

STAR WARS®

ROLEPLAYING GAME

Rough and Tundra

Adventure Settings and Scenarios
for the Greater Javin

By Craig R. Carey, Jason Fry, and Daniel Wallace

With Special Thanks to Pablo Hidalgo



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Salmakk? Clabburn?

Aye, I remember them two plague wasps just fine. The one, he was the bravest Mon Cal I ever seen. A Hoth blizzard'll freeze and split an unprotected fish-man's skin in thirty minutes, but that hardly scared old Salmakk—I seen him come out of his cave with a blaster in one hand and a slugthrower in the other, fair bellowin' for us to come get him if we were men enough. And after seein' that, some of us found we weren't. Ain't heard his name in years, and that's fine by me.

But Clabburn? Made Salmakk look like an Alderaanian peace delegate. Plain mean—even for a Mugaari. Used to tell his pirates to take as many captives alive as they could. Not for ransom. For spacin'. Grim to say, but he liked to see 'em die. He was an old bull when he took that Wolf-man cruiser years back on the Anoat, and I hear that score made him a rich old bull. Rich enough to retire or hide, and if he's still hidden, kid, best let him stay that way. I know you think you're fast with a BlasTech, but every young gun thinks that. Findin' Clabburn's likely to be the last mistake you ever make.

– Fenn Gilbrantes, Yarith Sector Ranger (retired)

“Rough and Tundra” is a collection of *Star Wars Roleplaying Game* adventure settings and scenarios for the Greater Javin region, built around a surge in attacks on shipping launched by two legendary pirates and the characters' efforts to bring them to justice—efforts that may uncover a plot that reaches to the offices of some key players in the Greater Javin. The adventure scenarios are intended for use during the Rebellion era but can be modified to work in any time period.

“Rough and Tundra” is intended for four heroes of 8th to 10th level, but the scenes can be modified for characters of higher or lower level by increasing or decreasing the antagonists' vitality points and the number of underlings in the combats. In addition, characters of lower level can pursue pieces of the larger plot, taking on bigger chunks as they rise in experience.

Background

The pirates Salmakk and Clabburn are right out of the history books of the Greater Javin, and most of the region's authorities thought they *were* history: Clabburn vanished after making a spectacular score during the last days of the Republic, and Salmakk and his gang hadn't been heard from since before the Battle of Hoth. But in recent months, ships have been vanishing from the Lutrillian Cross, the Nothoiiin Corridor, and even the Trade Spine itself. The scuttlebutt in Darlyn Boda has it that both pirates are back—and what's worse, they've joined forces.

While it may not be the Azure sector, the Greater Javin's hardly outlaw territory these days, and that's the way the captains of industry on Gerrenthum like it. War between Rebel gunboats and Imperial Star Destroyers was bad enough; lurid tales of rampaging pirates could scare merchant ships off the outer Spine entirely. Big money and bigger fame awaits any who track the pirates to their hidden base and bring them back alive for incarceration on

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ROUGH AND TUNDRA

Tol Ado. But the Mon Cal and the Mugaari have been pursued by plenty of gunmen who wanted fortune and fame, only to win nothing but a last look down the business end of a blaster.

Getting the Heroes Involved

Any number of groups in the Greater Javin are willing to pay good money to see Salmakk and Clabburn brought to justice. But that doesn't mean those groups are working together. The Greater Javin has been a snake pit of intrigue for decades, roiled by rivalries between the area's four dominant species (Humans, Lutrillians, Nothoiin and Mugaari), three different sector authorities (Yarith, Anoat and Javin) and even between different factions within the vast Figg empire.

The players may think such rivalries are for show. But spend some time and credits in Darlyn Boda or Cloud City's Port Town, and the players may hear more sinister talk: Salmakk and Clabburn know too much about a dirty deal hatched in one of Gerrenthum's gleaming towers, and some would prefer that the two don't live long enough to tell tales at a trial.

The following are five groups that might employ the players in their pirate hunt:

The Outer Javin Company

Executives of the OJC, the publicly traded arm of the Figg empire, have regarded the pirates' incursions with horror. The pirates have seized transports belonging to closely allied Figg Excavations, damaging the OJC's share price, and their raids have hurt the entire region's reputation. After a top OJC executive spent the better part of a lengthy shareholders' meeting on Aargau answering questions about piracy in the Greater Javin, the word came down: Stop the piracy, even if it means megacredits' worth of charges carried under "special operations."

What they want: To stop the pirates, send them to prison, and see an end to the bad publicity about the Greater Javin.

What they will and won't deliver: Credits and equipment won't be a problem, provided the heroes make progress and don't associate the OJC with public failures or dirty deeds. Embarrass headquarters, and the firm will abandon the players and develop a sudden case of corporate amnesia about their doings.

What the players don't know: The OJC is on the up and up—it's a cleanly run firm whose executives are genuinely angry and worried. However, the OJC doesn't know what its corporate cousin FiggEx is up to.

Figg Excavations

This privately held arm of the Figg empire concerns itself with the extraction, transport, and refinement of raw ores. The pirates have seized a number of rawmat transports that FiggEx leased from the Mining Guild, of which FiggEx is a member. That's bad for business and for the Figg name. The silksuits at OJC see it all in terms of share price, but to FiggEx, these losses mean hard work wasted and tonnage vanished—and that's unacceptable.

What they want: The delivery of the pirates to FiggEx Security, whose best people are thought to be too well-known in the Greater Javin to tackle the task themselves.

What they will and won't deliver: Credits and equipment are available up front, as are seedy contacts on Darlyn Boda and Gerrenthum. After that, the heroes are on their own.

What the players don't know: Plenty. FiggEx's bosses are trapped in a dangerous game (see "The Plot Revealed") that has backfired and imperiled the firm. FiggEx Security will do anything to protect the firm's secrets.

The Mining Guild

Concern over FiggEx's missing transports has reached as far as this ancient trade organization's great hall on Coruscant. But what began as a routine security investigation has become something more, with a team of the feared paramilitary agents known as Guild Enforcers setting up an office on Darlyn Boda. One of the Enforcers' first acts has been to hire a team of local bruisers to gather leads.

What they want: The delivery of the pirates, either to law enforcement officials on Isde Naha or to the Guild Enforcers themselves, so that a full investigation can be made.

What they will and won't deliver: Credits and equipment will be generously given, provided the players get results. Muscle will be provided as well if the players locate the pirate base and the Guild Enforcers think they can capture Salmakk and Clabburn. Players who inquire overmuch into the Guild's interest in the matter will find themselves out of work and possibly eliminated.

What the players don't know: The Guild has long been suspicious about FiggEx's loyalty, with Tibanna-gas mining on Bespin just one sore subject. The Guild doesn't trust FiggEx to investigate the missing transports on its own, and will jump at the chance to expose and embarrass FiggEx if its suspicions prove justified.

The Empire

The Empire exists to maintain order in the galaxy, and pirates are second only to Rebels as a threat to that order—particularly in a region of space that recently housed a vital Rebel base. (In a non-Imperial era, the Old/New Republic or Yarith Sector Rangers can play this role.)

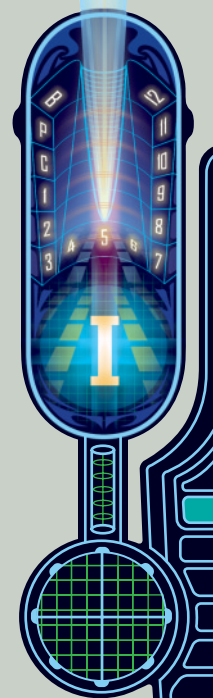
What they want: Deliver the pirates to Imperial authorities on Javin for questioning. Find out if any of the rumors about who's backing them are true.

What they will and won't deliver: Credits and equipment are available initially. If the players find the pirates' nest, starships and stormtroopers can be sent in. Players who fail or ask too many questions may find out there are plenty of cells on Tol Ado.

What the players don't know: The Empire wants the pirates stopped and, if possible, wants to know what's going on. That's that.

The Hutts

Port Town's Hutts are furious that two lowly pirates have disrupted smuggling operations along the Ison Corridor.



They would like to kill Salmakk and Clabburn and seize their assets, but fear they will get nothing if the Empire, the Mining Guild, or the Figg companies succeed in taking out the pirates first.

What they want: Kill Salmakk and Clabburn, with their bodies provided as proof. The heroes must clear out the pirates' nest and provide its coordinates so that the Hutts can move in with their own team.

What they will and won't deliver: A substantial cash payment: half up front, half on delivery. If the heroes steal any of the pirate booty for themselves, the Hutts' punishment will be swift.

What the players don't know: The Hutts want the coordinates of Salmakk and Clabburn's base. Once they have that piece of data, they will consider the heroes expendable and will make no effort to help them fight the pirates.

The Plot Revealed

"Rough and Tundra" can be played as a simple search-and-destroy mission for pirate nests. But a more conspiracy-minded Gamemaster can allow players to unravel the mystery of why two pirates thought long gone are suddenly back in business. Here's the lowdown, which the GM may tinker with to suit his interests and the time period of the adventure:

FiggEx's top management has long chafed at its membership in the Mining Guild and looked for a way to break with it. But it's needed a pretext for doing so, mindful of the Guild's suspicion about operations on Bespin and other worlds. FiggEx executives approved a secret project dreamed up by the firm's black-ops unit: Hire pirates to hit Greater Javin shipping, including FiggEx's own transports, and fund those pirates well enough that they seem like a genuine threat to FiggEx's interests. FiggEx could then "seek protection" by arranging to be acquired by the Anoa sector government (dominated by Figg money, anyway), allowing it to leave the Guild.

Unfortunately, the plan succeeded too well. A FiggEx operative dispatched to Darlyn Boda made a contact who succeeded all too well, recruiting two genuinely dangerous pirates—ones whose reappearance in the Greater Javin raised alarms all the way to Coruscant. First, the OJC stepped in to meddle. Then the Mining Guild dispatched its feared Enforcers. And now the Empire is involved. FiggEx executives still have some hope that the original plan might succeed, but more than anything else, they want Salmakk and Clabburn (as well as the other operatives) delivered into their hands in order to arrange their disappearances.

If the players capture the pirates, they may be startled to find that the adventure isn't over. FiggEx Security will do anything to ensure that the two are delivered to Gerrenthum and then silenced. The OJC wants them taken to Gerrenthum as well, but for a trial. The Guild Enforcers want them taken to Isde Naha for questioning, and the Empire plans to torture the pirates in an interrogation cell on Javin. The players could find themselves in considerable danger, particularly if FiggEx Security suspects that they know too much.

Gamemasters who enjoy adventures with this flavor of corporate intrigue or double-dealing should consider having the players hired by FiggEx, or alternately drawn into FiggEx's plot after hooking up with the firm's security chief, the fearsome Mapes Shaywa.

The Pirates

Salmakk

The marginally infamous pirate Salmakk was born in the bowels of Morjanssik City, a runt left to the gorshan feeders. Despite those odds, Salmakk not only survived but thrived. He soon led Boss Gurgle's street operations throughout much of the Quarren underworld, an outcast Mon Calamari working with his people's traditional rival.

Eventually, Salmakk headed for the stars, forming his own pirate band and finding the Ison Corridor and nearby sector ripe for the pickings. A number of former (and almost trust-worthy) associates in Port Town gave him the intelligence network he needed to develop a successful operation. With continued success came the need for increased security, and eventually he and his growing crew settled on the sixth planet of the Hoth system.

Hoth is just about the last place you'd expect to find a Mon Calamari smuggler better suited to coral reefs and kelp beds, which was one of the reasons Salmakk made his base there. Given the number of CorSec, Imperial, CSA, and private agents looking for Salmakk, Hoth was a good place to lay low.

All the while, Salmakk kept abreast of galactic events. He learned of the price Jabba had put on Solo's head, the destruction of Alderaan, and of the Rebel victory and Yavin. Imagine his surprise when Solo himself appeared on Hoth a short time later!

After his encounter with the Rebels, Salmakk and his crew spent nearly two standard days digging themselves out of the cave-in Solo and Skywalker created to trap them. Once free, he and his crew fled the Hoth system for good, but not the *sector*. And when the legendary Mugaari pirate Clabburn contacted him as a potential partner, he knew lady luck was still on his side.

Salmakk: Male Mon Calamari Scoundrel 8/Soldier 4; Init +6; Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 77/11; Atk +11/+6 melee (2d6+1, vibroblade), +12/+7 ranged (3d8, heavy blaster pistol); SQ amphibious, illicit barter, low-light vision, lucky 2/day, natural astrogator, precise attack +1, sector familiarity x2, uncanny dodge; SV Fort +7, Ref +9, Will +2; FP 0; DSP 2; Rep +6; Str 12, Dex 15, Con 8, Int 14, Wis 10, Cha 10. Challenge Code F.

Equipment: Vibroblade, heavy blaster pistol, freighter (*Salted Wound*).

Skills: Appraise +6, Astrogate +10, Bluff +14, Computer Use +13, Demolitions +10, Disable Device +13, Gather Information+20, Hide +10, Intimidate +13, Move Silently +10, Pilot +17, Read/Write Mon Calamarian, Read/Write Mon Calamarian Blink Code, Repair +13, Search +13, Spot +13.

Feats: Armor Proficiencies (light, medium, heavy), Improved Initiative, Infamy, Point Blank Shot, Precise Shot, Quick Draw, Skill Emphasis (Gather Information), Skill

Emphasis (Intimidate), Spacer, Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, slugthrowers, vibro weapons).

Clabburn

The Mugaari pirate Clabburn was once the most feared of the rogue spacers in the Greater Javin. He has been out of sight for decades, but for the fairly long-lived Mugaari, twenty-odd years isn't so long to wait. While Clabburn's legend is still intact, the heat from his last score—a royal Shistavanen cruiser loaded with more riches than even Clabburn had ever imagined—has faded. Now is the perfect time to begin a new career in the Greater Javin . . . and beyond.

For his first score within the region, Clabburn has teamed up with the Mon Cal pirate Salmakk, who had been making a profitable career along the same spacelanes Clabburn once haunted.

Clabburn looks somewhat different than he did in holos taken twenty years ago. Always intimidating, his face is now heavily scarred, and he is missing the lower half of his left arm. Given that the last time Clabburn was seen alive he was rather attractive (by Mugaari standards, anyway) and had both arms, it is theorized that he suffered some grievous injuries during his years in hiding.

Clabburn the Younger: Male Mugaari Scoundrel 12; Init +6; Defense 21 (+10 class, +1 Dex); Spd 10 m; VP/WP 82/14; Atk +11/+6 melee (1d6+2, club), +13/+8 ranged (3d8, heavy blaster pistol); SQ illicit barter, hyperjump sense, lucky 2/day, natural astrogator, precise attack +2, sector familiarity x4, uncanny dodge; SV Fort +7, Ref +9, Will +3; FP 0; DSP 3; Rep +8*; Str 15, Dex 13, Con 14, Int 10, Wis 9, Cha 11. Challenge Code F.

Equipment: Heavy blaster pistol, club, space transport (*Broken Jaw*).

Skills: Astrogate +8, Bluff +16, Computer Use +5, Demolitions +10, Disable Device +10, Gather Information +20, Hide +10, Intimidate +21, Knowledge (streetwise) +7, Knowledge (Greater Javin) +10, Pilot +17, Read/Write Mugaar, Repair +13, Search +15, Speak Dosh, Speak Hutttese, Speak Mugaar, Spot +15, Tumble +6.

Feats: Ambidexterity,** Armor Proficiencies (light, medium, heavy), Improved Initiative, Infamy, Point Blank Shot, Quick Draw, Spacer, Skill Emphasis (Intimidate), Starship Dodge, Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, simple weapons), Zero-G Training.

* Note: Clabburn the Younger's Rep score reflects most peoples' assumption he is the *true* Clabburn.

** Note: Though ambidextrous, Clabburn the Younger suffers a -2 penalty for any actions requiring both hands due to his missing lower right arm.

The New Crew

Most of the crew under Salmakk's and Clabburn's command are hired muscle, but they are loyal. Those formerly of Salmakk's small crew are less vicious than those originally from the Mugaari clan, though everyone aboard the *Broken Jaw* has some darkness in his or her soul. Only four or five



THE TRUTH ABOUT CLABURN

Casefile: UCL *Malachite Scent*

Originator: Alvor Cano, Iotran Braceman Council

The legend of Clabburn spans several decades during the decline of the Old Republic. Once feared throughout what was then the Anoat Sector, his legend has grown in the years since he disappeared with the vaunted stores of the *Malachite Scent*, a Shistavanen cruiser lost along the now-defunct Anoat trade corridor.

Easily the greatest score of Clabburn's career, the *Scent* was laden with some of the greatest treasures of the Uvena systems and outlying regions. The cruiser's crew was herded into escape pods and jettisoned, which led many to believe the hijacking was not the work of Clabburn at all: The Mugaari pirate typically made a point of spacing his victims. The move was indeed intended to throw the local Sector Rangers off the track, but a surviving astromech droid was able to record a few moments of holo footage and confirm Clabburn's complicity.

After the *Malachite Scent* disappeared, so did Clabburn. Investigators searched for signs of either the Shistavanen cruiser or its Mugaari captors without success. Wherever Clabburn and his crew had gone, they were far from the reach of the law, enjoying the spoils of the *Scent's* holds.

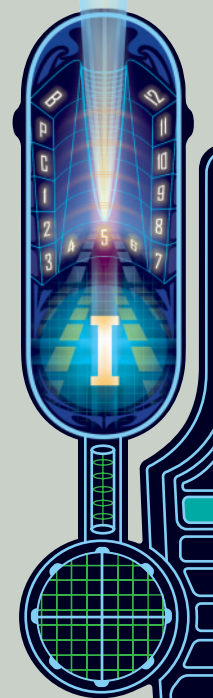
Though only a handful of beings know it, the Mugaari raider currently allied with Salmakk is the eldest son of the original Clabburn, a new breed of pirate born into the life and with the resources his father established over the decades of pillaging and illicit income. The second-generation Clabburn has led a much rougher life and has the scars to prove it (were he not so scarred, he would look *exactly* like his father). Where the elder Clabburn is hiding, if he is still alive, remains a mystery. But it is clear that Clabburn the Younger is determined to match—if not exceed—his father's legacy. The current spate of daring raids appears to be only the beginning.

of the 30 or so thugs serving the pirate captains are from Clabburn the Elder's reign; those members are now trusted lieutenants and advisors and do not typically see combat.

For a crew member of the *Broken Jaw* or a Salmakk/Clabburn lackey, use the stats for mid-level pirates from Chapter 14 of the *Star Wars Roleplaying Game* revised core rulebook, with a handful of high-level pirates thrown in.

Broken Jaw

Clabburn the Younger's flagship, the converted *Sentinel*-class cruiser *Broken Jaw*, serves as the mobile base for his and Salmakk's joint ventures. Most of the helm operations are conducted by Salmakk's more space-capable Mon Cal piloting crew (use the mid-level smuggler stats from the revised core rulebook). The *Broken Jaw* does not carry any craft (all of the group's attack and pillage craft are hyper-space-capable), though Salmakk's personal freighter, the *Salted Wound*, is stored in a specially designed hangar. Though not exceptionally fast or heavily armed, the *Broken Jaw* does benefit from modest armament and the constant company of half a dozen TIE- or Y-Uglies.



Broken Jaw (modified Koensayr IrizMark-8 Sentinel military cruiser)

Class: Space transport **Crew:** 6 (Normal +2)
Size: Medium (77 m long) **Initiative:** +2 (+2 crew)
Hyperdrive: x1 (backup x12) **Maneuver:** +2 (+2 crew)
Passengers: 40 **Defense:** 25 (+15 armor)
Cargo Capacity: 8,000 metric tons **Shield Points:** 90 (DR 15)
Consumables: 6 months **Hull Points:** 200 (DR 15)
Cost: Not available for sale
Maximum Speed in Space: Attack (7 squares/action)
Atmospheric Speed: 900 km/h (15 squares/action)
Weapon: Heavy ion cannons (2 fire-linked); **Fire Arc:** Front; **Attack Bonus:** +5 (+1 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S -2, M/L n/a.
Weapon: Assault laser cannon (2 fire-linked); **Fire Arc:** Turret; **Attack Bonus:** +13 (+1 size; +4 crew, +8 fire control); **Damage:** 8d10+2; **Range Modifiers:** PB +0, S -2, ML n/a.
Weapon: Tractor beams (2); **Fire Arc:** Front/Rear; **Attack Bonus:** +7 (+1 size, +2 crew, +2 fire control); **Damage:** Special; **Range Modifiers:** PB +0, S +0, M/L n/a.

Greater Javin Contacts

Nogo Sistek

This hard-bitten Coreellian knows countless boltholes and hideaways in the Greater Javin, as well as thousands of the dreamers and fugitives who've sought refuge in them. If you want someone hidden—or found—Nogo's the man to see. And he plays by his own eccentric rules: Strike a deal with Nogo, and you also buy six months of his silence. But after that, credits talk, and so does Nogo.

The heroes will be encouraged to seek out Nogo early, but he's a hard man to track down. Normally found within Pepper's Pax on Darlyn Boda, the famous fixer has gone into hiding. (Perhaps he's in Port Town, holed up on Hoth, or vanished into Darlyn Boda's jungles. A haruspex reading could be helpful in finding him.) When the players do locate him, he's terrified; a deal's gone bad, and Nogo's in the soup. The players can try to threaten, bluff, or sweet-talk Nogo into breaking his rule and revealing his secret: He dug up Salmakk and Clabburn at the request of a slumming silksuit who said he worked for one Barseth Gynes, and then funneled credits to the pirates to get them back in business—*millions* of credits. Nogo doesn't know who Barseth Gynes is or where the pirates are, though he may be

EXPANDING THE ADVENTURE

There is an old adage among pirates who are forced to "go belowdecks": The greatest trick the Sith ever played was convincing the Jedi Council that they no longer existed. After the *Malachite Scent* score, Clabburn vanished, and the current Clabburn—though supremely qualified to take his father's place—isn't the Clabburn of legend.

Clabburn the Elder has dropped so far off the map that many take him for dead. Is that true, or part of the Mugaari's plan?

persuaded to come up with a list of likely hiding places.

To up the ante, the Gamemaster should have Nogo killed by FiggEx thugs soon after the players contact him. Perhaps he stammers out a last clue, along with a warning: "Follow the credits . . . but beware. Beware Barseth Gynes . . ."

Nogo Sistek: Male Human Scout 6/Deep-Space Pilot 2; Init +5; Defense 18 (+18 class); Spd 10 m; VP/WP 29/11; Atk +4 melee (2d6, vibroblade), +5 ranged (3d8, heavy blaster pistol); SQ natural astrogator, sector familiarity (Outer Rim), trailblaze, uncanny dodge; SV Fort +6, Ref +3, Will +4; FP 0; DSP 0; Rep +4; Str 8, Dex 11, Con 11, Int 14, Wis 12, Cha 8. Challenge Code D.

Equipment: Vibroblade, heavy blaster pistol.

Skills: Astrogate +15, Computer Use +15 (+17 scan news media), Forgery +7, Gather Information +4, Hide +8, Knowledge (Greater Javin) +13, Pilot +15, Read/Write Lutrillian, Read/Write Notho, Repair +15 (+17 computers), Sign Notho, Speak Lutrillian.

Feats: Gearhead, Spacer, Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, simple weapons, vibro weapons).

Fannis Gult

Mining Guild lifers like to say that their hearts pump liquid havod, and Fannis Gult certainly fits the bill. An imperious woman from Coruscant with a steel-gray buzz cut and hard eyes, Gult is a veteran Guild Enforcer determined to find out where the missing rawmat transports have gone and who took them. Fannis has a squad of lesser Enforcers, a team of slicers, and virtually unlimited credits at her disposal, but what she doesn't have is a feel for the Greater Javin. After several false starts in her investigation, she's reluctantly decided to enlist local help, but her impatience will soon lead her away from Isde Naha and into the heart of the investigation.

Gult has an entire datapad of information about FiggEx and its suspected misdeeds, and she'll jump at any chance to link the firm with the trouble in the region. Her particular obsession is FiggEx's rumored "black ops" program and the role FiggEx Security might play in such schemes. In tracing financial transactions in the Greater Javin, her slicers keep stumbling across one name: Barseth Gynes. Gult is quickly becoming obsessed with putting a face to that name.

Gult is assisted by 24 Guild Enforcers: eight low-level spies and 16 mid-level thugs. (For stats, refer to Chapter 14 of the revised core rulebook.)

Fannis Gult: Female Human Scoundrel 5/Soldier 5; Init +5; Defense 20 (+9 class, +1 Dex) or 25 (+9 class, +1 Dex, +4 armor); Spd 10 m; VP/WP 44/11; Atk +8/+3 melee (1d6 stunning, stun baton), +9/+4 ranged (3d8, heavy blaster pistol); SQ illicit barter, lucky 1/day, precise attack +1; SV Fort +5, Ref +6, Will +3; FP 0; DSP 1; Rep +4; Str 10, Dex 13, Con 11, Int 14, Wis 12, Cha 10. Challenge Code E.

Equipment: Heavy blaster pistol, stun baton, combat jumpsuit, comlink, datapad.

Skills: Bluff +16, Computer Use +13 (+15 scan news media), Disguise +9, Gather Information +11, Intimidate +16, Knowledge (mining operations) +12, Pilot +10, Sense Motive +13, Tumble +11 (+8 in armor).

Feats: Armor Proficiencies (Light, Medium, Heavy), Improved Initiative, Persuasive, Point Blank Shot, Skill Emphases (Bluff, Gather Information), Trustworthy, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mapes Shaywa

Mapes Shaywa doesn't look like much—he's blank-featured and plain, and he wears the flat grays and browns of a mid-level Mexeluine salaryman—but he is smart and fearless under fire. He knows the Greater Javin's corporate castles and its shadowports, and he's equally at ease addressing a Darlyn Boda bullyboy or a Gerrenthum executive. As a FiggEx Security operative, Mapes has been entrusted with cracking the pirate ring and saving his company's good name. Or so he says.

The players will likely think so: They should encounter Mapes and his band of 12 security professionals (typically Scoundrel 2/Soldier 2) early in their hunt for Salmakk and Clabburn. If Mapes senses that the players are on the pirates' trail, he'll be quick to offer his help and back the offer up with credits and muscle. But Mapes is no mere FiggEx operative. He's secretly the chief of FiggEx Security and a key member of FiggEx's black-ops squad. His goal is to eliminate not just Salmakk and Clabburn, but also all links between the pirates and the FiggEx money that he supplied under the *nom de guerre* of Barseth Gynes. Those links could easily include the heroes and anyone else who gets too close to the truth.

Mapes Shaywa: Male Human Scoundrel 8/Soldier 4; Init +6; Defense 23 (+11 class, +2 Dex); Spd 10 m; VP/WP 80/12; Atk +12/+7 melee (2d6+2, vibroblade or 1d6+2, unarmed), +12/+7 ranged (3d8, heavy blaster pistol); SQ illicit barter, lucky 2/day; SV Fort +7, Ref +9, Will +4; FP 0; DSP 2; Rep +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 13. Challenge Code F.

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

Skills: Bluff +15, Diplomacy +14, Disguise +14 (+16 if he knows he's observed), Gather Information +17, Intimidate +18, Knowledge (Greater Javin) +15, Move Silently +15, Read/Write Lutrillian, Read/Write Notho, Search +14, Sense Motive +16, Sign Notho, Speak Lutrillian.

Feats: Armor Proficiencies (Light, Medium, Heavy), Heroic Surge, Improved Initiative, Martial Artist, Power Attack, Skill Emphases (Gather Information, Sense Motive), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Treva Horme

The primary saleswoman for Planet Dreams, Inc., Treva Horme is a hard-working Lutrillian female who has become a respected member of the Cloud City business community. She also serves as her firm's executive planner, wielding a great deal of clout in her industry.

Planet Dreams' primary business is the construction of vacation villas in unsettled but habitable worlds throughout the Greater Javin (with a satellite office opening soon in the Tingel Arm). The company makes a small fortune locating, obtaining, and marketing breathtaking parcels of real estate

EXPANDING THE ADVENTURE

Mapes can provide a surprising endgame by helping the players capture Salmakk and Clabburn and then turning on them. (Perhaps the pirates have slicers of their own, and Mapes is a match for their sole voiceprint of Barseth Gynes.)

If the players somehow turn the tables on Mapes and reveal FiggEx's plot, they may be startled to hear weeks later that the security chief has been killed in a traffic mishap on Gerrenthum while on the way to court. Perhaps this is true, but then again . . .

throughout their territory, and custom-designing vacation retreats for the most affluent beings.

Prospective clients in search of the "perfect" spot for a vacation retreat often seek Treva; her expertise in the field is virtually unmatched. She is credited with the development and sale of the Tagge family's Doaskin compound, and she sealed the deal on Lynciro Corp's "Master of Coins" private resort on Togominda. Figg corporate officers are especially loyal to Planet Dreams because of the revenue Horme's work helps to generate in the region.

Treva Horme: Female Lutrillian Diplomat 8; Init +0; Defense 12 (+2 class); Spd 10 m; VP/WP 0/8; Atk +3 melee (1d3, unarmed strike), +5 ranged (3d4, hold-out blaster); SQ none; SV Fort +1, Ref +2, Will +6; FP 0; DSP 0; Rep +4; Str 9, Dex 10, Con 8, Int 14, Wis 12, Cha 15. Challenge Code A.

Equipment: Hold-out blaster pistol, comlink, datapad, general access pass (Cloud City).

Skills: Bluff +7, Computer Use +8, Diplomacy +16, Knowledge (Greater Javin) +14, Profession (Real Estate) +11, Read/Write Basic, Read/Write Lutrillian, Sense Motive +11, Speak Lutrillian, Speak Rodian.

Feats: Dodge, Skill Emphasis (Diplomacy), Skill Emphasis (Profession [Real Estate]), Weapon Group Proficiency (blaster pistols).

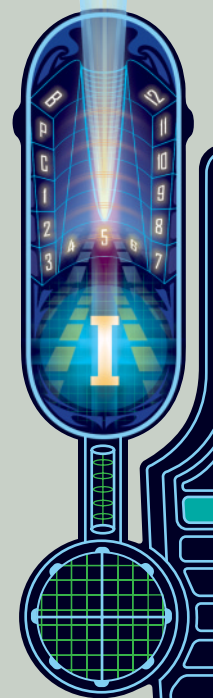
Solomahal

A grizzled veteran of the Clone Wars, Solomahal is now a drifter who plies the Outer Rim. Well-known in mercenary and veteran circles in the years following the Wars, by the Rebellion Era the old Lutrillian has outlived most of his peers and is viewed as a rough drifter with a quick draw and stable piloting hand.

Solomahal bases his solo operations from Mos Eisley on Tatooine (where he can avoid Imperial persecution for infractions in his freelance career), but regularly does business in the Greater Javin. His Republic pension has been frozen and all assets confiscated, but despite that, he manages to make a fairly good living as a scout-for-hire. Often, his assignments involve helping people escape Imperial or criminal enforcers.

A capable and confident father figure, Solomahal is a caged and hardened veteran of the spacelanes.

Solomahal: Male Lutrillian Soldier 8/Fringer 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 23 (+10 class, +3 Dex); Spd 10 m; VP/WP 84/14; Atk +9/+4 melee (2d6+1 vibroblade), +11/+6 ranged (3d8, heavy blaster pistol);



SQ barter, jury-rig +2; SV Fort +9, Ref +11, Will +3; FP 0; DSP 0; Rep +8 (+5)*; Str 12, Dex 15, Con 13, Int 10, Wis 11, Cha 14. Challenge Code F.

Equipment: Heavy blaster pistol, vibroblade, YV-888 freighter (*QuadStar*).

Skills: Bluff +17, Diplomacy +12, Gather Information +15, Hide +14, Intimidate +11, Knowledge (Military) +12, Knowledge (Mos Eisley underworld) +4, Listen +6, Move Silently +7, Pilot +10, Read/Write Duresse, Read/Write Lutrillian, Repair +3, Search +4, Speak Duresse, Speak Lutrillian, Speak Sullustese, Spot +7, Survival +8.

Feats: Armor Proficiencies (light, medium, heavy), Alertness, Fame, Leadership, Martial Artist, Point Blank Shot, Skill Emphasis (Knowledge: Military), Spring Attack, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons), Whirlwind Attack.

* NOTE: Solomahal is well known during the Rise of the Empire era, but his reputation and renown diminish considerably as the Rebellion Era continues. By the time of the Battle of Yavin, few people have any knowledge of him.

Sergeant Taray

A cunning, aging Nothoiiin male, Sergeant Taray is one of a handful of non-Human Wing Guards on Cloud City. Raised in the lawless marshlands of Bavva's Kaniti province, Taray has no qualms about breaking some of Cloud City's laws to enforce the spirit of those laws. Speak ill of the baron-administrator, and Taray will find a reason to cite you. Speed on the Lower Ring Expressway, and you'll spend the night in the worst brig of Port Town. He is especially harsh on visitors to Cloud City—those loud and garrulous off-worlder types who slip into the City, make a ruckus, and think they can just slip out again.

The more monied clients of Cloud City have filed numerous complaints against the hard-bitten officer, as he cites and detains them along with everyone else. He has no regard for influence or clout, but only for the safety and security of his fellow citizens. During the early years of the Rebellion Era, Taray chafed at the inefficiency and corruption of the Wing Guard and was often derided by his less-than-scrupulous co-workers.



"WELL, LOOK AT YOU, A GENERAL!"

Ask Solomahal, and he'll deny it. Research the Imperial Archives, and they'll refute it. But find one of the grizzled old spacers who remember (or better yet, served in) the Clone Wars, and they'll tell you: That surly Lutrillian sitting in the cantina is *General Solomahal*, liberator of the Wode, crusher of the Sun Guard's 2nd Regiment, and Clone Wars hero.

A character who befriends the general and earns his trust might be taken into his confidence and learn of battles and lore long suppressed by the Empire. But with such a find comes the danger of being associated with one of the Empire's Most Wanted, a being not only hiding from Palpatine's troops, but also from scores of hunters dispatched by influential Core families. What secret does Solomahal hold that so many wish him dead?

In the years after the Empire's occupation of Cloud City, Taray found employment with local private security firms, but he ultimately grew disenchanted with Cloud City's decline under Imperial captain Treece. He headed deeper into the Greater Javin, looking for work.

Sergeant Taray: Male Nothoiiin Soldier 6/Officer 2; Init +1 (+1 Dex); Defense 12 (+2 Class); Spd 10 m; VP/WP 30/10; Atk +6/+1 melee (1d6, baton), +7/+2 ranged (3d6, blaster pistol); SQ leadership; SV Fort +6, Ref +5, Will +6; FP 0; DSP 1; Rep +6; Str 12, Dex 14, Con 13, Int 13, Wis 12, Cha 10. Challenge Code D.

Equipment: Blaster pistol, baton, comlink, datapad.

Skills: Astrogate +7, Bluff +10, Computer Use +8, Demolitions +7, Diplomacy +8, Gather Information +11, Intimidate +12, Read/Write Notho, Repair +5, Pilot +7, Sense Motive +5, Sign Notho, Speak Ugnaught, Survival +5.

Feats: Armor Proficiencies (light, medium, heavy), Dodge, Martial Arts, Mobility, Persuasive, Point Blank Shot, Skill Emphasis (Gather Information), Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vehicle weapons, vibro weapons).

Sheryc Seka

A competent weapons smuggler and thief, Sheryc Seka is a tall Yarkora female with a well-earned reputation for "acquiring" difficult-to-find hardware. Looking for a vintage Trandoshan-fitted MerrSonn triple-sling Blackout? Sheryc's the one to contact. From untraceable street models to Class 4 heavy weaponry, Sheryc can get just about anything—for the right price.

Sheryc often works with the pirate Salmakk, as the Mon Cal provides her with bulk weaponry. In exchange, she "scrubs" his ill-gotten guns so they cannot be traced to the source. Their relationship has been mutually beneficial for over a decade. When she's not at Salmakk's base, Sheryc hangs out on Darlyn Boda, where she keeps her ears open for people asking too many questions about her boss.

During the New Jedi Order era, Sheryc's refusal to cooperate with the Peace Brigade damaged her business and her underworld credibility. But the Republic needs weapons, too—perhaps they'd be interested in some Ando shellcrusher carbines? They just might do the trick against that pesky vonduun crab armor.

Sheryc Sheka: Female Yarkora Scoundrel 6; Init +4 (+4 Improved Initiative); Defense 18 (+8 class); Spd 10 m; VP/WP 34/10; Atk +5/+10 melee (1d3+1, punch), +6/+1 ranged (3d6, blaster pistol); SQ illicit barter, lucky 2/day, precise attack +1; SV Fort +3, Ref +8, Will +4, FP 0; DSP 0; Rep +3; Str 12, Dex 10, Con 10, Int 14, Wis 13, Cha 15. Challenge Code C.

Equipment: Blaster pistol, forged IDs.

Skills: Appraise +9, Astrogate +8, Bluff +13, Computer Use +6, Craft (Mechanical Tools) +4, Craft (Personal Weapons) +4, Diplomacy +6, Forgery +11, Gather Information +14, Hide +6, Knowledge (Weapons) +13, Knowledge (Customs laws) +6, Knowledge (Streetwise) +7, Listen +5, Pilot +9, Read/Wrote Yarkora, Repair +9, Sense Motive +6, Speak Yarkora, Spot +7.

Feats: Improved Initiative, Point Blank Shot, Skill Emphases (Astrogate, Bluff), Improved Initiative, Persuasive, Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, simple weapons).

Locations

Rumor has it that Salmakk and Clabburn may be staging from a hideout in the Hoth Asteroid Field or on the snow planet itself, though pinpointing the exact coordinates could prove as difficult as finding a bubble in an ocean. Depending on their affiliation, the heroes may get their start on corporate Gerrenthum or seedy Darlyn Boda, or they may visit those planets to dredge up clues to the villains' whereabouts. If other parties are vying to claim the pirate bounty, it might be wise for the heroes to sabotage their competitors at the outset.

Hoth

Prior to the arrival of the Alliance, Salmakk's headquarters lay deep within a subzero cave on this forgotten ice planet. Codenamed Hardfrost, it consisted of a voluminous central cavern rimmed with icicles where Salmakk's crew parked their pirate craft and stashed their stolen booty. Smaller tunnels branched off from the hangar but led to nothing more interesting than storage units—Salmakk's crew always slept aboard their parked ships. The base boasted no fixed defenses, but thanks to a sophisticated sensor package, Salmakk could have E-web cannons on the ground and starfighters in the air at the first sign of trouble.

A second auxiliary base, codenamed Iceglaze, existed to harvest lumni-spice fungus from a nearby dragon-slug warren. One could approach this tiny outpost only through the maze of dragon-slug tunnels, and it was said that Salmakk and his pirates knew the only safe route. Han Solo and Luke Skywalker's destruction of Hardfrost Base forced Salmakk from Hoth, and the Rebel Alliance constructed Echo Base partially from the remnants of Salmakk's former HQ.

During an adventure set prior to the Battle of Hoth, Salmakk and Clabburn may be staging from Hardfrost Base, though finding their location will prove difficult. (The Rebels haven't yet moved in and made the snowfields a famous battle site.) Post-Hoth, the two villains could be hoping to get the lumni-spice business hopping again by reactivating the dormant Iceglaze Base. If the heroes run into a nest of fire-breathing dragon-slugs, trigger-happy pirates will be the least of their worries.

Hoth Asteroid Field

The asteroid belt is where Clabburn shines. The canny Mugaari was practically raised in zero-gee and views Hoth's whirlwind of spinning rock as nature's proof that chaos will always triumph over order. A secret base drilled into the nickel-iron core of one of the larger asteroids is where Clabburn plots the raids that will make him an even bigger scourge of the spaceways than his infamous father. It is known as Airtight Base for its impregnable security.

The asteroid field is infested with thousands of space slugs, some of them released there decades earlier by Clabburn the Elder to discourage intruders. In caves flanking the entrance to Airtight Base, the current Clabburn has



DRAGON-SLUG

More than 50 meters long and capable of spitting goutts of flame, the dragon-slug is in the top tier of the galaxy's most dangerous animals. Its snakelike body is covered with a rugged, mottled hide (except for its smooth white belly), and stumpy, vestigial legs extend from its trunk approximately every 3 meters. Dragon-slugs are solitary animals who live underground, though clusters of them sometimes are found around a ready food source. The creatures are omnivorous and will devour trespassers, but their favorite food is the phosphorescent fungus known as lumni-spice. Dragon-slugs are found on Hoth and other worlds throughout the galaxy.

Dragon-slug: Arctic predator 12; Init -1; Def 16 (+15 natural, -8 size, -1 Dex); Spd 20 m, burrow 10 m; VP/WP 328/41; Atk +4 melee (2d6+10, slam) or +4 melee (4d8+10, bite) or +3 ranged (3d10, flaming breath); SQ breathe fire, DR 15 (with exception of underbelly), low-light vision, swallow whole; SV Fort +8, Ref +4, Will +4; SZ C; Rep +3; Str 31, Dex 8, Con 41, Int 3, Wis 13, Cha 9. Challenge Code G.

Special Qualities: Fire-Breathing—The dragon-slug can spew a jet of fire at its enemies once every 1d6+2 rounds, dealing 3d10 points of damage. Anyone caught in the path of the flames can attempt a Reflex save (DC 20) for half damage.

Damage Reduction—The dragon-slug has a tough hide and is highly resistant to injury (DR 15). Its underbelly, however, is much softer and hits in this area receive no modification for damage reduction.

Skills: Intimidate +14, Listen +8, Move Silently +4, Spot +8.

Feats: Power Attack.

secreted his pet space slugs, which are trained to attack any ship if given an ultrasonic signal by Clabburn or his crew.

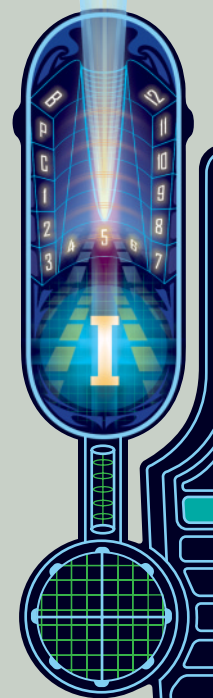
Freighter-sized vents hidden beneath a rock formation resembling a volcanic cap serve as the only entrances to Airtight Base. What few know is that the cap is rigged to explode at the touch of a button, filling space with fire and chunks of shrapnel that could riddle a Star Destroyer with holes. Ships passing through the tunnel leading from the rock cap to the interior base are tracked by motion-activated turbolasers. All areas of Airtight Base can vary their gravity without warning (zero to two gees), and most sections can seal themselves off and vent their atmospheres into space.

Clabburn's Airtight Base is appropriate for use in any era. An adventure set eight years after the Battle of Endor will have to account for the presence of Hutt mining and construction efforts in the belt as Durga the Hutt assembles the Darksaber superweapon.

Darlyn Boda

The Mining Guild has set up a temporary office on Darlyn Boda, hoping to hire a group of smugglers or bounty hunters to go after Salmakk and Clabburn. The planet's mix of savage jungles and lawless cities makes for a volatile brew.

The rain-slicked awning of Pepper's Pax glistens between a pawnshop and a mortuary at the end of a muddy alleyway in Darlyn Boda's largest city. This combination restaurant and tavern is the gathering place of choice for scoundrels of



every allegiance. Pepper's has only two rules, enforced by the establishment's quill-covered bouncers: no quarrelling and no sissies. The latter rule requires all newcomers to eat a mouthful of firespice vegetable pods; those who fail the requisite Fortitude check will be rudely dumped out the door. Patrons regard Pepper's Pax as neutral ground, and it's always a good spot to find information brokers. Sheryc Seka, a Yarkora in Salmakk's employ, often sits at a quiet back table keeping an eye on new arrivals.

Another way to get information while on Darlyn Boda is to hire a local haruspex, who will perform a mystical reading while viewing the guts of a freshly killed toccat. Unlike typical "prophecies" cooked up by charlatans and swallowed by fools, the readings of haruspexes are highly specific and amazingly accurate. However, it's rare that a haruspex has toccats penned up and ready for sacrifice (and the price for these captive animals is exorbitant). The heroes will most likely have to embark on a toccat-hunt in the deepest thickets of the jungle if they wish to obtain an entrail reading.

Gerrenthum

Gerrenthum is a Figg world, and any heroes on the Figg payroll (or friendly with the Figg family) can get almost anything they want. Anyone else will quickly discover that this bustling megalopolis can be very unfriendly to outsiders.

The corporate headquarters of the Figg empire is a blister of white steel and blue transparisteel sitting at the epicenter of concentric office rings. Access is restricted to employees and pre-cleared guests, and those who visit Figg HQ are subjected to subtle shifts in ambient noise and oxygen levels designed to break their concentration during business negotiations. The Figg databanks, contained within a cryo-cooled sub-basement, are voluminous and surprisingly vulnerable to slicers. The Lutrillian loner called Solomahal haunts the taverns in Gerrenthum's industrial district, but only at night. He claims to have a foolproof method for infiltrating the Figg building.

EXPANDING THE ADVENTURE

The reading of a haruspex may contain much more information than is immediately useful for pursuing Salmakk and Clabburn. These facts can be used to set the heroes on the path to their next adventure, or to lead them down a wild goose chase that lands them in hot water with an old enemy. If the details of their readings don't pan out, haruspexes have been known to shrug and say, "Always in motion is the future . . ."

EXPANDING THE ADVENTURE

A member of Clabburn and Salmakk's pirate gang (possibly Sheryc Seka, detailed above) has gone on the run, carrying a fortune in stolen artwork. Fearful of capture by the heroes and retaliation from her employers, she has gone to ground among the mammoth machines that roll across the face of Lutrillia. The heroes must locate their quarry in Lutrillia's wheeled cities, facing opposition from local powerbrokers and Lutrillian thugs bribed to protect the fugitive.

Any team of experts hired by the OJC or FiggEx will have their meals and accommodations provided free of charge while on Gerrenthum. They will also be able to petition the corporate office for the loan of advanced weapons, speeders, or powered armor, provided they can convince their employers of a pressing need. Outsiders on Gerrenthum will receive no help from Figg and will find themselves harassed by the local constabulary if they fail to mind their own business.

Bespin

In Cloud City's squalid mid-level district of Port Town, information changes hands, spice is sold under the table, and gamblers partake in the kind of games that don't go on in the tourist casinos. Port Town is no place for the naïve, and it can be quite dangerous for those with reason to fear the Hutts. Several Hutts control most of the action in Port Town, and they have been itching to wipe Salmakk and Clabburn from the Ison Corridor for months.

A group of adventurers with Hutt connections may find themselves in Cloud City's Port Town at the start of the adventure. Others may wish to visit due to Bespin's proximity to Salmakk and Clabburn's rumored hideout at Hoth. Heroes in Cloud City must watch out for the vigilant Sergeant Taray, who will detain them for any infraction, including expired paperwork and spitting on the sidewalk. Treva Horne, Lutrillian saleswoman for Planet Dreams, operates from an office in Cloud City and claims to know the truth about FiggEx's dirty dealings.

Many locals claim to have a lead on the two pirate kings' whereabouts, and the Ugnaught union halls are usually the best places to get up to speed on the scuttlebutt. The Port Town union halls belonging to the Irden, Botrut, and Isced tribes of Ugnaughts are filled with hard-drinking workers just off their Tibanna shifts. Glor Jal, a vocal (and corrupt) Ugnaught union leader, is suspicious toward non-Ugnaughts but can be bribed with a shot of Corellian lum. (For more on Bespin, see the *Star Wars Roleplaying Game* accessory *Geonosis and the Outer Rim Worlds*.)