

One Man's Trash

A Stand-Alone Adventure for the Star Wars: Edge of the Empire
Roleplaying Game by Fantasy Flight Games

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Star Wars

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One Man's Trash - Overview

One Man's Trash is an adventure for the Star Wars: Edge of the Empire game, designed to be run in a single session as either a stand-alone adventure or inserted into an existing campaign.

The adventure is written with beginning or low-level characters in mind, though experienced GMs should be able to easily scale up the threats as necessary for more advanced characters. (Pre-generated characters, such as those from the Star Wars: Edge of the Empire Beginner Game or similar adventure modules should work just fine, as well.)

This adventure takes the player characters to the far-flung Elrood Sector in the Outer Rim, where they are hired to track down a derelict starship on a lawless junkyard planet. If you are planning to act as Game Master, then read on. You should read through the entire adventure in advance in order to have a good grasp of events and parties involved in the story. If you are planning to play a hero in the adventure, STOP READING NOW to avoid spoiling the adventure for you and your group.

Adventure Summary

The PCs are hired by a Duros named Banu, a former smuggler who is looking for a team to track down his old starship, the *Dawn's Damsel*. There is valuable astrogration data in the ship's navicomputer, but the ship itself has been sent as scrap to the junkyard planet of Korad in the Elrood Sector, where it is sure to be picked apart by scavengers in short order if it isn't found quickly.

Unfortunately, scavenging is the order of the day on Korad, and anyone on the trail of a valuable prize isn't going to go unnoticed for long. As it turns out, tracking down the *Dawn's Damsel* is far from the trickiest part of getting away with the data from the ship's navicomputer: pirates are tailing the PCs, a group of Squibs has already laid claim to the junkyard area where the ship is located, and a bunch of trash-worshipping Ugors has deemed the ship's wreck a holy relic.

Obligation and Backstory

The Game Master should determine how the player characters come to be acquainted with Banu. If this adventure is run as a stand-alone, then the obvious connection is that he has hired the group directly to run this simple errand. For existing groups, Banu can be a contact gained through a player character's Obligation—Banu is a former smuggler, so he can easily be a "friend of a friend" to any character with a Criminal background, or possibly someone introduced through the transfer of a Favor. There are many potential options for a crew-for-hire working in the Outer Rim, and the Game Master is encouraged to think of something that makes the most sense for their group and campaign.

Getting the Group Involved

Getting the group involved in the adventure should not be a big issue. Banu offers reasonable pay for a job that, on the surface, is not too difficult. He is also injured, which makes for a good personal reason for not undertaking an 'easy' job by himself. If pressed, he can also explain that he is trying to "get out of the game," as it were, but is not above paying others to do the legwork for him. Also, Banu is not making any attempt to deceive the group he is hiring—he is up front about the minor risks he expects—so if the PCs are inordinately suspicious of his motives, they can make checks to confirm his sincerity.

Adventure Format

This document includes different colored text boxes to indicate different types of information for the Game Master (this format is heavily inspired by the format used by the Star Wars: Edge of the Empire Beginner Game and by GM Chris of d20radio).

Read Aloud Text

Text in green boxes (as shown below) is meant for the Game Master to read aloud to set the scene for players, deliver NPC dialogue, and otherwise relate events.

This is an example of text that is meant to be read aloud to the players.

If the GM prefers, this information can simply be paraphrased, or altered to suit personal narrative tastes.

Rules Reminders




For encounters or scenarios that may involve rules that are obscure, infrequently used, or which may involve looking things up. To minimize the need for the Game

Master to hunt through the book, certain rules may be called out in pale blue text, as below.

Rules Overview

- Text in these boxes is meant to cover rules for an encounter to reduce searching through the book.
- These rules are only summaries; please refer to the Core Rulebook for full rules as necessary.
- Don't be afraid to go with the 'Rule of Cool'! If you need to make a call on the fly as GM, make a decision based on what makes the game fun for you and your group.

Triumph & Despair

Major scenes and setpieces will include a yellow and red box (shown below) with suggestions for Triumph and Despair results for that encounter. Remember that while the Game Master decides how  is spent, it is ultimately the player's decision for how to spend  results. If a player is having a difficult time thinking of a situational use for a , the GM can make suggestions based on what is listed here.




- Triumph recommendations will be listed here for situational results to suggest to players.



- Despair results will be listed here in order to give the GM some suggestions for a given scene or situation ahead of time.

Starting the Session

The Game Master should treat the beginning of the adventure just like the opening of a normal Star Wars: Edge of the Empire session. Create a Destiny Pool by having all of the players roll , and then make an Obligation check.

The GM can decide if and how the results of this check apply to the adventure itself; depending on the character and Obligation in question, a natural hook may be present, or the roll may simply represent a general unease at their situation as per normal (given the varied natures of player character parties, no specific suggestions are listed).

STAR WARS

ONE MAN'S TRASH

It is a time of great conflict. The mighty GALACTIC EMPIRE casts its shadow from one end of known space to the other, and the forces of the Rebel Alliance fight an ongoing battle few think can be won.

On the far-flung edges of the galaxy, however, there still exist places largely untouched by the ongoing civil war, content with their place away from the fighting, where life continues much as it ever has.

In the distant ELROOD SECTOR, dismissed by the Empire as a worthless backwater, enterprising traders, daring smugglers, and soldiers of fortune can find the score of a lifetime, if they just know where to look...

Part 1 – Flotsam and Jetsam

A Simple Scavenging Job...

The PCs have arrived on the planet Torina in the Elrood Sector. Their contact (determined by GM) has set up a meeting with a Duros named Banu, a former smuggler who worked the sector for many years until his recently forced retirement. The session opens with the PCs meeting with him at a small villa he has just purchased, on the outskirts of one of the planet's tropical jungles, far from the bustling cities. Read the following to the PCs:

After parking your vessel at the small, concealed landing pad, you leave your ship to find the Duros your contact told you about. He sits on the veranda of his tropical villa, one leg suspended and immobilized in a bacta-tube cast. He regards you and your ship carefully, and then glides closer to you in his repulsorlift-powered chair after seemingly accepting that you're the ones sent to meet with him.



Banu used to work as the astrogator and scout as part of a smuggling crew aboard an old Ghtroc 720 freighter called the *Dawn's Damsel*. A few months ago, after coming under attack from pirates near the lawless world of Lanthrym, Banu was forced to calculate an emergency hyperspace jump to get the ship out of danger. The resulting jump was nothing short of a miracle—it took the ship clear to the other side of the Drift, a cloud of stellar gas and dust that runs through the Elrood Sector.

Without a properly charted hyperspace route, travel through the Drift would take years at torturous sublight speeds, and no routes exist that take vessels around the Drift, either. Banu believes that there is a market for the route the *Dawn's Damsel* took that got it across the rift, and wants to get the astrogation data from the ship's computer.

Unfortunately, another recent unfortunate run-in didn't go nearly so well for the *Dawn's Damsel* and her crew. While attempting to smuggle goods to the Imperial-controlled world of Derilyn, the ship was caught by one of the system's patrol craft and nearly destroyed. The ship escaped from Imperial interdicted space, but most of the crew was killed, and the *Dawn's Damsel* itself was a total loss. The ship was consigned as scrap, and a gravely injured Banu decided to cut his losses and run.

Banu explains that the wrecked ship was taken to the nearby junkyard world of Korad. He knows that it's only a

matter of time before the ship is picked over by scavengers, who will take most of the valuable parts, such as the hyperdrive, weapons, and computer system. Since it's only been a matter of days, however, he thinks there's a good chance that no one has yet stumbled across the wrecked ship, and that the PCs may be able to find it and gain access to the ship's navicomputer, where they can get the data for the hyperspace route through the Drift. He is willing to pay 10,000 credits for recovery of the data.

Any pilot character, or character trained in Astrogation, will know that Banu is telling the truth about the value of astrogation data like the type he describes. While Banu is a master astrogator, he is not a keen businessman; a successful **Average (◆◆) Negotiation check** will increase the offered payment by 1000 credits per success and 250 credits per  rolled on this check may generate  on further social checks rolled against Banu.

Korad is a mere four-hour trip away with a x1 hyperdrive, and Banu is very eager for the PCs to begin their search ASAP. If pressed, though, he will answer questions. The following details are relevant, if the PCs ask:

- Though the Elrood Sector is nominally under Imperial control, it's not important enough for them to waste much in the way of resources on, so smuggling and other illicit forms of "free trade" are alive and well.
- Korad used to be under the control of an Old Republic company known as Renew, which used the planet for metal reclamation and wreck salvage. The company went under many years ago, however, and nowadays the world is a dumping ground for derelict ships, machinery, and waste.
- Now that the world is largely independent, salvagers frequently comb the surface for anything of value. The planet's junkyard nature also makes it a popular choice with the sector's criminal element for dumping the occasional body.
- If asked why he wants the data so badly, Banu admits that he plans to sell it. If the PCs suggest cutting him out as the middle-man, as it were, he will point out—probably rightly—that they don't have his contacts, and would be hard-pressed to find a buyer offering what he is (though see notes at the end of the adventure for players who might decide to 'shop around' for a buyer anyway).

- The Game Master is free to invent any relevant details for Banu's old smuggling career that might pertain to any PCs' backstory or Obligation contacts.

In the unlikely event that the PCs ask Banu to accompany them, he will refuse; he is simply too injured to trek around a planet-sized junkyard, and his entire reason for hiring the PCs is that he doesn't want to risk his own neck anymore.

Off to Korad

The journey from Torina to Korad is an uneventful one, a mere four hours away with a x1 hyperdrive (eight hours for a ship with a x2 hyperdrive likely to be owned by starting characters). The planet is along the sector's major hyperspace route, so no astrogation check is necessary. If the PCs want to rush the trip, however, they can make an **Average (◆◆) Astrogation check** to make the journey faster by one hour per ✨; success might grant ■ to any negotiation with Banu for payment after the fact, given the speedy recovery of the data.

Upon arrival at Korad, read the following:

Upon coming out of hyperspace, you see the small, unassuming shape of Korad. At first, it appears that the planet is encircled by a ring, but you soon realize that this 'ring' is actually made up of man-made debris. Centuries-old starship husks from the Old Republic and other detritus drift slowly around the world, almost beautiful until seen from closer up.

After passing by this ancient debris field, your ship receives a transmission from the planet below; a pre-recorded voice welcomes you to Korad, and invites you to land at a small, automated landing pad at the planet's north pole.

As the planet's surface is littered with junk and old wrecks, this facility is the only immediately viable place to land. Trying to search for the *Dawn's Damsel* from the air is impossible; the planet's surface is simply too covered with junk and old starship hulls to make such a task anything more than a fool's errand. To discover where Banu's old ship was brought down, the PCs will need to touch down and check with the local salvage database.

Welcome to the Junkyard

Landing at the planet's north pole facility, the PCs will find that they are far from the only ship on-planet, though this is to be expected. A droid operator provides assistance as the crew uses the automated landing system, though after landing, they are quickly contacted by a

representative from the Korad Salvage Union, requesting that the PCs meet with them once they disembark.

In truth, the Salvage Union is little more than a group of thugs who have set up shop at the landing facility, though they do have access to logs and records that the PCs will need in order to track down the whereabouts of the *Dawn's Damsel*.

Due to the vast array of chemical spills, fuel leaks, and industrial waste across the planet, Korad's atmosphere is somewhat toxic. Any Non-Droid characters without a rebreather or breath mask will need to make a **Hard (◆◆◆) Resilience check**; characters who fail will need to add ■ to all checks until a breath mask can be found (the Salvage Union will happily sell these at a marked-up price of 75 credits apiece).

The Salvage Union has set up shop in a simple prefab administrative building (little more than a small office) adjacent to the landing pad area.

The Salvage Union office is guarded a group of three security goons who act as a unit of three minions; inside the office is another group of three minions who mostly pretend to look busy with desk jobs will acting as backup for Administrator Tulture, a severe-looking human woman in her mid-30s.

Tulture and her team have taken over the administration office from the lone Old Republic droid left behind by Renew years ago; they charge exorbitant prices, trying to fleece outsiders unfamiliar with Korad for as many credits as they're worth. They do have access to the salvage yard's database, however, so the data is good—though the price may be a bit steep.

The going rate to look up information in the salvage database is 1000 credits. Tulture's group also has a landspeeder that they will rent for 100 credits per day, along with the breath masks mentioned above for 75 credits apiece.

The PCs can negotiate with Tulture and her goons for a better price, or they can attempt to get the data another way. The following are paths of action PCs might be likely to take:

- A successful **Negotiation check** against Tulture's **Cool (◆◆◆)** will reduce the data fee by 200 credits per ✨.
- A **Coercion check** against Tulture's **Discipline (◆◆◆)** will make the Union back down (though the GM may add ■ to this check, since the Union goons likely outnumber the PCs).

- If the PCs discover or suspect that Tulture's operation is illegitimate, a **Deception** check against Tulture's **Discipline** (◆◆◆) can convince her that the PCs are members of a legitimate authority, and she will back down.
- If the PCs start a fight, Tulture and her gang will defend themselves. However, they're just in this for the money, and will flee to their starship at the port if at least three of them are killed or incapacitated.

SALVAGE UNION SECURITY (MINIONS) [3]

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

Skills: (for group of 3; downgrade by 1 for each dead minion): Perception (◆◆), Ranged (Light) (◆◆)

Soak: 4 Defense: 0/0

Wound Threshold: 12 (4 each)

Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Pistol (Ranged [Light] [◆◆]); Damage: 6; Critical: 3; Range: Medium; Stun Setting), 2 Stun Grenades (Ranged [Light] [◆◆]); Damage: 8; Critical: –; Range: Short; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), Padded Armor (+2 Soak)

"ADMINISTRATOR" TULURE (RIVAL)

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

Skills: Cool 1 (◆◆◆), Deception 1 (◆◆◆), Discipline 2 (◆◆◆), Ranged (Light) 1 (◆◆), Vigilance 1 (◆◆◆)

Soak: 2 Defense: 0/0

Wound Threshold: 12

Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Pistol (Ranged [Light] [◆◆]); Damage: 6; Critical: 3; Range: Medium; Stun Setting), Datapad, Hand Scanner



- Successfully negotiating a price for the data gets Tulture to throw in the speeder rental for free.



- An attempt to coerce or threaten Tulture and her men makes them draw their blasters and gets them prepped for a fight.

Social Encounters

- Wherever possible, have the player be the one to roll dice in a social check. For instance, if Tulture is attempting to con the PCs, instead of rolling her Deception skill of ◆◆◆ against the PCs Discipline, have the PC roll Discipline against Tulture's Deception, using her skill as the difficulty dice (◆◆◆).
- Remember to assign ■ or ■ as befits the situation. For instance, if the PCs claim to be members of local law enforcement, but they're all dressed like ragtag smugglers, that could add one or more ■ to a Deception check, whereas a credible threat made at blasterpoint might grant ■ to a Coercion check.

However the PCs decide to go about getting the data on the *Dawn's Damsel's* location, this encounter shouldn't serve as a roadblock; there are many possible avenues of success, and the suggestions above are not meant to be exhaustive of the only ways to get the data.

One thing to keep in mind is that Tulture and her gang are looking for money, not a fight. They will fight only in self-defense (and flee as mentioned above), though they may draw their weapons and push back against failed attempts to threaten or cajole them.

After the PCs have the data, they will likely need a landspeeder to reach the *Dawn's Damsel*. The facility computer indicates that the freighter was brought down in Sector Y87, and there are no clear landing zones in the area. Thankfully, the trip is a short one by speeder. If the PCs do not have their own speeder, they will need to either rent or steal the one that the Salvage Union has, or else walk (though that will take several hours, and be an arduous process).

Once the PCs have left the landing facility, the Salvage Union (or any survivors) will try to track down where the group has headed—after all, anyone coming to Korad looking for something specific probably has a big score in mind. They will either check the location the PCs looked up in the computer, or follow them via a tracking device rigged to the speeder (which can be found by any PC who makes a **Hard** (◆◆◆) Perception check, and can be removed simply with no check required).

If the Salvage Union gets a bead on where the PCs are headed, they will call in some of their local friends—a band of pirates to intercept the PCs and steal their find.

In the unlikely event that the PCs kill Tulture and all of her men, then there will be no one to call in the pirates to follow them. In this instance, the GM may opt to stage an NPC encounter that pertains to a character's Obligation (potentially the character who came up on the start-of-session Obligation check). Perhaps a bounty hunter has tracked the PCs to Korad, or a smuggling rival who's already on-planet making a covert trade notices the PCs ship coming in. Alternately, the GM can simply decide to eliminate this potential threat from the adventure entirely (see *Third-Party Interference* in Part 2 for more details).

Part 2 – Squatter’s Rights

Junkyard Rundown

Once the PCs have discovered that the wreck of the *Dawn’s Damsel* is in Sector Y87, it’s just a simple matter of getting there. If they have a landspeeder, the trip takes a brisk twenty minutes. It requires a winding path through the furrowed ‘paths’ that cut through the piles of Korad’s junkyards, but a standard on-board navigational computer can guide the way easily enough. **Piloting (Planetary)** checks should only come into play if someone tries something inadvisable, such as ramping the speeder off of a junk pile or the like (suggested difficulty of Hard [◆◆◆]).

If the PCs don’t have a landspeeder, or if they decide to walk anyway, they can take a more direct path, but a very difficult one, involving climbing up and down the unsteady junk piles. The trip will take two hours and each PC will need to make a **Hard (◆◆◆) Resilience** check. Failure will leave them exhausted in the next encounter, adding ■ to all checks; ☞ can be used to cause strain, and ☹ may result in damage being taken as wounds, instead, as the character slips and cuts themselves on a jagged piece of metal.

While most of the wrecks and pieces of machinery have been picked clean years ago, PCs may want to search the rubble for anything useful. Players who announce such a search can make a **Daunting (◆◆◆◆) Perception** check (reduce difficulty to ◆◆◆ if trained in Mechanics) to find a workable piece of equipment. Exactly what the PCs can find is a matter of a GM discretion, though the items should be of Rarity 5 or less, and should not include weapons unless ☉ is rolled.

Fuzzy Logic

If the characters are on a speeder, the computer will inform them when they have crossed the grid into Sector Y87. This area of the junkyard looks functionally identical to the rest of what they’ve seen of Korad so far, and thus far, there is no sign of the *Dawn’s Damsel* itself. As they make their way past another towering pile of junk, however, they have unwittingly crossed into potentially hostile territory.

If a PC announces that they are on the lookout for potential threats, have them make an Opposed check of their **Perception** against a **Stealth** difficulty of ◆◆◆; if no one is on active alert, or if this check fails, roll a Group **Vigilance** check against the same difficulty.

On a failure, the air resounds with a loud crack as a slugthrower rifle goes off, blowing out the landspeeder’s repulsor drive and causing it to skid to a halt; if the PCs successfully spot the ambush, however, the shot goes wide (if the PCs are on foot, then the shot simply impacts the ground near someone’s feet). Either way, after the shot is fired, the assailant reveals himself. Read the following:

As the sound of the rifle shot is still echoing off of the metallic surroundings, a small, blue-furred head pops up from behind a nearby junk pile. Bringing the rifle to bear again, the creature calls out to you:

“Alien tresspassers, identify selfs swift-wise or face further malfeasance and comeuppance through superior Squib know-how, you bet!”

Around you, another half-dozen of the creatures, in an array of colors from blue to red to white, show themselves, armed with normal-sized blaster pistols that nevertheless look comically oversized in their small hands.

This is Terkitali-bendarté, and half of his dozen-member crew of Squib scavengers (the other six are currently pilfering about elsewhere in Sector Y87). The Squibs are prepared to defend the claim they’ve staked to this part of the junkard, but they’re more interested in getting the outsiders’ attention in order to make a potential deal for passage.

An **Easy (◆) Knowledge (Xenology)** or **Average (◆◆) Knowledge (Outer Rim)** check will tell the players that the Squibs are a species of notorious scavengers from the nearby planet of Skor II. ☹ on this check can reveal that they also have a penchant for haggling and striking ridiculously convoluted bargains.

Presuming the PCs don’t immediately return fire on the Squibs, Terkitali will realize that their intentions are not hostile. He will announce that he and his crew have a rightful claim to this part of the junkyard (if pressed, he will cite some nonsense about “eminent domain” and “rightful claim of the Chieftain of All Junkyards”). If anyone wants to scavenge in Sector Y87, they’ll need to strike a deal with him, first.

If the PCs attack, the Squibs will briefly return fire as they flee and attempt to disappear into the junkyard, though

they'll attempt to track the PCs afterwards, once they've gathered up their other six companions.

SQUIB SALVAGERS (MINIONS) [3]

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

Skills: (for group of 3; downgrade by 1 for each dead minion): Deception (●●●), Perception (●●●), Ranged (Light) (●●●)

Soak: 2 Defense: 0/0

Wound Threshold: 9 (3 each)

Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Pistol (Ranged [Light] [●●●]); Damage: 6; Critical: 3; Range: Medium; Stun Setting), Armor Pads (+1 Soak)

TERKITALI-BENDARTÉ (RIVAL)

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

Skills: Charm 2 (●●●), Deception 2 (●●●), Negotiation 2 (●●●), Ranged (Heavy) 1 (●●●), Skulduggery 1 (●●●), Stealth 2 (●●●)

Soak: 2 Defense: 0/0

Wound Threshold: 11

Strain Threshold: – (Suffers wounds instead)

Equipment: Slugthrower Rifle (Ranged [Heavy] [●●●]); Damage: 7; Critical: 5; Range: Medium; Bipod Mount), Datapad (with cracked screen), Armor Pads (+1 Soak)

Options the PCs might have for dealing with the Squibs include:

- Lying to Terkitali and claiming that the PCs are "just passing through" is simple enough with Terkitali's Discipline of ●●, though ⚙ might make him suspicious, causing him to send a group to tail the PCs.
- An **Opposed Negotiation** check against ●●● can allow the PCs to bribe their way through; the Squibs value trinkets over credits, and any sufficiently convoluted deal the PCs offer ("We'll throw in a lock of the Wookiee's fur with the bandoleer of glowrods and the spare YT-1300 power coupling in exchange for his spiffy hat and the right to salvage here.") can grant one or more ■ to this check.
- ⚙ may make Terkitali take a liking to the party, causing him to offer assistance in their salvage efforts.

- ⚙ might cause the Squibs to take notice of an extremely valuable or remarkable piece of equipment that one of the PCs possesses.

Junkyard Firefights

- In the event of a firefight breaking out in the junkyard, there will be ample cover among the junk piles. A maneuver can allow a combatant to take cover, granting ■■ to ranged defense.
- Combatants can spend ⚙⚙ to reduce the quality of cover (effectively blasting the pile apart). Doing this once will reduce the cover's effectiveness to ■, and doing it again will destroy the pile completely.

Third-Party Interference

Around the time the party is done making their deals with the Squibs, a pair of landspeeders will show up, carrying a group of pirates who have followed the PCs to Sector Y87 (assuming there were surviving members of the Salvage Union to call them in). If Tulture is alive and reasonably uninjured, she will be with them, as well.

This local pirate band calls themselves the Howlrunners, led by a Rodian named Botuura. They've been working with the Salvage Union for some time, being called in to snatch the prize out from underneath scavengers who have come to Korad looking for valuable cargo and scrap.

Botuura and his men are armed and dangerous. Given the purpose with which the PCs searched the Salvage Union database, the pirates know the party is on the trail of something valuable—and if the PCs killed any of the Salvage Union members earlier, the pirates are out for blood, as well.

Perched on the back of the lead landspeeder is a nasty-looking Rodian wearing a dirty armored flight suit and carrying an old model blaster rifle. "All right, offworlders," he sputters in husky Rodese as his six companions get out of the pair of speeders and pull out carbines of their own, "let's see what you've found here on Korad that's got you so interested."

The PCs probably have a fight on their hands in short order, though they are by no means limited to a violent solution to their problem, here. If they have earned the trust of the Squibs, the PCs can perhaps call upon their aid, either to assist in the fight (or at least serve as a distraction) or perhaps to make a show of force to get Botuura and his men to back down. Creative problem solving should be encouraged here, but the GM should be

aware that the pirates are very interested in the PCs' "treasure," and may be in a very vengeful mood, depending on earlier events, and they should act and react accordingly to the situation.

HOWLRUNNER PIRATES (MINIONS) [3]

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

Skills: (for group of 3; downgrade by 1 for each dead minion): Cool (●●), Melee (●●), Ranged (Heavy) (●●●), Vigilance (●●)

Soak: 4 Defense: 0/0

Wound Threshold: 15 (5 each)

Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] [●●●]); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Vibroknife (Melee [●●]); Damage: 3; Critical: 2; Range: Engaged; Pierce 2, Vicious 1), Padded Armor (+2 Soak)

BOTUURA (RIVAL)

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

Skills: Cool 2 (●●), Deception 1 (●●), Melee 1 (●●), Ranged (Heavy) 2 (●●●), Vigilance 1 (●●)

Adversary 1: Upgrade incoming attacks by 1


Soak: 3 Defense: 1/1

Wound Threshold: 12


Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Rifle (Ranged [Heavy] [●●●]); Damage: 9; Critical: 3; Range: Long; Stun Setting), Vibroknife (Melee [●●]); Damage: 3; Critical: 2; Range: Engaged; Pierce 2, Vicious 1), Armored Clothing (+1 Soak, +1 Defense)

If a fight does break out between the PCs and the pirates (and possibly also the Squibs), use the "Junkyard Firefight" sidebar for suggestions on how to make the battlefield more dynamic.



- A shot hits a live fuel canister in the wreckage, causing a small but powerful explosion.



- A stray piece of garbage comes loose from a pile, causing a large section to collapse, blocking off an avenue of potential escape.

Cleaning up the Mess

Once the issue with the Howlrunner pirates is resolved, the PCs still need to reach the wreck of the *Dawn's Damsel*. If their landspeeder was damaged, either by Terkitali's ambush or during the fight with Botuura, an **Average (◆◆) Mechanics** check will get it up and running again (the hit to the repulsor-drive was a minor one). If this check fails, the Squibs will be happy to try their hand at fixing it for the PCs—for a small price, of course.

If the PCs don't repair the speeder (or if they came on foot), the *Dawn's Damsel* still isn't too far away. This will leave the party needing to find a way to get back to their ship at the north pole landing pad, but the Squibs will be more than happy to strike some sort of deal in giving them a lift back...

Unlikely Allies

At some point, either during their initial encounter with Terkitali or after the run-in with the pirates, it may occur to the PCs to try to bring the Squibs along with them to find the *Dawn's Damsel*—they are master scavengers, after all, and may be of some help in getting what the party needs. Since all the party really needs for Banu is the data from the navicomputer, there should be plenty left over in junk and salvage to bargain with.

Bringing the Squibs along may, however, have some additional consequences, most of which will likely not become apparent until the PCs find the ship they've come searching for.

If the PCs want to haggle with the Squibs for any other salvage they may have found on Korad, the GM is encouraged to come up with various odds and ends for narrative flavor that might be amusing or unusual (such as Gran contact lenses, a datacard containing a Basic translation of a 'great Gamorrean opera,' or a half-full MintBerry canister for an Orfite scent mask).

Part 3 – Prophet Motive

Sanctum Sanctorum

At this point, the PCs will have already run into multiple groups of individuals who have made getting to the *Dawn's Damsel* a tricky proposition. Thankfully, by now, their goal is nearly in sight, and it should only be a matter of getting to the ship, getting the data, and getting out.

Unfortunately, despite their best efforts, the PCs are not the first people to stumble across the old freighter, and so there is at least one more obstacle to overcome before the job is done.

Recovering From Strain

- Remember that, at the end of each encounter, a player can make a **Simple (-) Discipline or Cool check** to recover an amount of strain equal to ✨ rolled. Since the players have already been through several encounters at this point, there is a good chance that some characters will have accrued a high amount of strain. If necessary, the PCs can take a quick rest in order to make an additional check to recover, though the GM should limit this to one such check to prevent abuse.

The *Dawn's Damsel* at Last

Following the directions that have led them to Sector Y87, the party makes it past one last pile of junk and finally lays eyes on the derelict, turtle-shaped Ghtroc 720 freighter they have come in search of. Upon spotting the ship, though, the PCs also easily spot the individuals currently milling about the outside of it: Ugors.

Ugors are a race of man-sized, unicellular organisms with the ability to change their amorphous shape. An **Average (◆◆) Knowledge (Xenology)** check will let the players know that, like the Squibs, the Ugors are scavengers, though of a very different sort: they worship trash—literally. 🌀 generated on this check might also let them know that the Squibs and the Ugors consider one another their mortal enemies (this is mainly due to their differences of opinion on how proper bargaining and deal-making should work; the Ugors are proponents of usury and taxation, whereas the Squibs merely enjoy convoluted agreements and one-upmanship). Of course, if Terkitali or any of the Squibs are with the PCs, they can tell the party this without any check required.

The amorphous creatures are currently wearing bulky, armored, humanoid-shaped space suits, providing them

with arms and legs to go about their business—and also allowing them to carry weapons with them. From the junk pile, the PCs can spot at least four of the Ugors—two patrolling the area, and two standing guard near the ship's entrance. An **Average (◆◆) Perception check** will allow them to spot three more: another pair on patrol on the far side of the ship, and one who occasionally emerges from the ship itself and goes back inside. 🌀 can reveal that this last Ugor appears to be wearing insignia that separates him from the others. It is a **Daunting (◆◆◆◆) Knowledge (Xenology)** check to recognize his rank of Tax Chaplain (though this difficulty may be lowered on the off-chance that a character has had experience with Ugors before).

The PCs will now need to decide on their approach to get to the *Dawn's Damsel*. If any Squibs are with the PCs, they will cheerfully recommend an all-out attack on the Ugors (and may even need to be calmed down to keep them from starting a fight without the PCs' permission). Of course, the party may be reluctant to go in guns blazing against a group of heavily armed and armored aliens in possession of their prize, and there are many ways they could decide to go about getting what they've come for.

Teamwork

- Players should be encouraged to work together in finding solutions to complex problems. For instance, a successful Deception check made by one PC to draw the Ugors away from the ship can allow another the opportunity to make a Stealth check to sneak aboard.
- Narrative resources, such as Squib allies or equipment taken from the Howlrunner pirates, can provide bonuses or outright narrative advantages to the party's plans.

Possible avenues of approach are:

- Attempt to sneak onto the *Dawn's Damsel*. This will likely require some kind of diversion to draw the Ugor guards away, though numerous possibilities might present themselves in the junkyard.
- Approach openly and see what the Ugors are doing. Though the party may be wary of the aliens' greedy, tax-loving nature, money does talk, after all.
- Particularly unscrupulous PCs might think of turning the Squibs over to the Ugors in exchange for access to the ship. Though it's not a very heroic solution to the

problem, the Ugors would consider such an act more than worth a visit to their new holy site.

If the PCs approach and are not immediately hostile, then the Ugors will greet them warily. Read the following aloud:

As you come into view, the blob-like aliens take notice of you. Some of the creatures have four eyes, five eyes, or more, all of which regard you quite keenly. The two guards reaffirm their hold on their bulky blaster carbines, but they don't point them at you—yet.


From inside the ship comes another of the creatures, his armored festooned with glittering, gaudy adornments. Six pseudopods jut forth from his head, three bearing eyes and three bearing mouths. One of these mouths opens to speak in a deep, if somewhat slurred and sloppy, voice.



"Welcome, unexbected bilgrims, to Gread Durdle. I bid you greedings in the name of Gread Prophet Botiv. Have you gome to bake cerebonial donation to GlrrGuck and his beoble?"

Tax Chaplain GlrrGuck and his crew discovered the wreck of the *Dawn's Damsel* a few days ago. A fanatical believer of the Ugor religion, GlrrGuck sees in the carbon scoring on the ship's hull a shape he believes is the spitting image of the Great Prophet Botiv (if this happens to come up, characters who look at the patch of scoring that GlrrGuck indicates are hard-pressed to see much of anything).





As a fanatic, GlrrGuck is also extremely dedicated to maintaining control of the ship, which he hopes will earn him status and prestige. He is happy to entertain visitors (in the form of "pilgrims") for a price, but attempts at taking parts of the ship or otherwise meddling with it will earn his wrath.

If the PCs are willing to pay a "ceremonial donation" of 200 credits apiece, they are allowed to board the "Great Turtle," but there are some stipulations.




- Weapons are strictly forbidden at Ugor holy sites, though a on  successful Negotiation check might give the PCs opportunity to bring their weapons aboard under the guise of a "tool tax" (an additional bribe).
- Droids are also prohibited from entering, as the Ugors consider them "non-eaters" and have religious restrictions against allowing them on board—no exceptions.
- If the PCs are in the company of Squibs (and don't appear to be offering them up to the Ugors as

sacrifices), the Ugors will immediately become hostile due to the party working with "sinners." Upgrade all checks at peaceable discourse by 1; sufficient  (or ) might spur them to immediate violence. If the Ugors get their hands on any of the Squibs, they will only release them for a hefty "exorcism fee" of 1000 credits apiece.

Data Mining

Ultimately, the PCs need to get aboard the ship, find the navicomputer, and get the astrogation data. A **Hard** () **Computers** or **Astrogation** check is required to download the data onto any personal storage device; add  to the check due to the fact that ship only has emergency power.

The Ugors, however, will not let anyone tamper with the ship, even if they have paid the "donation" to get aboard; since they worship the decrepit ship itself, such meddling is sacrilege. The Ugors will also not allow any outsiders to wander the ship without escort (though crafty PCs can of course try to slip away from their watchdogs). If the Ugors catch anyone trying to take anything from the ship or operate the ship's systems, they will give only one warning before attacking.

The ship itself is largely intact. The boarding ramp has been laid open as the main "temple entryway," and for better or for worse, the ship's weapon systems have been removed and are long gone. The engines are trashed beyond repair, and extensive hull damage means the ship would never be spaceworthy again anyway. The hyperdrive is likewise a lost cause, though passing a **Hard** () **Mechanics** check will show that the hypermatter reactor igniter is still in working order and can be salvaged; it is worth about 500 credits.

UGOR WARRIORS (RIVALS)

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

Skills: Brawl 1 () , Coercion 1 () , Ranged (Heavy) 1 () , Resilience 2 () , Vigilance 1 ()

Soak: 4 Defense: 0/0
Wound Threshold: 14
Strain Threshold: – (Suffers wounds instead)

Equipment: Blaster Carbine (Ranged [Heavy] []); Damage: 9; Critical: 3; Range: Medium; Stun Setting), Armored Space Suit (+2 Soak)

TAX CHAPLAIN GLRRGUCK (NEMESIS)

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

Skills: Coercion 2 (●●), Cool 1 (●●),
Leadership 2 (●●), Melee 1 (●●●), Perception
1 (●●), Ranged (Heavy) 1 (●●), Resilience 2
(●●●), Vigilance 1 (●●)

Adversary 1: Upgrade incoming attacks by 1
Soak: 5 Defense: 0/0

Wound Threshold: 25
Strain Threshold: 12

Equipment: Blaster Carbine (Ranged [Heavy]
[●●]; Damage: 9; Critical: 3; Range: Medium;
Stun Setting), Vibroknife (Melee [●●●]; Damage
4; Critical 2; Range: Engaged; Pierce 2, Vicious 1),
Armored Space Suit (+2 Soak)



- One of the ship's systems is still in good enough condition to be worth salvaging for credits later.



- The ship's emergency power goes offline and must be started back up in order to gain access to any of the computer systems.

Payday

By now, the PCs should be in possession of the astrogation data from the *Dawn's Damsel*. It may be a simple matter of just returning to their ship, at this point, though depending on how the party handled their run-ins with the various groups on planet, they may need to contend with bloodthirsty pirates, angry salvagers, vengeful Ugors, or the like as they attempt to get leave.

Whether they run into one last bit of trouble or not, once the PCs are safely away, it's time to go get paid. The simplest thing for them to do is to return to Torina and give the data to Banu, upon which he will pay the promised amount after he checks and confirms the data for himself. He will thank the PCs for their good, quick work, and also put in a good word with whatever contact put them in touch with him in the first place (possibly reducing Obligation, as is suitable).

It is possible, however, that the PCs may try to score a better payday by cutting Banu out and trying to sell the astrogation data directly. This will require some legwork, but it is doable. It will take a **Daunting** (◆◆◆◆)

Knowledge (Outer Rim) check to know that the most likely candidates to try to sell exploration data to are the sector's major mining corporations: Radell Mining, and Imperial Mining, Ltd. This check can be reduced by one if a character has done business in the Elrood Sector before, or by two if they are familiar with the area or are from there. Any ⊕ on this check might even let the character know the name of a particular corporate contact to check up on.

There are other options, as well, such as trying to sell the data to pirates or smugglers who might value an unknown route to use as their own, though they might not pay much better than Banu.

If the PCs do decide to cut Banu out of the sale, or if they attempt to 'double-dip' by selling it to him first before looking for another buyer, he will know (or at least suspect, depending on circumstances) what the PCs have done, and be very angry. This should lead to an increase in Obligation with whatever contact set up the job in the first place, or result in an entirely new Obligation if the PCs found Banu on their own (or possibly both, depending on the magnitude of the betrayal).

Further Adventures

There are several potential plot hooks that the Game Master may want to use to follow up this adventure.

Perhaps after the astrogation is sold, the corporation needs the PCs to check it out to make sure that the route is stable—and to make sure there are no unpleasant surprises waiting on the other side of the Drift in unexplored space.

Maybe the pirates working with Tulture and Botuura are part of a larger group that operates in the sector, and now they're out for revenge for what the party did to them on Korad.

Also, as a former smuggler himself, Banu has plenty of local contacts of his own that he can introduce the PCs to if they're looking for additional work in this out-of-the-way section of the galaxy.

One Man's Trash

Player Characters

Jaastra Val



The daughter of a wealthy clan from Ryloth, Jaastra has been betrothed to the young heir of another clan since she was in her early teens. Unlike the loveless arranged marriages that are common in the world of political expedience, however, Jaastra and her fiancé Tovil were, as luck would have it, quite the happy couple as they grew up together. Tovil had signed up for a five-year scouting tour with a Twi'lek deep space exploration company, and was all set to return home as a wealthy husband when he disappeared on a mission somewhere deep on the edges of Wild Space. As his ship's mission was classified, the company refused to give Jaastra any real information, and now she travels on her cousin Terek's starship, determined to find her lover at any cost. Time in the Outer Rim has given Jaastra a sort of "hard knocks" education, and she's equally at home being the pretty little charmer as she is being the scheming conniver.

Terek Val



Unlike his cousin Jaastra, Terek wasn't born into a branch of the Val clan that had much money and clout. The industrious Twi'lek did, however, have a near-genius knack for machines and technology. He was all set to go leave Ryloth and join up with one of the Empire's top-ranked schools for savant mechanics like him, but his plans were cut short when his little cousin's fiancé disappeared on a deep space mission, leaving her devastated. This led Terek to take out a loan with an agent for the galaxy-wide criminal syndicate, Black Sun, so that he could afford a starship; an old clunker of a YT-1300 he's named the *Ryloth Razor*, in order to help Jaastra find her lost love.

Tasia Beralan



Tasia is a human female in her mid-30s, and has been a professional bounty hunter since her late teens. Originally from the far-off Outer Rim world of Formos, Tasia skipped the part of her life where a young person would try to just "get by" and instead struck out to make her fortune right from the get-go. A natural knack for subterfuge and an instinctive feel for weapons quickly put her on the path to being a successful bounty hunter. Working solo for many years, Tasia traveled the Rim, bringing in bounties and keeping her career going until she was made an offer she could hardly refuse for her beat-up ship. She was willing to humor the buyer; a smart little punk of a Twi'lek named Terek, but made the sale under only one condition: wherever the ship went, so did she. Since then, she's been happy enough to travel around with the new crew the Twi'lek and his pretty young cousin have put together, so long as she still gets to take on the occasional job to ensure that her skills are still up to snuff.

Karssk



When most beings in the galaxy think of Trandoshans, they think of warriors and hunters devoted to tracking down and slaying their foes. For Karssk, impressing the Scorekeeper is a matter of fighting more sinister foes: disease, sickness, injury – death itself. This dedicated Trandoshan has taken up the cause of acting as a doctor, not only for his own species, but for other "lesser" beings across the galaxy as well. A long-time companion of the frequently-injured bounty hunter, Tasia Beralan, Karssk has found himself caught up in the madcap schemes of the young Twi'lek Jaastr Val and her cousin as they travel the Outer Rim, carrying out jobs on the edge of space, giving him no shortage of opportunity to practice his art and earn *jagannath* in the eyes of the Scorekeeper.

Quinn Brentioch



Originally from the Core World of Brentaal IV, Quinn fell in with the wrong sort at a young age, and things escalated from there. An early life of juvenile crime soon turned into a young adult life of more serious crime, and as he traveled the galaxy Quinn made

more and more of a name for himself - until he eventually stepped on the toes of Black Sun, the galaxy-spanning crime syndicate, in one of his heists. Impressed by Quinn's skill, the local Black Sun boss decided to let him have a little slack, provided that he keep tabs on the Twi'lek, Terek Val, who owed the syndicate quite a bit of money for a loan taken out a couple years back. During their travels together, Quinn has taken an honest liking to Terek, Jaastra, and the rest of the crew of the *Ryloth Razor*, and he's starting to hope that Black Sun doesn't ask him to do anything too drastic in the course of his observation duties.

Kerrewaroo



Before the Clone Wars came to an end, Kerrewaroo was a Republic scout, eager to search the unknown and report back on his findings. After a long-term deep space mission, however, he returned to known space to find that the Republic had been

replaced by the Empire - and that his people had been enslaved. With no home to return to, Kerrewaroo stayed on the fringe, putting his talents as an explorer to use - happy to keep a low profile and a safe distance from this new Empire. Over the years, he worked with a number of crews, for a number of companies; he paid little heed to a former crewmate named Tovil until a little fireplug of a Twi'lek named Jaastra came to him demanding information. Kerrewaroo had no idea where Tovil had gone - or had disappeared to - but he was happy enough to have Jaastra and her cousin Terek hire him on, knowing that their own journeys would take them all over the galaxy in their search, giving the Wookiee plenty of opportunity to explore and visit worlds he's never seen.