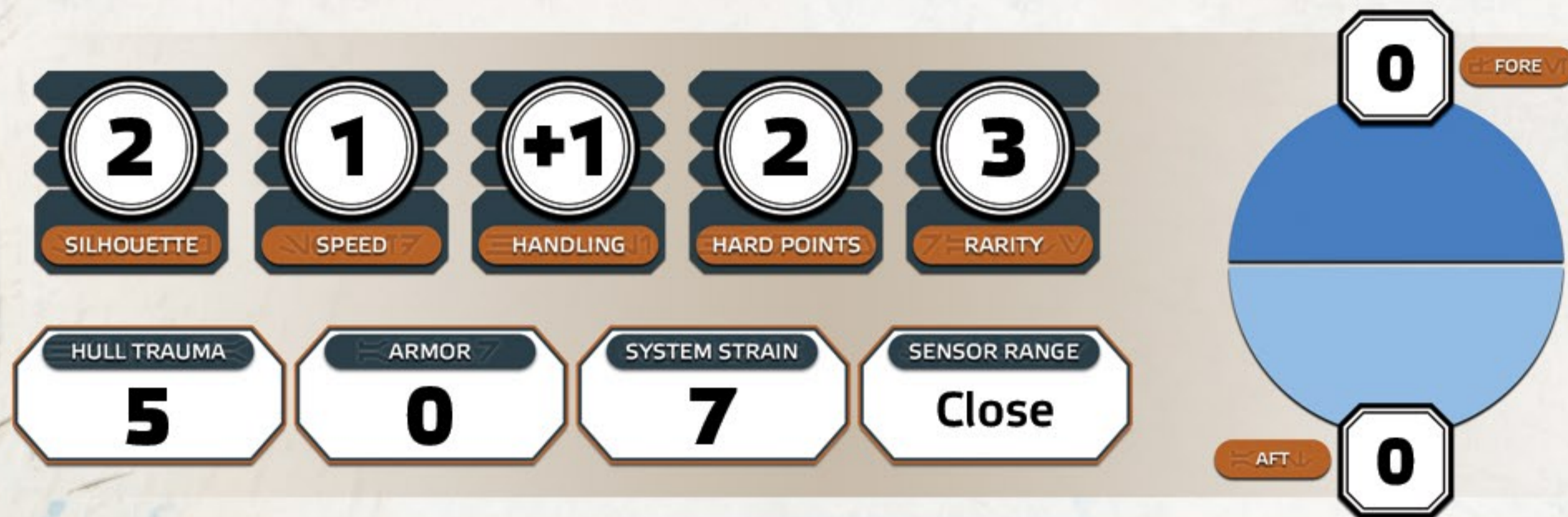
NOW LEAVING ENGEBO V

The action from here on out is fairly straightforward. The GM should throw enough of the beasts at the heroes to challenge them, but still give them decent odds of pulling through in one piece. The PCs must fight their way to the Ubrikkian 9000, board the speeder (which is enclosed and protected from the skekfish), and get to the landing field. If he's survived up to this point, this would be the perfect dramatic



point for Gall to sacrifice himself, perhaps with a thermal detonator or two, to help Nell and the PCs get offworld. If Gall is saved and taken off world, he may become a valuable contact for the PCs, and could be involved in finding work or otherwise assisting the the group in a future adventure.

UBRIKKIAN 9000 Z001 LANDSPEEDER



Vehicle Type/Model: Landspeeder/Z001
Manufacturer: Ubrikkian Industries
Maximum Altitude: 3 meters
Crew: 1 Pilot
Encumbrance Capacity: 10
Passenger Capacity: 2
Weapons: None

DENOUEMENT

When the PCs make it back to their ship, they find that the repairs have been completed ahead of schedule—the droids weren't bothered by the skekfish. Nell asks to join them, as there's nothing left on the planet for her. The group is free to leave Engebo V behind, though the adventure could be extended easily with a few unwelcome stowaways on board.

In the end, Lady Wylla may not get her steaks, but Nell tells the PCs that she'll personally make it up to her—as long as the Alderaanian noble promises to hire a mercenary ship to bombard the planet from orbit. "It's the only way to be sure this doesn't happen again," she says, stoically. "I never liked that place anyway. It's time I went into another line of work." Looking down on Engebo V as the freighter begins to move toward hyperspace, she sheds a single tear. "Goodbye, father."

Nell may prove to be a valuable ally in a future adventure, or a contact for the PCs. They may even wish to assist her in finding a permanent line of work to suit her skills.



MINION



NERF HERDER

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
2	3	-	0 0		
MELEE				RANGED	

SKILLS (group only):
Survival

TALENTS:
None

ABILITIES:
None

EQUIPMENT:
Shepherd's Staff (Melee; Damage 3; Critical 4; Range [Engaged]; Disorient 2), Flock of Nerfs

AoR 433, AaA 129

MINION



NERF

3	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	12	-	0 0		
MELEE				RANGED	

SKILLS (group only):
Athletics, Brawl, Perception

TALENTS:
None

ABILITIES:
Nightvision (Remove all ■ added to checks due to low-light conditions or darkness), Ornerly (Add ■ to all checks made to handle, domesticate, or otherwise work with a nerf)

EQUIPMENT:
Horns (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 1)

NoP 43, AaA 129

MINION



SKEKFISH

3	2	0	0	0	0
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
6	6	-	0 0		
MELEE				RANGED	

SKILLS (group only):
Brawl

TALENTS:
None

ABILITIES:
Vicious Swarm (Skekfish swarms have a Vicious rating equal to half the number of minions in the group rounded up), Metallic (Skekfish take damage from blaster fire like any other creature, but they are particularly vulnerable to ion weapon fire. When an ion weapon successfully hits a skekfish, it deals double damage. A shipboard ion cannon can target up to eight skekfish in one 2-meter square simultaneously)

EQUIPMENT:
Razor Fins (Brawl; Damage 5; Critical 4; Range [Engaged]; Pierce 2)

RIVAL



CZ-22

2	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
2	12	-	0 0		
MELEE				RANGED	

SKILLS:
Knowledge (Education) ●●●●, Knowledge (Outer Rim) ●●●●, Negotiation ●●●●, Perception ●●●●

TALENTS:
None

ABILITIES:
Droid (Does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins)

EQUIPMENT:
Inbuilt Datapad, Long-Range Comlink

RIVAL



LURBI FEMALE GOTAL PROPRIETOR

2	3	3	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
3	11	-	0 0		
MELEE				RANGED	

SKILLS:
Cool ●●, Knowledge (Outer Rim) ●●, Ranged (Heavy) ●●●, Streetwise ●●●●

TALENTS:
Nobody's Fool 1 (Upgrade difficulty of Charm, Coercion, and Deception checks targeting Lurbi once)

ABILITIES:
Energy Sensitivity (Once per encounter as a maneuver, Lurbi may sense the presence and current emotional states of all living things within short range of herself)

EQUIPMENT:
DH-17 Blaster Carbine (Ranged [Heavy]; Damage 8; Critical 3; Range [Medium]; Auto-Fire, Inaccurate 1, Stun Setting), Cudgel (Melee; Damage +2; Critical 4; Range [Engaged]; Disorient 1), Worn Proprietor's Outfit (+1 soak)

RIVAL



GALL NIKTO SHERIFF

3	3	2	3	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
5	14	-	0 0		
MELEE				RANGED	

SKILLS:
Athletics ●●●●, Brawl ●●●●, Perception ●●●●, Ranged (Light) ●●●●, Resilience ●●●●, Survival ●●●●

TALENTS:
Natural Outdoorsman 1 (Once per session, may reroll any one Resilience or Survival check)

ABILITIES:
Mountain Nikto (Add 1 rank in Survival and the Natural Outdoorsman talent)

EQUIPMENT:
Model 53 "Quicktrigger" Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting), Catch Vest (+2 soak)

RIVAL



NELL DAVENGATT RANCHER

2	3	3	4	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK	WOUNDS	STRAIN	DEFENSE		
2	12	-	0 0		
MELEE				RANGED	

SKILLS:
Cool ●●, Coordination ●●●●, Knowledge (Xenology) ●●●●, Medicine ●●●●, Perception ●●●●, Ranged (Light) ●●●●, Survival ●●●●

TALENTS:
Expert Tracker 1 (Remove ■ from checks to find tracks or track targets; decrease time to track a target by 25%)

ABILITIES:
None

EQUIPMENT:
A-180 Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Disorient 1, Stun Setting), Rancher's Clothing (+1 soak)



NOREX SP-75 STUN PISTOL

SKILL	RANGE	ENCUM	PRICE	RARITY
Ranged (Light)	Medium	1	200	4
DAMAGE	CRITICAL	HARD POINTS	SPECIAL	
6	-	0	Stun Damage	

DESCRIPTION:
Designed exclusively for nonlethal crowd control, the SP-75 fires stun bolts capable of immobilizing organic targets, but causing no damage to inanimate objects.



UBRIKKIAN 9000 ZOO1

2	1	+1	2	3	0
SILHOUETTE	SPEED	HANDLING	HARD POINTS	RARITY	PORE
HULL TRAUMA	ARMOR	SYSTEM STRAIN	SENSOR RANGE	AFT	
5	0	7	Close	0	

VEHICLE TYPE/MODEL:
Landspeeder/Z001

MANUFACTURER:
Ubrikkian Industries

MAXIMUM ALTITUDE:
3 meters

CREW:
One pilot

ENCUMBRANCE CAPACITY:
10

PASSENGER CAPACITY:
2

COST:
5,000

WEAPONS:
None

DAVENGATT'S
DOUBLE-ZED NERF
★ **RANCH** ★



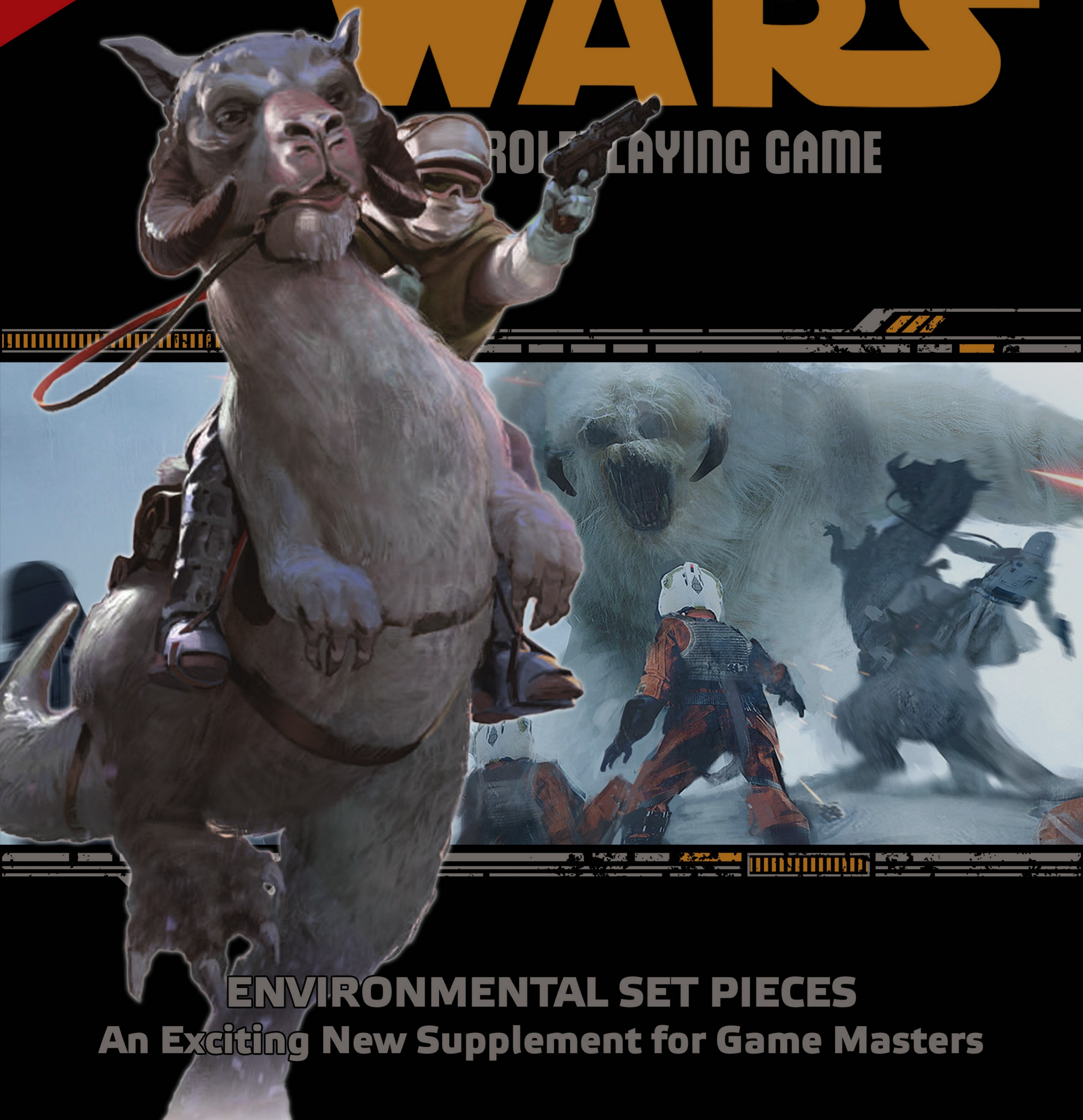
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STAR WARS
AGE OF
REBELLION

STAR WARS
FORCE
AND DESTINY

ROLEPLAYING GAME

A long time ago in a galaxy far, far away....

A mission to a nerf ranch on Engebo V to buy a fresh supply of nerf steaks—a delicacy prized by the wealthy—seems like a simple enough task. But soon after the heroes arrive on the forgotten Outer Rim planet, a shocking accident will turn their visit into a terrifying ordeal of survival.

