

**STAR WARS**  
**EDGE OF THE**  
**EMPIRE**

**THE CITY OF MOS SHUUTA**



**SUPPLEMENTAL GUIDE**



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## CREDITS

Expanding Mos Shuuta, More Mos Shuuta Locations, The Wider Mos Shuuta Area, Creatures of the Mos Shuuta valley by BlindGeekUK

<http://dailyencounter.net/category/othersystems/starwars/>

Vorn's Junk Shop Map and Warehouse Aurek Map by Maveritchell

<http://thompsonpeters.com/eote/maps/>

Mos Shuuta plateau by JerichoOne

[www.tabletop-cafe.com](http://www.tabletop-cafe.com)



# WELCOME TO MOS SHUUTA

Mos Shuuta is a small city on the desert world of Tatooine, situated on the top of a tall, rocky bluff, with nothing but endless sand in every direction around it.

While it may seem, upon first glance, that there is little to do or see here, there is actually a myriad of possibilities for the PCs to explore while in the city (even after the conclusion of the Beginner Game storyline). It may not be the "wretched hive of scum and villainy" that Mos Eisley is, but Mos Shuuta has its own unique flavor, not to mention dangers.

This guide will provide a detailed layout for the city itself, the main buildings and hovels worth exploring, a "who's who" of the residents, and other important information.

What follows is a breakdown of the chapters in this guide...

## CHAPTER I THE CITY OF MOS SHUUTA

There is much that may be missed or overlooked within the walls of the city. This chapter will provide information for

all the main residences and businesses that the PCs may wish to explore.

## CHAPTER II THE PEOPLE OF MOS SHUUTA

One never knows who they might bump into on the streets of Mos Shuuta, or who might be waiting behind the bar in the cantina, or lurking in a dark alley in the dead of night. This chapter will prepare the PCs for meeting the unsavory, unwanted, dangerous, and lost denizens of Mos Shuuta.

## CHAPTER III THE BEASTS OF MOS SHUUTA

Tatooine has a myriad of different domesticated and wild beasts and animals that are native to its desolate wastes, many of which can be found in and around Mos Shuuta. Whether the PCs are looking for beasts of burden, or a hunting excursion, this chapter will prepare them for the wildlife they will encounter while visiting the city.





# MOS SHUUTA STREETS





# CHAPTER I

## THE CITY OF MOS SHUUTA

The lands around the Mos Shuuta mesa may, at first glance, just look like the rest of Tatooine...arid, featureless desert, but like the rest of the planet, looks can be very deceiving.

The Mos Shuuta mesa is a rocky outcropping, roughly 500m by 1000 metres in size, in a roughly kidney shaped formation, formed millennia ago when ancient glaciers scoured the softer rocks away from the ore bearing mesa stone. As the centuries have passed, earthquakes, and wind erosion have helped to level the mesa's surface, and also make its cliff sides, that jut over 100 metres above the valley floor, into sheer, almost unscalable cliffs of jagged, knife edged rock. Anyone foolish enough to attempt to climb the vertical rock faces is exposed to the dangers of the Tatooine winds, where sudden gusts can slam you hard against the stone, and press you there, pushing the air from your lungs. Or the wind might whip up from beneath you, threatening to pull you away from the scant few hand holds, bringing sand with it to blind you.

In several places, weaker stones within the mesa's mass have crumbled away, leaving isolated pillars, that are now linked by

fragile rock archways, or by rickety and unreliable man-made bridges. At constant risk of further collapse, and thus with an ever present threat of being stranded, only the poorest of Mos Shuuta's residents live in these slums.

Only one safe path leads up onto the mesa, a steep slope that winds its way around the south west corner of the bluff, leading up from the valley floor to the large electrogate and adobe walls that form the mesa's secure entry point. Probably intentionally, Teemo the Hutt's palace looms above the path as it hugs the cliff face, giving his guards the first view of all incoming and outgoing landspeeders. The path is just wide enough for the heavier models of landspeeders used by the remote moisture farms to transport their precious cargo.

Over the years, there have been many travellers left stranded outside the electrogate, and a few smaller settlements have grown around the base of the mesa, generally close to the ramp, where they can beg for a few credits from other travellers. Amid the rubble of adobe walls, metallic roofs scavenged from broken down vehicles, and canvas tents made from scraps of sailbarge fabric, there is a thriving community of vagrants and Jawa traders. Unrestricted by the Hutt's control of the items for sale, in this downtrodden blackmarket you'll find less legal and more dangerous goods, but be careful, because flashing too many credits around will make you a target for the desperate individuals that call the tent city home.

Further afield from the mesa, towards Mos Espa and Mos Eisley, is a vague path, its boundary obvious due to the clear ground, blown free of small rocks by landspeeder repulsor lifts.





Alongside this path are a group of rocky upthrusts, veins of ore embedded into ancient rock, that haven't weathered the centuries as well as the mesa.

Amid these small rock formations, the shadows lengthen, and there is no telling what creatures hide amongst the jagged stone, waiting, lurking, for travellers to rest here in the shade at the height of the twin suns over head.

Looking out from the mesa to the west, you can see the heat shimmer off the Silt Sea, a vast bowl shaped depression in Tatooines surface, caused thousands of years ago by a meteor impact. As the centuries have passed, the resulting crater has filled in with wind wept sand. Up close, it looks much like the rest of the valley, flat and featureless, dunes giving way to a faint line of rocks, and then sand for as far as the eye can see. But step onto the sand, and you'll soon learn of its danger. The finer, recent accumulations of sand swallow you quickly, dropping you waist deep, but then your feet touch the semi solid mass of silt, a mixture of ancient ground up rock and seeping moisture from the cool desert nights. As your body gets dragged into the thick mud, and you fight to escape, your actions are in fact your death sentence, the silt and sand mixing and setting as solid as blaststeel.

Away from the mesa to the east, you find a group of moisture farms, a conglomerate of families who call themselves the Free People of the Black Valley. Its unclear if they are truly a group un beholden to any third parties for their equipment and food, but what is clear is that used to be more of them. Several empty farmsteads dot the landscape, their vaporators left running, controlled

remotely, and piping the precious condensation to the occupied farms. Of the 5 families left, 3 live together in one set of underground caves, their landspeeders set in a defensive perimeter, and armed with heavy repeater blaster rifles, enough to discourage all but the most dedicated Tusken Raider attack.

South of Mos Shuuta are the plains of Magellenan, named after an infamous Mos Shuutan bantha herder and hunter. Even decades after his passing, crushed to death during a stampede, the gentle giants of the Tatooine sands - bantha, eopies, dewbacks and even ronto - roam the wide sandy plains, grazing on the native flora. The plains are a popular place to hunt animals for food, or to gather the otherwise sparse desert plant life such as cookies leaves, but doing so puts you at risk of encountering the sand people who now roam this area tending the creatures.





## WAREHOUSE BESH

This warehouse is securely locked with an imperial security system. Inside, its rows of shelving are filled with cargo that has been reprimanded by the customs teams that work for Overseer Brynn. Each crate is methodically scanned and tagged so that when the customers pay the import fees, or the Hutt's demand its release, a cargo droid can locate the crate and bring it to the customs office. A terminal located in one corner of the building allows access to the database of cargo, and its clear that some of these cases have been stored here for years.

## CUSTOMS OFFICE

This squat building located between Warehouse Besh and Docking Bay Besh is the small, dingy field office for the spaceport customs team. The office is rarely used, few Mos Shuuta natives can afford the steep import fees, and if Teemo objects to a package being retained, then it is personally delivered to his palace, though the unfortunate officer who gets the job rarely returns. Beyond the waiting room and counter are a set of offices, untouched for so long that dust has settled on the furniture, and a large supply room, with racks of smaller detained packages and on one wall, a set of body armour and flamer, obviously used for controlling mynock infestations.

## BARRACKS

Two dozen of Teemo's Gamorrean guards dwell here. At any given time, six of them are malingering about. Should the PCs actually manage to fight or sneak inside, a careful search reveals 75cr worth of cash and a great deal of worthless garbage.

## CLARELLE DEWBACK TRAINER



Skills: Negotiation ,  
Survival , Vigilance   
Talents: none  
Abilities: none  
Equipment: 12 Defender Micro-Blaster (Ranged [light] ; Damage 5; Critical 3; Range [short]; Stun Setting), Deed for one Dewback, Comlink, 25cr



## DEWBACK STABLES

A Human woman so dark she seems burned black by the suns presides over the Dewback stables. Her name is Clarelle and she has a short temper and no patience for anyone who doesn't know how to ride a Dewback. Six of the giant lizards are in residence at the moment, and Clarelle will rent them out for 100cr per day each. (For stats and more information concerning Dewbacks, see page).

## WATER TOWER

The water tower is the tallest structure in Mos Shuuta. Climbing to the top of the tower (an Average Athletics check) would give any character an excellent view of the entire town.

## TEEMO'S PALACE

Teemo the Hutt's opulent palace is enormous and strikingly designed. It is guarded by more Gamorreans and security droids, and a large amount of servants, supplicants, and guests fill its many halls and galleries. (For a map of the palace, see page).



### ELECTROGATE

The only way off the rocky bluff of Mos Shuuta is the stone spur at its southwest corner. The spur is guarded by a normally-dormant electrogate and a group of four Gamorreans.


### SLAGWORKS

Three Gamorrean Overseers (same stats as the Gamorrean Guard) oversee the wretches who labor in the Slagworks. The Slagworks consists of several mineshafts descending into the Mos Shuuta bluff as well as a smelting facility where the ore removed from the mines is converted into a useable state. In the guard house is a small box with three stimpacks and a toolkit containing two emergency repair kits. It looks like these items have been placed here so that the Gamorreans can tend to the needs of the workers and the machinery, but judging from the amount of dust on them the guards have never even touched them. About two dozen workers of various species labor in the shafts or the smelting facility at any given time.

### BATH HOUSE

Sand gets everywhere, and most species that call Mos Shuuta home are unadapted to the coarse substance. The bathhouse is a communal building, with a large central pool of diethyl ether peroxide for bathers to cleanse themselves in. Surrounding the central pool are air-shower cubicles, useful for either a pre-bath cleanse (to remove most of the sand), or a post-bath cleanse (to remove the acidic residue).

### SHANTYTOWN

A riot of ramshackle tents, huts, and hovels clinging to outcroppings of rock, the shantytown represents the (completely unsafe) dwellings of Mos Shuuta's poor population. The various "islands" of the shantytown are connected to Mos Shuuta proper by rickety rope bridges with planks of rusting scrap metal. Any check on one of these bridges that generates a Despair  may result in someone falling...





## VORN'S JUNK SHOP

For a detailed description of Vorn and his shop, see the Beginner Game Adventure Book page 14. For a map of the shop, see page.

## BANKING TERMINAL

The flickering cracked screen on the outdated terminal can dispense both standard galactic credits and information reports, if you can get it to work reliably. Poor quality communications links, decaying chips, and reduced power availability makes the transmission speed incredibly poor, and its not uncommon for the data to timeout before transactions complete or before all of an article is displayed.

## OFFWORLD TRADER'S

Just across the alley from Vorn's Junk Shop is the Offworld Trader's, marked by a rusty old stylized rocket ship. Bengara, the male Twi'lek proprietor, specializes in fine goods from offworld, including luxurious clothing, exotic art objects, and difficult to find foodstuffs and spices. In short, Offworld Trader's has anything one could want, but absolutley nothing useful, and always at too high a price.



**BENGARA  
SHOPKEEPER**

|     |     |     |     |     |     |
|-----|-----|-----|-----|-----|-----|
| 1   | 2   | 2   | 3   | 2   | 3   |
| STR | AGI | INT | CON | WIS | PRE |
| 1   | 11  | -   | 0   | 0   |     |

Skills: Deception   
Negotiation   
Talents: none  
Abilities: Weathered - may remove imposed due to arid or hot environmental conditions.  
Equipment: Datapad, Deathsticks, 50cr

## BOUNTY OFFICE

While bounty posters are shown outside Teemo's palace, the cantina, and the spaceport, a building by the Electrogate serves as the both the towns jail, meeting point for the various bounty hunters that pass through the mesa, and its surrounding areas. Behind a security screen, a Twi'lek and Human update the various information screens with the latest bounties and updated leads. They have a small safe containing a couple of thousand credit sticks, but the majority of their money is stored safely in Teemo's palace, to which they have a small service duct which a small transport droid runs back and forth in. At the far end of the building are a series of cells, lined with metal to cause their inhabitants to suffer in the desert heat.




## WAREHOUSE BESH

This warehouse is securely locked with an imperial security system. Inside, its rows of shelving are filled with cargo that has been reprimanded by the customs teams that work for Overseer Brynn. Each crate is methodically scanned and tagged so that when the customers pay the import fees, or the Hutt's demand its release, a cargo droid can locate the crate and bring it to the customs office. A terminal located in one corner of the building allows access to the database of cargo, and its clear that some of these cases have been stored here for years.

## CUSTOMS OFFICE

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spaceport customs team. The office is rarely used, few Mos Shuuta natives can afford the steep import fees, and if Teemo objects to a package being retained, then it is personally delivered to his palace, though the unfortunate officer who gets the job rarely returns. Beyond the waiting room and counter are a set of offices, untouched for so long that dust has settled on the furniture, and a large supply room, with racks of smaller detained packages and on one wall, a set of body armour and flamer, obviously used for controlling mynock infestations.

### POWER STATION

This large domed building forms the corner of a small grouping of properties, most of which are among the better lit and cooler buildings on Mos Shuuta. Getting close to the building, you can hear the thrum of its generators, their ducts delving deep into the planets crust, drawing on the heat from the planets core. Large metal tubes burst out of the moulded sand walls of the station itself, some thrusting into the air, before ejecting a network of cables that run to different segments of the mesa. Other tubes form a shiny walkway between the nearby buildings, while others dive back underground, carrying power conduits to the spaceport and slagworks. The power station is a popular gathering point in the early hours, as Jawas hang around eager to trade with the owners who bring their droids to the station to be recharged.

### BABA'S GRILL

Its hard to see the inside of Baba's Grill, a small property built next to the power station. Thats because there is always a crowd of people outside the shop, and

shop, and its not uncommon to queue for 30 minutes to get to the front and order one of the few items Baba has on sale - Bantha burger or Dewback ribs. Baba himself is a fairly old Rodian, and spends his time in the back of the shack cooking, leaving the sourcing of meat, maintenance of the grills and serving of customers to his younger son Yaga. Yaga is a fast mouthed fool with his fingers in more pies than he can honestly manage. From buying banthas poached from the moisture farms, to storing contraband under the counter, to sharing rumours he's heard off the customers, Yaga seems determined to get into trouble with Teemo without intentionally doing so.

### DESERT SURVEY OFFICE

This unassuming sandstone building is dominated by a large metal door, though to enter the building, you have to find the smaller door around the side complete with a tiny plaque stating "scouts welcome". The inside of the building is a high ceilinged chamber with fans hanging from the roof and ventilators working hard to keep the expanse cool. The owner of the building keeps an aging podracer in the building, the metal doors acting as the garage entry for the device. The walls are covered in maps, recruitment posters and various bits of junk, tusken raider wrappings, a series of Krayt Dragon scales. The furniture here is well worn, its a popular place for people to come for a few hours to cool down and listen to the owner Tars Vulnrick tell stories about his old life as a podracer and then as an explorer.







### ACEVEDO'S WEAPONS

It's said that Acevedo has been selling weapons to the bounty hunters, moisture farmers and Teemo's bodyguards for longer than Mos Shuuta has been a city. Various locations have served to act as his store, but he currently owns a store near the slagworks. A particularly ugly and scarred Trandoshan, Acevedo has a penchant for antique weapons, and he is almost always armed with something older than his customer and he is constantly cleaning or maintaining old weapons. He has some morals, and is unwilling to see to a common street thug, and is unlikely to sell his prized antiques to someone who doesn't look capable of using them or looking after them. He keeps a stock of modern weapons on the wall of the shop, but all are unloaded and un-powered, and sell for at least twice their market value.

### MOISTURE VAT PUMPING STATION

What looks at first glance to be a tin roofed garage adjacent to the mesa's important water tower is perhaps the more important building. Designed to accommodate even the largest hover-

### ACEVEDO WEAPON DEALER

|       |         |        |       |          |        |
|-------|---------|--------|-------|----------|--------|
| 3     | 1       | 2      | 2     | 2        | 2      |
| BLAST | AGILITY | WISDOM | CHARM | WILPOWER | PERIOD |
| 2     | 15      | -      | 0     | 0        | 0      |

Skills: Ranged [light] ●, Perception ●●

Talents: none

Abilities: Regeneration, Claws

Equipment: Antique Blaster Pistol, 50cr

transports and small landspeeders used by the outlying moisture farms, it contains all the equipment needed to pump water supplies from the vaporators used by the farmers, purifying and storing the water as it does so. Surveillance cameras feed video and sound to both Teemo's palace and the spaceport control tower, so both know when a delivery is made and by whom.

### TRADERS LEDGE

Hanging from the northern side of the mesa, in the shadow of Docking Bay Aurek is a series of rickety wooden platforms, held aloft by gigantic gas balloons. On the canyon floor hundreds of feet below are piles of dewback dung, sweating and rotting in the sunlight of Tatooines double suns. A small processing plant pumps the gas up to the balloons, providing a floating platform for the Verpine trader Vi'grax to land his small freighter shuttle on. Vi'grax runs an irregular cargo service to other cities on Tatooine such as Mos Espa and Mos Eisley. Because he doesn't land on the mesa itself, Overseer Brynn is unable to restrict his movements or his carrying capacity, and Vi'grax would be the easiest way of retrieving illegal items if his insect-like sensibilities would extend to transporting anything other than food and water.





## THE SLAGWORKS

The Slagworks is currently located on the southern edge of the mesa, with a single shaft descending 50 feet into the stone, the working faces of ore not much deeper than most buildings cellars. But the slagworks hasn't always been there. In earlier, less populated days, the slagworks were located closer to docking bay Besh, and descending in 3 different shafts up to 500 feet deep. A network of tunnels runs between the old workings, descending across many levels, with occasional air shafts sunk from the mesa's ground level into the upper tunnels. Inside these tunnels the air is dry and stale, devoid of power the pumps no longer cause the air to circulate, and the darkness has allowed creatures such as mynocks and womp rats to thrive. Long forgotten, there is little chance of the current rich vein of ore in the modern slagworks digging deep enough to link to these tunnels.

## BUNKHOUSE

Mos Shuuta doesn't have much of a transient population, visitors find there is little to interest them and quickly move on. The few travellers that the mesa receives are generally ones stranded here due to dust storms, or technical difficulties with their craft. Indeed, Mos Shuuta is the last safe location before the wide expanse of the Dune Sea.

There are few options for where to stay. You can attempt to woo the attentions of Teemo the Hutt, and potentially find yourself contracted to a lifetime in servitude to him for a single nights accommodation and entertainment. You can get stupidly drunk in the dingy cantina and pass out, and hope the bartender doesn't throw you out over the mesa's edge. Or

you can pay to sleep in the bunkhouse. This moderate, two storey building is not in the most hospitable location, the thick acrid smoke from the slagworks blankets the building day and night. The ground floor is a modest eatery, run by the bunkhouses owners, while a separate external staircase leads to the bunkhouse, a long room, devoid of any features beyond the sleeping cots and air shower cubicle.

## MEDICAL CENTER

While Teemo has his own medical center, as do the stormtroopers garrisoned in the armoured bunker, the general population of Mos Shuuta have to make do with this rundown facility. A victim of one to many mob attacks, with gangs of residents attempting to get at the injured parties within its walls have left the windows smashed and boarded up, and the heavy blaststeel door hanging from its hinges. Within the room is a small waiting area, a reception office, a medical officers office, and the main surgery room. Wind blown sand is heaped into every corner, and the remaining recovery bed and bacta tank have seen better days. The center's Bothan doctor, El'Jaameer, inherited the facility from her father, and is struggling to cope with such rudimentary facilities. With dwindling supplies, and limited funds to release her "contraband" drugs from the customs, her bedside manner borders on furious.

## SURVEILLANCE BUNKER

Beyond a vague customs presence, and the imperial appointed spaceport overseer, Brynn, the Empire has very little influence in Mos Shuuta, leaving it to Teemo and his Gammorrean guards to maintain piece. That is not to say that the



Empire doesn't ignore Mos Shuuta in its entirety... It's elevated location on the edge of the Dune Sea give it commanding views across the terrain, and unbeknownst to most Mos Shuuta residents, a heavily armoured and well camouflaged surveillance bunker is built into the cliff face below the spaceport communications building. The bunker is manned by a rotating shift of 3 groups of 3 stormtroopers, all of whom have survival and battle experience in the Jundland Wastes, and most are trained spotters and snipers. Most residents presume the Stormtroopers they see occasionally patrolling the streets are part of the spaceports security staff.

### JAWA TRADERS

Under a torn sailbarge wing strung between three buildings is a small market stall where jawas gather, tugging at the clothes of passerby's, and swarming towards droids and vehicles that stop for too long outside the stall. Get past their scavenger nature

and their lack of Basic language skills, and you'll find that the Jawas here are well connected, exchanging items with the other tribes in the dune sea. Their stock is constantly changing, and cheap, though not always in the best condition.



## HOTHO ALLARAN DROID MERCHANT



Skills: Cool , Knowledge , Negotiation

Talents: none

Abilities: none

Equipment: Datapad, C1 Personal Comlink, 400cr

### WAREHOUSE AUREK

A grotesquely fat Twi'lek male named Hotho Allaran oversees the droid market at warehouse Aurek. He is assisted by a timid protocol droid designated XL-77, or "Exel." Hotho is always eager to sell his droids to new customers.

### MOS SHUUTA CANTINA

The cantina is run by a Devaronian, who tends bar, and is none too friendly. He employs a female Twi'lek dancer, who can often be found on stage, dancing to pre-recorded music, or along with the band (on occasions where there is live music).

### SPACEPORT CONTROL FACILITY

This facility is a low, squat building clinging to the edge of the Mos Shuuta bluff. It is guarded by Spaceport Security Droids and run by Overseer Brynn. For a more detailed look at the Spaceport Control Facility, see the Beginner Game Adventure Book page 17.





# VORN'S JUNK SHOP





# WAREHOUSE AUREK



# CANTINA





# SPACEPORT CONTROL





# TEEMO'S PALACE



Reception Room

Fortified Gates

Gladiator Cells

Teemo's Throne Room

Communications Hub

The Grand Hallway

Cantina Bar

Workshop & Cargo Receiving

Kitchen & Storage Area

Landing Pad



# CHAPTER II

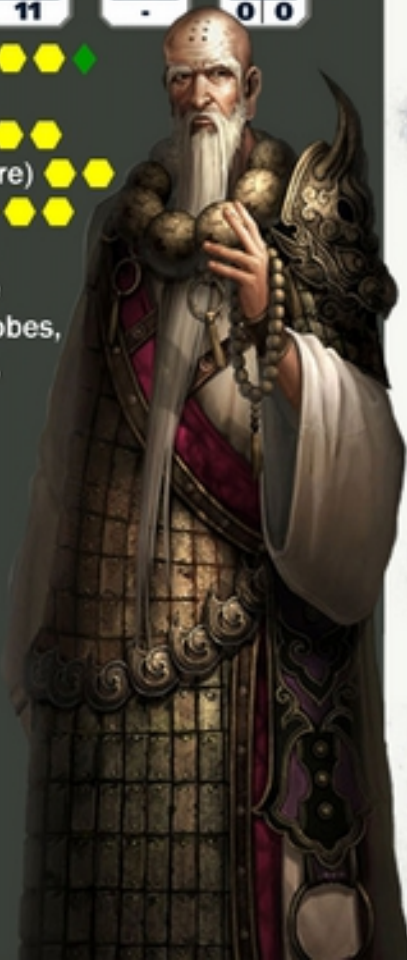
## THE PEOPLE OF MOS SHUUTA

### ARDUN DU'GREN DIM-U PREACHER

It's easy to ignore the wild arm waving gesticulations, and almost incomprehensible shouting of Arduin, a human follower of the Dim-U faith. These fanatics believe in the sanctity of the bantha, and worship a mother goddess creature, the mighty bantha, the horned one. By day, Arduin wanders the Mos Shuuta streets, his white robes and long flowing hair a common sight outside the towns cantina and Teemo's palace, where he rants and raves at the morality of the drinkers and gamblers, trying to explain to them that the only true way to salvation for their sins of excess is to renounce all bantha based goods - the meat they eat, and the furs they wear - and praise the one true god, the stalwart bantha. By night, it as if Arduin is a different person. Calm and collective, he tends to a small hydroponics farm in the back of his home.



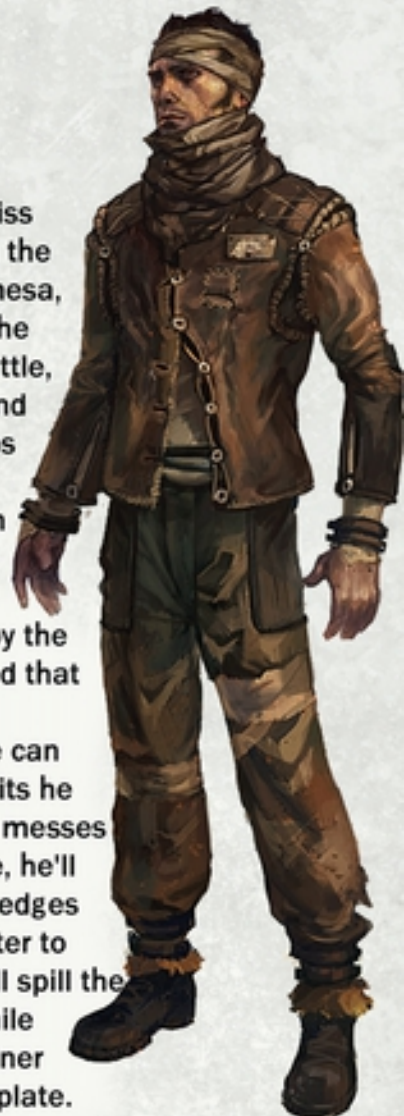
Skills: Charm   
Cool   
Deception   
Knowledge (lore)   
Leadership   
Talents: None  
Abilities: None  
Equipment: Robes, religious texts, datapad



### JAKOB EREATIS CLUMSY IDIOT

It seems rude to instantly dismiss Jakob as the towns idiot, but in the 6 months he has lived on the mesa, after inadvertently falling into the landing gear of an imperial shuttle, he has managed to get hired and fired from every business in Mos Shuuta. At first it was believed that Jakob's clumsiness was an act, used to distract attention and to enable him to spy. Yet after weeks of being followed by the Hutt's guards, it was determined that he really was that useless.

Jakob takes whatever jobs he can find, to earn the scant few credits he needs to survive, but inevitably messes up. If he's delivering a message, he'll snag his pouch on some sharp edges of metallic junk, tearing the letter to shreds. If he's serving food, he'll spill the contents as he bends down, while simultaneously knocking the diner behind him face first into their plate.



Skills: Cool , Mechanics , Ranged [light] , Stealth , Streetwise   
Talents: none  
Abilities: none  
Equipment: Satchel, datapad, C1 Personal Comlink, Holdout Blaster Pistol (Damage 5; Critical 4; Range [Short]; Stun Setting)





Skills: Cool , Deception ,  
 Negotiation ,  
 Knowledge ,  
 Talents: none  
 Abilities: none  
 Equipment: Datapad, commlink,  
 floating chair, 500 credits

### SEEDONEO GALACTIC TRADER

Mos Shuuta is not a wealthy town, it scrapes by with a few exports of good quality ore, and the typical Tatooine trade in illegal items. Its residents are, for the most part, barely able to survive day to day, getting just enough food and water to survive the harsh desert climate. This is why the Rodian Seedoneo is a rare sight in Mos Shuuta... He's fat... Not just large, but really fat, so much so, that he hasn't been able to use his legs for some years now, and instead sits inside a floating chair, a modified life support pod fitted with repulsor's. Seedoneo floats serenely through the streets, accompanied by bodyguards on his journeys between his home and office, the power station, the electrogate, and the docking stations. Seedoneo is a sand trader, buying the finest sands gathered in the nearby deserts, and then exports them off planet for use in the massive starship windows, where the mineral rich silica produces a strong glasscapable of withstanding the rigours of hyperspace.



### CHADESINFREGO IMPERIAL FORENSIC INVESTIGATOR

Troig are an uncommon sight in the galaxy at the best of times, so to find one of the two headed four armed creatures in a backwater community such as Mos Shuuta is strange. ChadesinFrego is an imperial agent, but makes no secret of it, having been sent to Tatooine to investigate the deaths of a whole garrison of stormtroopers. ChadesinFrego results were inconclusive and rather than bring him back to the galactic core worlds, they left him to rot on Tatooine. Or so he says... ChadesinFrego's two heads are especially co-operative, one being a medical expert, the other being a ballistics expert. Enjoying the heat, ChadesinFrego decided to stay after his mission was complete, and now treats injuries in private at a high cost, and trains the Hutt's guards in blaster usage.



Skills: Cool , Deception ,  
 Knowledge ,  
 Medicine , Mechanics ,  
 Ranged [light] ,  
 Ranged [heavy] ,  
 Talents: none  
 Abilities: none  
 Equipment: Datapad, medpac, C1  
 Personal Commlink, Binders, "Bag and  
 Tag" Forensics Investigation Kit, CDEF  
 Blaster Pistol (Damage 5; Critical 4;  
 Range [medium]; Stun Setting, Inferior)



## KLAT SER UNDERCOVER AGENT

You'll find someone like Klat Ser in every bar in every world, and even in the deepest space stations, there will be a solitary individual mourning his life. They are the ever present drinkers, the backbones of the best drinking establishments, the people who never leave. Klat Ser is a Nikto, but it's not immediately obvious, his facial spines have been snapped off, and ugly scars mar his reptilian scales. Given most of his race serve as slave soldiers to the Hutt crime syndicates, it can easily be presumed that Klat suffered these hideous wounds in service to Teemo, and now spends his days in a drunken stupor in the Mos Shuuta cantina. What is less obvious is the commlink embedded into one of the scars on his face, giving him a constant and pretty much undetectable communications link the Teemo's palace. Klat is a spy, albeit a drunken one, observing the comings and goings in the cantina and reporting back to his master.



Skills: Cool , Deception , Perception , Melee ccd, Resilience , Stealth cdd, Streetwise , Ranged [light]

Talents: none

Abilities: none

Equipment: PAC20 Wrist Commlink, 100cr, Combat Knife (Damage +1; Critical 3; Range [engaged]), Holdout Blaster Pistol (Damage 5; Critical 4; Range [short]; Stun Setting)



Skills: Charm , Cool , Perception , Streetwise , Vigilance

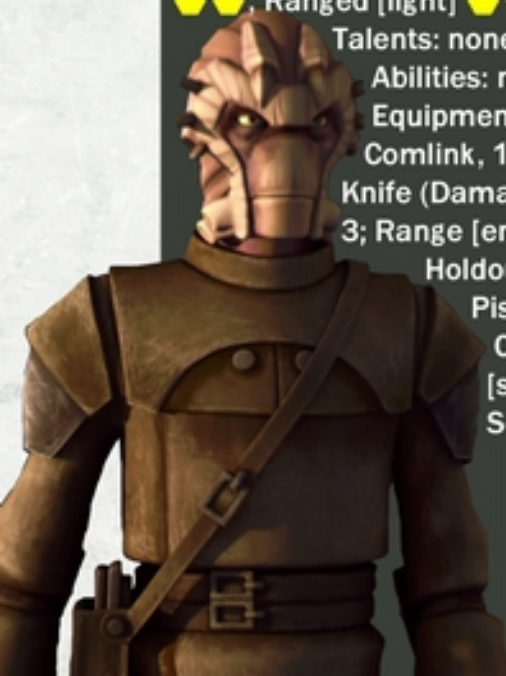
Talents: none

Abilities: none

Equipment: Medpac, clothing bundle, food and water supplies, 50cr

## SAMAN FRESS HUMANITARIAN

The slums of Mos Shuuta, linked to the mesa by rope bridges and narrow beams of decaying metal are a hideous place, families live in tiny tents or metal sheds, often 8 or 9 people per dwelling. Unfortunately, the kind of manual work the adults in these families do is extremely hazardous, and it doesn't seem like a week goes by without a death of some resident or loved one. Saman Fress is the slums saviour, a wealthy humanitarian who has used her money to build a small permanent building within the slums, from which she feeds, clothes and teaches the orphaned children. The Hutt has sent his guards to shut her down many times, he fears that an educated population might rebel against his control over the mesa, but so far all attempts to destroy her building or kill her have failed.







Skills: Coerce ●●◆  
 Cool ●●●  
 Brawl ●●●◆  
 Melee ●●●◆  
 Perception ●◆◆  
 Resilience ●●◆  
 Survival ●●◆  
 Talents: none  
 Abilities: none

Equipment: Biotech prosthetic arm, stimpac, syntherope, vibroknife (Damage +1; Critical 2; Range [engaged]; Pierce 2, Vicious 1), brass knuckles (Damage +1; Critical 4; Range [engaged]; Disorient 3)

### HURK FORMER GLADIATOR

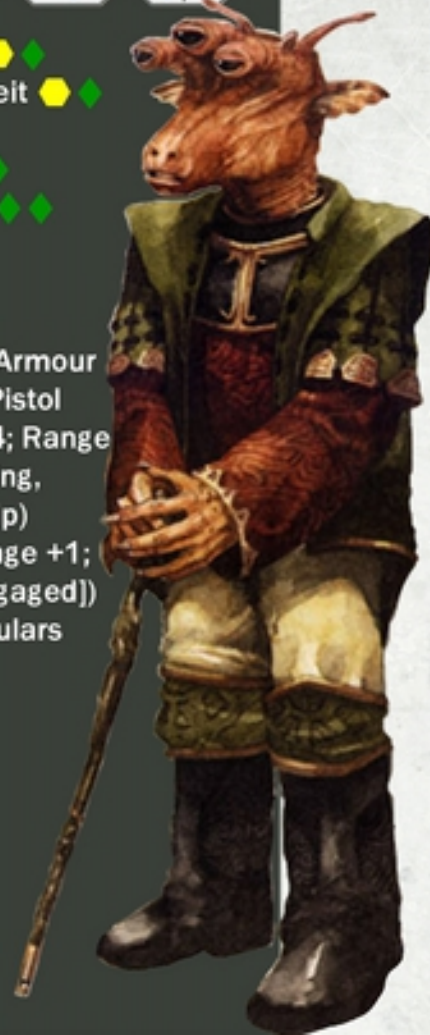
Old Man Hurk as he is known on Mos Shuuta was a former and highly successful gladiator in Teemo's employ, until a staged fight against 10 Geonosians went wrong, and Hurk lost his arm. Rather than turn to drink and join the inevitable spiral towards death, Hurk used what little money he had to get a prosthetic arm fitted, and now lives amongst the community that he once entertained. His small dwelling is located along one of the main thoroughfares near the Mos Shuuta market place, and Hurk sits outside in the shade, his bench always open for visitors to sit next to him and chat. Hurk observes the kids running around, watching them play fight, and tries to analyse which will grow up to be true warriors and offers his advise to make their fights more realistic.

### TEK MAR BOUNTY HUNTER

How a Gran came to be on Tatooine is unclear, and you won't get an answer from Tek Mar for his tongue has been cut out. Considering himself an outcast from even the notably fringe bounty hunter community, Tek Mar avoids contact with people, preferring sit on the roof of the water tower, using its elevated position to observe the world. He is a remarkably philosophical person, spending his days writing notes, poetry and drawing sketches of the changing landscape and people. Occasionally, when his water keg runs out, or when his wrist communicator beeps with a new message, he descends from the tower and strides purposefully towards docking bay Aurek, returning to his post several days later.



Skills: Coercion ●●◆  
 Cool ●●◆, Deceit ●◆  
 Melee ●◆  
 Perception ●●◆  
 Ranged (light) ●●◆  
 Stealth ●●◆  
 Talents: none  
 Abilities: none  
 Equipment: Padded Armour CR-2 Heavy Blaster Pistol (Damage 7; Critical 4; Range [medium]; Stun Setting, Includes Forearm Grip) Combat Knife (Damage +1; Critical 3; Range [engaged]) Binders, Macrobinoculars



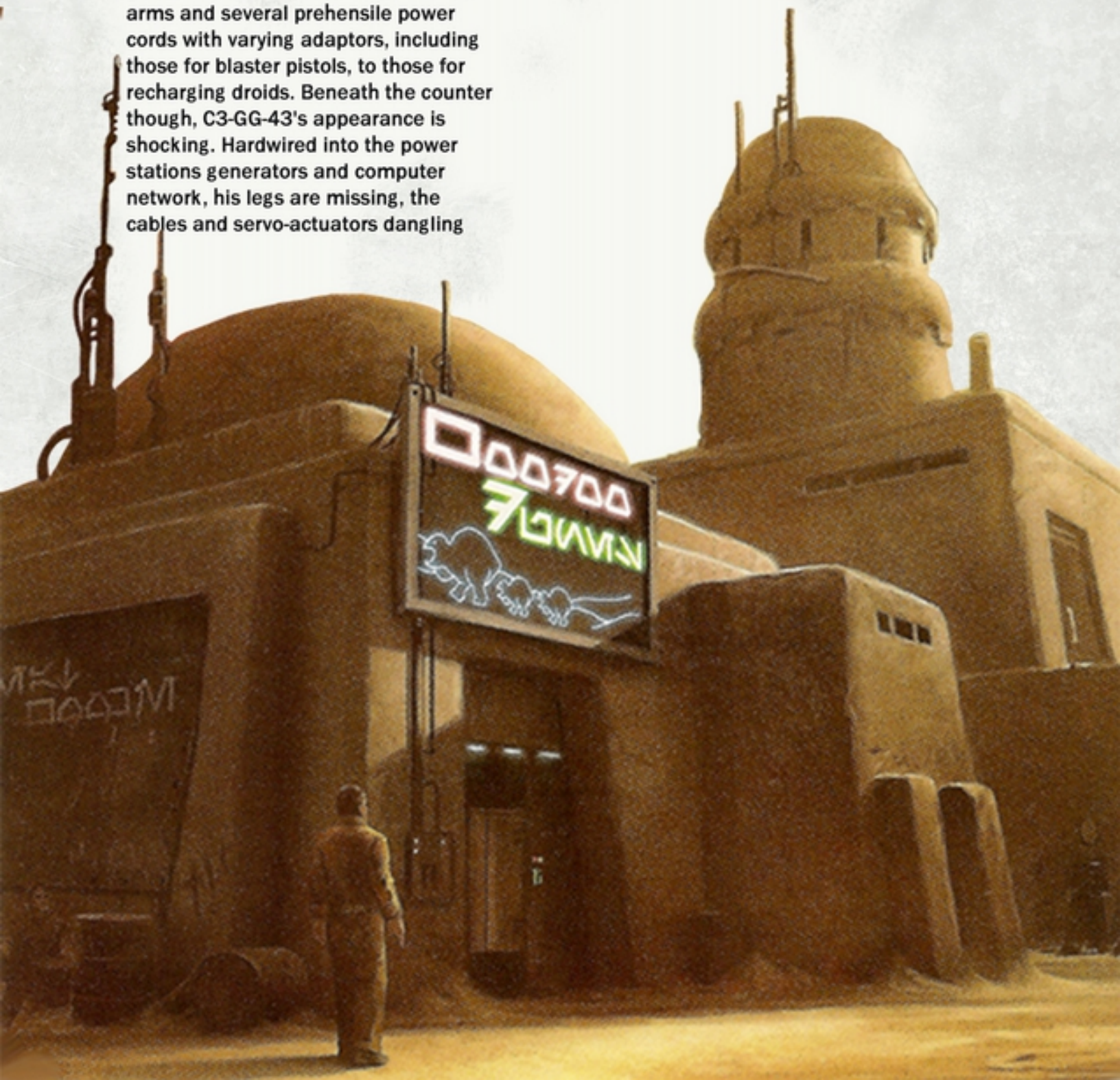


### C3-GG-43

#### STATIONARY DROID

Automated systems in the Mos Shuuta power station activate each day at 6 am, and cause a metallic screen to rise and the power station's customer charging point open for business. Behind the screen is what at first glance is a protocol droid, versed in the many galactic languages and fitted with both arms and several prehensile power cords with varying adaptors, including those for blaster pistols, to those for recharging droids. Beneath the counter though, C3-GG-43's appearance is shocking. Hardwired into the power station's generators and computer network, his legs are missing, the cables and servo-actuators dangling

loose over what remains of a Gonk droid, its body forming the basis of C3-GG-43's ability to control the flow of power through his own appendages and also the flow of power to the various buildings on the mesa.





## CHAPTER III

# THE BEASTS OF MOS SHUUTA

### WOMP RAT

This large rodent is a native of Tatooine, commonly found in the shadowy canyons of the planet's desert wastelands. Roughly the same size as an MSE series droid, individuals of the species have been observed that have grown to a similar size as an astromech droid. Thankfully, such mutations are rare. Opportunistic scavengers, womp rats hunt as a pack, living off carrion, refuse, and picking off weak individuals of species like the eopie when they can, using their numbers to overwhelm their prey.

|       |       |        |      |          |          |
|-------|-------|--------|------|----------|----------|
| 3     | 4     | 1      | 3    | 1        | 1        |
| BRAWL | ADULT | WILDED | GRAB | WILPOWER | PRESENCE |
| 2     | 6     | -      | 0    | 0        |          |

Skills: Brawl , Resilience ,  
Stealth , Survival

Talents: none

Abilities: none

Equipment: Bite (Brawl; Range [Engaged], Damage +2; Critical 4; Special Pierce 2)



### EOPIE

Eopies are ponderous but surprisingly strong and resilient animals used as both mounts and labor animals on their native Tatooine. Eopies are inelegant beasts with an awkward gait and a strong natural odor. Despite their stubborn nature, eopies are excellent beasts of burden, capable of carrying far more than their lanky frame might suggest. They are well adapted to desert conditions, capable of traveling for days without needing water.

|       |       |        |      |          |          |
|-------|-------|--------|------|----------|----------|
| 3     | 2     | 1      | 1    | 2        | 1        |
| BRAWL | ADULT | WILDED | GRAB | WILPOWER | PRESENCE |
| 5     | 14    | -      | 0    | 0        |          |

Skills: Resilience , Survival

Talents: none

Abilities: Silhouette 2, Stubborn 1 (upgrade the difficulty of checks to train by one), Trained Mount 1 (add to a rider's Survival checks while mounted), Sand Walker (remove from an checks made to traverse sandy or desert terrain), Beast of Burden 5 (add 5 to their Encumbrance Threshold).

Equipment: Trampling hooves (Brawl; Damage 5, Critical 6, Range [Engaged], Knockdown).





## BANTHA

The ubiquitous bantha is found on thousands of worlds across the galaxy, with hundreds of variant species demonstrating this mammal's adaptability. Easily domesticated, banthas are primarily used as beasts of burden and a food source. Some cultures, including the Tusken Raiders of Tatooine, are known to use them as mounts. Found in herds of up to twenty-five individuals, banthas are known for their heavy, bulky frames, large curling horns, and iconic blue milk.



|             |         |            |          |            |          |
|-------------|---------|------------|----------|------------|----------|
| 5           | 1       | 1          | 1        | 1          | 1        |
| BRAWL       | AGILITY | REFLECT    | COMING   | WILPOWER   | PRECISE  |
| ENCUMBRANCE | WEIGHT  | RESISTANCE | WEAPONRY | ACROBATICS | CLIMBING |
| 10          | 26      | -          | 0        | 0          | 0        |

Skills: Brawl , Resilience

Talents: none

Abilities: Silhouette 3, Domesticable 1 (downgrade the difficulty of checks to train by 1), Trained Mount 1 (add to a rider's Survival checks while mounted), Beast of Burden 10 (add 10 to their encumbrance threshold).

Equipment: Horns (Brawl; Damage 10; Critical 5; Range [Engaged], Disorient 2).

## DEWBACK

Originating from the Dune Sea on Tatooine, dewbacks are large, four-legged reptiles who are well-suited to desert environments. Easily domesticated, dewbacks are used as both beasts of burden and reliable, hardy mounts, and like banthas, have been exported offworld for generations. Because of their resilience, these creatures are found in both Imperial and Alliance military forces. In the Stormtrooper Specialty Corps, sandtroopers make good use of their strengths in arid conditions; amongst the Alliance, dewbacks are deployed to SpecForce's 4th Regiment.

|             |         |            |          |            |          |
|-------------|---------|------------|----------|------------|----------|
| 5           | 2       | 1          | 1        | 1          | 1        |
| BRAWL       | AGILITY | REFLECT    | COMING   | WILPOWER   | PRECISE  |
| ENCUMBRANCE | WEIGHT  | RESISTANCE | WEAPONRY | ACROBATICS | CLIMBING |
| 5           | 18      | -          | 1        | 1          | 1        |

Skills: Brawl , Resilience

Talents: none

Abilities: Silhouette 2, Domesticable 1 (downgrade the difficulty of checks to train by 1), Sand Walker (remove from any checks made to traverse sandy or desert terrain).

Equipment: Teeth (Brawl; Damage 7; Critical 2; Range [Engaged], Ensnare 2).

