

STAR WARS. EDGE OF THE EMPIRE

LORDS OF NAL HUTTA



A Sourcebook for Hutt Space

STAR
WARS.
ROLEPLAYING

STAR WARS
EDGE OF THE
EMPIRE
ROLEPLAYING GAME

LORDS OF NAL HUTTA

HUTT SPACE is a realm where the only law is avarice and the only limit is ambition. The criminal syndicates of the insatiable Hutts grant countless opportunities to any who can stomach the risks.

The HUTT KAJIDICS hold their ancient home firmly in their slimy grasp. For the desperate, it can be a haven from the Empire's oppressive and violent rule. However, anyone who enters Hutt Space risks getting entangled in the devious schemes of the galaxy's most notorious criminals...

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INTRODUCTION
LORDS OF NAL HUTTA

CONTENTS

Delving into Hutt Space.....	5	Kwenn Space Station.....	88
So What's in this Book, Anyway?	6	Additional Worlds and Stations.....	90
Chapter I: Criminal Empires	9	Chapter III: New Player Options	93
History of Domination	10	New Species	93
Empire of Crime.....	30	Hutts	94
Chapter II: Hutt Space	41	Ganks	95
Nal Hutta	42	Niktos.....	96
Nar Shaddaa	48	Sakiyans	98
Varl.....	58	New Weapons.....	100
Bootana Hutta.....	61	New Gear	106
Kintan	62	New Vehicles and Starships	112
Klatooine.....	66	Chapter IV: Modular Encounters	119
Saki.....	70	Welcome Aboard	122
Sriluur	74	Toydarian Grocery Shopping.....	126
Toydaria.....	78	A Deal Gone Wrong	130
Vodran.....	82	Rubbing Slimy Elbows	133
Ylesia.....	86	The Dead Road.....	140



Why can't anything ever be easy?"

Gorran snorted in agreement. The Gank sighted the scope calmly, oblivious to the chaos around them. Acrid smoke from the blaster impacts on the walls to either side of the pair stank of burning metal.

"These guys are dead-set on making sure our Sakiyan friend gets away, aren't they?" Nell asked his partner. Peeking around the edge of the wall, the scrawny human smuggler quickly pulled his head back as another round of bolts rang out.

Gently squeezing the trigger, Gorran let a blast fly. The shot hit dead-on, dropping an unfortunate Klatooinian who had stepped out from cover to return fire. The Gank chuckled, a grating, digitized sound that always made Nell smile. Looking at the bounty hunter standing next to him, Nell felt almost invincible—a rare feeling on Nar Shaddaa.

Slowly, the sounds of air recyclers, transports passing overhead, and the usual hustle and bustle of the Smuggler's Moon replaced the shriek of blaster fire that had filled the street moments earlier.

Gorran's voice hissed out. "We should advance on their position. The way appears to be clear."

Skulking from building to building, the hunters pressed ahead, weapons at the ready. Overturned trash canisters and hastily pulled down billboards were the only remnants of the rival hunters' improvised fortifications down the side alley.

Gorran extended an arm, servos whirring furiously inside. From within the circuitry, a scanner extended, bathing the vicinity in invisible particles that swam through the air searching for a trace of the quarry.

"Anything?" Nell prodded his partner. "If Giarda's thugs get to Razall first, we are definitely done for." Clan Gorensla had an enormous bounty on the Sakiyan's head, big enough to pay Gorran's and Nell's debts twice over. Giarda and her clan, the Jiramma, had offered no such reward. The secrets the Sakiyan had stolen were far too dangerous to risk on bounty hunters, and Gorensla would pay handsomely to get them.

The readout on the Gank's scans showed residual energy traces, remnants of the recent battle that were dissipating. No other life forms appeared nearby.

"I believe we must proceed through the alley. The trackers must have gone through there."

"You're the expert. Lead the way." A strong sense of unease settled over Nell, a vibe he couldn't shake. He kept the feeling to himself, knowing the stakes were too high to let the jitters halt their path.

The pair rounded another corner to find a wall of blaster rifles leveled at them. Behind the thugs, a corpulent, brown gastropod lounged on a repulsorsled, absentmindedly studying her fingers.

A deep booming voice echoed through the alley. "*Been a while, my friends. You haven't been avoiding me, have you?*" The throaty, Huttese words sent a chill up Nell's spine. The Hutt's smile was entirely menacing.

"H-hey, G-Giarda," the human stammered. "We haven't been avoiding anyone. Just b-busy, you know."

"*Busy looking for a certain Sakiyan, I see.*" Giarda's tone took a harder edge, all pretense of friendliness gone. "*That traitor's hide belongs to me and me alone. I will not stand to see him turned over to Gorensla scum!*" Even the usually unflappable Gorran flinched.

Nell's mind raced. There was a way out of this, he was sure. He felt a small bead of sweat drip down his face.

"Giarda, I have a proposal for you," Nell said suddenly. Gorran gave him a sidelong look through an impassive lens. "We know there were disappointments in our past dealings. If you allow us to capture Razall, we'll deliver him to you, alive, and for free. All we ask is that you wipe our slate clean. It's win-win!"

The Hutt studied the human, seemingly impressed by this brash proposal. Violence hung in the air.

"*You have one day to find him. After that, all deals are off.*" The Hutt's bodyguards lowered their weapons. "*Let's give these professionals space to work.*"

As the alley cleared, Gorran turned to Nell, head cocked quizzically. The smuggler lowered his voice. "If we turn him over to Giarda, we can clear our names with the Hutt. Before turning him over though, we could copy the files and sell those to the Gorensla."

The Gank nodded, considering the smuggler's plan.

As the doors closed behind the human and Gank bounty hunters, Giarda glared down from the throne at the chained individual before her. Her deep laughter was soon joined by the cackles of her minions.

"*Release him.*"

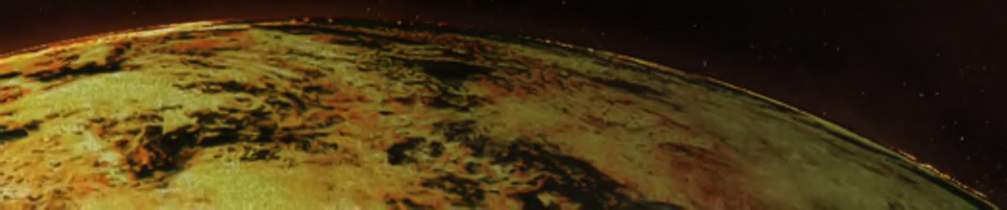
The Sakiyan calmly rubbed his wrists as the chains were removed and casually bowed before the Hutt. "I take it all went as planned?"

Giarda's laughter echoed again. "*Indeed, my friend. The Gorensla have the false information, Gorran and Nell are back under my thumb. Within the clan, all will tell of Giarda bringing a traitor down before even Noako could reach him! In all, a very profitable day.*"

Razall raised a drink. "To Giarda, master manipulator."

The Sakiyan downed his cup as Giarda gloated on. Another day on Nar Shaddaa, the scoundrel thought. Another day of Hutt schemes within schemes. "I guess I should make myself scarce to complete this ruse."

Razall did not even feel the blade that took his life. "*I shall take care of that for you, my dear Razall. You have already had such a trying few days...*"



DELVING INTO HUTT SPACE

Name your vice: gambling, luxury, spice, or beauty, perhaps? Whatever your pleasure, it can be had here, provided you're willing to pay. You can even count on minimal interference from the Imperials, provided you pay a premium.

Opportunistic smugglers flock to these hives of scum and villainy to fulfill their depraved desires and reap the profits. The only thing that could possibly outweigh the abundant opportunity is the perilously steep price. Mistakes are rarely forgiven, and anyone who flies these lanes and hauls their illegal cargo must continuously ask themselves how far they're willing to go in the name of cold, hard credits. And after long enough, the best of them—or worst, depending on your point of view—stop caring. Their hearts become as ugly as the corpulent, grotesque masters they serve.

POWER AND GREED

Welcome to Hutt Space, where the Lords of Nal Hutta reign over galaxy-spanning empires of crime. The Hutt clans have their roots in a glorious history of battle, but after nearly fighting themselves into extinction, turned their attention outwards to a more subtle form of warfare. Families and clans banded together to create kajidics, business enterprises named for the philosophy that governs them. Their influence extends into gambling, gunrunning, piracy, smuggling, spice trafficking, the slave trade, and countless other immoral and highly illegal ventures.



DOMAIN OF INIQUITY

Seasoned spacefarers may travel the lengths of the Pabol Hutta and its tributary hyperlanes to behold the myriad wonders and beauty of the planets that shimmer like a gloss veneer over the corruption within. Many planets in the region claim sovereignty over their territories in name, but a scant few are truly free in practice. Countless worlds here are populated by species whose members have been held in thrall to their mighty Hutt masters for millennia. Other planets are bound to the kajidics through trade agreement after trade agreement, with the threat of the Hutt starfleet looming over any thoughts of revolution.

Nal Hutta, home of the Hutt Ruling Council, serves as the epicenter of Hutt scheming and politics. Its fetid swamps and sprawling industry epitomize the degeneration typically associated with Hutt holdings. Few have ever seen the ruined wastes of the Hutt homeworld or the legendary palaces of the Hutt throne-worlds, besides the Hutts themselves and the slaves

who work and die there. The enforcers, entertainers, majordomos, and countless other servants hail from the deserts of Klatooine and Sriluur or the tropics of Kintan and Vodran. Factory workers or black marketeers from Ylesia and Toydaria help supply the Hutt's kajidics, while the hunters from Saki take on the biggest bounties and assassination contracts.

When most outlanders think of Hutt Space, they envision the planet-spanning vertical cities of Nar Shaddaa, also known as Little Coruscant or the Smuggler's Moon. The spires of Nal Hutta's moon stretch into low orbit, built atop levels upon levels of all manner of shady cantinas and bounty hunter hangouts. Most smugglers visit the mother of all shadowports at least once in their lifetimes, whether they're in search of a job to keep their ship flying or a relatively safe refuge to stay off the grid for a while.

Whether visitors are here to make a fortune or evade the authorities, the only things stopping them are their own morals in these otherwise lawless stars.

SO WHAT'S IN THIS BOOK, ANYWAY?

LORDS OF NAL HUTTA is a setting book showcasing the most corrupt and lawless stretch of the galaxy—Hutt Space. It has plenty of material suitable for use by both players and Game Masters interested in the Hutts and their realm. In the first chapter, Game Masters can find all the information they need to bring the Hutts' criminal empires to life and portray the Hutt clans and kajidics as slimy allies or wicked foes.

The second chapter serves as an atlas for GMs looking to base a campaign out of the region, detailing over a dozen planets and their histories, cultures, points of interest and plot hooks, as well as local creatures and challenges.

Players will find rules in the third chapter for making their way in the seedy underbelly of the galaxy as Hutts, Ganks, Niktos, and Sakiyans. This chapter also includes weapons and armor to equip, gear and modifications to use, plus vehicles and starships to pilot, all unique to the species and cultures of Hutt Space.

The final chapter contains a number of modular encounters—set pieces that typify the sorts of challenges, characters, and scenes common to the region. The five unique modular encounters range in length from a thirty-minute interlude to a full session of content. Each is designed to require a minimum of preparation on the part of the Game Master and can be used to help fill out a game session with new and exciting locations or even comprise a series of adventures in its own right.

CHAPTER I: CRIMINAL EMPIRES

This section covers 25,000 years of history and politics in Hutt Space, beginning with the Xim Wars and ending with the Hutts and their relationship with the Empire and the Rebellion. In addition to an in-depth discussion of the kajidic code and the structure of Hutt society, the Hutt clans themselves are detailed at length. Discover the leaders and members, legitimate and illegal ventures, and major holdings of the mighty Desilijic, conniving Besadii, traditional Qunaalac, and the up-and-coming Gorensla, as well as those of several minor clans that call Hutt Space home.

CHAPTER II: HUTT SPACE

The Hutts' domain radiates outwards from its political and economic center of Nal Hutta and the Smuggler's Moon, Nar Shaddaa. Few outsiders are permitted to visit Varl and the Bootana Hutta, where the grand Hutt starfleet patrols the clans' throneworlds and their ruined homeworld. The kajidics' client worlds include Kintan, Klatooine, Sriluur, and Vodran. Saki, Toydaria, and Ylesia. These worlds enjoy variable claims of independence, but at the end of the day, the Hutts exert considerable influence on each one. Along the major hyperlane routes, Kwenn Space Station and countless other minor worlds thrive on the extensive trade of spice, slaves, and weapons.

CHAPTER III: NEW PLAYER OPTIONS

This chapter includes all the details players need in order to experience **EDGE OF THE EMPIRE** as a conniving Hutt, ruthless Gank, or savvy Sakiyan, as well as any of the five Nikto subspecies. It also introduces new weapons and armor unique to Hutt Space, as well as new cybernetics and gear that may or may not be restricted in Imperial space. Finally, it features dozens of new starships, such as Ubrikkian skiffs, sail barges, and caravels, as well as various new vehicles designed with speed and stealth in mind for the discerning criminal, smuggler, or bounty hunter.

CHAPTER IV: MODULAR ENCOUNTERS

These encounters evoke the distinct locations in Hutt space, from the Smuggler's Moon to the off-limits heart of the region, the Bootana Hutta. They feature space pirates, treasure hunts, sadistic Hutt schemes, and other stories with familiar trappings and novel twists. Because of their modular nature, these encounters can easily be introduced into any campaign, and allow the GM to add the themes of **LODS OF NAL HUTTA** into an ongoing story organically. Whether the GM uses them as stand-alone encounters to give the PCs a taste of the depravity and power of the Hutts or employs them as the start to much greater stories, these modular encounters can add a great deal to any campaign!







CRIMINAL EMPIRES

"If I told you half the things I've heard about this
Jabba the Hutt, you'd probably short-circuit!"

—C-3PO to R2-D2

The Hutts are the galaxy's undisputed masters of scheming, deviousness, and domination of all things underworld along the galactic frontier. Within Hutt Space, legal and illegal operations are blurred nearly to the point of not mattering at all to the Hutts. To them, business is business, and legal limitations are merely rules to be manipulated to their advantage and to the detriment of their rivals. Only the Hutt Ruling Council holds substantial influence and sway over Hutts throughout the galaxy. Hutt society is divided into clans, commonly called kajidics, although the word more precisely denotes the Hutts' criminal syndicates or cartels. These cartels dominate society.

This chapter reveals the dynamic interplay between the kajidic ideals and Hutt society. The impact of the kajidic way of life transcends Hutt worlds and holdings to influence the galaxy at large in dramatic fashion. Beginning with a history of the Hutts, this chapter presents an overview of how the kajidics evolved and changed their ways, along with

a synopsis of their outlook on the rest of the galaxy. It also examines some of the most important and influential kajidics in greater detail.

Later sections survey the great reach of the Hutts across the span the galaxy and outline the histories, strategies, and actions of their criminal empires. The Hutts are masters at smuggling, the spice trade, piracy, slavery, and countless other crimes.

Finally, this chapter covers the Hutts' complex relationships with the Empire and the Rebel Alliance. In particular, it examines the practicalities of how each deals with the vast region of the galaxy known as Hutt Space. The Empire claims dominion, but it has less practical control than it admits. The Rebels and the Hutts share few goals, even though they both flout the laws of the dominant Galactic Empire. Neither normally wants much to do with the other, but the realities of Rebel procurement needs and Hutt control of many black markets often force interaction between the two.

HISTORY OF DOMINATION

The Hutts are among the most ancient species and civilizations in the galaxy. Their early beginnings predate the Republic, and they began exploring nearby star systems before the blazing of the great hyper-space routes. Their civilization spans so many millennia that their early history is long been forgotten and the surviving tales are largely considered mythological.

Ancient Hutt culture was far different from its modern day society. The early Hutts were a warrior culture, one in which disputes and power plays were settled on the battlefield, in ritual combat, or through individual, ritualistic fighting. The Hutts wore armor and fielded combat and war droids. If the tales are to be believed, they were also influenced by religion and spiritual pursuits. For example, they once made divinations based on the duration and frequency of flashes from the Godsheart pulsar. The Godsheart, deep in Hutt Space, remains sacred to them to this day.

EXPANSION AND COLONIZATION

Whether the Hutts developed their own methods of interstellar travel is knowledge that was lost long ago. It is possible, and probably more likely, that they acquired the technology from another spacefaring species. No matter how they gained the means, they soon scouted their neighboring systems and began colonization efforts, establishing many of the central systems of Hutt Space, and an unshakable base of operations, for millennia to come.

As the Hutts expanded, they inevitably encountered other species. Hutt arrogance and feelings of entitlement soon led them to dominate any species that succumbed to their schemes and military power. Civilizations that proved a real threat to the Hutts were annihilated, as were species that were seen as too weak to be of use as slaves or underlings. Some long-forgotten species were actually worked to extinction by their Hutt masters. Hundreds were enslaved or indentured through treaties and threats.

While the Hutt empire might have seemed a monolithic force to outsiders, the Hutts themselves were often divided. Clan rivalries and scheming were pervasive, affecting politics, military campaigns, and colonization. Though the clans fought among themselves incessantly, they generally allied against outside threats, as the expansion of Hutt Space benefited them all. When conflicts overheated, the Hutt clans battled for supremacy in ritual combat and showdowns on the planet Vontor.

XIM THE DESPOT AND THE TIONESSE

Twenty-five thousand years before the Battle of Yavin, the Hutts encountered the Tionesse, another of the galaxy's most ancient civilizations. Ruled by the infamous Xim the Despot, the Tionesse were a match for Hutt military power. Impressed, the Hutts offered to make the Tionesse first and highest among their slave species. Angered and insulted, Xim attacked and invaded Hutt territory. The Hutt Kossak united the Hutt clans to counter Xim, and battles raged while each side attempted to outmaneuver the other.

Xim fought the Hutts in two ritual combats at Vontor. Despite losing, he refused to relinquish his conquered territory. He continued to build up his fleets and war droid armies. The Hutts used Xim's threat to the entire region as leverage in negotiating the Treaty of Vontor, which essentially enslaved the Klatooinians, Niktos, and Vodrans indefinitely in return for protecting them from Xim. This treaty has survived through the millennia to the Imperial era. The Hutts used their new slave armies to defeat Xim and rout his war droid forces in a third ritual battle at Vontor. The Hutts captured Xim, paraded him like a war trophy around Hutt Space, and then, as the stories say, imprisoned him in Kossak's dungeons on Varl, where he is thought to have perished.

Conflict between the Hutts and the Tionese didn't end there, however. The unexpected arrival of the Republic via the fledgling Perlemian Trade Route resulted in clashes and even war between it and the Tionese. The Hutts viewed this as a ritual war between largely human empires and feared that it would produce a stronger rival able to counter or even invade the Hutts. The Hutts struck the Tionese directly to disrupt this perceived eventuality. The Tionese failed to halt the Hutt invasion, and the survivors sought the relative safety of joining the Republic.

However, the Republic defied the expectations of the Hutts in the way it handled the end of the conflict, and continued to do so in the years to come. Human culture, attitudes, and lack of rigid clan structure confused the Hutts. They were surprised and mystified that laws, ideals, and agreed-upon documents could hold sway over family affiliation.

THE HUTT CATAclysms

More than 15,000 years before the Battle of Yavin, Hutt internal strife exploded into a full-fledged civil war. The warrior culture demanded fierce fighting for dominance and defense of one's clan. The vicious civil war spread throughout Hutt Space, decimating colonies and laying waste to the Hutt homeworld of Varl. Hutt society was irreparably damaged. The horrifying war and its terrible consequences ultimately forced the Hutts to seek out a new philosophy, much as they were forced to move on to a new homeworld. Varl still remains sacred, protected and off-limits to non-Hutts.

The surviving Hutts settled on the planet Evocar in the Y'Toub system. They claimed it as their own, renaming it Nal Hutta, or "Glorious Jewel." Naturally, they evicted the native, sentient Evocii species to the planet's moon, renamed Nar Shaddaa. The Hutts streamed to Nal Hutta in epic star caravans from the ruins of Varl and their shattered colony worlds. Hutt machinery, powered by Hutt pride, self-righteousness, and, of course, slaves, soon laid waste to entire forests. The beautiful world was quickly transformed into a smelly and nasty place, rife with swamps and other landforms that pleased the Hutts.

Nar Shaddaa proved no escape for the Evocii, however. The Hutts soon found need to expand and transformed it into an urban world. It became an important trading center before devolving into the seedy Smuggler's Moon it would ultimately become, thousands of years later. The Evocii would survive, barely, consigned to the depths of Nar Shaddaa, largely forgotten and ignored.



THE HUTT RULING COUNCIL

To prevent a repeat of the Hutt Cataclysms, the Hutts realized that their entire culture must change and develop new philosophies if they wanted to avoid destroying themselves. Budhila Hestilic Amura created the Council of Elders, also known as the Hutt Ruling Council, as the ultimate arbiter for Hutt activities. The council's decisions would be binding on any Hutt claiming clan rights, which gave it authority over nearly all Hutts. The hope was that this would restrain rivalries from getting too out of hand ever again and prevent widespread internecine war. The membership of the council was restricted to Hutts from the so-called Clans of the Ancients, which were clans that could trace their ancestry back to their homeworld of Varl.

For the Hutts to survive, they needed to replace their warrior traditions with new philosophies. Budhila created the idea of the kajidic, where the Hutts strive to control from within organizations instead of via dominance through outright combat. This tradition became so ingrained that it displaced the old ways, which soon became Hutt stories of myth and legend. Eventually, the kajidic would evolve to nearly displace or become indivisible from some clans, but it was originally a philosophy to be followed, and would be through the millennia. See **Kajidic Code and Hutt Society** on page 16 for more about

the kajidic philosophy and its effects on Hutt society. As with the kajidics, the Hutt Ruling Council also evolved and changed with the politics of the time.

The Hutt Ruling Council also enacted the first of the Hutt commercial regulations. These provided the legal framework necessary to allow Hutt society to thrive—and for the Hutts to manipulate. Breaking these laws was frowned upon, but Hutt punishments often (though not always) came in the form of political and economic losses rather than prison time. Hutt justice is more about politics and revenge than balance or fairness, which much of the galaxy finds corrupt and unjust.

THE HUTTS AND THE OLD REPUBLIC

While the Hutts reorganized and rebuilt, they engaged with and tried to understand the ever growing Republic sprawling across the galaxy. As both expanded, the Hutts found their Coreward boundaries increasingly set and controlled by the Republic. To encourage trade, and thereby gain influence inside Republic space, the Hutts blazed the Ootmian Pabol hyperspace route. Stretching from deep within the Republic to Nal Hutta, the route proved profitable and useful, turning Nar Shaddaa into a respectable and busy trade world. The long-established Tionese routes that intersected with the Perlemian Trade Route connected the Ootmian Pabol's Spinward reaches to the

Sleheyron system. Both Nar Shaddaa and Sleheyron boomed with business and profit, proving the usefulness of the kajidic ideals.

However, Hutt Space was not completely open to outsiders. The Pabol Hutta hyperspace route, which linked Nal Hutta to Sleheyron, was restricted to Hutt use. This important pathway connected the many Hutt clan and kajidic throneworlds. From these insulated worlds, the Hutt clans fortified and protected themselves from outsiders and each other, while also using them as headquarters to control their expanding personal empires. The Shag Pabol, otherwise known as the Slave Road, was deliberately hidden from the Republic, as it connected the Hutts' Rimward slave holdings.

Both clan-connected Hutts and the occasional individual rogue Hutt inserted themselves into the Republic underworld, corporations, and politics. The atypical Blotus the Hutt actually became Chancellor of the Republic, holding office for 275 years of distinguished service about eight to nine millennia before the Battle of Yavin. The Hutts operated both openly and in secret, stretching their reach at every possible opportunity. The kajidic philosophy continually evolved, and the kajidic arms of the Hutt clans dominated their activities.

HUTT COUNCIL COMPLEXITIES

Throughout the centuries, the Hutt Ruling Council has adapted and changed with the political and criminal whims of the clans and kajidics. The number, power, and influence of its members varies greatly. Even the council name is not immune from change. Council structure and membership is a result of kajidic power, scheming, and bargaining. The only near-constant is the requirement that members belong to one of the Clans of the Ancients, but a sufficiently powerful kajidic might even overcome that tradition.

Two different groups hold sway over the Hutts. Day to day rule is handled by the Hutt Ruling Council. The second, larger gathering is the Hutt Grand Council. The most powerful member of the Hutt Ruling Council speaks for the Hutts as a whole when required for treaties or dealings with the Empire.

The Hutt Ruling Council is also known as the Council of Elders, the Hutt Council, the Great Hutt Council, and the Grand Council of Nal Hutta. Some refer to this body as the Grand Council, but that term more properly applies to the Hutt Grand Council.

The Ruling Council consists of five members. Though often informally called the Five Hutt Families, the politics of the moment means that a clan or kajidic may temporarily control more than one seat on the council. "Temporary" to a Hutt might mean months, years, or even decades.

Typically, the Hutt Ruling Council meets in person in the Hutt Council Chamber, with members attending via holonet when needed. The council chamber's location varies. During the Clone Wars, it was housed in the Palace of Gardulla the Hutt, a member of the Besadii who was often involved or allied with Jabba the Hutt.

The Hutt Grand Council, also known simply as the Grand Council, is a gathering of all representatives of all Hutt clans that claim clan rights. Forty-eight kajidics currently are represented in the Grand Council. The Grand Council only meets when called to do so by the Hutt Ruling Council. Years, decades, or even a century or more might pass between Grand Council meetings. The Grand Council met at least twice in the months and years just prior to the Battle of Yavin, but it had not met for at least one hundred years before that. The Grand Council meetings are part political theatre, part power play. They are generally called when a clan claims another clan has acted against the Hutts as a whole, gaining wealth and power at the expense of all or most other clans. Though the Grand Council is influential, the Hutt Ruling Council and some of the strongest kajidics wield much more power.

The Hutt Grand Council meets in the Grand Council Hall on Nal Hutta. This enormous chamber holds all of the Hutts plus any assistants or slaves needed for the proceedings.

It is important to note that each seat on either council is controlled by a kajidic or clan. Depending on a clan's internal power structure and the strength of the individual Hutts involved, its representative on the council can change rapidly. Though a Hutt might control a clan, it might not always represent the clan on the Council, as it has its own, more profitable enterprises to direct. It may send a Hutt lieutenant or other powerful Hutt in its stead. During the Clone Wars, the Hutt Ruling Council consisted of four kajidics: Desilijic, Besadii, Qunaalac, and Gorensla, with Desilijic holding two seats. Since the war, the Ruling Council membership has changed often as the kajidics have adapted, suffered, or benefited from the new Imperial reality. The current kajidics on the Ruling Council are Desilijic (two seats), Qunaalac, Gorensla, and Vanderijar.

SETBACKS TO THE HUTTS THE EMPIRE

As with all species and civilizations, the Hutts have not been immune from challenges to their power. However, one of their biggest setbacks came not from the Republic, but from a supernova that exploded and created the Thornhedge Nebula. The supernova severed and all but destroyed the busy Ootmian Pabol hyperspace route to Nal Hutta. Though a search began for a replacement, ultimately no route offered the same speed or efficiency of the original.

Nar Shaddaa suffered immediately, losing business and trade that had profited from its proximity to a fast and direct route. Many outsiders left the moon to relocate to Sleheyron or even abandoned Hutt Space altogether for busier worlds in the Republic, particularly along the growing Corellian Run. Nar Shaddaa's decline, combined with Hutt sensibilities, prompted the illegal trade, smuggling, and other shady operations that had been hidden by its legitimate businesses to grow and dominate its culture.

Continuing to expand, the Republic claimed control of ever more Coreward systems, limiting or even pushing back the borders of Hutt Space each time a new system joined it. The Hutts were largely unconcerned by these developments. They established or maintained economic control over many worlds near to those that had affiliated with the Republic. Hutt influence over such systems was often informal, but they brought some of them back into Hutt Space when Republic influence and control waned.

The unexpected declaration of the Galactic Empire and its rapid rise to power undid many of the Hutts' gains. After the Clone Wars, the Imperials pushed the Coreward border of Hutt Space back toward the Rim once again. At the Spinward end, the Empire seized the Kreetan Narrows, including the Periphery, in the pursuit of Separatist holdouts. On the Rimward side of Hutt Space, the Empire organized new sectors from Hutt Space and Wild Space systems.

The Imperial military became a power that the Hutts could not ignore, forcing the Hutts to obey its rules, at least in appearance. Officially, Hutt Space was governed by an Imperial Moff from the Teth system. Once part of Wild Space, Teth became the central system of the newly created Baxel sector. In reality, the Empire had little practical control, and virtually no bases or military presence in the newly reduced Hutt Space. However, the powerful Imperial Fleet was a very real threat when required to make a lasting impression on the Hutts.

As they had for centuries, the Hutts maintained substantial influence even in the systems they lost. The Empire demanded the appearance of submission more often than the actual act. The Hutts appeased the Empire when necessary to protect their business interests, sacrificing others if needed to satisfy Imperial anger or politics. The Hutts soon learned that some Imperial officers and Moffs were just as willing to take bribes as previous Republic politicians and officials had been, and they put their credits to good use.

THE CLONE WARS

The Clone Wars provided the Hutts with innumerable opportunities to expand their influence, as well as Hutt Space itself. The Hutts refused to back either the Republic or the Separatists, taking advantage of the conflict and playing the two sides against each other. The Coreward border of Hutt Space expanded farther into Republic space than it ever had before. Some lesser systems deliberately sought refuge under Hutt control in an attempt to avoid war, but this was rarely successful. Hutt power expanded far beyond Hutt Space, as the Republic steadily lost control in the Outer Rim.

The Hutts maintained control of Hutt Space and many useful Outer Rim hyperspace routes. With normal hyperspace travel lanes disrupted by segments under Separatist or Republic control, the Hutts used the routes as a key negotiating point to maximize profit and influence when the warring parties bartered for their use. Though the Republic was loath to rely on Hutt aid of any kind, the realities of war sometimes forced its hand.

The situation came to a head when the Republic sought a treaty with the Hutts that would allow it to use the routes while shutting out the Separatists. The Separatists countered by trying to discredit the Republic and the Jedi. Their forces kidnapped Jabba the Hutt's child and attempted to frame the Jedi for the crime. Anakin Skywalker and his Padawan, Ahsoka Tano, succeeded in rescuing the Huttlet and revealing the Separatist scheme, thereby securing the treaty.

Despite the treaty, the Hutts were maneuvered into joining the Shadow Collective's attempted takeover of Mandalore. The newly reemerged Darth Maul, backed up by Mandalorian Death Watch, Black Sun, the Pykes, and other underworld allies, sought a Hutt alliance but were turned down. They attacked the Hutt Ruling Council, killing council member Oruba the Hutt, after which other Hutt leaders joined forces with the Collective and contributed to the takeover effort. The Mandalore operation ultimately failed, and the Hutts returned to their own schemes.

Imperial rule still hurt the Hutts, no matter how blunted the effects. Individual kajidics were periodically targeted for their illegal activities. The biggest blows were perhaps the antislavery decrees and the loss of many systems that the Hutts had controlled during the Clone Wars. The situation stabilized when exceptions to the antislavery rulings were made for Hutt Space and certain Imperial slave efforts. Some clans were still severely hurt by the loss of slavery business. See page 33 for more on the institution of slavery within Hutt Space.

Despite Imperial efforts to stamp out spice smuggling, slavery, piracy, and other illegal dealings central to many Hutt operations, the Hutts continued to wield extensive influence through the galaxy's black markets and underworld. Occasionally, the Imperials made secret deals with certain Hutt clans to obtain slaves and rare goods banned by the Empire, as well as to extend Imperial influence into Hutt politics.

RECENT EVENTS

Over the past few years, two ancient and powerful clans have battled for dominance over all others. Besadii, led by Aruk the Great, and Desilijic, led by Jiliac the Hutt with close support from Jabba, have engaged in economic hostilities and occasional outright violence in competition for influence over the Hutt Ruling Council. Control of spice production and smuggling has proven to be both profitable and contentious for the clans. Complicating matters is the recent rise of Rebel activity, which has prompted the Imperials to demonstrate their ability to maintain control of the Outer Rim Territories. Future Rebel heroes Han Solo, Chewbacca, and Lando Calrissian played influential roles in carrying out missions both for and against the interests of the Hutts.

Central to the clans' conflicts was the recent ramping up of production at Besadii's Ylesia spice processing facilities. Not long ago, Ylesia became known for being home to a dedicated religious group whose missionaries recruited pilgrims into serving the "Oneness" or the "All." Such pilgrims rarely returned home, and with good reason. The entire operation was really a sham designed to turn the pilgrims into spice factory slaves. The Besadii benefited from the sale of spice and their ability to heavily influence its price. In addition, they gained secondary income by quietly selling the most pliant of these slaves to the Empire.

The spice market disruptions caused by the Ylesian operation cut into Desilijic profits, so the clan took action to reduce Ylesian effectiveness. Initially, they secretly hired pirates to raid Ylesian smuggling ships. When that failed to produce effective results, they decided more drastic action was needed.

Jiliac and Jabba concocted an assassination scheme using one of Besadii's ambitious yet disgruntled underlings. They convinced the underling to secretly poison its clan's leader, Aruk. They hoped that Aruk's passing would throw Besadii into turmoil, as his natural heir and child was not the universal choice to succeed him.

The plan worked, to a degree. Aruk perished, and his passing exhibited no obvious connection to Desilijic. However, Aruk's child, Durga the Hutt, proved a more worthy adversary than anyone had expected. He moved quickly to secure his position within Besadii by requesting aid from Black Sun, which eliminated several of his rivals. He suspected Aruk had been murdered and spent great sums to discover how and by whom.

In the meantime, early Rebel efforts elsewhere in the Outer Rim prompted the Empire to make an example of lawbreakers. They publicly targeted the primary source of the galaxy's smuggling and spice production—the Hutts. In a show of force, Moff Sarn Shild of the Baxel sector ordered an Imperial fleet to wipe out Nar Shaddaa and blockade Nal Hutta. The ships of the fleet were old and ill-equipped to succeed. Complicating matters was the fact that Shild's fleet commander was corrupt and sold the battle plan to the Hutts. While the Hutts were quite willing to sacrifice Nar Shaddaa to Imperial wrath, the smugglers and denizens of the moon staged a desperate defense. Their efforts succeeded, largely because the Imperial commander had received secret orders to purposely lose the battle. The entire operation was staged to eliminate the overly ambitious Moff and the corrupt commander. The fleet withdrew at the first reasonable opportunity, and the fleet commander and Moff Shild were punished for the results of the battle. Moff Shild committed suicide rather than face the consequences of his loss, and the Empire had the commander executed.

The raid on Nar Shaddaa damaged all Hutt clans except Besadii. The latter had been spared by secret Imperial directive (and by owning few holdings on Nar Shaddaa). Unfortunately for the Besadii, the other Hutts uncovered that Besadii's slave sales to the Empire had elicited unusually merciful treatment of the clan. Besadii was sanctioned and fined by the Hutt Grand Council, prompted by Jabba and the Desilijic clan. Though ostensibly for the sale of slaves to an enemy of the Hutts, the fine was really a Desilijic scheme to cut into Besadii profits.

After extensive investigation, Durga finally gained proof that Desilijic was behind Aruk's murder. Durga challenged Jiliac to a clan leaders' duel to the death under the Old Law, a holdover of the ritual combat of the ancient warrior Hutts. Durga won, an outcome that ultimately worked out in Jabba the Hutt's favor.

Jabba immediately moved to support a Rebel operation that Jiliac had refused. The Rebels raided Ylesia to free the slaves, destroy the spice factories, cart off Besadii's spice hoards, and escape with valuable artifacts from the factory's leader. They hoped to convert the hopelessly addicted slaves into Rebel recruits and sell the spice and artifacts for much needed credits to counter Imperial operations.

The raid severely hurt Besadii. Worse, Durga became increasingly indebted to Black Sun, against the advice of other Hutts. To this day, Desilijic and Besadii still vie for power and control, but Desilijic has the upper hand for the time being. Jabba the Hutt has become harder than ever to control.

KAJIDIC CODE AND HUTT SOCIETY

Kajidic ideals are instilled in every Hutt from the earliest age, and the Hutts follow it closely throughout their lives, which span centuries. It is the secret to their continued success and longevity as a species, giving them relative cultural stability in an ever-evolving galaxy. While others could learn and live by similar traditions, the Hutts' intelligence combined with their natural ruthlessness, scheming, and cold pragmatism enable them to wield the kajidic with all of the violence of a warrior or the subtlety of a shrewd diplomat. It is uniquely suited to their lengthy lives, legendary patience, long memories of slights and betrayals, need for revenge, and inflated outlook on their own place in the galaxy.

Kajidic literally means "the means by which we prosper." The Hutts also relate it to their other great saying, "Someone's got to have it, why not us?" After the ancient civil war known as the Hutt Cataclysms, Budhila Hestilic Amura created the kajidic as a way for the Hutts to avoid destroying themselves with future internecine warfare. The Hutts accepted the kajidic to the point where the Old Ways were nearly forgotten and left to become ancient myths.

The core of the kajidic is the idea that aggressive but non-military competition between clans strengthens them and expunges the weak. They reject war and conquest as suitable only for lesser beings. The Hutts seize power through organizations and secrecy rather than military might.

Over time the term kajidic became synonymous with Hutt criminal organizations. Hutt clans developed their own kajidics, though not every clan member was necessarily a member of the kajidic arm. In modern times, kajidics and clans are so intertwined that it is often difficult to separate the two; they are virtually synonymous in many cases. Most modern kajidics are thought of as the criminal family—part clan, part criminal syndicate.

Kajidics and clans rise and fall over time. However, only the oldest clans, the Clans of the Ancients, may be part of the Hutt Ruling Council, which gives those on the council an advantage in sustaining their existence and power.



Most influential kajidics maintain estates and holdings in the Bootana Hutta region of Hutt Space. There, they store their wealth and direct their criminal empires and clan operations. The region and hyperspace routes are well protected; non-Hutts are rarely allowed into the area, aside from the ever-present Hutt slaves and indentured servants.

HUTT CULTURE

To Hutts, the clan is all-important, especially the kajidic. It is a highly egocentric culture, and Hutt egos are legendary. They often compare themselves to gods, due to their very real power over life and death on the worlds that they control. Rivalries between individual Hutts and between clans are often extremely dangerous. Clans act against each other every day through secret schemes and complex politics. Clashes are common, and when a conflict boils over, the Hutts prove that they have not left all of their violent tendencies with their ancient ancestors.

While actually assassinating another Hutt is discouraged and usually unforgivable, it does happen. Retribution from the victim's clan, kajidic, children, or other relatives may come swiftly, or may appear months or years later, when its effects against the perpetrator's wealth and political status can be maximized. One of the reasons Hutt employment is considered so dangerous to other beings is that the Hutts do not hesitate to assassinate non-Hutt underlings. Such killings are one way to make a point or hurt an opposing clan.

The Hutts are the galaxy's ultimate middlemen. They produce little, but are experts at connecting consumers with suppliers. They know how to game the system, whether it is through Hutt politics, Imperial law, or manipulation of the galaxy's underworld. Despite their reputations as crime lords virtually without equal, the Hutts also maintain vast legitimate businesses to serve as cover for their more profitable and illegal operations.

HUTT CLAN AND KAJIDIC STRUCTURES

Hutt clan and kajidic social and political structures vary by clan tradition and the politics of the moment. Most clans are normally led by a single Hutt, with another relatively trusted Hutt serving as the second-in-command. The latter is often a child or other close relative of the leading Hutt, if the two get along well enough. However, being a close relative rarely gets in the way when opportunity arises or something endangers the clan. The ambitious and pragmatic Hutts do not hesitate to take action to protect their clan, even if it means overthrowing a partner or allowing a colleague to be removed from power.

In clans where no single individual is strong enough to lay claim to clan leadership, a duo or a leadership committee may take the reins. Such structures rarely last for too long, perhaps only a few years or decades, depending on the balance of power and the egos of the Hutts involved. These situations tend to develop after the loss of a strong leader, when former underlings are left to fill the power vacuum.

Most powerful and important Hutts employ a majordomo as a personal assistant to run their operations and assist in private affairs. The majordomo might be a less powerful Hutt, but more often it is a member of a completely different species—allowing the Hutt to dispose of this underling on a whim without fear of censure.

Majordomos often come from the Hutt slave species, but not always. Some Hutts prefer to use outside species to avoid giving too much power to a single slave. A majordomo has significant power and influence over a Hutt leader's schedule and activities. However, even a minor transgression or selfish move quickly raises the Hutt's wrath. Still, clever majordomos can set themselves up for years of power and prestige, with the best becoming influential voices behind the throne, as it were.

Hutt leaders wield a great deal of economic and political power. They typically have their clan's entire economic engine, and its credits, at their disposal. Yet, most clan leaders are neither simple despots nor dictatorial lords. Hutt clans and kajidics depend on their leaders to keep them profitable. Any sign that the leader can't continue to keep the credits flowing or is wasting clan credits on personal projects or petty vendettas prompts the clan to do whatever it can to stop the hemorrhage, even going so far as to remove the wasteful Hutt from power. Hutt clan meetings often sound as much like corporate business meetings as gatherings of criminal masterminds.

Such economic discussions also extend to the Hutt Ruling Council. Clans that become too economically successful are usually investigated, their books reviewed by the Ruling Council or the Grand Council. This commonly occurs when some clans suspect another of profiting too much at the expense of the Hutts in general. Such accusations are often politically minded, but the Ruling Council has the authority to levy fines and to censure, and it does so with some regularity.

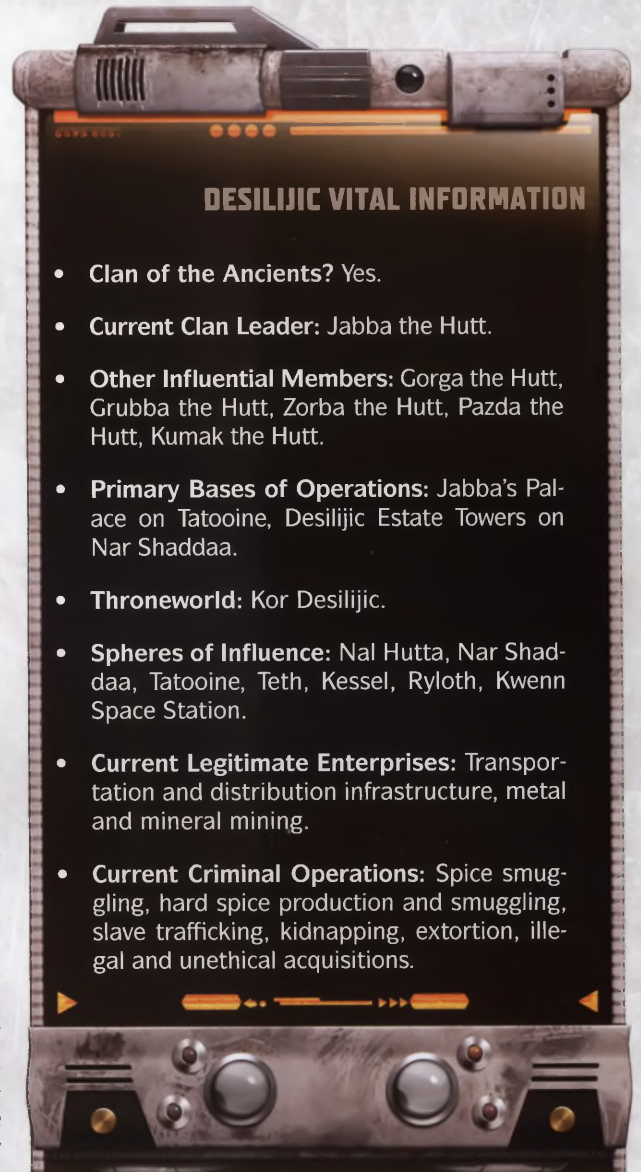
Given the vast number of worlds and colonies under Hutt control, the number of Hutt clans and kajidics is virtually unknown by the galaxy at large. The Hutt clans themselves have their own census, to better track their opponents and verify which clans may claim rights under the rules for the Hutt Ruling Council. However, the Hutts are under no obligation to share the information beyond meeting a few demands of the Empire, such as paying taxes.

DESILIJIC

Desilijic is one of the most powerful Hutt clans vying for dominance over the Hutt Ruling Council. It currently holds the upper hand in Hutt politics, though it is in constant competition with other clans, especially Besadii. The infamous Jabba Desilijic Tiure firmly controls Desilijic. Some consider his actions to be too emotionally driven. His dominance—and reputation for rash decisions—is feared by other Hutts, as they are never sure what he will demand or try next.

Desilijic is an ancient and powerful clan, tracing its ancestry back well before the Hutt Cataclysms to the forgotten history of Varl. Like most clans, its power has waxed and waned over the centuries. Myths and stories say that Desilijic was a powerful warrior clan that participated in many of the ancient legendary battles. They outwitted their foes as much through spying, sabotage, and manipulation as through actual fighting. As with much of ancient Hutt history, the facts are impossible to divide from embellishment by later storytellers keen on inflating Desilijic's importance.

It is said that Desilijic suffered greatly in the Hutt Cataclysms, as many enemy clans banded together to exact revenge for past humiliating defeats. Desilijic became one of the earliest adopters of the kajidic philosophies, which fit its scheming nature almost perfectly. The clan rebuilt its wealth and prestige, establishing its throneworld of Kor Desilijic in the Bootana Hutta. The Desilijic built estates on Nal Hutta, but they became truly at home amid Nar Shaddaa's wealth and politics, influenced as they were by systems throughout the galaxy. As Nar Shaddaa transformed into the Smuggler's Moon, Desilijic power expanded steadily throughout the galactic underworld.



- **Clan of the Ancients?** Yes.
- **Current Clan Leader:** Jabba the Hutt.
- **Other Influential Members:** Gorga the Hutt, Grubba the Hutt, Zorba the Hutt, Pazda the Hutt, Kumak the Hutt.
- **Primary Bases of Operations:** Jabba's Palace on Tatooine, Desilijic Estate Towers on Nar Shaddaa.
- **Throneworld:** Kor Desilijic.
- **Spheres of Influence:** Nal Hutta, Nar Shaddaa, Tatooine, Teth, Kessel, Ryloth, Kwenn Space Station.
- **Current Legitimate Enterprises:** Transportation and distribution infrastructure, metal and mineral mining.
- **Current Criminal Operations:** Spice smuggling, hard spice production and smuggling, slave trafficking, kidnapping, extortion, illegal and unethical acquisitions.

KOR DESILIJIC

As the heart of Desilijic territory, the clan's throneworld of Kor Desilijic houses its vast holdings of treasure and cherished trophies accumulated over the centuries. Great underground vaults provide storehouses for the treasury and hold inestimable sums of credits in precious metals. The entire planet is shielded in layer upon layer of the best security the Hutts can purchase.

Ancient, sprawling Desilijic estates provide secure getaways where clan members may escape the galaxy at large. Clan members use the world not only as a vacation spot, but also as a secure safe house or hideout when the need arises. A Hutt who escapes to a throneworld is extremely difficult to dislodge. Opposing kajidics are loath to take direct action against another throneworld and, if they do so, risk becoming targets themselves. Piercing Kor Desilijic's defenses to insert

a spy or assassin is even more difficult than it is with other clans and throneworlds.

The world itself is a terrestrial planet of wide lowlands and swamps nestled between great, rocky mountain ranges. Of the grandest estates, most fill expansive valley swamps, while a few cover the tops of the most impressive mountain peaks, above the dank mist that shrouds the swamps.

Among the oldest and most revered estates is the disgustingly opulent Rasmal Valley Palace. It is named after the ancient Rasmal Desilijic Bansek, who defeated eight Hutt clans for the rights to the planet that became Kor Desilijic. The palace is a knotted tangle of buildings, secret passageways, hidden vaults, luxurious dwellings, and massive entertainment halls able to hold hundreds of Desilijic Hutts at a time.

RECENT HISTORY

Desilijic has claimed a seat on the Hutt Ruling Council for decades. Since before the Clone Wars, it has actually claimed two seats, giving it extraordinary influence on the Council's decisions. Typically, Desilijic's seats are filled by Jabba the Hutt and Gorga the Hutt, but others occasionally represent Desilijic in their stead. For example, Gardulla the Hutt, despite being Besadii, is occasionally a Desilijic proxy due to her involvement with Jabba the Hutt. Jabba himself wielded enough power to speak for all the Hutt clans in treaties with the Republic during the Clone Wars.

Desilijic adapted well to the reality of the Galactic Empire, despite the Hutts' reduced influence over galactic politics upon the fall of the Republic and nominal Imperial takeover of Hutt Space. Desilijic remains one of the Empire's primary criminal targets, but the clan's power enables it to buy off corrupt Imperial agents and otherwise deflect damaging investigations and arrests. Desilijic deftly disposed of many of its slavery operations before the Empire declared most slavery illegal.

The clan has suffered some setbacks, such as the imprisonment of former leader Zorba the Hutt, Jabba's father, for illegal gemstone mining shortly before the Clone Wars. After bribery failed to free Zorba, Jiliac the Hutt took over his clan duties.

The rivalry between Desilijic and Besadii has intensified greatly over the past few years. The Besadii spice operations increased in profits and effectiveness as the clan's secret Ylesian production facilities ramped up. Desilijic secretly hired pirates to attack Ylesian smuggling vessels, but the attacks failed to produce adequate results. As the situation developed, the Desilijic eventually flipped a Besadii underling to enable the clan to secretly assassinate Besadii clan leader Aruk the Hutt using an exotic poison. Besadii was disrupted, but Durga the Hutt quickly took control of the clan. Durga eventually discovered Desilijic's involvement and killed Jiliac the Hutt in a ritual duel to the death. Jabba countered by backing a Rebel raid on Ylesia. See **Hutt Council Complexities** on page 13 for more on recent Desilijic and Besadii struggles.

Jabba controls Desilijic with a heavy hand. Under his aggressive guidance, the kajidic continues to clash with Besadii and Durga. Skirmishes and proxy battles occur occasionally, and negotiated settlements are fragile. Jabba and Gorga continue to serve on the Hutt Ruling Council, where they can outmaneuver Besadii on many fronts.

HUTT LORDS OF DESILIJIC

The Desilijic kajidic operates throughout Hutt Space and well into the galactic underworld. Jabba may lead the clan, but there are thousands of Hutts with their own pieces of Desilijic operations to manage, in addition to their personal schemes. This section provides some examples of Desilijic lords of differing influence and level in the kajidic.

JABBA DESILIJIC TIURE

To many throughout the galaxy, Jabba the Hutt is the most feared and powerful Hutt alive. Whether or not this is warranted, his considerable reputation and ego enable him to make deals and pressure other clans like no one else. Jabba normally runs his operation from his palace on Tatooine, but he makes regular trips back to Nal Hutta and Nar Shaddaa for Ruling Council meetings, and as the situation warrants.



GORGA DESILIJC AARRPO

Gorga the Hutt is Jabba's nephew. As a member of the Hutt Ruling Council, Gorga has great influence over Hutt politics. Unfortunately, this power is diminished by the fact that he serves solely at the will of Jabba the Hutt and the other Desilijic clan leaders. Some say he grovels for Jabba's attention, usually outside the Council Chamber. While not exactly a rubber stamp for Desilijic efforts, Gorga is politically the weakest of the Ruling Council when providing his own ideas and opinions.

TRILOC THE HUTT

Triloc the Hutt operates primarily from Nar Shaddaa, hiring thugs, bounty hunters, mercenaries, and pirates for use in a variety of Desilijic operations. Though Triloc holds a midlevel position in the kajidic, she is very ambitious and strives to move into increasingly powerful roles. She is currently in charge of part of the kajidic's extortion and acquisitions efforts. She uses her thugs and other hires to extract protection payments from independent smugglers and merchants who visit Nar Shaddaa. She also manipulates a small network of pirates, thieves, and master burglars who prey on independent ships bringing valuable cargo to the moon.

BESADII

Besadii is among the most powerful of Hutt clans. The clan's kajidic held a seat on the Hutt Ruling Council during the Clone Wars but struggled to maintain it through the war and the rise of the Empire. Besadii hasn't held a seat for years now, though it constantly vies for control. The clan faces many obstacles. Though powerful, it has been unpopular with the other clans since the Ylesia debacle. The known association of its leader, Durga the Hutt, with the Black Sun crime syndicate makes the other clans suspicious of Durga's intentions. Most notably, Jabba the Hutt and Desilijic actively block Besadii's moves whenever possible.

Since before the Hutt Cataclysms, Besadii has wielded considerable power and influence in Hutt Space. Though the clan is not always on the Hutt Ruling Council, it is never far from the seats of power. When winds change or Besadii experiences leaner times, it always seems to rebuild in a new and powerful way, ready to reclaim a leadership role. While all Hutts are enormously selfish, the Hutts of Besadii are known for placing their own kajidic needs well before those of the other clans. They are masters of secret deals and are not above selling out the other Hutts in the name of profit.

Besadii wields the kajidic philosophy well, believing that if someone should have "it," it should certainly be Besadii. The clan's greed, notable even among Hutts, drives its members; these Hutts hunger endlessly for power, and play by their own rules when it benefits them. In fact, Hutts of Besadii were among the first to establish their own throneworld, as well as to fill it with riches from across Hutt Space and the galaxy at large.

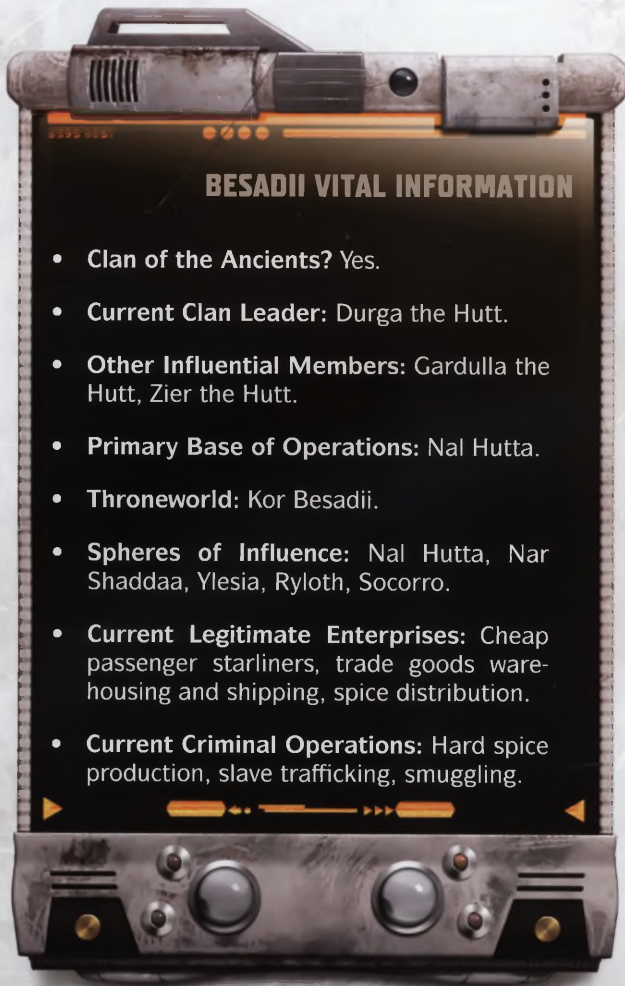
RECENT HISTORY

During the Clone Wars, Arok the Hutt held Besadii's seat on the Hutt Ruling Council until Besadii lost control of the seat around fifteen years before the Battle of Yavin. Around that time, Arok mysteriously disappeared and was replaced by Aruk Besadii Aora. Though the kajidic lost a great deal of power and prestige among the clans, its core syndicate was strong.

While other clans suffered under Imperial expansion and crackdowns across the galaxy, Besadii fared better and even gained power. Unknown to the rest of the kajidics for some time, the Besadii struck secret deals with the Empire, receiving huge quantities of credits for resources the Empire couldn't publicly obtain, such as slaves from species that had not been declared slaves under Imperial law.

One of Besadii's craftier schemes was the successful secret spice refinery operation on Ylesia. The refineries enabled Besadii to heavily influence some spice prices for a time, but the other Hutts retaliated through the Hutt Ruling Council. Desilijic orchestrated the assassination of Aruk the Hutt, starting a chain reaction of events that would lead to Durga the Hutt's eventual killing of Jiliac the Hutt in personal combat.





BESADII VITAL INFORMATION

- **Clan of the Ancients?** Yes.
- **Current Clan Leader:** Durga the Hutt.
- **Other Influential Members:** Gardulla the Hutt, Zier the Hutt.
- **Primary Base of Operations:** Nal Hutta.
- **Throneworld:** Kor Besadii.
- **Spheres of Influence:** Nal Hutta, Nar Shaddaa, Ylesia, Ryloth, Socorro.
- **Current Legitimate Enterprises:** Cheap passenger starliners, trade goods warehousing and shipping, spice distribution.
- **Current Criminal Operations:** Hard spice production, slave trafficking, smuggling.

Desilijic retaliated by supporting the Rebel raid on Ylesia. The Ylesia debacle left Durga in debt to Black Sun. See **Hutt Council Complexities** on page 13 for more details.

Rightly fearing that Durga is tainted by Black Sun, the Hutt Ruling Council counters every move Besadii makes to secure a council seat. Despite this and the loss of support from the other clans, Besadii remains very strong. Durga's ambitions ultimately benefit his clan.

HUTT LORDS OF BESADII

Durga the Hutt's split time between Besadii and Black Sun means that others must fill the gap when he's away. However, Durga is quick to move against any who threaten his power over Besadii.

DURGA BESADII TAI

Durga the Hutt now serves two masters: Besadii and Black Sun. Both give him advantages and restrictions that no other Hutt lord normally has to deal with. Durga does everything he can to be a favorable ally to Black Sun, and has cemented his position in the organization as a regional leader. At the same time, he still leads Besadii and tries to prevent Black Sun from gaining too much influence over the clan.

ZIER THE HUTT

Zier the Hutt serves as Durga's proxy whenever the clan leader is away. Of course, despite their working relationship, the two Hutts do not trust each other in the slightest. Zier views Durga as a young upstart undeserving of inheriting Besadii leadership, but Durga's quickly amassed personal power and Black Sun allies have held Zier mostly in line. Durga lives by the rule to keep one's enemies closer than one's friends, and Zier is living proof of this. Zier is true to his Besadii duties, to keep his allies happy. He needs numbers on his side to someday take over the clan.

GARDULLA BESADII THE ELDER

Gardulla the Hutt is Besadii, but her long-standing association with Jabba the Hutt often allies her with Desilijic. She even represented Jabba's interests on the council during the Clone Wars. However, the relationship sustains many rocky times during which the two are at odds and working against each other. Some whisper that Gardulla has always been true to Besadii, working as a clever spy, but it's equally likely that she is favoring her own interests above all others.

KOR BESADII

As one of the original throneworlds, the planet claimed by Besadii was naturally suited to Hutt tastes. Unlike other throneworlds, or even Nal Hutta, there was little need to terraform or adapt its landscape to Hutt needs. Vast, thriving swamps hold ancient, expansive palaces and lush estates. The Besadii use armies of slaves to keep their palaces in optimal condition. Unknown to most Hutts and the galaxy at large, the harsh slave conditions actually result in occasional

slave revolts and regular escape attempts. Few succeed in escaping the planet alive.

Gercor's Retreat is one of the better known estates. Located on a hundred islands in the middle of a vast swamp, it is more of a decentralized village palace than the sprawling structures Hutts typically build. Hidden among the wildly different structures are some of Besadii's vaults, as well as prime dwellings and entertainment halls.

QUNAAALAC

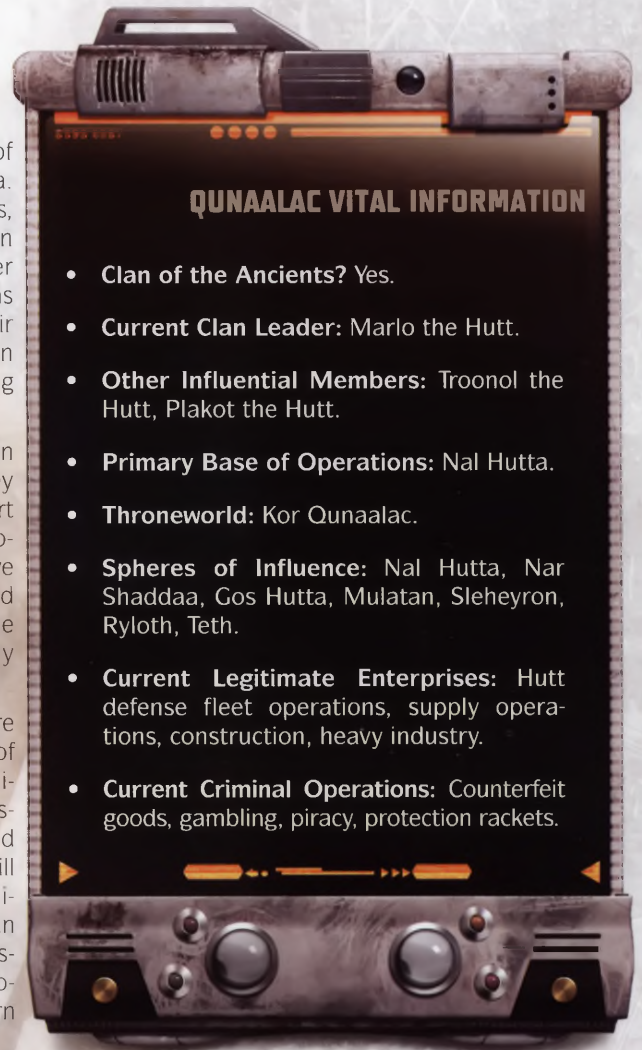
The Qunaalac kajidic controls around one-third of the Hutt warships that defend the Bootana Hutta. Qunaalac is one of the most heavily armed Hutt clans, and it wields that power whenever it provides an advantage. While Qunaalac is the dedicated defender of the Bootana Hutta and other selected Hutt systems and holdings, its members are not above using their power to exert a little pressure here or there to gain the advantage. Qunaalac's seat on the Hutt Ruling Council is heavily based on the clan's military might.

However, while the Hutts of Qunaalac are long on threats, their military actions are restrained. They know that the other clans can and do counter overt attacks with devastating economic disruption and isolation. The Qunaalac Hutts also know that they have no monopoly on military power. Other clans can band together to defend themselves against any sizable Qunaalac force, and many more can hire or already retain excellent mercenaries to fight in their stead.

Many Hutts believe the Qunaalac clan retains more of the Hutt warrior past than most surviving Clans of the Ancients. Qunaalac history recounts near-mythical, ancient accounts of battles against Xim the Despot and other early enemies. Qunaalac fleets fared better than most during the Hutt Cataclysms, but still suffered horrific losses. Qunaalac was slow to acquiesce to kajidic ideals but had little choice other than to accept them. While Qunaalac puts its own aggressive and weaponry-backed spin on the kajidic philosophies, its members are still more typical of modern Hutts than of their ancient warrior ancestors.

Hutt warships and military structure are far different from the Imperial rigid rank and file structure. The Hutt forces are a coalition of kajidic-operated starships, each kajidic with its own vehicle models, weaponry, and even command structure. Even within a clan's military, there is a high degree of independence. Qunaalac ships are operated by powerful Hutts from within the clan, not all of whom get along. Actual clashes between Qunaalac lords or other kajidics are uncommon, but operations requiring more than a few ships are typically negotiated arrangements. Despite this, the defense of the Bootana Hutta is taken seriously enough that patrol ships are regularly rotated through different assignments, routes, and star systems to minimize complacency and corruption of the defenders.

When times are tense, patrols include ships from multiple kajidics, both for strength in numbers and to keep an eye on each other. While Qunaalac and Hutt forces are powerful enough to deter and defeat the strongest of mercenary forces, they are outmatched by the Empire, which prompts them to avoid direct military confrontation. For example, when threatened with



- **Clan of the Ancients?** Yes.
- **Current Clan Leader:** Marlo the Hutt.
- **Other Influential Members:** Troonol the Hutt, Plakot the Hutt.
- **Primary Base of Operations:** Nal Hutta.
- **Throneworld:** Kor Qunaalac.
- **Spheres of Influence:** Nal Hutta, Nar Shaddaa, Gos Hutta, Mulatan, Sleheyron, Rylloth, Teth.
- **Current Legitimate Enterprises:** Hutt defense fleet operations, supply operations, construction, heavy industry.
- **Current Criminal Operations:** Counterfeit goods, gambling, piracy, protection rackets.

Imperial attack on Nar Shaddaa, the Hutts were willing to sacrifice the Smuggler's Moon and did not deploy a Hutt fleet, even in their home system of Nal Hutta.

RECENT HISTORY

Marlo the Hutt led the clan through the Clone Wars and beyond, through a blend of Hutt charisma, cunning, and the effective use of Qunaalac's military strength. Though the Hutts were largely neutral through the wars, Marlo successfully kept his kajidic's warships out of the hands of the Shadow Collective after avoiding their attack on the Hutt Ruling Council.

With the rise of the Empire, Qunaalac's influence has risen and fallen along with Hutt fortunes in dealing with nonstop Imperial political and military dictates. The kajidic has a delicate balancing act, trying to keep the Bootana Hutta protected against Imperial military incursions without provoking an overwhelming attack. The Imperials would like nothing more than to know exactly what the Hutts have stashed away in their ultra-secret corner of the galaxy.

KOR QUNAALAC

Kor Qunaalac is among the most heavily defended throneworlds in the Bootana Hutta. A collection of stars and small but dense dust clouds and nebulae makes its hyperspace route very challenging for the uninitiated. For the defense-minded Qunaalac, this is no coincidence. What they gain in defense, they pay for somewhat on the planet's surface. The large landmasses are typically hilly and wet by the coasts, but dry inland. There are few natural swamps or other environments Hutts typically desire, which has led to the construction of numerous dams to flood low-lying valleys in order to create the desired effects. It often takes multiple dams between many hills to create even limited number of swamps and large lakes for the Qunaalac estates.

One of the best known estates is Fort Dandunc, built on a large, rounded hill and using one of its artificial reservoirs as a great moat. The Fort houses Qunaalac vaults holding credits, treasure, and ancient war trophies. It is protected by formidable air and ground defenses built on and into the surrounding hills.

Qunaalac currently holds a seat on the Hutt Ruling Council, where it advances its nonmilitary kajidic objectives with its typical aggression. Despite this, its members are neither loners nor isolated; they ally with other Hutts regularly both to achieve their own goals and to protect Hutt Space. They often work with Desilijic and Gorensla, but they treat Besadii with extreme caution and suspicion.

HUTT LORDS OF QUNAALAC

Marlo the Hutt remains deeply involved in the Hutt Ruling Council, leaving others to tend to other kajidic schemes and matters.

MARLO THE HUTT

Marlo the Hutt's long association with the Ruling Council has given him both abiding enemies and enduring allies throughout Hutt Space and beyond. Marlo has a keen memory for the details of complex deals; he can recall agreements going back decades or even centuries. He makes deft use of this knowledge to strengthen his own position, frustrating his opponents by citing long-forgotten but still enforceable deals. Marlo is most often found at Qunaalac estates on Nal Hutta.

TROONOL THE HUTT

Troonol commands a small fleet of ten Qunaalac warships. His fleet regularly patrols Gos Hutta and Mulatan and, more periodically, the routes to Elgit and Varl, and through the Bootana Hutta proper. His command ship is the *Dreadnought*-class heavy cruiser the *Agrelcu Haalta*, loosely translated as the "Aggressive Defender." The rest of his fleet is a collection of Corellian gunships and other craft whose numbers vary as missions and Qunaalac internal politics dictate. Troonol is as much negotiator as commander, constantly making deals with fellow Qunaalac lords to keep the fleet operational.

PLAKOT THE HUTT

Plakot the Hutt is one of Marlo's primary lieutenants, tending to many of Marlo's affairs beyond the Ruling Council. Plakot alternately presses Qunaalac rivals for support and smooths over insults and poor relations when the kajidic's aggressive style angers allies. She also oversees Qunaalac's industrial operations, where its legitimate manufacturing and distribution lines cover its substantial counterfeit merchandise schemes.



GORENSLA

The Gorensla kajidic is the Hutts' preeminent black marketer. The clan ships and smuggles millions of tons of legitimate and illegal goods throughout the galaxy every year. Gorensla operates an extensive smuggling network, but its expertise lies in obtaining goods near the targeted sales location or black market. This reduces or even occasionally eliminates the need for smuggling. Through liberal manipulation of Imperial laws, regulations, and—most importantly—bureaucracy, Gorensla often makes it perfectly legal to ship its wares to its markets and shadowports. Gorensla's mastery of the markets keeps it a regular member of the Hutt Ruling Council.

Gorensla's mastery of markets predates the Hutt Cataclysms, its early clan leaders having generated great wealth selling weapons and supplies to other clans during the establishment of Hutt Space. Gorensla's traditional armed bulk freighters proved vital in the Hutt wars against Xim the Despot and the Tionese. After the Hutt Cataclysms, Gorensla easily pivoted to embrace the new social order imposed by the kajidic philosophies. However, the clan also realized the danger of Hutt politics. Gorensla steadily expanded its galactic operations such

that most of its income now comes from outside of Hutt Space.



Gorensla's success is tied directly to the availability of transportation and open hyperspace routes. In regions where war breaks out, the clan's profitability may temporarily suffer when shipping can't get through. During the Clone Wars, Gorensla profited considerably from Separatist control of some of the major hyperspace routes, as Gorensla and the Hutts had access to alternate routes in many parts of the galaxy.

Over the centuries, Gorensla has wormed its way into many major galactic black markets and shadowports. Sometimes, the clan owns virtually all supply traffic to a given location, but more often it is one of many players in a market. Gorensla uses layer upon layer of front companies and intermediaries to hide its involvement whenever possible. Some shadowports have no idea that they are dependent on Gorensla until the clan decides to make a power play for control.

RECENT HISTORY

Gorensla was among the most profitable clans during the Clone Wars. It never hesitated to sell goods to either side, to the neutral worlds, or to refugees caught in the fighting. Every faction involved in the conflict was a source of income. Gorensla suffered greatly when its representative on the Hutt Ruling Council, Oruba the Hutt, was killed by the Shadow Collective's attack on the council. After the attack, the kajidic refused to cooperate with the other Hutts, who had been intimidated into joining the Collective's assault on Mandalore. Fortunately for Gorensla, the Collective was ultimately shattered following the attack, enabling the clan to escape punishment.

Though the rise of the Empire initially diminished Gorensla's profits and markets, the kajidic soon took advantage of the new opportunities created by Imperial law. With time, it manipulated the new markets with as much expertise and efficiency as it had with the old. Among these new markets were nascent resistance forces and eventually the Rebel Alliance itself.

The clan always represents its own side. It is willing to sell to almost any party not directly in competition with or acting against Gorensla. The clan relies on its system of front companies to keep both the Imperials and Rebels from discovering Gorensla's involvement. On both moral and practical grounds, many members of the Rebellion object to giving the "Hutt gangsters" too much business. If such activity were noticed, Imperials would see the Hutts as Rebel sympathizers and crush their supply lines and markets.

Gorensla currently holds a seat on the Hutt Ruling Council. The clan is typically represented by clan leader Bossato the Hutt. She often allies with Marlo the Hutt to balance or counter Desilijic's power on the council, but she is nearly always willing to deal.

HUTT LORDS OF GORENSLA

Due to the complexity of the kajidic's black market network, Gorensla lords rely on a great deal of communication and stability to keep the goods flowing. Though internal rivalries exist and play out every day, Gorensla is among the more stable clans. Its leaders generally build on each other's successes, and they keep in regular contact to alert others of issues or simply gloat over their victories.

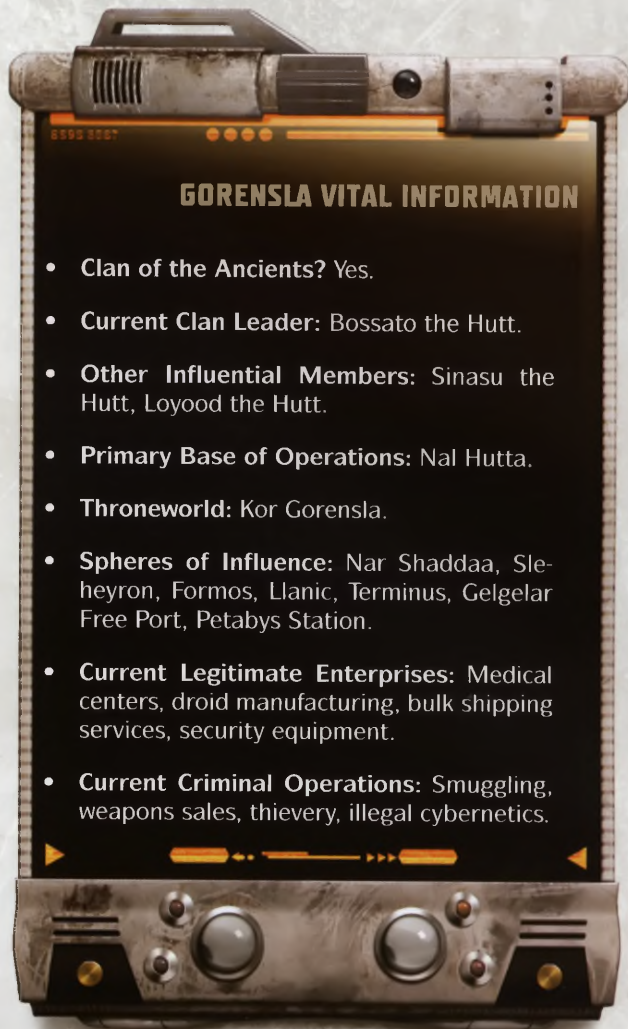
BOSSATO THE HUTT

Bossato the Hutt is a crafty negotiator and an expert in distribution logistics. She long ago mastered the intricacies of the clan's shipping and support systems, and she knows how to squeeze every possible credit out of them. Bossato is unusual in that she is slow to anger. However, once her fury is raised, the consequences are dire. Bossato overlooks lesser transgressions if she is still making a profit, but once the losses mount beyond a certain point, she eliminates the problem immediately and often permanently. While she won't kill those of her clan, she does regularly expel them or exile them.

KOR GORENSLA

Kor Gorensla is unusual in that it is a ringed, deep green gas giant orbited by six mid-sized, haphazardly terraformed moons and fifteen large asteroids. Hutt estates dot each of the moons and asteroids, providing a great variety of environments. Gorensla gains a small measure of security by scattering its vaults about the moons and asteroids. The oldest estates are on the largest moon, known as Gorensla Hutta, but over the centuries important estates have been established on all of the other satellites. The other moons are Nar Silvso, Kor Nar, Nar Villoto, Gemjool, and Kajilnar.

Gorensla estates are filled with exotic wares from across the galaxy and throughout the ages. Archaeologists, anthropologists, and other scholars could spend entire careers cataloging the vast and ancient collection. The vaults also represent great investments for Gorensla, as its members often stockpile valuable items or art that they hope to reveal (or "rediscover") decades or centuries in the future, making a tidy profit along the way.



- **Clan of the Ancients?** Yes.
- **Current Clan Leader:** Bossato the Hutt.
- **Other Influential Members:** Sinasu the Hutt, Loyood the Hutt.
- **Primary Base of Operations:** Nal Hutta.
- **Throneworld:** Kor Gorensla.
- **Spheres of Influence:** Nar Shaddaa, Sleheyron, Formos, Llanic, Terminus, Gelgelar Free Port, Petabys Station.
- **Current Legitimate Enterprises:** Medical centers, droid manufacturing, bulk shipping services, security equipment.
- **Current Criminal Operations:** Smuggling, weapons sales, thievery, illegal cybernetics.

SINASU THE HUTT

Sinasu the Hutt leads Gorensla's Nar Shaddaa operations. He is known for using exotic gifts and rare acquisitions as bribes or rewards to further his schemes. His bargaining skills enable him to take thorough advantage of lesser trade partners, which often puts him at odds with other Nar Shaddaa crime lords and Hutts. Turf wars are common both in his Nar Shaddaa operations and those well beyond. Sinasu has initiated secret incursions into other Hutt territories, including that of Desilijic on Tatooine.

LOYOOD THE HUTT

Loyood the Hutt oversees many of the kajidic's secret sales to the Rebel Alliance and other resistance operations in addition to managing the clan's major gunrunning schemes. She isn't above personally visiting warehouses or inspecting shipments prior to their departure to ensure that their paperwork is in order and that they do not attract undue suspicion. As she makes regular trips to the shadowports used by the kajidic, Loyood is expected to take care of any other issues she runs across that might disrupt or reveal Gorensla's involvement in a given scheme.

OTHER IMPORTANT KAJIDICS

With dozens of Hutt clans and kajidics spread throughout Hutt Space and the galaxy proper, many can rightfully claim to be important in their own spheres of influence. Over the centuries, clans and kajidics have risen and fallen, along with their fortunes and power. The kajidics below provide a sampling of other current players in Hutt Space and the galactic underworld. As Hutt politics, influence, and priorities shift constantly, these details may change at any moment. Moreover, kajidics thrive on secrets, so their most obvious operations may not be their most important or profitable.

ANJILIAC

Anjiliac is controlled by Popara the Hutt. It is a successful and relatively stable clan, and one of Nar Shaddaa's most powerful kajidics. While the Hutts of Anjiliac cannot trace their lineage back to Varl, they are still respected and even feared among the Hutts. Anjiliac astonishingly crushed the Gejalli clan, taking over Gejalli's holdings and throneworld and bringing Gejalli's sole survivor, Vago, into Anjiliac.

VITAL INFORMATION

Clan of the Ancients? No.

Current Clan Leader: Popara the Hutt.

Other Influential Members: Vago (Gejalli) the Hutt, Zonnos the Hutt, Tirello the Hutt (Point Nadir).

Primary Base of Operations: Nar Shaddaa.

Bootana Hutta Throneworlds: Kor Anjiliac, Kor Gejalli.

Spheres of Influence: Nar Shaddaa, Point Nadir, Diyu, Ryloth, Corporate Sector, Kwenn Space Station.

Current Legitimate Enterprises: Rare mineral speculation, warehousing, shipping, distribution.

Current Criminal Operations: Smuggling, slaves (diminishing), "soft" spice, protection rackets, theft.

HISTORY AND PRACTICES

Anjiliac participates in enforcement (usually protection rackets using pirates, though the pirates can become an empty threat), acquisitions (theft), and smuggling (using legal shipping lines as cover). Anjiliac uses mercenaries, including the brutal Bomu Rodian clan, for major actions and enforcement.

Unlike many Hutts, including some in his own clan, Popara abhors dealing in slaves or hard spices. He is currently purging his kajidic of slave operations, but not all of the clan agrees, which slows the process. Further complicating Popara's effort is that much of the remaining Anjiliac slave trade is at the distant Point Nadir shadowport. Point Nadir is built upon a difficult-to-locate comet, and thus it is very hard for Popara to enforce his will there.

BAREESH

In ancient times, Bareesh was a powerful clan, but its strength has diminished greatly over the centuries. It still retains its ancient holdings on Nar Shaddaa and Nal Hutta, but it struggles to return to power. Hundreds of years ago, a massive supervolcano erupted on the clan's throneworld of Kor Bareesh, burying much of the main continent in ash and lava.

VITAL INFORMATION

Clan of the Ancients? Yes.

Current Clan Leader: Larook the Hutt.

Other Influential Members: Tragtath the Hutt, Kinnglan the Hutt.

Primary Base of Operations: Nal Hutta.

Bootana Hutta Throneworld: Kor Bareesh (ruined).

Spheres of Influence: Nar Shaddaa, Sleheyron, Droxxu.

Current Legitimate Enterprises: Scrap and salvage shipping, weapons sales.

Current Criminal Operations: Gunrunning, illegal weapons sales, large-scale trafficking operations.

HISTORY AND PRACTICES

With its vaults and estates destroyed or buried and many influential clan leaders dead, the Bareesh kajidic struggled to remain profitable. Enemy clans took advantage of the chaos to take over Bareesh operations and holdings elsewhere.

The Hutts of Bareesh are determined to return their clan to its former glory and status. They retain estates on Nal Hutta to keep involved in Hutt politics. Clan leader Larook the Hutt aggressively inserts himself and his colleagues into high-level Hutt schemes and politics, often to the annoyance or anger of more successful Hutt clans. Tragtath the Hutt leads regular expeditions (manned by hundreds of slaves and hired experts) to recover lost artifacts and wealth by excavating the buried vaults on Kor Bareesh. Many of these efforts fail due to the planet's residual harsh conditions and poor atmosphere.

KAJIDIER

Though it is an ancient clan, Kajidier only occasionally holds an influential position in Hutt society. One realm in which Kajidier is important is through its work on Gamorr, the homeworld of the Gamorrean species. Kajidier recruits Gamorrean males to serve as guards and security in Hutt entourages throughout Hutt Space. Gamorrean guards are usually recruited through negotiated arrangements or indentured servitude, in which the Gamorrean clan opts to send some of its members to serve the Hutts in exchange for credits or other useful items or services. As the Gamorrean clans usually force their worst members off on the Hutts, it only reinforces the well-earned reputation of the dimwitted guards.

VITAL INFORMATION

Clan of the Ancients? Yes.

Current Clan Leader: Jelpel the Hutt.

Other Influential Members: Belnala the Hutt.

Primary Base of Operations: Nal Hutta.

Bootana Hutta Throneworld: None.

Spheres of Influence: Nar Shaddaa, Gamorr, Saqqar, Ulmatra, Syvris.

Current Legitimate Enterprises: Security, bodyguard and mercenary recruiting, droids, foodstuffs.

Current Criminal Operations: Slave trafficking, theft, gambling, smuggling, and spice production.

HISTORY AND PRACTICES

Kajidier also recruits from other worlds and can supply high-quality security professionals and mercenaries when paid well enough to do so. Jelpel the Hutt takes great pride in connecting his clients with the exact security personnel they require. He also uses his connections to send thieves to target the weak points in the security of lesser or one-time clients and make off with goods and information for resale or his own clan's use.

JIRAMMA

The Jiramma clan is firmly ensconced on Nar Shaddaa. The clan has benefited from its exploitation of Separatist losses and of worlds shattered by the Clone Wars. Internal clan rivalries encouraged individual Jiramma to attempt bold actions. One such attempt, to expand operations at Cato Neimoidia following the Clone Wars, led Darga the Hutt to ally with the new Empire in secret operations, but the project fell victim to early resistance fighters. As a result, Jiramma is particularly wary of any Rebel activity and still cultivates links to powerful Imperial officials. Rebels who fall into the clan's clutches tend to meet a grisly fate.

VITAL INFORMATION

Clan of the Ancients? Yes.

Current Clan Leader: Lellel the Hutt.

Other Influential Members: Noako the Hutt, Darga the Hutt, Giarda the Hutt.

Primary Base of Operations: Nar Shaddaa.

Bootana Hutta Throneworld: Kor Jiramma.

Spheres of Influence: Cato Neimoidia, Kwenn Space Station, Sleheyron.

Current Legitimate Enterprises: Electronics, entertainment troupes, gemstones, precious metals, and distribution of Imperial supplies.

Current Criminal Operations: Smuggling, slave trafficking, secret Imperial deals with corrupt officers.

HISTORY AND PRACTICES

Jiramma's Imperial operations occur very much in a grey area. Some are officially sanctioned by the Empire and operate in the open. Others, often involving slavery and the (now defunct) Imperial Senate or



VANDERIJAR

other public officials, are only secretly sanctioned and are carried out covertly with Imperial cover. With such close ties to Imperial operations, the Jiramma clan has bought off more than a few officials and officers, and even several Moff's to some degree. Jiramma also handles completely illegal, unofficial work for many of these same officials.

In addition, the clan regularly partners with Vanderijar on non-Imperial schemes. Given that Vanderijar Hutts often defy and irritate the Imperials, Lellel the Hutt often uses his corrupt Imperial contacts to smooth over or cover up Vanderijar indiscretions.

SHELL HUTTS

The Shell Hutts are known for their various legitimate technological enterprises, as well as their investment in clandestine intelligence, espionage, and rackets related to leveraging this information for blackmail. Among the smallest of Hutt clans, the Shell Hutts are so called because they wear heavy, tapered, cylindrical shells constructed of metal. The shells completely encase a Hutt's body, with just his head protruding from a thick collar. A shell's occupant can retreat into the shell for safety, closing himself in behind an iris-like door. The metal shells also feature mechanical arms controlled from the inside. A Shell Hutt never moves on his own, relying instead on built-in repulsorlifts.

VITAL INFORMATION

Clan of the Ancients? No.

Current Clan Leader: Shell Hutt Nullada.

Other Influential Members: Shell Hutt Tronox, Shell Hutt Reshul.

Primary Base of Operations: Circumtore.

Bootana Hutta Throneworld: None.

Spheres of Influence: Nar Kaaga, Daalang, Affavan, Kwenn Space Station.

Current Legitimate Enterprises: Repulsorlift technology, miniaturization technology, high-class structures and interiors, metals research and refineries.

Current Criminal Operations: Information sales, industrial espionage, extortion, illegal bounties.

HISTORY AND PRACTICES

A Shell Hutt only changes his shell when he outgrows it, which is a major life event. The Shell Hutts' lack of movement and exercise makes them some of the largest Hutts. The oldest and most massive Shell Hutts have implanted hooks and filament strands to keep massive skin folds from covering their eyes and faces.

The Shell Hutts operate primarily on Nar Kaaga and Circumtore; they are rarely seen outside of their own worlds, even in Hutt Space. Aside from constructing and wearing their high-tech shells and their related interest in technology, they act much like other Hutts. See page 90 for more on Circumtore.

The Hutts of Vanderijar fearlessly run smuggling operations throughout the galaxy, daring Imperial customs and military ships to stop their bold attempts to break through almost any blockade. Given that Vanderijar cargoes of choice are weapons and defensive technology, the Empire takes a dim view of the kajidic's work. Vanderijar-backed pirates harass shipping in the Mid Rim, drawing further Imperial ire.

VITAL INFORMATION

Clan of the Ancients? Yes.

Current Clan Leader: Corlir the Hutt.

Other Influential Members: Mennac the Hutt, Jobwah the Hutt.

Primary Base of Operations: Nal Hutta.

Bootana Hutta Throneworld: Kor Vanderijar.

Spheres of Influence: Teth, Llanic, Sespe, Socorro, Spice Terminus, Trendivar.

Current Legitimate Enterprises: Shield technology, exotic weapons technology, gambling, used swoop and speeder sales.

Current Criminal Operations: Gunrunning, illegal gambling, illegal racing, smuggling, and piracy.

HISTORY AND PRACTICES

Imperial forces target Vanderijar regularly, sending customs raids and military strikes against its known facilities. The Empire also posts bounties on its ships, leaders, and underlings. Vanderijar often partners with Jiramma, thanks in part to the close proximity of their throneworlds and a long history of collusion.

Corlir the Hutt represents Vanderijar on the Hutt Ruling Council. He is outspoken and assertive, but his position is weakened by Vanderijar's bold smuggling strategy and Imperial conflicts. He faces increasing criticism as well as appeals from the other Hutt lords to stop before the Empire cracks down. A major incident would likely end Vanderijar's place on the council.

VERMILIC

Only a few thousand years old, Vermilic is among the younger clans. It regularly pushes the limits of Hutt law and tradition, which causes conflicts with the Clans of the Ancients. In fact, some of the younger Vermilic hold the Hutt commerce laws in such disdain that they don't know or understand them well. As such, they operate far from the traditional seats of Hutt power and seek unconventional enterprises and schemes.

VITAL INFORMATION

Clan of the Ancients? No.

Current Clan Leader: Minalod the Hutt.

Other Influential Members: Icamsam the Hutt.

Primary Base of Operations: The Floating Palace on Carnovia.

Bootana Hutta Throneworld: None.

Spheres of Influence: Abregado-Rae, Toydaria, Syvris, Daalang.

Current Legitimate Enterprises: Carnovian eel farming and distribution, exotic foodstuffs and intoxicants.

Current Criminal Operations: Soft spice production and distribution, counterfeit foodstuffs production and distribution, slave trafficking.

HISTORY AND PRACTICES

Vermilic's base of operations is also unusual. Carnovia is known for eel farming and foodstuff production, activities that are quite mundane for Hutts. The eels are popular Hutt snacks, and the labor-intensive farming requires many slaves. As such, the Vermilic operation relies on a tried-and-true Hutt tradition: slave labor.

However, instead of employing equally traditional food preparation methods, Vermilic uses its long-cultivated knowledge of foodstuffs to produce cheap fakes of in-demand processed foods, which its members distribute outside of Hutt Space. Minalod the Hutt entraps and kidnaps scientists from Hutt slave species to provide the know-how to create the fakes. The best work and live in the underwater dungeons of Minalod's Floating Palace, which sits at the center of a great lake, surrounded by shallow-water and deep-water Carnovian eel pens.

VOSADII

The Vosadii clan is one of the most technically-minded Hutt clans. This kajidic specializes in purchasing and customizing computer and electronics systems of every type, selling them to remote worlds, powerful mercenary forces, and midsize interstellar corporations. Likewise, Vosadii often obtains used and beaten-up starships, refurbishes them, and resells them to individuals and starship yards throughout the Outer Rim. While this yields extensive sales, Vosadii has been unable to penetrate the higher-priced markets, due to most beings' naturally distrusting anything coming from a Hutt or Hutt company.

VITAL INFORMATION

Clan of the Ancients? Yes.

Current Clan Leader: Selross the Hutt.

Other Influential Members: Soergg the Hutt, Oloun the Hutt.

Primary Base of Operations: Vosadii Techno-Palace on Sleheyron.

Bootana Hutta Throneworld: Kor Vosadii.

Spheres of Influence: Dirha, Llanic, Kwenn Space Station.

Current Legitimate Enterprises: Legitimate spice transport, computer systems, technical supplies, used starship sales.

Current Criminal Operations: Spice smuggling, starship skip tracing, bribery, influence peddling, information sales.

HISTORY AND PRACTICES

The Hutts of Vosadii use their technical skills to insert secret back doors and other subsystems into the computer systems they sell. Pirated data is then transmitted to specialized messenger droids and Vosadii listening posts. The clan uses the data for insider trading, industrial espionage, and targeted sales, or auctions it off to the highest bidder. Even bidders' starships often contain hidden bugs or tracking systems that lie dormant for months or years until activated.

Selross the Hutt has controlled Vosadii since the middle of the Clone Wars. He has pushed his clan into technical criminal enterprises mainly to gain data. He also is quite willing to sell his clan's ability to influence other individuals, syndicates, and even governments. The Empire and the Bothans are well aware of Vosadii's surveillance espionage activities, and Selross knows it. He rarely leaves his techno-palace on Sleheyron. His knowledge of electronic spying has made him paranoid about others in his clan and the Empire. He constantly wears a specialized visor and sensor system that scans for hidden surveillance equipment in the vicinity.

CREATING A CLAN OR KAJIDIC

The GM should feel free to create new clans when it suits the story. Creating a clan gives the GM the freedom to create exactly the right personality and associations needed for an adventure. Even the Hutt Ruling Council changes from time to time, and the GM can use such shifts in power as they best fit the story.

When creating a new clan, the GM should consider the following questions to determine its place in Hutt society and the galaxy.

- Is the clan a Clan of the Ancients, or a newer clan?
- Where are the clan's bases of operations and power base?
- Does it have a throneworld in the Bootana Hutta?
- How strong is the clan's leader? Who are the internal rivals? Who are the majordomos?
- Who are the clan's Hutt and non-Hutt enemies and allies?
- What major legitimate and criminal operations does the clan undertake?
- What is the clan's relationship with the Empire and the Rebellion?

EMPIRE OF CRIME

The Hutts are infamous for their criminal enterprises and activities. Given their history of scheming, domination, enslavement, and manipulation, it's a wonder that the rest of the galaxy hasn't wiped them out or imprisoned them for their innumerable criminal actions. How have the Hutts evaded such a fate? Their established power base, intrinsic deviousness, and expectation of ruthless conduct even against their own kin have given them a distinct advantage.

The Hutts' stranglehold on the heart of Hutt Space provides them with a secure base of operations over which even the Empire cannot claim full control. Though the Hutts themselves are not known as a great military power, they have ample enough forces to defend their worlds and enough ties with the rest of the galaxy to seriously hinder or sabotage any potential invasion force. Though the borders of Hutt Space change often, no one has ever been able to root them out or defeat them completely.

Though they regularly flout galactic and local laws, the Hutts do have their own traditions and legal systems. These give the Hutts means to hold power and obfuscate their true goals and schemes. The Hutts use legitimate businesses, governments, and whole societies to conceal their criminal empires.

Given the Hutts' reputation, businesses and governments should always be wary when dealing with them. The Hutt lords always have an angle or scheme, and if a new opportunity comes their way, they do not hesitate to manipulate the situation to their advantage. However, this doesn't mean that they are always out to put one over on their allies and business partners. If a scheme or business deal makes a Hutt credits, it makes him happy. Often, a business deal is simply a perfectly legal business deal—until things go awry. Hutt anger is as legendary as Hutt criminal schemes, and it is something that their partners desperately want to avoid.

THE LONG REACH OF THE HUTTS

Wherever major criminal elements exist in the galaxy, there is a good chance that a Hutt is involved somewhere along the way. Hutts actively work to expand their personal influence and their kajidics' power, and this naturally leads to establishing criminal connections throughout the underworld. Although these connections are not exactly a spy network, they do extend into the halls of government and the boardrooms of major corporations. The connections might be small, perhaps just a few underlings on a Hutt payroll somewhere, but they often open up avenues of information that can be manipulated to the Hutts' advantage.

Unfortunately, the Hutts' networks do not allow any particular clan to obtain as much of this collective information as it might desire at a moment's notice. Hutt criminal connections are tied to specific clans or Hutts, and the collapse or loss of either can sever the flow of information and influence in an instant. Hutt kajidics might bargain to share intelligence, but they rarely part with significant secrets freely. Knowledge is power, and their connections represent years, decades, or even centuries of careful development and investment.

Hutt activities extend into every type of violent and nonviolent crime. However, the distribution of crime types varies. Certain individuals and clans may specialize in one area, or they may disparage other types of criminal activities as beneath them. Hutt involvement in slavery, smuggling, black market trade, and more is discussed in detail in the following sections.

TRADE ROUTES

As the galaxy's most manipulative middlemen, the Hutts depend on good, reliable hyperspace trade routes to connect producers with consumers. The flow of trade is the lifeblood of the galaxy, but the Hutts are far more dependent on it than many species. As such, most kajidics maintain an extensive library of hyperspace routes, both commercial and secret.

Hutt versions of known and widely used commercial routes vary little from those found in standard Imperial star charts. Some clan charts may have slight variations to give them an extra edge in time at the expense of safety, but they hold onto this data for their own use when speed is paramount.

Over the millennia, the Hutts have publicly funded exploration into new commercial routes when advantageous for attracting outside traders to a particular world, usually one the Hutts control. However, more often, Hutts keep their explorations into new trade routes to themselves in order to gain financial or competitive advantages over their rivals. The secret routes may handle some legitimate trade, but they are normally used to transport illegal goods and slaves or to serve as smuggling corridors. Secret routes are jealously guarded, and only a kajidic's most trusted pilots are allowed to use them. If a route is revealed, rivals who learn of it may continue to keep the secret if it is to their own advantage. Eventually the secret leaks out to the public, and the official galactic cartographers add it to the Imperial star charts. While few major trade routes have been added this way, a multitude of minor routes have been discovered and added in just such a fashion over the millennia.



It is somewhat ironic, then, that none of the galaxy's five most important hyperspace trade routes actually intersect with Hutt Space. This was not always the case. Centuries ago, during the days of the Old Republic, the Ootmian Pabol connected the Republic directly to Nal Hutta. Nar Shaddaa thrived as a legitimate trading center. Unfortunately, a supernova permanently severed the old route. In the time it took to establish a replacement, forming the current Ootmian Pabol, most traders took to the growing Corellian Run. Development continued far from Hutt Space, and Nar Shaddaa evolved into the now infamous shadowport.

The lack of a major route increases the isolation of Hutt Space, which is both an advantage and a hindrance to the Hutts. The isolation has enabled them to better maintain control of their central systems over the centuries. Extended travel times to the region have been mitigated by improved hyperdrives, and the continuing development of sectors closer to Hutt Space has given the Hutts readier access to Republic—now Imperial—space.

HUTT SPACE TRADE ROUTES

Hutt Space has plenty of its own ancient hyperspace routes, most of which are well known to all Hutt clans. These heavily traveled corridors crisscross the region. Some are strictly local routes, such as those in the Bootana Hutta region. Other hyperlanes in this region are routes through Hutt Space that connect with pathways to the rest of the galaxy.

Outside of Hutt Space, few markets are completely controlled by the Hutts. They are just one more player, albeit often an important one, in a larger market. Hutt clans may vie for control of specific distribution networks or monopolize certain types of goods, such as spice. Once a Hutt or Hutt clan is in control of one aspect of a market, it is difficult to dislodge it. The clan jealously guards its holdings and actively discourages competition through threats, bribes, and outright attacks.

Traveling through Hutt Space can be dangerous to those who are not used to Hutt rules. Certain regions, such as Bootana Hutta, are strictly off limits to non-Hutts. They are very well defended; trespassers are lucky to survive discovery. Other trade routes are open to any who wish to use them, though Hutt politics and ambitions can cause trouble for any traveler.

- **Ootmian Pabol:** The replacement for the original Ootmian route has never reached the prominence of its Old Republic predecessor. It runs from Nal Hutta to Kwenn Space Station at the Coreward edge of modern-day Hutt Space. From Kwenn, a lesser Old Republic route connects to the Ubrikkia system and points Coreward.
- **Pabol Hutta:** Cutting through the heart of Hutt Space, the Pabol Hutta is rarely used by outsiders. The route runs from Nal Hutta through Varl, Bootana Hutta, and Sleheyron, and out to the Periphery. The stretch through Bootana Hutta (between guardian worlds Mulatan and Gos Hutta) is heavily patrolled and guarded by Hutt warships; outsiders are not allowed to travel in this forbidden realm.
- **Shag Pabol:** Known as the Slave Road, this route was once hidden from the Old Republic, as it connected to the Rimward Hutt holdings involved in the slave trade. Now widely known, it connects Nal Hutta to the Triellus Trade Route and Teth (the Imperial capital world of the Baxel sector, and nominally Hutt Space), by way of the Ylesia and Outland Transit systems.
- **Pabol Sleheyron:** The route cuts across Hutt Space from Coreward to Rimward, connecting the important trade world of Sleheyron to Imperial routes. Also the way to Kessel, it ends at the Formos system on the Triellus Trade Route.
- **The Dead Road:** This route winds its way through Rimward Hutt Space. Its most notable stop is the Elgit system, which is a clearinghouse for goods entering the Bootana Hutta. **The Dead Road** on page 140 provides a modular encounter that takes place in this locale.
- **Hollastin Run:** This route connects Hollastin with Circumtore and extends to the Syvris system, just outside Rimward Hutt Space. It provides links for distribution of goods within the trailing systems of Hutt Space via a series of shadowports.
- **Kaaga Run:** Connects Circumtore with the trade world of Nar Kaaga and the Imperial route to Bothan Space. Shell Hutts use this route between their holdings on Circumtore and Nar Kaaga.

SECRET HUTT HYPERSPACE ROUTES

Secret hyperspace routes serve several purposes. Usually, they are faster and offer a more direct path between two systems than known commercial routes. However, some routes exist simply to provide greater security. They may not be faster, but using them helps travelers to skirt pirates and Imperial patrols on major space lanes and at transfer points. An Imperial hyperspace interdiction cruiser or a pirate with the ability to maneuver asteroids into the space lane can drop ships out of hyperspace without warning.

Though secret routes offer these advantages, they are also subject to dangers. Since such routes are less traveled, their astrogation data is more likely to be out of date, increasing the risk that something important has changed since the last trip. When using a secret route, upgrade the difficulty of Astrogation checks to follow the route once (or more times, potentially). This not only increases the chance of failure, but also increases the likelihood that if something goes wrong, it will be catastrophic (such as on a Despair result).

The number of secret routes is unknown, but most clans steadily build their own lists either through exploration or by purchasing or stealing route information. It is also possible that a supposedly secret route is actually being used by several clans or other organizations, without anyone else ever noticing or catching on. A few example routes are below.

- **Tatooine Dash: Nar Kaaga–Tatooine by way of Manda system.** This route is used by the Desilijic clan to decrease the travel time between Hutt Space and its important Tatooine holdings. This route normally cuts the trip by between twelve and twenty-four hours.
- **Corellian Skip Run: Ryloth–Tatooine.** This route parallels the Old Corellian Run. It doesn't save much time, but it avoids Imperial spice smuggling patrols and pirates. Most Hutt spice smuggling clans know and use this route, though they often alter it slightly to prevent others from discovering them.
- **Ryloth Road: Ryloth–Socorro.** A more direct route from the spice production world of Ryloth to its distribution networks through Socorro and the Llanic Spice Run, this run eliminates between twenty-four and forty-eight hours from the trip. Desilijic and Besadii are the route's main users, but a few other clans have the data as well.
- **The Sy-Y: Ylesia–Syvris.** Besadii's secret route for quickly moving spice from its Ylesia factories into galactic distribution; using this route cuts anywhere from six to thirty-six hours off of the duration of the trip.

SLAVERY

The Hutts' most abhorrent trait is likely their continuous use of slaves for millennia. Not only do individual Hutts own slaves for use as personal servants or labor, but the Hutts as a whole systematically enslave entire species. Some species have been under Hutt control for centuries, their cultures completely subsumed by that of their Hutt overlords. Species long enslaved often serve willingly, as their culture or obligations demand. Though certain individuals may break with tradition, most do not for fear of Hutt anger and reprisals against relatives or their own worlds. Individual slaves from other species tend to be more rebellious, and the Hutts control their movements and activities by hiding tiny receivers and explosives on their persons. The explosives detonate if the slaves get out of line or move beyond the areas to which they are restricted. Of course, Hutts commonly lie about such things, but few slaves are willing to risk their lives to find out whether they are telling the truth or not.

Hutts trade slaves exactly as they would any other commodity. They believe that if the species were entitled to autonomy, it would be strong enough to oppose its Hutt masters. The Hutts believe it is their right to control anyone they are capable of dominating.

Early Hutt slave species included the Klatooinians, Vodrans, and Niktos. The callous Hutts manipulated these species through unfair trade agreements and later took control of them during the ancient conflicts with Xim the Despot. Xim's war droids were ultimately defeated by massive Hutt slave armies. These species and more serve the Hutts to this day.

Imperial restrictions on slavery were the greatest threat to Hutt culture and society in centuries, especially combined with the shrinking Hutt influence on the surrounding regions after the Clone Wars. Exceptions to the anti-slavery laws were soon granted, however, for Hutt Space and a few other areas that the Hutts then moved to control. Early on, some clever Hutts even manipulated the situation to dump their slave operations—which would soon become worthless—on rival powers.

Within Hutt Space, slavery still continues much as it has for millennia. But those Hutts with holdings inside the Empire proper must be much more watchful or risk legally losing their slaves. Most Hutts manage to intimidate their slaves enough to keep them in line and from fleeing every time they get an opportunity.

INDENTURED SERVANTS

As surprising as it may seem, some individuals are willing to trade their lives for credits and live in a supposedly limited period of indentured servitude. The Hutts gladly accommodate such initially willing underlings, usually paying rock-bottom rates for their services. Contracts are usually set between six months and ten years, but also include many terms by which the Hutts may extend the length of time served and add fees and penalties for contract violations.

Indentured servants are treated only slightly better than slaves, and their restrictions on travel and activities are specified in their contracts. Though the Hutts abuse and extend contracts for as long as possible, they usually do pay up in the end to avoid scaring off future servants. Only the most desperate undertake indentured servitude to a Hutt, but the galaxy is an incredibly unforgiving place for those without credits, and so sometimes the alternatives are worse.



FREING SLAVES

Eventually, the Player Characters might end up freeing one or more Hutt slaves. Different slaves have different circumstances, but GMs might find the following possibilities helpful:

The easiest way to free slaves is often to purchase their freedom directly. While idealists might shudder at the thought of buying another individual, this method keeps the Hutt happy, and is thus the safest method. It also guarantees that the slave won't be injured or killed by a hidden explosive or tracking device.

The Hutts aren't always willing to part with a slave, even at great profit. A slave who is res-

cued or escapes on his own might be pursued by a former master, bounty hunters, or others trying to return them for prestige or credits. Important slaves might be chased relentlessly, whereas others would not be missed.

Freeing a moderate number of slaves or leading a slave revolt could bring the owner's wrath down on the Player Characters. Such operations are likely to anger an entire Hutt kajidic, though the PCs might find allies in rival clans. Characters who free slaves without paying or foment revolt are likely pursued until they are killed, hauled in front of the Hutt for punishment, or end the issue in some suitably final manner.

IMPORTANT HUTT SLAVE HOLDINGS

The following systems and areas are important to the Hutt slave trade and culture.

- **Aylayl:** This lush world on the Hollastin Run is mined for metal ore and minerals by Hutt slaves.
- **Bootana Shagplan:** Located in the Bootana Hutta, this world is the region's most exclusive slave market. Sold here are many of the Hutts' most expensive and sought-after slaves—those deemed worthy enough to be allowed into this most restrictive of Hutt regions. Bootana Shagplan also serves as a clearinghouse for luxury goods popular on the Hutts' nearby throneworlds.
- **Diyu:** One of the Hutts' major industrial centers, this world has relied heavily on slave labor for centuries. It is located on the Shag Pabol.
- **Kintan:** Homeworld of the Nikto species, held in slavery since the Treaty of Vontor some 25,000 years ago. See **Kintan** on page 62 and **Niktos** on page 96 for more information on this harsh world and its hardy people.
- **Klatooine:** Homeworld of the Klatooinians, also held in slavery since the Treaty of Vontor. See page 66 for more on Klatooine.
- **Point Nadir:** This shadowport is located on an elusive comet. It is controlled by the Anjiliac clan and is used heavily in their slave operations.
- **Rorak 4:** This industrial world on the Shag Pabol holds the largest slave market in Hutt Space. Most major kajidics keep offices here to participate in the trade as buyers, sellers, or both.
- **Rorak 5:** Orbiting Rorak 4, the space station Rorak 5 serves as an important meeting place for Hutt leaders, often with pirates and occasionally with legitimate merchants.
- **Ryloth:** The Hutts controlled slave operations on this home of ryll spice production until slavery was outlawed by Imperial decree.
- **Tatooine:** The Hutts once held many slaves on Tatooine, until the world came under nominal Imperial control after the Clone Wars. Individual slaves still exist despite the restrictions.
- **Vodran:** Homeworld of the Vodran species and site of the infamous Treaty of Vontor, which enslaved the species 25,000 years ago. See page 82 for more on Vodran.
- **Xolu:** The homeworld of the subservient Yakh-Tosh species, which swore fealty to the Hutts. While not precisely slaves, they answer to the Hutt Grand Council, and their own pursuits and worlds are ultimately under Hutt control.
- **Ylesia:** For years, Ylesia housed the Besadii's major spice refinement factories, which were points of conflict between the Besadii and Desilijic clans. The factories were destroyed in a Rebel raid. See page 86 for more on Ylesia.
- **Zisia:** Located on The Dead Road hyperspace route, this is the homeworld of the Zisians, a long-time Hutt slave species whose members remain subservient to their Hutt masters. Some have been involved in Besadii's Ylesian operations.

SPICE TRADE

Spice is the generic term for a whole host of legal and illegal substances used for medicinal and recreational purposes. Some spice can be used for both legal and illegal purposes. Most spice is heavily regulated in some form or another. Production, processing, transport, and legal status all contribute to the viability of spice smuggling and of purchasing spice through the black market. There are credits to be made at every step along the way—and where there are credits and black markets, there are Hutts.

Hutt clans are sometimes involved in the spice production or transportation processes. However, they are more often go-betweens, preferring to cover the refinement and distribution portions of the operation. The legality of these enterprises depends on the substances involved. Some spice is perfectly legal to distribute to medical facilities and research groups. The Hutts may also process and transport spice within Hutt Space without too much interference from the Empire, though it is technically illegal under Imperial law. Outside of Hutt Space, the Hutts must employ the Pyke criminal syndicate, smugglers, and other secret methods to distribute their goods.

As the galaxy's prime movers of spice, the Hutts and their associates hire a great many pilots and smugglers. These cunning risk takers are in it for the money. Their reputations, their livelihoods, and even their lives depend on making runs on time and without Imperial interference. The best smugglers can demand top pay, though even one bad run can ruin a reputation. Imperial customs agents make smugglers' lives difficult. Though some agents can be bought off, those nearest the Imperial Core Worlds are the least likely to agree to shady deals.

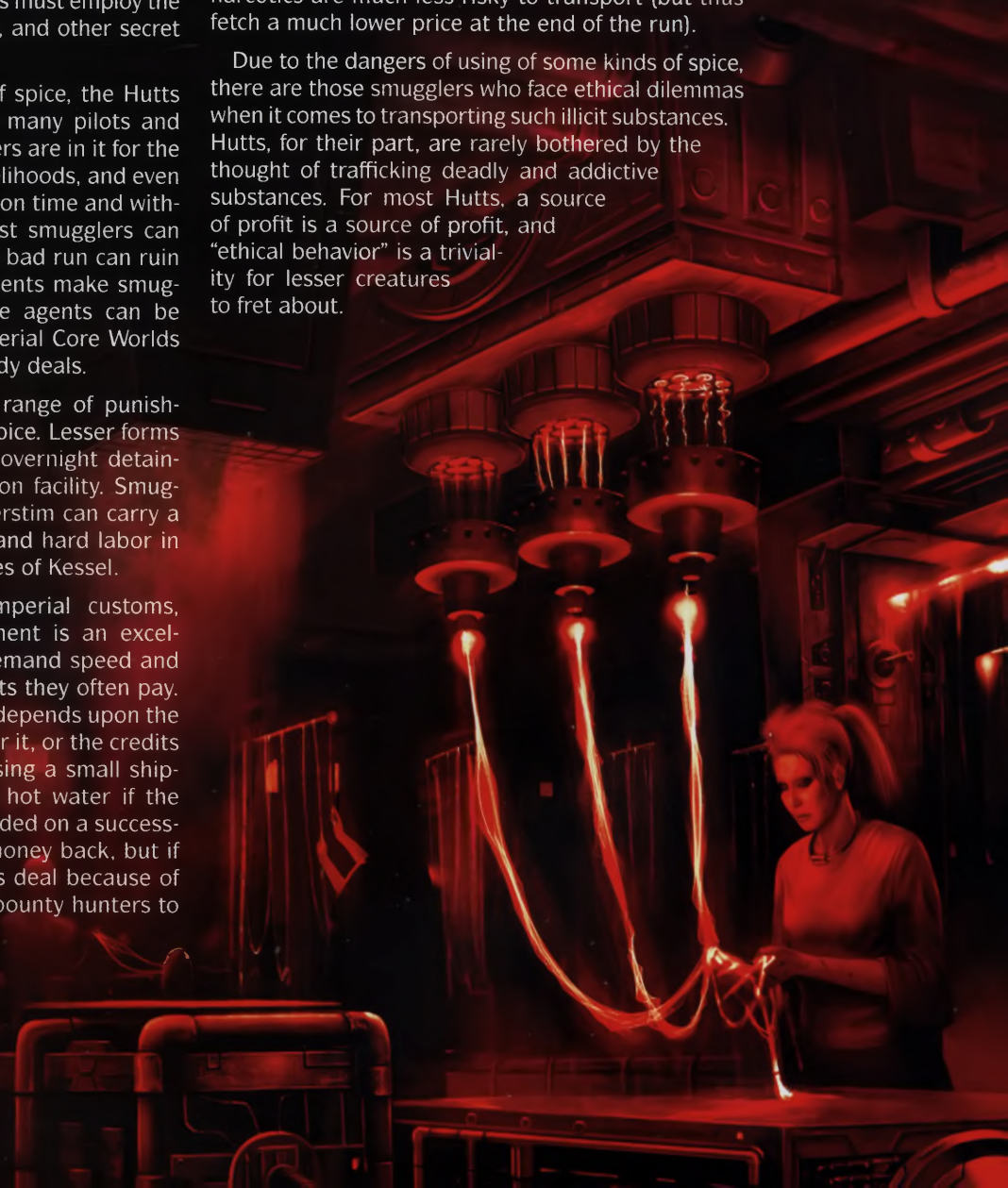
Arrest for smuggling carries a range of punishments, depending on the type of spice. Lesser forms of spice might result in a simple overnight detention or a short stay in a detention facility. Smuggling the expensive and rare glitterstim can carry a penalty of lifetime imprisonment and hard labor in the harsh and infamous spice mines of Kessel.

Losing a load of spice to Imperial customs, thieves, skimming, or embezzlement is an excellent way to anger a Hutt. They demand speed and success for the high sums of credits they often pay. Their response to a lost shipment depends upon the value of the load and their plans for it, or the credits it would have generated. Even losing a small shipment might put the smuggler in hot water if the Hutt had specific plans that depended on a successful trip. Hutts always want their money back, but if they lose reputation or a business deal because of a failed run, they might dispatch bounty hunters to retrieve the smuggler.

The amount paid for smuggling spice varies greatly by the circumstances involved. The type of spice, the distance of the trip, the pick-up and drop-off points, and the regions of space traversed all factor into pricing the run. Essentially, the riskier the trip, the greater the pay. This is what makes some smuggling trips, such as the infamous Kessel Run, such hot commodities for the most daring (or foolish) smugglers.

Spice smugglers usually charge thousands of credits for their effort, though there is no hard or fast method of determining payment amounts. Larger payments typically correspond with larger shipments, especially if they are difficult to conceal. A smuggler might make thousands or tens of thousands of credits from a single run, especially if he is good at haggling with his patron. The dangers of running spice are considerable, and thus the rewards for such dangerous work must be appropriately appealing. The risks and rewards depend on the particulars of the spice being smuggled, for some spice is particularly difficult to transport or particularly dangerous to hold, while other, milder narcotics are much less risky to transport (but thus fetch a much lower price at the end of the run).

Due to the dangers of using of some kinds of spice, there are those smugglers who face ethical dilemmas when it comes to transporting such illicit substances. Hutts, for their part, are rarely bothered by the thought of trafficking deadly and addictive substances. For most Hutts, a source of profit is a source of profit, and "ethical behavior" is a triviality for lesser creatures to fret about.



SMUGGLING AND GUNRUNNING

With immense interstellar crime syndicates to run in contention with virtually every type of government in the galaxy, the Hutts rely heavily on smugglers to deliver their valuable, illegal cargoes across hostile space. Smuggling for a Hutt is very risky, but the Hutts pay among the highest rates in the galaxy. The lure of credits often overrides any other concerns about working for a clan or kajidic.

Hutt deliveries can be almost anything that a Hutt or a buyer might find valuable. While spice, guns, and illegal technology may be the most common cargoes, runs might also include exotic art, premium or custom items, or outright bizarre things like massive musical instruments or peculiar, newly discovered live creatures. Often, a legal cargo is used to serve as cover for a hidden, secondary cargo that is the real money-maker for the trip. See **Spice Trade** on page 34 for information on spice trafficking.

Some Hutt clans specialize or dabble in gunrunning, which can be very lucrative for the Hutts and smugglers, even if it means they must compete against the premiere arms dealers of the galaxy, the Sugi. The weapons the kajidics smuggle are often small arms or highly specialized systems specifically requested by the buyer. While this cargo can be easier to carry and conceal than that of some smuggling shipments, gunrunning drop-off locations are often dangerous. Most groups looking for guns are involved in some sort of combat or war. Smugglers might have to run blockades or fly into active war zones to make a some deliveries. While such occurrences increase their payment for the run, the risks to life and limb are enormous.

While the Rebellion might be the most obvious illegal weapons buyer in the galaxy, its hesitation to associate or deal with Hutts often forces the Rebels to look elsewhere. Hutts are also often reluctant to sell openly to a Rebel group, for fear of attracting too much attention from the Empire. See **Hutts and the Rebel Alliance** on page 39 for more information.

Other buyers include pirates, mercenaries, bounty hunters, and private militias. Deals are usually straightforward, and deliveries often occur in relative safety, when purchasers are between engagements. Such buyers may need regular deliveries over the course of months or years.

Unusual buyers can include desperate commanders of isolated Imperial forces, which are often poorly equipped with old or inadequate weapons. Noble families might also acquire some otherwise illegal technology for their personal security forces. Corporate buyers and planetary governments usually prefer official channels, but they might be forced to locate specialized or untraceable items from friendly or influential Hutts.

FINDING THE INVISIBLE MARKET

Locating the local black or invisible market depends on the world and circumstances involved. In the Core Worlds and Imperial space, the black markets are normally well hidden. People searching for illegal goods must find someone in the know. **Streetwise** and **Knowledge (Underworld)** checks might lead PCs to those individuals. The black markets are rarely permanent fixtures or consolidated in one area. Occasionally, a black market might exist as a shady subculture operating within a legitimate marketplace or spaceport trade center, but this is fairly exceptional.

On isolated worlds or those without strong government or law enforcement, the black markets and legitimate markets might be one in the same. Characters looking for goods here may stumble across the black market simply while shopping for other items. Rare or highly restricted items are always very difficult to locate no matter the venue.

Shadowports are among the largest black markets, as they exist expressly to facilitate otherwise illegal trading operations. Some shadowports specialize in certain markets, but most have widespread connections that the characters might utilize to find needed goods and services. See pages 354–355 of the **EDGE OF THE EMPIRE** Core Rulebook for more information on shadowports what can be found there.

THE BLACK MARKET

The Hutts thrive on black markets and the distribution of illegal and shady goods. Also called an invisible market, a black market sells illegal goods not otherwise available and legal goods that have bypassed tariffs and other trade restrictions of conventional sales outlets. In some locations, the black market might be an actual physical marketplace, one known to criminals and desperate buyers. In other areas, the black market is difficult to locate and consists of a loose association of criminals and smugglers, who keep their storehouses hidden from the public and law enforcement, making their sales by word of mouth. Individuals wishing to find and purchase something must know the right people and get the word out without attracting too much attention from the authorities.

For the Hutts, the black market is ideal. They may make their own rules, while using the very laws they are flouting as leverage to set higher prices for their goods and services. The riskier the market location, and the more restrictive the local government, the higher the prices set by the Hutts.

Hutts trade in almost any good they can make a credit on, legal or legitimate. Slavery is part of some black markets but is more often a separate enterprise. Beings that have no trouble trading in illegal items are often much less tolerant of slavers. Thriving markets rarely want the association. See the sections beginning on pages 150 and 183 of the **EDGE OF THE EMPIRE** Core Rulebook for details on black market goods and pricing for such items.

GAMBLING

Hutts are less well known for their gambling operations as compared to other organized crime efforts, but one area where Hutt gambling is prevalent is in the galaxy's racing industries. Swoop racing and Podracing are particular favorites of the Hutts. High-profile, well-attended races are held on Boonta Eve on many Hutt-controlled worlds. Formal gambling venues and side bets are extensive at Hutt-sponsored races. Race rules are lax, and their enforcement is often minimal or nonexistent. Hutt-controlled races are dangerous, but as with many things related to the Hutts, they can be highly profitable for those willing to take a chance.

While in-race cheating is common, and sometimes even encouraged to ramp up the excitement, actual race fixing is frowned upon. While the occasional Hutt engages in blatant manipulation of a race, this is much more likely to happen among individual sponsors rather than the venue owners. Once gamblers believe a venue to be fixed, they quickly move on to fairer games, leaving the venue without enough patrons and gamblers to remain profitable.

Hutt-owned casinos feature games of chance and skill that have been thoroughly analyzed to provide a certain level of profit. The Hutts keep a very close eye on the venue's accounts and records, scouring them for any sign of skimming or cheating. Embezzlers are dealt with harshly and swiftly when discovered. Occasionally, a Hutt might sponsor an individual gambler in a bid to win a major tournament, or might go so far as to damage an opposing Hutt's gambling operations. See page 108 of the **EDGE OF THE EMPIRE** Core Rulebook for gambling rules.

PIRACY

Hutts have a love-hate relationship with spacefaring pirates. On the one hand, Hutts find hiring pirates to carry out their dirty work to be credits well spent. On the other hand, they greatly despise falling prey to pirate raids themselves. While some pirate groups may stay relatively loyal to a particular clan, most follow the credits.

Most pirates work for Hutts on a freelance basis. Hutt clans do not often create their own pirate operations or fleets directly. Pirates are typically hired to disrupt a rival's operations, usually in secret. Though disrupting or damaging rival shipping is officially frowned upon by the Hutt Ruling Council, it is a regular occurrence among the clans. Most pirates quickly learn to keep their mouths shut when hired by a kajidic. They never know when they may be working for a rival.

Pirates typically receive a raid's coordinates, instructions on how to conduct it, and its stated goals. The Hutts' actual goals are rarely shared beyond what is needed to obtain the desired results. Sometimes the Hutts request that any cargo or other stolen valuables be delivered to them, but often the pirates are left to take what they want as part of their payment. Goals for pirate attacks might include theft of cargo, disruption of a rival business's shipping or passenger lines, kidnapping and ransom, or some combination thereof.



Pirates range from highly professional, well-armed groups to ragtag gangs flying a few rickety ships commanded by questionable, or inexperienced captains. Most Hutts use the cheapest pirates available who can get the task done, and they are exceptionally good at selecting the right group for the right job. Nevertheless, if an attack needs particular skill and precision, the Hutt is better off hiring professional mercenaries.

Unsurprisingly, pirates often renege or attempt to alter a deal when they think they hold all the cards and all the booty. Some Hutts regard this as good business practice for the pirates and factor it into their initial negotiations and payments, while some others seek brutal retribution, regardless of the monetary cost.

HUTTS AND THE EMPIRE

In theory, Hutt Space is also Imperial space, a massive extension of the Baxel sector ruled from the Outer Rim world of Teth. In reality, Hutt Space remains a semiautonomous region solidly under Hutt economic and political control. Imperial political and military power can extract a measure of loyalty and submission from the Hutts, as a full-scale Imperial invasion or lengthy incursion could significantly disrupt and harm Hutt operations. The Hutts fear drawing too much of the Emperor's attention; they are willing to sacrifice political and economic power to appease him and the Empire for the good of the clans. The Empire, on the other hand, also understands how the Hutts could cause major disruptions in the Outer Rim and throughout the galactic underworld should relations sour beyond a certain point.

The Hutts maintain control of Hutt Space through a system of concessions, bribes, and political maneuvering. They adhere to some Imperial edicts, while buying off corrupt Imperial Senators and Moffs to ignore others. They tolerate shows of Imperial military force against Hutt operations and specific kajidics, as they understand that they cannot win military confrontations in the long term.

The Hutts do favors to remain in Imperial good graces, even if they also profit directly from the Empire. Hutt inroads into public and secret Imperial supply channels give the Hutts bargaining chips to use against Imperial demands.

Imperial patrols are few and far between in Hutt Space. Imperial forces are concentrated in the new sectors carved out of the Rimward side of Hutt Space (including Baxel sector). They are no longer formally considered part of Hutt Space. Informally, old associations and references die hard, and many beings still think of those regions as Hutt Space.

Specific relationships between the Empire and Hutt-controlled or Hutt-influenced systems vary according to local circumstances. The politics of the clans and worlds involved, along with the orders and personalities of specific Imperial officers and officials, can create unique situations. A few examples are below:

Kwenn Space Station: A large, old space station and stardock that services Imperial Star Destroyers and other large vessels, the Kwenn Space Station is located on the Coreward edge of Hutt Space. The Empire controls some levels and docking bays of the station via a small contingent of stormtroopers and other Imperials. See page 88 for more about Kwenn Space Station.

Lirra: In 2 ABY, the Empire forced the Hutts off of Lirra and a few lesser surrounding star systems in the Baxel sector after a news crew discovered a million humans still enslaved on the planet. The system's location within Baxel sector and its close proximity to the regional seat of Imperial power added pressure for the Imperials to act. They are currently trying to retrain the humans to live in Imperial society.

Sriluur: Located on the Sisar Run in the Periphery region adjacent to modern Hutt Space, the Weequay homeworld was taken over by Imperial forces before the Battle of Yavin. The Imperials use it as a distribution base for sending raw materials to the Kuat Drive Yards. Remaining Hutt influence and Rebel activity complicates the politics and economics of the region. See page 74 for more on Sriluur.



The secrecy and seclusion of Hutt worlds, especially the throneworlds in the Bootana Hutta, remain points of contention between the Hutts and the Empire. The Imperial military has the power to force its way into the area, but normally refrains from doing so in order to avoid angering the entire Hutt civilization. Though outsiders are largely forbidden from entering the Bootana Hutta, Imperial military intelligence and the Imperial Security Bureau (ISB) have cultivated a network of spies and informants from the slave species and even the occasional disgruntled Hutt.

HUTTS AND THE REBEL ALLIANCE

As most governments and civilizations discover, there are no black and white issues when dealing with the Hutts, just ever deepening shades of gray. Given the Rebel Alliance's stand against corruption, slavery, piracy, and exploitation of the weak, the Hutts are hardly natural allies in the Rebel stand against the Empire. Unfortunately for the Alliance, its need for supplies, weapons, ships, and other material often forces it to deal with the shady characters. Considering the Hutts' mastery of much of the underworld, deals between the two are inevitable.

For the Hutts, associating with Rebel groups in any way can bring intense Imperial scrutiny and military action at a moment's notice. Nevertheless, some Hutts are more than willing to make a few credits off of both sides of the Galactic Civil War, and they are ready to deal despite the risk. The Hutts often negotiate through dummy corporations and intermediaries in order to hide their associations from Rebels and Imperials alike. After all, the Empire has made it abundantly clear that it holds the Hutts responsible for any Rebel bases or strongholds found within Hutt Space.

Without Hutt support, the Rebels have found it difficult to establish operations within Hutt Space. While the Rebels are always looking to expand their influence and pool of followers, the reality is that the majority of Hutt Space is a poor place in which to make the attempt. However, the same is not true for the worlds at its perimeter. Many Rebel groups operate well within the Hutt sphere of influence, right up to the border systems.

One of the strongest early resistance operations grew right on the Baxel sector capital world itself. The Teth resistance started as a grassroots effort predating the creation of the Rebel Alliance. Though not strong enough to be a true threat to Imperial power, the resistance exploits the local weaknesses created due to the political games between the Hutts and the Empire. When Moff Orgege began to require personal approval of sector fleet operations, the Teth resistance used the increased Imperial response time to their advantage to strike at vulnerable Imperial military targets, supply convoys, and more. Though the Teth resistance initially rebuffed overtures from the forming Rebel Alliance, they eventually joined after the destruction of the Death Star.

Rebel activity erupted in the Periphery, a region of space crisscrossed with hyperspace trade routes and home to a number of species important to the region. Located directly adjacent to the edge of Hutt Space, much of the Periphery was once part of Hutt Space and held many Hutt colonies. Black Sun has the greatest influence in the region, making it an enemy of some Hutt clans but an ally of others.

A system particularly known for intrigue between the Hutts, the Empire, and the Rebellion is the Outland Transit Station. This space station is located on the Shag Pabol at the edge of Hutt Space on the way to Teth, making it a natural meeting place for agents of all types. Similar activities abound on the other side of Hutt Space at Kwenn Space Station.







HUTT SPACE

"Let the Empire think they control the galaxy
—we know where the true power lies."

—Jabba Desilijic Tiure

Hutt Space has its roots in the Hutt Empire of old, which predated even the Republic. Long after reigning in their taste for military conquest and expansion, the Hutt kajidics (criminal syndicates) still have jurisdiction over countless planets in the Mid and Outer Rim. Insulated from the Empire by political posturing and backdoor deals, Hutt Space draws smugglers, renegades, and worse scum to its lawless expanse like mynocks flocking to power cables.

Most ship crews traveling through the region find themselves stopping over at the Kwenn Space Station, the gateway to Hutt Space along the Ootmian Pabol hyperlane. Their next stop is likely Nal Hutta or Nar Shaddaa, which represent the political and economic centers of Hutt space, respectively. Varl, the wasted homeworld of the Hutts, lies at the edge of the Bootana Hutta, or garden of the Hutts, where the clans rule from their respective throneworlds. The planets party to the Treaty of Vontor—Kintan, Klatooine, and Vodran—have owed allegiance to their Hutt overlords for tens of thousands of years. Sriluur, meanwhile, is now torn between its Imperial

occupiers, ascendant Black Sun agents, and its previous masters, the Hutts. Toydaria maintains a level of independence with a royal family of its own, but still ultimately answers to the kajidics with which it does business. Saki resists Hutt political ambitions through determination and the might of its fabled floating fortress-cities. Ylesia is rebuilding after a devastating strike by the Rebel Alliance, its restoration fed by the galaxy's unending appetite for spice.

Though the borders of Hutt Space have ebbed and flowed over the course of galactic history, many of the region's worlds have been held in thrall for millennia. Even the self-governed planets have felt the influence of the Hutts in the past, and are yet linked by the greater web of Hutt economic domination. While Hutt Space is technically a part of the Baxel sector of the Galactic Empire, governed by Moff Heedra, the Imperial claim is in name only.

This chapter covers the history, people and culture, points of interest, and indigenous creatures of the major planets in Hutt Space, as well as brief overviews of some of the minor destinations.

NAL HUTTA

Astrogation Data: Y'Toub system, Hutt Space, Mid Rim region

Orbital Metrics: 413 days per year / 87 hours per day

Government: Hutt Ruling Council

Population: 7 billion (Hutt 43%, Evocii 28%, Vipit 15%, other 14%)

Languages: Huttese

Terrain: Forests, swamps

Major Cities: Bilbousa (capital), Oedriga, Jiguuna

Areas of Interest: Hutt palaces, Nar Shaddaa (moon)

Major Exports: Tourism, contraband

Major Imports: Consumables, luxury items, technology

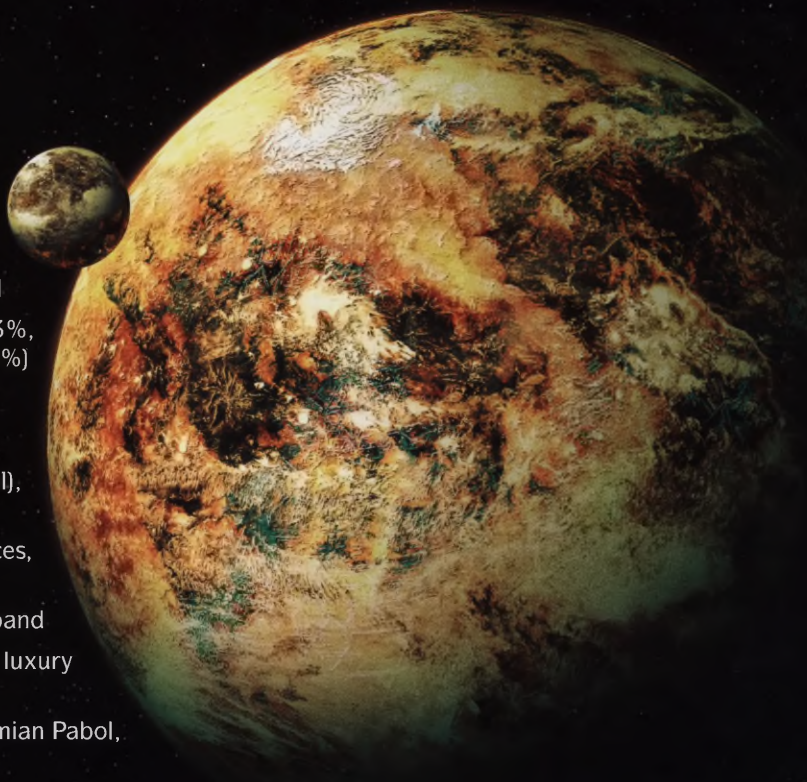
Trade Routes: Pabol Hutta, Ootmian Pabol, Shag Pabol

Special Conditions: None

Background: Nal Hutta is the seat of Hutt power in the region, and has been the Hutts' homeworld for thousands of years since the fall of Varl. A planet of constant schemes and power plays, Nal Hutta thrives on the intrigue that is a daily part of life for the Hutts and their servants.

Fetid swamps and a thick, clinging atmosphere cover the planet. While the air is perfectly breathable by most species, many describe it as inhaling Novarian stew, and respirators are a common sight on offworlders who come to deal with the Hutt Ruling Council (also called the Council of Elders). The moisture and dankness are perfectly acceptable to the Hutts, who delight in the suffering of all beneath them. The various swamplands and bogs across the planet are divided among the great kajidics, though these lands change hands often.

Nal Hutta produces nothing of inherent value to the greater galaxy outside of contraband and limited tourism. Most of the planet's natural resources have been strip mined to near-depletion, so the Hutts rely heavily on the importation of many materials. These shipments are all ferried through Nar Shaddaa before being brought to the planet's surface. Hutt paranoia runs deep, and they closely monitor all traffic to their world.



Tensions are high on Nal Hutta as the Hutts consolidate their power base under growing Imperial scrutiny. While the Empire largely leaves the Hutts alone to conduct their business, recent Rebel activity and other actions in Hutt Space have drawn Imperial eyes toward the Hutts, which causes no end of consternation for the crime lords. The council is working hard to ensure that the various Moffs and other Imperial officials in the area are firmly in the pockets of the kajidics.

THE CODE OF KAJIDIC

Sociologists and scholars have attempted to study the intricacies of Hutt political maneuvering for centuries, fascinated by the schemes within schemes laid down by each clan looking to expand or broaden its sphere of influence. There is an old tale that claims that the first tenets of kajidic, established by Budhila Hestilic Amura, are recorded in an ancient tome, one of the rarest and holiest books hidden away by the Ruling Council. Many have sought for proof of this book's existence and content in hopes of better understanding, and gaining the upper hand on, the Hutts.

SWAMPS OF HOME

On this brackish planet synonymous with heinous villainy and ruthless subjugation, the Hutts oversee their domains from the safety and “comfort” of their murky palaces. Many visitors find that they are barely tolerated, if not unwelcome, and stay only as long as their business with the Hutts requires.

NAL HUTTA’S HISTORY

Nal Hutta was not always the fetid wasteland that most beings envision when they hear the name. Evocar, as the world was known before the Hutts conquered it, was a lush, paradisiacal jungle planet with endless verdant rainforest nestled between soaring mountain ranges and deep blue oceans. The native species, the bipedal humanoid Evocii, thrived thanks to the abundant and varied local flora.

At first, a few Hutt families came to Evocar to colonize a small peninsula, but after the Hutt Cataclysms, the Hutts came en masse and had no problem displacing the native Evocii to bring the world to heel. With only a primitive command of technology, the Evocii gladly sold off huge swathes of their world to the Hutts in exchange for high-tech equipment. Before the Evocii knew it, the Hutts owned almost the entire world, and the Evocii were powerless to stop them. The Evocii petitioned the Republic to intervene, but the politics of the day ruled in favor of money and power. That was some fifteen thousand years ago.

The Hutts began relocating the majority of the Evocii population to Nar Shaddaa, Nal Hutta’s fifth and largest moon. Those who remained on Nal Hutta were enslaved to build cities and palaces for the Hutts on the ruins of their former jungle paradise, now terraformed into malodorous swampland. Those Evocii who escaped the Hutts hid out in the wilds, banding together to harass the conquerors destroying their world. These rebels would be hunted and exterminated, cementing the Hutts’ absolute control of their new home. The Evocii who had been moved to Nar Shaddaa were enslaved, forced to create the up-and-coming cities of the booming moon. By the time the

cities were complete, most of the Evocii had died from low tolerance to the pollutants filling their world and atmosphere. The survivors ventured deep into the lower levels of Nar Shaddaa, mutating into a sickly, pale species. Many (including the Hutts) believe the Evocii to be extinct, but in truth they persist, even in their wretched state.

PEOPLE AND CULTURE

Nal Hutta is one more conquest in the long list of Hutt takeovers in the Mid and Outer Rim Territories. As the dominant species on the planet, Hutts are found throughout the world, always in positions of power. The Hutts fully embrace the bourgeoisie lifestyle, and live by the philosophy, “Someone’s got to have it; why not us?” All but the lowliest Hutts rely on their servants and slaves for all menial tasks. This is simply the way of life on Nal Hutta when dealing with the Hutts. Some exceptions are made for adolescent Hutts who are still earning their place in society, while an outcast or fallen Hutt may be forced to do a servant’s work to remind him of his disgrace. More in-depth information on the culture and customs of the Hutts can be found in **Chapter I: Criminal Empires** starting on page 9.

Slaves brought to the planet who try to hold on to their cultural customs and band with others of their species meet with more or less success depending on how cruel or lax their Hutt master is. It is generally accepted wisdom on Nal Hutta that isolated groups of slaves are the easiest to subjugate and control. Nevertheless, it is not unusual for a Hutt master to see some merit in granting favors and leeway in exchange for loyalty. Certain families are better known for their sadism than others, but all Hutts are generally seen as variations on a theme of villainy.



PLANETARY INFORMATION

Much of Nal Hutta's swampy landscape has degenerated into a toxic cesspool due to rampant and reckless industrial expansion over the centuries; the sobriquet "Glorious Jewel" isn't used to describe the planet at all, but rather the massive radioactive nebula visible in the night sky, bathing the heavens in opalescent clouds. Like its palaces, gardens, and mud spas, Nal Hutta's cities look especially impressive to those bold enough to travel to them.

The opulence of Nal Hutta is often lost, however, on the majority of non-Hutt inhabitants. Those wretches who live and work amid the fungal splendor as slaves and servants to their cruel masters find little joy in the lavish surroundings that stand as a testament to the endless avarice of the Hutts.

BILBOUSA

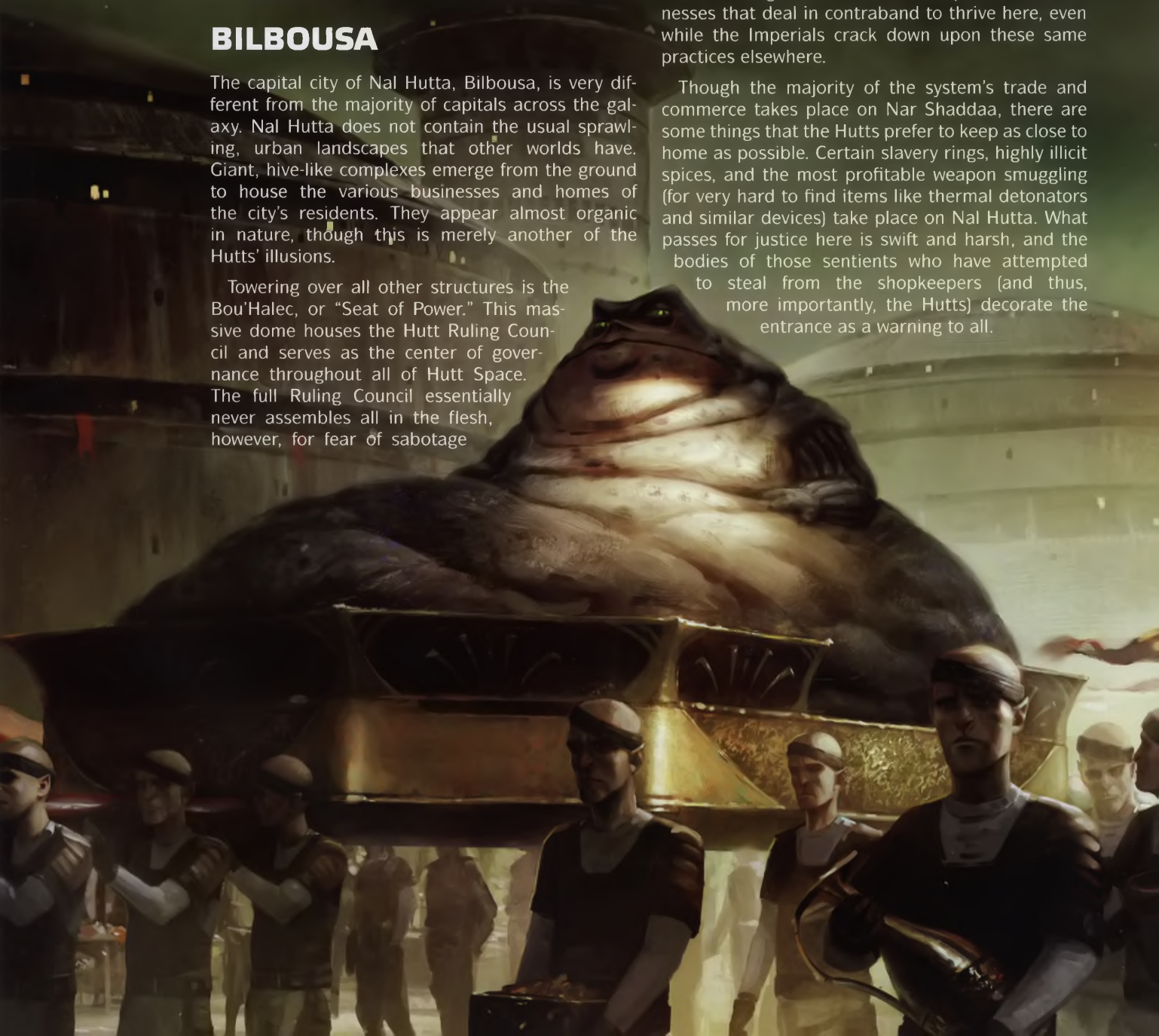
The capital city of Nal Hutta, Bilbousa, is very different from the majority of capitals across the galaxy. Nal Hutta does not contain the usual sprawling, urban landscapes that other worlds have. Giant, hive-like complexes emerge from the ground to house the various businesses and homes of the city's residents. They appear almost organic in nature, though this is merely another of the Hutts' illusions.

Towering over all other structures is the Bou'Halec, or "Seat of Power." This massive dome houses the Hutt Ruling Council and serves as the center of governance throughout all of Hutt Space. The full Ruling Council essentially never assembles all in the flesh, however, for fear of sabotage

or assassination. At any given meeting, some or all of the council's members appear via hologram, each from one of his many personal palaces. This does not deter any official business from taking place. The mighty palace Bou'Halec was once the property of Gardulla Besadii the Elder, who sometimes served as Jabba Desilijic Tiure's proxy on the Ruling Council. Gardulla's current whereabouts are unknown, and the council has taken full control of the palace and its grounds, turning it into a more formal location for its meetings.

Throughout Bilbousa, all manner of goods and services can be found, including many that are illegal throughout the majority of the galaxy. The Hutts' arrangements with the Empire allow businesses that deal in contraband to thrive here, even while the Imperials crack down upon these same practices elsewhere.

Though the majority of the system's trade and commerce takes place on Nar Shaddaa, there are some things that the Hutts prefer to keep as close to home as possible. Certain slavery rings, highly illicit spices, and the most profitable weapon smuggling (for very hard to find items like thermal detonators and similar devices) take place on Nal Hutta. What passes for justice here is swift and harsh, and the bodies of those sentients who have attempted to steal from the shopkeepers (and thus, more importantly, the Hutts) decorate the entrance as a warning to all.



GUARJA SHIPYARDS

The Guarja Shipyards on Nal Hutta serve as the primary source for Hutt spacecraft throughout the region. The rarely-seen *Dor'bulla*-class warship is manufactured in these sprawling facilities to the south of Bilbousa. The Guarja Shipyards occupy about twenty square kilometers of former swampland, now built over with duracrete and steel. Even with these improvements, however, much of the area is unstable and sometimes unusable due to flooding and sinking.

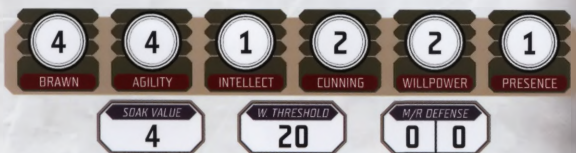
In addition to constructing the Hutt warships, the Guarja yards manufacture a number of smaller starfighters using designs based on ones developed at other shipyards. The Z-95 Headhunter is a favorite for the engineers to copy in order to undercut the competition. The Hutts have been selling a number of these ships to the Rebellion under the nose of the Empire. For the Hutts, this has nothing to do with ideology or overthrowing the Empire; it is purely about profit.

CREATURES AND CHALLENGES

The filthy fens and stagnant bogs of Nal Hutta are home to many species besides the Hutts. The massive changes the Hutts imposed on the planet's environment wiped out a number of creatures who had made it their home, but others adapted and grew to emerge bigger, stronger, and more vicious.

ADULT CHEMILIZARD [RIVAL]

Also known as orpali dragons, chemilizards are native Nal Hutta reptiles that can grow to massive size. A typical adult ranges from ten to twenty meters in length and lives deep in the swamps, preying upon any creatures or beings that venture near its lair. Chemilizards have evolved the ability to extract nutrients from the planet's polluted swamps, surviving in conditions that would kill most other creatures.



Skills: Brawl 3, Resilience 2, Vigilance 2.

Talents: None.

Abilities: Acidic drool (as an incidental, spend a dark side Destiny Point to give the toothy bite weapon the Burn 2 quality until the end of the chemilizard's turn; this is a chemical burn), Silhouette 3.

Equipment: Toothy bite (Brawl; Damage 6; Critical 3; Range [Engaged]; Pierce 3).

HUTT MAJORDOMO [RIVAL]

Many Hutt clan leaders employ a majordomo, or master of the house, who manages the daily business of the Hutt's holdings. They arrange their lord's schedule, decide who can meet with him and when, and can even speak on their master's behalf regarding matters of lesser importance. Humans, Rodians, Twi'lek, and Weequay are commonly found as majordomos, but it is not unheard of for an up-and-coming Hutt to serve as one for a time as well.



Skills: Charm 2, Coercion 3, Cool 2, Deception 3, Discipline 2, Knowledge (Underworld) 3, Leadership 2, Perception 2, Negotiation 2, Streetwise 3, Vigilance 2.

Talents: Intimidating 2 (suffer 2 strain to downgrade difficulty of Coercion checks twice, or upgrade difficulty when targeted by Coercion checks twice), Nobody's Fool 1 (upgrade difficulty of incoming Charm, Coercion, or Deception checks once), Plausible Deniability 1 (remove ■ from all Coercion and Deception checks).

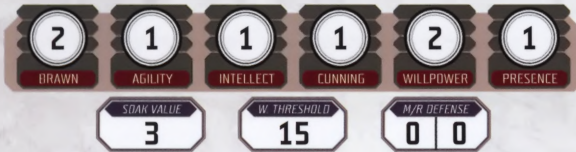
Abilities: None.

Equipment: Fine robes.



HUTTLET [MINION]

When a newborn Hutt comes into the world, the parent keeps the offspring in a pouch inside its body, where it nourishes the youngling. These infant Hutts often remain in their parent's pouch for up to fifty standard years before emerging. While many would consider this a lifetime, for a species that can live for a thousand years, this is no time at all. Newly-emerged Hutts are considered juveniles at fifty years of age.



Skills (group only): Brawl, Resilience.

Talents: Durable 1 (subtract 10 from any Critical Injury rolls made against the Hutt, to a minimum of 1).

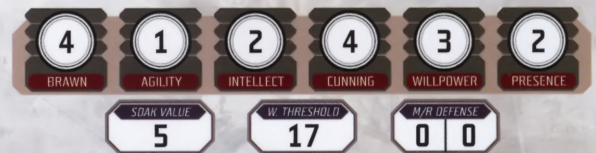
Abilities: Awkward (the size of Huttlet's body adds ■ to Brawl, Melee, and Coordination checks), Stinky (while within short range of a Huttlet, non-Hutt characters reduce their strain thresholds by 2).

Equipment: Typically none.

MATURE HUTT [RIVAL]

The majority of Hutts encountered throughout the galaxy are adult Hutts, ranging in age from 91 to 844. Adult Hutts on Nal Hutta can be found in a large number of colors. While the "traditional" Hutt coloration is an olive shade, there are many Hutts whose coloration is wildly different. Deep purples, ruddy oranges, and even dark blues are not unheard of on a Hutt.

It is also common for Hutts to have skin that is mottled or patterned, often in contrasting colors. A purple-skinned Hutt might have an elaborate pattern of white or grey across its back, for instance. Some Hutts even tattoo themselves with clan markings to further enhance their appearance.



Skills: Athletics 1, Charm 1, Coercion 2, Cool 1, Deception 2, Discipline 2, Knowledge (Outer Rim) 1, Knowledge (Underworld) 2, Melee 1, Ranged (Light) 1, Resilience 5.

Talents: Convincing Demeanor 1 (remove ■ from any Deception or Skulduggery checks), Durable 2 (subtract 20 from Critical Injury rolls made against the Hutt, to a minimum of 1), Nobody's Fool 1 (upgrade the difficulty of all Charm, Coercion, and Deception checks made against the Hutt once).

Abilities: Awkward (the size of a Hutt's body adds ■■ to Brawl, Melee, and Coordination checks), Ponderous (a Hutt can never spend more than one maneuver moving per turn).

Equipment: Generally none; if a Hutt needs something, a minion carries it or does the job for the Hutt. However, Hutts can wield weapons such as vibroaxes (Melee; Damage 7; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3) or large-bore blaster pistols (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun Setting; Hutt Only).





VENERABLE HUTT [NEMESIS]

By the time a Hutt reaches venerable status at over 845 years of age, its skin has tightened and shrunk on its frame, creating a hard, thick outer covering. Venerable Hutts also darken as they age, their skin tones taking on deep, dark hues. Venerable Hutts are devious, intelligent beings who will do anything to achieve their goals.

5	1	4	5	4	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
7	20	15	0 0		

Skills: Athletics 1, Charm 2, Coercion 3, Cool 2, Deception 3, Discipline 3, Knowledge (Outer Rim) 2, Knowledge (Underworld) 2, Melee 1, Negotiation 3, Ranged (Light) 1, Resilience 5.

Talents: Convincing Demeanor 2 (remove up to ■ ■ from any Deception or Skulduggery checks), Durable 2 (subtract 20 from Critical Injury rolls made against the Hutt, to a minimum of 1), Nobody's Fool 2 (upgrade the difficulty of all Charm, Coercion, and Deception checks made against the Hutt twice).

Abilities: Awkward (the size of a Hutt's body adds ■ ■ to any Brawl, Melee, or Coordination checks), Ponderous (a Hutt can never spend more than one maneuver moving per turn).

Equipment: Generally none; if a Hutt needs something, a minion carries it or does the job for the Hutt. However, Hutts can wield weapons such as vibroaxes (Melee; Damage 8; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3) or large-bore blaster pistols (Ranged [Light]; Damage 8; Critical 3; Range [Medium]; Stun Setting; Hutt Only).

NAR SHADDAA

Astrogration Data: Y'Toub system,
Hutt Space, Mid Rim region

Orbital Metrics: 413 days per year /
87 hours per day

Government: Hutt Ruling Council

Population: 85 billion (Various
80%, human 20%)

Languages: Hutttese, Basic

Terrain: Urban

Major Cities: New Vertica, Old
Duros Sector, Corellian Sector,
Red Sector

Areas of Interest: Drunken
Drummer, Meltdown Cafe, New
Vertica, Kuzbar's Cantina, Dark
Melody, Headache Bar, Ko Hentota,
Cluster Cantina, Orange Lady

Major Exports: Contraband, technol-
ogy, weapons, spice, slaves

Major Imports: Contraband, foodstuffs,
medicine, technology, slaves

Trade Routes: Pabol Hutta, Shag Pabol,
Ootmian Pabol

Special Conditions: Lawless, unsafe conditions

Background: If Coruscant had a dark twin, it would be the moon named Nar Shaddaa. The Smuggler's Moon is a smog-filled, massive city and the center of commerce in Hutt Space. Its lush jungles and sparkling oceans were long ago wiped away to feed the endless appetite of Hutt ambition. The skies above Nar Shaddaa are clogged with ships of all types. Nothing is off-limits in the spires of Nar Shaddaa, for as the smugglers' saying goes, "All is found on Nar Shaddaa, though some things are better left lost."

The moon is an important refueling depot for transports heading farther into the Outer Rim. The kajidics enjoy the legitimate profit from this enterprise (in addition to the illicit trade it supports). The close relationship between the Hutts and the Dugs of Malastare keeps fuel supplies fully stocked.

While the increased Imperial presence in parts of Hutt Space has many on edge, Nar Shaddaa enjoys a relatively Empire-free existence thanks to recent events exposing Imperial corruption on a grand scale. The Empire has gone to great lengths to cover up the so-called "Battle of Nar Shaddaa," but word has spread through the underworld, hinting that perhaps the Empire is not as invincible as many believe.



HIDDEN AMONG THE LOST

Nar Shaddaa is a place where many go to evade the troubles that plague them. The hunted, the broken, and myriad others seek the anonymity of the moon's sprawl. They seek to become yet another face among the masses that go through each day out of sight and out of mind as they move about the city. There is always a constant stream of beings who never elicit a second look—the hopeless and downtrodden who barely manage to eke out what passes for a life on the filth-ridden streets. Many with bounties on their heads hide among these beings, using the cover of a forgotten soul to evade capture or death. The person one steps over in the gutters of Nar Shaddaa might once have been a mighty warrior, perhaps even long ago a Jedi Knight, now hiding out to avoid the great purge with the other members of the lost.

A DEN OF INIQUITY

Nar Shaddaa might be called the black pearl of Hutt Space, at once both dark and glimmering. For every successful smuggler there are a dozen destitute slaves, and fortunes are known to rise and fall as often as Nal Hutta does on the moon's horizon, when the smog clears up enough to see the sky.

NAR SHADDAA'S HISTORY

The Smuggler's Moon, as it has come to be known, is the largest of Nal Hutta's five moons. Originally given to the displaced Evocii, the Hutts soon took this from them as well as trade boomed between Nal Hutta and the rest of the galaxy. Once again the Hutts outmaneuvered the Evocii through the courts and contracts they had signed to confiscate all the holdings. The Evocii were then used as cheap labor to construct Nar Shaddaa's growing cities. In no time, the entire planet was covered in layer after layer of warehouses, high rises, refueling spires, trading plazas, and landing bays. Nar Shaddaa became a glowing beacon of light in Nal Hutta's sky—a testament to the wealth and power of the Hutts.

Nar Shaddaa once rivaled Coruscant as a center of commerce in the galaxy. This place of prestige would not last, though, once the original Ootmian Pabol trade route collapsed due to a supernova. In time, legitimate businesses relocated away from Nar Shaddaa, and the moon became a center of slavery, spice trading, weapon smuggling, and other disreputable and unethical pursuits.

Laws faded away until violence, corruption, and murder became standard fare. Today, the farther down into the depths of the planet one goes, the less likely that person is to ever come back up.

The Hutts recognized early on that a lucrative trade center would serve them well. As Nal Hutta was not able to handle the massive traffic needed (and the Hutts didn't want that many offworlders setting foot directly on their homeworld), it was decided that Nar Shaddaa was the best option to serve as the hub of their growing trade empire. The fact that Nar Shaddaa was the current home of the Evocii meant nothing to the Hutts; the remedy was simply a matter of contracts and paperwork.

Over the next few centuries, the Hutts reclaimed all of Nar Shaddaa and made the Evocii into a labor force once more. The moon transformed into a sprawling city-planet and the credits flowed. The kilometers-tall buildings stratified the world, raising the wealthy and powerful to the top and banishing what was left of the Evocii into the depths.

Living far below the sprawling upper towers took a heavy toll on the Evocii. The harsh, toxic environment of the lower levels caused rampant mutation among those forced to live there. In time, the species mutated into a sickly, pale shadow of its former self due to exposure and generations of inbreeding. Some believe the Evocii are now extinct, though this is not the case; they persist, in their wretched state, but they are certainly no longer the species they once were.



NAR SHADDAA AND THE OLD REPUBLIC

For millennia, Nar Shaddaa rivaled Coruscant as a hub of commerce and innovation. The Republic valued the moon for its role in keeping goods flowing to the far-flung reaches of the galaxy, far from the Core Worlds. While Hutt Space was not part of the Republic, the revenue generated for all parties on Nar Shaddaa made it a welcome addition to the trading routes.

In 4,000 BBY, a star along the Ootmian Pabol went supernova in the Kyyr system. This destroyed the route in that sector and made travel to and from Nar Shaddaa much harder. This rendered the moon no longer viable to the Republic as a major commerce hub, and its traders abandoned it soon after.

It was not long before Nar Shaddaa became known as the Smuggler's Moon, quickly becoming a new force in the galaxy—one of lawlessness, illegal activity, black markets, and murder. This change did not bother the Hutts in the least; if anything, it pleased them greatly, for it drew commerce from the desperate and avaricious.

Over the ensuing years, Nar Shaddaa was at the center of countless important events. During the Mandalorian Wars and the great Jedi Civil War, the moon took in thousands of refugees from planets destroyed during the conflicts. At a later date, the Sith Empire established an academy on the planet to train assassins. The Republic and its enemies constantly vied for favor among the Hutt kajidics in hopes of increasing their power and holdings. Despite its far-away location, Nar Shaddaa has influenced a great deal of history.

PROGRESS THROUGH PAIN

Even with all of its criminal activity, Nar Shaddaa is known for being at the center of many great technological inventions. This stems from corporations' taking advantage of the laxity of its laws to test potentially dangerous inventions in ways that would face strong opposition elsewhere. The technologies developed here include improved hyperdrives, advanced shields, proton torpedoes, and much more. Even though hundreds (if not thousands) of individuals have lost their lives to perfect these innovations, wealth and progress always comes first on Nar Shaddaa, and safety practices are unlikely to improve.

THE SMUGGLER'S MOON TODAY

It is said that when the inhabitants found out about the fall of the Republic and rise of the Empire they celebrated for an entire month. They were not happy about what a regime change meant for the galaxy, but they were overjoyed because the Empire was turning its attention inward, which would allow even more leeway for illegal activity.

The Empire's only move against Nar Shaddaa came in 4 BBY, when an Imperial task force was dispatched to make a show of might in the Baxel sector by razing the moon. Growing troubled by the increasing Rebel activity throughout the galaxy, the Emperor ordered a crackdown against lawlessness throughout Imperial Space. Moff Sarn Shild was tasked with bringing Hutt Space into line, and he knew that Nar Shaddaa was the center of its illegal activity. Very concerned about the economic impact this would have on their endeavors, the leading Hutts convened on Nal Hutta to discuss their options. In the end, a ragtag fleet of smugglers and pirates assembled to stave off the Imperial attack. Due in part to the lack of powerful assets such as *Imperial*-class Star Destroyers, the region's Imperial fleet was defeated, and the Empire left the Hutts alone for the time being. The loss at the Battle of Nar Shaddaa was an embarrassment to the Empire and exposed a great deal of Imperial corruption.

PEOPLE AND CULTURE

Nar Shaddaa is at its core a starport that never sleeps, constantly turning over trade goods and travelers and profits in a never-ending cycle of shady, black market commerce. It is a melting pot in which the many and varied species of the galaxy may wheel and deal and profit off of one another, with the omnipresent Hutts always taking their "fair" share.

Many kajidics maintain business offices among the ports and marketplaces of the moon, but the Ruling Council is only nominally in control of the goings-on there. The kajidics themselves hold sway over their respective territories, though there are hidden places on Nar Shaddaa to which their reach does not extend. The kajidics leave the heart of the city to the smugglers, who consider Nar Shaddaa the closest thing to home they have.

Nar Shaddaa has as many different faces as a moon has phases, each with its own unique culture and outlook. It is different things to different beings, serving as a pirate's haven for some, a distant refuge for others, or a towering prison to yet more. These societies are typically divided along the same lines as the various sectors in the endless city, but a single sector may also house a dozen different cultures in turn.

Social structure is very easy to navigate on Nar Shaddaa, with each vertical city being built upon (and better than) the one below it. The highest spires play host to the most upscale housing complexes and casinos, while the deepest underlevels conceal the most degenerate beings on the moon. At the top of the middle levels, the Corellian Sector of Nar Shaddaa is the dark mirror of Coronet City, a place rife with smuggling and crime, where the

Corellian penchant for brazen gambling frequently turns violent. Beneath that, the Old Duros Sector is home to unsavory and unwanted characters who prowl the run-down streets and spires for the meager leavings of more fortunate passers-through. The Undercity is the most destitute of them all, inhabited by wretched, dark-dwelling creatures that may have never known the kiss of a fresh breeze or the touch of diluted sunlight.

PLANETARY INFORMATION

The sights and sounds of the Smuggler's Moon have drawn travelers from across the galaxy for thousands of years. Some come simply to see what all the tales are about. Others come looking for a quick way to make a credit, hoping to exploit the crime-ridden haunts for themselves. Yet others come to settle old scores, knowing that few will look twice if someone meets the wrong end of a blaster. No matter what brings a traveller to the Smuggler's Moon, it can surely be found there.

CORELLIAN SECTOR

Named for (but not to be confused with) the region of space, the so-called Corellian Sector is a well-frequented high-rise district on Nar Shaddaa. It is home to numerous trendy nightclubs, restaurants, and casinos. This area also houses many public merchant areas, as well as a very poorly patrolled warehouse district that smugglers make use of for hiding cargo. Of all the enterprises taking place here, none is more popular or profitable than gambling. Official and unofficial establishments are constantly open-

ing and closing, providing everything from sabacc, Binspo, and Compmatch to more exotic pursuits such as betting on the pod races of Malastare and Tatooine. One locale, the Blood Pits, specializes in holocasting pit fights taking place around the galaxy. Betting on Nar Kreetan rancor fights is an especially popular pastime in this gambling den.

Though it is primarily controlled by the Hutts and Corellian-descended humans, all manner of species live and work in this sector. Public housing is readily available here, and many take advantage of the affordable accommodations. Level 88 is an especially popular destination for both work and play. The machine works located on this level employ many individuals with an aptitude for repairing cargo freighters and other ships.



As with most of Nar Shaddaa, crime is so rampant here that it is considered by most to be a way of life. The Corellian Sector is particularly popular among bounty hunters, as a number of its locales cater to their kind, displaying available bounties to all interested parties. The Corellian Port Control, in charge of all security in this sector, tends to let smaller offenses pass without issue. At times, it even encourages the occasional bounty killing for business purposes.

MELTDOWN CAFÉ

The Meltdown Café is a popular but seedy drinking establishment specializing in a concoction called a Tatooine Sunburn—a syrupy, bitter drink many residents have come to love. The café caters to a bounty hunter clientele and is a frequent spot for arranging jobs. Half dozen Gank killers can be found loitering here and planning their next hunt at any given time.

Those with outstanding bounties on their heads are unsurprisingly well-advised to avoid this establishment, for a visit could mean dozens of licensed hunters descending upon them. For those seeking killers for hire or simply to bring on some muscle for a job, however, the Meltdown Café can be a useful destination.

A gruff, disgruntled near-human by the name of Uralak runs the Meltdown and keeps the peace, or at least strives to keep the number of murders to a minimum. Uralak inherited the café from a grizzled bounty hunter known only as “One Eye.” The previous owner ran the Meltdown for close to eighty years before turning the reins over to Uralak. Once the venue changed hands, the aged bounty hunter gathered his weapons and headed Rimward for one final bounty. Uralak claims that his predecessor still hunts, working to claim that last bounty that has eluded him for decades. Whether or not this last detail is actually true, Uralak solemnly recounts the tale to anyone who leaves a generous tip.

USING THE MELTDOWN CAFÉ

The Meltdown is a prime location for Bounty Hunter characters to pick up jobs while on Nar Shaddaa. GMs should have a steady stream of available marks posted within the café. The majority of the jobs posted come from the Hutts, but others make use of the Meltdown if they are hoping to recruit the best hunters around.

PCs with a Bounty Obligation should be careful when visiting this watering hole, as its regulars tend to jump at any opportunity for easy cash. Disguises or other trickery might be in order if a group seeking to elude the attention of bounty hunters needs to visit this locale.

USING THE SLAG PIT

Unlike other locations within the Corellian Sector, the Slag Pit is not terribly welcoming to outsiders. Newly arrived characters should tread lightly when approaching this location, or they can find themselves one of the many victims in the alley behind the Pit. If the PCs have Obligation to the Hutts, the Pit becomes even more dangerous to them. GMs should keep this in mind when bringing their Obligation into the game. Player Characters with any ties to Black Sun or Obligations to the organization can use the Pit as a base of operations while on Nar Shaddaa.

THE SLAG PIT

The other locale of note for bounty hunters is the Slag Pit, a rough-and-tumble gambling den and watering hole on the lowest levels of the Corellian Sector. The Pit, as it is commonly referred to, averages at least one killing every other day, and no members of the Corellian Port Patrol have set foot inside the bar on official business in years.

Odrell Vorbaal, a Pau'an, has owned the Slag Pit for longer than anyone seems to remember. Odrell prefers to work from the shadows, though, and he relies heavily on Salix, the Bothan bartender, to maintain the Pit's day-to-day operations. This allows Odrell to focus on his real business: spice. The Pau'an is one of the premier dealers of glitterstim on Nar Shaddaa, using the Slag Pit as a front for his operation. The Pit is well liked by bounty hunters, as Odrell always has “customers” who are behind in payments, which provides a steady source of income to the hunters.

Odrell has gone to great lengths to keep his spice operations from coming under scrutiny from the Hutts. Many of them have large spice smuggling operations of their own, and any competition is usually dealt with swiftly and harshly. The Hutts have long searched for the source of the increased glitterstim shipments that make it to the streets of Nar Shaddaa but so far have been unsuccessful.

The Hutts' difficulties locating the operation have been in no small part due to the power behind Odrell's operation—Black Sun. The criminal empire has long used remote agents such as Odrell to expand their operations into Hutt Space. If the Hutts were to find out about this encroachment into their territory, it could lead to all-out war with Black Sun.

ORANGE LADY

Known for patrons quick to shoot first and say “excuse me” later, the Orange Lady is a dank, seedy cantina deep in the lower levels of the Corellian Sector. Frequented by death stick dealers and addicts, this location is one that respectable patrons steer clear of.

An ill-tempered Aqualish known as Hopper tends bar and loosely keeps trouble at bay in the Lady, though he is not the owner. The Orange Lady is owned by the Besadii kajidic, serving as a dispensary for many of their illicit products. As a cantina subject to negligible law enforcement intervention, the Besadii also use this run-down establishment as a prime “recruiting” location for their slavery rings. The locals know better than to ask questions when someone goes missing at the Orange Lady.

USING THE ORANGE LADY

The Orange Lady is a prime location for GMs to launch a number of investigations and adventures. The Player Characters could go looking for a missing friend or associate last seen at the Lady, or attempt to investigate its Besadii connections if they are working for a rival kajidic, especially Jabba's clan, the Desilijic. Perhaps a family member of a PC has fallen on hard times and is dealing death sticks out of the Lady, requiring intervention. The options are plentiful for GMs who wish to tackle the darker side of Nar Shaddaa and themes of drugs, trafficking, and abduction.

OLD DUROS SECTOR

During the days of the Old Republic, the Duros Sector did not share in the wealth flowing through the rest of Nar Shaddaa. The district was a slum populated by Duros, war refugees, and other rejects, including the Evocii. Both the transients and those beings who call the Duros Sector home were caught between the machinations of the old Sith Empire and the legendary Jedi Knights, but eventually they rose above their lots and made the Duros Sector a place they could be proud of.

In the decades prior to the Clone Wars, the Duros Sector was considered a cosmopolitan haven in the Outer Rim. Funded by the Neimoidians of the Trade Federation, the Duros Sector catered to upscale individuals who enjoyed spending credits on the

finer things. High-end shops, casinos, and restaurants popped up all across this area. The Trade Federation maintained security, stationing their battle droids throughout the area to protect those helping to increase the Trade Federation's wealth and power. Mollified by the heavy taxes they collected from the Neimoidians, the Hutts permitted this to take place. As long as all parties stayed happy, business boomed.

With the coming of the Empire and the nationalization of the Trade Federation, the Duros Sector quickly fell into the same state as the rest of the Separatist holdings. Shops closed, security became nonexistent, and in less than a year at least three-quarters of the sector was abandoned to the poor and disenfranchised, who quickly took it over. Duros immigrants and refugees make up the majority of the population, though there are many members of other species here, as well. Unrest bubbles under the surface for these forgotten people, and at times influential leaders rise to fan the flames of revolt.

The Duros Menagerie of Exotic Species, once a shining star of the tourist industry on Nar Shaddaa, was neglected and ignored in the exodus. Soon, the dangerous predators housed within escaped and began to prey on the homeless who had taken up residence. Today, the Duros Sector is known as the Old Duros Sector, and it is a haunted ruin, home to lethal predators that lurk around every corner.



The Hutts mount safaris into the Old Duros Sector these days—for a substantial fee, of course. Hunting the escaped creatures that live here has become an exciting pastime, and those with enough credits can join in on these semi-regular excursions.

Connecting the Old Duros Sector to the Corellian Sector are a number of passages, including an infamous secret tunnel, a remnant of better times. Today, this clandestine passage and others like it are used to transport illicit goods, away from the eyes of the Hutts.

HUNTING IN DARKNESS

The hunting trips into the Old Duros Sector are run by the Ootana family of the Hu'un clan. These specialists in exotic animals conduct expeditions across Hutt Space to capture and kill such creatures for sport. With no one to maintain the Old Duros Sector, its buildings and warehouses no longer have reliable power reserves. This keeps the sector in near-perpetual darkness, which adds to the thrill of the hunt. The Ootana impose strict contract terms on those who undertake the hunting trips, indemnifying the kajidic from any responsibility for death or injury. To date, fourteen separate hunting parties have failed to return from the Old Duros Sector. This does not seem to deter business, however, as the waiting lists for the trips run years in length.

RED LIGHT SECTOR

On a world known for illicit activity, an entire sector that specializes in such behavior becomes renowned throughout the galaxy. The Red Light Sector of Nar Shaddaa specializes in body enhancement, implants, illegal drugs, and more unusual pursuits. The businesses that operate here take great advantage of the moral flexibility of those who call the moon home to line their pockets with credits. Slavers and spice dealers operate alongside the bio-enhancement and pleasure shops, earning this area its well-deserved reputation for “anything goes.”

Security in the Red Light Sector is limited to the central area known as Dream Street. This area draws in many tourists who wish to see the fabled Nar Shaddaa, but without venturing too far from the beaten path. Local proprietors warn that anything outside of Dream Street is not secure, and that anyone who finds trouble had best be able to sort it out alone, as they will not be coming to help. Of course, some tourists are more adventurous than they are wise, and so criminal activity abounds in this region.

BUILDING A BETTER BODY

Bio-enhancement is a specialty of the Red Light Sector. Individuals from across the galaxy come here for bionics, combat implants, sensor implants, and much more. Many of the implants for sale are illegal under the Empire, which draws a certain type of clientele.

The enhancements available here are not just for those looking to alter their own bodies. Many come here to avail themselves of the altered entertainers who work throughout the area, to see and experience things not found elsewhere in the galaxy.

THE HEARTACHE BISTRO

Now home to those specializing in temptation, the Heartache Bistro was simply a dirty cantina far from the main thoroughfare of the Red Light Sector before it was revitalized by an enterprising Twi'lek named Narissa. Now known as one of the premier restaurants in all of Nar Shaddaa, the Heartache Bistro caters to indulgences of many other types as well. Food, drink, companionship, entertainment, spice, and much more are all available here, for the right price.

The cantina has recruited the finest chefs for its kitchens and stocks only the highest quality liquors behind its bar. The servers and “companions” who cater to customers are inevitably some of the most attractive of examples of their species. Members of countless different species work for Narissa in various capacities, and possess an equally diverse set of skills. Anything one could desire can be obtained at the Heartache, if one knows whom to ask.

In addition to its other available temptations, the Heartache has recently entered into a highly secretive arrangement with a Hutt kajidic to sell the rare drug Tempest Spice. A highly addictive version of glitterstim, this spice was altered with a virus from the ruins of Varl, the original Hutt homeworld. Mika Anjiliac Chiera, a young Hutt looking to expand his family's already lucrative spice dealings, concocted this particular drug in 19 BBY.

In recent years, the supply of Tempest has dwindled, making it even more sought after by addicts. Its price has risen considerably throughout Hutt Space, and the Anjiliac clan is desperate to increase its supply. Unfortunately, the secrets of its creation were known to only Mika and his trusted second, an Esral'sa'Nikto named Orgamon. Mika has not been seen in many years, leading most to believe that he is hiding from his family. Orgamon has so far avoided any run-ins with the Anjiliacs, and he uses a number of intermediaries to supply the limited quantities of Tempest he can to the Heartache Bistro.



USING THE HEARTACHE BISTRO

The Heartache is an upscale establishment for the Player Characters to visit under a variety of circumstances. The characters could be tasked with retrieving an errant business partner or relative who has vanished into this area. Perhaps a Hutt or other NPC the PCs owe wishes to indulge in a rare food or drink that the cantina serves. Alternatively, the PCs could be tasked with investigating the sale of Tempest Spice known to originate at the Heartache. Since Tempest Spice is highly addictive and its long-term effects include uncontrollable rage and violence, the Hutt Ruling Council has issued a ban on all production of the drug, but it has not stopped the spice's sale completely.

For PCs with Obligation to the Council or to any families on the ruling body, investigating the Tempest dealers and their supply lines can provide an exciting adventure through this sector. Many Hutts would like to get their hands on Mika Anjiliac Chiera, and the PCs could be tasked with uncovering his whereabouts.

CLUSTER CANTINA

Another cantina popular with spacers and criminals, the Cluster is not very remarkable to most who walk through its doors. The average patron would compare the Cluster Cantina to hundreds of others throughout the galaxy, but this would be far from the truth. The Cluster maintains its plain appearance and unremarkable nature to hide its true purpose—as a hidden safe house for the Rebel Alliance on Nar Shaddaa.

Since the Hutts have no real stake in the fight between the Empire and the Rebellion, they have not made any overt moves to stop the Alliance from using Nar Shaddaa in their operations. If the activity draws too much Imperial attention, however, this could change very quickly.

USING THE CLUSTER CANTINA

GMs can use the Cluster Cantina's ties to the Rebel Alliance to launch a number of adventures. The Player Characters could be tasked with providing the cantina with weapons or support shipments for the Rebels, or they could be charged with escorting an individual to the cantina to meet with Rebel contacts. The Cluster Cantina is a prime location from which PCs can become involved in the Rebellion, if the GM and players are interested in pursuing that narrative avenue.

UNDERCITY

In a city that spans an entire moon, the Undercity of Nar Shaddaa is a place so vile that even the hardest bounty hunters and smugglers avoid it at all costs. Kilometers below the tallest landing pads and cantinas, the Undercity is home to mutants, escaped killers, lethal predators, and even worse.

The Undercity has been built up over the millennia due to the constant vertical growth of Nar Shaddaa's cities. The lower levels have been continually relegated to serve as housing for the least fortunate and as a dumping ground for the toxic refuse that the upper levels produce. While this is a common practice among ecumenopoleis like Taris and Coruscant, the lack of laws and regulations on Nar Shaddaa made the Undercity an even worse environment than on other worlds.

The Undercity is divided into its own districts, designated by a grid pattern sector-naming scheme. These official names are rarely used by anyone living on the moon, however. Most individuals prefer to call the areas of the Undercity by their more common, local names.

For example, Sector 340-NJ is the term officials use to refer to a district deep below the Corellian Sector, but most locals simply call it Blood Town. It has earned this name from the constant red haze that hangs over it, generated by the Arealleath Corporation, which maintains a large factory above in the mid-levels. The byproducts from the manufacturing plant rain down into the Undercity here, finding their way to the poorly functioning air recyclers. The resultant fog that permeates the sector has a rusty hue that stains clothing and permeates the tissue of those who breathe the caustic air.

Other districts of note include the Valveworks, Dead Town, Darklands, and the Hunting Grounds.

THE VALVEWORKS

The need for clean air and water is great throughout Nar Shaddaa, and the massive recycling plant in the Valveworks is just one of many that clears the air of the multitudes of toxic chemicals that spill into the atmosphere. A large portion of the Undercity is devoted to air processing and water cleaning, though over the years. The output of these plants has fallen dramatically, causing quality of life to plummet in the poorest areas.

As the oldest of the atmosphere scrubbers, the machinery in the Valveworks is working at approximately 60 percent efficiency. The corporations tasked with maintaining this impressive edifice have long since gone into bankruptcy and now owe the Banking Clan millions of credits. The automated processes of the plant keep it running from day to day, but no one can say for how long this will last. If the Valveworks were to cease functioning, it would be an ecological

disaster for Nar Shaddaa. So far, the Hutts do not seem concerned about this, as the machines have worked for thousands of years and, they are sure, will continue for thousands more.

DEAD TOWN

For a world that deals in death as easily as in credits, finding a place to dispose of the dead is crucial. While most bodies are cremated, there are some species whose religious beliefs forbid such treatment. The large mausoleums of Dead Town are where the uncremated dead of Nar Shaddaa spend eternity.

The structures that house the corpses in Dead Town resemble massive warehouses—warehouses with hundreds of thousands of individual bays in which the dead are interred. The bodies are hermetically sealed to keep out moisture and the elements, maintaining a state of perfect preservation for the deceased.

Droids keep the facility running smoothly and serve as a security force. Grave robbers are common in this area, each hoping to find an ancient treasure that was entombed with a loved one. While the droids are adequate in maintaining security most of the time, a number of vaults are broken into each month. Luckily, there is very little to be found in most of the tombs, since the majority of those buried here are poor. Still, the occasional explorer finds a trinket of value, making Dead Town a popular destination for desperate scavengers.

DARKLANDS

While power failures are common throughout the Undercity, the Darklands maintain the dubious distinction of not having had power for decades. This region deep below the Red Light Sector has long been a refuge of death stick addicts and murderers, and the permanent power outage has only made the region more dangerous and degenerate.

Now, the Darklands are a barbarian wasteland set within a cityscape, home to psychopathic gangs and degenerate cannibals. Lack of power means the residents live in a strange techno-primitive state, hunting fang-rats in decaying luxury apartments, carrying torches for light, and even using bows and spears.

The region's location concerns the kajidics. To ensure the inhabitants don't interfere with the Red Light Sector's lucrative businesses, the Hutts have sealed most of the transit ways and posted enforcers at the entrances to the remainder. Of course, even if someone wanted to visit the Darklands, they'd have to climb down hundreds of meters of dead turbolift shafts just to reach it.

NEW VERTICA

The "city" of New Vertica is a large section of Nar Shaddaa that has established its own local government after seceding from the dominion of the Hutts in some three and a half centuries ago. At the time, this move amused the Ruling Council more than anything else, and so the Hutts dispatched a number of security forces that they expected would quickly quell the uprising and humiliate these instigators.

After a bloody week of fighting, the Hutts decided to allow New Vertica to remain independent, as long as its citizens paid a hefty sum each month in taxes "for use of the land." Looking to end the bloodshed, the leaders of New Vertica agreed to this arrangement.

Despite their apparent defeat, the Hutts consider New Vertica's independence an acceptable outcome (even though they lost a significant number of security officers during the fighting). With the city autonomous, the Hutts are now no longer responsible for maintaining this section of the moon, and they receive a large sum of credits each month to boot. To the Ruling Council, nothing could be better than less responsibility and more money. For its part, New Vertica gets by, though the arrangement depresses its economic prospects to this day.

IMPERIAL SHIPYARDS

Recently constructed in orbit around Nar Shaddaa, a fledgling Imperial shipyard facility has sprung up, focusing on TIE fighter construction. This orbital structure was established here to increase Imperial presence in Baxel sector, and Hutt Space in general. Initially the Hutts protested this move vociferously, but eventually they relented, realizing that they could turn the situation to their advantage by selling construction materials to the Empire at double the usual cost. Now, the orbital shipyards provide valuable business to Nar Shaddaa, allowing to Hutts to profit off of the Imperial war machine's constant need for supplies.

The Rebel Alliance has had their eyes on this facility since it went operational, but they do not have the resources to mount a full assault upon it. Attempts to sabotage shipments from the moon to the shipyards have so far been unsuccessful. The Rebels know that if they disrupt the Hutts' income stream while sabotaging the Empire, they will bring both enemies down upon them, something the Alliance cannot deal with at this time. While there is little love lost between the Rebel Alliance and the Hutts, the Rebellion can hardly afford to split its already thinly spread resources.

CREATURES AND CHALLENGES

As a moon-spanning city, Nar Shaddaa is home to countless alien species. Visitors from across the galaxy travel to the Smuggler's Moon to conduct business, and it is not uncommon to find beings who have never been seen elsewhere walking the elevated streets of the ecumenopolis. In addition to the sentient beings, dangerous predators and other creatures also live in the shadowy confines of the city. Some are escaped creatures from Hutt collections, while others were brought here as illegal cargo (or even stowaways) on the many ships that come and go each day.

GANK HUNTER [RIVAL]

Ganks are a war-loving, bipedal species used by the Hutts and others as bounty hunters, mercenaries, and assassins. Although little is known about the species' origins, the Ganks' reputation as cold-blooded killers is well known across the galaxy. Ganks cover themselves from head to toe in battle armor, and they are rarely alone, preferring to work in packs. As to what Ganks look like under the armor and prosthetics, one would have to ask a Gank to find out—a daunting prospect. Almost all Ganks augment their bodies with cybernetics, the better to accomplish their violent work.



Skills: Athletics 1, Coercion 2, Cool 1, Melee 1, Ranged (Heavy) 3, Stealth 1, Vigilance 2.

Talents: Rapid Reaction 1 (may suffer 1 strain to add ☆ to any Vigilance or Cool check to determine initiative order).

Abilities: Cybernetic communications (due to their cybernetic modifications, Ganks can communicate silently with other Ganks).

Equipment: Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Autofire, Cumbersome 3), vibroknife (Melee; Damage 4; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), heavy battle armor (+1 defense, +2 soak), various cybernetic enhancements (bonuses included in profile).

VRBLTHERS [MINION]

Vrblthers are bipedal, carnivorous predators that are distinguished by powerful clawed hands and feet, long tails, and thick leathery hides that range in color from black to dark green to brown. Originally native to Varl, vrblthers were brought to Nar Shaddaa by the Hutts during their emigration to Evocar, the planet that became Nal Hutta. Hutts still make pets of vrblthers, and feral specimens can often be found hunting in packs in the lower reaches of Nar Shaddaa.



Skills (group only): Athletics, Brawl, Resilience, Stealth, Survival.

Talents: None.

Abilities: Olfactory perception (gain a □ on all Survival checks made to track prey, and adds ■ to enemy Stealth checks made against the vrblthers).

Equipment: Powerful claws (Brawl; Damage 8; Critical 3; Range [Engaged]; Knockdown, Sunder).

EVOCII [MINION]

The Evocii are a primitive humanoid species who were evicted from their home planet, Evocar (renamed Nal Hutta), by the Hutts in roughly 15,000 BBY. The Evocii were relocated to Nar Shaddaa, where the Hutts used their slave labor to build the cities of the Smuggler's Moon. The few who survived the hard labor and prolonged exposure to Nar Shaddaa's atmosphere retreated to the moon's lower levels. There, centuries of pollution exposure and inbreeding have led to their becoming a wracked and sickly species.



Skills (group only): Coordination, Survival, Vigilance.

Talents: None.

Equipment: Scrap crossbow (Ranged [Light]; Damage 5; Critical 5; Range [Medium]; Inferior, Vicious 1), heavy clothing (+1 soak).

VARL

Astrogration Data: Ardos system, Hutt Space, Mid Rim region

Orbital Metrics: 378 days per year / 29 hours per day

Government: Hutt Ruling Council

Population: 176,000 (Klatooinian 39%, Nikto 21%, Twi'lek 17%, other 23%)

Languages: Huttese

Major Terrain: Airless craters (formerly polluted wastes)

Major Cities: None

Areas of Interest: Airdomes, rumored mining centers

Major Exports: None

Major Imports: None

Trade Routes: None

Special Conditions: Heavily guarded, no breathable atmosphere

Background: Varl was the Hutt homeworld scoured over twenty thousand years ago by a supernova or the conflicts of the Hutts themselves during a series of events called the Cataclysms. The planet became a completely lifeless husk in the wake of these a catastrophes, and the Hutts were forced to travel to Evocar to reestablish their empire.

The Cataclysms burned off the world's breathable atmosphere, destroying all vegetation and life in the process. Seen from orbit, Varl's barren landscape is pockmarked with craters and other debris. The only signs of life come from a few scattered domes erected on the southern continent. The domes are relatively

small: only a few kilometers across. Their surfaces are composed of reflective materials that prevent passing ships from seeing inside or even scanning the domes. Inside, a number of Hutt slave races labor away, but for what purpose is uncertain. The Hutts themselves offer no insight on such matters.

Varl is completely off-limits to all outsiders. The Hutts maintain a strong presence along all hyperspace routes leading to the world. Hutt warships, a sight almost never seen in the greater galaxy, blockade Varl, keeping out anyone lacking the highest clearances from the Ruling Council. Clearly, whatever is hidden on Varl is of considerable importance to the Hutts, at the very least.

Transit passes from the Council are exceptionally rare and are never granted to anyone who isn't working under the auspices of a Hutt family. This, combined with the existence of the domes, have led some to speculate that there is something of great value hidden on Varl, and that the Hutts are using these facilities to try and find whatever that may be. Of course, sneaking on to Varl would be extremely dangerous, as the Hutts have spent considerable effort to guard this ancient world and whatever secrets it conceals.

THE GODSHEART

Located to galactic east of the ancient homeworld of Varl, the Godsheart is a pulsar that the early Hutts held sacred. For thousands of years, the Hutts would study the pulses and patterns of the star, believing that they held a way to divine the future. It is said that the Godsheart led the Hutts from Varl to Nal Hutta, further strengthening their belief in the stellar object's supernatural qualities. To this day, there are still elements within the populace that believe this pulsar has a connection to a greater destiny for the Hutt species.

VESTIGES OF DESTRUCTION

The former homeworld of the Hutt species, the world of Varl was once a lush planet covered with forests and oceans. This was long before the Hutts rose to power, though, and transformed it into a polluted wasteland. For tens of thousands of years, the Hutts exploited their world, stripping it of natural resources and steadily turning it into a fetid swamp-land.

The destruction of the Hutt homeworld is surrounded by myth, legend, and few historical facts. The Hutts themselves claim that the star system was ruled by two gods—the system's stars—called Ardos and Evona. Evona was lured into a black hole and destroyed. Distraught, the system's planets lost their way and collided. The resulting asteroids pummeled Varl. The loss and destruction was too great for Ardos to bear. He transformed into a white dwarf, searing Varl in a wave of expanding gasses and making it unlivable. The Hutts lost faith in his ruling status. They regarded their survival as an indicator that they were greater than gods—an attitude that explains a great deal about Hutt egos.

It is far more likely, however, that the Hutts destroyed their own world during a series of vicious inter-clan conflicts known as the Cataclysms. These civil wars escalated to the use of terrible weapons of mass destruction that annihilated Varl's cities and biosphere, forcing the Hutts to flee to Evocar.

After the Hutts relocated to Nal Hutta, Varl was deemed off-limits to outsiders for reasons unknown. However, members of various Hutt slave species have

EVONA'S HEART

A common tale among spacers and explorers is the legend of Evona's Heart. It is said that when the star Evona was destroyed, the Hutt goddess Evona cast her heart out into the void before she was swallowed by the darkness of the black hole. Taking shape as a massive crystal believed to possess unimaginable power, the heart fell in a fiery ball toward Varl. The massive explosion that resulted destroyed most of the southern continent, and Evona's Heart plunged into the depths of the world. Many believe that the Hutts search for the object to this day and that the hunt for this artifact is why they have slave races working on the desolate world of Varl still.

been observed constructing massive, enclosed airdomes on the planet. Why the Hutts permitted this puzzles researchers greatly, due to the lengths the Hutts have gone to in keeping the world quarantined to outsiders. Some have speculated that there is something of great value hidden on Varl and that the Hutts are using these facilities in their efforts to exhume it.

Varl remains important in Hutt mythology as the ancestral home of the species. A great number of the Huttese creation myths and other religious stories ascribe almost supernatural powers to the world, something that most consider hyperbole and legend. As with most things, Hutts do not pay any attention to the musings of lesser species and do not discuss their beliefs with them, either. What little is known of these beliefs comes from rare texts uncovered deep within the Bandarran Archives millennia ago.

PLANETARY INFORMATION

At least some of the domes scattered across Varl house mining operations that exist to exploit the few remaining resources on the planet. Deep within the planet's core, a vein of aurodium worth billions of credits was discovered a few centuries ago. Aurodium is highly valued in far-flung places like the Outer Rim, where Imperial credits are not as widely accepted.

The Hutts knew the aurodium would be very hard to extract, and they had to make sure that anyone tasked with the undertaking could be relied upon. The number of credits that the Ruling Council stands to gain from this operation is staggering, and if word were to spread to rivals such as the Black Sun, there is no telling what they and the Hutt crime families might do.

The mining operations on Varl are under the control of Lorgatt, a member of the Desilijic family who reports directly to the Ruling Council on all matters. Lorgatt has overseen the construction of the domes and procurement of equipment, and he has hand-picked all of the workers who serve under him. The majority of the workers are Klatooinian and Nikto, while a smattering of other sentients serve in minor roles. Lorgatt keeps the operation running smoothly, but on his own timetable. A master of politics, the Hutt carefully words every update he delivers to the Ruling Council. The fact that he is skimming a great deal of ore to his private reserves hidden deep in the Outer Rim has everything to do with that.

THE YEV'ANAHA BELT

Surrounding Varl is a great, debris-filled asteroid belt made up of the remnants of the planet's moons, destroyed ships, and more. Hutt patrol ships use the asteroid belt to conceal their presence while monitoring Varl. A number of sensor nets and droids also monitor the area, feeding all data to the primary warship of the Varl task force, *Potala Um Var (Eternal Vigilance)*. This ship is captained by Ulal, one of the few Hutts at home in space. Ulal has policed the lanes of Varl for nearly five centuries, and considers it to be his sacred duty to protect the ancestral home of the Hutts.

Any group of daring explorers that wishes to reach the surface of Varl must make its way through this asteroid belt and the various defenses concealed within. Such a venture is as treacherous as delving into any forgotten tomb or ancient temple. For particularly starship-oriented groups, the mere process of reaching Varl could provide an exciting and challenging encounter (or even a full session of play) as the group dodges natural dangers such as asteroids, protector vessels, and cunning traps left by the covetous Hutts.

THE SURFACE

Var's blasted crust has little of note besides the mining operations that sporadically dot the wastelands. Still, there are some things worth seeking on the wracked surface of this world, even besides the aurodium mined there. The surviving fauna, such as the notoriously deadly photon spider, might draw a group looking to capture an exotic creature. Further, some treasures from before the Cataclysms still exist, and these objects would be of great interest to collectors—especially Hutts—of curios across the galaxy.

CREATURES AND CHALLENGES

What is left on the planet Varl either survived the Cataclysms or has been recently transplanted and can survive the inhospitable environment. Travellers rarely run into any life forms outside of the mining operations, and those who do encounter them usually wish they hadn't. Still, some hunters, biologists, and archivists seek out these creatures for one reason or another. Wiser sentients hire someone else to visit this desolate world and collect samples of its harsh flora and fauna. Whether the PCs are drawn to encounter these creatures by curiosity, avarice, or bad luck, they can provide challenging foes for even experienced explorers.

PHOTON SPIDER [MINION]

Measuring three meters in diameter, the photon spider lives deep within the underground of Varl. It requires no atmosphere, as the crystalline life form does not breathe, and it survives on the veins of aurodium that run through the planet. Thus, anyone engaged in mining this valuable mineral is likely to see one of these creatures sooner or later—and the truly unfortunate might get a closer look.



Skills (group only): Athletics, Brawl, Resilience, Vigilance.

Talents: None.

Abilities: Crystalline (does not need to breathe and can survive in vacuum and underwater; immune to poisons and toxins), Photonic Burst (once per encounter as an action, photon spider can unleash a pulse of light from its body; all targets within short range are disoriented for two turns), Silhouette 2.

Equipment: Bladed legs (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 2).

THE LOST [RIVAL]

Not all Hutts fled Varl when the world was deemed lost. Some lesser Hutts, trapped deep underground in slums, were cut off from the evacuation routes and unable to escape. These creatures devolved over the millennia and have become the Lost. Albino, feral creatures, the Lost survive in pockets of air deep underground, harassing and preying on miners working on Varl. The Lost maintain a great deal of devious cunning even as their rational minds have faded away.



Skills: Brawl 2, Coercion 2, Discipline 2, Resilience 5, Vigilance 2.

Talents: Durable 3 (subtract 30 from Critical Injury rolls made against the Lost, to a minimum of 1).

Abilities: Awkward (the size of the Lost's body adds ■ ■ ■ to Brawl, Melee, and Coordination checks), Ponderous (the Lost can never spend more than one maneuver moving per turn).

Equipment: Claws (Brawl; Damage 4; Critical 2; Range [Engaged]), diseased bite (Brawl; Damage 5; Critical 4; Range [Engaged]; Vicious 4).



BOOTANA HUTTA

Known as the Garden of the Hutts, the Bootana Hutta is a section of Hutt Space encompassing twenty-one worlds. This subsector has not directly affiliated with the Hutt Space proper, and the worlds here do not directly answer to the Ruling Council. The planets of the Bootana Hutta are, or were, throneworlds of many important (and formerly important) Hutt families. Tales of great treasure, ancient artifacts, and amazing technologies are common when discussing the Bootana Hutta.

The Pabol Hutta transects the region, serving as the only viable hyperspace route through this area. The world of Mulatan serves as a gateway into the subsec-

tor and is responsible for the defense of its worlds. A number of Hutt warships surround Mulatan at all times.

Those traveling from Nal Hutta into the region must cross the Gos Hutta system before entering the Bootana Hutta. This system contains three verdant worlds and a number of orbiting space stations. As at Mulatan, Hutt warships are a common sight in the Gos Hutta, advising those who have no business here to make their stay a short one. In the past, various kajidic leaders would sometimes meet on the space stations with outlanders who traveled here.

From the lush swamps of Kor Besadii to the bustling industrial world of Saki, all manner of planets can be found in the Bootana Hutta. Some worlds, like Nar Chunna, are primarily trade outposts; reportedly, all types of priceless artifacts can be found in these outposts. Others, like Pybus and Cyax, are considered taboo by the Hutts and avoided for unknown reasons.

Throughout the Bootana Hutta, open violence is very rare. The various kajidics that maintain palaces in this region suppress their clan rivalries within its boundaries. The Hutts spend their time enjoying the gambling and gladiatorial combat on worlds such as Groth or undertaking cruel and sadistic safaris on Langoona, where they hunt the native species, which is on the brink of extinction.

PLAYER CHARACTERS IN THE BOOTANA HUTTA

Thanks to its secluded nature and ancient secrets, the Bootana Hutta is likely to be very enticing to many groups of PCs. GMs are encouraged to use the Bootana Hutta as a setting for their adventures, and the area purposely has been left as more of an “open book” to accommodate this. Some modular encounters in **Chapter IV** can also provide ideas for exploring this fascinating part of Hutt Space.

KINTAN

Astrogation Data: Kintan system, Hutt Space (Si'klaata Cluster), Outer Rim Territories

Orbital Metrics: 412 days per year / 32 hours per day

Government: Hutt Ruling Council

Population: 12 million (Nikto 99%, Hutt 1%)

Languages: Huttese, Nikto

Terrain: Rocky wastelands, archipelagos, swamps, forests, magma fields

Major Cities: None

Areas of Interest: Canyon of Despair, Burning Moon Range, Fortress Kh'aris, Gluss'elta Archipelago, Endless Wastes

Major Exports: None

Major Imports: Technology

Trade Routes: Pabol Hutta

Special Conditions: Distrustful of outsiders

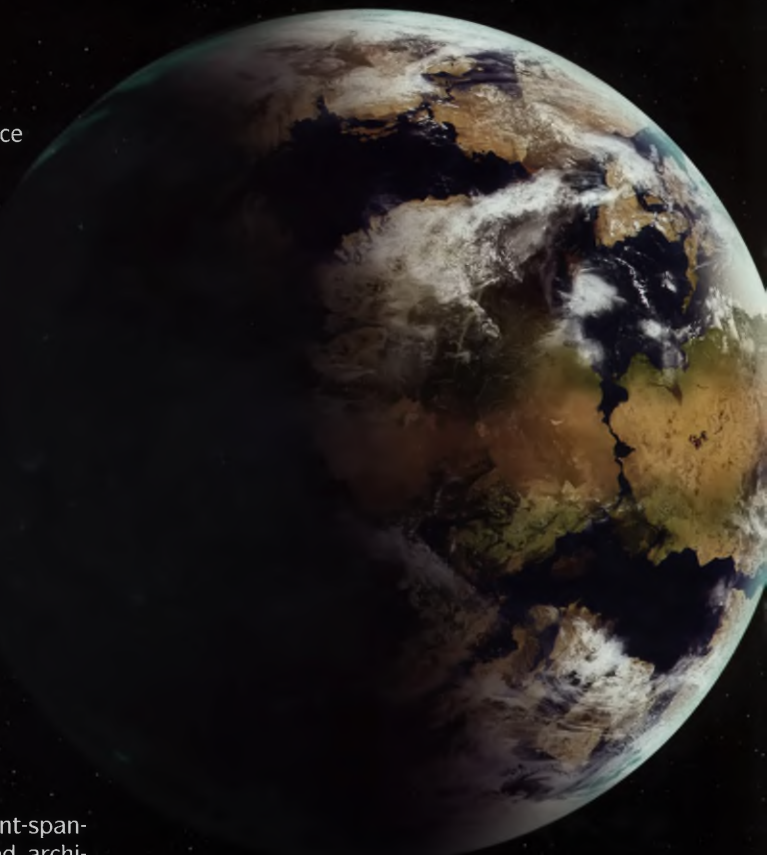
Background: Kintan is a planet of continent-spanning wastelands, violent seas, and scattered archipelagos. The predominant terrain type is the wastelands—massive tracts of scrub, razor-sharp shards of sand and rock, whipping winds, and very little in the way of habitable lands. Icy, churning seas teeming with deadly predators border these lands. The rocky shoals that comprise the Gluss'elta Islands (as well as thousands of smaller outcrops) are home to pirate lairs, criminal hideouts, and other dens of iniquity.

Kintan's brutality is matched only by the rugged beauty of the terrain. Striking natural formations like the Burning Moon Range mountains and the River of Fire have drawn artists and storytellers from across the galaxy to record Kintan's awe-inspiring sights for transmission through the ages.

A violent species—the Nikto—makes Kintan its home. Despite their fiery natures, the five subspecies of Nikto have been servants to the Hutts for thousands of years. Many of the off-planet Niktos prefer this life of servitude, as it allows them to escape the toil and hardship that awaits them on Kintan. Others wish nothing more than for their kin to rise up and break the shackles of their masters. The Hutts rely heavily on Niktos for their military forces, and would be quick to quell any rebellion with brutal violence, so it is uncommon for any Niktos to speak out directly against the Hutts. But embers smolder within that may one day reignite the fires of freedom.

M'DWESHUU'S RAGE

The M'dweshuu supernova has greatly influenced Kintan and its people. The radiation from the event has shaped the very evolution of the Nikto and other creatures living on the planet. A great number of scientists and scholars attribute the inherent violence of the Nikto to the effects of this radiation, calling their propensity to anger and bloodshed "M'dweshuu's Rage." The scholars believe that this tendency toward violence, caused by the radiation that altered the Niktos' brains, was what gave rise to the bloody Cult of M'dweshuu long ago. To this day, talk of the cult still evokes profound fear in Kintan's denizens, and some are concerned that the cult may spread from their planet out into the galaxy. As knowledge of the Cult of M'dweshuu has begun to circulate beyond Kintan, there has been an increase in the number of bounties placed on the heads of free Niktos, especially in areas of the Periphery. The free Niktos believe that the Hutts are behind the fear-mongering and that they are using it as a method of ensuring that the species remains firmly indentured to them.



MARKED BY CHANGE

Tens of thousands of years ago, the world of Kintan witnessed a supernova in the nearby M'dweshuu system. As the dying star bathed Kintan in waves of scouring radiation, the supernova had a profound effect on all life on the planet. The dominant species, the Nikto, underwent an accelerated series of evolutionary changes that resulted in its splintering into five distinct subspecies. Each of these subspecies adapted to live amidst one of the unique and unforgiving ecosystems of Kintan, and each one thrives in this environment to this day.

While many Niktos worshipped the supernova, some formed the ultra-violent Cult of M'dweshuu, which was based around the belief that only blood sacrifice could appease the star. This group seized power, plunging the world into a series of civil wars. Eventually the wars ended, but soon the Niktos found themselves permanently indentured to the Hutts as a result of the Treaty of Vontor. Yet, the cult would rise again, driving the Hutts from Kintan a thousand years ago. The Hutts returned to quash the revolt using vastly superior firepower, and have held Kintan ever since.

PLANETARY INFORMATION

Kintan's harsh environment sets forth a simple challenge to its inhabitants: adapt or die. As a result, from the Endless Wastes to the Burning Moon Range to the Gluss'elta Sea, Kintan's population tends to be extremely well suited to the harsh environment. Explorers, however, are advised to bring proper supplies for the regions they intend to visit.

ENDLESS WASTES

The Endless Wastes make up the majority of the largest continent on Kintan. This barren, windswept plane covers tens of thousands of square kilometers. Roving tribes of Niktos wander the Wastes, hunting the elusive beasts that have managed to survive here. Small pockets of Niktos form temporary communities during the season of storms, when the sand and rocks of the wastes are whipped about by lethal, tempestuous winds.

Relying on the mutual protection afforded by greater numbers, the Niktos of the Wastes pool materials and erect fortifications that withstand the power of the winds. Inside these walls, structures are built from wood and stone—rare materials that must be hauled great distances—to replace the usual hide tents the Niktos sleep in. These communities last for three or four months before dispersing back into the Wastes.

FORTRESS KH'ARIS

Built upon a massive, natural rock arch deep within the wastes, the Fortress Kh'aris was constructed by Kh'aris Fenn, a Twi'lek who was exiled from Ryloth for heinous crimes. It is said that this criminal had strong ties to Count Dooku during the Clone Wars, and that the Confederacy of Independent Systems used the fortress as an outpost. The imposing structure was abandoned decades ago, and most Niktos believe it cursed.

THE CANYON OF DESPAIR

The Canyon of Despair is a ravine cut through the Endless Wastes by the River of Fire. The massive gorge has perpetually changed shape and size due to its constant flow of lava, which originates from the volcanoes of the Burning Moon Range. The world's natural tidal pull also affects the flow of the lava, causing the canyon to increase and decrease in size on a regular basis.

Over the millennia, some of the lava has formed a crystalline structure that grows along the walls of the canyon and can be harvested and sold for industrial use. This material is crushed into a fine silt by seismic activity, and the hot winds that whip through the canyon create sandstorms that can flay flesh from bone.

BURNING MOON RANGE

Forming the western boundary of the Gluss'elta Sea, the Burning Moon Range is a group of seven active volcanic mountains that continually spew lava and ash into the Canyon of Despair. This mountain range is venerated by a number of Niktos as the hand of Ultan'eqiq, the god of fire, reaching into the sky and casting his power down on the land. Legends tell of great fiery beasts living in the hearts of the volcanoes, though no one has seen one in recent times.

THE RIVER OF FIRE

Pouring down from the Burning Moon Range, the River of Fire is the lava flow that winds down and through the Endless Wastes, perpetually re-carving the Canyon of Despair. This kilometer-wide "river" is fed by all seven volcanoes and travels down through the wastes before eventually emptying into the Basin of Tortuous Flame, a huge crater that plunges into the planet's core.

GLUSS'ELTA ARCHIPELAGO

Home to the Pale Niktos, the Gluss'elta Archipelago covers four thousand square kilometers of the Gluss'elta Sea. Twelve large islands and numerous smaller rocky inlets comprise the archipelago and serve as home to bounty hunters, smugglers, and other pirates who use the rough terrain to avoid prying eyes.

The largest island, Glussa Island, is located on the western coast near the Burning Moon Range. This barren, rock-strewn island is home to a number of small fishing villages. Though it appears quite ordinary, Glussa Island has a number of secrets, located deep below the sea. Carved deep into the bedrock of the island is a sprawling complex many kilometers beneath the surface. This is the home of the Numol'elrul Niktos—the lost sixth tribe of the Nikto people. This tribe is nothing more than legend to the people of Kintan's surface, but they are said to have thrived under the waves for thousands of years. The Numol'elrul are a deep-green skinned subspecies with blue-green scales covering their arms, legs, hands, and feet. The Numol, as they refer to themselves, are water breathers, but they also are able to breathe air for a limited amount of time.

The lost tribe cut off all contact from the rest of their people five thousand years ago, embracing their lives below the sea and deciding that the ways of the Hutts and the politics of the Niktos held nothing for them any longer.

CREATURES AND CHALLENGES

As a planet continuously bombarded by radioactive particles from the M'dweshuu supernova, Kintan boasts a staggering variety of life forms, each more deadly and dangerous than the next.

KINTAN STRIDER [RIVAL]

Now extinct on the planet that gave the Kintan Strider its name, these enormous semisentient beasts were bred for centuries offworld. They can now be found on various planets around the galaxy, where they are most often used as guards by Hutt crime lords. Their incredible self-healing properties and the thick layer of fat and hide that covers their bodies make Kintan Striders formidable

opponents. Most citizens of the galaxy know the Kintan Strider as a piece in dejarik, around which the tactic of sacrificing it to create long-term opportunities (called the "Kintan Strider Death Gambit") developed.

5	2	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		W THRESHOLD		M/R DEFENSE	
6		18		0 0	

Skills: Brawl 2, Melee 2, Survival 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks made against this target once), Durable 5 (subtract 50 from Critical Injury rolls made against the Kintan Strider, to a minimum of 1).

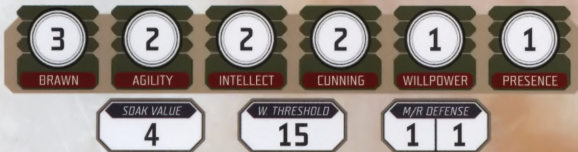
Abilities: Hard to Kill (the GM may flip one dark side Destiny Point to have the Kintan Strider heal 5 wounds); Reckless Strike (as an incidental, once per round, the GM may have the Kintan Strider reroll a Brawl or Melee check; if he does so, the Kintan Strider loses the benefits of the Adversary and Durable talents until the beginning of its next turn).

Equipment: Crude club (Melee; Damage 8; Critical 3; Range [Engaged]; Disorient 1, Inferior, Knockdown).



NIKTO ENFORCER [RIVAL]

The Nikto, a species of reptilian humanoids, is the dominant species on Kintan. When the dying star M'dweshuu went supernova millennia ago, Kintan was flooded with massive amounts of radiation that killed most of the indigenous life on the planet. The Niktos were among the few species that survived the cataclysm. The resulting radiation exposure sped up their rate of mutation, and five distinct subspecies soon developed, each adapted to a specific region on Kintan. The Nikto subspecies share similar features, including leathery skin, sometimes covered with spikes or horns, and protective membranes that protect their eyes from the harsh Kintan climate.



Skills: Athletics 1, Brawl 1, Melee 1, Perception 1, Resilience 1, Survival 1.

Talents: None.

Abilities: Each Nikto subspecies (see page 96 for more details) has its own special ability, listed below:

Esral'sa'Nikto (Mountain Nikto): Add 1 rank in Survival and the Natural Outdoorsman talent (once per game session, a Mountain Nikto may reroll any one Resilience or Survival check).

Gluss'sa'Nikto (Pale Nikto): Add 1 rank in Athletics. A Pale Nikto never suffers movement penalties for traveling through water and can hold his breath for a number of rounds equal to twice his Brawn rating before beginning to drown.

Kadas'sa'Nikto (Green Nikto): Add 1 rank in Coordination and a Green Nikto may add to checks to climb. Additionally, add claws as an unarmed attack (Claws: Brawl; Damage 4; Critical 3; Range [Engaged]).

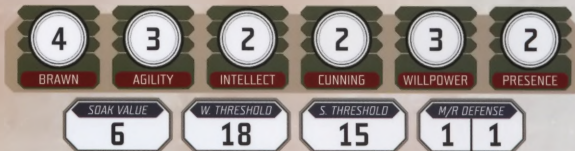
Kajain'sa'Nikto (Red Nikto): Add 1 rank in Resilience. When making skill checks, a Red Nikto may remove imposed due to arid or hot environmental conditions.

M'shento'su'Nikto (Southern Nikto): Add 1 rank in Perception. A Southern Nikto may add to Perception and Vigilance checks to detect sound.

Equipment: Tuskbeast pike (Melee; Damage 7; Critical 3; Range [Engaged]; Defensive 1, Knockdown), armored clothing (+1 defense, +1 soak).

MORGUKAI ADEPT [NEMESIS]

The Morgukai were comprised entirely of Kajain'sa'Nikto males, who passed down their traditions from father to son and practiced a specialized form of martial arts that made them dangerous foes, even for a Jedi Knight. The Morgukai employed an arsenal of esoteric weaponry and armor crafted with cortosis ore to make it resistant to the favored weapon of the Jedi—the lightsaber. Though they are widely thought to be extinct like the Jedi they once hunted, it is rumored that a few Morgukai persist and practice their art in secret.



Skills: Athletics 2, Brawl 2, Cool 1, Deception 2, Discipline 1, Melee 3, Resilience 1, Survival 2, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks made against this target once), Lethal Blows 2 (adds +20 to Critical Injury rolls against opponents).

Abilities: Kajain'sa'Nikto (when making skill checks, Red Niktos may remove imposed due to arid or hot environmental conditions).

Equipment:

Cortosis staff (Melee; Damage 8; Critical 1; Range [Engaged]; Breach 1, Cortosis, Defensive 1), cortosis armor (+1 defense, +2 soak; Cortosis).



KLATOOINE

Astrogation Data: Klatooine System, Hutt Space (Si'klaata Cluster), Outer Rim Territories

Orbital Metrics: 286 days per year / 26 hours per day

Government: Aristocracy (Hutt ruled)

Population: 9 million (Klatooinian 99%, other 1%)

Languages: Huttese, formerly Klatooinian

Terrain: Arid deserts, savannas

Major Cities: Treema (capital)

Areas of Interest: Derelkoos Desert, Fountain of Ancients

Major Exports: Labor

Major Imports: Technology, luxury items

Trade Routes: Pabol Hutta

Special Conditions: Intense temperatures

Background: Another planet that fell to Hutt domination after the Treaty of Vontor, Klatooine is an arid world of desert and savannah. Klatooinian society is based around tradition and the wisdom of the elders.

RICH IN WONDERS

While there is little of value on the planet other than its population, Klatooine does boast some amazing natural formations that are unmatched in this sector of the galaxy. The Klatooinians have gone to great lengths to protect these natural wonders, and they have only grudgingly accepted the Hutts' exploitation of them as tourist attractions.

Klatooine is also known for its pak'pah fruit, which grows only on this planet and is considered a delicacy across Hutt Space. Attempts have been made to grow pak'pah fruit on other worlds, but it has never taken root anywhere else. It is believed that the wintrium present in Klatooinian soil may be the key to the unique conditions required to grow it.

Wintrium itself is a precious material found nowhere else in the galaxy. When cool it is harder than transparisteel, and it is said to have properties similar to those of cortosis. However, it is sacrosanct to the Klatooinian people, and mining it is punishable by death.



Ancient traditions are paramount to the way this species lives, and to question these customs is considered unacceptable. The Klatooinians believe that they were created by a race of Ancients who placed them on their world long ago. When the Hutts came to Klatooine, the people were convinced that these creatures were those same Ancients, who had returned to guide them. They revere the Hutts as near gods, believing their long life spans to be proof of their wisdom and power.

The Hutts allow the Klatooinian Elders to maintain their authority over domestic matters, but all decisions involving offworld matters are under Hutt jurisdiction, and the Hutts use various institutions like the Trade Guild to maintain their slimy grip on Klatooine. The Council of Elders governs all on-world activities of their people. This group of veteran Klatooinians gives few rights to the younger members of the species. Since the culture forbids any questioning of the Council of Elders' decisions, this small group maintains absolute power on the world, and only the Hutts can override their decisions.

IN SERVICE TO THE HUTTS

Formed almost five millennia ago, the Trade Guild was created in an attempt to provide opportunities for Klatooinians to work offworld. This merely provided new ways for the Hutts to cause those looking for a way to escape their servitude to become even more heavily indentured. The “contracts” offered to those who joined the guild were little more than voluntary slavery.

The Trade Guild offered freighters to those in its employ with the simple condition of agreeing to work for a set number of years in return. The terms of the agreement never work in the pilot’s favor, however, as the guild is notorious for making constant altera-

tions to the contracts. The contracts’ terms inevitably shackle the starships and pilots to the guild’s bidding almost indefinitely.

In recent months, the guild has allotted a dozen of its vehicles to move weapons and supplies for the Rebellion. These shipments are done under the cover of other types of quasi-legitimate Hutt activities to which the local Imperial officials usually turn a blind eye. The Rebels have paid heavily for the shipments, nearly exhausting a number of income sources vital to the Alliance. The increased probability of the shipments’ avoiding Imperial scrutiny, however, have been worth it.

PLANETARY INFORMATION

Most visitors coming to Klatooine have business with the Hutts or the Trade Guild. However, some smugglers and pirates take advantage of the relatively isolated planet to stay off their enemies’ radar for a time. Small criminal syndicates are known to set up short-term illegal mining operations or unsanctioned slave drives, but these are often extensions of Hutt politics in which one kajidic wants to subvert the interests of another on the planet.

TREEMA

The only real starport to speak of on Klatooine, Treema has become the de facto capital, even if it is not the planet’s official political center. The city radiates outward from an old fortress built atop a mesa in the northern part of the Derelkoos Desert. Its sprawl extends out onto the flatlands, where slums give way to tent cities populated by migrant Klatooinian tribes stopping over in Treema for trade.

Under the mesa’s surface is a warren of tunnels and caves, many of which lead from the top of the mesa to the starship berths and docking bays that extend outward from the cliff sides. A few trading companies, including the official Trade Guild, have offices in underground alcoves, and what passes for a marketplace is located in the central grotto, a dim cavern where stalls and shops offer local foodstuffs and some imported goods.

Native technology on Klatooine is primitive compared to that of the rest of the galaxy, creating high demand in the marketplace for such mundane equipment as moisture vaporators, medical droids, and repulsorlift vehicles.

THE DERELKOOS DESERT

The Derelkoos Desert is the largest desert on the planet, spanning hundreds of thousands of square kilometers. Its shifting sands are a deep, rusty red, sparkling with crystals ground into powder by the elements. Though it is an extremely unforgiving environment, the Klatooinians have adapted and learned how to thrive here. It has been home to Klatooinian tribes for millennia. Further, this desert is the site of the Fountain of Ancients, one of the holiest locations in the Klatooinian belief system.

Very little grows in the desert; the Klatooinians who live there travel extensively in search of food and water. The tribes that move through the desert spend a great deal of time in meditation and contemplation, attempting to commune with their ancestors. They maintain herds of voraxx, massive shaggy beasts similar to banthas, for food and also as mounts. These creatures are extremely important to the Klatooinians, for without them, the Derelkoos Desert would be almost entirely inhospitable.

Most young Klatooinians are sold into servitude at an early age, usually at ten cycles. The Hutts want only the strongest to serve as their warriors and enforcers, so they have the elders subject the more promising to the Time of Wandering in the desert before placing them into those positions. The young who survive their time in the desert alone are then sent offworld to work for the Hutts in various capacities.

THE FOUNTAIN OF ANCIENTS

Located in the Derelkoos Desert, the Fountain of Ancients was once the center of politics and religion for the Klatooinian species, though now it retains that title through edict if not in truth. This structure resembles a massive plume of water that has been frozen in the air, a sight that even the most jaded of spacers considers exceptionally beautiful. The fountain is made of cooled and hardened liquid wintrium that seeps out of a fissure in the bedrock below. Over a period of 10,000 years, the material cools and solidifies into the shapes seen in the fountain. The structure is constantly evolving and changing, albeit very slowly, which makes the Klatooinians revere it as a living connection to the Ancients.

The Council of Elders rules from a palace constructed near the site of the fountain. To maintain tradition, the council has decreed that everything around the fountain must remain as the Ancients set forth. No modern technologies may be brought within one kilometer of the site as a result.

Tourists come to view the fountain from across the galaxy, and many consider it to be one of the wonders of the known universe. Scientists dispute these claims and view it simply as a beautiful, naturally occurring structure. The Klatooinian people welcome the commerce generated by tourism, but they maintain strict perimeters around it; offworlders may not approach closer than one kilometer, lest their presence sully the wonders of the Ancients. The only exception to this rule is for those who have been granted special permission to travel to the Council of Elders' palace. These passes are rare, however, and anyone granted one must meticulously adhere to all restrictions placed upon any non-Klatooinian visitors by the council and its chosen agents.

WINTRIUM

The substance that comprises the Fountain of Ancients, liquid wintrium, is found only on Klatooine. When the liquid cools in the desert air, it creates a structure similar in appearance to glass, but harder than transparisteel. The material continues to grow harder with age, and ancient deposits of wintrium are nearly indestructible. The mining of wintrium is highly illegal on Klatooine, and anyone caught trying to take "the blood of the Ancients," as they refer to it, is punished harshly.

In ancient days, Sith would come to Klatooine in hopes of gaining wintrium with which to craft armor resistant to lightsabers. The Sith engaged in numerous battles with the Klatooinians, earning their eternal enmity.

THE FERELAKK SAVANNAH

The grasslands of the southern hemisphere provide a much more temperate climate than that of the harsh Derelkoos Desert. More Klatooinians call Ferelakk home than the desert, though the Fountain of Ancients always seems to give the great sands more prominence.

The Klatooinian tribes that make the savannah their home live in towns comprising upwards of 5,000 individuals. The houses and shops are made of a mud-like substance that hardens in the baking sun, creating very durable dwellings. These structures protect the Klatooinians from the violent rainstorms that sweep across the grasslands in the height of summer.

The primary sources of food on the savannah are the herds of local animals. Voraxx and bracil are found here, and the Klatooinians raise them for both food and transport.



CREATURES AND CHALLENGES

Klatooine does not support the variety of life that many other worlds do. The harsh climate and limited food sources have assured that only the hardiest can survive. As such, the creatures that inhabit this world—including its sentient species, the Klatooinians—are rugged and tough.

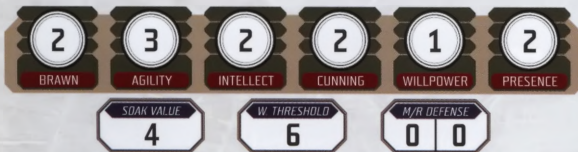
For more than 25,000 years, the humanoid Klatooinians, the dominant species on Klatooine, have served the Hutts as thugs, soldiers, and slaves. This long servitude, fueled by a strong Klatooinian belief in the Hutts' divinity and the wisdom of its own elders, has molded the Klatooinian people into a population that is largely obedient and patient, but also fiercely determined when working to achieve its masters' goals. The Klatooinians' adaptations that allowed them to survive their unforgiving world also make them desirable to the Hutts as slaves and enforcers.

Although the Council of Elders has exploited deep-seated Klatooinian belief about strength coming with age in order to keep its people docile and loyal, many young Klatooinians have recently begun to question their servitude and the council's role in maintaining it since the Treaty of Vontor.

Klatooinians stand between 1.6 and 2 meters tall. Their coarse skin ranges in color from green to dark brown, and they have flat, canine-like faces with pronounced jowls under dark eyes and a large forehead.

KLATOOINIAN THUG [MINION]

Most Klatooinians begin their servitude at an early age, perhaps as young as ten years old, and many eventually end up wielding blasters for Hutt kajidics.



Skills (groups only): Melee, Perception, Ranged (Light), Vigilance.

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]); Stun setting, vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), heavy clothing (+1 soak).

KLATOOINIAN ELDER [NEMESIS]

The Council of Elders controls all internal affairs on Klatooine. Each elder serves for life and is selected based on age and experience, as well on performance in a series of debates intended to test the elder's knowledge of Klatooinian myths and cultural traditions. The Council of Elders also the guards Klatooine's holy sites, including the Fountain of Ancients, and its members are thus literate in the language of the Klatooinians.



Skills: Charm 1, Coercion 2, Cool 2, Deception 2, Discipline 3, Knowledge (Lore) 4, Leadership 3, Melee 1, Negotiate 2, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks against the elder twice), Inspiring Rhetoric (the elder may spend an action to make an **Average** (◆◆) **Leadership check**; for each ✨, one ally within close range recovers 1 strain; for each 🗨️, one ally benefiting from Inspiring Rhetoric recovers 1 additional strain), Nobody's Fool 2 (upgrade the difficulty of all Charm, Coercion, and Deception checks targeting the elder twice), Plausible Deniability 2 (remove ■■ from all Coercion and Deception checks the character attempts).

Abilities: Blessing of the Ancients (once per game session as an incidental, the elder may have a character within short range heal 4 wounds).

Equipment: Ceremonial shamshir (Melee; Damage 4; Critical 3; Range [Engaged]; Pierce 1, Vicious 1).

KLATOOINIAN PADDY FROG [MINION]

Prized as a delicacy by the Hutts, Klatooinian paddy frogs are gathered from their habitats in streams and caves by the youngest Klatooinians, and are then sold offworld. They do not pose much of a threat on their own, but the amphibians' naturally aggressive tendencies can make swarms of them a handful.



Skills (group only): Athletics, Stealth, Survival.

Talents: None.

Abilities: Silhouette 0, Amphibious (Klatooinian paddy frogs may breathe underwater without penalty and never suffer movement penalties for traveling through water).

Equipment: None.

SAKI

Astrogation Data: Saki system, Hutt Space, Mid Rim region

Orbital Metrics: 582 days per year / 20 hours per day

Government: Clan meritocracy

Population: 1.2 billion (Sakiyan 99%, other 1%)

Languages: Sakiyan, Huttese, Basic

Terrain: Forests, jungles, lakes, savannas

Major Cities: Kæhaxa (capital), Ridgetown

Areas of Interest: Rotoksa Ridge Grand Lodge, Hunter's Valley, Iepatap Harbor

Major Exports: Technology, vehicles

Major Imports: Industrial goods, raw materials, wildlife

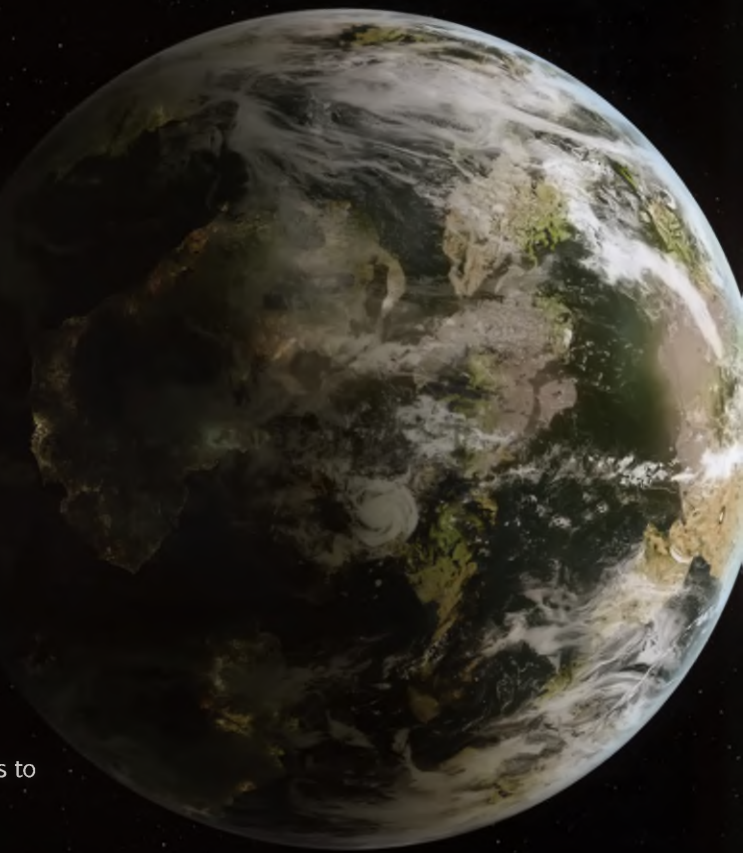
Trade Routes: Pabol Hutta, hyperspace routes to Sakidopa, Sakiduba, and Sakifwanna

Special Conditions: High gravity

Background: The red giant Saki Prime is located at the Spinward edge of the Bootana Hutta, the central power base of the Hutt Empire. Despite the intense radiation emitted by the dying star, the lush jungle planet of Saki thrives beneath a dense protective ionosphere. The greatest predators of Saki's rainforests are the proud and insular Sakiyans, who use their world as a vast game preserve in which to hone their hunting prowess.

Despite the planet's location at the center of Hutt Space, Saki remains free from Hutt occupation. Throughout the ages, many galactic powers, including the Sith Empire and the Tion Hegemony, have tried in vain to forcibly claim Saki. The crafty Sakiyans have repelled these invaders and prevented species-wide enslavement through adaptability, mobility, and effective guerilla tactics. Millennia ago during one such conflict, Sakiyans confiscated repulsorlift equipment from their would-be conquerors and mastered the technology soon thereafter.

Today, Sakiyan repulsor tech is among the most advanced in the galaxy, and the industry has evolved into the Sakiyans' primary source of income. Ubrikkian Industries acquires most of Saki's repulsor drives, using the compact and elegant designs to propel everything from their personal repulsor sleds to sail barges.



LICENSED TO KILL

Many Sakiyans employ their talents for hunting and violence under the auspices of the Assassin's Guild, a dark cousin of the more mainstream Bounty Hunter's Guild. This criminal organization fragmented after one of their marks retaliated against them by wiping out much of the upper ranks, but has slowly been rebuilding itself in the cataclysmic wake of the Galactic Civil War.

New recruits are brought on as apprentices, who graduate to the rank of journeyman after their first successful kill. The guild's best killers comprise the Elite Circle, who also mete out the contracts to the rest of the members. The Doyen or Doyenne is fabled to be the grand master of assassins, a position held for life until the next up-and-coming assassin can succeed at killing him or her.

PREDATORS BY NATURE

While most Sakiyans continue to embrace strong, primitive hunter traditions, millions of Sakiyan engineers, scientists, and businesspeople live and work in an expansive floating city in which they produce repulsorlift engines or negotiate contracts with galactic corporations. Corporate representatives from offworld constantly visit to try and woo Sakiyan researchers and technicians into their employ, but they do so with little success. Despite the Hutts' repeated efforts at military and economic conquest of the Sakiyans, the kajidics have found Saki resistant to any form of domination.

PEOPLE AND CULTURE

Few species in the galaxy can match the sharp instincts of the predatory Sakiyans. Saki's natives live for the thrill of the hunt, and their entire society revolves around glorifying hunters who demonstrate cunning tracking skills and strength in physical combat. Sakiyans are organized into clans, called prides,

and every pride member is responsible for maintaining *monthræl*—personal honor—as well as contributing to the upholding of *yithræl*—pride honor (see **Sakiyan Honor** on page 99 for more information). Honor is won through deeds such as slaying a rass with a blade or a well-placed arrow, and it is lost when the quarry outsmarts the hunter or from defeat in one-on-one combat. The greatest trackers and warriors often become pride chieftains, and the most powerful leaders are elevated to a hunter circle that speaks for all of Saki on planetary and galactic matters.

Not all Sakiyans are given the opportunity to acquire honor for themselves or their clan. A rare, pale-skinned subspecies of Sakiyan is seen as an aberration because they are incapable of blending in with the jungle landscape during hunts and stand out in moonlight. Those stricken with the genetic abnormality are considered beneath their dark-skinned cousins and are exiled from Sakiyan society. These outcasts live among the beasts, struggling to survive.

PLANETARY INFORMATION

The lush jungles of Saki encompass almost every meter of land on the planet. Respectful of their hunting grounds, the Sakiyans have cleared only a small amount of jungle to make way for a handful of urban centers.

KÆHAXA

The gargantuan durasteel city of Kæhaxa floats high above Saki's landscape, contrasting sharply with the rich blue and green hues of the sprawling jungle canopy. The eight-kilometer-wide Sakiyan metropolitan platform is topped with a throng of knobby skyscrapers situated above a collection of dangling weather vanes. Kæhaxa acts as Saki's capital, its largest starport, and its primary business and industrial center.

Almost every Sakiyan engineer and scientist calls Kæhaxa home, and it is in this floating city that they design some of the most compact and efficient repulsorlift engines in the galaxy. The vast majority of offworlders visiting Saki flock to Kæhaxa to secure the innovative engines on behalf of galactic megacorporations like Aratech Repulsor, Ikas-Adno, Mobquet Swoops and Speeders, and Ubrikkian Industries. Instead of remaining stationary, Kæhaxa takes a meandering path across the planet, stopping for

remote villages and hunting parties to let them resupply without interrupting their hunts and activities.

Despite Kæhaxa's enormity, its configuration and mobility make it difficult to locate without access to updated coordinates. Massive scoops breathe in thousands of tons of chilled air to help lower the industrial city's heat signature, and when the city is hovering over water, powerful tractor beams pull cool ocean water into Kæhaxa's high-efficiency fusion reactors to maintain stable operating temperatures. Exhaust jets of ionized steam eject high into the air, creating cloud cover that adds to Saki's already thick ionosphere, scrambling sensor sweeps and fouling orbiting ships' visual scans. This operating process helps the city remain hidden from offworlders. Despite repeated invasions of Saki, Kæhaxa has never fallen prey to orbital bombardment or slipped into enemy hands. Saki's modest military force within Kæhaxa crushes what few enemies do manage to discover the city.

RIDGETOWN

High atop the ringed Rotoksa Mountain Range, among the steep, snowy peaks, sits a city dedicated to the Sakiyans' primal penchant for hunting. The Rotoksa Ridge Grand Lodge is a stone and timber structure so

enormous it is a city unto itself. Here, Sakiyans rest between excursions to hunt the galaxy's fiercest creatures, from which they gain status and honor. The best hunters and leaders frequent the lodge for counsel, competition, and camaraderie as they trade hunting stories, make governing decisions, craft exceptional hunting implements, and enjoy the serene echoing tones of the classic stone flute.

The Grand Lodge and the surrounding town look down on an immense vale over a hundred kilometers in length called Hunter's Valley. The lodge's facilitators import beasts from all over the galaxy with which to stock the valley as a game preserve. A particle shield stretches out over the entire area, prohibiting creatures from escaping. Brave Sakiyan hunters venture into Hunter's Valley to test their strength, skill, and ingenuity against the galaxy's most deadly beasts. Some Sakiyans use the preserve to hunt each other in order to hone their skills or to settle matters of honor in bloody duels.

Over millennia, facilities both rustic and modern have been built on the ridge shared with the Grand Lodge. These support aspiring hunters who have yet to attain the honor required to gain admittance into the lodge. Ridgetown, as it has come to be known, encompasses dozens of shops selling armor, provisions, and weapons, as well as taverns and watering holes cater-

ing to those hoping to become famous hunters. Many inhabitants of the city spend their entire lives in pursuit of prestigious membership at the Grand Lodge.

Situated in Ridgetown Square is a towering spire that serves as the headquarters of the Saki chapter of the Bounty Hunters' Guild. Using a dense network of sensors and holocam droids spread throughout Hunter's Valley, the guild tracks the hunters' progress within the preserve and records their accolades.

Those hunters who impress are granted membership in the guild and showered with lucrative galactic contracts bringing down high-profile targets. Those who waste the guild's time, however, risk drawing its ire, and few amongst this elite cadre are known for their patience or willingness to suffer fools.

IEPATAP HARBOR

On the northern shore of the Kaasban Sea is a tiny cove. There, hidden by dense jungle vegetation, is a sprawling shanty town called Iepatap Harbor. In this town, thousands of exiled and dishonored Sakiyans struggle to survive in the harsh rainforest, living in rickety shacks cobbled together from debris and refuse. Iepatap Harbor is a cesspool of disease and despair in which death by infection or starvation comes frequently. Healthy residents forage for food and hunt small game in the surrounding jungle, though food there has become increasingly sparse.

Many outcast villagers owe their lives to the apparent generosity of the galactic Assassin's Guild, which has set up shop on the bay. The guild contracts harpoon vessels to hunt massive sea creatures in open waters to trade to starving outcasts in exchange for debts and favors. Hopelessly indebted villagers are forced to fight to the death in a gladiatorial arena. The guild broadcasts the fights galaxywide via shadowfeed and takes bets on the outcomes. Those who emerge victorious are promised passage offworld, but the guild rarely honors its deals. Typically, it ups the stakes until contenders are killed, but even those who make it offworld are seldom more than meatbags sent on suicide missions.

This harsh system suits the Sakiyans at the top just fine, but many of the destitute would do anything for a better life. Some Sakiyans who travel into the Outer Rim are the lucky ones who managed to escape the cruel mercies of the harbor. While most refugees would prefer never to see Iepatap Harbor again after departing, a rare few who escape might even hold on to a desperate desire to return against all odds, whether to help family and old friends to escape or to see bloody justice done upon the Assassin's Guild and its callous members.

SAKIYAN COLONIES

The Sakiyan species tends to be seen as inward-looking or even xenophobic, since its members rarely leave their homeworld. Yet, Saki, also called Sakiya ("First Saki"), is not the only Sakiyan-inhabited planet. Sakidopa ("Second Saki") and Sakiduba ("Third Saki") are accessible through secret hyperspace routes in Saki's vicinity. Sakifwanna ("Fourth Saki") rests along the Elgit-M'Hanna Corridor. Each colony of the Sakiyan Collective serves a unique purpose.

In the past, Sakiyans have hunted certain species on their homeworld to extinction. To remedy this, Sakifwanna was established as a nursery planet on which Sakiyan shepherds breed stock to repopulate Saki's game preserves as needed. Sakidopa and Sakiduba were settled as mining colonies to support Saki's growing repulsorlift industry. Sakiduba provides the bulk of the raw materials necessary to produce repulsorlift engines, and its foundries form components that are shipped to Kæhaxa on Saki for assembly. On Sakidopa, Sakiyans mine an exotic element called graxitium, which they use to make their repulsorlift circuitry. Sakiyan scientists and technicians use a secret process to enrich graxitium at a facility near a pulsar off the Dead Road called the Godsheart.

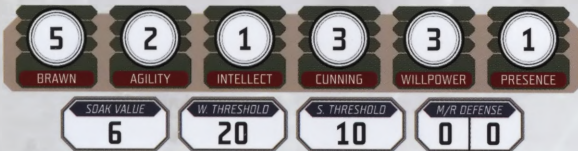
CREATURES AND CHALLENGES

Sakiyans exalt the strength and cunning required to be great hunters. The jungles of Saki remain mostly unmolested by civilization and industry in order to allow wild beasts to thrive. Game is instead given the honor of being hunted by Sakiyan warriors. Some creatures in particular are seen as worthy opponents who have slain many Sakiyans; such beasts are held in high esteem.

RASS [NEMESIS]

Even the bravest of Sakiyan hunters are wise to fear and respect the mighty rass. Beneath a thick coat of long, black fur, the rass is a behemoth of pure muscle that can easily eviscerate most sentients with a single swipe of its jagged claws. Its back bristles with dozens of sharp tines that discourage attacks on the creature's flank. Though it roams the dense forests on all fours, the rass rises to an intimidating height of four meters when it rears back on its hind legs to fight.

Rass nest in deforested areas where they can spot threats from far off while they blend in with the charred wood. Sakiyans see a one-on-one battle to the death with a rass as the epitome of demonstrating power and skill, and they often track the monsters back to their lairs to confront them. Traditionally, Sakiyans use the blackened bones of their first rass kill to make blade handles, and they cherish these blades as their most prized possessions.



Skills: Brawl 2, Perception 3, Survival 3, Vigilance 2.

Talents: None.

Abilities: Barbed Hide (when the rass is hit by a melee attack, the GM can spend ☉ ☉ to inflict 1 wound [ignoring soak] on the attacker) Silhouette 2.

Equipment: Deadly fangs (Brawl; Damage 6; Critical 3; Range [Engaged]; Vicious 2), rending claws (Brawl; Damage 9; Critical 5; Range [Short]; Knockdown, Sunder).

SAKIYAN BOUNTY HUNTER [RIVAL]

Sakiyan bounty hunters have been known to give both Gand findsmen and Rodian bounty hunters a run for their money as the most efficient hunters of sentients in the galaxy. Using their keen senses, deadly instincts, and superior repulsorlift technology, they have a diverse arsenal from which to draw when seeking to bring in their marks either dead or alive.



Skills: Athletics 1, Coordination 1, Perception 1, Ranged (Light) 2, Stealth 1, Survival 2, Vigilance 1.

Talents: Expert Tracker 2 (remove ■ ■ from checks to find tracks or to track targets; decrease time to track a target by half), Swift (do not suffer usual penalties for moving through difficult terrain).

Abilities: None.

Equipment: SakTek D-29 repulsor rifle (Gunnery; Damage 8; Critical 4; Range [Medium]; Disorient 3, Knockdown, Stun Damage), Sakiyan shadowsuit (soak + 1, add ■ ■ to all Stealth checks), binders.

SKUIR FISH [RIVAL]

Deep within the chilly murk of Sakiya's oceans lurks the hideous skuir fish. A large, aggressive, sea-going predator with a sleek body and a powerful, fanned tail that carries it through the water, the skuir fish is fast and dangerous. In addition to its toothy maw, a skuir fish has four long, razor-tipped appendages on the underside of its body with which it can lash out to seize its prey. All of these factors make it one of the most feared predators in the seas of Sakiya.

Skuir fish average five meters in length, but they have been known to grow much larger in colder, deeper waters. Adult skuir fish are hunted for their meat by harpoon ships on Saki, but the vicious creatures claim many crewmembers of the seafaring vessels as well. Folklore even tells of a stark-white skuir fish called Oloss Yvæ, which is so gigantic that it sinks entire harpoon vessels and swallows their crew whole. Many of Iepatap Harbor's albino exiles see this mythical leviathan as a symbol, a hero that exacts the revenge they desire upon their persecutors.



Skills: Athletics 2, Brawl 2, Resilience 2, Survival 1.

Talents: None.

Abilities: Aquatic Creature (skuir fish suffer no penalties for moving through water and can breathe underwater, but cannot move or survive on land), Silhouette 2.

Equipment: Razor pincers (Brawl; Damage 7; Critical 5; Range [Short]; Ensnare, Pierce 4), toothy jaws (Brawl; Damage 11; Critical 2; Range [Engaged]; Vicious 3).

SRILUUR

Astrogation Data: Sriluur system, Tharin sector (Periphery), Outer Rim Territories

Orbital Metrics: 295 days per year / 22 hours per day

Government: Imperial governorship

Population: 460,000. (Weequay 82%, Houk 8%, other 10%)

Languages: Sriluurian, Houkese, Huttese, Basic

Terrain: Deserts, canyons, acidic oceans, obsidian fields, volcanic mountains

Major Cities: Al-Campur (capital), Dnalvec, Meirm City

Areas of Interest: Quay'kizac, Copper Coast, Boneglass Canyon, Cueva Expanse

Major Exports: Mercenaries, minerals, gems

Major Imports: Consumables, water

Trade Routes: Sisar Run, Salin Corridor

Special Conditions: None

Background: Deep in the Kreetan Narrows rests one of the foulest ports in the Outer Rim. The desert world of Sriluur is a harsh and unforgiving environment that stretches the classification of a habitable planet. The northern hemisphere is pocked with volcanic mountains, lava flows, caustic lakes, and meteor activity. South of Sriluur's equator it is more stable, but does show signs of the planet's violent tectonic past. Rocky canyons slash deep into arid deserts, while jagged forests of obsidian spires stab the sky. To most it seems a vicious deathscape, but to the Weequay, it is home.

Long ago, the Hutts came to Sriluur to exploit its fierce warriors and rich mineral deposits. The valuable ores and gems also attracted Houk prospectors, who established colonies along the planet's equatorial region. There, they excavate copper from steppes and skim molten metals from lava flows. The Houk intrusion created tension that grew into the Houk-Weequay Conflicts over a decade ago. The violence resulted in an Imperial incursion to prevent further hostilities, resulting in the subjugation of Sriluur, which still thrashes under Imperial control.

THE FOLLOWERS OF QUAY

Such are the words of the Weequay origin myth: "In the beginning, there was only Sri'quay'va, the Father, and Si'quay, the Mother, who held domain over the heavens in balance of one another. The Father sought to upset that balance, and created a court of worshippers to marvel at his power. In her loneliness, Si'quay breathed life into children who would love her; chief among them was the great warrior Luur. Jealous of Luur's prowess, Sri'quay'va created Quay'va, the warrior priestess with the power of fire.

Quay'va confronted Luur, and the two locked in brutal combat. The battle lasted eons, but

Quay'va finally struck a fatal blow, and Luur's wound poured blackened boneglass. As he lay dying, Luur called to the heavens, and the great god Quay, bravest of Si'quay's other children, answered his brother's cry for help.

Quay grappled with Quay'va in a vicious display of power until Quay gained the upper hand and banished Quay'va to the northern lands. With the help of his siblings, Raquor, the night god; Uuru, the water goddess; Am-Shak, the thunder god; and Luur's twin sister Ruul, the life goddess, the great moon god Quay watches over Quay'va's eternal prison."

SURVIVAL OF THE FITTEST

Sriluur is a realm that challenges any who visit it, for its climate and inhabitants alike can be extremely inhospitable. It is a difficult place to make a life, but both the Weequay and the Houk have done so, and the two species have fought bitterly to control their world.

PEOPLE AND CULTURE

Sriluur's primary inhabitants are the rugged and superstitious Weequay, or "Followers of Quay." These leathery indigenes occupy a handful of modest settlements scattered across the southern hemisphere. The natives live in tribal communities, each honoring various gods from their pantheon. Chief among their gods is Quay, who, folklore claims, saved the Weequay from the destructive fire goddess Cueva.

When the first Hutts visited Sriluur, Weequay clans established trade with them, pledging precious gems, metals, and warriors in exchange for potable water and technology. Weequay mercenaries, laborers, and con-

LOST IN TRANSLATION

Many names from the Weequay creation myth were misunderstood when explained to the Republic Astronomical Survey team that originally cataloged the planet. Quay'va, the life taker, was misspelled Cueva. Inflection was removed from pronunciations, and the founder of the Weequay, Sri'Luur, became Sriluur. Sri'quay'va, the Father, lost his identity completely as the surveyors cataloged the star's name to match the Weequay home planet.

scripts remain among the Hutts' greatest resources for manpower, despite Imperial occupation. Now, millions of Weequay live offworld serving the Hutts, acting as pirates, or pursuing their own destinies.

As Imperials tighten their grip on Sriluur, Weequay resistance groups multiply across the planet to harass them. Weequay pirates regularly raid Imperial convoys, profiting while disrupting enemy supply lines. The Empire has responded with punitive strikes on suspected pirate hideouts along the Cueva Expanse, which has only strengthened the outlaws' resolve.

PLANETARY INFORMATION

Most of Sriluur is an unending wasteland, but life has nevertheless found a way to thrive. Amid the scorching sands, corrosive lakes, and rocky alcoves there exist modest communities bustling with activity.

AL-CAMPUR

Al-Campur is the capital of Sriluur, and it claims Am-Shak, the Weequay god of thunder, as its patron. The town of sandstone monuments and obsidian-crusted structures draws all manner of sentients. Al-Campur is built in concentric circles around the Shak Monastery, where devotees of the thunder god once made sacrifices. Today, the monks consult the mystical thal stone to commune with Am-Shak and make weather predictions. The Empire put an end to the sacrificial offerings after invading, and the monks blame the lack of proper sacrifices for increased acid rains along the Lesser Cueva Expanse.

Across from the monastery sits an elaborate hall once used by the Weequay Council of Elders for settling tribal disputes. Now, the Imperial governor Newen Streeg uses it as a headquarters from which to coordinate patrols along the Sisar Run. In the main courtyard, Streeg sometimes rounds up random Weequay civilians and executes them as a show of authority.



Despite the oppressive Imperial presence within the capital, Al-Campur has ample criminal activity. Desillijic Hutts maintain their unlawful enterprises within the settlement despite Imperial attempts to cull organized crime. The Empire's perceived inability to retain control has prompted Vigo Sprax of Black Sun to set up gun-running, spice-trafficking, smuggling, and extortion schemes out of Al-Campur. Rumors also suggest that a Rebel recruitment cell operates within the city.

DNALVEC

Thirty kilometers from Houk colonial settlements, Dnalvec, the largest port on Sriluur, sits at the edge of the Cueva Expanse. Dnalvec's three stellar-class starports remain queued with Houk ore haulers transporting copper ore, aurodium, and mullinine. Due to Imperial restrictions placed on hollinium mining, which the Empire appropriates for turbolaser construction, Dnalvec has become a haven for smugglers looking to move the super-heavy element under the Imperial customs official's noses. Flocking to the port town, honest freighter pilots transport potable water from nearby Sedri and leave with holds full of copper ore.

Dnalvec hosts more than three thousand warriors and raquor'daan (dark wolf) handlers within the militia's compound. This deadly band of Weequay warriors, a remnant of the Houk-Weequay Conflicts, keeps watch over the Houk and other outlanders. The militia also protects the frontier settlement from dangerous wildlife, such as deadly flocks of kasham.

MEIRM CITY

Located on the Meirm Sea's eastern edge, which is referred to as the Copper Coast, Meirm is a thriving industrial and religious center. The entire city is blanketed in a dense green fog that rolls off the copper sands corroding on the coast. While pulverized copper is abundant on the shore, harvesting there takes a heavy toll on industrial equipment, making it cost-prohibitive. Instead, Houk corporate colonists mine tabled mountains to the north of the city to meet their quotas, while Weequay carefully excavate sacred mesas to the south to honor their tributes to the Hutts.

The competing Houk and Weequay interests necessitate the segregation of the two species. A canal separates the city into two districts—the smoke stacks of Houk refineries belch smog to the north, while to the south, mud huts and pavilions overflow with Weequay artisans offering bronzium armor, sculptures, and vibro-weapons. Separation keeps fighting to a minimum, but skirmishes are still common, and often bloody. Black Sun secretly operates out of the Gricul Salvage Yards, a famous repair center in the Houk District, fanning the embers of the Houk-Weequay Conflicts by selling arms to both parties and subtly inciting encounters.

QUAY'KIZAC

Hidden within a labyrinthine canyon is the most significant religious site of the Weequay. The ziggurat Quay'kizac is a temple-city dedicated to honoring the moon god Quay. During the Month of Plenty, missionaries lead a grueling journey across kilometers of dangerous badlands, where thousands of devotees are purified by the wind and sand before entering the temple. At the center of the shrine, believers worship a polished black thal stone in an open-roof altar chamber when the moon Quay reaches its zenith, in hopes that the god Quay will hear their prayers.

The sacrifice that this journey to Quay'kizac requires is not always merely symbolic; the trek proves fatal for many pilgrims who undertake it. The pilgrim trail leads through the treacherous Temptation Canyon, named after an ancient fable. The canyon harbors numerous perils: winding paths to nowhere, loose gravel on high, narrow land bridges, and a pristine freshwater lake that serves as the hunting ground for ravenous bandigo, dangerous creatures believed to be servants of the water goddess Uuru.

CUPRIC ISLANDS

The Cupric Islands are an archipelago near the south polar region of Sriluur. The islands serve as Sriluur's primary agricultural resource and are responsible for sustaining the planet's food supply. The agricultural zone owes much of its fertility to the aro'ruul, a bulky quadruped herd animal with meter-long quills that exude a growth-catalyzing pheromone while pacified.

During the Houk-Weequay Conflicts, the vengeful Houk launched a surprise attack on the Cupric Islands and decimated vast tracts of farmland. Toxic chemicals poisoned the soil, rendering half the arable land useless. Since then, the Empire has run an aquatic garrison nearby and maintains martial law on the islands. Food distribution is strictly rationed, but there are rumors that the land completed its recovery some time ago.

CREATURES AND CHALLENGES

Though legend claims they are the material embodiment of the great god Quay, the native Weequay are not the only living beings on Sriluur. Aside from the Houk, other creatures roam the desert alongside them. According to Weequay folklore, these native creatures, such as the dark wolf, represent other gods of the local pantheon.

HOUK THUG [RIVAL]

Houks are large and powerful humanoids with mottled, blue-purple skin and yellow eyes. Their craniums are distinctively ridged, and their low-hanging jowls are typically lighter in color than the rest of their body. At over two meters tall and averaging 150 kilograms in weight and armed with a temper to match, a Houk is a deadly challenge for even a Wookiee in combat.



Skills: Athletics 2, Brawl 3, Deception 1, Melee 3, Resilience 2, Stealth 1.

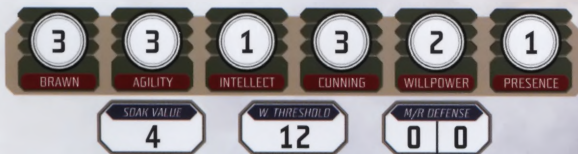
Talents: None.

Abilities: Brute Strength (may add 🐾 to all Brawn-related skill checks).

Equipment: Fists (Brawl; Damage 4; Critical 5; Range [Engaged]); Disorient 1, Knockdown, truncheon (Melee; Damage 6; Critical 5; Range [Engaged]; Disorient 2).

RAQUOR'DAAN (DARK WOLVES) [RIVAL]

Said to be deadly servants of the night god Raquor, dark wolves are nocturnal predators of the Sriluurian wilds. The frightening quadruped stands 1.5 meters tall and has thick dark fur, a long stinger-tipped tail, and a thick leathery hide on its back. Its serrated claws can both rend the flesh of its prey and pierce stone to help it navigate the narrow canyon ridges as it hunts the local bandingos. As this silent predator roams the nighttime desert plains, only its menacing yellow eyes glisten in the moonlight.



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

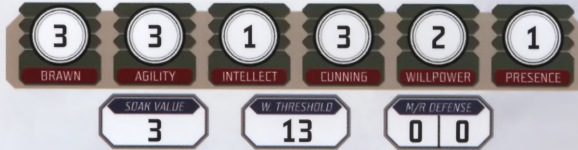
Talents: None.

Abilities: Bite at Their Heels (when engaged with a target, allies receive 🟦 to combat checks made against the engaged target.)

Equipment: Slashing claws (Brawl; Damage 5; Critical 3; Range [Engaged]; Disorient 1, Pierce 1), venomous stinger (Brawl; Damage 6; Critical 4; Range [Engaged]; Pierce 1, Stun Damage).

RAQUOR'DAAN BEASTMASTER [RIVAL]

Weequay militia-members who show an affinity with dark wolves are ushered in to a time-honored tradition through which they train and fight alongside their own raquor'daan. Great respect is given to warriors who tame wild raquor'daan, although this rarely happens. Dark wolves are believed to be the scions of the night god Raquor, and slaying a raquor'daan mother to obtain its cub is seen as sacrilegious.



Skills: Melee 2, Perception 1, Ranged (Heavy) 2, Resilience 3, Survival 3.

Talents: None.

Abilities: Pheromone Communication (Weequay may communicate with other Weequay using pheromones if they are within short range of each other).

Equipment: Beastmaster's vibro-glaive (Melee; Damage 5; Critical 2; Range [Engaged]; Defensive 2, Pierce 3), blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting).



TOYDARIA

Astrogation Data: Toydaria system, Hutt Space, Mid Rim region

Orbital Metrics: 184 days per year / 21 hours per day

Government: Feudal monarchy

Population: 11 million (Toydarians 79%, Hutts 18%, other 3%)

Languages: Toydarian, Huttese, Basic

Terrain: Swamps, lakes

Major Cities: Toydor

Areas of Interest: Toydor Merchant District, Royal Palace, Church of Toydaria

Major Exports: Consumables, labor

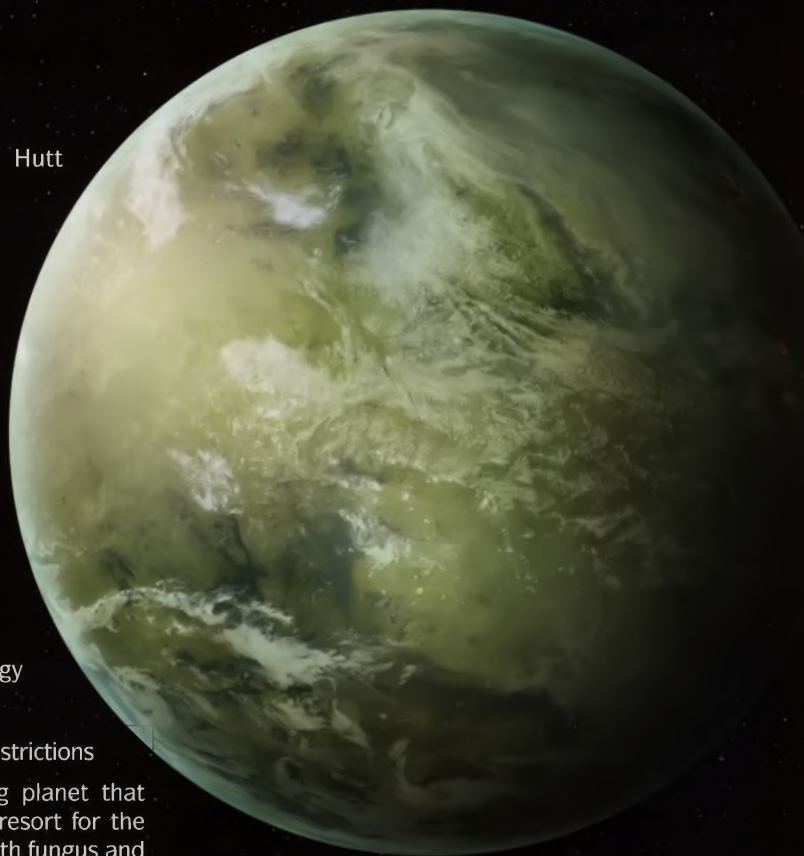
Major Imports: Consumables, technology

Trade Routes: Shag Pabul

Special Conditions: Atmospheric flight restrictions

Background: Toydaria is a putrid bog planet that serves as a food supply and pleasure resort for the Hutts. Its balmy swamps are teeming with fungus and spores, which the natives harvest for food. Toydaria is home to many deadly creatures, but none as wily as the avian Toydarians. This world on the Shag Pabul trade route has supplied Hutt gangsters with skilled artisans and savvy business managers for millennia.

Many native Toydarians prefer a pastoral lifestyle and perform their duties for their king and the Hutts in simplicity. A handful of metropolitan areas lie scattered around Toydaria, but air traffic is forbidden outside designated areas, which allows airborne Toydarians to flutter about the countryside freely. Despite regulations, Hutt caravels often loom over



the cities and muck-lakes in blatant disregard of the air-traffic ban; locals have learned to avoid these pleasure barges. The ban would effectively isolate remote villages were it not for an elaborate light-rail system that lets denizens zip across the countryside.

Toydaria also hosts a robust Imperial customs fleet made up of reinforced remnants of Admiral Greelanx's defeated Nar Shaddaa task force. The rapid response unit is supported by a state-of-the-art sensor outpost on Toydaria, and prevents lawlessness from spilling out of Hutt Space.

TOYDARIAN SPICE TRADE

In the swampland near the Oktos Zone Imperial Outpost is a dense everglade where Grey Gabaki grows. The wild fungus is a minor depressant often burned as incense or blended with tabac. Few realize, however, that the rarer Black Gabaki can also be found nearby and is a key ingredient of Neutron Pixie, a potent narco-spice.

Gabaki mushrooms grow from the droppings of rare swamp creatures called shaoryn, or swamp pixies. Spicers have stationed agents where Toydarian villages border known shaoryn hunting grounds in order to protect the beasts from

harm. They achieve this by placing holoprojectors around the swamp that display terrifying images, reinforcing the superstition that the swamp is haunted. Since the Empire occupied the southern marshes, chance encounters have skyrocketed as the creatures found a new food supply in unfortunate stormtroopers patrolling the swamp. As a result, the shaoryn population has begun to expand and to encroach on Toydarian settlements. Toydarian smugglers responsible for collecting Black Gabaki compete for bragging rights over who can obtain the largest haul.

THE POWER OF COMMERCE

The pot-bellied Toydarians have a culture that promotes astute business acumen, and they use that savvy to bargain even with the Hutts. Thanks to the shrewdness of their merchants, the Toydarians have avoided being enslaved like so many other species living in the proximity of the Hutts, and are somewhat more independent of the influence of the kajidics.

PEOPLE AND CULTURE

Toydaria is known throughout the galaxy as a world that produces some of the most skilled accountants, dealers, and financiers, and many of these individuals make their fortunes working for the Hutt kajidics. Toydarians who stay on their homeworld usually eke out a humble existence as fishers and farmers, living in treetop village aeries as they harvest fish and high-protein delicacies between flood seasons on behalf of their lord.

Most Toydarian crops are shipped offworld as tribute to the Hutts. Due to devastating monsoons and the creep of dangerous crop-killing spores, food is often in short supply, and Toydarians have become accustomed to squabbling over what survives. The constant threat of starvation causes infighting between fiefdom servants and sometimes between Toydarian vassals. While it falls to the king to resolve these disputes, King Maalva allows his subjects to settle their own matters, and sometimes secretly incites quarrels between groups to solidify his power base.

In the wake of King Katuunko's murder at the hands of a Sith assassin during the Clone Wars, many citizens of Toydaria became distrustful of all Force users. Their concerns were solidified by allegations of Jedi treachery at the wars' end, and Toydaria withdrew its support from the Republic.

PLANETARY INFORMATION

Much of Toydaria remains untouched by technological influence. Small villages are scattered around the countryside, filled with stick-built huts and mud adobes nested within gnarled swamp trees. The elevated edifices protect Toydarian villagers from frequent flood waters and swamp predators, making them a common sight planet-wide. However, some locations stand out against the mud-splattered backdrop.

TOYDOR

High above the Toydarian marshes and mudflats, the spire city of Toydor points majestically to the sky. Toydor is the greatest of only a handful of metropolitan areas to have embraced advanced technology on Toydaria. This shining beacon over the everglades serves as the planet's capital, home to the royal palace and the infamous Toydor Merchant District. Repulsorlift landing pads for carefully routed air traffic encircle the city, and an expansive light-rail system sprawls out of the capital in all directions.

The circular city's towering central spire is the home of Toydaria's monarchy. Hutt kajidic agents, corporate representatives, and nobles from all over the galaxy roam the palace grounds, pampered with luxurious mud baths and algae spa treatments during their stays. Within the palace walls, dignitaries and diplomats are granted admittance to the royal court and are entertained as trade and corporate contracts are forged with the Toydarian ruler. During visits, guests are treated to splendid sights such as the beautiful repulsor gardens and the king's private collection of Vulette light sculptures.

At the ringed base of the royal palace is an immense terraced municipal area open to the musky Toydarian air. It is called the Toydor Merchant District. Every day, thousands pass through to purchase goods and services both legal and illicit. Several Toydarian shipping magnates and galactic franchise owners operate headquarters and outlets within the vast trade center. Intermingled with the moss-stained permacrete storefronts are countless kiosk vendors selling gourmet algae, fish, and fungi. All manner of equipment can be found along the rows of the merchant streets, and everything is negotiable.

OKTOS ZONE IMPERIAL OUTPOST

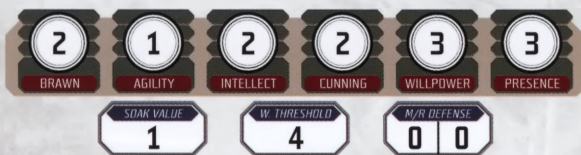
Deep within the Toydarian swampland, among the muck-lakes and the grabworms, lies a fortified Imperial garrison that supports the Shag Pabol sensor outpost. The marshes surrounding the garrison are crawling with Imperial scouts searching for Toydarian eavesdroppers and would-be saboteurs. The outpost's sensors are among the most advanced in the region: its hyperwave signal interceptors can monitor lightspeed activity as far away as Tol Amn, Irith, or Nal Hutta, and hyperspace transmissions as far into Hutt Space as the Bootana Hutta. However, the sensitive equipment is prone to breakdowns, forcing naval patrol craft to take up the extra workload.

CREATURES AND CHALLENGES

Toydaria's wetlands are alive with thousands of different species of plants and animals—along with the Toydarians themselves, naturally.

TOYDARIAN FARMER [MINION]

Most Toydarians make their living as subsistence farmers, growing or gathering swamp crops, paying their tithes to the king, and generally trying their best to avoid unwanted attention from the authorities, whether they be local, Hutt, or Imperial. The marshes of their homeworld can be extremely dangerous, but the farmers know them better than anyone else. Thanks to the harsh rule of King Maalva, they are often wary of outsiders, but can be convinced to help wanderers who make a favorable impression.



Skills (group only): Athletics, Melee, Negotiate, Survival.

Talents: None.

Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Farming implement (Melee; Damage 3; Critical 6; Range [Engaged]; Disorient 1).

TOYDARIAN MERCHANT [RIVAL]

Despite common stereotypes, not all Toydarians are merchants. Still, as with most sentient species, many Toydarians make their livelihood via commerce on Toydaria and across the span of the galaxy at large.



Skills: Charm 2, Cool 2, Deception 3, Negotiation 2, Perception 3, Streetwise 2.

Talents: Natural Negotiator (once per session, the character may reroll any one Cool or Negotiation check), Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, or Deception checks targeting Toydarian merchant once).

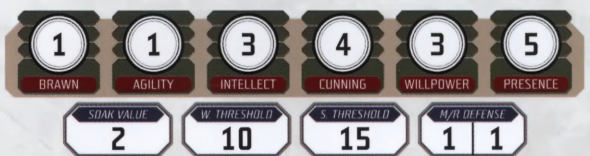
Abilities: Hoverer (Toydarians do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), loaded chance cubes, dataslate.

KING MAALVA [NEMESIS]

A nephew of the deceased Katuunko, Maalva succeeded Katuunko after his assassination during the Clone Wars. Maalva does not share his uncle's mild temperament—he is a cantankerous, conniving, petty braggart. Nevertheless, he manages to retain his throne through political savvy and by recruiting ambitious vassals who pledge their loyalty to him. Rather than use his power to better his kingdom, Maalva lines his own pockets and blames the lack of prosperity on the Empire, the Hutts, and a bad roll of the chance cube.

King Maalva tolerates the Imperials by order of his Hutt overlords, but he also has gained personal benefit from their presence. Unbeknownst to his subjects and even his councilmen, the king orders the abduction of Toydarian villagers in far-flung settlements and sells them into Imperial slavery. In return, Maalva is paid handsomely, and starships bearing the royal seal are exempt from all customs inspections.



Skills: Charm 3, Coercion 4, Deception 4, Discipline 4, Knowledge (Outer Rim) 2, Knowledge (Underworld) 2, Leadership 3, Negotiation 4, Streetwise 3.

Talents: Nobody's Fool 1 (upgrade difficulty of Charm, Coercion, or Deception checks targeting King Maalva once), Plausible Deniability 2 (remove ■ ■ from all Coercion and Deception checks), Scathing Tirade (as an action, may make an **Average** (◆ ◆) **Coercion check**; each ✨ inflicts one strain on a target in short range; each ☹️ inflicts one additional strain on one affected target; all affected targets suffer ■ to all checks for four rounds).

Abilities: Hoverer (King Maalva does not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Ceremonial sword (Melee; Damage 2; Critical 3; Range [Engaged]), armored clothing (+1 soak, +1 defense), encrypted credit voucher with 50,000 credits, royal crown.

TOYDARIAN ROYAL GUARD [RIVAL]

King Katuunko's assassination brought superstition and fear into the Toydarian royal court. Fearing reprisals after the Declaration of the New Order, the royal guard formed an elite brigade tasked with uncovering and eliminating Force users. The king's royal guards wield specialized weaponry such as cortosis-lined scimitars and train their wills to resist the mystical influence that Force-sensitives wield. Of course, like most galactic citizens, they have a limited actual understanding of Force users and the powers they manifest.



Skills: Discipline 4, Melee 2, Perception 2, Ranged (Light) 2, Ranged (Heavy) 2, Vigilance 3.

Talents: Body Guard (once per round, suffer 1 wound to guard an engaged character, then until beginning of next turn upgrade the difficulty of combat checks targeting that character once).

Abilities: Hoverer (Toydarian royal guard do not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), cortosis sword (Melee; Damage 5; Critical 3; Range [Engaged]; Cortosis, Sunder, Vicious 1), electro-visor (removes ■ imposed due to long range or poor light), 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), padded armor (+2 soak).



VODRAN

Astrogation Data: Vodran system, Hutt Space, Outer Rim Territories

Orbital Metrics: 399 days per year / 18 hours per day

Government: Hutt Ruling Council

Population: 320 million (Vodran 95%, other 5%)

Language: Hutttese

Terrain: Swamp, jungle

Major Cities: Bunku Nagara, Thruncan, Dekaar

Areas of Interest: Jatoon Sach'a, Aruk'kulli, Kudor

Major Exports: Mercenaries, slaves

Major Imports: Weapons, textiles

Trade Routes: Ac'fren Spur of the Sisar Run

Special Conditions: None

Background: A fetid planet of brackish swamps, impenetrable jungles, and warm, shallow oceans, Vodran lies in the Si'klaata Cluster. It is unpleasant and unremarkable except for two things: the reptilian Vodrans and the garbage-eating scavengers known as dianogas. Like the other inhabited worlds of the Si'klaata Cluster, Vodran is a bastion of Hutt power, firmly under the thumb of the great kajidics. While the climate of Vodran is considered uncomfortable and unhealthy by most humans and many other species throughout the galaxy, the Hutts enjoy the sodden landscape and oppressive humidity.

Vodran's landmass is almost entirely waterlogged. It is a world of murky swamps, bogs, and marshes, and the relatively little dry land that exists is covered with a thick layer of jungle. Resting on massive aerial prop roots that rise out of the muddy waters of the swamps and bayous like a knot of gigantic tentacles, the colossal mangle tree is the predominant flora of Vodran. Rivaling some of the smaller wroshyr trees of Kashyyyk for sheer size, the mangle trees of Vodran can grow to nearly two hundred meters in height.

The Vodrans are the dominant form of sentient life on the planet, and originally lived in the massive trees of this world. Egg-laying, reptilian humanoids with leathery green-brown skin and spiked protrusions, the Vodrans have evolved into a race of cooperative hunters and warriors who have banded together for mutual protection from vicious predators. The Vodrans long ago developed the tools and weapons to hunt the dianogas and spinefish that lurk in the stagnant waters below.



In spite of the dianogas, however, Vodran has long been an important world of Hutt Space and one of the keystones of Hutt power. The Vodrans came under the dominion of the Hutts alongside the Niktos and Klatooinians through the Treaty of Vontor sometime around 25,000 BBY. Since then, they have continued to serve their Hutt overlords as fiercely loyal warriors.

THE GALAXY'S GARBAGE-FEEDER

While Vodrans are not an uncommon sight throughout Hutt Space and can occasionally be found among the systems of the Outer Rim Territories, the rest of the galaxy is more familiar with another highly successful species native to Vodran—the dianoga. Generally considered a pest, these monstrous cephalopods have managed to spread across the galaxy in the garbage disposal facilities of starships, infesting nearly every inhabited planet and space station from the Deep Core to the Outer Rim. Generally content to consume the filth and waste of galactic civilization, dianogas can grow exceptionally large and become a genuine threat to the sapient species on whose garbage they feed.

HISTORY OF SUBSERVIENCE

The earliest history of Vodran is lost to time, but its first contact with the larger galaxy occurred during the devastating wars between the Hutts and the Tionese conqueror Xim the Despot more than twenty-five millennia ago. When the forces of the rival empires clashed in the skies above Vodran, the primitive natives gazed up in wonder at the flashes of laserfire and fiery explosions that lit up the heavens, convinced that their deities had gone to war. When Dojundo the Hutt, a lieutenant of the indomitable warlord Kossak the Hutt, descended to the surface of Vodran, he was greeted by the natives with reverence and hailed as a god. Soon thereafter, the Vodrans allied themselves with the Hutts—along with the Klatooinians, Niktos, and Weequay—and helped their new masters defeat Xim's armies at the Third Battle of Vontor. Awed by the "star magic" and apparent beneficence of these newcomers, Kl'ieutu Mutela, the greatest warrior of Vodran, bound his species to perpetual servitude to the Hutts.

Following the Treaty of Vontor, the history of Vodran and its people has been one of willing subjugation, profiteering, and abuse. The Vodrans quickly abandoned their own culture and language in favor of that of their new masters. Over the millennia, the Hutts have callously spent the lives of tens of millions of Vodrans in their never-ending quest for profit and supremacy over the lesser races of the galaxy. Though the planet remains largely dominated by the five families of the Hutt Ruling Council, virtually every kajidic boasts Vodrans in its service, and Vodrans can be found throughout Hutt Space. Relatively few Vodrans ever venture beyond the bounds of Hutt Space, but the Hutts have been known to hire out their servants as mercenaries or even sell their slaves to other criminals and planetary potentates, for the right price.

Throughout their long history, the Vodrans have never attempted to revolt or end their bondage. During the Clone Wars, the Separatists attempted to engage Vodran mercenaries several times, but were rebuffed by the Hutts, who wished to remain at least nominally neutral. A misguided attempt by agents of the Confederation of Independent Systems to spark

a rebellion on Vodran and bring it into the Separatist fold ended disastrously for the would-be insurrectionists, whose corpses were fed to dianogas.

PEOPLE AND CULTURE

The Vodrans revere the Hutts as living gods and have remained unshakably loyal to their masters for tens of thousands of years. So completely have they embraced the Hutts that most Vodrans believe their species sprang into existence the moment the first Hutt touched the soil of their world. With few exceptions, the Vodrans live to serve their alien masters, and their whole society is geared to that end. Vodrans genuinely admire their gluttonous masters and try to emulate their lords in most things. However, the Hutts' wantonness and indolence have never been adopted by their slaves, who tend to be active and frugal.

The Vodran population is divided into affiliated clans called kajidics, in imitation of those of the Hutts, which oversee and govern local regions of their world. The lords of these clans answer directly to the various Hutt kajidics, and ultimately to the Hutt Ruling Council, and they have little genuine authority or autonomy. Rather than resenting their overlords, however, the vast majority of Vodrans regard the association with the Hutts as beneficial to their species and gladly accept their servile condition. Most Vodrans have little sense of individual identity and tend to view things in relation to the "the value of many," which places the well-being and survival of their species above that of self. Vodran life is built around one's place within one's clutch (a Vodran's immediate family) and clan. This selflessness served the Vodran well when struggling for survival on their hostile homeworld, allowing them to hunt and defend their settlements, but also made them the perfect slave race for the egotistical Hutts.

While most Vodrans accept the status quo and could not even comprehend any other sort of existence, a few members of the species occasionally develop odd personality quirks and a sense of individuality that tends to make them outcasts among their society.

PLANETARY INFORMATION

While Vodran is not an ecologically diverse planet, its swampy surface is dotted with cities and settlements carved out of drained and cleared land, and nestled in the branches of the mangle trees.

Magnificent towers of stone, ferrocrete, and durasteel rise in places above the dense, green canopy, constructed by the loyal Vodrans for the benefit of their Hutt masters.

BUNKU NAGARA

The spiritual, cultural, and economic heart of Vodran, Bunku Nagara, or the “City of Palaces” in Huttese, lives up to its name. Scores of ostentatious palatial estates and towering edifices rise from the jungle, a Hutt vision of paradise crafted of stone and precious metals. Nearly every kajidic of note maintains a palace within the confines of Bunku Nagara; a well-known Hutt adage states that the fortunes of a clan can be measured by the size of its palace in Bunku Nagara.

At the center of the sprawling city, a massive complex of pylons and soaring conical towers rises majestically above the surrounding palaces. The Vatta Hutta, or Temple of the Hutts, is the focal point of the city and the Vodrans’ veneration of their Hutt masters. Allegedly constructed on the site where Dojundo the Hutt first landed on Vodran and where, according to Vodran legend, Kossak later ascended to godhood, the colossal temple is dedicated to the worship of the Hutts as living gods.

THRUNCAN

Once the most populous city on Vodran, Thruncan served as the administrative capital of the world, home to millions of Vodrans and seat of the planet’s Imperial governor. Today, Thruncan is little more than a ruin, where a few thousand survivors pick over the remains of their once-prosperous city, scavenging among the ashes and debris. Thruncan’s fate is the result not of a natural disaster, but rather of the so-called Thruncan Insurrection, a popular uprising that was sparked in the city not against the Hutts, but against the oppressive Imperial regime.

When Imperial policy turned for a time to taking a more active role in the affairs of Hutt Space and cracking down on illegal weapons and spice trafficking in the Outer Rim Territories, the Imperial governor of the planet began issuing proclamations and decrees that conflicted with twenty-five thousand years of tradition. Rumblings of discontent stirred among the normally subservient populace, encouraged perhaps by Hutts eager to see Imperial influence wane on Vodran, and soon a full-fledged rebellion

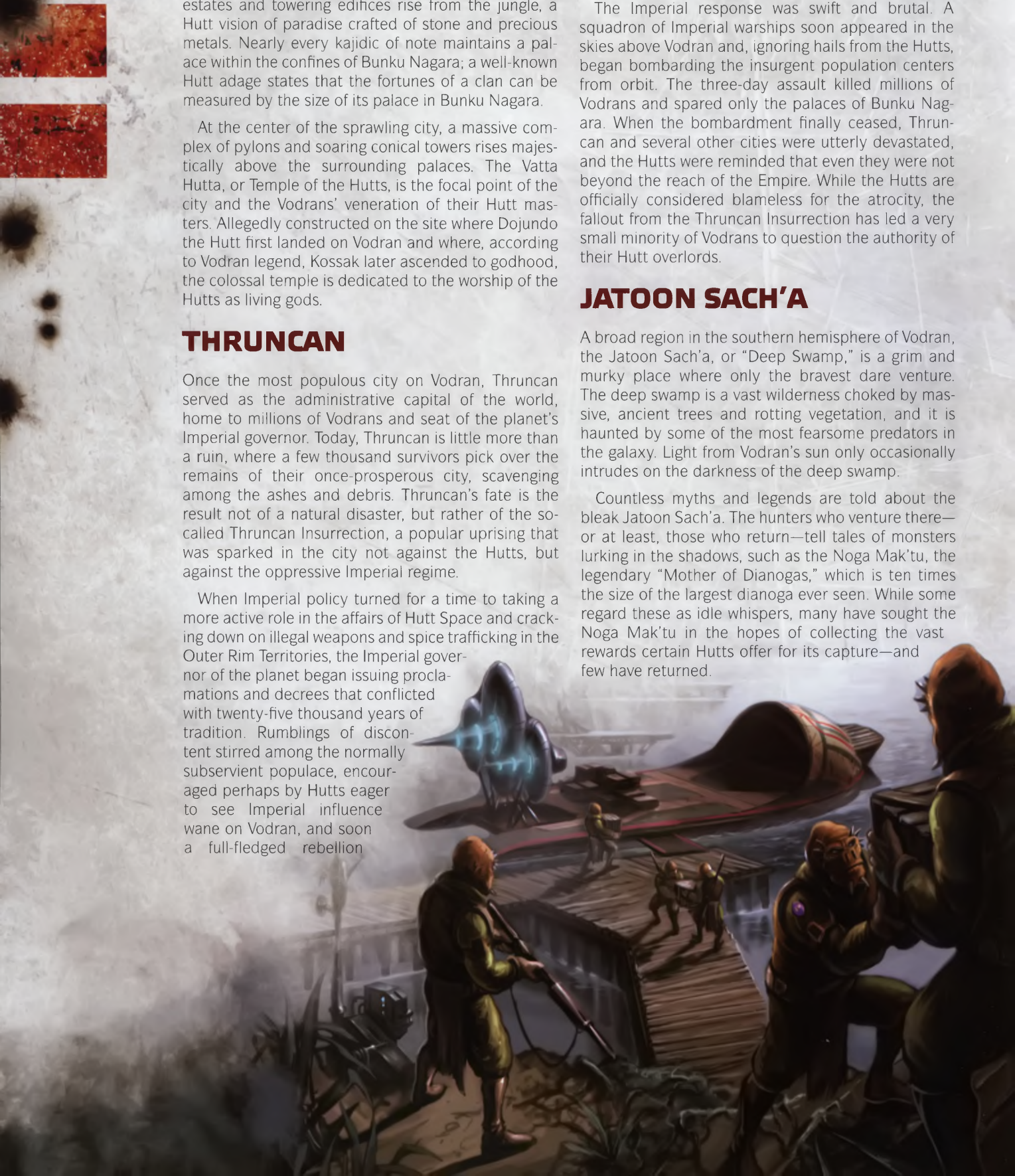
broke out on the streets of Thruncan, quickly spreading to other nearby cities. The relatively small Imperial garrison, which included a battalion of stormtroopers, was wiped out and the governor’s body dragged through the streets.

The Imperial response was swift and brutal. A squadron of Imperial warships soon appeared in the skies above Vodran and, ignoring hails from the Hutts, began bombarding the insurgent population centers from orbit. The three-day assault killed millions of Vodrans and spared only the palaces of Bunku Nagara. When the bombardment finally ceased, Thruncan and several other cities were utterly devastated, and the Hutts were reminded that even they were not beyond the reach of the Empire. While the Hutts are officially considered blameless for the atrocity, the fallout from the Thruncan Insurrection has led a very small minority of Vodrans to question the authority of their Hutt overlords.

JATOON SACH’A

A broad region in the southern hemisphere of Vodran, the Jatoon Sach’a, or “Deep Swamp,” is a grim and murky place where only the bravest dare venture. The deep swamp is a vast wilderness choked by massive, ancient trees and rotting vegetation, and it is haunted by some of the most fearsome predators in the galaxy. Light from Vodran’s sun only occasionally intrudes on the darkness of the deep swamp.

Countless myths and legends are told about the bleak Jatoon Sach’a. The hunters who venture there—or at least, those who return—tell tales of monsters lurking in the shadows, such as the Noga Mak’tu, the legendary “Mother of Dianogas,” which is ten times the size of the largest dianoga ever seen. While some regard these as idle whispers, many have sought the Noga Mak’tu in the hopes of collecting the vast rewards certain Hutts offer for its capture—and few have returned.



ARUK'KULLI

A range of tall, steep mountains that nearly bisects the planet's northern hemisphere, the Aruk'kulli is virtually the only sizeable band of dry land on Vodran. The range's climate varies depending on the latitude, its southern, equatorial regions warm and rainy, the northern latitudes colder and drier, and its peaks cloaked in snow. The jungle creeps up the sides of the mountains, and lonely, black swamps fill the valleys and hollows between peaks. Dozens of volcanic cones, especially to the north, erupt with a degree of regularity.

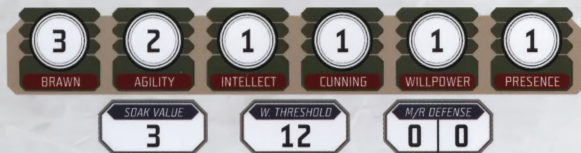
Atop the summits and plateaus of the Aruk'kulli, several wealthy and powerful Hutt families maintain remote havens ranging from secret bolt-holes to fortified retreats and luxurious sanctuaries. Rumors tell of isolated bands of Vodrans in the mountains and primeval valleys, living as they have for tens of thousands of years, and even speaking their own ancient language.

CREATURES AND CHALLENGES

Vodran is home to many dangerous creatures that inhabit its swamps, fens, and bayous.

SMALL DIANOGA [RIVAL]

Dianogas begin life as microscopic larvae feeding on plankton and miniscule bits of refuse. With an abundant food source, larval dianogas quickly grow to a larger juvenile stage, consuming larger sources of nutrients. A juvenile can range anywhere from one to four meters in length before reaching adulthood.



Skills: Brawl 2, Perception 1, Stealth 2, Survival 1, Vigilance 1.

Talents: None.

Abilities: Amphibious (dianogas may breathe underwater without penalty and never suffer movement penalties for traveling through water), Constricting Grip (a juvenile dianoga can maintain a grip on its victim with some tentacles while attacking with others, though its grip is not as powerful as that of an adult; as long as the victim is immobilized by the dianoga's tentacles, it inflicts 2 strain and 1 wound at the start of the turn each time the victim's turn comes up; victims immobilized beneath the water's surface may start to drown—see page 214 of the **EDGE OF THE EMPIRE** Core Rulebook for more information about suffocation and drowning).

Equipment: Tentacles (Brawl; Damage 4; Critical 4; Range [Engaged]; Ensnare 3, Knockdown).

GREATER DIANOGA [NEMESIS]

Though adult dianogas average about five to six meters in length, they continue to grow throughout their lives and can become significantly larger if they have access to a steady food source. In the deep swamps of Vodran, and in the sewers and trash units of its large cities and starships, dianogas can grow to ten meters, or perhaps even larger.



Skills: Brawl 3, Perception 2, Stealth 5, Survival 3, Vigilance 3.

Talents: Adversary 2 (upgrade difficulty of all combat checks made against this target twice).

Abilities: Amphibious (dianogas may breathe underwater without penalty and never suffer movement penalties for traveling through water), Crushing Grip (can maintain a grip on the victim with some tentacles while attacking with others; as long as the victim is immobilized by the dianoga's tentacles, it inflicts 2 strain and 1 wound at the start of the turn each time the victim's turn comes up; victims immobilized beneath the water's surface may start to drown—see page 214 of the **EDGE OF THE EMPIRE** Core Rulebook for more information about suffocation and drowning).

Equipment: Tentacles (Brawl; Damage 6; Critical 3; Range [Engaged]; Ensnare 4, Knockdown).

VODRAN ENFORCER [RIVAL]

The reptilian Vodrans are hardy and, by and large, slavishly devoted to their Hutt masters. While some resist the rule of the Hutts, most Vodrans are content to serve the overlords they view as divine.



Skills: Athletics 1, Melee 1, Perception 1, Ranged (Heavy) 2, Survival 1, Vigilance 1.

Talents: None.

Abilities: Loyalty (upgrade the difficulty of social checks targeting the Vodran enforcer once if they conflict with the Vodran enforcer's loyalty or interfere with his duty to his Hutt masters).

Equipment: Vodran hunting rifle (Ranged [Heavy]; Damage 7; Critical 4; Range [Long]; Cumbersome 2), enforcer's uniform (+1 soak).

YLESIA

Astronavigation Data: Cha Raaba system, Hutt Space, Outer Rim Territories

Orbital Metrics: 624 days per year / 10 hours per day

Government: Hutt Ruling Council

Population: 190 million (human 55%; Rodian, Twi'lek, and Nikto 25%; t'landa Til 1.5%, Hutt 0.5%, other 18%)

Language: Huttese and Basic

Terrain: Plains, mountains, rain forests

Major Cities: Colony 1, Colony 2, Colony 3

Areas of Interest: Altar of Promises, Mountains of the Exalted, Zoma Guwanga

Major Exports: Refined spice, nala wood

Major Imports: Unprocessed spice, slaves

Trade Routes: Shag Pabot

Special Conditions: None

Background: While most spice addicts would not give it a second thought, chances are that the glitterstim or ryll spice they consume was refined and processed on the planet Ylesia. One of the most important spice processing centers in the galaxy, Ylesia imports vast quantities of raw spice from Kessel and Ryloth to refine into a useable product and ship to markets across the galaxy.

Ylesia is dominated by the Besadii Hutts, who control the planet along with their Black Sun allies. It is a largely temperate world with warm, shallow seas sprinkled with thousands of tiny, scattered island and three small continents. Most of Ylesia's population lives on the eastern continent near the planet's equator, in a tropical band dominated by rain forests and grassy savannahs.

A WORLD ENSLAVED

The population of Ylesia is exceptionally diverse, primarily due to the importation of "pilgrims" transported along the Shag Pabot. Though the planet remains under the control of the Besadii clan, Hutts make up less than one percent of the population. Following the destruction of the Cult of the One and the All, some of the surviving t'landa Til returned to the Y'Toub system, while others chose to remain on Ylesia and set up so-called Exultation dens where addicts could get their fix. While many of the pilgrim-slaves were liberated during the Rebel raid, there were simply too many to smuggle them all off the planet. In spite of the

revelation of the cult's true purpose, a large portion of the former cultists remain addicted to the Exultation. Ironically, on a world almost wholly devoted to the production of ryll and glitterstim, the most popular narcotic remains the ministrations of the t'landa Til. Slaves and indentured servants make up about half of the total population of Ylesia, though following the destruction of the Cult of the One and the All, the illusion of freedom has been dispelled. While Besadii mercenaries and Nikto slave-warriors maintain order and keep the spice workers in line, thousands of Black Sun foot soldiers and enforcers now openly work beside them.

ILLUSORY PARADISE

Once ostensibly a spiritual utopia, beneath Ylesia's ascetic veneer lurked a taxing and (literally) dark existence for those unfortunate enough to be caught up in the Hutts' and t'landa Tils' machinations.

FALSE PROMISES

Long associated with illegal drugs and narcotics, Ylesia has a history of spice production going back several thousand years. Several years after the end of the Clone Wars, Aruk Besadii Aora conceived of a bold and elaborate scheme to take control of spice production in the galaxy. After purchasing the whole planet, the Hutt crime boss hired hundreds of t'landa Til, a species of large, sentient quadrupeds that evolved on Varl alongside the Hutts. Aruk had learned that the subsonic vocal vibrations used by male t'landa Til to attract mates, combined with their latent telepathic ability to project a wave of warm and pleasant feelings, had a euphoric effect on many other species. Manufacturing a new religion, the Cult of the One and the All, Aruk set up his t'landa Til as the priests of his nefarious cult. Dispatching t'landa Til "missionaries" throughout the galaxy, Aruk lured tens of thousands of pilgrims to Ylesia to partake in the Exultation ceremony. Using their "gift," the t'landa Til priests were able to enthrall an army of willing slaves who quickly became addicted to the Exultation. The t'landa Til would put their followers to work in Aruk's spice processing factories, claiming that hard work was the path to enlightenment.

Aruk's success bred enemies among the other Hutt clans, notably the Desilijic kajidic. Concerned about the unwanted Imperial attention that Aruk's operations on Ylesia might bring, and resentful over other past conflicts, Jiliac Desilijic Tiron and his nephew Jabba plotted to eliminate their Besadii rival once and for all. Aruk's offspring and presumptive heir, Durga Besadii Tai, was young and inexperienced, but

T'LANDA TIL CHARLATAN [RIVAL]

Originally hailing from Varl, t'landa Til are massive sentient quadrupeds distantly related to the Hutts. Til possess thick, trunk-like legs, a thin whip of a tail, and two slender arms. The t'landa Til are not as wealthy or powerful as the Hutts, and many of them serve the Hutts in various capacities.

4	2	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 6		W THRESHOLD 20		M/R DEFENSE 0 0	

Skills: Brawl 1, Charm 3, Deception 3.

Talents: Blooded 2 (add ■■ to all checks to resist or recover from venoms, poisons, and toxins; reduce duration of ongoing effects from poisons, venoms, and toxins by two rounds, to a minimum of one).

Abilities: Humming Vibrations (as an action, may make an **Opposed Charm vs. Discipline check** against a target at up to medium range to disorient the target for a number of rounds equal to ☆; may spend ☹☹☹ or ☹ to stagger the target for 1 round instead).

by allying himself with the Black Sun crime syndicate, he was able to quickly consolidate his position in the wake of his predecessor's demise.

However, even Durga's Black Sun allies were unable to prevent a large-scale raid by the young Rebel Alliance on Ylesia. The assault disrupted most spice production on the planet, costing the Besadii billions of credits in lost revenue. Worse still, the pilgrim-slaves were liberated, and the Cult of the One and the All was effectively destroyed. In the year since the devastation wrought by the Rebels, the Besadii Hutts have rebuilt their organization on Ylesia, though their operations pale in comparison to those of the previous decade.



KWENN SPACE STATION

Astrogation Data: Kwenn system, Hutt Space, Mid Rim region

Orbital Metrics: 323 days per year / 27 hours per day

Government: Administrative Board of Directors

Population: 324,000 (human 44%, Hutt 3%, other 53%) and 50,000 to 200,000 pilots, tourists, and other temporary occupants

Languages: Basic, Huttese

Terrain: Urban, docking bays, laboratories, luxury spires

Major Cities: Kwenn Central, Mirrsteel Heights

Areas of Interest: Dry docks, Tallifax Inn

Major Exports: Contraband, entertainment, manufactured goods, starships, technology, tourism

Major Imports: Consumables, industrial goods, raw materials, water

Trade Routes: Ootmian Pabol

Special Conditions: None

Background: Situated in geosynchronous orbit above the planet of the same name, Kwenn Space Station serves as a gateway between the Empire-controlled Mid Rim and the lawlessness of Hutt Space. With its bronze-colored body mottled with patina, arachnid-like dry dock legs, and gleaming eyestalk spires, Kwenn Station is reminiscent of a Despayran crab spider as it scuttles around Kwenn like that predator would circle a helpless gutter-snail. The ancient facility has changed appearances over the years as sections have been added and removed, but it has remained the most heavily trafficked supply depot on the Ootmian Pabol for millennia.

Three kilometers in circumference, the station functions as a last stop for transports and warships heading into Hutt Space. Kwenn Station offers dry docks for starship repairs, shipping and storage facilities for hundreds of corporations, and an enter-

tainment resort for the ultra-wealthy. The station is also a notorious shadowport for smugglers passing between Hutt Space and the Mid Rim.

Recently, Kwenn Station was sold by clan Besadii after a financial debacle on Ylesia. While Kwenn Holdings currently owns the station, various criminal syndicates vie for control of the gateway to Hutt Space. The Tenloss Syndicate has tried to gain majority control by accumulating corporate shares through dummy corporations and anonymous buyers, while clan Anjiliac has resorted to bribing and blackmailing board members.

DRY DOCKS

Kwenn Station's skeletal framework of full-service dry docks is capable of berthing several massive capital ships to make repairs. Imperial Star Destroyers are commonly moored here between patrols, but bulk cruisers and luxury liners are also accommodated. Ubrikkian Industries maintains a large section of berths for R&D. However, the chief engineer is in clan Desilijic's pocket, which uses the skunkworks as a shadowport. Therefore, it's not uncommon to spot Gamorrean and Weequay mercenaries standing watch at checkpoints.



GATEWAY TO PERDITION

Kwenn Station is a spacers' haven, home to thousands of sentients catering to those frequenting the space lanes. Everything from luxury liners to slave ships, Imperial Star Destroyers to pirate frigates, and corporate cruisers to independent freighters stop to refuel here before entering or exiting Hutt Space.

PEOPLE AND CULTURE

All walks of life are represented on board. Technicians and engineers occupy docking bays, repair depots, and dry docks. Merchant stalls and eateries fill the corridors and converted cargo bays in Kwenn Central, next

to slums inundated with beggars and thieves. Ubrikan Industries, Incom Corporation, and Golan Arms have satellite headquarters in the chromium towers of Mirrsteel Heights and secret R&D labs hidden on board. Even xenoarchaeologists explore the station, seeking its true origins. Little occurs on Kwenn Station that doesn't profit Black Sun or the Hutt kajidics. Anjiliac thugs strong-arm shop owners for protection money. Black Sun spies leak internal documents and corporate secrets to the highest bidder. Black Sun enforcers and Anjiliac mercenaries have been engaging in a cold war that occasionally explodes into the corridors as they test turf boundaries.

STATION INFORMATION

Kwenn Station is divided into three unique sections: Kwenn Central makes up the bulk of the station, Mirrsteel Heights sits atop Central, and the dry docks dangle below.

KWENN CENTRAL

Within the clamshell-shaped hull of Kwenn Station lie countless hangar bays, cargo facilities, and living areas. The station's exterior is speckled with docking ports, refueling stations, repair depots, chop shops, and more cargo facilities. Within the interior lies a maze of shops, bars, hotels, and casinos crammed into nearly every centimeter of habitable space. The corridors are caked in grease and dried-up coolant, and cluttered with broken starship parts and garbage piles. Central is in a constant state of disrepair. Many turbolifts don't function properly or at all. Air scrubbers, long overdue for replacement, struggle in vain to wash the stink of the unkempt masses out of the warm and stale recycled air.

Kwenn Station has been decreed neutral territory between the Hutts and the Empire, and an entire deck is reserved for maintaining their uneasy peace. As such, the station hosts dozens of hidden shadowports that smugglers use while transporting contraband. These facilities are tucked in garbage chutes, conduit tunnels, and life support vents buried deep within Kwenn Central. Some xenoarchaeologists postulate the station predates the Hutt-Xim Conflict, prompting galactic universities to send expeditions to study the station's inner workings. Rumors fly that exotech lies hidden in the bell of the station.

TALLIFAX INN

The Tallifax Inn has been a fixture of Kwenn Central for decades. The sports pub and inn has changed hands over the years, but it is currently owned by smashball's infamous enforcer, the Corellian Dreadnaught's number 001, Mallsam O'ne. The smashballer traded shoving players for serving drinks and reminiscing about the glory days to his adoring customers. Smugglers and freighter pilots come from all around to relax and cheer for their teams, but the local favorite is none other than the Corellian Dreadnaughts, and anyone rooting for another team is likely to be met with violence.

MIRRSTEEL HEIGHTS

Luxury towers crown the station high above the bulbous hull of Kwenn Central in a section called Mirrsteel Heights. Celebrities, Hutt lords, and all manner of deep-pocketed individuals maintain lavish penthouse residences in the shimmering silver and transparisteel pylons that glisten in the starlight. This is also the notorious location of the death of famed jatz-wailer Jos Irrmo.

Mirrsteel also boasts an extravagant entertainment district with casinos, opera houses, spas, and recreational centers. The finest clothiers in the galaxy have stores with all of the latest fashions on hand. Vehicle corporations operate upscale dealerships selling luxury craft to socialites and high rollers. Several authentic Hutt-style chuba cantinas, at which Gamorrean poetry is read nightly, can be found in Mirrsteel as well. The critically acclaimed Corellian opera, "The Brief Reign of Future Wraiths," is a mainstay at the Mirrsteel Grande Opera House, located in the Center West Tower.

ADDITIONAL WORLDS AND STATIONS

The vast region of space dominated by the Hutts boasts hundreds of inhabited worlds as well as countless small colonies, hidden pirate bases and hideouts, and deep space stations. This section details several notable locations that the Player Characters might visit (or escape from) during their journeys through Hutt Space.

ALEE

Located along the Ilosian Spur between Bimmisaari and Ilos Minor, Alee is a largely agrarian world and homeworld of the sapient gastropods known as the Vippits. The decidedly alien Vippits move about on a muscular ventral foot that secretes lubricating mucus to aid movement, and their fleshy bodies are protected by flat, iridescent turquoise shells. While agriculture is Alee's primary industry, the native Vippits are famed for their insightful intellects and judicious, if unimaginative, minds. Consequently, an unusual number of Vippits forgo the life of a farmer and opt for a legal career instead. Vippits have a well-earned reputation as exceptional lawyers and barristers, and most Hutts keep at least one Vippit on retainer to deal with legal predicaments arising from their "legitimate" business activities. In addition to Vippits, a significant number of Ilosians live on Alee, mostly working as farmhands and agricultural workers.

CIRCUMTORE

An artificial, ring-shaped planetoid built by some unknown alien race long presumed extinct to serve a purpose long since forgotten, Circumtore is located at the juncture of several important hyperlane trade routes running through Hutt Space. Hundreds, if not thousands, of small transports and light freighters pass through Circumtore's beautiful and elaborate starship terminal complex daily, and a tremendous amount of smuggled goods and spice exchanges hands here on a regular basis.

For several centuries, Circumtore has been controlled by the gluttonous Shell Hutts. Though the Shell Hutts ask few questions regarding the cargo that passes through their markets—at least as long as they get their cut—security is fairly tight on Circumtore. Unlike most of the other ports and planets in Hutt Space, Circumtore is subject to a strict prohibition on the open carrying of weapons. This is the result of a bit of unpleasantness that occurred several years ago when the infamous Boba Fett and several other notable bounty hunters visited Circumtore to collect on a bounty, an incident that left one Shell Hutt and dozens of hired guns dead. Since then, security on

Circumtore has been tightened considerably, ironically making it one of the safer places in Hutt Space to buy and sell goods on the black market.

NIMBAN

Once a member world of the Galactic Republic with representatives in the Senate, Nimban made history several centuries ago when it seceded from the Republic and successfully petitioned to join Hutt Space. The native Nimbanel are renowned for their labyrinthine mind-set and their ability to navigate mountains of paperwork and complex systems of information, making them particularly useful to galaxy-spanning bureaucracies such as the Imperial Ministry of Finance, Imperial Taxation Bureau, and Bureau of Ships and Services. They have also found a niche among other large organizations in need of accountants, bookkeepers, and business administrators, like the Corporate Sector Authority and the Hutt kajidics, for which they adroitly cook the books and obfuscate revenues behind a complex maze of numbers. Taking advantage of the economic chaos following the Clone Wars and the collapse of the Trade Federation, Nimbanel businessmen and investors were able to purchase controlling interests in several large corporations, such as the starship design firm Hoersch-Kessel Drive and the droid manufacturer Delban Faxicorp, imposing Nimbanese efficiency on these troubled companies, which are now headquartered on Nimban.

The Nimbanese penchant for puzzle-solving is an evolutionary byproduct of the strange ecology of their homeworld, aiding the sentient herbivores in extracting the edible portions of Nimban's peculiar flora, such as the puzzleflower and the boyy'lo. This intellectual approach to problems even replaced warfare among the Nimbanels, who engage in elaborate competitions called *muhndees*, where rivals present each other with incredibly complex logic riddles and mathematical puzzles to determine the victor. While competent and efficient, the Nimbanels' methods can often be frustrating to other species that do not have the patience to meet their exacting standards or fill out every form in triplicate.

NAR KREETA

Located at the juncture of the Pabol Kreeta and Pabol Sleheyron hyperspace lanes, near the tip of the Boz Pity Salient of the Kreetan Narrows, Nar Kreeta is a mining colony and important center of trade. A rocky, arid world of enormous mountains and deep canyons, with warm, alkaline oceans, Nar Kreeta was colonized by the Hutts thousands of years ago. Several large

mining concerns operate on Nar Kreeta under charter from the Mining Guild. Though the Hutts take a large cut of the profits, the mineral wealth of Nar Kreeta is abundant. Significant amounts of diatium and kiirium, as well as rare iridium, tydirium, vanadium, and yttrium, among other, more common ores and minerals, are regularly extracted from the planet's crust. Nar Kreeta also serves as transit point for goods and slaves en route to and from the Mid Rim, making the system a favorite haunt of pirates.

OUTLAND TRANSIT STATION

A large space station situated along the Shag Pabot at the Rimward edge of Hutt Space, the Outland Transit Station is a popular stopover for ships traveling to and from the Baxel sector. Originally under the control of the Hutts, the station came to be owned by the Toydarian infochant Rozatta, an associate of the infamous bounty hunter Jango Fett, who frequently visited the station in the years prior to the Clone Wars. Rozatta's friendship with Fett led to her death and the near destruction of the space station when a rival Mandalorian bounty hunter named Montross tortured and killed her, then planted thermal charges around the station in a failed attempt to kill his rival.

At the end of the Clone Wars, the Outland Transit Station was repaired and refurbished by the Besadii Hutts and several allied kajidics to help further their control of the spice trade. While officially just a refueling depot, the station is in reality a clearinghouse for smugglers transporting unprocessed glitterstim and ryll along the Triellus Trade Route—the so-called “Hutt Highway”—as well as spice, weapons, and slaves heading to the Outer Rim.

The station itself orbits a barren planetoid and is divided into several districts. The docking areas are copious, able to accommodate scores of small and medium freighters, and are equipped with several kilometers of conveyor belts and a small army of labor droids to handle the transfer of goods and cargo. The entertainment district boasts dozens of cantinas and tapcafs, as well as numerous spice dens, sabacc parlors, gladiatorial arenas, and other seedier establishments. On Merchant's Row, hundreds of vendors hock their wares—legal and otherwise—from storefronts and stalls, and merchants and traders engage in all manner of business.

RIILEB

A hot and humid world of broad oceans and thousands of swampy archipelagoes, Riileb is home to a sentient species of insectoid humanoids that has managed to remain independent of the Hutts despite its location well within the bounds of Hutt Space. Though

the Riilebs possess little advanced military technology, they have been able to thwart several attempts by the Hutts to subjugate and enslave their world. As one of the few worlds in Hutt Space that have managed to remain free of the Hutts, Riileb occasionally serves as a haven for those who have run afoul of the Hutts and need to disappear for a time.

SLEHEYRON

A world built on slavery, Sleheyron came under the domination of the Hutts long before the rise of the Republic. Thousands of years ago, the struggle for control of Sleheyron was one of the sparks that lit the ferocious Hutt-Xim Conflict. Today, the planet bears no trace of that ancient war, but it is a product of the conflict. An economic powerhouse second only to Nar Shaddaa, Sleheyron is the center of the Hutt slave trade, largely due to its location at the nexus of the Pabot Hutta and Pabot Sleheyron trade routes, midway between the Bootana Hutta and the Si'klaata Cluster. Countless billions have passed through its slave markets, where tens of thousands of unfortunates are bought and sold daily.

Aside from its infamous slave markets, this heavily industrialized world is also a major hub for the processing of Tibanna gas, which is imported from as far away as Genarius and Bepin. Hundreds of factories, operated by millions of droids and expendable slaves, churn out spin-sealed and valuable processed Tibanna gas, to be used in weapons and starships throughout the galaxy.

Sleheyron is highly stratified, with a few small, well-maintained districts rising like islands amid a sea of grimy slums and smog-choked industrial zones. Scores of massive cargo freighters filled with Tibanna gas, ships and bulk transports laden with slaves, and smaller smugglers' vessels constantly transit through Sleheyron's starports. In spite of very public Hutt efforts to curb it, piracy is rampant in the Sleheyron system, especially since the Hutts themselves are often behind the marauding.

TETH

Teth occupies a nebulous, contradictory space in the region—it is simultaneously the official Imperial “capital” of the Baxel oversector that contains Hutt Space, yet it exists just outside the borders of Hutt Space by the Hutt Ruling Council's reckoning. The planet itself is covered by jungles, plains, and mesas, but also marked by the progress of centuries of human colonization.

The relationship between the Empire and Hutts is complex, and Teth reflects that reality. The mix of political games between the Hutts and the Empire can be deadly to careers and lives even, for those at the highest levels of power.





PLAYER OPTIONS

"Anything can be bought in Hutt Space, but not everyone can stomach the price."

—Naraa Chimu, Sakiyan assassin-for-hire

Hutt Space is crawling with opportunities for adventurous rogues and other assorted scum to make their mark on the seedy underbelly of the galaxy. It allows players in **EDGE OF THE EMPIRE** to explore the darkness lurking at the fringe of galactic society, an intergalactic underworld more than ten thousand light years across, where anything can be bought, sold, or stolen, and where crime really

does pay. Be they Nikto bounty hunters, Gank mercenaries, Sakiyan assassins, or Hutts themselves, the ambitious, inventive, and unscrupulous will find their talents in high demand where the kajidics hold sway.

In this chapter, players will find information on four new playable species as well as details about some of the weapons, armor, gear, vehicles, and starships unique to the worlds dominated by the Hutts.

NEW SPECIES

The worlds of the Hutts are teeming with sentient life, most of which is subservient to the masters of Nal Hutta. While the Vodrans, Niktos, Klatooinians, and Weequay are well known for their associations with the Hutts, there are other sentient species under the thrall of the crime lords of the galaxy.

This section offers detailed character creation rules for the Hutts and three other species dwelling within their domain, allowing PCs in **EDGE OF THE EMPIRE** to embark on lives of crime and adventure in service to, or struggling against, the **LORDS OF NAL HUTTA**, or even to grow criminal empires of their own.

HUTTS

Hutts are large, long-lived gastropods with remarkable physical and mental strength. They are slug-like, lacking legs and, as they gain their adult size, move only slowly. Although the most infamous Hutts in the galaxy tend to be gangsters and crime lords, Hutts can be found in nearly any profession. The following rules outline the creation of a character who is a young adult Hutt, only one or two centuries old.

Physiology: As they age, Hutts continue to grow larger and, if wealthy and powerful, more corpulent. Since Hutts can live for over one thousand years, the oldest and most powerful Hutts are very massive indeed. Even a comparatively young and vigorous Hutt has a flexible, muscular torso some two or three meters in length, topped by a broad head with two enormous eyes and a cavernous mouth. Compared to the rest of their bodies, Hutt arms seem stubby and short, although they are still powerful in their own right.

Society: Hutt society revolves around clan politics, with Hutts of the same family expected to work to advance the status of the clan as a whole. Loyalty is important, as is taking vengeance for any slight. Due to their long lifespans, Hutts tend to be patient and are comfortable taking a long-game approach to most matters. Most Hutts do not particularly value the lives or freedom of non-Hutt life forms, and the Hutt species maintains several "lesser" species in a state of near-universal bondage. Of course, some individual Hutts defy these stereotypes.

PERSONAL ADVANCEMENT

For an ambitious young Hutt looking to get ahead in the galaxy, the Hutts' long lifespan is both a blessing and a curse. On the one hand, it means that the Hutt has plenty of time for plans to come to fruition. On the other hand, it means that all the senior positions within the kajidic are occupied by elder Hutts who could take a millennium to finally die and present a chance for advancement.

Hutts tend to be patient, but there are limits. A Hutt with no opportunity to advance within his own kajidic may strike out on his own. Some truly go freelance, turning their back on the family business, but most are just looking for an opportunity to prove themselves to their elders. Where a promising kajidic position doesn't exist, an ambitious Hutt may have to set out to create one. And once that position is created, well, then that Hutt would be the natural choice to fill it, wouldn't he?

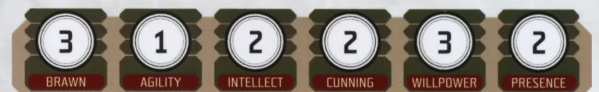
Most Hutt clans maintain family organizations called kajidics. To an outsider, there may seem to be no difference between a kajidic and a clan...and there may also seem to be no difference between a kajidic and a criminal empire. Indeed, many kajidics are heavily involved in the slave trade, spice trafficking, and other forms of interstellar crime; the Hutts' reputation as ruthless gangsters is mostly well deserved. A Hutt who does not join the family kajidic is an outcast. He has no proper place in Hutt society, and other Hutts have no idea how to relate to him.

Homeworld: Although originally from the world of Varl, the Hutts have long since claimed a new homeworld: Nal Hutta, whose name means "Glorious Jewel" in Huttese. Nal Hutta is mostly a polluted, swampy wasteland, of little interest to anyone but the Hutts. However, Nal Hutta's fifth moon, Nar Shaddaa, is a major spaceport and trade hub.

Language: The Hutt language, Huttese, is spoken by sentient beings throughout the galaxy. It is a major trade language whose universality rivals Galactic Basic, especially in the Outer Rim and Hutt Space. Hutts are perfectly capable of learning to speak Basic, or almost any other language, but some Hutts choose not to (or choose to pretend not to) as a means of establishing their dominance. Many Hutts use translators, either droids or "servants."

Life on the Fringe: Mature, wealthy Hutts avoid physical labor as a matter of status, but younger Hutts still eager to make a name for themselves sometimes excel as warriors, where their great physical strength is an asset. Natural schemers and negotiators, Hutts make effective merchants, politicians, and, of course, criminals. Hutt obligations tend to involve either links to their home clan, or their reasons for parting ways with that clan.

SPECIES ABILITIES



- **Wound Threshold:** 13 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 70 XP
- **Special Abilities:** Hutts begin the game with one rank in the Enduring talent and one rank in the Nobody's Fool talents. Hutts begin the game with one rank in Coercion or Discipline. They still may not train Coercion or Discipline above rank 2 during character creation.
- **Ponderous:** A Hutt can never spend more than one maneuver moving per turn.



Sakiyan

Nikto

Gank

Hutt

GANKS

A mysterious species of mercenaries in the employ of the Hutts, the Ganks are among the most feared and bloodthirsty killers in Hutt Space. Clad from head to toe in high-tech battle armor, these faceless thugs and enforcers are rarely seen in the flesh by non-Ganks. The Ganks act as bounty hunters, assassins, and bodyguards for Hutts and others willing to pay the credits for their services and to condone their methods. They established a reputation for unparalleled brutality several thousand years ago during the infamous Gank Massacres, when they wiped out the whole Porporite species to protect Neimoidian ryll-trading interests. Since then, the Ganks have solidified their position as some of the most dangerous guns for hire in the galactic underworld.

Physiology: Beneath their armor and cybernetics, Ganks are powerfully built, carnivorous bipeds with fur ranging in color from golden yellow to a mix of dark brown to red. Their snarling visages and beady eyes give them a dangerous, predatory appearance. Aggressive and belligerent, Ganks are known to have short tempers and few scruples, though they are

strongly protective of their own kind. Cybernetics are such an important element of Gank society that they are virtually a part of their physiology, with every Gank having at least a few different implants or prosthetics.

Society: Militaristic and warlike, Gank society is highly regimented and organized into familial packs, sometimes not so inappropriately referred to as murders. While not readily apparent to outsiders, Ganks conform to a strict hierarchy among themselves, with alphas—often the most experienced, veteran warriors—directing packs of their fellows. Ganks rarely operate independently, instead preferring to coordinate with other Ganks in small groups. Ganks are masters of ambush and squad tactics, functioning with an efficiency and lethality rarely seen outside of elite units. When forced to work with other, less disciplined species, Ganks frequently become frustrated by their disordered approach to combat.

Ganks often take trophies from their foes, a habit that has garnered them the reputation of being thieves as well as killers. Certainly, many Ganks are prone to looting their victims' bodies, to claim tokens that show the quality and number of foes they have slain. Even amongst Ganks who do not lead a life of violent crime, trophy-taking is often a culturally important practice.

A SPECIES OF CYBORGS

Few species in the galaxy modify themselves with cybernetics as readily as the Ganks. It is completely unknown for an adult Gank to have eschewed all implants; Ganks commonly have several. Like so much about the Ganks, the reason for their obsession with altering their bodies with technology is a mystery, but it undoubtedly aids them in their mercenary professions.

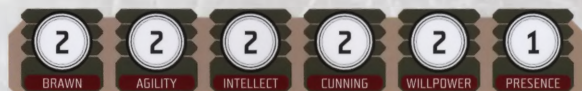
Among the Ganks, more cybernetics means greater prestige, and highly successful veterans are often more machine and wire than flesh and bone. Particularly well-augmented Ganks are dangerous foes, as their strength, speed, and reflexes have been artificially boosted to vastly superhuman levels. Such is their obsession with cybernetic technology that Ganks will accept contracts offering payment in high-tech implants and artificial limbs in lieu of gold or credits. This reliance on technology does have one particularly notable drawback—Ganks are unusually susceptible to ionization weaponry, which can effectively shut down the cybernetic portions of their bodies. Because of this, Ganks rarely utilize ionization blasters and grenades, and they often find being shot at by such weapons more disconcerting than blaster fire.

Homeworld: The homeworld of the Ganks is unknown. Many suspect that they originally hail from a planet somewhere within the Bootana Hutta itself, or possibly from a world hidden within the dense, radioactive clouds of the Oktos Nebula. Whatever the case may be, most Ganks can be found working for the Hutts within the vertical cities of Nar Shaddaa.

Language: While Ganks have their own language, it is completely unknown to non-Ganks, as it is almost never spoken out loud. Ganks prefer to communicate silently among themselves via their cybernetic com-links. Most Ganks also speak at least some Basic and are generally fluent in Huttese.

Life on the Fringe: Ganks live on the edge of the fringe, and they are rarely a welcome sight among “civilized” society. The Hutts are known to enlist small armies of Ganks when in need of professional mercenaries, in addition to engaging smaller groups for special contracts. While most Ganks stick closely to their packs, an individual occasionally goes rogue, becoming a lone hunter. This most often occurs when the sole survivor of a pack refuses to join another pack. These solitary Ganks often become obsessed with avenging the deaths of their pack members, spending years, if necessary, to track and hunt those responsible.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** Ganks begin the game with one rank in Coercion or Vigilance. They still may not train Coercion or Vigilance above rank 2 during character creation.
- **Cyborg:** All Ganks are cyborgs, and each one often possesses several different cybernetic implants. A Gank begins play with up to two cybernetics (such as those on page 173 of the **EDGE OF THE EMPIRE** Core Rulebook or on page 106 of this book) that cost a total of up to 5,000 credits. If a character takes on additional Obligation for credits at character creation, he may apply these extra funds to the 5,000 credit budget to purchase cybernetics. Ganks have a cybernetic implant cap of 3 plus Brawn rating.

NIKTOS

Perhaps the most well-known slaves of the Hutts, the fierce and humorless Niktos of Kintan have served their masters for thousands of years, though not always with unwavering loyalty. Hardy and stoic, the five Nikto subspecies are a common sight throughout Hutt Space and the Outer Rim Territories.

Physiology: Reptilian humanoids with tough, leathery skin and standing roughly the height of an average human, the Niktos are a product of their harsh environment. Bombarded for thousands of years by gamma radiation from a nearby magnetar star known as M'dweshuu, life on Kintan has had to adapt rapidly or face extinction. The frequency of mutation among the Niktos has sped up their evolution, altering their genome thousands of times faster than would otherwise be the case. The Niktos are capable of only very limited facial expression due to their lack of well-developed mimetic musculature, and their eyes are protected by a thin, transparent membrane. Their seemingly blank expressions and unblinking stares often cause others to underestimate their intelligence.

Society: Nikto civilization grew from necessity. Banding together to survive against their homeworld's fearsome, mutated predators—vicious spine dragons, enormous trogwhales, and ferocious tuskbeasts among them—the Niktos learned the value of cooperation as they worked together to tame and conquer their harsh world. Though racial tensions between the various subspecies of Niktos resulted in several bloody, planetwide wars prior to the Treaty of Vontor, the Hutts

imposed a unified peace on the Niktos. While there are certain long-standing taboos against interbreeding among the subspecies, children are occasionally born of mixed parentage. Most offspring of such couplings display only the characteristics of one parent or the other; relatively few genuine hybrids are born.

Life for most Niktos is harsh, in spite of the “beneficence” of the Hutts, and they toil hard in the service of their callous and cruel masters. Few Niktos are natural leaders, and servitude is simply a way of life—relatively few aspire to anything more than bondage to a Hutt who has fewer sadistic tendencies than a Dark Lord of the Sith. Even so, there is an undercurrent of yearning for freedom among the Niktos that has not been entirely extinguished by millennia of slavery. Occasionally a Nikto will escape his master or purchase his freedom, but such an emancipated slave must remain ever-vigilant lest he fall into the clutches of another Hutt.

Homeworld: The Niktos evolved on Kintan, a planet in the Si'klaata Cluster. It is a world of varied climates and environments, from vast deserts and dry tundra to forested mountains and tropical archipelagoes. The unifying factor on Kintan is M'dweshuu and its radiation, which permeates the whole planet, causing strange mutations among the ecosystems. While the radiation levels are not lethal (at least not immediately), Kintan is still a dangerous, violent world. For more information on Kintan, see page 62 in **Chapter II: Hutt Space**.

Language: Unlike the Klatooinians and Vodrans, the Niktos have not abandoned their own language. Most Niktos are able to speak their native tongue, as well as Huttese. Many Niktos are also able to speak at least some Basic, though the limited articulation of their mouths can make them somewhat difficult to understand.

Life on the Fringe: Due to their relationship with the Hutts, most Niktos operate in the gray area between illegal and immoral, generally doing the dirty work their masters prefer not to. While many Niktos serve as bodyguards or enforcers for the Hutts, others function as pilots, mechanics, or technicians. A Nikto's starting Obligation is usually owed to a Hutt, whether it is a Duty to a particular kajidic, a Debt owed for the Nikto's freedom, or a Bounty on his head for escaping.

FIVE SUBSPECIES

The harsh conditions of the Nikto homeworld has contributed to the development of five distinct Nikto subspecies, which have diverged due to geographic isolation from each other and adaptation to their various environments. While the different subspecies display a variety of cosmetic and minor physiological differences, they are all genetically compatible.

KAJAIN'SA'NIKTOS (RED NIKTOS)

Having evolved in the blasted expanse of the Endless Wastes, Red Niktos are adapted for this arid environment. The most common Nikto subspecies, Kajain'sa'Niktos have ruddy skin ranging from light orange to red and sport small facial horns on the brow and chin. A Red Nikto's nose is protected by a semi-permeable membrane that prevents sand inhalation. Similar membranes cover the breathing tubes on either side of the neck to reduce water vapor loss. This allows a Red Nikto to survive up to a week without fresh water.

Special Abilities: Kajain'sa'Niktos begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation. When making skill checks, Red Niktos may remove ■ imposed due to arid or hot environmental conditions.

KADAS'SA'NIKTOS (GREEN NIKTOS)

Originating in the forests and temperate coastal regions of Kintan, the Kadas'sa'Niktos have scaly green skin and a fringe of bony ridges terminating in small horns around the eyes and chin. Kadas'sa'Niktos have visible, highly sensitive noses and long claws for climbing.

Special Abilities: Kadas'sa'Niktos begin the game with one rank in Coordination. They still may not train Coordination above rank 2 during character creation. They also gain ■ to Athletics checks made to climb trees and other surfaces their claws can pierce.

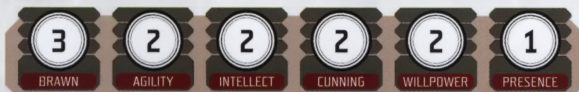
Claws: When a Green Nikto makes Brawl checks to deal damage to an opponent, he deals +1 damage and has a Critical Rating of 3.

ESRAL'SA'NIKTOS (MOUNTAIN NIKTOS)

The bluish-gray Esral'sa'Niktos, or Mountain Niktos, evolved in the mountainous hinterlands of Kintan. Prominent facial fins protrude from their cheeks, providing them with excellent hearing and assisting with heat regulation, both of which provide an edge in the wilds.

Special Abilities: Esral'sa'Niktos begin the game with one rank in Survival. They still may not train Survival above rank 2 during character creation. They also gain the Natural Outdoorsman talent (once per game session, a Mountain Nikto may reroll any one Resilience or Survival check).

SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Each Nikto subspecies has its own special abilities, listed here.

GLUSS'SA'NIKTOS (PALE NIKTOS)

Native to the rocky Gluss'elta Islands of their homeworld, Gluss'sa'Niktos, or Pale Niktos, have white-gray skin, tiny horns around their eyes, and small facial fins. Evolving near the oceans of Kintan, the Pale Niktos are born sailors and swimmers, possessing slightly webbed fingers and toes to help propel them through the water.

Special Abilities: Gluss'sa'Niktos begin the game with one rank in Athletics. They still may not train Athletics above rank 2 during character creation.

Swimmer: A Pale Nikto never suffers movement penalties for traveling through water and can hold his breath for a number of rounds equal to twice his Brawn rating before beginning to drown.

M'SHENTO'SU'NIKTOS (SOUTHERN NIKTOS)

The Southern Niktos have cream, white, yellow, or orange skin and lack the horns and prominent facial ridges common to other Niktos. Instead, the M'shento'su'Niktos have evolved long, well-developed breathing tubes on the backs of their necks. In addition to facilitating respiration, the tubes allow the Southern Niktos to perceive ultrasonic vibrations.

Special Abilities: M'shento'su'Niktos begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation. Southern Niktos may add ■ to Perception and Vigilance checks to detect sounds.

SAKIYANS

Few predators in the galaxy can rival the Sakiyans. As trackers, they are matched only by the Gand. As hunters, they are the equal of the Trandoshans and Defel. As killers, they are virtually unparalleled. Fortunately for the rest of the galaxy, Sakiyans tend to have very little interest in anything beyond their own star system and rarely venture far from their homeworld.

Although the Sakiyans' hunting prowess would seem to make them better suited for ground-level living, an entire segment of Sakiyan society has moved above their traditional forest encampments to grand and lofty repulsorlift cities. There, the Sakiyans' best and brightest minds have continued to develop and perfect their repulsorlift technology, which they export across the galaxy. It is this expertise that has allowed them to resist multiple attempted conquests over the years.

Sakiyans are renowned as bounty hunters and assassins; those who leave their homeworld, Saki, find their skills in high demand among the Hutt kajidics. Yet, there is no love lost between the proud Sakiyans and the Hutts, who would dominate them and their homeworld given half the chance.

Physiology: Though superficially similar to humans, Sakiyans are a distinct species, having evolved along convergent lines but possessing various notable features. Most visibly, Sakiyans have enlarged, bifurcated craniums, lack any hair, and have pointed ears. Their skin is highly reflective, like burnished metal, and varies in color from jet black and dark grey to varying shades of red, blue, and purple. Pale-skinned and albino Sakiyans exist as well. Nearly twice the size of the average human brain, the highly evolved brains of the



Sakiyans are able to process impressive amounts of sensory information. As such, Sakiyans have extraordinary senses: they are able to see into the infrared spectrum and possess truly exceptional hearing and smell. Some Sakiyan hunters are said to track their prey by smell alone.

Society: Sakiyan society is organized around complex family and clan relationships. Known as prides, Sakiyan clans form the basis of their communities. Protecting and defending their families and prides are the overriding concerns of members of the species. As such, Sakiyans tend to be territorial and suspicious of strangers and outsiders, especially non-Sakiyans. The prides are largely homogenous, relatively insulated groups, and pride leaders exercise familial and political authority over their clans and communities. Sakiyan skin tones are one means by which prides identify themselves, though there is little overt prejudice based on skin color between most groups. The notable exception to this is the bigotry directed against light-skinned Sakiyans, who are generally viewed as aberrations by the rest of Sakiyan society, even their own kin. Because of this, pale-skinned and albino Sakiyans are more likely than others to leave Saki and forge their own paths in the galaxy.

Predators at their core, Sakiyans take great pleasure in the hunt and regard hunting as the truest test of a being's worth. They tend to view themselves as the ultimate hunters—with some justification—and regard most other species as little more than cud-chewing prey, barely worthy of the most minimal respect. Sakiyans are also noted for their distinct lack of humor as well as their intellectual and problem-solving abilities; they rarely take kindly to being proven wrong.

Homeworld: Situated on the edge of the Bootana Hutta, deep within Hutt Space, Saki is a tropical world of broad oceans and lush rain forests, which have been preserved by the Sakiyans' remarkable reputa-

tion. Rather than clear away their hunting territory, they have instead expanded skyward with massive floating cities and fortresses. See page 70 in **Chapter II: Hutt Space** for more information on Saki.

Language: Despite being under the economic domination of the Hutts, the Sakiyans have maintained their own cultural identity, which includes their native language. However, most Sakiyans are also fluent in Huttese and speak at least rudimentary Basic.

Life on the Fringe: Thanks to their intelligence and their almost preternatural senses, Sakiyans are natural predators and excel at the hunt. Most Sakiyans who roam the galaxy gravitate toward becoming bounty hunters and assassins, and they typically view their prey as little more than sport. A general lack of empathy for what they perceive as "lesser" species can lead many Sakiyan assassins and bounty hunters to accept contracts that might be viewed as unsavory to others, and their sense of honor pushes them to complete a contract at almost any cost.

SPECIES ABILITIES



- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** Sakiyans begin the game with one rank in Perception or Vigilance. They still may not train Perception or Vigilance above rank 2 during character creation. Sakiyans also start with one rank in the Expert Tracker talent.

SAKIYAN HONOR

Sakiyans take honor seriously. They divide honor into two types, *monthræl*—personal honor—and *yithræl*—pride honor. *Monthræl*, a Sakiyan's individual honor, can be lost or redeemed only via personal deeds. If a Sakiyan incurs dishonor by cowardice or failing to protect his family, such a stain can only be removed by his own actions. Dying with a black mark on one's personal honor is one of the greatest tragedies for a Sakiyan.

Yithræl, on the other hand, is the honor of a Sakiyan's pride or clan. A significant blemish on one's personal honor can bring shame to a Sakiyan's entire pride. While personal honor can only be reclaimed by the individual, *yithræl* can be recovered by the children and descendants of a Sakiyan

who disgraced the clan. Very often, the strict Sakiyan code of honor requires the spilling of blood. Honor duels and feuds are common, and vendettas are passed down through many generations.

For such a prideful and warlike people, every passing slight or disagreement could potentially lead to violence and bloodshed. Fortunately, their formalized honor rituals also help restrain their passions. The honor system imposes an almost inviolable code of conduct that prevents them from acting too impulsively for fear of incurring dishonor. Of course, Sakiyans do not normally attribute honor to other species, and they rarely apply their normal rules of conduct to dealings with humans and other aliens.

NEW WEAPONS

There are countless ways to die in Hutt Space; going unarmed in this lawless region is about as advisable as feeding a rancor. Fortunately, there is no shortage of weapons to be had in the realm of the Hutts. From the small but powerful blasters of the Hutts to the bizarre repulsor rifles of the Sakiyans, the exotic weapons that spew acid and poison gas to the deadly cortosis staves of the Morgukai, the black markets of Hutt Space offer virtually any armament imaginable.

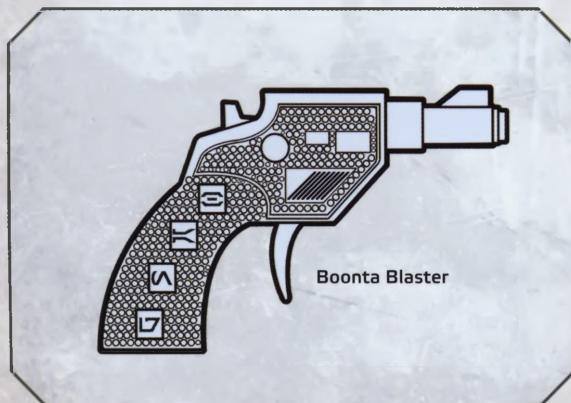
ENERGY WEAPONS

By most estimates, there are more blasters per capita in Hutt Space than anywhere else in the galaxy. With nearly everyone armed, firepower is the name of the game. Fortunately, in a galaxy flush with firearms, the blaster choices are nearly endless, at least for those who can afford them.

BOONTA BLASTER

Named after the legendary hero Boonta the Hutt, who allegedly carried a similar weapon, these specialized holdout blasters typically appear to be nothing more than ornate and ostentatious pieces of jewelry. Custom-made to the taste of individual Hutts, these garish blasters pack enough firepower to ensure that any would-be assassin who gets past the wearer's bodyguards does not live long enough to remain a threat. Some of these weapons are treasured family heirlooms, passed down from one Hutt to another for many generations.

Add ■ to Perception checks to find a Boonta Blaster on a wearer's body. Remove ■ from the wearer's Deception checks to explain away the weapon as purely ornamental or otherwise non-threatening.



GREFF-TIMMS ATA PULSE-WAVE BLASTER

These ancient weapons were state-of-the-art thousands of years ago, prior to the development of the modern blaster. Operating on the same basic principle as a blaster, the pulse-wave blaster fires a short beam of intense energy at its target. However, this energy tends to dissipate quickly, making its effective range quite short. The destabilizing molecular effect produced by these weapons is similar to that of disruptors, resulting in particularly vicious wounds. While generally considered archaic, some rogues and criminals still appreciate the pulse-wave blaster's unpleasant capacity for mayhem.

ARAKYD INDUSTRIES ACP REPEATER GUN

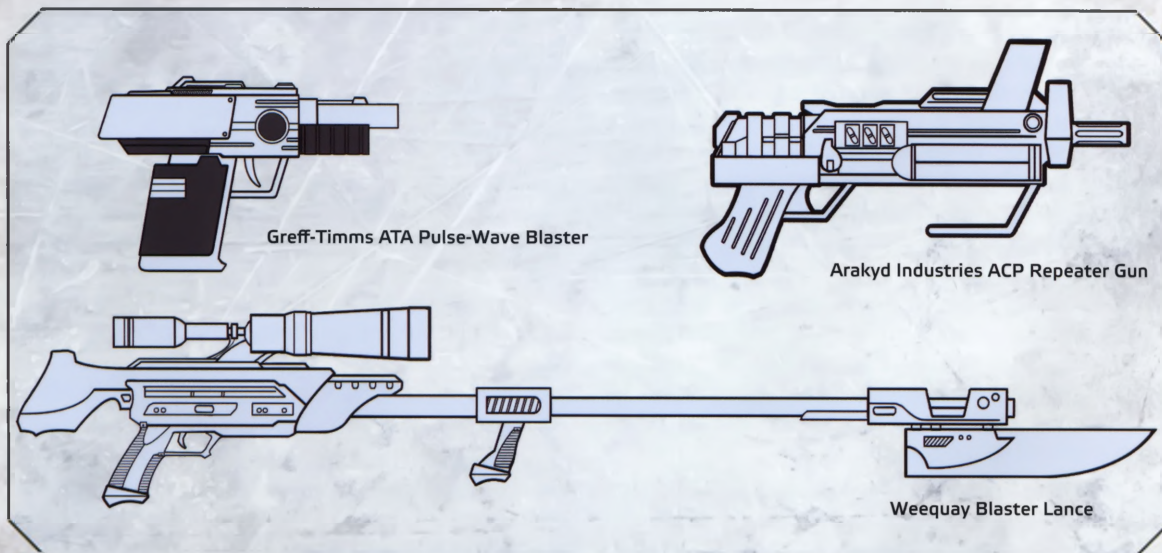
The Accelerated Charged Particle repeater gun is a medium range blaster carbine capable of laying down a tremendous field of fire. Designed prior to the Clone Wars for use in urban and close combat firefights, the weapon was deemed underpowered for general use and saw limited assignment to commandos and other specialized units. However, the ACP repeater gun has enjoyed success in the private market, particularly among criminals, who appreciate the weapon's ability to spray a small area with bolts of deadly charged particles. So popular is the ACP repeater gun among Trandoshan mercenaries and Gank killers that it is often referred to as the "Trandoshan Chopper" or "Nar Shaddaa Grinder."

WEEQUAY BLASTER LANCE

Designed for use in the endless expanse of white sand deserts on Sriluur, these unusual blasters have exceptionally long barrels, some nearly two meters in length. While not the most powerful blasters available, the particularly long range of these weapons makes them ideal for hunting in the desolate wastes and for desert warfare, in which enemies can be spotted at a great distance. Though blaster lances are somewhat cumbersome, many Weequay nonetheless carry them for their ability to hit virtually anything visible under the light of Quay.

TABLE 3-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
Boonta Blaster	Ranged (Light)	6	3	Short	1	1	1,000	8	Stun setting
Greff-Timms ATA Pulse-Wave Blaster	Ranged (Light)	5	3	Short	2	2	(R) 750	6	Vicious 3
ACP Repeater Gun	Ranged (Heavy)	7	3	Medium	3	1	1,000	6	Auto-fire, Stun setting
Weequay Blaster Lance	Ranged (Heavy)	8	3	Extreme	5	2	850	6	Accurate 1, Cumbersome 2
SakTek D-29 Repulsor Rifle	Gunnery	8	4	Medium	3	3	1,550	7	Disorient 3, Knockdown, Stun Damage
Slugthrowers									
Kelvarek Consolidated Arms KD-30 "Dissuader" Pistol	Ranged (Light)	4	5	Short	2	0	350	6	Pierce 2, Vicious 1
Prax Arms Stealth-2VX Palm Shooter	Ranged (Light)	1	5	Short	0	0	300	5	Limited Ammo 3
Vodran Hunting Rifle	Ranged (Heavy)	7	4	Long	4	2	800	7	Cumbersome 2
Explosives and Other Weapons									
Tenloss L70 Acid Projector	Ranged (Heavy)	6	2	Short	4	1	1,250	7	Blast 6, Burn 3, Vicious 1
Poison Gas Grenade	Ranged (Light)	-	-	Short	1	0	50	5	Blast 2, Limited Ammo 1



SAKTEK D-29 REPULSOR RIFLE

Manufactured by the Sakiyan corporation SakTek, this unusual personal weapon uses a repulsor generator to blast its target with a wave of concussive force. Employing essentially the same technology as a tractor beam, the D-29 fires an invisible ray of electromagnetic energy that violently pushes a target away, knocking down, disorienting, and stunning creatures without directly causing any serious lasting damage.

SLUGTHROWERS

Though slugthrowers are generally considered outdated relics or weapons of backwater savages, they still see use among many who dwell within the Hutt hegemony. Not all slugthrowers are throwbacks to a more primitive age; several arms manufacturers produce high-tech projectile weapons every bit as deadly as a blaster.

KELVAREK CONSOLIDATED ARMS KD-30 "DISSUADER" PISTOL

A particularly vicious slugthrower, the KD-30 "Dissuader" fires special ammunition filled with a particularly caustic acid capable of eating through armor, flesh, and bone. Outlawed in many "civilized" parts of the galaxy, the KD-30 is a disconcertingly common weapon in Hutt Space.

The acid in the Dissuader's ammunition continues to cause damage over time. A target struck by a round from the KD-30 suffers one wound, ignoring soak, at the beginning of his turn for the next two rounds.

STEALTH-2VX PALM SHOOTER

One of the smallest, most easily concealed weapons in the galaxy, the Prax Arms Stealth-2VX Palm Shooter fits easily in the cupped palm of a human-sized hand, making it virtually undetectable by the casual observer. While its darts themselves are not particularly lethal, the toxins contained within the darts can be quite deadly.

Each dart can be loaded with 1 dose of neurotoxin, anesthetic, or neuromuscular (see page 172 of the **EDGE OF THE EMPIRE** Core Rulebook) or any other poison (such as those on page 109) the GM deems appropriate. Whenever the wielder successfully attacks a target with the weapon (whether or not he deals damage), the target also suffers the effects of being exposed to the poison.

Add ■■ to Perception checks to find a Stealth-2VX Palm Shooter on a wearer's body.

VODRAN HUNTING RIFLE

These rifles, usually crafted by hand in local Vodran workshops, are commonly found in the hands of skilled dianoga hunters (or occasionally in the stomachs of dianogas). While not particularly advanced, these weapons are powerful enough to kill most predators that roam the swamps of Vodran. Cunning hunters often set up a blind in the lower branches of a mangle tree and wait for a dianoga to pop its eyestalk up from the murky waters, then blind the creature with a well-aimed shot before moving in to finish it off.

EXPLOSIVES AND OTHER WEAPONS

While blasters are nearly ubiquitous throughout Hutt Space, many mercenaries, bounty hunters, and assorted rogues prefer to augment their arsenals with less conventional weaponry.

TENLOSS L70 ACID PROJECTOR

A terrifying weapon, the Tenloss L70 Acid Projector fires a stream of xenoboric acid capable of burning through virtually any material. The inert component chemicals are contained within two separate reservoirs within the L70, only mixing as the weapon is fired at its unfortunate target. For obvious reasons, these gruesome weapons are banned in most systems.

Acid projectors operate similarly to flame projectors, spraying targets in a narrow cone. When triggering the weapon's Burn quality, the user may choose to apply it to any one target hit by the attack; this quality may be triggered multiple times, affecting a different target each time. The GM can spend ☉ ☉ or ☉ to apply the weapon's Burn quality to an ally hit by the original attack. Since the burn is chemical in nature, the Burn damage cannot be stopped by rolling around on the ground or jumping into water.

POISON GAS GRENADE

While most would balk at using poison gas in combat, some bounty hunters and assassins use it to inspire terror in their targets. Droid bounty hunters and Gand findsmen, who are unaffected by airborne toxins, often employ poison gas grenades. They can be filled with deadly gases, such as dioxin, trion, or Fex-M3.

Poison gas grenades can be loaded with up to 1 dose of neurotoxin, anesthetic, or neuromuscular (see page 172 of the **EDGE OF THE EMPIRE** Core Rulebook) or other poison (such as those on page 109) that the GM deems suitable. Whenever the wielder successfully attacks a target with the weapon (whether or not he deals damage), the target also suffers the effects of being exposed to the poison.

Unless used outdoors in a windy environment, the poison gas lingers for 2 rounds, affecting anyone caught in the cloud. If used in a closed, poorly ventilated space, such as a small room or narrow starship corridor, the gas lingers for 5 rounds instead. Poison gas grenades do not harm droids and other creatures that do not breathe air. Characters equipped with vacuum sealed suits, breath masks, respirators, or rebreathers are also unaffected by the poison gas.

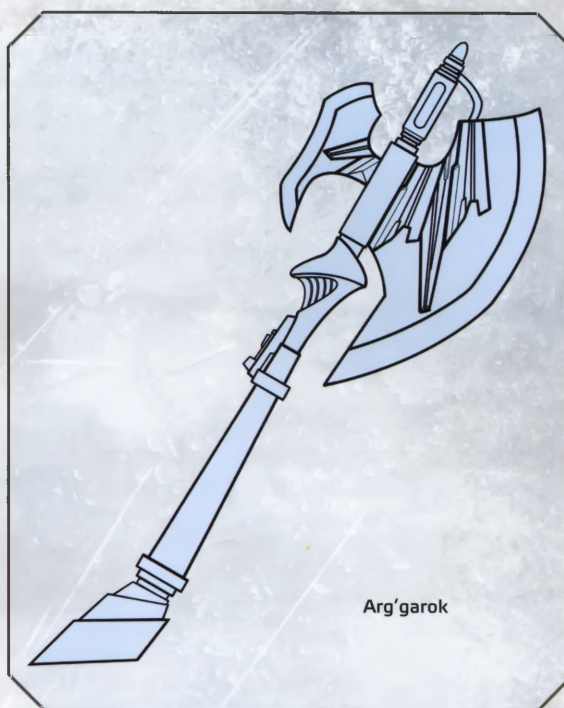
MELEE WEAPONS

To the Hutts and their thugs, business is often a brutal knock-down, drag-out affair requiring a substantial investment in the form of hired muscle. Though projectile weapons are available, many of the rogues and assorted scum who call Hutt Space home prefer to confront their foes and victims up close, enjoying the intimate violence that only brawling and melee weapons provide.

ARG'GAROK

Based on the traditional Gamorrean war ax, the Arg'garok is a massive vibro-ax capable of inflicting horrific wounds. Favored by Gamorrean warriors, these weapons are heavy and ungainly, measuring a meter and a half in length and requiring tremendous strength to properly wield in combat. In spite of the weapons' association with Gamorreans, Arg'garoks are highly valued as prestige weapons and can occasionally be found in the hands of Barabels or Houks in the employ of the Hutt kajidics—more physical and belligerent Hutts might even brandish such weapons themselves.

The Arg'garok requires two hands to wield.



Arg'garok

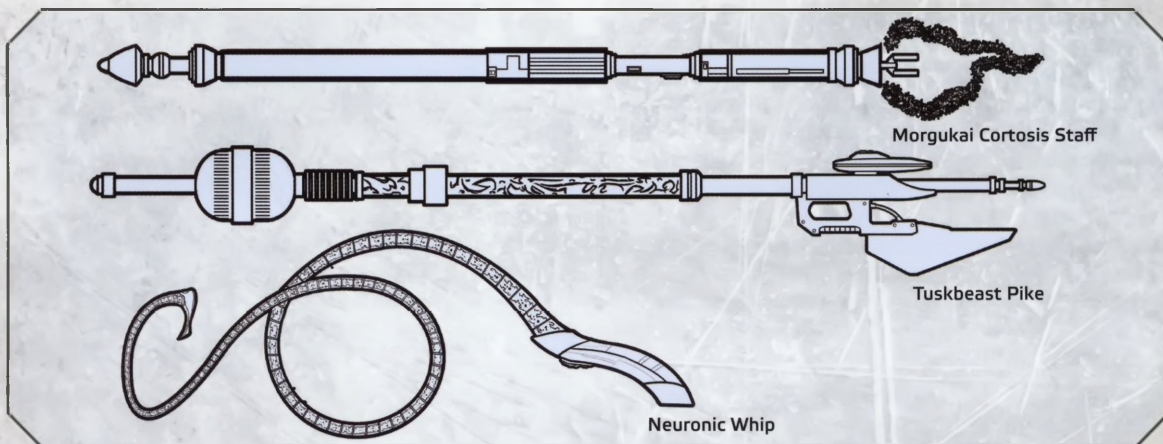
BEASTMASTER'S VIBRO-GLAIVE

Most often found in the hands of the Weequay, these vibro-glaives consist of a heavy, single-edged head affixed to a pole up to two meters in length. Such weapons are particularly popular among the dark wolf beastmasters of Sriluur, who use the flat edge of the pole-arm to keep their charges in line, exploiting the glaive's reach to maintain a relatively safe distance from the lethal tails of the raquor'daan. The Weequay made use of vibro-glaives in their wars with the Houk, using these vicious weapons to even the odds in close combat.

The beastmaster's vibro-glaive requires two hands to wield.

TABLE 3-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Arg'garok	Melee	+5	3	Engaged	5	3	1,000	7	Cumbersome 5, Inferior 1, Pierce 1, Sunder
Beastmaster's Vibro-glaive	Melee	+2	2	Engaged	3	3	975	6	Defensive 2, Pierce 3
Morgukai Cortosis Staff	Melee	8	1	Engaged	3	0	(R) 9,000	10	Breach 1, Cortosis, Defensive 1
Neuronic Whip	Melee	+1	4	Short	1	1	750	6	Disorient 4, Ensnare 1, Stun Damage
Tuskbeast Pike	Melee	+4	3	Engaged	3	1	1,050	8	Defensive 1, Knockdown.



MORGUKAI CORTOSIS STAFF

Relics of the Morgukai, an ancient Nikto warrior society that hunted Jedi and Sith alike, these weapons are exceedingly rare. Crafted using lightsaber-resistant cortosis ore, the staves emit energy blades very similar to those of lightsabers. The Morgukai were declared an outlawed religious cult by the Galactic Empire and have long been thought extinct like the Jedi they once fought.

The cortosis staff requires two hands to wield.

NEURONIC WHIP

Used by slavers across the galaxy to keep their “merchandise” in line, the neuronic whip is a terrible weapon banned on many worlds. A powerful electrical charge runs the length of this cruel wire whip, discharging when it strikes its target and sending painful

impulses racing through its victim’s nerve cells. The whip emits an ominous low humming sound when charged, exploding like the crack of a gunshot when it comes into contact its unfortunate target.

This weapon can be used to make melee attacks against targets at up to short range (the difficulty remains **Average** [◆◆]).

TUSKBEAST PIKE

Long spears used by the Nikto, tuskbeast pikes were originally developed to hunt the giant, mutated predators of Kintan. Though tuskbeasts are now extinct, many Nikto still carry these weapons. Traditionally, the polearms’ hafts are carved from slain tuskbeasts’ ivory and bone, often elaborately carved with sacred images and poetry from Nikto mythology.

The tuskbeast pike requires two hands to wield.

NEW ARMOR

When deals are closed with a shot from a blaster or the blade of a vibroknife, a bit of armor can make all the difference. In Hutt Space, reliable armor can be a commodity every bit as valuable as spice or gold.

HUTT SHELL ARMOR

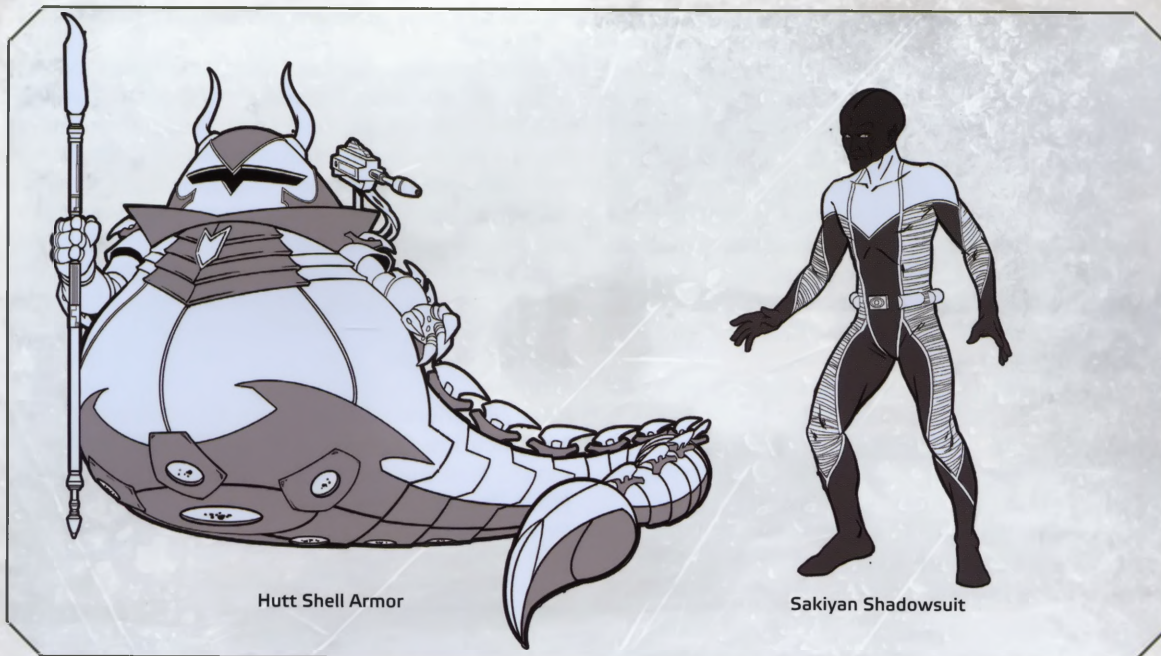
Crafted especially for the Shell Hutts of Circumtore, these massive exoskeletons are fashioned from segmented cylinders of durasteel. Freed from the need for any sort of physical exertion by the repulsorlifts and

powerful servomechanisms built into their armored suits, the gluttonous Shell Hutts grow to be tremendously corpulent, even by Hutt standards, necessitating ever-larger suits of armor. Shell armor allows its wearer to hover up to five meters above the ground.

Hutt Shell Armor allows a Hutt to ignore the effects of the Awkward and Ponderous abilities (if he possesses either or both of these). Further, the wearer does not have to spend additional maneuvers when navigating difficult terrain.

TABLE 3-3: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Hutt Shell Armor	2	2	(R) 25,000	6	4	9
Sakiyan Shadowsuit	0	1	2,500	1	1	8



SAKIYAN SHADOWSUIT

Woven from the silk of the umbraspider, Sakiyan shadowsuits are used by assassins who wish to remain unseen. The silk has unusual properties, refracting and absorbing light in a way that makes the umbraspiders' webs virtually invisible. The Sakiyans have put this extraordinary material to use in crafting body gloves that make the wearer almost impossible to see except in bright light. Chemists working for Ayelixe/Krongbing Textiles were able to synthesize shadowsilk by studying the properties of Defel fur, but Sakiyans contend that the silk of the umbraspider is superior.

A Sakiyan shadowsuit grants to Stealth checks.

WEAPON AND ARMOR ATTACHMENTS

Even a small edge can make a big difference in a fight. Most fringers modify their weapons and armor to ensure they don't end up disintegrated or worse. Virtually any weapon or armor attachment imaginable can be found in Hutt Space, but a few have gained special notoriety among the slaves and servants of the Hutts.

TABLE 3-4: WEAPON AND ARMOR ATTACHMENTS

Item	Price	Encum	HP Required	Rarity
Weapon Attachments				
Poison Reservoir	(R) 400	—	1	5
Blaster Suppressor	(R) 750	—	1	5
Armor Attachments				
Threat Monitor	750	—	1	4

POISON RESERVOIR

Many assassins who use melee weapons choose to improve the lethality of their blades by adding a poison reservoir that releases a toxin through a channel in the blade at the push of a button in the hilt. While dipping a weapon in poison can be somewhat effective, a reservoir is a much more efficient delivery method. This attachment can only be used with Brawl and Melee weapons.

Models Include: Numerous variants.

Base Modifiers: Allows the user to store in the weapon one dose of neurotoxin, anesthetic, or neuroparalytic (see page 172 of the **EDGE OF THE EMPIRE** Core Rule) or any other poison the GM deems suitable (such as those on page 109).

As a maneuver, the weapon's wielder may douse the blade in the poison. Until the end of his next turn, whenever the wielder successfully attacks a target with the weapon (whether or not he deals damage), the target also suffers the effects of being exposed to the poison.

Modification Options: 4 Increase the number of doses of a poison the reservoir can hold by 1 Mods.

Hard Points Required: 1.

Price: (R) 500 Credits.

BLASTER SUPPRESSOR

Though generally not as loud as slugthrowers, blasters usually emit an audible crack or zap upon being fired. While military scouts and snipers are usually more concerned that a blaster bolt flash might give away their position or disrupt their night vision, those who operate in the galactic underworld often find the report of a blaster to be more troublesome. In order to address this issue, several arms manufacturers produce sound suppressors for a blaster muzzle, making the blaster virtually silent. This attachment can only be used with blaster pistols.

Models Include: Merr-Sonn DS9 Blast Suppressor, Czerka "Whispershot" Silencer.

Base Modifiers: Adds ■■ to any Perception or Vigilance checks made to locate a concealed shooter firing the silenced blaster.

Modification Options: None.

Hard Points Required: 1.

Price: (R) 750 Credits.

THREAT MONITOR

A threat monitor is a suite of motion detectors, electroreceptors, and photoreceptors that constantly monitors the armor wearer's vicinity and, through directional auditory or electrical cues, warns the wearer of imminent threats and incoming attacks. While many find threat monitors somewhat annoying to wear, they can provide a critical edge in life-or-death situations. This attachment can only be used on armor and is typically integrated into the helmet, visor, or another place where the user can easily see it at all times.

Models Include: Atlas Corp Pan-directional Alert Scanner, Galactic Electronics Z-12 Threat Assessor.

Base Modifiers: Adds automatic ⚡ to Initiative checks.

Modification Options: 1 Innate Talent Quick Strike mod, 2 Add automatic ⚡ to Initiative checks mods.

Hard Points Required: 1.

Price: 750.

NEW GEAR

Not every tool in a rogue's arsenal is designed for combat. Indeed, most operators on the fringe would prefer not to have to resort to violence to make their credits, and even mercenaries and bounty hunters need more than a blaster to succeed in their trades.

CYBERNETICS

Technology is as omnipresent in Hutt Space as it is in the rest of the galaxy, and cybernetics are readily available on many of its worlds. On Nar Shaddaa, there seem to be countless back alley doctors willing to replace limbs or implant artificial devices into anyone willing to pay the credits.

ADRENAL IMPLANT

A small implant affixed to the suprarenal glands, an adrenal implant stimulates the production of epinephrine in the body when the individual's nervous system is subjected to strain. While the implant's stimulation is not as rapid as a direct injection of epinephrine into the bloodstream, it does reduce recovery time from fatigue.

An adrenal implant provides 1 rank of the Rapid Recovery talent.

Models Include: Athakam MedTech A.9a Adrenal Stimulator, BioTech Industries .

TABLE 3-5: CYBERNETICS

Item	Price	Encum	Rarity
Adrenal Implant	2,250	–	5
Cybernetic Reflexes	2,750	–	5
Cybernetic Respirator	2,000	–	4
Gank Comm Implant	250	–	7
Implanted Cyberjack	3,750	–	6
Neuromachine Interface	(R) 3,500	–	6
Q-22 Retinal Tracker	2,500	–	6
Repulsor Fist	4,750	–	7

CYBERNETIC REFLEXES

A series of specialized implants designed to stimulate and help regulate the sympathetic nervous system of the user, cybernetic reflexes can greatly increase an individual's reaction time to outside stimuli and threats. By reducing the latency of neural communication between the sensory organs and brainstem, cybernetic reflexes can give the user a slight edge.

Cybernetic reflexes provide 1 rank of the Rapid Reaction talent.

Models Include: BioTech Industries Rapid 12 Cyber-Reflex System.

CYBERNETIC RESPIRATOR

For those organics seeking to escape fleshly frailties, cybernetic respirators offer an alternative to lungs. These machines are often designed to be robust and resilient, filtering out many different toxins and allowing those implanted with them to survive underwater or even in a completely airless environment for a short time. Certain models are known for making a regular, ominous rasp while others work in deadly silence.

A cybernetic respirator permanently provides a character with the benefits of a breath mask and respirator (see page 179 of the **EDGE OF THE EMPIRE** Core Rulebook) and 1 rank of the Blooded talent.

Models Include: Various.

GANK COMM IMPLANT

This peculiar comlink implant interfaces directly with the user's neocortex, allowing the user to communicate silently with other characters who possess similar implants merely by thinking. Virtually every adult Gank has one of these implants, which allows them to coordinate their actions with unparalleled efficiency.

Characters with Gank comm implants can communicate silently with each other at ranges of up to several kilometers. Since these implants do not use audible information exchange, they cannot be used to communicate with a normal comlink. Likewise, due to the unique nature of these devices, it is virtually impossible for anyone without the implant to listen in on others' comm implant communications, though comm jammers can disrupt their signals. The messages sent via Gank comm implants are not auditory, so effectively communicating requires the users to share a language.

Models Include: Various.

IMPLANTED CYBERJACK

Usually taking the form of a prosthetic finger or other artificial appendage, a cyberjack allows its user to directly interface with a computer system via a universal serial socket. The cyberjack connects the user's brain to a droid or computer directly.

Once per check, a character with an implanted cyberjack may suffer 2 strain to decrease the difficulty of a Computers check to disable a security device or slice into a computer system by one.

Models Include: Neuro-Saav Technologies Cyber-Interface Unit, Illicit Electronics Cyberjack Package.

NEUROMACHINE INTERFACE

A vehicle control system designed to be integrated directly into the nervous system, this ingenious (if notoriously difficult to use) device allows the user to control a


vehicle with a thought, moving it as if it was part of his own body. The cybernetic requires use of a linked control device, which must be installed in the craft in question.

When piloting a vehicle with the linked control device, a character with a neuromachine interface may use his Coordination skill in place of the Pilot (Planetary) or Pilot (Space) skill.

Models Include: Neuro-Saav Technologies C-39 Link.

Q-22 RETINAL TRACKER

Consisting of microsensors implanted directly behind the user's retinas and a tiny tracking computer installed at the base of the skull, a retinal tracker aids the user in targeting imminent threats. A simple thought impulse activates the system, which projects a targeting reticule directly onto the user's retina. Though not infallible, the system can increase the user's accuracy when trying to land precision shots or hit multiple foes with a heavy weapon.

A retinal tracker provides automatic  on Gunnery and Ranged (Heavy) checks.

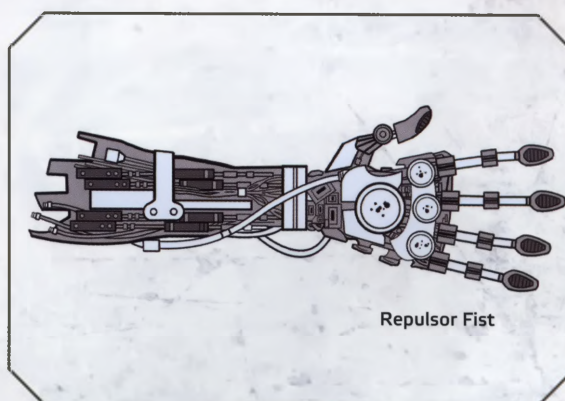
Models Include: Neuro-Saav Technologies Q-22.

REPULSOR FIST

Also called a repulse-hand or an enforcer grip, this durasteel weapon cybernetic is typically neither covered in synthskin nor intended to appear natural. It contains miniature repulsor generators that can be switched on to deliver crushing blows and deflect incoming attacks.

A repulsor grip provides one rank of the Defensive Stance talent and counts as a Brawl weapon with a damage of 8, a Critical Rating of 3, and the Concussive 1 and Slow-Firing 2 qualities. This weapon has the Slow-Firing 2 rule, meaning it can only be used once every third round. This means that while a character may still make Brawl attacks when this weapon is "recharging" he does so without any benefits from the weapon—he simply makes an unarmed melee attack.

Models Include: Illicit Electronics Juggernaut Mag Fist, Control Zone Ltd. Repulse-hand.



Repulsor Fist

RECREATION AND ENTERTAINMENT

Many Hutt fortunes have been built on gambling and other forms of entertainment. While gambling is big business in Hutt Space, not everyone plays fair.

TABLE 3-6: RECREATION/ENTERTAINMENT

Item	Price	Encum	Rarity
Marked Sabacc Deck	(R) 500	1	6
Loaded Chance Cubes	(R) 100	1	5

MARKED SABACC DECK

A popular game of chance throughout the galaxy, sabacc is difficult to master and even more difficult to cheat at. Each sabacc card has an electronic face, and cards in play can change randomly without warning, which makes card counting virtually impossible. However, clever hustlers and devious cardsharps have found various ways to mark their decks or tamper with the cards or randomizer to tip the odds in their favor.

Players using a marked sabacc deck gain ■ to Deception checks when gambling. Noticing that a deck is marked requires a **Hard (◆◆◆)** or **Daunting (◆◆◆◆) Perception check**, depending on the quality of the deck (a higher quality marked sabacc deck costs 1,000 credits).

Models Include: Numerous variants.

LOADED CHANCE CUBES

Countless credits have been won and lost on the roll of simple chance cubes. Basic and low-tech, these dice can be found virtually everywhere in the galaxy. The simplicity of chance cubes also makes them susceptible to swindlers who like to keep the odds in their favor. By weighting the cubes slightly, unscrupulous individuals can increase the chances of the cubes coming up either red or blue. While difficult to detect on first glance, even the thickest Gamorrean will eventually realize that loaded chance cubes, or "tops" as they are sometimes called, are anything but random if used too often.

Characters using loaded chance cubes may add up to ■■ to Deception checks when gambling. Noticing that chance cubes are weighted requires a **Formidable (◆◆◆◆◆) Perception check** on the first roll of the dice, but the difficulty decreases by one for each subsequent roll.

Models Include: Numerous variants.

SECURITY

Hutts value wealth above everything else, and safeguarding their goods and riches is an important concern. Slaves in particular can be difficult to keep secure, so the Hutts and their allies have come up with several dreadful devices to make sure their "investments" don't escape.

TABLE 3-7: SECURITY

Item	Price	Encum	Rarity
Thalassian Security Collar	(R) 300	1	5
Explosive Shackles	(R) 500	2	6

THALASSIAN SECURITY COLLAR

More commonly known as slave collars, the security collars used by Thalassian slavers are actually technologically sophisticated pieces of equipment despite their simple function. Made of durasteel with an attached heavy chain and secured with a magnolock, these collars are designed to be escape-proof and tamper-resistant. Attempts to remove the collar without the proper circuit key results in a painful, potentially lethal neural shock to the wearer. Some variants come with biometric or voice-activated locking systems.

Safely removing a Thalassian security collar without use of the proper key requires a **Daunting (◆◆◆◆) Skulduggery check**. If a character fails this check, the wearer suffers 2 strain and 1 wound (this ignores soak), and becomes Disoriented for 5 rounds.

Models Include: Numerous variants.



EXPLOSIVE SHACKLES

A particularly intimidating and malicious method of securing slaves and prisoners, explosive shackles have small but lethal charges built into them to deter escape attempts. Usually composed of a collar and belt joined by durasteel chains, these shackles have detonators that can be set to explode at the push of a button, if the wearer leaves a specified area, or when the wearer moves more than a certain distance from the control unit.

Removing explosive shackles without the proper key requires a **Daunting (◆◆◆◆) Skulduggery check**. If a character fails this check, the shackles detonate, inflicting 10 wounds on the wearer and each character in engaged range (this ignores soak).

Models Include: Numerous variants.

POISONS

While Hutts and their henchmen are not averse to brute violence, poison is also frequently employed in the kajidics' covert underworld conflicts and inter-clan warfare. Many assassins prefer quiet poisons to noisy blasters, and even the most powerful Hutts have been brought low by undetected toxins.

Poisons always have a Difficulty listed; this is the Difficulty of the Resilience check the victim must make to avoid the listed effects. For more on the rules pertaining to poisons, see page 172 of the **EDGE OF THE EMPIRE** Core Rulebook.

DENDRITON TOXIN

Dendriton toxin is an exceedingly lethal neurotoxin favored by assassins who prefer their victims to suffer. Once exposed to the poison, the victim begins to suffer fatigue and dull pain, which gradually increases until he is paralyzed and in agony.

Any sized dose has a **Daunting (◆◆◆◆) difficulty**. If the target fails the check, the poison inflicts 1 strain at the end of his next turn, 3 strain at the end of his subsequent turn, and 5 strain at the end of the turn after that one (this ignores soak). In addition, the target suffers **■** to any check he attempts while under the effects of the poison, and each **☒** he generates on those checks inflicts 1 additional strain (this ignores soak) as the target is wracked with pain and violent muscle spasms. The GM may spend **☐** on the initial Resilience check to make the target make another check against the poison at the end of his third turn or suffer an additional 5 strain (this ignores soak) as the poison torments him.

TABLE 3-8: POISONS

Item	Price	Encum	Rarity
Dendriton Toxin (1 dose)	(R) 125	0	7
Dioxis Gas (1 dose)	(R) 100	0	6
Raquor Venom (1 dose)	(R) 150	0	7

DIOXIS GAS

Used since before the Clone Wars, dioxis can be lethal to most carbon-based life forms within less than one minute following exposure. The greenish gas was used extensively by the Separatists' droid armies, which were immune to it. The gas has since seen use by mercenaries and assassins unconcerned with high body counts.

A single dose of dioxis has a **Hard (◆◆◆) difficulty**, while two or more doses combined have a **Daunting (◆◆◆◆) difficulty**. The poison inflicts 5 wounds if the target fails a check at the relevant difficulty (this ignores soak). In addition, each **☒** generated inflicts 2 strain on the target (this ignores soak), who becomes overwhelmed by the nausea and muscle spasms caused by the choking gas. The gas lingers in the air for up to 3 rounds unless dissipated by high winds.

RAQUOR VENOM

Extracted from the glandular toxin sacs of Sriluurian dark wolves, raquor venom is a powerful paralytic enzyme inhibitor. Significantly harder to shake off than most synthetic neuroparalytics, raquor venom is harvested by Weequay beastmasters and commands a high price on the black market among bounty hunters.

Any sized dose has a **Daunting (◆◆◆◆) difficulty**. The poison staggers the target for 2 rounds if the target fails the check. In addition, each **☒** generated inflicts 2 strain on the target (this ignores soak), and the GM may spend **☐** to Immobilize the target for 2 rounds. While raquor venom is usually introduced to the target via injection, it can be aerosolized for use in poison gas grenades, though this reduces the effectiveness to a **Hard (◆◆◆) difficulty**.

DRUGS AND CONSUMABLES

Hutts are notorious for their love of expensive food, drink, and other luxuries, though their tastes and proclivities can be quite alien to many other species. Yet the goods in which they traffic, notably spice, are popular with many species across the galaxy.

In addition to their short-term effects, many drugs can also have all manner of unpleasant long-term consequences. At the GM's discretion, a character who heavily uses drugs might need to make a check (such as a Discipline check to resist becoming addicted or a Resilience check to overcome toxic side-effects) to avoid gaining an Addiction Obligation as a result.

NALA TREE FROG

Arboreal frogs that live among the nala trees of Ylesia, these amphibians are considered a delicacy among Hutts. Aruk the Hutt was particularly fond of them, a predilection his enemies used to poison him.

MARCAN HERB

A mild narcotic popular among Hutts, Marcan herb can induce a sense of euphoria upon inhalation. Often smoked in hookah pipes, the herb has a distinctive odor when burned. While not as profitable as other forms of spice, there is a steady market for Marcan herb in Hutt Space.

TABLE 3-9: DRUGS AND CONSUMABLES

Item	Price	Encum	Rarity
Nala Tree Frog (12 frogs)	15	1	5
Marcan Herb (1 dose)	20	1	4
Marcan Herb (100-dose cargo container)	1,750	25	5
Ryll (1 dose)	(R) 50	1	4
Ryll (100-dose cargo container)	(R) 4,500	25	5
Gunjack Spice (1 dose)	(R) 75	1	5
Gunjack Spice (100 dose cargo container)	(R) 7,000	25	6
Neutron Pixie (1 dose)	(R) 100	1	6
Neutron Pixie (100 dose cargo container)	(R) 8,500	25	7

RYLL

A relatively mild but addictive and potentially dangerous spice, ryll is mined primarily on Ryloth, the dry, rocky homeworld of the Twi'leks. Much of the unprocessed ryll is smuggled along the Death Wind Corridor and Triellus Trade Route to Ylesia to be refined before making its way onto the black market. Not as popular in the Core Worlds as other spices, ryll has a ready market in the Outer Rim and the Corporate Sector.

A dose of ryll allows a character to ignore the effects of a single Easy or Average Critical Injury Result until the end of the scene or combat encounter. Two doses allow the character to ignore the effects of a single Hard Critical Injury result until the end of the scene or combat encounter instead. Once its effects end, the character suffers the effects of the Critical Injury result as normal, and also suffers ■■ on all checks he makes until the end of the game session.

GUNJACK SPICE




Synthesized from a highly concentrated admixture of methylpenatox, glucose, and inotropic chemicals, gunjack markedly increases the strength of its user at the cost of reduced motor coordination, diminished mental acuity, and severe long-term health risks.

A dose of gunjack increases the user's Brawn characteristic by 1 (to a maximum of 6) until the end of the scene or combat encounter. Additionally, each dose a character consumes upgrades the difficulty of his Agility-, Intellect-, and Cunning-related checks once until the end of the game session.



NEUTRON PIXIE

A powerful hallucinogenic spice, Neutron Pixie typically has a somewhat calming effect on the user. The spice is derived from Black Gabaki, a variant of the more common Grey Gabaki, and has a very high concentration of hallucinogenic compounds. The natural oils in the mushroom-like plant are quite pungent, leading most users to ingest the spice with a light fruit flavoring to make it more palatable. The Black Gabaki grows only on Toydaria, a secret closely guarded by the small ring of Toydarian spice-growers who manufacture Neutron Pixie. Even the Hutts don't know the origin of the spice, though many would undoubtedly pay handsomely for such information.

A dose of Neutron Pixie grants the user automatic   on Agility- and Willpower-related checks until the end of the encounter. Once its effects end, the character suffers automatic  all Brawn, Intellect, and Cunning-related checks for the remainder of the game session due to nausea, muscle aches, weakness, and mental torpor.

TOOLS

For those who live and work in Hutt Space, the tools of the trade go beyond blasters and simple black market goods. Navigating the dangers posed by inter-clan Hutt rivalries, as well as by the skirting of Imperial law, requires some specialized tools not often found among common criminals and everyday fringers.

ARDOS DISK

Small coins or medals made of aurodium mined from Varl, Ardos disks are valuable not merely for their rare metal content, but for what they represent. Bearing a stylized image of the star Ardos on one side and the sigil of the kajidic issuing the disk on the other, Ardos disks are given as rewards to highly favored servants and emissaries. They identify the bearer as being under the protection of the Hutts. For a Hutt to kill the possessor of an Ardos disk is nearly as taboo as the murder of another Hutt; most Hutts and their servants honor the relative immunity afforded those given such a rare boon. Conversely, the theft or forgery of an Ardos disk is seen as a heinous act among the Hutts.



Upon displaying an Ardos disk, a character adds   to any Charm or Negotiation skill checks made with Hutts or their henchmen or servants. In general, most Hutts will honor the implicit significance of the Ardos disk and refrain from overtly harming or hindering the bearer. If the disk bears the sigil of a rival clan, however, the GM can upgrade the difficulty of any Charm or Negotiation skill checks with the Hutt in question once instead, though the Hutt will still be loath to openly harm the bearer.

TABLE 3-10: TOOLS

Item	Price	Encum	Rarity
Ardos Disk	(R) 10,000	1	5
Credit Cleaner	(R) 2,500	12	7
MicroData Pocket Attaché	800	1	6

For instance, Jabba Desilijic Tiure might not be very welcoming or polite to characters displaying an Ardos disk given to them by the Besadii Hutts, but he would at least grant them safe passage through Desilijic space, and would not feed them to his pet rancor (at least, not without severe provocation). Since Hutts are extremely suspicious and imperious by their very natures, they often demand to examine any Ardos disk presented to them, even if they already know it is valid.

CREDIT CLEANER

While Imperial officials generally turn a blind eye to the various dealings of the Hutts and their associates, those who traffic in high-value illegal goods and services often find it beneficial to make sure that their income cannot be easily traced. For those who prefer their money uncontaminated by any crimes committed in obtaining it, credit cleaners are an ideal solution. Sophisticated datapads incorporating complex encryption codes and logarithms, credit cleaners are designed to route Imperial credits and other electronic currency quickly and efficiently through a convoluted path of transfers and exchanges. Once so laundered, the funds are incredibly difficult to trace, making it virtually impossible for even the most skilled forensic accountant droids to tie them back to their source.

The difficulty of a Computers check to trace money shepherded this way is **Formidable** (◆◆◆◆).

Models Include: Numerous variants.

MICRODATA P-2 POCKET ATTACHÉ

An improvement on MicroData's versatile Pocket Secretary and the more common Versafunction88 datapad, the P-2 Pocket Attaché provides the user with a handheld multipurpose administrative tool and organizer combined with state-of-the-art security and encryption rivaling that of Imperial intelligence agencies. The pricey Pocket Attaché has quickly gained popularity among Hutts and their majordomos for the peace of mind it affords.

Trying to slice into a Pocket Attaché requires a **Daunting** (◆◆◆◆) **Computers check**. If the check is unsuccessful, the data stored on the device is automatically wiped and lost forever.

Models Include: MicroData P-2 Pocket Attaché, Versafunction108 Traveller datapad.

NEW VEHICLES AND STARSHIPS

Relatively few vehicles and starships are actually manufactured within Hutt Space, but the denizens of Nal Hutta and its dependencies are avid consumers of all manner of speeders, ground vehicles, and starcraft—some of which they even pay for!

LANDSPEEDERS

While airspeeders generally hold no interest for them, Hutts have a considerable appreciation for other repulsorcraft, which allow them to get from place to place without engaging in the mundane task of actual physical exertion.

UBRIKKIAN INDUSTRIES BANTHA-II CARGO SKIFF

Among the most ubiquitous cargo vehicles in Hutt Space and the Outer Rim, Bantha-II cargo skiffs are efficient and practical repulsorcraft used to transport passengers and goods. A long and narrow open-decked skiff, the Bantha-II is simple to use and capable of hauling a significant amount of cargo, making it a common sight at warehouses and spaceports. Though relatively fast and maneuverable, skiffs are not well suited for combat roles. Nevertheless, some pirates and marauders fit them with armor and weapons in order to raid isolated settlements.

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SILHOUETTE	SPEED	HANDLING	0 - - 0	0
			HIT THRESHOLD	SS THRESHOLD
			6	8

Type/Model: Cargo Skiff/Bantha-II.
Manufacturer: Ubrikkian Industries.
Maximum Altitude: 50 meters.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 250.
Passenger Capacity: 16.
Price/Rarity: 8,000 credits/4.
Customization Hard Points: 2.
Weapons: None.

UBRIKKIAN INDUSTRIES LUXURY-CLASS SAIL BARGE

Few of a Hutt's possessions are more significant than the sail barge. These repulsorcraft are built to order and are perhaps the ultimate symbols of luxury and status among the Hutts. Propelled by powerful triple-chambered repulsorlift engines, these ponderous-looking vessels can glide smoothly over virtually any terrain and are equipped with large, retractable sails that can be used to catch the wind for leisurely cruises. To Hutts, owning a sail barge that serves no practical purpose aside from scenic cruises and the indulgence of hedonistic pleasure is an indicator of success.

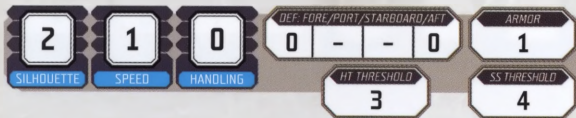




Type/Model: Sail Barge/*Luxury*-class.
Manufacturer: Ubrikkian Industries.
Maximum Altitude: 10 meters.
Sensor Range: Short.
Crew: 26.
Encumbrance Capacity: 1,000.
Passenger Capacity: 300.
Price/Rarity: 300,000 credits/6.
Customization Hard Points: 2.
Weapons: Deck-mounted twin heavy blaster cannons (Fire Arc All; Damage 5; Critical 4; Range [Close]; Linked 1).

HUTT REPULSORSLED (HUTT FLOATER)

Among Hutts, only the very young and the very poor move under their own power, and physical exertion is seen as a sign of weakness. As such, virtually every Hutt owns a personal repulsorsled to get from place to place, even if those places are mere meters apart. Several companies, notably Ubrikkian Industries, Gefferon Pleasure Craft, and the SakTek Corporation, offer a wide variety of repulsorsleds to meet any Hutt's tastes. SakTek's HF-2 is a common model favored by many Hutts both for its functionality and the availability of a variety of luxury option upgrades.



Type/Model: Repulsorsled/HF-2.
Manufacturer: SakTek, Inc.
Maximum Altitude: 5 meters.
Sensor Range: None.
Crew: One Hutt.
Encumbrance Capacity: 20.
Passenger Capacity: 2.
Price/Rarity: 8,000 credits/3.
Customization Hard Points: 3.
Weapons: Concealed auto-blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Medium]; Auto-fire).

UBRIKKIAN INDUSTRIES PONGEETA-CLASS SWAMP SPEEDER

Based on the ancient fanboats used on Varl, the *Pongeeta*-class swamp speeder is a light, maneuverable repulsorcraft typically used to traverse swamps and bogs. A barge-like sled with an armored prow, the swamp speeder has three large repulsor engines attached to a metal latticework at the rear of the craft. This speeder can be found on a number of worlds in Hutt Space, among them Nal Hutta, Riileb,

and Vodran. The sands of arid worlds such as Kintan, Klatooine, and Sriluur tend to get into the housings of the swamp speeder's engines, making it a much less common sight in such locations.



Type/Model: Swamp speeder/*Pongeeta*-class.
Manufacturer: Ubrikkian Industries.
Maximum Altitude: 2 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 15.
Passenger Capacity: 2.
Price/Rarity: 6,000 credits/3.
Customization Hard Points: 2.
Weapons: None.

STARFIGHTERS AND PATROL BOATS

With thousands of planets under Hutt control and thousands of light years of trade routes crisscrossing their space, the Hutts rely on countless starfighters and patrol boats to maintain their grip on power. While many kajidics operate fleets of old Z-95s, Y-wings, and CloakShape fighters, the ships manufactured by MandalMotors have become very popular with the Hutts.

MANDALMOTORS M3-A SCYK INTERCEPTOR

A small, fleet interceptor manufactured by MandalMotors, the M3-A is named after a swift, vicious lizard native to Tatooine. Lightly armored and powered by a single Koensayr R303 Ion Jet Engine, the Scyk is fast and maneuverable. Its compact design allows for the fighter to be fitted with just a single modular weapon system, which can be swapped out relatively easily, though this may limit the Scyk's role depending on its load. While an excellent interceptor, the M3-A has limited weaponry and light armor, which make it a poor choice for assaults on more heavily armored targets.



Hull Type/Class: Starfighter/M3-A Scyk.
Manufacturer: MandalMotors.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 4.
Passenger Capacity: None.

Consumables: Two days.
Price/Rarity: 55,000 credits/4.
Customization Hard Points: 1.

Weapons: Forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1) *or* forward-mounted twin light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1) *or* forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Breach 6, Blast 6, Guided 2, Limited Ammo 4, Slow-Firing 1) *or* forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 6, Slow-Firing 1).



MANDALMOTORS M22-T KRAYT GUNSHIP

Commissioned by the notorious crime lord Jabba Desilijic Tiure, these impressively armed gunships were parceled out to his favored lieutenants as rewards for loyal service and to help them keep any wayward elements of his organization in line. Since the M22-T Krayt's debut, other kajidics have recognized the ship's utility—particularly its firepower—and have placed large orders for the craft with MandalMotors.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
4	4	-1	2 - - 2	4
			HT THRESHOLD	SS THRESHOLD
			24	18

Hull Type/Class: Patrol Boat/M22-T Krayt.
Manufacturer: MandalMotors.
Hyperdrive: Primary: Class 1, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one gunner.
Encumbrance Capacity: 20.
Passenger Capacity: 2.
Consumables: One week.
Price/Rarity: 185,000 credits/6.
Customization Hard Points: 2.

Weapons: Dorsal turret-mounted twin heavy laser cannons (Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted triple medium ion cannons (Fire Arc Forward; Damage 6; Critical 4; Range [Short]; Ion, Linked 2).

Forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 16, Slow-Firing 1).

HH-87 STARHOPPER STARFIGHTER

A long-range, multipurpose starfighter introduced shortly before the Clone Wars, the HH-87 is popular among the Hutt crime families for its durability and versatility. Well-armored for a ship its size, the starhopper is a tough, capable snubfighter. Equipped with a pair of twin laser cannons and able to operate equally well in space or atmosphere, the fighter is suited for several roles, from patrolling the skies above Nal Hutta and Nar Shaddaa to hunting down debtors and other fugitives from Hutt "justice."

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
3	4	+1	1 - - 0	4
			HT THRESHOLD	SS THRESHOLD
			10	8

Hull Type/Class: Starfighter/HH-87 Starhopper.
Manufacturer: MandalMotors.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 6.
Passenger Capacity: None.
Consumables: Two days.
Price/Rarity: 50,000 credits/4.
Customization Hard Points: 2.

Weapons: Forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

FREIGHTERS AND TRANSPORTS

The economic empires of the Hutts are built on commerce—albeit largely illegal commerce—and are every bit as dependent on moving goods across the galaxy as are the megacorporations and trade guilds of the Corporate Sector. As such, freighters and transports are vital to Hutt business and prosperity. Corellian ships are particularly popular for their speed, but virtually every make and model of freighter in the galaxy can be found in Hutt Space.

UBRIKKIAN INDUSTRIES SELTISS-2 CARAVEL

A high-end pleasure yacht with an equally high price-tag, the Seltiss-2 Caravel has enjoyed such success among the Hutts that it is unofficially known as the Hutt Caravel. Designed to look like a space-going sail barge, this craft is opulently appointed, finished in green wood, chall-crystal, and aurodium. Usually not equipped with a hyperdrive, most of these vessels shuttle their owners and their courtiers between Nal Hutta and Nar Shaddaa, though some Hutts add hyperdrives to convert the caravel into an interstellar pleasure yacht. These ships come with discreet laser cannons that retract behind concealed armored plates when not in use, and many Hutts add custom defenses and hidden weapons within the corridors. In the event of an emergency, the main cabin can actually eject from the body of the ship, acting as a life boat for the owner and his closest hangers-on, though there are no additional life pods aboard (after all, a Hutt can always find new servants).

4	3	-1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 1 1 2	4
			HIT THRESHOLD	SS THRESHOLD
			30	18

Hull Type/Class: Transport/Seltiss-2.
Manufacturer: Ubrikkian Industries.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, two gunners, four servants.
Encumbrance Capacity: 200.
Passenger Capacity: 12.
Consumables: One month.
Price/Rarity: 550,000 credits/6.
Customization Hard Points: 4.
Weapons: One port and one starboard retractable turret-mounted medium laser cannon (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 6; Critical 3; Range [Close]).

Y164 SLAVE TRANSPORT

A common sight in the skies above Nar Shaddaa and Sleheyron, these ominous vessels are used to transport slaves to and from planets throughout the galaxy. These bulky vessels are fitted with large holding pens and cells to keep their cargo alive and relatively healthy, though amenities are kept to the bare minimum. While designed to transport a maximum of 1,200 slaves, particularly vicious and reprehensible slavers have been known to pack in nearly double that, counting on their increased profits to offset any losses incurred during transport due to overcrowding. Though armed with quad laser cannons for self-defense, these sturdy but cumbersome vessels are not intended to be used in combat and are generally escorted by more battle-capable starships to protect the transports and their valuable cargo.

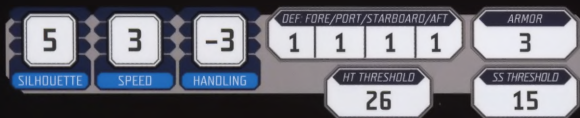
5	3	-2	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 1 1 1	4
			HIT THRESHOLD	SS THRESHOLD
			35	20

Hull Type/Class: Transport/Y164.
Manufacturer: Rendili StarDrive.
Hyperdrive: Primary: Class 3, Backup: Class 15.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one navigator, two gunners, ten guards.
Encumbrance Capacity: 120.
Passenger Capacity: 1,200 slaves.
Consumables: Three months.
Price/Rarity: 245,000 credits/6.
Customization Hard Points: 3.
Weapons: Dorsal and ventral turret-mounted quad light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate, Linked 3).

SUWANTEK TL-1200 TRANSPORT

Barely a blip on the sensor screens of the Corellian Engineering and Kuat Drive Yards companies, Suwan-tek Systems has managed to achieve some success with its TL-series transports. The TL-1200 is a reliable medium-sized freighter with decent cargo capacity. While the ship comes equipped with a pair of laser cannons mounted on other side of the bow, many owners add additional weaponry to deal with pirates and other threats.

Though not exceptional, the TL-1200 is a solidly built and dependable vessel, and thus it is a relatively common sight throughout Hutt Space and the Outer Rim. In fact, some traders and smugglers have been said to seek it out for this very reason, for it tends to go unnoticed where flashier vessels might attract the unwanted attentions of pirates, thieves, creditors, or criminal syndicates.



Hull Type/Class: Freighter/TL-1200.
Manufacturer: Suwantek Systems.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot, one engineer, three crew.
Encumbrance Capacity: 600.
Passenger Capacity: 8 (up to 100 in the cargo holds).
Consumables: Three months.
Price/Rarity: 170,000 credits/6.
Customization Hard Points: 4.
Weapons: One port and one starboard turret-mounted medium laser cannon (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 6; Critical 3; Range [Close]).

CAPITAL SHIPS

Since the Hutts put aside their efforts at military conquest thousands of years ago, the sight of large warships in Hutt Space has become a rare occurrence. However, the Hutts do maintain capital ships for the defense of their holdings, and even Imperial admirals have been surprised by the strength and firepower of Hutt warships.

UBRIKKIAN INDUSTRIES MODIFIED MINSTREL-CLASS SPACE YACHT

Custom-made by Ubrikkian Industries for the Hutts, these large luxury space yachts rival many corvettes and smaller warships for size and power. Built to the specifications of the buyer, these vessels are often opulently appointed, no expense having been spared to ensure the comfort of their passengers. Heavily armored and shielded, equipped with batteries of light turbolasers and ion cannons discreetly mounted beneath the vessel's superstructure ridge, and able to carry a half-dozen starfighters in its small but functional hangar bay, the *Minstrel*-class space yacht is able to transport influential Hutts and their courts in safety and sumptuous ease.





Hull Type/Class: Yacht/*Minstrel*-class Space Yacht.
Manufacturer: Ubrikkian Industries.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: 37.
Starfighter Complement: Six starfighters (HH-87s, M3-As, or Z-95s), two shuttles.
Encumbrance Capacity: 800.
Passenger Capacity: 75.
Consumables: One year.
Price/Rarity: 1,750,000 credits/7.
Customization Hard Points: 3.

Weapons: Three port and three starboard concealed turret-mounted light turbolaser batteries (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Three port and three starboard medium ion cannons (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 6; Critical 4; Range [Short]; Ion), Forward Mounted Heavy Tractor Beam Emitter (Fire Arc Forward; Damage —; Critical —; Range [Medium]; Tractor 6).

UBRIKKIAN INDUSTRIES KOSSAK-CLASS FRIGATE

Designed and constructed by Ubrikkian Industries specifically for the Hutts, the *Kossak*-class frigate allows the kajidics to protect their investments from rivals and pirates, as well as to project raw power when needed. The hulking frigate is well-armored and shielded. Its turbolaser batteries and ion cannons provide significant firepower, while smaller laser cannons along its hull allow for point defense against starfighters. Though the *Kossak*-class frigate has a relatively small landing bay, it is able to accommodate a dozen starfighters and several shuttles and small transports.



Hull Type/Class: Frigate/*Kossak*-class.
Manufacturer: Ubrikkian Industries.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: 975 officers, pilots, and crew.
Starfighter Complement: Eight starfighters (HH-87s, M3-As, or G1-M4-Cs), four heavy starfighters/bombers (M12-Ls), three shuttles.

HUTTS IN SPACE

Though Hutts are not renowned as spacers, they do have a spacefaring tradition nearly as old as that of Duros and Corellia, having taken to the stars to carve out an interstellar empire thousands of years before the establishment of the Galactic Republic. Since the rise of the kajidics, however, the Hutts have largely eschewed direct conflict in favor of organized underworld activities and economic warfare.

An exceedingly rare sight beyond the Bootana Hutta, a fleet of heavy battle cruisers and dreadnoughts is operated by the Hutts to protect their interests. While these warships are owned and operated at great expense by individual kajidics, they are largely under the control of the Hutt Grand Council. They are almost never used in offensive operations, lest they draw the ire of the Empire.

Far more common than their large capital ships are the frigates, freighters, and smaller craft commissioned by the Hutts. Many kajidics prefer to purchase ships from the yards of MandalMotors and Ubrikkian Industries, with whom they have long-established relationships.

Hutt vessels are usually crewed primarily by members of their slave species—Niktos, Klatooinians, Vodrans, and Weequay. Members of other species with strong space-going traditions, such as Duros, Sullustans, or Corellians, can often be found among the ships' complements. While most Hutts would not be caught dead aboard anything so mundane as a common warship, many of the battle cruisers and frigates are captained by Hutts being punished with such duties by their kajidic.

Encumbrance Capacity: 3,500.

Passenger Capacity: 90 guards.

Consumables: Two years.

Price/Rarity: 8,300,000 credits/7.

Customization Hard Points: 3.

Weapons: Six port and six starboard turret-mounted medium turbolaser batteries (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Four port, four starboard, and four aft turret-mounted twin light laser cannons (Fire Arc Port or Starboard or Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

Four forward-mounted twin medium ion cannons (Fire Arc Forward, Starboard, and Port; Damage 6; Critical 4; Range [Short]; Ion, Linked 1).

Two forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage —; Critical —; Range [Medium]; Tractor 6).





IV

MODULAR ENCOUNTERS

"Ah hah, but something you owe isn't really a debt if you never intend on paying it, is it?"

—Mahon the Hutt

Hutt Space is rife with opportunities, and each comes with its own set of pitfalls. So long as a crew has the guts, the gear, and the luck to pull it off, it's easy to make a lot of credits quickly working for or against the Hutts. Of course, even the most ambitious mercenaries and freelancers would do well not to cross a Hutt (and working for a Hutt can be just as bad for one's long-term prospects).

This chapter provides the Game Master with a number of encounters and challenges that can be incorporated into any existing campaign. The encounters are specific to Hutt Space, so they are best used when the campaign brings the group to that part of the galaxy. However, it wouldn't take much effort to rework details to set a given encounter in a different part of the galaxy.

The idea behind modular encounters is to give the GM flavorful scenes and circumstances that can be integrated into a larger story. Doing so adds variety and depth to the greater adventure and helps give the players a true sense of place. This helps alleviate a problem some space-going campaigns run into, in

which it hardly matters where in the galaxy the characters travel, since all planets and systems can end up seeming remarkably alike. Using these modular encounters helps to bring the unique character of Hutt Space and its environments to life.

WHAT IS A MODULAR ENCOUNTER?

There are adventures, and there are campaigns. GMs frequently run one or two adventures in succession, and, if everyone is having a great time and wants to keep going, the adventures segue into a campaign. Other GMs plan campaigns from the start, crafting long story arcs that may run for months. Some GMs rely on adventures written for the setting, while others craft their own stories, often influenced by the PCs' backgrounds, motivations, and other characteristics.

Modular encounters are meant to supplement the work of the Game Master, adding in "set pieces" that can enhance the overall experience for those

involved. These encounters present the kinds of scenes and challenges that can crop up at almost any time, filling in some downtime or giving the GM an effective response to an unplanned turn of events.

These modular encounters have all kinds of uses, including the following:

- **A Planned Part of an Adventure.** The Game Master can specifically select a modular encounter to be a key piece of an adventure. It can be used to set up an important element of the story or to act as a transition between situations.
- **A Triggered Event.** The GM may decide to have a modular encounter ready to go in the event that the players choose an unexpected option. For example, in case the characters decide to go to Nal Hutta instead of Toydaria like the GM expected, the GM could begin the **Rubbing Slimy Elbows** encounter to give them region-specific content.
- **A Means of Dealing with Obligations:** As the GM considers a particular session, it might be high time to employ an encounter that addresses one or more Obligations. A modular encounter might be just the tool to put them into play.
- **A Filler for an Off Night:** Perhaps a couple of players are missing for a session, and going forward with the current big plan would be difficult or impossible without them. A modular encounter might be an excellent way to give the remaining players a fun, diversionary experience for the session.
- **A Foundation for an Entire Adventure:** Most modular encounters can be fleshed out or expanded to become far larger stories, especially if the players latch on to some aspect of the experience and want to go further. Reaching the end of the encounter, they may decide to pursue a particular problem, person, or idea flowing from it, thus creating new threads with which to weave a much greater story.

- **A Foundation for an Entire Campaign:** By linking together a series of modular encounters, both sequentially and in a narrative fashion, a Game Master can readily construct an entire campaign. The GM can use modular encounters as the bones of a structure, creatively arranging them as the skeleton upon which to craft the flesh of a deeper, more meaningful story.

Modular encounters are fairly standard in their configuration, making familiarization with one a gateway to quickly grasping others. The entire point of these encounters is to be easy for the Game Master to “grab and go” when the moment comes to launch one.

Each modular encounter opens with a brief description indicating what it’s about and providing a general overview. This is the “thumbnail,” intended to give the Game Master a rapid understanding of the encounter before investing further in reading it; if it just doesn’t fit the current need, the GM can quickly move on to the next one to see if it works better. This introduction section also lets the GM know how the encounter begins and what kind of setup or circumstances need to be in play for it to be introduced to the players.

The second part describes the actual encounter, handling the various details such as locations, events, and profiles in the general order they are likely to be dealt with by the PCs. As much as possible, efforts are made to design modular encounters to be streamlined and simple. Details pertinent to the plot and action of the encounter are included, but there may be little on most NPCs’ backstories, for example.

Finally, the modular encounter wraps up with rewards and resolutions. If the group has a chance to obtain anything of value (such as credits, contacts, gear, or an important lead on a larger investigation), this section delves into rewards. Suggestions for how the scenario might conclude and the situations in which the Player Characters could be left at the end are also included.

TABLE 4-1: MODULAR ENCOUNTER LIST

Modular Encounter	Description
Welcome Aboard [Space]	While traveling through Hutt Space, the PCs enter into a deadly game of hunter and prey with a group of pirates intent on robbing them.
Toydarian Grocery Shopping [Toydaria]	The PCs become embroiled in a hunt for spice-producing mushrooms in the deadly swamps of Toydaria.
A Deal Gone Wrong [Nar Shaddaa]	A deal between a band of smugglers and a weapons dealer on Nar Shaddaa turns a marketplace into a shooting gallery, and the PCs are caught in the crossfire.
Rubbing Slimy Elbows [Nal Hutta]	The PCs are invited to attend a Granee Noopa, or “Grand Dinner,” on Nal Hutta. The Granee Noopa are events organized by Hutts in which the invitees compete against one another to earn fame and fortune.
The Dead Road [Bootana Hutta]	Tales of long-abandoned Hutt throneworlds are nothing new, but when a grizzled spacer asks the PCs to accompany him to the location to a hidden Hutt palace, the race is on to be the first to claim the treasure.

USING THESE ENCOUNTERS

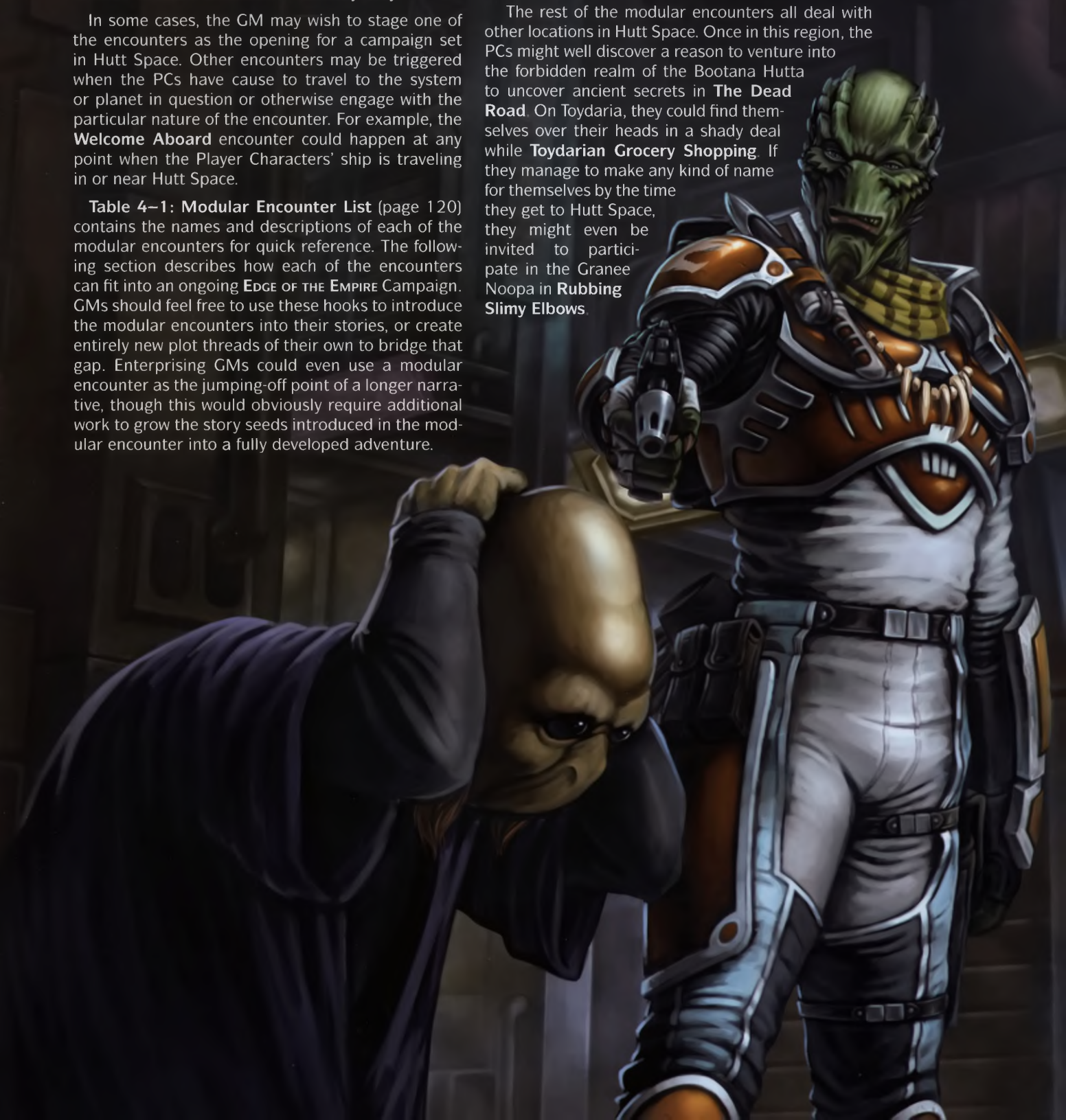
Each of these modular encounters is meant to help the Game Master guide the players in exploring situations and settings within Hutt Space. Taking a look at them as a whole will be useful in plotting out which ones to use, how to use them, and when. Having a general plot in mind should make inserting one or more of these encounters relatively easy.

In some cases, the GM may wish to stage one of the encounters as the opening for a campaign set in Hutt Space. Other encounters may be triggered when the PCs have cause to travel to the system or planet in question or otherwise engage with the particular nature of the encounter. For example, the **Welcome Aboard** encounter could happen at any point when the Player Characters' ship is traveling in or near Hutt Space.

Table 4-1: Modular Encounter List (page 120) contains the names and descriptions of each of the modular encounters for quick reference. The following section describes how each of the encounters can fit into an ongoing **EDGE OF THE EMPIRE** Campaign. GMs should feel free to use these hooks to introduce the modular encounters into their stories, or create entirely new plot threads of their own to bridge that gap. Enterprising GMs could even use a modular encounter as the jumping-off point of a longer narrative, though this would obviously require additional work to grow the story seeds introduced in the modular encounter into a fully developed adventure.

As Nar Shaddaa is the primary destination of the majority of travelers who come to Hutt Space, **A Deal Gone Wrong** can be a great first encounter, one that also helps to establish just how dangerous this part of the galaxy can be. Alternatively, the characters could run afoul of marauding pirates as soon as they enter the sector in **Welcome Aboard**. Either of these encounters can quickly paint a picture of the dangers that a crew traveling in Hutt Space is sure to run into sooner or later.

The rest of the modular encounters all deal with other locations in Hutt Space. Once in this region, the PCs might well discover a reason to venture into the forbidden realm of the Bootana Hutta to uncover ancient secrets in **The Dead Road**. On Toydaria, they could find themselves over their heads in a shady deal while **Toydarian Grocery Shopping**. If they manage to make any kind of name for themselves by the time they get to Hutt Space, they might even be invited to participate in the Granee Noopa in **Rubbing Slimy Elbows**.



WELCOME ABOARD

Travel in Hutt Space can be a perilous affair. From spatial anomalies to pirates and raiders, what one encounters here makes the journey unlike traveling in any other part of the galaxy. Those who enter Hutt Space know, or will soon learn, that they must tread especially carefully within this den of iniquity.

This encounter can be used any time the Player Characters are traveling through Hutt Space in their ship. Some suggested uses of the encounter are:

- **First Arrival:** When the PCs first arrive in the region, this adventure can be used to set the tone and pace for a story in Hutt Space.
- **The Dead Road:** Another use for this encounter is during **The Dead Road**, another modular adventure. As the characters traverse the hyperspace routes into the Bootana Hutta, Game Masters may wish to use this as one of the encounters to expand the **Dead Road**.
- **Disruption:** As the PCs make a name for themselves in Hutt Space, they are sure to run afoul of a number of parties. Perhaps a disgruntled Hutt has dispatched the pirates to deal with the characters, or the raiders could be a group with which the characters have had previous run-ins.

In this encounter, a beat-up, damaged vessel badly in need of repairs approaches the PCs' ship. The damaged ship, the *Fereallis*, contacts the characters, asking for assistance and claiming to have been attacked by pirates who nearly destroyed the craft. In reality, these are the pirates, using a well-camouflaged freighter to hunt prey on the space lanes. Given the chance, the pirates board the characters' ship and attempt to commandeer the vessel. To save their ship, the PCs must drive the attackers from their transport and make the jump to hyperspace.

WHAT A HUNK OF JUNK...

As the PCs' ship is traveling through Hutt Space, it receives a transmission from a nearby ship. Read or paraphrase the following aloud:

"Attention, any vessel within range of this transmission. We are in need of assistance. Our ship was ambushed by raiders, and we are dangerously close to losing life support. I repeat to anyone within range: we are in need of immediate assistance—" The message cuts out, but your sensors have located the source of the distress beacon.

The characters can easily trace the signal back to its point of origin, finding a badly damaged ship waiting at the other end. The *Fereallis* resembles a heavily modified Suwantek TL-1200 freighter, and air can be seen venting in a number of places. The ship is drifting, and there are minimal life signs aboard. If the PCs are suspicious of the situation, they should be allowed to make a **Hard (◆◆◆) Discipline check** to detect the deception, or they can make a **Hard (◆◆◆) Mechanics check** to determine that the venting air is only for show and does not seem to be from any actual damage.

With an **Average (◆◆) Piloting (Space) check**, the characters can bring their ship alongside the drifting freighter and connect a tow cable. Once they have managed to secure the ship, a docking clamp can be attached to allow passage between the two ships.

As the airlock cycles and opens, all is quiet on the other side. There is no one waiting for the PCs' arrival, and flickering lights inside the ship reinforce the appearance of damage. The PCs can try to succeed at a **Hard (◆◆◆) Perception check** to try and notice one of the pirates hiding behind crates or down another corridor.

As soon as the PCs begin to investigate the ship, they can roll **Vigilance for Initiative**, with Captain Gideon and his goons rolling **Cool**. As soon as one of the NPC Initiative slot comes up, one of the NPCs attempts to throw a poison gas grenade (see page 102) filled with dendriton toxin (see page 109).

The PCs now have the chance to repel the invaders from their ship. Captain Gideon and two groups of three pirates (see the profiles on page 123) are looking to take prisoners and have their weapons set to stun. Direct engagement with blasters should be discouraged for the players and pirates. Shots in such confined spaces are likely to damage critical systems aboard the ship, making escape impossible. Blaster fire also poses the risk of decompressing the ship, killing everyone on board, making **Brawl** and **Melee** checks the order of the day. ☠☠ on a combat check with a blaster weapon deals 1 point of Hull Trauma to the *Fereallis*. ☠☠☠☠ or ☠ results in a Major Hull Breach as described on page 244 of the **EDGE OF THE EMPIRE** Core Rulebook.

Any PCs who exceed their strain threshold are knocked unconscious and captured by the pirates. When the PCs regain consciousness, they are bound and sitting in a cell in the hold of their captors' vessel. A motley assortment of pirates stand in the hall, weapons drawn and leveled at the party. Game Masters should feel free to replace any of the pirates with their own NPCs if it is more fitting to the storyline.

Read or paraphrase the following aloud:

The flamboyantly dressed captain of the pirate band bows to you all. "Welcome aboard my vessel, the Fereallis. I am Captain Gideon, and I trust you will find your accommodations comfortable. We are simply going to search your vessel for anything of value, and then you can be on your way." Should any of you decide to resist paying your share of this customs duty, you will find yourself missing more than just your belongings."

CAPTAIN GIDEON [NEMESIS]

Captain Gideon is a member of the Suwane Pirates, a desperate group of pirates and cutthroats who have been preying on starships in this area for years. Gideon is a Devaronian whose thick, white horns and trademark devilish grin, and wickedly sharp vibrosword serve to accent his sinister appearance.



Skills: Cool 2, Deception 3, Gunnery 2, Knowledge (Underworld) 2, Melee 3, Negotiation 2, Piloting (Space) 3, Ranged (Light) 3, Stealth 2, Streetwise 2, Vigilance 2.

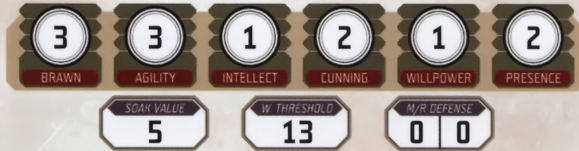
Talents: Adversary 2 (upgrade difficulty of all combat checks against Gideon twice), Nobody's Fool 2 (upgrade difficulty of all Charm, Coercion, and Deception checks targeting Gideon twice), Skilled Jockey 2 (remove ■■ from all Pilot checks).

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), vibrosword (Melee; Damage 5; Critical 2; Range [Engaged]; Defensive 1, Pierce 2, Vicious 1), padded armor (+2 soak), breath mask, utility belt.

FEREALLIS PIRATE CREWMATE [RIVAL]

Captain Gideon's crew consists of three Weequay enforcers, a Twi'lek first mate, two human smugglers, and an Aquilish hired thug. For convenience, all crewmembers use the same profile listed here.



Skills: Brawl 1, Cool 2, Gunnery Ranged (Light) 3, Vigilance 1.

Talents: None.

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1) or shock gloves (Brawl; Damage 3; Critical 5; Stun 3) padded armor (+2 soak), breath mask.



LONE WOLVES

If any Player Characters were not captured in the initial attack, they have had time to hide out on the ship and prepare a resistance against the pirates. Slicing into the enemy ship's computers or providing covering fire can give a number of **■** to captured PCs' actions to escape. If the pirates learn that they have not captured all of the crew, though, Captain Gideon immediately takes half of the pirates with him to hunt down the missing PCs.

ESCAPE

Gideon leaves the PCs under the watchful eyes of two of his Weequay crew and takes the others with him to search the ship. This presents a chance for the characters to overpower their captors and escape.

Each PC may make an **Average (◆◆) Skulduggery checks** or **Hard (◆◆◆) Mechanics check** to escape the cell by shorting out the energy field or removing the grate from within. Spending **☹** or **☹** allows the PCs to

do so seamlessly, without the pirates noticing. **☹** or **☹** on this check causes the pirates to notice the fleeing PCs (and give chase, likely cursing all the while).

If the PCs attack while the crewmembers are still vigilant, the PCs suffer a **■** to Initiative checks. If the PCs wait until the crewmembers start chatting to each other (about five minutes), they add **■** to their Initiative checks as they catch the pirates unaware. If the PCs can't get out of their bonds or decide to wait around, it's up to the remaining PCs to free them. Alternatively, the GM may introduce a sympathetic pirate who wants out of the operation to help the PCs in exchange for them taking him or her along.

After subduing the pair of guards, the PCs may choose to make their way back to their own vessel or deal with the rest of the pirates. Each PC should make an **Average (◆◆) Stealth check** to determine whether the group is able to elude the pirates or to set up an ambush for the pirates. The PCs should be encouraged to scavenge parts from the ship to rig improvised traps and other devices with which to combat the pirates until they recover their gear (located in the cockpit). PCs must succeed at a **Hard (◆◆◆) Skulduggery check** to set such traps.



TURNING THE TABLES

Captain Gideon relies on his own ambushes and deceptions to successfully prey on space-going vessels. While no slouch in a fight, Gideon prefers to let others do the work for him, as his sense of self-preservation is very high. Open resistance and fighting against Gideon and his crew get the captain rethinking his plan quickly and making a hasty withdrawal. If the PCs gain the upper hand, the captain orders a retreat to the *Fereallis*, but crafty PCs could also lure him back onto his own vessel to ambush him there with some quick-thinking subterfuge.

Once back to their ship, the pirates immediately begin powering up their weapons and defenses. The pirate vessel gives chase to keep the characters from reporting their activity to the Hutts. Unsolicited piracy is frowned upon by the Hutts, who view it as cutting into their own profits. Alternatively, the GM could have the pirates instead be associated with a rival Hutt kajidic that will figure in forthcoming sessions.

THE CHASE IS ON

Until the PCs are able to make a getaway (usually though a jump to hyperspace), the chase is a fast and furious affair, using the chase rules from page 241 of the **EDGE OF THE EMPIRE** Core Rulebook in conjunction with the starship combat rules on page 230.

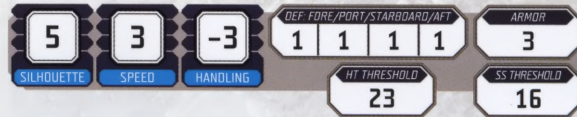
Once they've programmed the coordinates into the Navicomputer (an **Average** [◆◆] **Astroagation check**), the Game Master should reveal that the pirates disabled the hyperdrive while in control of the ship. The PCs must continue their running battle against the pirates while one of them fixes the hyperdrive (which requires a **Hard** [◆◆◆] **Mechanics check**). PCs may spend ☹☹ or ☹ from this check to reduce the difficulty of the next attempt by one.

TURNABOUT IS FAIR PLAY

Some particularly enterprising groups of PCs might decide that the *Fereallis* is superior to their current vessel, and that they should take a leaf from Captain Gideon's book and steal his vessel (in lieu of liberating their own). GMs are encouraged to allow the PCs to steal the *Fereallis*, provided of course that they can come up with a sufficiently cunning plan to take the pirate ship and execute this scheme properly.

However, if Captain Gideon survives such a turning of the tables, he will obviously desire revenge on the PCs. In addition to their new vessel, the PCs should gain a group Enmity of Captain Gideon Obligation with a value of 5.

THE *FEREALLIS*, MODIFIED SUWANTEK TL-1200 TRANSPORT



Hull Type/Class: Freighter/TL-1200.

Manufacturer: Suwanteck Systems.

Hyperdrive: Primary: Class 1, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one engineer, three crew.

Encumbrance Capacity: 600.

Passenger Capacity: 8 (up to 100 in the cargo holds).

Consumables: Three months.

Price/Rarity: 120,400 credits/6.

Customization Hard Points: 2.

Weapons: One port and one starboard turret-mounted laser cannon (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 6; Critical 3; Range [Close]).

CUSTOMIZATIONS

Advanced Targeting Array: Upgrades the ability of Gunnery checks when firing the ship's weapons once.

Hyperdrive Generator: Reduces hyperdrive class by 1, to a minimum of 1 (already calculated in profile).

NEXT STEPS

After their run-in with the pirates, the PCs are likely to be a great deal more cautious when encountering ships in Hutt Space. Depending on when this adventure is set, various options are available to Game Masters for progressing their campaign from this point.

- **First Arrival:** If this encounter was placed at the beginning of the characters' arrival in Hutt Space, then afterwards they may be in need of repairs and supplies. A stopover at Nar Shaddaa will allow the PCs to discuss their next moves and to further investigate Captain Gideon and his crew if they managed to escape.
- **The Dead Road:** If this encounter was used as an introduction to **The Dead Road** (see page 140) the next step is for the PCs to continue on to the Pearl. On the station, they should be able to conduct repairs as needed.
- **Disruption:** If the PCs learn that the pirates' attack was ordered by someone else, they might start trying to find out who did it and why. Re-examining their previous dealings and encounters should allow the PCs to track down who is after them and why.

TOYDARIAN GROCERY SHOPPING

During a visit to the Toydor Merchant District, the PCs are hired by a Toydarian chef to retrieve a rare ingredient for a “special dish being prepared for the king.” To obtain the atypical aromatic, they must traverse marshes teeming with deadly creatures and canvassed by Imperial patrols. But the chef may not have been completely up-front with his employees: the “rare ingredient” is in fact used to make a kind of spice called Neutron Pixie, and might be more trouble than it’s worth.

This encounter is specific to Toydaria but can involve the Player Characters in a couple of different ways:

- **A Royal Errand:** If the PCs are looking for a way to approach the Toydarian King or his retinue, Domdees does actually serve at the palace. If the PCs scratch his back, so to speak, he can scratch theirs and arrange for an audience with a low-ranking retainer.
- **Earning Your Wings:** If the PCs are working for a Hutt kajidic or other criminal enterprise, doing this “errand” for Domdees might constitute their first task, their success demonstrating that they can be trusted with “real” jobs in the future.

THE MERCHANT DISTRICT

The Toydor Merchant District is a major marketplace catering to Toydaria’s stream of tourists and spacers. The marketplace stinks of bog water and fresh dirt emanating from the thousands of Toydarians fluttering up and down the avenue.


While visiting the Toydor Merchant District, the PCs are hired to retrieve wild mushrooms from a nearby swamp. The PCs discover the mushrooms are actually a key component of a potent narcotic called Neutron Pixie. Matters are further complicated by Imperial patrols and dangerous swamp creatures.


As they walk between the stalls, the PCs are accosted by a dozen different merchants peddling their wares, many of which are addictive spice of some sort or other. One of the street vendors offers them a powerful euphoric called Neutron Pixie, touting its positive side effects, such as increased strength and agility. If any members of the party have the Addiction Obligation and no Obligation triggered this session, the GM may choose to automatically trigger the Addiction Obligation at this time to reflect the temptation the PC might be feeling while surrounded by so many readily available narcotic substances (and everyone else’s concern for the PC in question).

When the characters break away from the crowd of merchants, they are approached by a pudgy Toydarian chef with a bushy black beard, who is rambling in a wheezy voice. Read or paraphrase the following aloud:

“You! You there! Heh-hah... Just the sort of beings I need. I need for you to do something, if you’re up to it. I am the great Chef Domdees! You look a bit distraught. Here, eat this, it’ll make you feel better. So, I’ve been hired by the king to cook for his entire court, a royal banquet for the king! His highness wants me to prepare my award-winning Gabaki goulash, and wouldn’t you know, I’m fresh out of Gabaki! If I can’t get more, the king will have my head! Heh-hah... You’ll go to the southern marshes and fetch me what I need, right?”

In the course of the conversation, Domdees provides the following information:

- Domdees offers 1,000 credits per PC to retrieve the Black Gabaki mushrooms he needs.
- Black Gabaki grows on the northern faces of trees and rocks near a cave formation in the southern marshes, half a day’s journey from Toydor.
- The Black Gabaki mushrooms must be flash frozen within seconds of harvesting or they turn and lose their potency, indicated by the dull, grey coloring of the stale mushrooms.
- Only the darkest, freshest Gabaki should be harvested for the reason listed above.
- The characters must harvest at least two kilograms of the rare mushrooms in order to earn their pay. However, Domdees may ask for an additional kilogram per  during any Negotiation checks.

The PCs can make a **Hard (◆◆◆) Discipline or Vigilance check** to see through Domdees’s ruse. If they succeed, they feel like Domdees might not be telling the whole story, but should they let on, the Toydarian changes the subject by showing more food samples into their hands and offering 200 credits more per PC. The PCs can improve their pay up to 2,000 credits per character with an **Opposed Negotiation check**. A **Daunting (◆◆◆◆) Medicine check** or **Hard (◆◆◆) Knowledge (Underworld) check** reveals that Black Gabaki is also a spice used in Neutron Pixie, which adds  to any negotiations.

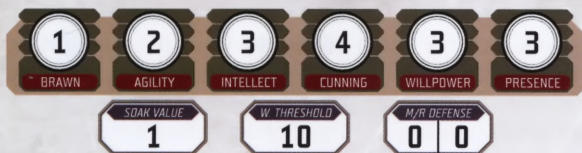
Domdees provides a rendezvous point where they can meet him after the mission. Allow the PCs to shop for supplies for the swamp trek before embarking.

DOMDEES'S BACKPACK

The sly chef provides the party with a backpack stasis unit for the job. Domdees explains that he had it specially made for picking the exceedingly rare mushrooms, since carbon freezing spoils the truffles' flavor. The backpack is a modified medical unit originally designed for transporting internal organs and other highly sensitive or perishable supplies. The main storage compartment is hermetically sealed, and the backpack is equipped with a small airlock so that more Gabaki can be added.

The refrigerated backpack has an encumbrance of 5 and Cumbersome 3. The backpack is an ideal candidate for effects of Despair results. The refrigeration unit might prove faulty, a seal might leak, or the airlock door could jam shut, requiring an **Average (◆◆) Mechanics check** to repair so that the contents can be saved. Unfortunately, Black Gabaki must be flash frozen within seconds of picking or it spoils, so the PCs must bring it with them on their journey, and they could lose their cache entirely should the container be opened. The storage compartment is capable of holding ten kilograms of cargo, and its contents can only be safely retrieved in a sterile environment by a trained technician upon a successful **Hard (◆◆◆) Mechanics check**.

DOMDEES [RIVAL]



Skills: Charm 3, Deception 3, Knowledge (Outer Rim) 2, Knowledge (Underworld) 3, Negotiation 3.

Talents: Smooth Talker (when making Negotiation checks, spend ☉ to gain additional ✨).

Abilities: Hoverer (Domdees does not have to spend additional maneuvers when navigating difficult terrain), Silhouette 0.

Equipment: Spatula, puffy chef's hat, utility apron.

SHUFFLING THE TRUFFLES

With a planet-wide ban on airspeeders and starships except in designated areas, and the swamp too dense to make walkers or landspeeders practical, vehicles are unavailable and the PCs must complete their journey on foot.

As the PCs trudge into the swamp, read or paraphrase the following aloud:

The balmy swamps of Toydaria are littered with rancid bogs, mudflats, and nutrient-rich algae lakes. The lakes are dotted with islands teeming with turfs of fungi and spores, and the guarded lairs of dangerous wildlife.

Each PC must make an **Average (◆◆) Resilience check** to withstand the oppressive swamp environment. A breath mask adds ☐, while a full environment suit eliminates the need for a check. Each PC who succeeds can tolerate the swamp for the duration of the trip, while each PC who fails reduces his strain threshold by 2 and must repeat the check after two hours. If a PC not wearing a breath mask exceeds his strain threshold while in the swamp, he comes down with a case of Fester Lung.

FESTER LUNG

Ascomycetous *pneumoconiosis*, or its colloquial name, "Fester Lung," is an ailment common on swamp and jungle planets across the galaxy. It afflicts those who have inhaled certain spores in high concentrations and slowly kills soft tissue inside the lungs.

When a character contracts Fester Lung, he suffers an immediate Critical Injury, but instead of rolling on the table, the character instead suffers the following special Critical Injury automatically:

Fester Lung (Hard (◆◆◆)): Until this Critical Injury is healed, the target suffers ☐ on all checks. Whenever the target fails a Resilience check to recover from Fester Lung, he suffers another immediate Critical Injury (which is rolled on the table as normal).

The trip to the caves takes six hours. One or more of the PCs should make a **Hard (◆◆◆) Survival check** every two hours to determine if they are on the right track. If they succeed, they remain on course, while ▼ or ☉ could mean they lose their way, lose a piece of equipment, suffer ■ on future attempts, or suffer 1 strain each due to leeches, insects, or the general unpleasantness of the swamp. ☉ ☉ means the characters stumble into a hostile pack of minion creatures (such as the grabworm on page 128). ☉ ☉ ☉ or ☉ means they encounter one or more rival creatures (such as the small dianoga on page 85). ☉ means the PCs discover a path or stream to follow, eliminating one Survival check from their journey, while a ☉ eliminates two checks.

GRABWORM [MINION]

Grabworms are four-meter-long arthropods with thick brown carapaces and maws lined with razor-wire teeth. These creatures lash their prey with a pair of long, prehensile tails or ensnare their victims with tentacle-like tongues before drawing them into their gaping mouths. Royal noblemen and Hutt dignitaries often hunt grabworms for sport. Big game hunters visit Toydaria to acquire a pair of the sharp grabworm forelegs to mount on their trophy wall. Toydarian hunters use various parts of a grabworm carcass for food, armor, weaponry, and sale goods.



Skills (group only): Brawl, Survival, Vigilance.

Talents: None.

Abilities: Crushing Grip (a grabworm has a pair of tentacles and can maintain a grip on an unfortunate target; as long as it has a victim immobilized in its tentacles, it inflicts 2 strain and 1 wound at the start of the victim's turn).

Equipment: Bite (Brawl; Damage 4; Critical 4; Range [Engaged]; Pierce 2, Vicious 2), lashing appendages (Brawl; Damage 5; Critical 4; Range [Engaged]; Ensnare 3, Knockdown).

When the PCs reach their destination, read or paraphrase the following aloud:

As you make your way up onto the banks, you notice a cliff face with several small, half-meter-high openings that appear to be some form of creature habitat. The area seems to match Domedee's description.

Allow the PCs time to explore the open area surrounding the burrows in search of Black Gabaki. The warrens are too small for any party members to fit inside, but the clearing is large and hilly, with only a dozen trees scattered over a 50 meter by 50 meter area, leaving plenty of places to search out in the open. Each PC may make an **Average (◆◆) Perception or Survival** check to locate a quarter kilogram of Gabaki crawling up the bark of a hollowed-out tree. For each additional ✨, the PC finds another quarter kilogram of Gabaki. The combined efforts of the PCs yields a maximum of 1.75 kilograms of Gabaki in the area. ☠️ means that the pungent smell of the mushrooms causes the PC to heave, and he suffers 1 strain.

FREEZE!

During the PCs' search for the mushrooms, they encounter a group of Imperial swamptroopers. When they do, read or paraphrase the following aloud:

The ever-present chirps and gurgles of the swamp come to an uneasy halt. Out of the dense undergrowth of vines and tree limbs, several figures in green laminate armor approach you with blasters drawn. The leader barks at you through his crackly helmet speaker, "Who are you, and what are you doing here?"

The Imperial swamptroopers question the PCs on suspicion of espionage. An **Easy (◆) Perception check** alerts the players that the troopers are clearly nervous and are scanning the tree line. If the PCs engage in conversation with the troopers (an **Average (◆◆) Charm or Deception check**), they learn the following information:

- The troopers are stationed at a nearby Imperial outpost, and they regularly comb the swamp in search of eavesdroppers, spies, and saboteurs.
- The squad is searching for another patrol that has recently gone missing.
- Patrol officers in the swamp have reported bizarre lights or unnerving wails off in the distance. Some believe the swamps are haunted.

The troopers assume the PCs are responsible for the other patrol's disappearance. Unless the party succeeds at a **Hard (◆◆◆) Charm or Negotiation check** to convince them otherwise, the troopers attempt to detain them. A ☠️ means the troopers try to confiscate any scanners or surveillance equipment the characters might be carrying. A ☠️ ☠️ ☠️ or ☠️ could result in the troopers trying to open the container holding the Gabaki, spoiling the collected specimens. The swamptroopers insist that the PCs leave the area immediately. However, a ⚡ on any social skill interactions could convince the troopers to help the PCs in order to clear them from the area faster. If the PCs resist search or detainment, the swamptroopers use deadly force. Otherwise, troopers form up and move out of the area to continue their search elsewhere, leaving the party behind.

SWAMPTROOPER [MINION]


This specialized unit of the Stormtrooper Corps specializes in operating in swamps, bogs, and wetlands. Swamptroopers' armor is watertight, has an internal one-hour oxygen supply, and includes camouflage. Swamptroopers patrol the area in teams of three.



Skills (group only): Athletics, Discipline, Melee, Perception, Ranged (Heavy), Ranged (Light), Survival, Vigilance.

Talents: None.

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), electrobinoculars, extra reloads, 2 frag grenades (Ranged [Light]; Damage 8; Critical 4; Range [Short]; Blast 6, Limited Ammo 1), rebreather, swamptrooper armor (+2 soak, adds  to Stealth checks made within a forest or swamp environment), utility belt, extra reloads.

MOTHER LODGE

An **Easy** (◆) **Survival check** or an **Average** (◆◆) **Perception check** reveals a nearby warren, large enough for the party to enter, with a Grey Gabaki patch growing just inside the entrance. If the swamptrooper patrol has decided to help the PCs, then skill checks are not necessary: the troopers know where to find more Gabaki mushrooms and lead the characters to the cave. A small but steady trail of Grey Gabaki leads the PCs deeper into the cave, where they discover a chamber filled with dozens of mounds topped with Black Gabaki.

As the PCs begin harvesting the mushrooms, they notice jagged green shards of plastoid jutting out of the dirt mounds next to the Gabaki. Upon further inspection, they should recognize it as the shattered remnants of a swamptrooper's facemask and realize too late that they are about to discover how the other patrol of swamptroopers met their end. Read or paraphrase the following aloud:

A faint light drifts past the archway of the main tunnel, then down several other passageways. At once, the echo of water drops is replaced with a faint noise reminiscent of chimes.

A number of shaoryn equal to the number of PCs appear and roll Cool for Initiative. On their first turn the shaoryn use the Influence power to make the PCs believe that they are here to help, separating members of a party to engage them one-on-one. Once a target is away from the rest of the group, a shaoryn first grapples the target then holds tries to hold on to its prey to sap its vitality. If the target somehow keeps them at range, a shaoryn instead uses its Influence power to inflict strain. Shaoryn are cunning, Force-sensitive predators, but are not fully sentient.

SHAORYN [RIVAL]

Shaoryn are ghostly swamp predators that haunt the southern marshes of Toydaria. They appear as a collection of wispy, yellow-white lights floating through the swamp, which has earned them the nickname "swamp pixies" among the locals. Beyond their illusions and trickery, shaoryn are tall, slender amphibians with spongy green bodies and leathery tendrils used to envelop and suck the life out of their prey.



Skills: Brawl 2, Deception 4, Discipline 2, Stealth 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks made against this target once), Force Rating 2.

Abilities: Drain Life (whenever a shaoryn inflicts damage on a target after soak, it heals half that many wounds [rounded up]), Force Power: Influence (●: inflict 2 strain on target in short range. ●: succeed at an **opposed Discipline vs. Discipline check** to force one target within short range to adopt an emotional state, or believe something even if it is untrue, for four minutes or four rounds in combat).

Equipment: Grasping limbs (Brawl; Damage 5; Critical 5; Range [Engaged]; Ensnare 3).

After the encounter, the PCs should decide whether to gather up the rest of the Gabaki or to hurry out of the creatures' lair and make their way back to Toydor. After several hours of trudging through the swamp, they rendezvous with Domdees at his shuttle atop a stone plateau one click east of Toydor. When they arrive, read or paraphrase the following aloud:

"Heh-hah ... Fantastic! You made it back in one piece! I knew you would. You had that look about you. This should be enough for three or four batches of Pixie, I-I mean 'Gabaki goulash.' Heh-hah ... Thanks again, kids!"

The PCs find their payment in a small plasteel crate on the landing platform opposite Domdees's shuttlecraft. Inside is hard Imperial currency mixed in with several chuba platters artfully wrapped in linen napkins. If the PCs killed one or more swamptroopers, they might, at the GM's discretion, take 2 points each of the Bounty or Criminal Obligation, since the swamptroopers observed the party before making contact and reported in with the group's whereabouts.

A DEAL GONE WRONG

Nar Shaddaa is known as the Smuggler's Moon, and for good reason. Nearly anything can be bought or sold in its inner-city markets, and life is cheap compared to the money that changes hands there.

In this modular encounter, a group of wily smugglers led by Corte Voss seeks to pull one over on a buyer, a notorious Trandoshan weapons dealer known as Thamoss. Unfortunately for Corte and her crew, Thamoss is prepared for Corte's attempt to take his credits, and he won't be letting her go without a fight. After all, he does have a sinister reputation to uphold.

The Game Master can use this modular encounter to showcase the seediness of Nar Shaddaa, and also to provide plot hooks for future adventures.

ULWAN BACHEETSKA

One of Nar Shaddaa's busiest market districts is Ulwan Bacheetska. Nestled deep in the planet's decaying urban sprawl, it is a bustling marketplace where fortunes are made, lives are destroyed, and the eternal words "buyer beware" (or "*bedwane wab-danna*," in Huttese) have never been more accurate.

The Player Characters could be visiting Ulwan Bacheetska for any number of reasons. Perhaps they've come to make a score of their own, to sell ill-gotten goods, or to pick up a product requested by a client or creditor. Whatever the reason, read or paraphrase the following text aloud when the time is right:

A thousand smells assault your nostrils amid the hustle and bustle of Ulwan Bacheetska. Haggling merchants and customers argue over prices in countless languages, serving to remind you that you're in the very heart of the Smuggler's Moon.

As if on cue, the throngs part to reveal two humans, two Twi'leks, and one Gand facing down a lone Trandoshan. Though apparently unarmed, the Trandoshan sneers at the quintet before snarling, "Take it or leave it, Corte. I'm tired of playing your games!"

The leader of the five, a Twi'lek, puts her hand on her blaster. "Look, Thamoss," she says, a defiant smile on her lips. "You either take the product off my hands, or I'll turn you into a set of matched luggage. Your choice."

Thamoss makes a barely-perceptible motion with one of his clawed hands. "Kill them all!" Thamoss growls, and blaster fire erupts from the crowd.

The PCs have stumbled upon a deal that's gone sour, and all that remains is to determine whether they plan to get involved or not. Should they throw in their lot with either side, they'll find themselves facing their foes in an urban marketplace with would-be enemies on every side.

THE PARTIES INVOLVED

The parties involved in this deal gone sour include Corte Voss, a down-on-her-luck smuggler, as well as four members of her crew (a fifth crewman, the Jawa Kef, is currently aboard her ship, the *Titan's Mercy*, prepping for a hasty takeoff should the need arise). Opposing Corte and her smugglers is a Trandoshan weapons dealer, Thamoss, and his mercenaries.

The deal between the two groups was a simple one. Corte and her crew were to provide Thamoss with a load of stolen blaster rifles that had somehow been liberated from their Imperial owners. Despite her insistence to the contrary, her crew was unable to secure the full number of weapons she'd promised to Thamoss. In fact, out of the two hundred blaster rifles she was to secure, only fifty-five are resting comfortably in the cargo bay of her freighter.

Though she figured it was a long shot, Corte planned to pull one over on Thamoss by offering him the weapons she was able to acquire in exchange for their full value, as well as leveraging him for an advance on the missing blasters. Thamoss, uninterested in throwing away good credits after bad, refused the smuggler's deal, instead offering her a less than equitable sum for the rifles in her hold. Corte's subsequent attempt to intimidate Thamoss has resulted in the savage weapons dealer unleashing his mercenaries on her crew.

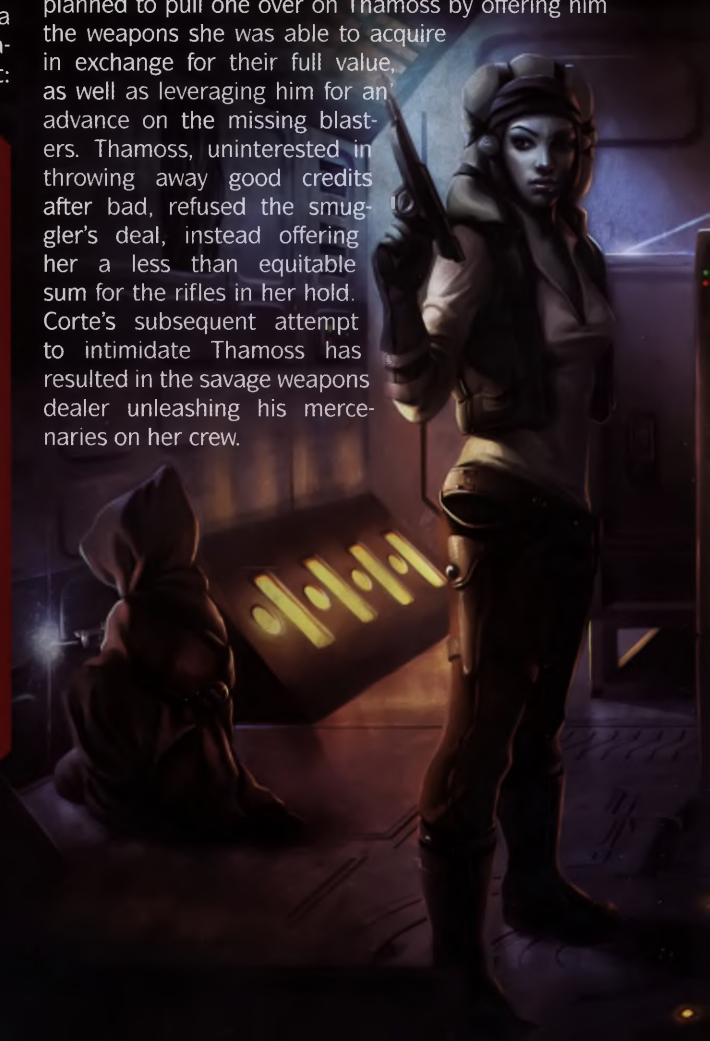


TABLE 4-2: SPENDING  AND  IN ULWAN BACHEETSKA





































Cost	Result Options
 or 	A panicked bystander stumbles into an enemy, fouling his aim and imposing  on his next check.
  or 	A market stall, food cart, or other structure offers the Player Character a momentary respite from ranged attacks, granting +1 ranged defense until the character moves.
   or 	A bystander, feeling threatened, draws a weapon and attacks an enemy. The bystander uses the Street Tough profile on page 396 of the EDGE OF THE EMPIRE Core Rulebook.
	An opening appears amid the chaos: the character may either retreat from combat without suffering any further negative effects, or gets a clear shot at an enemy, upgrading the Ability on his next attack check once.
 	While everybody else is busy with the firefight, the character notices an abandoned shop or stall that is fully stocked. He is able to pilfer one item, a handful of smaller items, or credits, subject to the GM's approval, without being noticed.

TABLE 4-3: SPENDING  AND  IN ULWAN BACHEETSKA

Cost	Result Options
 or 	An innocent bystander gets in the way of the Player Character's next attack, imposing  on his next check.
  or 	Any cover the character was benefiting from moves, is destroyed, or has been overcome. The character cannot gain defense from cover until he moves to a new location.
   or 	The Player Character accidentally hits an innocent bystander with an attack. The bystander begins attacking the offending PC, using the Street Tough profile on page 396 of the EDGE OF THE EMPIRE Core Rulebook.
	A stampede of panicked bystanders rushes toward the character. He must make a Hard (  ) Resilience check as he is struck by the mob, suffering 1 wound if he fails, plus 1 wound per  and 1 strain per  .
 	An illicit substance in a stall within short range of one of the Player Characters is hit by enemy fire, causing a small but powerful explosion. That PC (and each other PC also within short or engaged range of the blast) must make Hard (  ) Athletics or Coordination check to jump or roll out of the way. Each PC who fails suffers 4 wounds, plus 1 wound per  and 1 strain per  .


CORTE VOSS, SMUGGLER [NEMESIS]

Corte is a cunning smuggler who considers herself a savvy businesswoman, but she's been on a losing streak for some time now after a deal with the Hutts of Gorensla went wrong and she was forced to go to ground to avoid their ire.

Attempting to rip off Thamoss to get out from underneath the ensuing financial troubles was her idea, and her crew gladly backed her plan, thinking they could reap some extra profit. She's perfectly happy to fight her way out of the ensuing struggle with the Trandoshan and his goons, though she'll be grateful to anyone who cares to lend her—and her boys—a hand. The PCs can make a bit of money by dealing with her, but they also risk getting dragged into the troubles pursuing her.

Skills: Astrogation 2, Brawl 2, Cool 3, Charm 3, Negotiation 2, Piloting (Space) 3, Ranged (Light) 3, Streetwise 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against Corte Voss once), Quick Draw (once per round, draw or holster a weapon or accessible item as an incidental), Rapid Reaction 2 (suffer a number of strain to add an equal number of  to Initiative checks), Soft Spot (once per encounter, after making a successful attack, may add damage equal to Cunning to one hit).

Abilities: None.

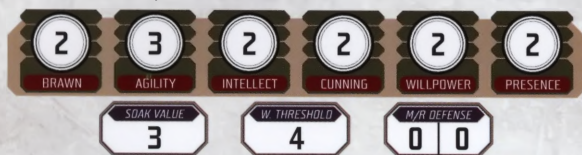
Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak), datapad.

CORTE'S SMUGGLER CREW [MINION]

Tad, Vickers, Gyd, and Sira are four of Corte's crew. A fifth crewmember, Kef, remains behind with the *Titan's Mercy*, Corte's light freighter. The four with her (two humans, a Twi'lek, and a Gand) are all young and cocky, and none of them expected any trouble as a result of this deal. Kef (the Jawa) always expects trouble, but wearily accepts that he can rarely stop his hot-blooded captain from getting in over her head.

Under the circumstances, Corte's crewmates are surprised, but willing to fight their way out of trouble—after all, this isn't the first time Corte's plans

have gone awry. If it looks as though the fight is going against them, they might well call out to the PCs for assistance, for they realize how dangerous Thamoss can be (despite Corte's earlier assurances that this job would be simple and risk-free).



Skills (group only): Athletics, Brawl, Cool, Gunnery, Ranged (Light).

Talents: None.

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), heavy clothing (+1 soak).

THAMOSS, ILLICIT MERCHANT [NEMESIS]

Thamoss is a Trandoshan merchant with a penchant for dealing in weapons and military-grade components. He's cunning and cruel, and he prides himself on getting the best of any deal. He hires covert muscle to oversee his deals, and this incident is no exception. Thamoss has decided that Corte's going to pay for her insults, and he intends to use his disruptor pistol to take his revenge.

Should the PCs end up helping Thamoss, he is unlikely to offer them direct monetary compensation. He might, however, have some jobs for them in the future as enforcers. If the PCs make an enemy of Thamoss and he survives the encounter, though, they can expect to see the vindictive Trandoshan again in their future dealings in Hutt Space. The GM could represent this as a small Obligation generated by Thamoss' ongoing animosity, or simply handle it narratively by having him appear again seeking recompense.



Skills: Brawl 3, Knowledge (Underworld) 2, Negotiation 3, Perception 3, Ranged (Light) 2, Streetwise 3, Vigilance 3.

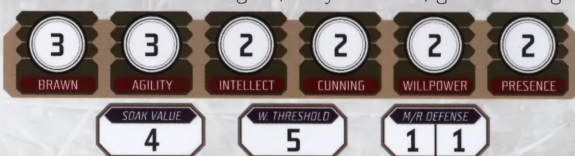
Talents: Adversary 1 (upgrade difficulty of all combat checks against Thamoss once).

Abilities: Claws (Brawl; Damage 5; Critical 3; Range [Engaged]).

Equipment: Disruptor pistol (Ranged [Light]; Damage 10; Critical 2; Range [Short]; Vicious 4), holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), padded armor (+2 soak), comlink.

THAMOSS'S SECURITY GUARDS [MINION]

Thamoss keeps a group of mercenaries on retainer to provide hidden security for questionable deals. Each member of the team, of which there are four, is nondescript and discreet. Prior to the meeting between Thamoss and Corte's smugglers, the four mercs assume tactical positions and watch the proceedings from a distance. At Thamoss's signal, they move in, guns blazing.



Skills (group only): Deception, Perception, Ranged (Heavy), Ranged (Light), Vigilance.

Talents: Quick Strike 1 (add to combat checks against targets that have not acted yet this encounter).

Abilities: None.

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Medium]; Stun setting), blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), combat knife (Melee; Damage 4; Critical 3; Range [Engaged]), armored clothing (+1 defense, +1 soak), comlink, thermal cloak.

RESOLUTION

How the deal goes down is ultimately dependent on whom—if anyone—the Player Characters decide to support in the conflict.

Throwing their lot in with Corte Voss is initially the least profitable option. Though she and her crew are grateful, especially if the PCs manage to pull their fat out of the fire, they don't have much in the way of compensation to offer outside of their potential friendship. Should the matter of the blaster rifles come up, Corte is more than happy to give the Player Characters a single crate of them—containing five rifles—as a show of thanks. In the long term, however, Corte's gratitude might tip the PCs off to bigger and better heists, and might be very valuable indeed.

Siding with Thamoss is somewhat more profitable in the short term. Though the weapons dealer can offer the Player Characters discounts on munitions, including upgrades to shipboard weaponry, the Trandoshan is somewhat stingy with his gratitude. He can offer the Player Characters work, and if they accept, their first contract is locating Corte's ship and recovering the blaster rifles in its cargo bay.

Should the Player Characters decide to sit the conflict out completely, they still find themselves under fire by the parties involved. Should the PCs make any attacks, even in self-defense, they attract the attention of their targets and draw fire.

RUBBING SLIMY ELBOWS

Hutts are not known for their generosity, but they occasionally take an interest in beings they consider promising, potentially valuable, or simply amusing. In this case, an anonymous Hutt has invited a band of heroes to a Granee Noopa—literally translated as “Grand Dinner”—on the planet of Nal Hutta.

Though few people survive the festivities of a Granee Noopa, fewer still dare to refuse such an invitation. To do so is to insult the anonymous Hutt who sent it.

THE GRANEE NOOPA

To be invited to a Granee Noopa is both a blessing and a curse. A great many ambitious beings wait their entire lives for such an honor, hoping for a chance to rise above the filth and vermin that pervade their miserable lives. More often than not, an invitation to attend a Granee Noopa arrives unexpectedly, for the Hutts choose their guests as carefully as they might select a champion shockboxer or a prize racing beast. To refuse an invitation to attend a Grand Dinner is not only considered a sign of great cowardice, it is also a great affront to the Hutt who was thoughtful enough to extend it.

What most individuals know about the Granee Noopa comes to them as secondhand information, for only a few lucky guests survive to tell the tale. Even those who live through the trials of a Grand Dinner rarely speak of it for fear of giving away too much information. To speak too plainly of the secrets they learned and the struggles they experienced during the event is to risk angering their former host.

The Hutts themselves do not attend the Granee Noopa—at least, not personally. Instead, they observe the proceedings from some remote location, entertained by the antics and activities of their guests. Should a Hutt’s invitees survive the evening and achieve victory over their foes, their mysterious host also earns no small amount of prestige and notoriety among his own kind. Wagers are common between participating Hutts, and underworld empires have been won and lost in such circumstances.

In the end, even if the losers manage to survive the Granee Noopa, they find themselves enslaved to the Hutt whose guests managed to defeat them. The victors, on the other hand, are lauded for their victory, paid a respectable sum of credits, and allowed to leave with their lives. Such a group is esteemed, and now finds it easier to garner work from the Hutts and their associates throughout the Outer Rim Territories. In addition, appropriate Obligations (such as debts to the Hutts, bounties on unfortunate heroes, etc.) might be lessened or mitigated somewhat.

THE INVITATION

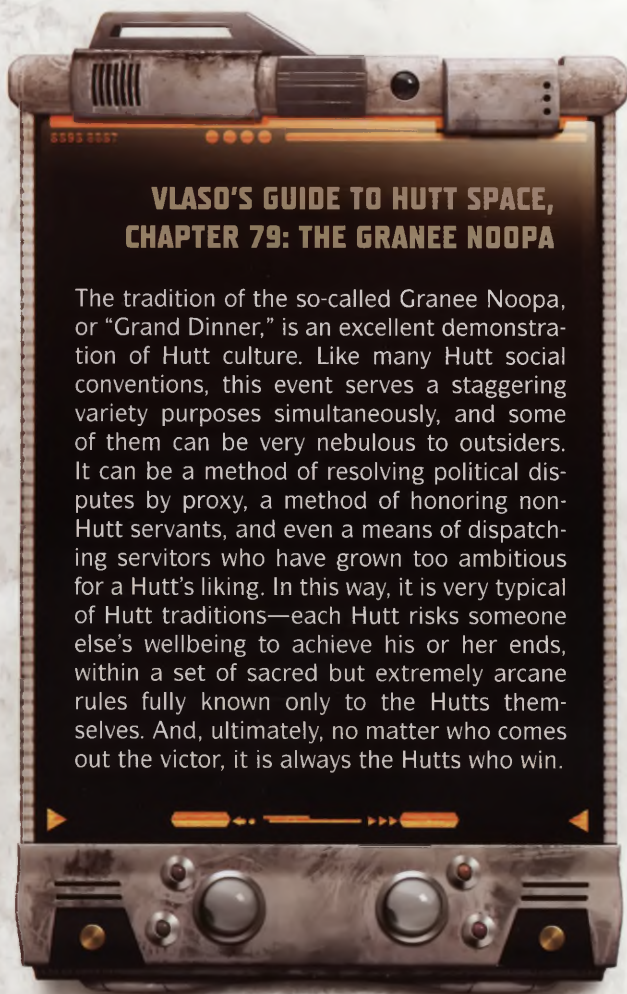
The invitation arrives quietly one evening, addressed to whichever Player Character their mysterious Hutt might patron consider to be the group’s leader. If the PCs don’t have access to some form of electronic communications, the invitation is instead delivered by hand via an anonymous courier. The courier isn’t affiliated with the Hutts, nor is he aware of the contents of the message he’s been instructed to deliver. When the PCs access the message contained in the invitation, read or paraphrase the following aloud:

“Exalted ones! The privilege and honor of the Granee Noopa awaits! Know that such an opportunity is presented only to those who have earned the respect and admiration of an illustrious—and anonymous—benefactor. Do not squander such an opportunity, for it will not be extended again! Your arrival at Wheeta Palace on Nal Hutta is expected no later than a week from the receipt of this invitation. No further contact will be made until the Granee Noopa has concluded. May fortune favor you!”

Players who attempt an **Average (◆◆) Knowledge (Underworld) check** can reveal the following information about the Granee Noopa:

- ✨: The Granee Noopa is a Hutt tradition whereby promising individuals are given a chance to prove themselves against their peers. To refuse such an invitation is considered a great insult to the Hutt who issued it.
- 🗡️: The Granee Noopa consists of a number of separate events, each one more dangerous than the last, which are designed to pit individuals and groups against one another.
- 🗡️ 🗡️: The Hutts themselves never personally attend a Granee Noopa. Instead, they send intermediaries, known as boddah, to observe and guide attendees.
- 🗡️: Anyone lucky enough to survive a Granee Noopa can expect to reap a profit of both money and prestige. Those unfortunate enough to lose the Granee Noopa and survive the ordeal will find themselves forever enslaved by the Hutts.

PCs who refuse the invitation (or aren’t able to attend the Granee Noopa for some reason) find themselves on the bad side of whichever mysterious Hutt invited them. This can be reflected with additional Obligation applied to the PCs, either individually or as a group.



VLASO'S GUIDE TO HUTT SPACE, CHAPTER 79: THE GRANEE NOOPA

The tradition of the so-called Grantee Noopa, or “Grand Dinner,” is an excellent demonstration of Hutt culture. Like many Hutt social conventions, this event serves a staggering variety purposes simultaneously, and some of them can be very nebulous to outsiders. It can be a method of resolving political disputes by proxy, a method of honoring non-Hutt servants, and even a means of dispatching servitors who have grown too ambitious for a Hutt’s liking. In this way, it is very typical of Hutt traditions—each Hutt risks someone else’s wellbeing to achieve his or her ends, within a set of sacred but extremely arcane rules fully known only to the Hutts themselves. And, ultimately, no matter who comes out the victor, it is always the Hutts who win.

ARRIVAL ON NAL HUTTA

Once the Player Characters arrive on Nal Hutta, they are greeted at the spaceport by Venik Rin, their boddah. Venik introduces himself and answers to the best of his ability any questions the PCs may have. As the PCs’ boddah, Venik is responsible for guiding his master’s guests from event to event, informing them of rules when appropriate, and giving hints, tips, and advice (which the PCs are free to take or leave, at their whim). Each of the other parties have boddahs of their own, and these characters should use the stats for the Hutt Majordomo (see page 45) if needed for any reason.

Venik is considered his master’s proxy, so losing him to hostile action is akin to allowing the group’s host to be killed or injured. While this does not disqualify the group from participating, it is still considered bad form, and it might well become extremely important should a tie occur.

BODDAH VENIK RIN [RIVAL]

The boddah representing the Player Characters is a middle-aged Zabrak known as Venik Rin. Rin once survived being mauled by a rancor, which left him scarred and twisted as a result. His horns are cracked, his skin marred with hideous scars, and his body is twisted. He walks with a pronounced limp, but he speaks with a voice that is both strong and confident. Rin is comfortable working as a puppet for his unnamed master, so long as the spice that dulls his pain continues to trickle in.

1	1	3	4	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 1		W. THRESHOLD 11		M/R DEFENSE 0 0	

Skills: Charm 2, Coercion 3, Cool 2, Deception 3, Discipline 2, Knowledge (Underworld) 3, Perception 2, Negotiation 2, Streetwise 3, Vigilance 2.

Talents: Kill with Kindness 1 (remove ■ from all Charm and Leadership checks), Plausible Deniability 1 (remove ■ from all Coercion and Deception checks).

Abilities: None.

Equipment: Holdout blaster (Ranged [Light]; Damage 5; Critical 4; Range [Short]; Stun setting), fine robes, narcotic inhaler.

THE RULES OF THE GRANEE NOOPA

The rules of the Grantee Noopa are relatively simple, but Venik sums them up in the following manner:

- Once a group of invitees has entered the Grantee Noopa, they are not allowed to leave. Any participants caught attempting to leave before the closing ceremony are assumed to be forfeiting their own lives, to be either killed or enslaved at the whim of the Hutts.
- The number of attendees depends, in large part, on how many Hutts are taking part in the Grantee Noopa. In this case, three groups of invitees (including the PCs) are in attendance. Four groups were initially invited, but one either refused the invitation or was inconvenienced and therefore unable to attend.
- The Player Characters are permitted to use whatever items (and weapons) they have, but killing other attendees, except in self-defense, is only permitted during specific events. This prohibition is often loosely interpreted, but is generally considered “good manners.”

WHEETA PALACE

Built in typical Hutttese style, Wheeta Palace features large, domed structures centered in a swampy tract of land that is surrounded by high walls. Venik conducts the Player Characters into the palace through a pair of large blast doors, which close behind them with an ominous sound. From this point on, there is no going back, and Venik ensures that the Player Characters are aware of this fact.

The Player Characters are shown into a large foyer where two other groups of invitees are waiting with their own boddahs. Venik explains that this is a chance for the different parties to size one another up and speak to each other on equal terms before open hostilities commence.

SHALO SHERIN AND HIS RETINUE

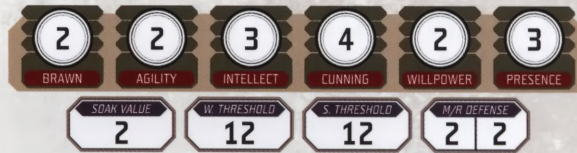
Shalo is a disgraced human noble originally from the Core Worlds. Disinherited by his family for undisclosed crimes (rumors suggest he had his older brother assassinated in order to become his family's sole heir), he is still considered a ruthless and opportunistic operator in the Outer Rim. Much of Shalo's time is spent in illicit trade negotiations, and he hopes to someday carve out a criminal empire of his own, preferably in conjunction with the Hutts or some other established criminal syndicate.

If approached by the Player Characters, Shalo feigns interest in them even as he sizes them up. He makes disparaging remarks about Torani Kulda, indicating that she is uninterested in negotiation. Shalo also intimates that he may be willing to work with the Player Characters against the Rodian assassin, should they be amenable to a temporary truce.

SHALO SHERIN, HUMAN NOBLE [NEMESIS]

Shalo is a tall, moderately handsome human with grey hair, blue eyes, and a penchant for stylish clothing. He has an air of authority about him that catches most individuals off guard, and his servants and staff are loyal to him to a fault. Despite his personable demeanor, he is completely amoral and willing to sacrifice anyone to accomplish his goals.

Shalo is always accompanied by Therah Yunin, his Twi'lek concubine, and the occasion of the Graneen Noopa is no exception. For her part, Therah feels deeply indebted to Shalo for something he did for her many years ago and helps him with his schemes as a result, but she is under no illusions that the callous noble will ever change. She uses the Twi'lek Dancer profile on page 414 of the **EDGE OF THE EMPIRE** Core Rulebook.



Skills: Charm 3, Coercion 3, Deception 4, Knowledge (Underworld) 2, Leadership 3, Negotiation 3, Ranged (Light) 2, Streetwise 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks against Shalo Sherin once), Gang Leader (may spend a maneuver giving orders to other posse members within medium range, granting them on their next check), Smooth Talker 1 (when making checks with Deception, spend to gain .

Abilities: None.

Equipment: Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), fine dinner clothes, personal deflector shield (+2 defense).

SAVO AND CAMERLIN, SHALO'S BODYGUARDS [RIVALS]

Savo and Camerlin are Shalo's servants. While Savo favors a more straightforward approach to her work, Camerlin is much more tactical. Savo is a tall and imposing human with dark hair and hooded eyes, and she favors a vibro-ax in close quarters. Camerlin, on the other hand, is slight of build and a head shorter than Savo. He prefers to shoot from a distance while Savo occupies his foes. Both are slightly more loyal to Shalo than the average mercenary, but only slightly. They will risk their lives for one another, however.



Skills: Cool 2, Melee 3 (Savo only), Perception 2, Ranged (Light) 3, Vigilance 2.

Talents: None.

Abilities: None.

Savo's Equipment: Vibro-ax (Melee; Damage 7; Critical 2; Range [Engaged]; Pierce 2, Sunder, Vicious 3), armored clothing (+1 defense, +1 soak).

Camerlin's Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), comlink, scanner goggles, datapad, utility belt, armored clothing (+1 defense, +1 soak).

TORANI KULDA OF THE VIRULLI CLAN

Torani is a Rodian hunter and assassin who is a respected up-and-comer in Hutt Space. She keeps company with a handful of Rodian servants and hangers-on, as well as with her partner in crime, a Rodian assassin droid known as A0-2.

If approached by the Player Characters during the introduction, Torani spurns them openly. Should they try to force the issue, A0-2 and her Rodian guards bristle and adopt defensive postures, much to the boddahs' collective chagrin. With luck, the boddahs intervene before any weapons are drawn.

For herself, Torani sizes up the Player Characters, trying to decide how they compare to Shalo Sherin and his party of ne'er-do-wells.

TORANI KULDA, RODIAN ASSASSIN [NEMESIS]

Small and lithe, even for a Rodian, Torani Kulda exudes calm confidence and open disdain for anyone she considers to be beneath her notice. She possesses light green skin and golden eyes. A prominent trio of scars, which she makes no attempt to conceal, crosses her brow. Torani is a devious foe, working in tandem with her partner, A0-2, to overcome their foes.



Skills: Athletics 2, Coercion 3, Cool 2, Perception 2, Ranged (Heavy) 3, Ranged (Light) 2, Streetwise 2, Survival 3.

Talents: Adversary 1 (upgrade difficulty of all combat checks made against Torani Kulda once), Soft Spot (after making a successful attack, may spend one Destiny Point to add damage equal to Cunning to one hit).

Abilities: None.

Equipment: Blaster rifle with augmented spin barrel mod (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Accurate 1, Stun setting), blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), vibroknife (Melee; Damage 3; Critical 2; Range [Engaged]; Pierce 2, Vicious 1), padded armor (+2 soak), comlink, utility belt.

A0-2, DROID ASSASSIN [NEMESIS]

A0-2 is a tall, lanky combat droid with a matte black chassis layered with plates of laminate armor. A single red optic glows from his expressionless faceplate, and

a black cloak hangs from his shoulders, covering much of his body. Given the time he spends in Torani's presence, he is often referred to as her shadow. Though their relationship appears to be more or less egalitarian, some individuals have started to wonder if A0-2 is actually Torani's master rather than her servant.



Skills: Athletics 2, Brawl 3, Cool 3, Melee 4, Perception 3, Ranged (Heavy) 3, Ranged (Light) 2, Skuldugery 2, Streetwise 2, Vigilance 4.

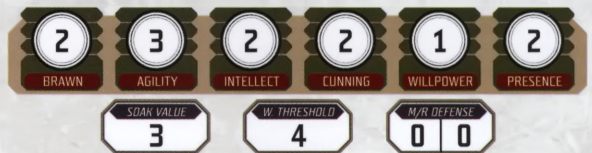
Talents: Lethal Blows 3 (add +30 to any Critical Injury results inflicted on opponents), Precise Aim 2 (once per round, may perform Precise Aim maneuver to suffer 2 strain to reduce target's melee and ranged defenses by 2), Targeted Blow (after making a successful attack, may spend one Destiny Point to add damage equal to Agility to one hit).

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

Equipment: Integrated vibroblade (Melee; Damage 5; Critical 2; Range [Engaged]; Defensive 1, Pierce 2), blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), laminate armor plates (+2 soak), integrated comlink.

FONDO, TYSS, AND PLAADO, RODIAN LACKEYS [MINION]

Fondo, Tyss, and Plaado are nearly identical Rodian thugs who happily follow Torani's every order without hesitation. They dress in heavy leather jackets, wear their weapons in low-slung holsters, and finger the blades of their combat knives threateningly whenever the opportunity presents itself.



Skills (group only): Brawl, Melee, Ranged (Light), Vigilance.

Talents: Quick Strike (add to combat checks against targets that have not acted yet in an encounter).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), combat knife (Melee; Damage 3; Critical 3; Range [Engaged]), heavy clothing (+1 soak).

REFRESHMENTS

Once the introductions are out of the way, the attendees are escorted into a lavishly appointed bar. Boddah Rin informs the Player Characters that it is customary to have a drink and toast their adversaries. Read or paraphrase the following aloud:

Set upon a golden platter in the Huttese style are tall cocktail glasses, one for each of the guests present. The drinks are all the same cloudy green color, but they all are garnished with a different sort of fruit, insect, or plant.

The trouble here is that a number of drinks are either weaker than normal, stronger than normal, or poisoned. Though participants are rarely knocked out entirely, the results of a poorly chosen drink are never pleasant. Note that refusing refreshments is not an option: everyone must possess a drink in order to toast their foes, and half of the drinks are poisoned.

Each of the three boddahs has been given the identity of a third of the poisoned drinks, and can divulge this information to their team if the PCs can succeed at an **opposed social skill check** (the exact skill used depends on how the PCs approach the roleplaying).

PICK YOUR POISON

Included below is a list of the different garnishes used on the drinks to tell them apart. If there are more than four PCs, the GM should improvise additional “flavors” and have half of them be poisoned; if the number is odd then the GM should round down.

- Nala tree frog legs
- Dorrax spider eyeballs (poisoned)
- Orpali dragon tongue
- Macan flower (poisoned)
- Smoke moth wings
- Swimming grain maggots (poisoned)
- Rimmed in “Hutt salt”
- Covered in an iridescent spider web (if the web is left intact, not poisoned)
- Paddy frogspawn
- Montra fruit slices (poisoned)

The guests now have to decide whether or not to pool this information (Shalo will suggest this) or to go it alone. Players and Non-Player Characters alike can make **Deception checks opposed by the target’s Discipline** to lie about which drink is poisoned, **Hard (◆◆◆) Perception checks** to see which drinks are being avoided, or **Skulduggery checks opposed by the target’s Vigilance** to switch drinks around.

If the character ends up with one of the poisoned cocktails at the end of the hour, he must attempt a **Hard (◆◆◆) Resilience check**.

- ▼: A character who fails a Resilience check suffers an automatic ☒ on checks made for the next hour.
- ☒: The effects of the character’s inebriation last an additional hour.
- ☒ ☒: The character suffers an additional automatic ☒ on checks made until the effects of the inebriation wear off.
- ☒: The character has an extremely adverse reaction. He immediately suffers a Critical Injury.

Regardless of the results of the Resilience checks, the boddahs escort their groups out through separate exits. These twisting hallways lead to the Granee Noopa’s ballroom, and the event known as the Dance.

CINEMATIC ACTION AND NPC CHECKS

At several points during this modular encounter, events will occur involving the Player Characters and one or more additional groups. The actions of NPCs who are not directly opposing or affecting the PCs—as well as the results of those actions—should be portrayed cinematically and as is fitting under the circumstances. It’s important not to bog down the action with endless die rolls for NPC activity that does not directly affect the characters.

THE DANCE

The Dance is what one might expect—a combat-heavy event where fighters have six rounds to eliminate their opponents. Each group enters a courtyard from a different angle at long range from one another. When the PCs arrive, read or paraphrase the following aloud:

Your boddah leads you into an open courtyard. High walls surround the marshy interior, and the organic smell of rotting vegetation fills the air. A number of eroded sculptures protrude from the moist ground, their features faded with the years and the abuse they have suffered.




At this point, Shalo Sherin contacts the PCs and extends an offer for a temporary truce. He reasons that if the Player Characters help him wipe out Torani Kulda and her band of ruffians, it should even the playing field for any survivors. If the PCs decline, Shalo bides his time, ordering his group to adopt a defensive posture until either the PCs or Torani show some sign of weakness.

For her part, Torani expects something along these lines to take place, and she won't take any prisoners or accept any offers of a truce. She divides her forces into two groups, with her Rodian lackeys focused on Shalo Sherin and herself and A0-2 intent on wiping out the PCs.

Once the music—a high-tempo instrumental akin to several cantina classics—begins, so does the Dance. To make matters interesting, a number of automated blasters are concealed throughout the dance hall, and these weapons activate as the music starts. Though inaccurate, these blasters are nonetheless dangerous, and they target random characters so long as the music is playing. There are a number of sculptures positioned at medium range from the characters' starting position and at short range from each other.

As mentioned previously, the Dance only lasts six rounds. Once the Dance has concluded, hostilities temporarily cease, the survivors are escorted from the area by their respective boddahs.

AUTOMATED STUN BLASTER

Six automated blasters are set into alcoves in the walls of the dance hall (the walls are long range from each other). Characters can attack them (add  to combat checks targeting them due to their small profile)—a successful combat check is enough to disable them. If a character rolls   on a check during the dance, an automated blaster can make an out of turn incidental **Ranged (Light) (🟡🟡) combat check**. These weapons have the following profile: Ranged (Light); Damage 6; Critical 3; Range (Medium); Stun setting.

THE DINNER

The Dinner—which is considered to be the main event by the Grantee Noopa's Hutt observers—is often used to cleanse the proverbial palette following the Dance. In effect, the Dinner isn't devised to feed the players. Rather, it is to fill the gullets of the creatures that the Hutt hosts set against them.

The invitees are guided into a large hall, which is subsequently sealed at both ends. A number of hungry animals—sometimes a pack of creatures, or occasionally a single ravaging beast—are then unleashed and set against the invitees. In this particular event, the Hutts have chosen a number of hungry massiffs: one for every two characters present (those still con-

scious) at the Dinner. The massiffs divide their numbers evenly between the characters present, and they attack until they are killed. Read or paraphrase the following aloud when the PCs enter the dining hall:

You find yourself facing the other guests across a long hall with a vaulted ceiling. The blast doors behind you close with an ominous, echoing boom, and hidden panels slide upwards in the walls near the center of the hall. Several large, dog-shaped reptiles burst from the openings, thick ropes of drool hanging from their chins.

The hall is at long range from the other end of the hall, but the PCs are only at short range from the walls when the massiffs are unleashed. Anyone who manages to survive the Dinner is sent on to attend the Closing Ceremony. Should no one survive the Dinner, the Hutts are nonetheless pleased by the outcome, considering it a draw.

MASSIFF, DESERT PREDATOR [RIVAL]

Massiffs are armored predators native to Geonosis. Commonly used as guard animals in the Outer Rim, they are up to a meter tall at the shoulder. Massiffs are vicious predators with keen senses and animal cunning, and they are especially dangerous when starving—as these specimens are. Due to their hunger, these massiffs continue to maul downed opponents until distracted in some fashion.

4 BRAWN	3 AGILITY	1 INTELLECT	3 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 6		W. THRESHOLD 16		M/R DEFENSE 0 0	

Skills: Brawl 3, Perception 2, Stealth 2, Survival 3, Vigilance 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against this target once).

Abilities: None.

Equipment: Claws (Brawl; Damage 6; Critical 3; Range [Engaged]; Knockdown), tearing fangs (Brawl; Damage 4; Critical 2; Range [Engaged]; Vicious 3).

CLOSING CEREMONY

The Closing Ceremony is where the winners—and losers, should any survive—are declared. If a group is the only one that managed to survive both the Dance and the Dinner, they are considered to be the victors.

Should two groups (or, rarely, all three groups) be in attendance, victory is determined based on the number of kills made and casualties suffered. Surviving boddahs serve to break any ties that arise. If a tie cannot be broken, then each group chooses

single champion who fights the other champion (or champions) to the death. As the victors are announced, the booming voice of a Hutt can be heard speaking in Huttese. Read the following text aloud:

"Congratulations, oh winners of the Granee Noopa! You have proven yourselves worthy! You are welcome to leave at your whim, and your rewards await you beyond the orbit of Nal Hutta. As for the losers, their defeat is utter! Pity them, for they will never know freedom again."

VICTORY AND DEFEAT

Surviving losers are enslaved to whichever Hutt invited the winning party to the Granee Noopa. Winners, on the other hand, are lauded for their victory, paid a respectable sum of credits, and allowed to leave Nal Hutta. Such a group is esteemed and henceforth finds it easier to garner work from any number of Hutt interests in the Outer Rim. In addition, appropriate Obligations (debts to the Hutts, bounties, etc.) might be reduced or mitigated if the GM feels this would be an appropriate reward.

WHAT IF THE PCS LOSE?

Should the PCs survive losing the Granee Noopa, they find themselves in thrall to a powerful Hutt crime lord. Should they accept their fate, they each earn additional Obligation to reflect their current lot as slaves to the Hutts.

The PCs may attempt to escape from Wheeta Palace; they may even succeed. Even if they do, they are marked for death, and the Hutts stop at nothing to ensure that they're brought to heel to pay for their disgrace in the Granee Noopa.

To make matters more interesting, the Hutt who sponsored the PCs might decide to put a proverbial fly in his rivals' ointment by aiding the PCs in their attempts to leave Nal Hutta.

Victory, such as it is, brings with it wealth—10,000 credits' worth, to be exact—as well as up to 5 points of Obligation reduction per PC and an Ardos disk (see page 111) or other major reward of the GM's choosing for the group. The PCs soon find new doors and opportunities opening up to them, and their exploits become spoken of in certain circles. How the PCs deal with their newfound prestige can easily fuel future adventures in Hutt Space and beyond.



THE DEAD ROAD

Hutt throneworlds are the stuff of legends among spacers: they are off limits to non-Hutts and purportedly filled with treasure from long-dead clans. Many have braved the Dead Road, the hyperspace route through the Bootana Hutta, in search of these hidden caches of riches. Most put little stock in the various tales passed around the cantinas that allege the discovery of a world rife with artifacts or other great rewards. Yet, sometimes a tale has more to it. This is one such tale.

Over the course of this modular encounter, the PCs come upon a reliable lead that takes them deep into the Bootana Hutta in search of a long-lost Hutt treasure trove. The PCs will have to navigate the treacherous route, bypass ancient Hutt security measures, and, in the end, discover things might have been better left as legends.

TOO GOOD TO BE TRUE

As the PCs are enjoying drinks in the Orange Lady, a cantina in the Corellian Sector of Nar Shaddaa, a smuggler approaches their table, promising untold wealth and rewards. Read or paraphrase the following aloud:

The confines of the Orange Lady are cramped and noisy with smugglers, thieves, pirates, and bounty hunters. Pushing through the crowd, a gnarled, old human stomps up to your table, slamming his drink down among your glasses. "I need a ship and hardy souls for the adventure of a lifetime. If you have the stones and the will, you can become richer than you ever imagined." The man stares at you all, waiting for an answer and slowly swilling the nasty concoction in his glass.

Introducing himself as Jacek, the stranger spins a tale of a lost Hutt treasure palace on a world the species has abandoned. He insists he has proof of his claims hidden away and that if the group is willing to accompany him on the expedition, they will have equal shares in the treasure.

The conversation is overheard by a nearby group of bounty hunters, who decide they would rather be the ones to find any unclaimed wealth. The bounty hunters attempt to strong-arm the old man into coming with them. Should the PCs try to intervene, the bounty hunters are very reluctant to negotiate and are quick to resort to firing, sending most of the patrons scrambling for cover or out the door. As the rest of his gang occupies the PCs (one thug for every two PCs), Graayl attempts to subdue the old man and make it out the back door with him. If Graayl manages to

escape with Jacek, he immediately makes his way to the nearest hangar bays and his awaiting ship. If the Player Characters attempt to cut him off, a successful **Average (◆◆) Streetwise check** allows them to find a shortcut to the hangars. Jacek should be treated as a noncombatant, but should a profile be needed, use the Infochant on page 393 of the **EDGE OF THE EMPIRE** Core Rulebook.

GRAAYL NOR [NEMESIS]

Graayl Nor, the leader of the bounty hunters, is a cold and calculating Barabel who has amassed an impressive twelve bounties in the past cycle alone. His group, the Red Pact, has made a name for itself, earning a reputation for getting the job done at all costs. The Red Pact includes numerous thugs and gunslingers, including a Twi'lek, a Rodian, and a Defel.



Skills: Deception 3; Knowledge (Underworld) 2, Perception 2, Piloting (Space) 2, Ranged (Light) 3, Skulduggery 2, Streetwise 2.

Talents: Adversary 1 (upgrade difficulty of all combat checks against Graayl Nor once).

Abilities: None.

Equipment: Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 5; Critical 4; Range [Engaged]; Disorient 3), padded armor (+2 soak).

GRAAYL'S THUGS [RIVAL]

Graayl's crew is a motley band of scum who are more than happy to prey on unsuspecting travelers.



Skills: Cool 1, Perception 2, Ranged (Light) 2, Survival 2, Vigilance 1.

Talents: Quick Draw (may draw or holster blaster as an incidental once per round).

Abilities: None.

Equipment: Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), padded armor (+2 soak).

Assuming the PCs manage to rescue Jacek, he takes them to a hidden locker deep in a trash-filled alley. If they decline to go, he retrieves his proof and confronts them with it later. There, he produces an ancient artifact of Hutt origin—the Erla Tomvaas. The Erla has been rumored for many years to be part of a massive treasure cache hidden away deep in Hutt Space. The artifact resembles a curving, deep red piece of glass and is bent into an intricate pattern. While the material appears to be glass, however, it is actually an unknown substance that is warm to the touch. Jacek taps on it lightly, and a harmonious series of musical notes emanate from it, filling the alley with a wondrous melody. The Erla is part of a larger set known as the Siren’s Soul, also believed to be contained within the mythical treasure trove.

Jacek claims that the artifact is the key to the palace and that with this and his knowledge, he can get the PCs into the treasure vault. He also withdraws a crude, incomplete map and a small statue of a Hutt. He claims that he knows who can complete the map and that, after searching for decades, he finally has all the pieces needed to make this dream a reality.

OFF THE BEATEN PATH

The mysterious palace is not the only thing that can be investigated or encountered on the Dead Road. Jacek’s map and coordinates are close, but not exact, only referencing landmarks and an exit on the hyperspace route. Using the Dead Road can allow the PCs to explore other places along the Bootana Hutta. The locations leading to the Hutt treasure world give Game Masters an opportunity to launch a variety of other encounters that can further the campaign storyline.

Jumping to hyperspace on the Dead Road is a perilous affair. The Dead Road earned its name for the number of ships lost along the route. Gravity fluctuations and spatial disturbances are common, and most navigators need constant recalibration throughout the trip. Game Masters should make the flight a harrowing affair. The PCs must make a **Hard (◆◆◆) Astroga-tion check** with ■■ at each leg of the trip to represent the hyperspace hazards.

THE JUNKYARD

The first stop along the route is on the edge of an asteroid belt littered with ruined ships and discarded garbage. This stopover allows characters to recalculate new hyperspace coordinates and, if they wish, to investigate the wreckage drifting past. Game Masters can spring an encounter on the PCs here, such as pirates lurking in the asteroid belt. With some minor modifications, the modular encounter **Welcome Aboard** (see page 122) can be incorporated here if the GM is ready for a longer series of encounters.

THE PEARL

Drifting alone in a forgotten corner of the Bootana Hutta is the Pearl. This functional but nearly derelict space station is located in the outer reaches of the Elgit system, far from any planet. Since the Elgit system is an intersection between the Dead Road and the Bootana Hutta, it is a prime location for trading.

The Pearl is owned and operated by Harke, an aloof but amusing Sakiyan who long ago left the politics and backstabbing of busier areas of Hutt Space to live in this secluded corner of the Bootana Hutta. Here, he tinkers on old droids and other tech while maintaining his out-of-the-way trading post for those traveling inside the Hutta. The Pearl offers Game Masters a location for their PCs to use as a relaxing stopover during the trip, especially if they have been fighting a great deal to get this far. The Pearl has accommodations available for travelers (though priced at a premium) as well as numerous supplies and facilities. Harke employs a small number of individuals who can assist with repairs, medical issues, and other needs.

Friendly but shrewd, Harke is well versed in the lore of the Bootana Hutta and can be a valuable source of information, at a price, of course. He can complete Jacek’s map and translate its coordinates with hieroglyphs on the statue the old man provides. Cautioning the PCs against revealing too much to Harke, Jacek discloses to the trader only what is needed to finish the translation. Once Harke sees where their destination lies, he warns the characters about traveling to the world of Pybus. Read or paraphrase the following aloud:

“I would stay far from that cursed place, my friends. Hutts are spiteful, avaricious creatures. Even in death they guard their treasures unwaveringly; those who go there are likely never to return. Pybus is home to far more than traps, though. The Hutts have given that planet a wide berth for thousands of years. The dead do not rest easy on Pybus...”

THE LEGEND OF PYBUS

Pybus is a lush jungle planet deep within the Bootana Hutta. The world is completely unspoiled by the Hutts, as they consider the planet taboo and steer clear of it. Hundreds of ruins dot the surface, the only signs of civilization once having thrived here. Who this ancient and forgotten race was is unknown.

Long ago, something on Pybus greatly unnerved the Hutts who had gone there to settle. They abandoned the world and declared it unsafe for Hutts. Over time, legends of vengeful spirits and curses began to circulate, further darkening Pybus’s reputation.

Not one to put any stock in legends and folk tales, Vortga the Hutt traveled to Pybus in 684 BBY and constructed a sprawling complex in one of the more intact ruins. He knew the superstitious Hutts and their servants would not bother him on Pybus out of fear, making it the perfect stronghold for his vast wealth. Vortga had many enemies (most within his own family), and he needed an out-of-the-way place in which to keep secure the bulk of his credits and treasures.

Vortga eventually met his end on Nar Shaddaa hundreds of years later. An assassin's blade protruding from his vast bulk was the only sign of struggle, and no one ever claimed responsibility for his death. For centuries Hutts have attempted to find the treasures of Vortga, but to no avail.

In his old age, the paranoid Hutt saw killers and thieves at every turn. To guarantee that his treasure was protected, he eliminated all of the servants who knew anything of Pybus. Or so he thought...

One worker survived Vortga's great purge, a Klatooinian named Lalkan. Vortga's former lieutenant had eluded his assassins and fled

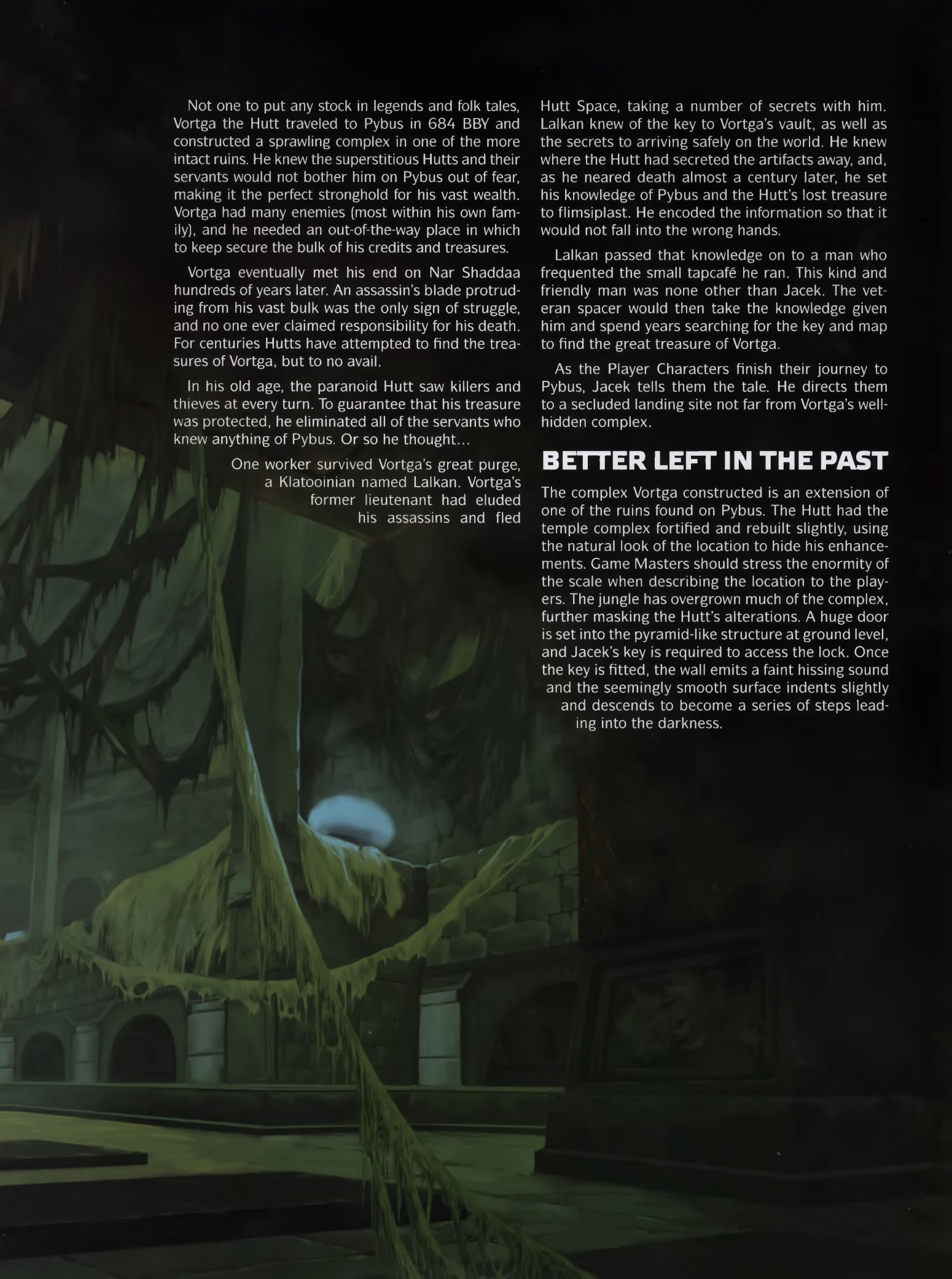
Hutt Space, taking a number of secrets with him. Lalkan knew of the key to Vortga's vault, as well as the secrets to arriving safely on the world. He knew where the Hutt had secreted the artifacts away, and, as he neared death almost a century later, he set his knowledge of Pybus and the Hutt's lost treasure to flimsiplast. He encoded the information so that it would not fall into the wrong hands.

Lalkan passed that knowledge on to a man who frequented the small tapcafé he ran. This kind and friendly man was none other than Jacek. The veteran spacer would then take the knowledge given him and spend years searching for the key and map to find the great treasure of Vortga.

As the Player Characters finish their journey to Pybus, Jacek tells them the tale. He directs them to a secluded landing site not far from Vortga's well-hidden complex.

BETTER LEFT IN THE PAST

The complex Vortga constructed is an extension of one of the ruins found on Pybus. The Hutt had the temple complex fortified and rebuilt slightly, using the natural look of the location to hide his enhancements. Game Masters should stress the enormity of the scale when describing the location to the players. The jungle has overgrown much of the complex, further masking the Hutt's alterations. A huge door is set into the pyramid-like structure at ground level, and Jacek's key is required to access the lock. Once the key is fitted, the wall emits a faint hissing sound and the seemingly smooth surface indents slightly and descends to become a series of steps leading into the darkness.



Inside, the stale air immediately imparts the ancient nature of this location. Thick dust covers every surface, showing that no one has disturbed this place in ages. However, once the doors are opened, things change quickly as ancient defenses come to life.

Traps, automated defense grids, battle droids, and more should accost the PCs at every turn. Depending on the group's makeup, GMs should have a wealth of options to choose from in testing the characters. Technicians can access ancient Hutt systems to shut down defense grids, Explorers can traverse trap-filled walkways and bridges over yawning chasms, Hired Guns and Smugglers can battle droids and other unleashed guardians.

TRAPS AND TRIALS

The ancient computer systems used by Vortga to control his traps are still working very well. They tap deep into underground geothermal power sources to maintain a constant state of operation. A PC who attempts to slice into the computer systems must successfully pass a **Hard (◆◆◆) Computers check** to gain access to the files, followed by a **Hard (◆◆◆) Skulduggery check** to shut down system corresponding to that particular trap. Each trap has its own file and coding, so an attempt must be made before each new trap the PCs encounter.

The elaborate nature of Vortga's many traps makes traversing the complex extremely difficult. Pits, darts coated with deadly poisons, automated laser sentries, crushing walls, and more await the PCs at every turn. Failing to deactivate a system upgrades the difficulty once for each further attempt. Barring deactivation, the PCs will have to bypass its hazards (see below).

- **Detection:** GMs should have players make **Average (◆◆) Vigilance checks** each round to detect any pressure plates, trip wires, concealed pits, or infrared beams.
- **Bypassing a trap:** Once a trap has been successfully discovered, navigating around it without setting it off is another story. A **Hard (◆◆◆) Athletics check** is required to move past a trap safely. GMs should use any ☒ incurred in these situations to have PCs become close to activating the trap; further Athletics checks or increased difficulty can result from these mishaps.
- **Setting off a trap:** If a character is unsuccessful in bypassing a trap, it is triggered and the character is caught in its effect. Engaged characters might also be affected, depending on the type of trap. Depending on the nature of a trap, triggering it could inflict 10 damage, inflict 10 strain (this ignores soak), expose the character to a poison (such as the ones found on page 109), or have some other effect that the GM deems suitable.

To guarantee that the guardians of his treasure would survive without developing any designs on it for themselves, Vortga stationed security droids throughout the complex. In addition to the droids, the temple houses a number of local predators that have found their way inside in search of food. Some have found safe areas in which to establish lairs and reside, including the Pybus amphibipole. They attack in groups of three, and a typical encounter uses three minion groups at a time.

If the Player Characters make it deep into the temple's lower levels, they see that the Hutt defenses here have fallen into disrepair. Power cells have exhausted themselves, and many of the traps and droids no longer function. Game Masters should always keep their players guessing, though, by having many in disrepair while others remain in perfectly functional condition. Do not let the players fall into a sense of relaxation—keep the pressure on at all times.

PYBUS AMPHIBIPOLE [MINION]

This short, squat creature secretes an acidic ooze from its mottled, greenish-brown skin. Bone spurs protrude from its skull, vertebrae and legs, and its four feet end in claws laced with poison. Its vertically flattened tail aids in swimming, and its long tongue can lash out at and ensnare prey from a distance.

3	2	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 4		W. THRESHOLD 3		M/R DEFENSE 1 0	

Skills (group only): Brawl, Ranged (Light), Stealth.
Talents: None.

Abilities: Amphibious (amphibipoles may breathe underwater without penalty and never suffer movement penalties for traveling through water), Silhouette 0, Poisonous (any creature that successfully hits the amphibipole with a successful unarmed attack must succeed at a **Hard (◆◆◆) Resilience check** or be poisoned, suffering 3 wounds at the beginning of his turn for the next three rounds [this ignores soak]).

Equipment: Tongue (Brawl; Damage 4; Critical 3; Range [Short]; Ensnare, Slow-Firing 1); claws (Brawl; Damage 5; Critical 4; Range [Engaged]; Linked 1, Pierce 2).



ANCIENT HUTT SECURITY DROID [RIVAL]

These security droids date back to the time when Hutts inhabited their homeworld, Varl, and evoke the shape of their Hutt masters.

4	3	1	1	2	1
DRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 6		W. THRESHOLD 10		M/R DEFENSE 1 0	

Skills: Melee 2, Ranged (Heavy) 2, Vigilance 3.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins); Huttese (Hutt security droid neither speaks nor understands Basic).

Equipment: Blaster carbine (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting), vibrosword (Melee; Damage 5; Critical 2; Range [Engaged]; Defensive 1, Pierce 2, Vicious 1).

VORTGA'S TREASURES

When the PCs enter the chamber, read or paraphrase the following aloud:

In front of you, a Hutt's ransom is stacked from floor to ceiling. Glittering jewels, fabulous statuary, precious minerals, and much more await you, finally discovered after so many years.

The Player Characters becoming wealthy beyond their wildest dreams is not usually something a Game Master wants to happen. If the PCs endure all the traps and trials to make it to the vault, GMs should certainly let them gather some of the treasure to pay off past Obligations (or just buy something extravagant). However, Vortga was immensely wealthy, and this amount of money could seriously unbalance a campaign. Luckily, Vortga was also immensely paranoid and insane. He believed that if he didn't have his treasure, no one else should ever have it either.

The final and most devastating trap is triggered when the Player Characters access the vault. A hidden countdown begins; after five minutes inside the chamber, the PCs hear a deep rumbling that shakes the entire complex. The floor of the vault begins to crumble, spilling treasure into a deep chasm. The PCs have mere seconds to take whatever they have already grabbed and flee. The GM should have each PC make an Athletics or other appropriate checks, with a difficulty based on the number of treasures he wishes to try to carry away (starting at **Easy** [♦] and increasing as the GM sees fit). Failure on this check might mean that a character loses some treasure, is struck by falling debris and suffers damage or a Critical Injury, or any number of other unpleasant effects.

SALVAGED TREASURE OF VORTGA

Vortga's treasure hoard can contain anything the GM needs it to, from plot items to treasures the PCs have long sought. Some suggestions can be found below:

Heart of Gamorr: A deep green gemstone with a pulsating swirl of light in its center, the Heart of Gamorr was Vortga's favorite prize. The gem is worth 50,000 credits to a collector.

The Siren's Soul: A collection of crystals capable of producing beautiful music, this six-item set (the seventh crystal was in Jacek's possession) has been sought after by collectors for centuries. Each piece can produce a different sound, and when the set is arranged and struck together it produces a unique sound that changes based on the number of pieces being used at the time. It is worth 75,000 credits.

The Morigan Scrolls: The collected writings of the infamous Sith Darth Malak, these scrolls contain a great deal of ancient Sith knowledge and tactics from the Jedi Civil War. The scrolls are worth 5,000 credits to most collectors of rare items and oddities, though people who are aware of their significance could pay up to 30,000 credits or more.

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