

# STAR WARS

ROLEPLAYING GAME

## Death, Dirt, and the Nerf Rancher's Daughter A Star Wars Roleplaying Game Adventure

DESIGN

**CORY J. HERNDON**

EDITING

**RAY AND VALERIE VALLESE**

WEB PRODUCTION

**SUE WEINLEIN COOK**

WEB DEVELOPMENT

**THOM BECKMAN**

ART DIRECTION

**SEAN GLENN**

LUCAS LICENSING EDITORS

**BEN HARPER AND LELAND CHEE**

STAR WARS RPG CREATIVE DIRECTOR

**THOMAS M. REID**

VICE PRESIDENT AND DIRECTOR OF RPG R&D

**BILL SLAVICSEK**

Based on the *Star Wars Roleplaying Game* by Andy Collins, Bill Slavicsek, and JD Wiker, utilizing mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

U.S., CANADA  
ASIA, PACIFIC, & LATIN AMERICA  
Wizards of the Coast, Inc.  
P.O. Box 707  
Renton, WA 98057-0707  
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS  
Wizards of the Coast, Belgium  
P.B. 2031  
2600 Berchem  
Belgium  
+32-70-23-32-77



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MENT-ADVENTURE  
...nerf rancher's daughter

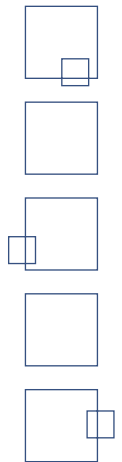
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**A mission to a nerf ranch** on Engebo V to buy a fresh supply of nerf steaks—a delicacy prized by the wealthy—seems like a simple enough task. But soon after the heroes arrive on the forgotten Outer Rim planet, a shocking accident will turn their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

*Death, Dirt, and the Nerf Rancher's Daughter* is a free mini-adventure for the *Star Wars Roleplaying Game* designed for four 6th-level characters. The setting is not specific to any particular era of play and can be adjusted to fit any time period in the game. Gamemasters can incorporate it easily into their ongoing campaigns as a side trek, use the story to launch a game set on the Outer Rim, or run it as a stand-alone over the course of one or two sessions. Some things have been left open for the GM to create or modify.

This adventure uses aliens and creatures from the *Alien Anthology* accessory. It also introduces the skekfish, a deadly new predator that was created using special guidelines in the *Anthology* that make it easy for you to whip up your own challenging critters!

## Background

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

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

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

## Getting the Heroes Involved

The heroes have been hired by Lady Wylla, an Alderaanian noble, to deliver a supply of Davengatt's finest nerf steaks. Her highness insists the steaks be delivered within three days of pickup to "preserve freshness." She provides them with a Corellian freighter (use the unmodified YT-1300 described on page 185 of the *Star Wars Roleplaying Game* core rulebook) and 10,000 credits (6,000 for the steaks and 4,000 for the heroes' advance). If they succeed and return to her in time, they will be given the freighter and another 6,000 credits.

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

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

## Scene 1: The Arrival

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

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

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

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

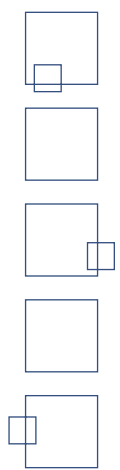
The reddish-orange star Engebo creeps up over the horizon, striking what appears to be an expensive mansion—the home of Davengatt, the nerf rancher, according to CZ-22. The smell of the nearby nerf slaughterhouse is pervasive.

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

A lone figure steps out of a building across the street from the cantina and approaches—a tall, middle-aged Human with long, gray hair pulled back, a braided beard reaching his chest, a wide swagger, a patch over one eye, and a heavy blaster hanging from his hip. He flips you a lopsided grin as you approach. "Hold up there, friends. What brings you to the Landing?"

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

Gall simply wants to find out a little about the heroes. Visitors to the nerf ranch are not uncommon, and Gall



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assumes that's why the heroes have come, too, unless they tell him otherwise. Whatever their needs—repairs, nerf steak, or just a hot meal—Gall tells them they'll find someone who can help them at Lurbi's Mercantile, pointing to the cantina across the street. "Now if you're lyin' to me—if you're here to start some kind of trouble—I'll hear about it," he cautions. "Otherwise, enjoy yourselves." He tosses them a casual salute and heads back into his office.

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

## Scene 2: The Cantina

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

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

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

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

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

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

Lurbi keeps a blaster carbine and a baton behind the counter. If trouble arises, she'll use these to break it up.

**Lurbi:** Female Gotal Diplomat 4/Expert 2; Init +0; Def 11 (+1 class); Spd 10 m; VP/WP -/9; Atk +1 melee (1d6-1, punch) or +2 ranged (3d8, blaster carbine); SQ Low-light vision, cannot be flanked, energy reading; SV Fort +0, Ref +1, Will +5; SZ M; FP 2; Rep 1; Str 9, Dex 11, Con 9, Int 13, Wis 12, Cha 13.

**Equipment:** Baton, blaster carbine, numerous trade goods, trading post (Lurbi's Mercantile).

**Skills:** Appraise +11, Computer Use +5, Diplomacy +11, Gather Information +6, Knowledge (local history) +8, Profession (Shopkeeper) +11, Read/Write Gotal, Read/Write Basic, Sense Motive +6, Speak Basic, Speak Gotal, Speak Huttese, Treat Injury +11.

**Feats:** Skill Emphasis (Appraise), Skill Emphasis (Diplomacy), Skill Emphasis (Treat Injury).

**Special Qualities:** Cannot be flanked—Due to their extreme sensitivity to magnetic fields, opponents cannot flank a Gotal. The being reacts equally well to opponents on all sides. This defense denies scoundrels the ability to use flank attacks to sneak attack the Gotal.

**Energy Reading—**Gotals can read the emotions of any being they focus on within a 10-meter radius. They receive a +3 species bonus to Bluff, Diplomacy, Intimidate and Sense Motive skill checks. Gotals who possess the Track feat can use their cones to locate members of a specific species—or beings they've met before—within 10 km of their location.

## The Nerf Rancher's Daughter

If they don't speak to her within 3 rounds, the blond Human female confronts the heroes, asking what brings them to the cantina—and the planet in general.

Her name is Nell Davengatt, daughter of Jaffro Davengatt. Nell runs the day-to-day business of the ranch. Her father has become more and more reclusive in the past few years, she says, preoccupied with adding gadgets and "conveniences" to his mansion on the hill. Nell wears a blaster on her hip and a chip on her shoulder—she hates having to run her father's business, but can't bring herself to leave, either.

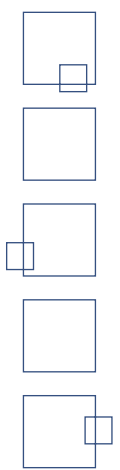
**Nell Davengatt:** Female Human Fringer 2/Noble 2; Init +0; Def 18 (+6 class, +2 Dex); Spd 10m; VP/WP 20/10; Atk +1 melee (2d4-1, vibrodagger), +4 ranged (3d8, heavy blaster pistol); SQ Barter, bonus cross-class skill (Handle Animal), call in a favor, inspire confidence +1; SV Fort +3, Ref +6, Will +4; SZ M; FP 2; Rep 4; Str 9, Dex 14, Con 10, Int 13, Wis 12, Cha 15.

**Equipment:** Credstick, datapad, heavy blaster pistol, vibrodagger.

**Skills:** Computer Use +8, Diplomacy +9, Handle Animal +14, Knowledge (nerf herding) +8, Listen +5, Profession (rancher) +8, Ride +11, Search +6, Sense Motive +7, Speak Basic, Speak Huttese, Spot +4, Survival +6.

**Feats:** Alertness, Animal Affinity, Skill Emphasis (Handle Animal), Track, Weapon Group Proficiencies (simple, blaster pistols).

After listening to the story of why the heroes have come, Nell is annoyed—she's busy running the ranch, and hardly has the patience to help an Alderaanian dilettante. After all, Davengatt's nerf meat is available on the open market. By



the same token, Lady Wylla is paying three times the going rate for the steaks, so Nell's annoyance isn't entirely justified. She confronts the heroes because she's been told by Lady Wylla to expect them.

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

### Local Trouble

After Nell has had a chance to chat with the heroes for a few rounds, read or paraphrase the following aloud:

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

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

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

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

"The herds!" she cries. "It's heading for the herds! Gall, contact my father!" The burly man obliges immediately, and you realize that the "sheriff" clearly works for Davengatt, too.

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

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

If the heroes refuse to go with Nell, sweeten the deal: offer them the repairs to the ship for free, or lower the cost of the steaks by another 20 percent. If they still balk, Nell leaves without them, and Gall asks for their help instead. If they go with Gall, skip ahead to Scene 5.



### GOONTIRK'S LAST SHOW

One exhibit on the *Fortune* was an ancient mummified Duro — modestly nicknamed "Archregent Vardovin IV, Lost King of Duro" — in a vacuum-sealed plasteel coffin tube filled with a murky yellowish gas. The pilot owner of the *Madman's Fortune*, a Snivvian named Goontirk, had actually picked up "Archregent Vardovin" from a Rynn merchant who assured the Snivvian of its authenticity. Goontirk didn't particularly care, but figured a decent mummy, even a fake one, was always a morbid curiosity. The *Fortune's* captain practically picked it up for a song.

Unfortunately for Goontirk, the mummy contained a surprise—over a dozen skekfish eggs. Even more unfortunately for Goontirk, the brittle, millennia-old plasteel of the mummy's coffin tube cracked when the freighter hit the same plasma storm that knocked out the heroes' hyperdrive. The inert gas in which the mummy had been preserved quickly leaked out, exposing old Vardovin and the skekfish eggs to the atmosphere. After a few minutes, the eggs hatched. After another thirty minutes, the first fist-sized hole appeared in the plasteel tube, and yellow gas poured into the confines of Goontirk's vessel.

The Snivvian was immediately besieged by a swarm of young skekfish and attempted to flee to an escape pod. He managed to get inside, but so did several skekfish. Thirty seconds later, what remained of Goontirk's corpse lay slumped in the pod, and the *Fortune's* automated safety systems launched the pod into the atmosphere.

If the heroes refuse to help either character (perhaps they want to hide out in Lurbi's, for instance), they're attacked by a swarm of 36 skekfish (see below) after 10 rounds, and the GM is encouraged to improvise an escape from the planet.

## Scene 3: The Wreck of the Madman's Fortune

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

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

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



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

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

**GM Notes: The Skekfish**

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

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

When hunting, schools of 2d4+2 skekfish will dive in formation out of the ground (up to 2 meters off the surface) in an attack arc, mouths open. (Thanks to their small size and school behavior, up to four adult or eight young skekfish can occupy one 2-meter square.) Their razor-sharp snouts bore straight through their prey's torso, leaving a gaping wound. With their victim suitably staggered, the school then breaks up into a more chaotic attack, swarming over the meal until virtually nothing remains of the corpse.

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

**Skekfish (young):** Armored subterranean predator 4; Init +7; Defense 23 (+3 natural, +4 size, +6 Dex); Spd 6 m, 50 m burrow; VP/WP 29/3; Atk +12 melee (1d6-3, crit 18-20, bite) or +12 ranged; SQ Darkvision, metallic (see below), run-by attack, puncture dive (see below); SV Fort +5, Ref +10, Will +3; SZ D; Rep 0; Str 4, Dex 23, Con 12, Int 1, Wis 15, Cha 5; Challenge Code: C.

**Skills:** Hide +7, Jump +3, Listen +8, Move Silently +9, Spot +6.

**Feats:** Improved Initiative, Weapon Finesse (bite).

**Skekfish (adult):** Armored subterranean predator 7; Init +7; Defense 23 (+5 natural, +2 size, +6 Dex); Spd 10 m, 70 m burrow; VP/WP 50/8; Atk +13 melee (1d6-1, crit 18-20, bite) or +13 ranged; SQ Damage reduction 3, darkvision, metallic, run-by attack, puncture dive; SV Fort +6, Ref +11, Will +4; SZ T; Rep 0; Str 8, Dex 23, Con 16, Int 2, Wis 15, Cha 7; Challenge Code: E.

**Skills:** Hide +7, Jump +5, Listen +12, Move Silently +9, Spot +6.

**Feats:** Improved Initiative, Power Attack, Weapon Finesse (bite).

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

**Puncture Dive**—Moving in schools, skekfish approach their target just under the surface of the soil. When about 2 meters away from their target, they leap from the ground and dive directly at the target. This attack is so effective that the skekfish's bite attack scores a critical hit on a natural 18 or higher. Up to four skekfish may attack at once in this manner; a "lead" skekfish makes one attack roll, with a +1 circumstance bonus (+3 max) for each additional creature. When a skekfish inflicts wound damage on a target, it dives through the victim as easily as it dives through dirt, taking away a large chunk of flesh in the process. The creature's run-by attack then allows it to return underground.

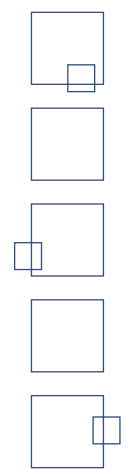
**First Blood**

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

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

If the heroes have ion weapons, they might learn the creatures' weakness at this point. If they manage to kill over 16 skekfish young, the rest disappear under the ground to find easier prey. Naturally, they head back to the Landing.

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





anything with *them*." Ion rifle trained on you, he backs slowly toward the lift tube in the rear of the room. Nell follows her father, objecting to the way he's treating you and trying to explain how you've helped her.

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

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

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

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

### Now Leaving Engebo V

The action from here on out is fairly straightforward. The GM should throw enough of the beasts at the heroes to challenge them, but still give them decent odds of pulling through in one piece. The heroes must fight their way to

the Ubrikkian 9000, board the speeder (which is enclosed and protected from the skekfish), and get to the landing field. If he's survived up to this point, this would be the perfect dramatic point for Gall to sacrifice himself, perhaps with a thermal detonator or two, to help Nell and the heroes get offworld.

### Cue End Credits

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

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

### About the Author

Cory Herndon carries a Bachelor of Arts degree in drama (University of Washington—class of 1993), so, naturally, he was working in a restaurant when he discovered trading card games with the *Star Trek Customizable Card Game* in 1994. Cory soon branched out into a wide variety of TCGs, including, of course, *MAGIC: THE GATHERING*. Not long after, he began writing freelance for *Duelist* magazine, reviewing new releases of the *Star Wars* and *Star Trek* card games. He worked for two years as the magazine's Industry Editor and now edits *Star Wars Roleplaying Game* products. He also has written film and game columns for *AMAZING Stories* magazine.

