

STAR WARS

ROLEPLAYING GAME



SECRETS OF TATOOINE

2000

JD WIKER

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Secrets of Tatooine

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TATOOINE SOURCE SECTION

INTRODUCTION

Despite its remote location on the Outer Rim of the galaxy, the desert world known as Tatooine has played a major role in the histories of the Old Republic, the Empire, and the burgeoning New Republic. Indeed, if the city-planet Coruscant is the heart of the galactic government, Tatooine may well be described as the heart of the *Star Wars* universe. It's a desolate place where young dreamers like Luke Skywalker (and his father Anakin before him) can imagine a life filled with heroism and adventure; a world that serves as a hideout for freelance lawbenders like Han Solo and Chewbacca; a harsh taskmaster for desperate moisture farmers eking out a living at the mercy of the elements; a mecca for criminals and gangsters like Jabba the Hutt; and a haven for any being looking to make a new start.

This guide offers extensive resources for both Gamemasters and players who wish to incorporate the desert planet and those who live there into their own adventures.

Introduction

The first part of *Secrets of Tatooine* is divided into four sections. Readers will learn here about life on Tatooine and the history of settlements like Anchorhead and Fort Tusken; the interesting people who live there, their religions, and their politics; the natives and native creatures (from Jawas to Sand People to womp rats and all points in between); and the balance of power throughout the Rise of the Empire, Rebellion, and New Jedi Order eras.

For the player, this book is an aid for constructing the background of heroes from Tatooine. It provides information allowing a player to understand the cultural melting pot of Tatooine's settlements, GM characters to which the hero might have ties, and events the hero may have experienced.

For the Gamemaster, *Secrets of Tatooine* is a storytelling resource, with rules for nearly every situation *Star Wars* heroes could encounter on the desert planet. Whether players hunger for action or intrigue on Tatooine, this book will help bring it to life.

The second part of this book contains the short adventure *Between Sand and Sky*. This story not only gives the Gamemaster a scenario she can play without a lot of preparation, but also provides an example template for when she designs adventures of her own.

Welcome to Tatooine

Tatooine rises from the darkness after the whirl of hyperspace, an awesome yellow planet with two moons, glowing in the darkness. Tiny ships appear here and there, leaving or entering the desert world's atmosphere, or lurking in orbit—pirate vessels patiently waiting for the unwary. But traffic is thin. This may be a stopping place on a major hyperspace route, but that doesn't make it popular.

On closer approach, the bleakness of the planet becomes more obvious. Tatooine is a dry rock in space, a world drained of moisture and baked to dust by its twin suns. The daylight side is scorched, the night side is frozen. But, somehow, life goes on.

From orbit, it is easy to see just how harsh a landlord the desert world is. The few settlements cluster in a tight group in the planet's temperate zone, and that's the "garden spot." All else is sand and rock, as far as the eye can see. Studies of the native inhabitants—Jawas and the Tusken Raiders—show that they live in those wild areas, but for what reason is anyone's guess. There's simply nothing there but an endless sea of sand.

Dropping down into the atmosphere, the desolation is even more evident. The spaceports are artificial oases, relief from the dullness of hyperspace and the drab desert. Commerce bustles. Ships come and go every so often, but more frequent are the cargo haulers moving goods around from city to city, building to building.

Everything is available here, whether the authorities condone it or not. Easily half of what is bought and sold on these dusty streets is contraband, and most of the rest is never taxed, never recorded, never reported. Tatooine is a frontier world, its "cities" frontier towns, and "the law" is an unwelcome and barely tolerated nuisance. Even a crime so heinous as murder goes not so much "unsolved" as "ignored."

One quick pass over any Tatooine city reveals the squalor in which the residents live, palatial mansions do stand out—if only by virtue of their heavy security. Tatooine is ruled by crime, and so the crime lords enjoy the fruits of its labors. Everyone else survives or is swept aside like the rest of the dust. No one remembers them. No one cares. As long as their passing enriches the survivors, the dead go largely unmourned.

Still, people *choose* to live here, some out of greed, others ambition, and still others desperation . . . or fear. Presumably it is because Tatooine offers some kind of hope. Some hope that life here is more bearable than life somewhere else—or death anywhere else. Most see a fighting chance as better than no chance at all.

With the very first hot, dry breath searing the air from your lungs, Tatooine promises only this: a life of indeterminate length, characterized by squalid drudgery or dreary boredom, punctuated with occasional moments of adrenaline-filled fear—one of which will undoubtedly be your last.

Life on Tatooine

Tatooine is not an easy place to live. Its climate is inhospitable, so it is an uncomfortable place. It is too far from the Galactic Core for the law to be effectively enforced, so it attracts smugglers, pirates, and other criminals. Tatooine is ruled by Hutts during the Rise of the Empire era, so vice and corruption are rampant—and even when the Empire takes nominal control of the planet, Jabba's influence still runs deep.

But Tatooine's unusual location at the nexus of several hyperspace routes makes it an obvious place for space travelers to stop. Ships can be refueled or repaired at one of the many spaceports, navigators can compare hazard data, and spacers can just breathe fresh air for a while. Certainly, prices are high, and life is cheap, but for space-weary travelers, the rewards are generally worth the risks.

Even so, those who visit generally find little to recommend staying. Those with a reason to remain must learn to survive dry, baking heat, scouring winds, voracious predators, and hostile Sand People. Living in one of Tatooine's few cities is no particular protection against the dangers of the desert world. Even those who never leave Mos Espa, Anchorhead, or some similar settlement must still contend with

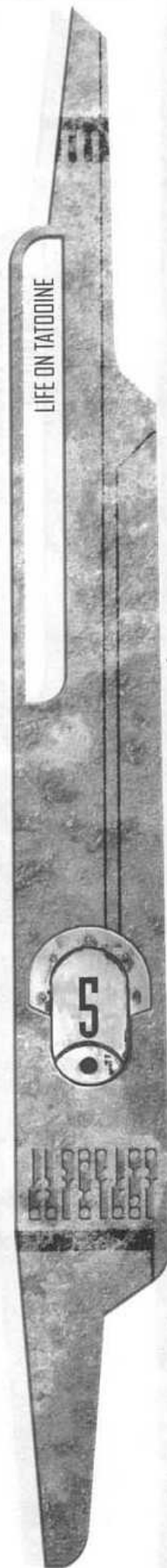
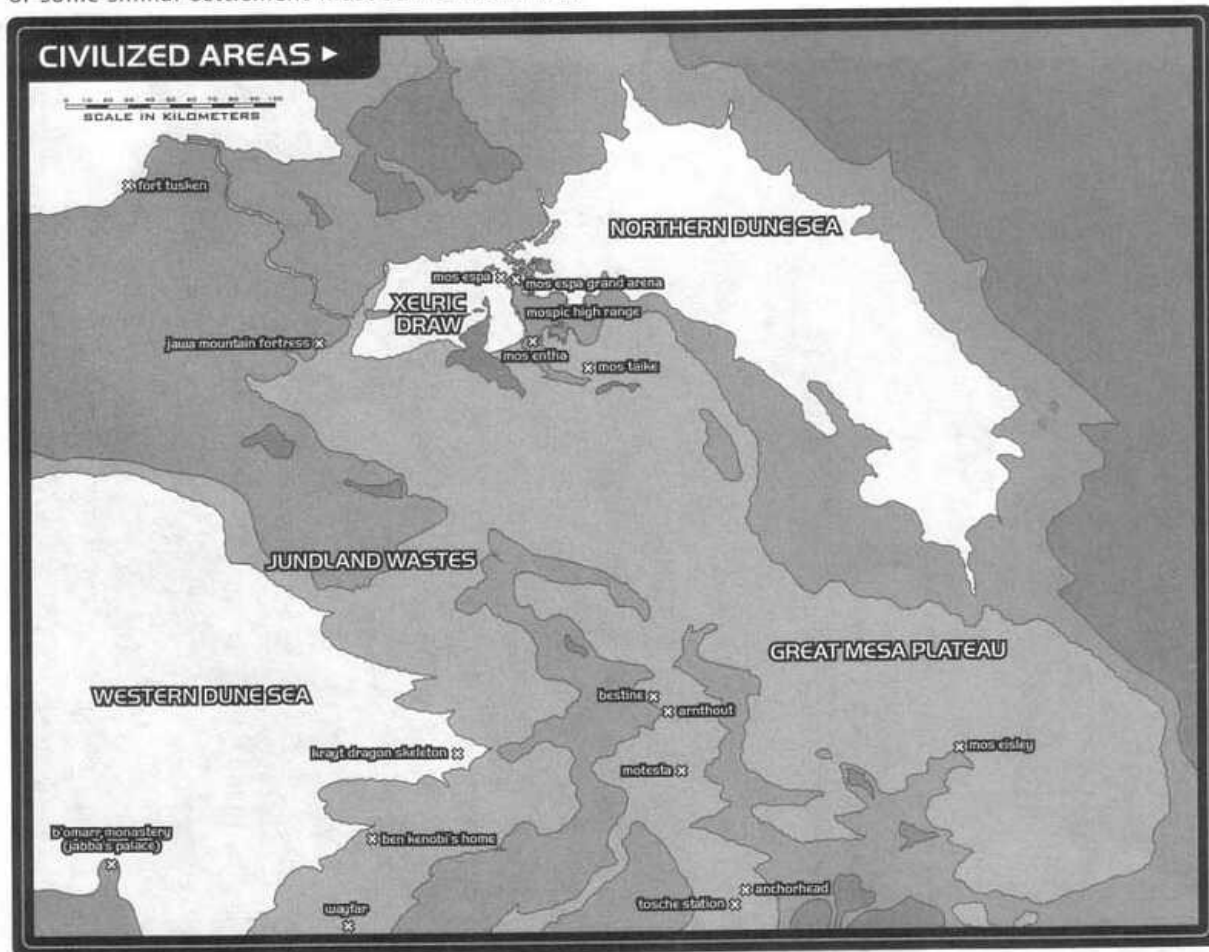
the occasional sandstorm or Tusken Raider attack—not to mention the possibility of being robbed and murdered by more "civilized" predators.

Planetary Data

Orbiting the twin suns of Tatoo I and II, Tatooine experiences the unusual phenomenon of two sunrises and two sunsets. Full orbit—one local "year"—takes 304 local days, each of which is 23 standard hours long. Tatooine shares the Tatoo system with two other planets, the gas giants Ohann and Adriana. (Adriana's ice rings provide the desert world with most of its water.)

Two moons orbit Tatooine. Ohann has three moons, and Adriana has four. None are capable of supporting life, though a few mining bases have been established here and there. (Mostly, the moons of the Tatoo system serve as useful hiding places for smugglers and pirates.)

Tatoo I and Tatoo II comprise a yellow binary and provide Tatooine with an unusual dawn and dusk. Locals speak of "First Dawn" to describe anything that happens early in the day, while "Second Dawn" describes anything that happens at a more reasonable hour. Similarly, "First Twilight" refers to the time when most law-abiding citizens are safely nestled in



their homes for the night, while "Second Twilight" is the time after which the streets of Tatooine settlements become truly dangerous.

"High noon" on Tatooine is the time when both suns are more or less directly overhead—and when most sensible beings seek cooler shelter underground, or at least in the shade. Little activity takes place at midday, due to the stifling heat, and many inhabitants of Tatooine sleep through the worst part of it.

Climate

To say that Tatooine is hot and dry is an understatement. With two suns, temperatures soar at midday to 65° centigrade. While it becomes colder at night, "colder" is relative; the temperature remains quite high. The temperate zone of Tatooine—where most settlements are located—is somewhat more comfortable with an average high of only 43° centigrade.

There is no rain on Tatooine. The moisture in the atmosphere evaporates quickly, absorbed by Tatooine's hardy plant life—or by the vaporators of moisture farmers. Although there are places (usually underground) where water manages to condense and form natural pools, they are rare, usually hidden, and always jealously guarded by whoever found them first—which generally means the Sand People.

Geography

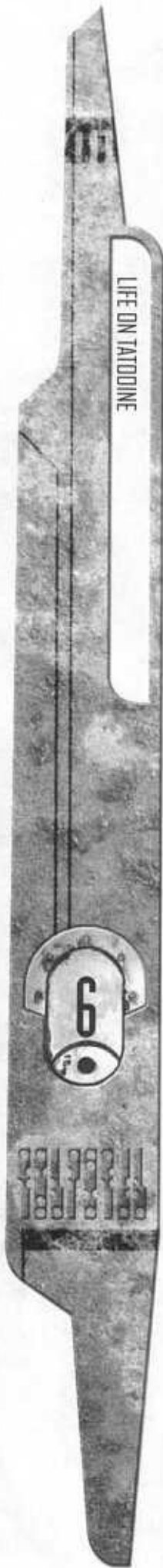
Tatooine manages to remain largely unmapped for two simple reasons: The periodic sandstorms erase useful landmarks, and no one really cares what's outside the civilized regions anyway. These "civilized regions" consist of a comparatively tiny cluster of spaceports and moisture farms at the edge of the Dune Sea. Everything else is drifting sand and featureless rock—hardly interesting enough to warrant a geographical expedition.

Still, the indigenous Jawas somehow manage to scrounge all manner of useful material from the unmapped reaches of Tatooine, proving that there is in fact *something* out there—even if it's only spaceship wreckage.

Jundland Wastes

The Jundland Wastes consist of a rocky region between the Western and Northern Dune Seas, incorporating the western end of the Great Mesra Plateau. No settlements are built there. Jawa sandcrawlers pass through the region fairly often, but only Sand People—and a few lunatics—call it home.

Nearby cities include Bestine and Arnthout at the eastern edge of the Wastes, although a few brave moisture farmers have pushed out a little farther to take advantage of the cheap land and lack of nearby



competitors. Few survive long enough to prosper, but they do serve as a barometer for trouble with the Sand People. If news stops coming from the outlying moisture farms, it's a sure sign that Tusken Raiders are encroaching on civilized lands again.

The Jundland Wastes are also home to a number of native creatures including dewbacks, krayt dragons, and roving packs of womp rats. Krayt dragon encounters are relatively rare, but nearly always fatal. Womp rats, on the other hand, are far too common. Although one or two are easily dispatched, they generally appear in far greater numbers. Travelers whose vehicles break down in the Jundland Wastes rarely survive a night in the open.

Beggar's Canyon

The only real attraction of the Jundland Wastes is that its winding gorges make an excellent race course for youthful swoop jockeys and ambitious skyhopper pilots. Beggar's Canyon, in particular, attracts racers for its difficult terrain, including Dead Man's Turn, the Bottleneck, Diablo Cut, and of course the Stone Needle—a long column of stone featuring a prominent "eye" at the top like a sewing needle. The eye is lined with jagged outcroppings, which serve not only to narrow the opening, but also render it more hazardous.

Local custom among racers says that "threading the Needle" is the only fair shortcut on the race course.

Dune Sea

Evidence exists to suggest that the Dune Sea was once an actual sea, but the punishing heat of Tatooine evaporated the waters long, long ago. Now it is a trackless waste, regularly scoured and reconfigured by powerful sandstorms. Banthas, Sand People, and water prospectors wander through the wasteland. The heat is all but unbearable, and few willingly brave its depths.

The terrain consists of rolling dunes, dotted every so often with wrecked spaceships—victims of pirate battles or Tatooine's unpredictable sandstorms. Many more ships lie buried by the storms, forgotten except as legends among the scrap-hungry Jawas.

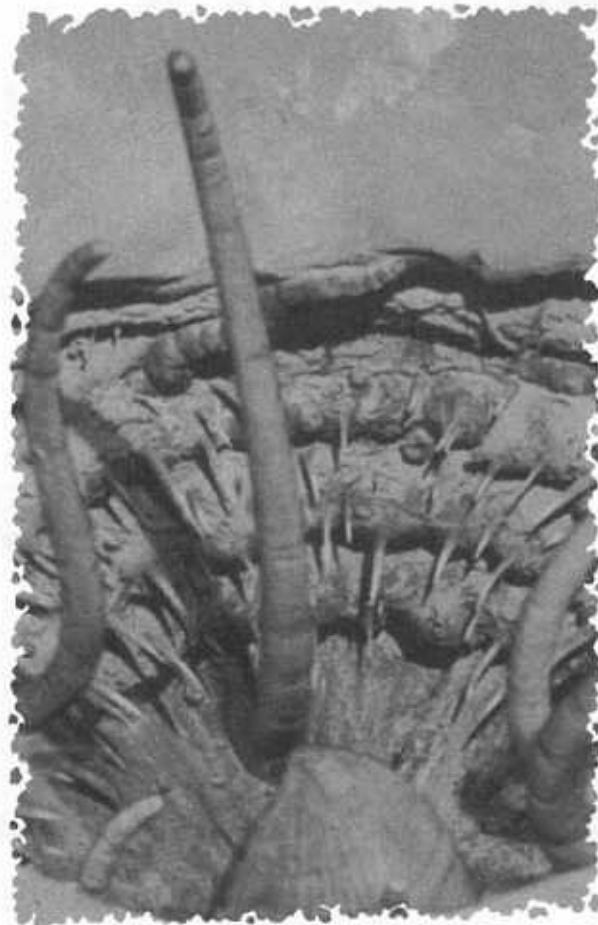
Great Pit of Carkoon

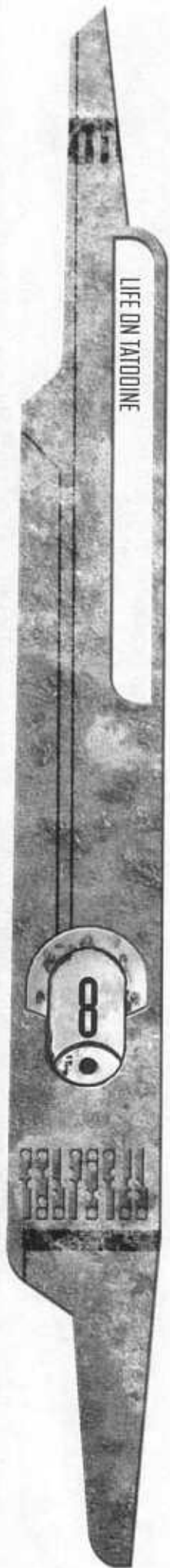
In the center of the Western Dune Sea lies the Great Pit of Carkoon, the nesting place of the awe-inspiring Sarlacc. The Sarlacc may not be native to Tatooine at all, but an accidental visitor from another world. It is a massive, fearsome monster that hides itself under the endless sand and drags in unwary passersby to slowly digest them over the course of several centuries. Criminals frequently use it to dispose of victims or rivals, and Jabba the Hutt finds the screams of the Sarlacc's meals particularly soothing.

Only a small portion of the Sarlacc's gigantic body peeks out of the Great Pit—its mouth. As a result, the Sarlacc has nine-tenths cover against attacks (confering a +10 bonus to its Defence, already included in the statistics block). By the same token, the Sarlacc is extremely resistant to damage (damage reduction 10); all its vital organs are at least a dozen meters under the sand and rock.

The Sarlacc feeds by using its nine gripping tentacles to draw victims into its great maw. Each tentacle can reach just past the edge of the pit—about 4 meters from the creature's mouth—and all can attack simultaneously (at a -2 penalty, already subtracted). The tentacles themselves inflict no damage, but simply pull victims further toward the Sarlacc's mouth. Escaping a tentacle requires an opposed Strength check; the tentacles each have a Strength of 28. Opponents who do not have a solid object to cling to (such as those already in the Great Pit) suffer a -4 penalty on this check.

When prey reaches the Sarlacc's mouth, one of two things happens. Creatures greater than Large size suffer an attack from the Sarlacc's beaklike mouth until they're broken down into more manageable chunks. Medium-size and smaller creatures are simply stuffed into the Sarlacc's mouth, then carried along by esophageal action into its primary stomach (to be





digested immediately) or one of several secondary stomachs. Creatures in the primary stomach suffer 2d6 points of damage per round; they can escape back through the alimentary canal with an Escape Artist check opposed by the Sarlacc's Strength check (Strength 28). Obviously, few victims escape this way before succumbing to the Sarlacc's digestive juices.

Creatures in a secondary stomach fare somewhat better, because the Sarlacc actually stores its meals in a sort of conscious suspended animation until it is ready to devour them. Held tight to the stomach lining by meter-long, bondlike cilia (opposed Strength check against Strength 28 to escape), the creature is exposed to somewhat weaker digestive juices, suffering only 1d6 points of damage each day. Creatures in this predicament are also sustained by the Sarlacc through nutrients in the Sarlacc's system that seep in through the victims' skin, preventing them from dying of hunger or thirst. Although creatures are aware of the torture they suffer in the Sarlacc's secondary stomach, the release of death is a long way away.

Perhaps the only redeeming feature of imprisonment in the Sarlacc's secondary stomachs is that its damage reduction does not apply to attacks from the inside. Someone trapped inside who was able to temporarily free an arm could launch an attack against the Sarlacc's stomach walls, conceivably making his way through to the sand outside and digging to the surface. Provided the Sarlacc's cilia were not able to again restrain the victim, that person need only inflict 80 points of damage to create an opening in the stomach wall large enough to climb through.

Sarlacc: Predator 10; Init +0; Defence 18 (+6 natural, +10 cover, -8 size); Spd —; VP/WP 180/288; Atk +11 melee (*special*, 9 tentacles) or +11/+6 melee (3d8+9/18-20, bite); SQ Damage ReductionR 10; SV Fort +20, Ref +7, Will +2; SZ C; Str 28, Dex 10, Con 36, Int 4, Wis 8, Cha 7; Challenge Code: G.

Skills: Hide +10, Listen +9, Survival +9.

Feats: Multiattack.

Surviving Tatooine

Only the most rugged or determined survive Tatooine's harsh environment. If the heat or lack of water isn't lethal enough, the lack of vegetation provides no break to the winds that scour the world's surface. Tatooine's strong winds produce sandstorms and the even more dangerous gravel storms and, quite often, vicious cyclones the locals call sandwhirls.

Heat

The blistering heat of Tatooine only reaches truly lethal levels at midday, when both suns are overhead. But during daylight hours, inadequate protection can still be

dangerous. The high heat inflicts vitality damage that cannot be recovered until the character is taken to shade, doused in water, or given proper clothing, or night falls. When a character runs out of vitality points, he begins losing wound points. As soon as the character suffers any damage from heat, he is considered fatigued.

During the Tatooine daylight hours, characters not wearing clothing designed for high temperature conditions, or without at least half shade from the sun, must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 vitality points. Characters wearing *particularly* inappropriate clothes (cold weather gear, for example) suffer a -4 penalty on their saves. Characters may attempt a Survival skill check (DC 15) to gain a +4 bonus to this saving throw; the bonus drops to +2 if the character is active (traveling, fighting, or otherwise engaged in strenuous activity).

At midday, when both suns are at their zenith, characters not properly protected must attempt the Fortitude saving throw every 10 minutes (DC 15, +1 for each previous check). The same penalties mentioned above apply; failure means the character loses 1d4 vitality points. Obviously, most Tatooine natives have either learned to seek shelter at midday or died.

Thirst

A character can survive without water for 24 hours, plus a number of hours equal to her Constitution score. At the end of this time, the character must attempt a Constitution check each hour (DC 10, +1 for each previous check). On a failure, the character loses 1d6 vitality points. This damage cannot be recovered—even by the use of Force abilities—until the character gets water.

Finding Water

The climate of Tatooine makes finding sufficient water extremely difficult. The Jawas use long metal tubes to extract water from the funnel flower, which grows in rocky cliff faces. The Sand People utilize this trick for emergencies, as well as the mechanical moisture traps they wear around their necks. They also have heavily guarded oases where water collects.

Finding sufficient water to forestall a Constitution check or to recover lost vitality points requires a Survival check. The DC depends on the geographical location:

Survival Check DC

Dune Sea	25
Jundland Wastes	20 (10)*
Great Mesra Plateau	20

* Funnel flowers grow in this area. Those who have learned the trick of extracting water from the plant can use the lower DC.

Sandstorms

The natives of Tatooine harbor deep respect for the desert world's sandstorms. When the winds begin to blow, everyone with common sense seeks shelter. The howling winds and blowing sand reduce all Listen, Search, and Spot checks by -8. Ranged attacks with energy weapons suffer a -4 penalty. Missile weapons cannot be used at all. Starships and air vehicles attempting to fly through sandstorms suffer a -4 penalty on all Pilot skill checks.

Additionally, the blowing sand stings, inflicting 1d4 points of vitality damage every round to anyone caught out in the open. Even worse, the sand and dust make breathing difficult, especially for those with no protection. The "Suffocating and Drowning" rules from the *Star Wars Roleplaying Game* rulebook apply.

A character wearing a scarf or similar mouth covering does not begin to suffocate until a number of rounds equal to 10 times his Constitution have passed. A character wearing a breath filter (such as those worn by the Sand People) can last twice as long. Characters wearing actual breath masks are immune to the suffocation effect.

When a sandstorm has finally passed, everything in its wake is buried under 4d10 centimeters of dust and sand.

Gravel Storms

Sometimes the winds on Tatooine are so strong that more than just sand and dust are picked up and blown about. Tatooinians refer to these strong winds as gravel storms.

As with sandstorms, perception is impaired. Listen, Search, and Spot checks suffer a -8 penalty. Missile attacks are impossible, and energy weapon attacks are useless beyond a range of 3 meters. Starships and air vehicles attempting to fly through gravel storms suffer a -6 penalty on all Pilot skill checks.

Characters caught in the open during a gravel storm lose 1d8 vitality points each round and suffer the same chance of suffocation as in a sandstorm. When a gravel storm has finally passed, everything in its wake is buried under 3d10 centimeters of dust, sand, and loose gravel.

Sandwhirls

The winds of Tatooine sometimes form huge, swirling fields of wind and sand known as sandwhirls. Like sandstorms, sandwhirls block vision, hinder ranged energy weapons, and prevent missile weapon fire; the same modifiers apply. Due to the ferocity of the wind, starships and air vehicles attempting to fly through sandwhirls suffer a -8 penalty on all Pilot skill checks.

These storms have a shorter duration, however, and although they move considerably slower than a sandstorm, their internal winds are as much as ten times as



powerful. Sandwhirls smash buildings and hurls even banthas about. Light starships have been dragged as much as half a kilometer by sandwhirls.

Characters within 200 meters of a sandwhirl may be pulled from their feet and into the central funnel. Any creature in this area must attempt a Fortitude save (DC 20). The DC is +1 for each 10 meters the creature is closer than 200 meters; the DC is further modified by the creature's size. (A Colossal creature at 200 meters, for example, would need to make a Fortitude save against DC 12, while a Diminutive creature would need to make a save against DC 24.) Creatures secured in some fashion receive a modifier at the Gamemaster's discretion.

Failing the saving throw means the creature is pulled 1d10 x 1d10 meters closer to the funnel. If a creature ever comes into contact with the funnel, it is picked up and whirled about for 1d10 rounds, suffering 6d6 points of vitality damage each round, before being thrown clear of the sandwhirl from a height of 2d10 x 2d10 meters.

Sandwhirls are regarded with terror for two reasons. First, sandwhirls occur with little warning—there are no atmospheric indicators aside from a sort of circular disturbance on the ground. Beings in proximity to a developing sandwhirl may attempt a Spot check against DC 15 (or alternately, a Computer



Use check, if using sensors on a starship or vehicle) to notice the phenomenon before it affects them. Those who succeed have 1d4 rounds to seek cover or otherwise avoid the sandwhirl. Those who fail have only one round.

Second, one cannot simply move beyond the outer edge of its winds to escape its effects; each round, the sandwhirl moves in a random direction. Fortunately, sandwhirls only last 3d10 minutes before dissipating, leaving everything in the area of the funnel covered with 5d10 centimeters of dust, sand, and debris. Anyone still trapped in the funnel's winds when the sandwhirl disappears immediately falls.

Natives of Tatooine

Tatooine has two indigenous, sentient species: Jawas, small, foul-smelling humanoids who subsist on a "scrounge-and-trade" economy, and the Sand People, also known as Tusken Raiders.

Tusken Raiders

Named for the fort they destroyed after the first human settlers arrived on Tatooine, the Tusken Raiders are primitive desert warriors skilled at defending their harsh way of life and surviving in an even harsher environ-



ment. Roughly 2 meters tall, they are covered from head to toe in dusty bandages, as required by ancient custom. Protruding circular lenses protect their eyes, and filter masks cover their mouths, lending them an aspect most people find frightening. Their "language"—punctuated with grunts, growls, and honking noises—is only comprehensible to other Tuskens.

Tuskens barely qualify as sentient. While they wear clothing and fashion crude tools, most of their "technology" is actually stolen from settlers—slugthrower rifles are a prime example. If they have a rationale for their fierce hatred of offworlders, the settlers do not understand it. To Tatooine's inhabitants, the Sand People simply appear as vicious savages who attack anyone and anything they do not recognize.

When the first settlers arrived, the Sand People came together in a massive gathering and destroyed the walled edifice known as Fort Tusken. Although the attack ultimately failed to force settlers to leave Tatooine, the slaughter is still spoken of centuries later. The Sand People have yet to repeat such a stunning attack, but it is remembered as an example of their bloodthirstiness, by simple virtue of the name it lent them in the outlanders' tongue: Tusken Raiders. The settlers' hatred and fear of the Sand People is tied up in this memory. Most believe that until the Sand People are wiped out, no settler is truly safe.

Most Sand People are fringers. Experienced Sand People tend to be higher-level fringers.

Tusken Raider: Fringer 2; Init +0; Defense 14; Spd 10 m; VP/WP 15/12; Atk +2 melee (1d3+1, punch) or +2 melee (1d8+1/1d6+1, gaderffii) or +1 ranged (2d8, slugthrower rifle); SQ Barter, +2 species bonus on Survival checks in desert conditions, +2 species bonus on Hide and Move Silently checks; SV Fort +4, Ref +2, Will -1; SZ M; FP 0; Rep 0; Str 12, Dex 10, Con 12, Int 6, Wis 10, Cha 10.

Equipment: Gaderffii, slugthrower rifle, five rounds of ammunition, desert robes, variety of personal belongings.

Skills: Handle Animal +2, Hide +5, Knowledge (Tatooine) +3, Move Silently +5, Ride +3, Speak Tusken, Survival +7.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (gaderffii), Weapon Group Proficiency (simple weapons, slugthrowers).

Tusken Raider Species Traits

Whether Sand People are native to Tatooine or arrived there from another world has long since been forgotten, even by the Sand People. Nonetheless, they are only found on Tatooine. Although they do not usually cooperate with outlanders, Gamemasters may decide to allow them as heroes, especially for adventures set on Tatooine.

- ⊗ +2 Strength, +2 Constitution, -4 Intelligence
- ⊗ Medium-size. As Medium-size creatures, Tusken Raiders have no special bonuses or penalties due to size.
- ⊗ Tusken Raider base speed is 10 meters.
- ⊗ +2 species bonus on Survival checks in hot, dry conditions. Tusken Raiders are born and raised in desert wastelands.
- ⊗ +2 species bonus on Hide and Move Silently checks made under desert conditions. Tusken Raiders survive by avoiding detection—either by predators or other sentient beings.
- ⊗ Language: Tusken.

Jawas

Jawas are intelligent scavengers of short stature. They may be the only truly native sentient species on Tatooine. Dressed in their distinctive dark hooded robes covering all but their characteristic glowing eyes, Jawas are found in seemingly every dark nook and cranny of Tatooine. They survive by scrounging for scrap, which forms the basis of their economy, and hiding from the predators that make being a small rodentlike scavenger on a desert world so difficult.

Though not particularly advanced technologically, they have a gift for discovering unusual ways to make things work—at least for a little while. Their clans are organized by scavenging groups, about half of whom all live together on the same sandcrawler. The remainder dwell in walled forts, safe from the depredations of Sand People and worse—but waiting for their chance to go exploring in the clan crawler. Sandcrawlers are both symbolic and utilitarian to Jawas. They represent not only the home of the traveling members of the clan, and therefore the source of the whole clan's livelihood, but one of their species' first major technological achievements: adapting the castoff vehicles of early offworld miners to their own use, and actually keeping them running.

Jawas have a well-deserved reputation as thieves and swindlers, although they would hardly consider these words insults. Jawas are proud of their ability to lay their hands on what others obviously no longer need and sell things that only work for a short time. (No one will buy merchandise that doesn't work—but people *will* buy things that require regular maintenance and replacement parts.) When a Jawa sandcrawler rolls up to a community, the citizens quickly stow all their possessions safely away—but also line up to see what the Jawas have for sale. Though most people despise the Jawas for their underhanded practices (and unpleasant odor), they also realize that Jawas occasionally lay their hands on priceless treasures.

Once a year, just before the storm season, all the Jawa clans gather in the great basin of the Dune Sea for a gigantic swap meet, trading for the best scrap and sharing rumors of valuable deposits. Much of the interclan business is accomplished at these meets, including comparing navigational data on the ever-changing Dune Sea, and arranging marriages—which are conducted with every bit as much intense trading as bartering for scrap. Many Jawas achieve wedded bliss only through the medium of shrewd haggling.

Jawas use a complex language, one that is all but incomprehensible to non-Jawas. It consists of almost meaningless syllables that only make sense when combined with pheromonally produced emphasis. (Even when a Jawa is not actively conversing, his specific scent can tell others what mood he is in.) When bargaining with non-Jawas, they use a simplified "Jawa Trade Language." Non-Jawas cannot learn the full Jawa language unless they possess enhanced olfactory senses enabling them to distinguish subtly individualized scents.

Most Jawa professionals are experts. Jawa heroes tend to be fringers or scouts.

Jawa: Commoner; Init +1; Defense 12 (+1 size, +1 Dex); Spd 8 m; VP/WP -/7; Atk -2 melee (1d3-3 punch), +1 ranged; SQ Darkvision, +4 size bonus on





Hide checks, +2 species bonus on Survival checks in desert conditions; SV Fort -2, Ref +1, Will +0; SZ S; FP 0; Rep 0; Str 6, Dex 12, Con 8, Int 10, Wis 10, Cha 8.

Equipment: Desert robes, variety of personal belongings.

Skills: Craft (mechanic) +3, Hide +6, Profession (scrap dealer) +2, Survival +3.

Feats: Weapon Group Proficiency (simple weapons).

Jawa Species Traits

Jawas are only common on Tatooine. If a player wishes to play a Jawa hero—and the Gamemaster allows it—the player should prepare an explanation for why the Jawa has left the comfort and safety of his clan to journey out among the stars in the company of giant aliens.

- ⊕ +2 Dexterity, -4 Strength, -2 Charisma
- ⊕ Small. As Small creatures, Jawas gain a +1 size bonus to DC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However, they must use smaller weapons than Medium-size species use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- ⊕ Jawa base speed is 8 meters.
- ⊕ +2 species bonus on Survival checks in hot, dry conditions. Jawas are indigenous to a desert environment.

- ⊕ Darkvision. Jawas can see in the dark up to 20 meters. Darkvision is black and white only, but it is otherwise like normal sight, and Jawas can function just fine with no light at all.
- ⊕ Languages: Jawa, Jawa Trade Language

Sandcrawlers

Long ago, the Jawas took possession of giant mobile refineries left behind by an offworld mining concern. With typical Jawa resourcefulness, the little desert scavengers quickly converted the refineries to rolling fortresses. This kept them safe from hungry krayt dragons and marauding Sand People while the Jawas scoured the wastelands for valuable scrap.

The sandcrawler is the key to a Jawa clan's livelihood and prestige. Sandcrawlers house as many as several hundred clan members, packed together in a rat's nest maze of sleeping quarters, storage compartments, scrap piles, ventilation ducts, walkways, and machines whose original purposes have long been forgotten. Though Jawas do not truly understand the technology of the sandcrawlers, they have had several centuries to come up with workable solutions—even if the correct method was actually far simpler.

Jawas operate sandcrawlers according to some Jawa logic that is all but incomprehensible to anyone else. Sandcrawlers roam the surface of Tatooine, searching for wreckage dredged up by the scouring winds, usually the remains of ships that crashed on the desert planet decades or centuries or millennia ago. Powerful metal-detecting sensors guide the sandcrawler in the right general direction. Jawas in the cockpit act as spotters, scrutinizing the landscape with electrobinoculars, seeking the merest glimmer of sunlight reflected off processed metal.

The Jawas make for the scrap deposit with all the haste the ponderous sandcrawler can muster. Once the clan leader is satisfied that it's safe, he calls for a Jawa salvage team (usually, whatever Jawas happen to be near the boarding gantry when the sandcrawler comes to a stop) to investigate. If the find turns out to be a dud, the Jawas scramble back aboard the sandcrawler, wary of a trap.

But if the find proves to be something the Jawas can use, the clan leader signals for the opening of the main ramp, and the Jawas swarm out, usually amid much high-pitched bellowing from the Jawa salvage bosses. The Jawas are actually quite eager to work, but their efforts are frequently unfocused. Each Jawa wants to be the one to find the rare treasure that everyone else overlooked, and getting them all to cooperate on the job at hand requires a determined taskmaster.

The Jawas work quickly and sloppily, their efforts punctuated with animated arguments and discussions. When the scrap has all been gathered up and loaded into the appropriate hold, the Jawas scramble back aboard the sandcrawler, fearful that they are not truly safe until the giant vehicle is sealed up tight.

Back inside, the Jawas bend their efforts to different tasks. The master scavengers sift through the haul, looking for anything immediately useful or, failing that, anything that can be sold or traded for something useful. Meanwhile, scavenger hopefuls load the masters' rejects onto a conveyor that ultimately leads to the sandcrawler's onboard refinery. There it is diced into manageable chunks by automated lasers, crushed and ground into fist-sized fragments, fed into the smelter and ultimately cast into ingots. Such ingots aren't generally very valuable, but provide convenient, cheap metal with which to repair damaged armor plating on the sandcrawler's hull.

Items actually identified as valuable by the master scavengers fit into one of two categories: ready-to-sell, and not yet ready to sell. The former are stored in the primary hold in the bowels of the sandcrawler, which includes everything from lost droids to Podracer parts—but in the hold, it all tends to get mixed together.

The not yet ready to sell items include anything that *could* be sold—but will take a little "cleaning up" first. The Jawa master artificers go to work on these, diligently hammering pieces back into roughly proper shape, or scrounging around in the hold for just the right part to get the item functioning again. The master artificer makes no distinction between components for one machine and another; their original purpose is unimportant if removing the part from one device gets another one working again. The fact that "working" may only be a temporary condition is not the artificer's concern—as long as it works when it's sold and continues to do so until the Jawas who sold it are over the horizon.

This is the way Jawas have operated for centuries, and given their mindset, they are unlikely to change things very soon. Innovative Jawas are looked upon as harmless lunatics and not given any kind of authority that would let them make decisions that affect the sandcrawler—and therefore, the clan's livelihood and mobile status symbol.

Sandcrawler

Craft: Modified Corellia Mining Digger Crawler; **Class:** Ground (Crawler); **Cost:** 150,000 (used); **Size:** Colossal (120 meters long, 20 meters tall); **Crew:** -1 (4 pilots, 12 engineers, 1 crawler master, 40 hands); **Passengers:**

150 (maximum, mostly droids); **Cargo Capacity:** 40 metric tons; **Speed:** 10 (max. speed 30 km/h); **Defense:** 12 (-8 size, +10 armor); **Hull Points:** 160; **DR:** 5.

Weapons: None.

Creatures of Tatooine

The creatures encountered on Tatooine are generally predators, scavengers, or beasts of burden. Most are native; a few have been imported from other worlds to aid in the "conquest" of the desert planet.

Bantha

Found on many worlds, the herbivorous bantha is one of nature's most adaptable creatures. It is able to thrive equally well in almost any climate, surviving for weeks without food or water. Its adaptability makes banthas superb herd animals. Ranchers throughout the galaxy raise banthas for the lucrative bantha-steak and bantha-hide markets. On Tatooine, the Sand People use them alternately as mounts and beasts of burden.

A few cultures also use them as war mounts. Naturally disposed toward fleeing enemies—and fighting only in defense of their young—banthas can be trained to trample smaller enemies. Ordinarily, though, a bantha forced to fight will use its long, spiral horns to repeatedly buffet foes.

Although different environments have produced different breeds of banthas, all fit the same general description: 2- to 3-meter-tall quadrupeds covered in fur—often shaggy fur. Males tend to be slightly larger than females.

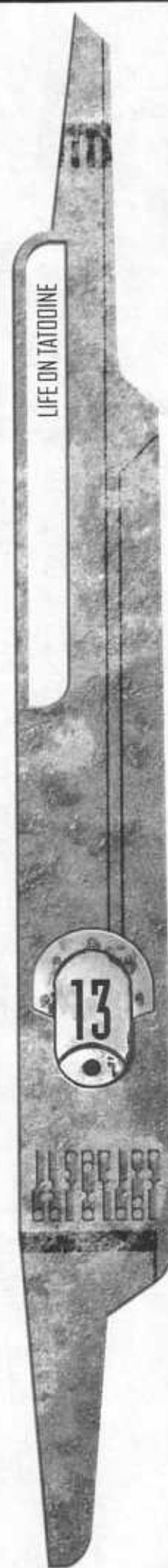
Banthas are also the subject of an unusual religion. The Dim-U, who have a small enclave on Tatooine, believe that banthas are holy beasts, messengers of a divine power. Most sentient beings disagree—but not so loudly as to anger the overbearing Dim-U preachers.

Bantha: Desert herd animal 3; Init +0; Defense 18 (+10 natural, -2 size); Spd 6 m; VP/WP 40/58; Atk +8 melee (3d6+9, gore) or +8 melee (4d6+14, trample); SV Fort +12, Ref +1, Will +1; SZ H; Str 29, Dex 10, Con 29, Int 3, Wis 11, Cha 3; Challenge Code: C.

Skills: Listen +6, Survival +6.

Eopie

The eopie is the most useful of Tatooine's indigenous creatures. It provides meat, leather, and highly nutritive (if extremely perishable) milk, and its splayed feet make it an excellent mount or pack beast. Eopies' long snouts, adapted for rooting sandlichens from Tatooine's sandy dunes, also make them particularly effective at controlling water-sucking weeds on and around the world's various moisture farms. Eopies can survive for weeks without water and are undeterred by even the worst of Tatooine's sandstorms,



plodding steadily on through the swirling dust and howling winds. Even better, they have imperturbable dispositions, reacting to surprises with mild curiosity rather than panic.

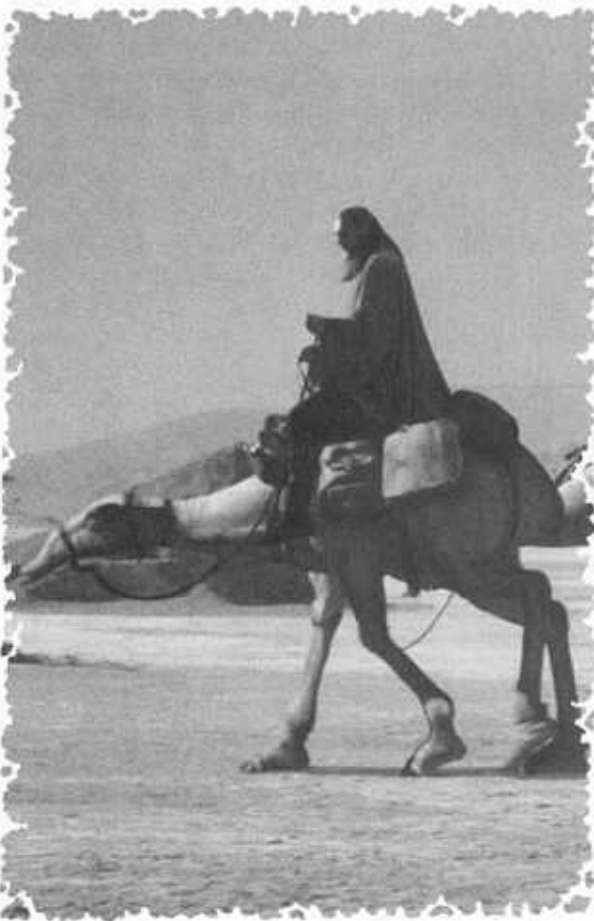
Even with all their positive qualities, eopies see considerably less use than banthas or dewbacks. Both larger animals are capable of bearing heavier loads, and both move more quickly than the eopie. Still, eopies are gaining in popularity for two reasons: They are better able to travel through the sands than dewbacks are; and there are no religious fanatics preaching the sanctity of the eopie (as the Dim-U do with the bantha). They are also considerably less expensive to purchase and keep. Some settlers have fairly large herds of eopies. (One of these is Jabba the Hutt, who enjoys the taste of eopie meat.)

Eopie: Desert herd animal 2; Init -1; Defense 12 (+4 natural, -1 size, -1 Dex); Spd 6 m; VP/WP 12/18; Atk +4 melee (1d4+3, bite); SV Fort +7, Ref -1, Will -1; SZ L; Str 17, Dex 9, Con 18, Int 1, Wis 8, Cha 4; Challenge Code: B.

Skills: Listen +5, Survival +8.

Krayt Dragon

Krayt dragons are titanic reptiles that prowl the mountains bordering the Jundland Wastes of Tatooine.



Fierce, aggressive, and ravenous, they sometimes attack herds of banthas, but their primary prey is the dewback. Ultimately, anything that moves across a krayt dragon's field of vision is fair game, and the Sand People rightly live in fear of these monstrous predators.

When a krayt dragon attacks a creature smaller than itself, it begins by slamming its prey to the ground with a single swipe of its massive foreclaw. Once the victim is prone—and perhaps unconscious or even dead—the dragon scoops it up in its tooth-filled mouth, working its jaw backward and forward until the poor victim has disappeared down its gullet. Viciously single-minded, a krayt dragon will pursue a foe until it has its meal or the prey escapes the boundaries of the mountains. On the open desert sands, the dragon is vulnerable to long-range attacks. It much prefers to attack from among the rocks, where an opponent must come within range of the dragon's claws to launch an attack of its own.

Most sensible people fear krayt dragons, though some hunters actively seek them, hoping to discover the fabled “dragon pearls”—ordinary stones polished to priceless perfection in the dragon's stomach. A single such stone could fetch well over 100,000 credits. If the legends are true, any krayt dragon will have several (1d4+2) in its gizzard. Jabba the Hutt has long been interested in capturing a krayt dragon—originally because of the rumor of the dragon pearls, but in later years because he wanted to see how his pet rancor would fare against one of the giant lizards.

Krayt Dragon: Desert predator 8; Init -2; Defense 8 (+8 natural, -8 size, -2 Dex); Spd 15 m; VP/WP 150/320; Atk +17 melee (2d8+15, claw) or +12 melee (4d6+15, bite); SV Fort +21, Ref +4, Will +1; SZ C; Str 44, Dex 6, Con 40, Int 3, Wis 8, Cha 14; Challenge Code: G.

Skills: Intimidate +13, Survival +14.

Feats: Power Attack, Track.

Rock Wart

Named for its natural environment and the profile it presents, the rock wart is an insectlike creature evolved to survive the rigors of desert life—including predators for which it is food. The rock wart itself is primarily a carnivore preying on smaller creatures, but like many creatures, it prefers to lay its eggs in larger creatures, providing larval rock warts with sustenance when they hatch.

The rock wart is equipped with a devastating neurotoxin that helps it accomplish both of these functions. Any creature damaged by the rock wart must attempt an immediate Fortitude saving throw (DC 14). If the save is successful, the creature is unaf-

ected by the venom. If the save fails, the creature loses 1d6 Strength, then must attempt another save 1 minute (10 rounds) later. If the second save fails, the creature loses an additional 1d6 Strength. If this reduces the creature's Strength to 0 or lower, it dies, and the rock wart—after enjoying a meal—lays its eggs in the creature's carcass. The eggs hatch 4 days later, producing another 4d6 larval rock warts. Larval rock warts are mostly harmless until they mature after another 6 days.

Rock Wart: Desert vermin 3; Init +6 (+2 Dex); Defense 18 (+2 natural, +4 size, +2 Dex); Spd 4m; VP/WP 6/1; Atk +2 melee (1d2, bite); SQ Neurotoxin; SV Fort -1, Ref +5, Will +0; SZ D; Str 2, Dex 14, Con 3, Int 1, Wis 8, Cha 1; Challenge code: B.

Skills: Climb +2, Move Silently +8, Search +0, Survival +3.

Feats: Improved Initiative.

Ronto

Towering beasts of burden, rontos are mammals prized for their ability to shrug off Tatooine's intense heat, although they do require large amounts of water. Their size makes them particularly effective at discouraging predators, and their sense of smell is acute enough to detect krayt dragons up to a kilometer away. But they are also somewhat skittish in urban environments, where their poor eyesight cannot adjust quickly enough to the sudden movements of smaller creatures and vehicles.

Their first instinct when confronted with such potential threats in close proximity is to get away, regardless of any burdens or passengers they may be carrying. A spooked ronto will often throw its riders to the ground, then lumber off in a random direction until it can no longer sense the threat. Although Jawas are particularly fond of the easily trained animals, the little scavengers are also poorly suited to controlling a panicked ronto. Tatooine's settlements frequently enjoy the amusing spectacle of rontos rearing at the sudden appearance of a swoop or landspeeder, hurling its riders to the ground—then calming down again a moment later when the vehicle passes out of the ronto's sight, leaving the Jawas cursing in frustration.

Ronto: Desert herd animal 2; Init -1; Defense 12 (+4 natural, -1 size, -1 Dex); Spd 10 m; VP/WP 13/22; Atk +4 melee (1d4+4, slam); SV Fort +9, Ref -1, Will +1; SZ L; Str 19, Dex 9, Con 22, Int 1, Wis 12, Cha 3; Challenge Code: B.

Skills: Listen +8, Survival +9.

Scurrier

Scurriers are the urban vermin of spaceport towns throughout the galaxy. Persistent scavengers, they dart from trash heap to trash heap in search of food and material with which to line their nests. Sometimes they find their way into the cargo holds of docked ships, spreading like a plague from port to port.





Fortunately, scurriers are more annoying than dangerous, fleeing at the first sign of threat—although they can be fierce in defending their nests. The most frustrating fact about scurriers is that they constantly pick apart objects—including machinery—searching for material for their nests. They have been known to disable vital systems in their quest for scraps.

Scurriers stand on a pair of broad, sturdy hooves, making them surefooted on most terrain. They manipulate objects with dexterous forepaws. The males possess large, curved horns, which they commonly use in mating rituals, but are not above employing against intruders in their nests.

In their nests, scurriers will be encountered in packs of 3d6+6. Away from their nests, they hunt in much smaller groups of 2d4+4 beasts.

Scurrier: Scavenger 1; Init +1; Defence 12 (+1 size, +1 Dex); Spd 15 m; VP/WP 4/7; Atk +0 melee (1d3-1, bite) or +0 melee (1d4, horns); SV Fort +0, Ref +1, Will -1; SZ S; Str 8, Dex 12, Con 7, Int 2, Wis 8, Cha 2; Challenge Code: A.

Skills: Hide +5, Search -2, Survival +3.

Womp Rat

Womp rats are Tatooine's indigenous pack hunters, vicious, carnivorous rodents that can reach 2 or 3 meters in length. They prowl the rocky regions of the planet, chasing down dewbacks and occasionally culling the weakest banthas from the herd. Fearless predators, womp rats attack even well-armed settlers and Sand People, as well as Jawas—although they avoid the Jawas' massive, ponderous sandcrawlers.

The settlers of Tatooine regard womp rats with a feeling somewhere between contempt and terror. Reasonable precautions can keep one safe from a pack of womp rats, but anyone caught out in the open is as good as dead. Consequently, there are no local laws protecting womp rats from extinction, and many settlers make a sport of shooting at the predators from fast-moving vehicles. Beggar's Canyon, near Anchorhead, is a particularly popular spot for "womp runs," in which lightly armed skyhoppers race through the

narrow defile picking off womp rats for points.

A pack consists of 3d4+3 womp rats.

Womp Rat: Desert predator 1; Init +0; Defense 13 (+3 natural); Spd 10 m; VP/WP 6/11; Atk +1 melee (1d6, bite) or +1 melee (1d4, claw); SV Fort +2, Ref +0, Will +0; SZ M; Str 11, Dex 10, Con 11, Int 3, Wis 11, Cha 6; Challenge Code: B.

Skills: Intimidate +2, Jump +4, Survival +8.

Feats: Track.

Worrt

The worrt is a toadlike predator native to the rocky regions of Tatooine. It "hunts" by blending in among the rocks and waiting patiently for something resembling food to pass by, at which point it shoots out its

long tongue to ensnare its prey. If the attack is successful, the victim must attempt a Reflex save (DC 15) or be immediately pulled into the worr's mouth. Obviously, this attack is only truly effective against creatures smaller than the worr—typically insects, rodents, and other Diminutive or Tiny creatures.

However, a worr rarely makes this distinction. Renowned for its stupidity, the worr occasionally attacks creatures larger than itself, as well as rocks, vehicles, and in one recorded instance, its own reflection. Jabba the Hutt keeps several worrs as pets in his palace, though they lair outside, making stealthy approach problematic for potential thieves or assassins.

Worr: Desert predator 1; Init +6 ; Defense 14 (+1 natural, +1 size, +2 Dex); Spd 3 m; VP/WP 8/11; Atk +1 melee (1d4, bite), or +3 ranged (special, tongue); SQ: Low-light vision; SV Fort +2, Ref +4, Will +1; SZ S; Str 10, Dex 15, Con 11, Int 1, Wis 12, Cha 6; Challenge Code: A.

Skills: Hide +6, Spot +5, Survival +9.

General Feats: Improved Initiative.

Settling Tatooine

Although Tatooine's population hovers at around 80,000 people, several billion have visited the world at one time or another. Some came as settlers, others as smugglers. The story of how Tatooine went from "remote hyperspace stopover" to "Hutt-ruled frontier planet" to "historic birthplace of Luke Skywalker" covers more than five thousand years of exploration and colonization of the harsh desert planet.

Civilization

Tatooine has been settled many times since its original discovery, millennia ago. Despite its climate, miners, monks, settlers, and even the occasional Jedi Knight tried again and again to make the desert planet their home.

Almost all have failed, either fleeing the planet or dying under its searing suns. The current attempt was spearheaded by hopeful Human settlers, supplemented by more miners and Rodian refugees, and eventually reinforced by opportunistic Hutts. Whether this effort is managing to survive—or merely suffering a lingering demise—remains to be seen.

Early Settlers

The first visitors to Tatooine arrived in the system only because it was a convenient stopping place along ancient hyperspace routes. Most never bothered to land. But where ships stop, pirates gather. Fierce battles took place in the skies above Tatooine, showering the planet with burning wreckage. Much of that debris still lies below the sands, waiting to be

uncovered by one of Tatooine's frequent sandstorms and salvaged by Jawas.

The earliest settlers on Tatooine were miners, their origins forgotten. Certainly some were Human. The Human Jedi Knight Sidrona Diath, and his son, Jedi Knight Dace Diath, came from Tatooine during this period. Only one of their original communities remains: Anchorhead, built around what was once a very deep well. It is now a sand-filled pit.

Judging from recent mining efforts on the desert world, the first miners probably left after only a few short years, when the ore from Tatooine proved substandard. The desert world lay largely forgotten on the Outer Rim for some two thousand years, until Republic mapping expeditions rediscovered it and opened it to colonization.

While concerted efforts only began after Tatooine's rediscovery, settlers gravitated to the planet in bits and spurts for centuries. Most vanished within a couple generations, beaten by the desert world. The village at Anchorhead was reinhabited and deserted again and again. Bandits and smugglers came and went. Jedi occasionally wandered through, intent on mysterious missions.

Eventually, the first permanent settlers arrived: the B'omarr monks.



SETTLING TATOOINE

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TATOOINE TIMELINE

SETTLING TATOOINE

-5,000	Orbital battles take place over Tatooine
-4,200	Village established at site of modern Anchorhead by offworld miners
-4,000	Time of Jedi Knights Sidrona Diath and Dace Diath
-1,100	Old Republic declares Tatooine "nominally habitable"
-700	B'omarr Order arrives
-550	Bandit Alkhara arrives
-100	Dowager Queen crashes
-99	Bestine established
-98	Fort Tusken established
-95	Fort Tusken destroyed
-93	Anchorhead reestablished
-85	Mos Eisley established
-80	Mos Espa established
-70	Mining industry collapses
-65	Hutts arrive
-60	Tosche Station constructed
-58	Jabba arrives
-41	Anakin Skywalker born
-38	Anakin Skywalker brought to Tatooine
-32	Anakin Skywalker leaves Tatooine
-18	Luke Skywalker born
-11	Imperial presence established
+0	Battle of Yavin
+4	Jabba the Hutt killed by Leia Organa ☉

The B'omarr Monastery

Civilization truly began on Tatooine with the arrival of the B'omarr monks. A Human religious sect devoted to contemplation and self-exploration, the B'omarr had long sought a world where they would neither be disturbed nor distracted by the presence of settlements. Forgotten by the Republic and populated only by uncommunicative local tribes, Tatooine offered a perfect haven.

The monks of the B'omarr arrived aboard half a dozen cargo ships, which formed the basis of their original monastery on Tatooine. They covered their structure after their first sandstorm and enclosed it after their first encounter with the Sand People.

The period of B'omarr isolation ended with the arrival of an offworld pirate named Alkhara, whose callous treatment of the natives earned him the wrath of a group of Sand People. Seeking refuge from both the authorities and the vengeance of the Sand People, Alkhara seized the B'omarr monastery. Unbeknownst to Alkhara, previously bandits and smugglers had temporarily infiltrated the edifice, making use of rough corridors and halls apparently abandoned by the monks.

Alkhara was surprised to find himself welcomed by the B'omarr and told to make their refuge his refuge. Alkhara and his followers moved in.

The B'omarr Rule

Were any of these various villains religious scholars, they might not have been so keen to occupy the B'omarr monastery. The B'omarr monks take the concept of physical denial to a startling extreme, first excising unnecessary comforts, then speech, then movement.

When a monk is deemed ready, his brain is physically removed from his body and placed in a spherical jar filled with nutrients, forever to contemplate the mysteries of the mind in perfect peace. The monks consider this such a gift that they grant it as payment for those who have rendered service—such as Alkhara and every crime lord since.

A monk's studies prepare him or her for this destiny, but those for whom the process has been expedited need constant supervision to avoid madness. To the untrained mind, the prospect of being disembodied is horrifying. It can take many months for an unprepared mind to fully acclimate to a bodiless existence.

For those who have already accepted total enlightenment, life as a disembodied brain is a paradise, an endless period of pure thought. Those of the B'omarr Order generally contemplate the cosmos; others spend their time trying to forget their previous, physical lives. But all eventually learn a form of limited telepathy that allows them to communicate with one another, then with others. In time, and when there is need, the enlightened B'omarr monks eventually learn to summon a brain walker.

The statistics below are for a lesser B'omarr monk—one who has not yet shed his physical trappings to embrace pure thought, but who assists in the procedure.

Generic B'omarr Monk Initiate: Male or female (any species) Expert 2; Init -1; Defense 9 (-1 Dex); Spd 10 m; VP/WP -/8; Atk +0 melee (1d3-1, punch) or +0 ranged; SV Fort -1, Ref -1, Will +7; SZ M; FP 0; DSP 0; Rep 0; Str 8, Dex 8, Con 8, Int 11, Wis 14, Cha 9; Challenge Code: A.

Equipment: Monk's robes.

Skills: Computer Use +5, Knowledge (B'omarr Order) +5, Knowledge (Tatooine) +5, Repair +5, Survival +7, Treat Injury +7.

Feats: Iron Will.

B'omarr Brain Walker

B'omarr brain walker droids serve the most enlightened B'omarr monks as walking conveyances. They have only rudimentary processors with sensors tuned to detect certain energy signals associated with telepathic activity—the only way the disembodied B'omarr monks can summon a brain walker to carry them

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about. The built-in brain support unit allows the living brain of the monk to survive while it is not attached directly to the support equipment in the deepest parts of the B'omarr monastery.

The less enlightened membership of the B'omarr monks—those who still have bodies—construct brain walker droids from readily obtained parts, according to an ancient set of blueprints. Around the time of the Battle of Yavin, some of the physical monks have begun experimenting with alternate designs, resulting in several models bearing five or six legs, instead of the usual four. **B'omarr Brain Walker:** Walking conveyor droid
Commoner; Init -1; Defense 9 (-1 Dex); Spd 8 m; VP/WP -/8; Atk -1 melee (1d3-1, foot) or -1 ranged; SV Fort -1, Ref -1, Will -4; SZ M; Rep 0; Str 8, Dex 8, Con 8, Int 2, Wis 2, Cha 2; Challenge code: A.

Equipment: Processor, brain support unit.

Skills: None.

Unspent Skill Points: 1.

Cost: 800 credits.

The Dowager Queen

A thousand years after the Republic Survey Corps declared Tatooine “nominally habitable,” the first modern settlers arrived. Despite the inauspicious crash-landing of their ship, the *Dowager Queen*, amid a vicious sandstorm, the survivors endeavored to carry on with their original plan and establish a mining colony on the desert world.

The leader of the miners, Melnea Arnhout, supervised construction of temporary shelters and organized work crews and security details. Under her direction, the settlers located their original target landing zone—named Bestine Point for its comparative suitability as farmland—and began work on their permanent settlement. With parts scavenged from the fallen *Dowager Queen*, the village was ready for habitation within a year. As construction of a second settlement commenced, Bestine Point became known simply as Bestine.

First Contact: The Jawas

Melnea Arnhout is remembered not so much for her leadership in founding Tatooine's first modern settlement, but in making first contact with one of Tatooine's native cultures. While searching for her lost protocol droid, Melnea met the creatures that had stolen it: the Jawas.

Understandably, given their almost childlike appearance, Melnea's initial terror at encountering a strange new species so close to her new home faded within seconds. She allowed them to lead her back to where they were keeping her droid, and it translated for her their innocent intentions toward the colonists.

Within minutes, Melnea Arnhout had negotiated not only a mutual nonaggression pact, but water rights, salvage rights (as far as the *Dowager Queen* went, anyway), and agreements for the free trade of

information. Within a few months, Jawas were a frequent sight in and around Bestine, and Jawas were teaching the miners (after a fashion) important Tatooine survival tips.

Fort Tusken

As water supplies dwindled around Bestine, Arnhout and the colonists decided to spread farther apart, in hopes of maximizing the efficiency of their moisture-gathering vaporators. A permanent mining facility had been established in the area known as the Jundland Wastes, and it seemed logical to likewise establish a permanent community there. Construction began on Tusken—named after an island on Bestine IV.

Not long after the buildings were completed, raids began.

First Contact: The Sand People

Although the Jawas had warned Melnea Arnhout about the Sand People, she wasn't sure what to make of their description. To the Jawas, Sand People were “horned giants made of sand, who come and go like ghosts.” Most of the miners took the Sand People for myths, much like the infamous Anzati, but Melnea could tell that even if the Jawas couldn't communicate what frightened them so, the Sand People were very real.

She ordered an encircling wall built around the new settlement. Once the colonists caught their first



SETTLING TATOOINE

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glimpse of the Sand People, the wall was completed in record time. Soon thereafter, the Sand People clashed with miners outside the walls of Tusken, leaving no survivors. Within a few days' time they had begun attacking the fort itself, and within a few more days, they were inside. No settlers at Fort Tusken survived. The Sand People came to be known, with equal measures of fear and hatred, as Tusken Raiders.

Anchorhead

The Sand People continued to raid the colonists' mining parties and temporary settlements, but they had suffered too many losses at Fort Tusken to mount another appreciable threat. When a second ship full of settlers arrived, the Tusken Raiders appeared outnumbered and seemingly vanished back into the desert sands. Colonists sighted them only rarely and learned to minimize the danger they presented by not traveling alone or at night.

The second group of settlers showed no interest in rebuilding Fort Tusken, but were keenly interested in the ruins of a much older settlement located beside a deep well at the southern edge of the Jundland Wastes. There they established the community of Anchorhead and immediately set up mining operations.

Because all their ships had landed intact, the people of Anchorhead were able to construct a spaceport in a very short time. All ore exported from Tatooine passed through Anchorhead. Anchorheaders prospered.

The Sandcrawlers

Both the newest and oldest settlement on the planet, Anchorhead gradually became the seat of government of Tatooine. Exports had been so profitable that Anchorhead mining interests purchased three dozen mobile refineries to facilitate turning rocks into money. A third of these were sold to the other miners on the planet; the rest they kept to make themselves even richer.

Soon, small fleets of "sandcrawlers" lumbered across the sands, loading raw ore by the ton and returning to scattered depots to disgorge processed metals for pickup and export. The ubiquitous Jawas watched the sandcrawlers with obvious interest, and while almost no one could understand their language, it was clear that they were profoundly excited whenever one came near.

Mos Eisley

In an effort to regain some of their former importance in the Tatooine settlers' community, the residents of Bestine voted to construct their own spaceport—and thus avoid the expensive export fees levied on them by Anchorhead mining concerns. Construction began not far away, at one end of the Great Mesra Plateau, centered on the heavily scavenged remains of the *Dowager Queen*.

A third group of settlers lent their support to this

endeavor: Rodian refugees, fleeing clan power struggles on their own world. While their aid was greatly appreciated, they also brought with them much of the corruption that had plagued their own society for so long. The planned "ultramodern" spaceport of Mos Eisley evolved into a seedy, half-finished den of vice and violence, a trap for freighter crews and an embarrassment to the city planners. Worse still, the dirty money made by unscrupulous traders and local racketeers was beginning to attract the attention of the notorious Hutt crime lords.

Then the mining industry collapsed.

The Mines Close

A short but spectacular series of space station and transport accidents was eventually blamed on the inferior ore coming out of Tatooine. Bulkheads crumpled. Hulls ruptured. And under just the right conditions, Tatooine metal became powerfully magnetic. In short, it was all but useless. Ore freighters stopped visiting Tatooine, the sandcrawlers stopped refining ore, and the miners stopped working.

A period of economic depression ensued all over

Tatooine. Sensible colonists who could afford



B'OMARR ENLIGHTENMENT

Thanks to reliable anesthesia, the process of transferring a living being's brain into a suitable container is painless. But it is certainly not easy, requiring a Treat Injury check (DC 30) to keep the brain alive long enough for transplantation. The B'omarr order has over the centuries developed numerous mechanical devices to assist in the procedure, giving them a +15 bonus to their Treat Injury checks when performing the enlightenment surgery. Failure on the check means that the brain does not survive and is discarded along with the lifeless corpse.

Once the brain regains consciousness after being separated from the body, psychosis is a distinct possibility. An immediate Will saving throw (DC 20) is required; failure means that the enlightened being's Intelligence score drops immediately to 1, as its awareness of its situation prompts a scream—with, unfortunately, no need to stop for a breath. The disembodied brain may attempt the Will save again each day. For each success, the brain regains one lost Intelligence point, up to its original total. Brains in this situation are generally distanced from the other enlightened monks, to prevent disturbing their meditations.

Though extremely rare, it is possible for the B'omarr to transplant one of their enlightened members into a physical form again. The operation requires a Treat Injury check (DC 30), and, of course, a living receptacle. Unfortunately, the B'omarr have no specialized machinery to aid in this process, so it is considerably more risky than the original procedure. ☹



to leave did so without delay, seeking their fortunes elsewhere. Those who could not afford transport—or who, through some misguided optimism, felt they could still make something of their desert homes—remained behind, desperately keeping Tatooine's support industry going.

The bare minimum survival occupation on Tatooine was moisture farming. Vaporator import and leasing jumped dramatically as hundreds of miners became subsistence moisture farmers. Water was still rare enough to fetch a high price, but it was also rare enough that most of the farmers had to keep every drop they gathered.

Many of those who managed to survive the first season found themselves unable to distill enough water to keep up with their vaporator payments. Lending organizations set up permanent offices in Anchorhead and Mos Eisley to handle debt collection. Things looked bleak for the latest of Tatooine's countless colonies.

This was when the Hutts arrived.

The Hutts

The Hutts brought a much needed boost to Tatooine's economy, landing in opulent transports and throwing money around. Despite the Hutts' reputation, the citizens of Tatooine saw their arrival as a glimmer of hope. Public utilities were restored to full working order. Water shipments from Adriana resumed. Trading ships began stopping at Tatooine's spaceports again.

And the Hutts' presence created dozens of new jobs.

Less obviously, though, the Hutts also brought in a large number of their own employees—individuals whose exact duties were unclear, but who seemed to always travel heavily armed. Since the Hutts were also loaded down with money, no one complained much, even when the occasional violent incident claimed a local's life. As long as criminals were punished in some way—and the money kept flowing in—the native citizens of Tatooine learned to look the other way.

Mos Espa

Most of the original group of Hutts settled in the recently founded spaceport of Mos Espa, another settlement begun by Rodian refugees. The influx of money made the small city grow in leaps and bounds, and it soon became Tatooine's largest city—as well as its default capital. Commercial focus shifted away from Mos Eisley, which resumed its slow slide into corruption and crime. Mos Eisley became the port of choice for gun runners and spice smugglers.

Meanwhile, Mos Espa prospered. Though unknown (or studiously ignored) by the city's citizens, Hutt benefactors were actually the agents behind Tatooine's smuggling and drug industries. Mos Espa was held up as a model city, though much of the funding came from exploiting her sister cities.



Slavery

The economic boost the Hutts provided also made it easy for most of Tatooine to conveniently overlook the fact that the Hutts had brought something else along with their money: slaves. Slavery was already illegal in the Republic, but was perfectly legal in Hutt Space, so no one wanted to appear rude—or ungrateful—and point out this discrepancy to their benefactors. More importantly, most of Tatooine's residents had come to the Outer Rim to escape the restrictive laws of the Republic. So even if they did want to free the Hutts' slaves, the only way to do so was to accept full Republic government.

While Tatooine's people were waffling over their opinion on the advent of slavery on their world, the Hutts were subtly perpetuating the trade. After arriving on the desert world, the Hutts immediately began buying up loan contracts from all Tatooine's lending institutions. As a result, most of the moisture farmers on Tatooine suddenly owed them a great deal of money. Then, between the reinstatement of regular water shipments from Adriana, and the occasional unfortunate "accident" befalling vaporators, a large number of moisture farmers were forced to default on their loans.

Explaining one's financial woes to a loan officer is

one thing; explaining them to a Hutt is another. Faced with dozens of farmers unable to pay their debts, the Hutts abruptly became very unimaginative when it came to alternate methods of payment. "Indentured servitude" seemed to be the only idea that came to their minds. Within a few short months of the Hutts' arrival, a significant portion of Tatooine's populace found themselves fitted with tracking devices, facing a long, hard climb back to freedom.

Or so they hoped. Having little or no need for moisture farmers and miners, the Hutts turned most of their slaves into menial labor. The talented ones were given more important jobs, as cooks and house servants, and in a few exceptional cases as entertainers. What passes for "entertainment" to a Hutt, however, was often fatal at worst, and unsavory at best. Those citizens-turned-slaves tended to vanish from the public eye, and their former friends and family diligently forgot them.

Certainly not all Hutts were as cruel to their slaves as the infamous Jabba would one day be, but slavery was still a difficult pill to swallow for people who had come to Tatooine to live free. The Hutts did their utmost to distract the populace from the realities of slavery, moving the bulk of the slaves to a newly (and cheaply) constructed "slave quarter" of Mos Espa,

using implanted rather than external tracking devices, and selling many Tatooine-born slaves offworld.

In cities where a hundred random passersby could easily be of a hundred different species, it became easy not to notice how many of them weren't free.

Podracing

The Hutts further fostered public distraction from their shady activities by building a massive 100,000-seat Podracing arena between the Northern Dune Sea and the Xelric Draw, not far from Mos Espa. Podracing was already popular on the Outer Rim, and the new course was spectacularly dangerous, making for a further attraction. (For a full description of this track, see the chapter on Podracing.)

Podracers and fans came to Mos Espa in droves, bringing in even more money. They also brought gambling, which put even more money almost directly into the hands of the Hutts. What money the Hutts couldn't make from the offworld visitors legitimately or through betting, they made by hiring thugs to rob big winners before they could take their money offworld. Those unwise few who were too cheap to hire bodyguards found themselves paying in other ways.

The Next Sixty Years

The Hutts insinuated themselves so well into Tatooine life that they became a part of it. Slavery became an accepted, if unfortunate, institution. Crime was just another danger to be avoided, like womp rats or sandstorms. Poverty under the Hutts was really no different from poverty as an independent miner.

The desert world changed very little over the next six decades, with a few exceptional events.

Return of the Sandcrawlers

When the miners departed, they left behind their giant mobile refineries—the sandcrawlers—due to the prohibitive cost of shipping them somewhere more profitable. When the sandcrawlers vanished, many remembered the Jawas' keen interest and assumed they would start seeing sandcrawler parts turning up for sale.

No one expected to see sandcrawlers on the move again. The Jawas had not been so much interested in the resale value of the mobile refineries, but in their value as aids to scrap mining. The Jawas had always known about several large caches of scrap, but because of their limitations, and the remoteness of many of the finds, they were unable to bring back more than a few ronto-loads of materials.

Suddenly, though, the forgotten sandcrawlers made it possible for the Jawas to not only reach some of the more far-flung finds, but to bring most of them back. Soon, fleets of sandcrawlers lumbered over the Dune Sea, no longer seeking mineral deposits, but homing in

on the occasional promising glimmer of exposed metal under Tatooine's twin suns.

At first amused by Jawas operating their cast-off machinery, Tatooine's settlers came to look forward to the arrival of a sandcrawler with delight. Jawas brought with them all manner of goods for sale, from useful metal plating and droids to rare luxury items and artifacts from ancient shipwrecks.

In time, though, disgust mixed with delight. The villagers and moisture farmers who traded with the Jawas realized that their refurbished bargains were barely refurbished and rarely bargains. Many items were merely polished on the outside, and would malfunction just after the Jawas' sandcrawler had disappeared over the horizon. Worse, much of what the Jawas sold hadn't been so much "found" as stolen. To avoid bad relations with angry neighbors, those who bought from Jawas had to learn to question every item's provenance before paying its price.

Still, the Jawas offered a service many settlers had missed from their own homeworld—shopping—and, as with the Hutts, they learned to overlook the Jawas' less than scrupulous practices in their quest for a good buy.

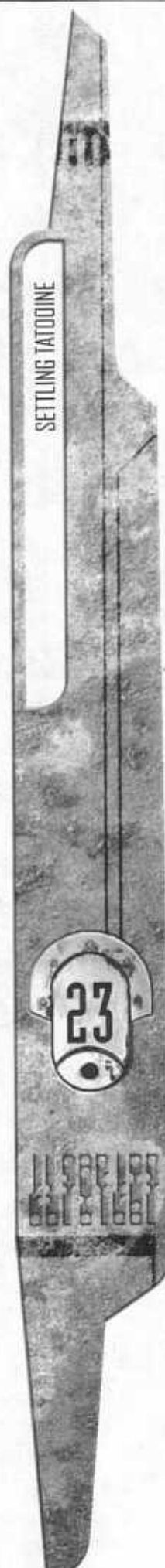
Jabba the Hutt

Soon after the appearance of the original Hutts on Tatooine, new Hutt clans began making their presence known. One of these was the Desilijic clan, represented by a spoiled, petulant bully of a youth named Jabba.

The Desilijic clan already had a small presence on Tatooine, but had done little to develop or exploit the desert world. Jabba was sent by his father to correct that oversight. In a very short time, he controlled a significant portion of Mos Espa's illegal activities and brought in tremendous amounts of money from the Podraces. Jabba had represented his family well.

Ironically, when Jabba came to Tatooine, the Desilijic family holdings on Tatooine consisted of an isolated structure at the edge of the Western Dune Sea: the B'omarr Monastery. It had fallen into Hutt hands because a particularly inquisitive pirate lord had decided to thoroughly investigate his new citadel, and guessed its secret. Sensing an opportunity to eliminate a rival crime cartel—the Desilijic—the pirate allowed himself to lose control of the monastery to Jabba's father, Zorba, in a Podracing gamble. Vowing "revenge," the pirate lord departed Tatooine, laughing all the way.

Of course, his plan never truly saw fruition. Zorba occupied the monastery just long enough to collect any loose treasure the pirate might have left, then returned to Nal Hutta. Eventually, he turned the edifice over to his son, who used the vast monastery only to impress his business associates and rivals. He was never there long enough for the B'omarr to gain the access to him that they needed to engineer Jabba's enlightenment.



Cities of Tatooine

"We forge this city in the heat of twin suns, in memory of our forefathers, in honor of our living clans, and in hope for our children yet unborn."

—Historic marker in Mos Espa (translated from Rodese)

This chapter describes life in the "civilized" portions of Tatooine. Specifically, the cities most prominent during the Old Republic, Rebellion, and New Jedi Order eras—Mos Espa, Mos Eisley, and Mos Entha, respectively—are discussed in some detail. Along the way, you'll find descriptions and statistics of some of the characters who make these cities their homes.

Living Conditions

Life in Tatooine's cities can best be described as "frontier metropolitan." They are bustling commerce centers, filled with hard-bitten, rugged individuals and covered with a generous amount of sand and dust.

Every business and home—even those in Mos Espa's Slave Quarter—includes a cooling unit, though the less money one has, the less reliable the unit is likely to be. Without a cooling unit, inhabitants of a building are subject to the same heat-related Fortitude saving throws as people traveling in the open (see Life on Tatooine).

Fee/Tax	Cost (Credits/Truguts)
Docking Berth (per day)	
Fine ship	55/5
Diminutive ship	220/20
Tiny ship	275/25
Small ship	550/50*
Medium-size ship	1100/100*
Large or greater	2500/—
Towing	
Fine ship	55/5
Diminutive ship	110/10
Tiny ship	220/20
Small ship	550/50*
Medium-size ship	825/75*
Battery recharge	220/20
Droid rental	
Astromech droid	220/20
Repair droid	110/10
Power droid	55/5
Pit droid	22/2
Labor droid	11/1
Passenger tax (per passenger)	22/2
Security check (per check/day)	11/1

* Tatooine's customs officials in the Old Republic era will not accept Republic credits for fees this large, except in special cases.

Most homes do not have the more expensive misting units, however. Water is at a premium, though more easily available here than in the depths of the Dune Sea. Enough pure water to sufficiently hydrate a Medium-size being for a day costs as much as a good meal: 50 Republic credits or, in Huttese currency, 5 truguts. Most locals supplement their water intake with locally available fruit juices and imported beverages. Those buildings with misters confer a +4 equipment bonus on Constitution checks to overcome thirst (see Starvation and Thirst in Chapter 12 of the *Star Wars Roleplaying Game*).

With so much animal traffic passing through Tatooine's cities, sanitation is an ongoing concern. But thanks to the city governments' small armies of street-cleaner droids—consisting of a variety of droid types reprogrammed for sanitation work—it isn't a problem. Additionally, fully functional waterless sewer systems under the major cities process waste and recycle it for use as fertilizer.

Several small colonies of harmless vermin inhabit the sewers, where they are periodically hunted by desperate—or enterprising—citizens. They are not particularly dangerous, and some species even find them tasty, with the right sauces. (Street vendors frequently sell cooked gorgs—amphibian creatures that are ostensibly grown in culture pools, but more likely come from the sewers.)

City Access

Despite centuries of Tusken Raiders and warring Hutt, cities on Tatooine do not have walls. There are no city gates. One simply walks into town, and the dust underfoot is suddenly called "street" instead of "desert." No guard issues a challenge or urges those traveling in vehicles to reduce their speed for the safety of pedestrians.

Landing a starship is only slightly more complicated, provided the ship is not bearing cargo. If the crew or passengers don't mind walking, landing outside the city limits is always permissible, and costs nothing—but between Jawas, Sand People, and Tatooine's large predators, leaving a ship unattended in the desert has its own risks.

Docking Bays

Landing inside city limits, on the other hand, means using a docking bay. Although Tatooine may not have the latest ship-handling equipment in every docking bay, it is more than capable of handling the needs of most visiting ships. Some of the equipment is centuries old, but still serviceable enough to handle ships that frequent the Outer Rim—even though more sophisticated visitors see the docking bays as hot, dirty, and vermin infested.

The standard docking bay is large enough to accommodate a Small spaceship, and the larger cities even have berths big enough for Medium-size ships. Larger vessels must land outside town or wait in orbit while being loaded or unloaded via shuttles (for a price, of course). In the New Jedi Order era, Mos Entha's "fully modern" spaceport hubs are built to allow vessels of up to Huge size (assuming they are atmosphere-capable).

Every docking bay is necessarily open to the sky, which often lets in a lot of sand. The docking bay floors are all reinforced to handle cargo-laden ships, and each docking bay has a large cargo door to allow easy loading and unloading. Ship captains are not given the passcode to the door until they have provided proof of a valid merchant's permit (even if they just need the larger door to bring in parts for their ship—an "oversight" in the commerce laws). Another smaller door allows crew and passengers to come and go in the city, and the passcode for this door is provided free of charge. "They must be able to go into the city to spend their money," goes an old Hutt aphorism, "and get back to their ships to fetch the rest."

Using a docking bay entails the payment of several fees, all aimed at milking as much money from offworld visitors as possible. The fees are negotiable, fortunately. With a successful opposed Diplomacy check against the Customs Official (see below), the ship's crew receives a 5% discount off the "official" fee, to a maximum of 25%.

Separate checks may be made for each individual fee, if desired, but each additional attempt incurs a cumulative -2 penalty. Tatooine customs officers get a bit testy when spacers want to buck the system!

The fees for various docking services are listed in Republic or Imperial credits, and Huttese truguts on page 24. (Hutt currency was no longer officially used from the Rebellion era on). In the Old Republic era, there is a 10% handling fee for Republic currency—when the customs officer will take it at all.

Most of these services are self-explanatory. The fee for a battery recharge (in case a ship's internal power has been depleted) covers a technician connecting a power droid to the ship's batteries. Smart ship captains will simply rent the power droid and do it themselves.

The passenger tax applies to noncrewmembers aboard a ship. This Hutt innovation gets a cut of some of the cost of passage paid by the passengers to the ship captain. The practice has carried on through the decades, even after the Empire—and later the New Republic—claimed control of Tatooine.

The "security check" consists of the customs officer dropping by the docking bay to ensure that the bay doors are locked and the ship is still present. If something is

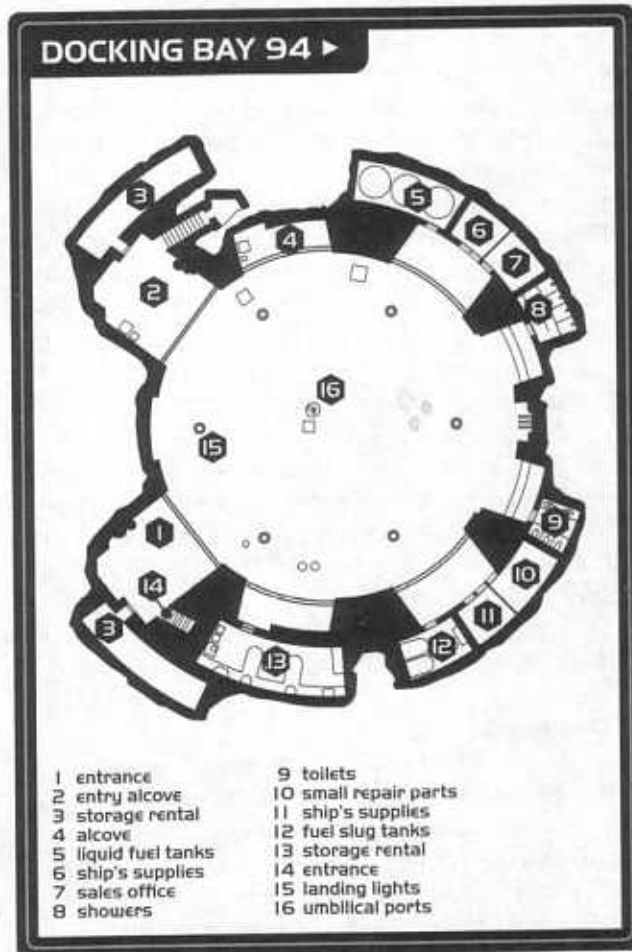
amiss, the customs officer merely reports it to the ship's captain or crewmembers, but doesn't take any particular action to apprehend any unauthorized visitors. (The customs officer may actually accept a bribe from intruders to look the other way!) Paying the fee is more like insurance than anything else. Those who choose not to pay risk the customs officer reporting the lack of security precautions to thieves or pirates, for a "finder's fee."

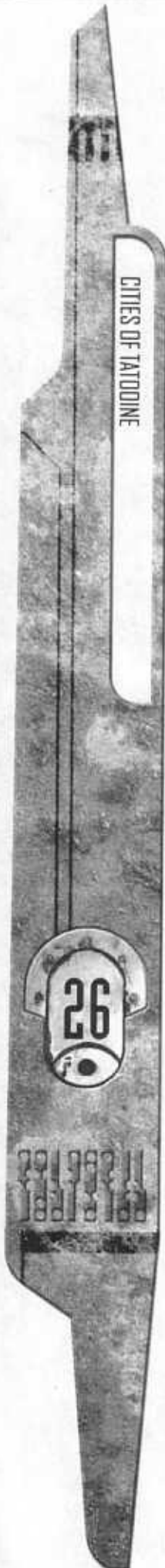
Customs

The single largest problem facing most merchant ships visiting Tatooine is the mandatory customs inspection. With the power to impose fines that, cumulatively, can cost more than the ship being inspected, customs officials are universally feared and despised—even by captains whose ships aren't carrying contraband.

On Tatooine, ships smuggling illicit goods often fare better than those carrying legitimate cargoes. The Hutts or other Tatooine-based crime lords are usually behind such shipments, ensuring that the inspection consists of nothing more than a cursory glance at the ship's registration number.

The standard Tatooine customs inspection includes the official first checking registration and licenses (Computer Use check, DC 5 for a legitimate





ship and crew). The official then boards the ship to check the traveling papers of all passengers and crew. An opposed Forgery check may apply if someone on the ship is trying to conceal his or her identity or origin.

This also gives the customs official a chance to look for anything unusual—cabins full of plague victims or combat droids, for example. Assuming the officer finds nothing amiss with the ship, crew, or passengers, he then moves on to any cargo, comparing the manifest with what's actually in the hold. Unless the crew is behaving particularly strangely, or the manifest is suspect, the customs official usually makes one Search check, inspecting the most suspicious piece of cargo. If nothing looks out of place, the official frequently only counts the number of containers. On the other hand, if the entire cargo is being offloaded, the customs official must inspect each and every container. (This calls for a separate Search check for each—the Gamemaster only needs to check for any that actually hold items the heroes wish to hide.)

Anything that the customs official finds out of place must be reported. In Mos Espa, a sufficient bribe usually clears up any "misunderstandings." The specific amount of a fine takes into account the nature and severity of the infraction, but is ultimately equal to twice what the customs official wants as a bribe to look the other way. The average bribe runs from 50–100 credits, with the fine thus ranging from 100–200 credits. Customs officials are one of the few "businesses" on Tatooine that accept any form of currency.

Generic Customs Official: Male or female any species
Diplomat 1/Expert 2; Init +0; Defence 10; Spd 10 m;
VP/WP -/10; Atk +1 melee (1d3, punch) or +1 ranged
(3d4, hold-out blaster); SV Fort +0, Ref +0, Will +6;
SZ M; FP 0; DSP 0; Rep 0; Str 9, Dex 10, Con 10, Int
13, Wis 13, Cha 11; Challenge Code: A.

Equipment: Hold-out blaster pistol, datapad, protocol droid, uniform.

Skills: Appraise +5, Computer Use +4, Diplomacy +5, Forgery +4, Gather Information +4, Knowledge (customs laws) +8, Read/Write Basic, Read/Write Huttese, Search +6, Sense Motive +6, Speak Basic, Speak Huttese.

Feats: Sharp-Eyed, Skill Emphasis (Knowledge [customs laws]), Weapon Group Proficiency (simple weapons).

Commerce

Those who wish to do business anywhere on Tatooine require a merchant's license, but this practice drops off sharply during the Rebellion era. Licenses are conveniently sold by customs officials for 1,000 credits (100 truguts). Temporary permits are available for 250 credits (25 truguts). The temporary permit must

be renewed every month, while the license is good for one Tatooine year.

Either type of license is only necessary for selling unsolicited goods on Tatooine. Prepaid cargoes are exempt, and of course goods may be purchased without any particular licenses. Indeed, that is one of the factors that brings business to the desert world. For example, many worlds require expensive and difficult-to-obtain permits to buy weapons and pharmaceuticals, both of which are available at street vendor stalls in nearly every Tatooine city.

Goods and Services

Spacers arriving on Tatooine who only wish to make purchases find that the major cities are all one vast bazaar, where nearly everything can be found. Locating the right stall or storefront may take some time, but local merchants are generally pretty helpful, especially when the customer is looking for something the merchant doesn't himself provide. (Good will between dealers can go a long way during a haggling session.)

In addition to the usual sale items (those found in the *Star Wars Roleplaying Game*), Tatooine's cities offer a wide range of illegal goods and services. Prices for legal items tend to be about 5–20% lower (1d4×5) than elsewhere, while illegal items sell for 50–100% more (1d6×10+40). Although the prices for illegal items might seem high to those who know of other dealers, the fact that such items are sold openly on Tatooine (during the Old Republic era, anyway) removes a lot of the risk factor involved with making buys in more tightly policed systems. During the Rebellion and New Jedi Order eras, though, finding illicit goods usually requires a Gather Information check (DC 10).

Among the higher-priced goods and services available on Tatooine are: starship and vehicle sales, parts, and service; weapons; illicit drugs; combat droids; "exotic" entertainment; gambling; thugs, contract killers, and bounty hunters; protection; information; and, of course, water. During the Old Republic era, slaves are also available.

Note many of these commodities are extremely illegal in more rigidly controlled Republic space. While purchasing them on Tatooine may be easier, transporting them elsewhere can be problematic.

Law and Order

When the police of Tatooine's cities react to a crime in progress, they generally arrive in a force of three: two officers to arrest the offender, and one to watch their backs. The police rarely pursue a criminal who flees the scene, however; their main duty is to minimize the damage to the city's commerce.

The police are well paid, but not so well that they feel motivated to risk their lives—or retire. As a result, nearly all them are corrupt, taking bribes to allow Class Two or Class Three perpetrators to go unnoticed, or to “shoot high” when they are forced to act. As with customs officers, bribes generally cost half of the customary fine (for Class Three infractions) or, in the case of Class Two infractions, upwards of 10,000 credits.

This is not to say that Tatooine’s police officers go out of their way to find infractions (and thus line their pockets). The police know that pushing the populace too hard will only get them shot in the back. Instead, they tend to patrol in covered landspeeders, except during the midday swelter, when they usually stop in the nearest cantina for lunch and a cold beverage.

Police Officer: Male or female any species Thug 2; Init +0; Defence 14 (+4 armor); Spd 10 m; VP/WP -/13; Atk +3 melee (1d3+1, punch) or +3 melee (2d4+1, baton) or +2 ranged (3d8, heavy blaster pistol); SV Fort +3, Ref +0, Will +0; SZ M; FP 0; DSP 2; Rep 1; Str 12, Dex 11, Con 13, Int 10, Wis 9, Cha 12; Challenge Code: B.

Equipment: Heavy blaster pistol, baton, blast helmet/vest.

Skills: Intimidate +5, Knowledge (Mos Espa) +4, Read/Write Basic, Speak Basic, Speak Huttese.

Feats: Armor Proficiency (light), Weapon Group Proficiency (simple weapons, blaster pistols).

The Criminal Element

The Republic concept of “criminal” does not translate well to Huttese, since it often describes the Hutts themselves. Many traditional criminal pursuits are seen as “professions” in the Hutt way of thinking. This mentality pervades Tatooine as well, even after the Hutts have all but disappeared from the planet.

Visitors are noticed almost immediately upon entering the city and sized up for potential yield, resistance, and carelessness. Those who openly display their wealth, but appear to take no steps to guard it, make the best targets, while those who appear alert and capable just require a more devious approach. When potential targets let their guard down, they can expect a visit from a con artist, thief, or thug (see the *Star Wars Roleplaying Game* for statistics).

Those who don’t pursue their malefactors or otherwise resist can expect to get through the incident without violence. Tatooine’s criminals pride themselves on outmaneuvering their targets rather than overcoming them. Significant resistance usually results in the criminals withdrawing in favor of less troublesome prey.

Of course, not every visitor to Tatooine is robbed—it’s bad for tourism. Those who stick to the main streets are fairly safe, and even the back streets are not so dangerous

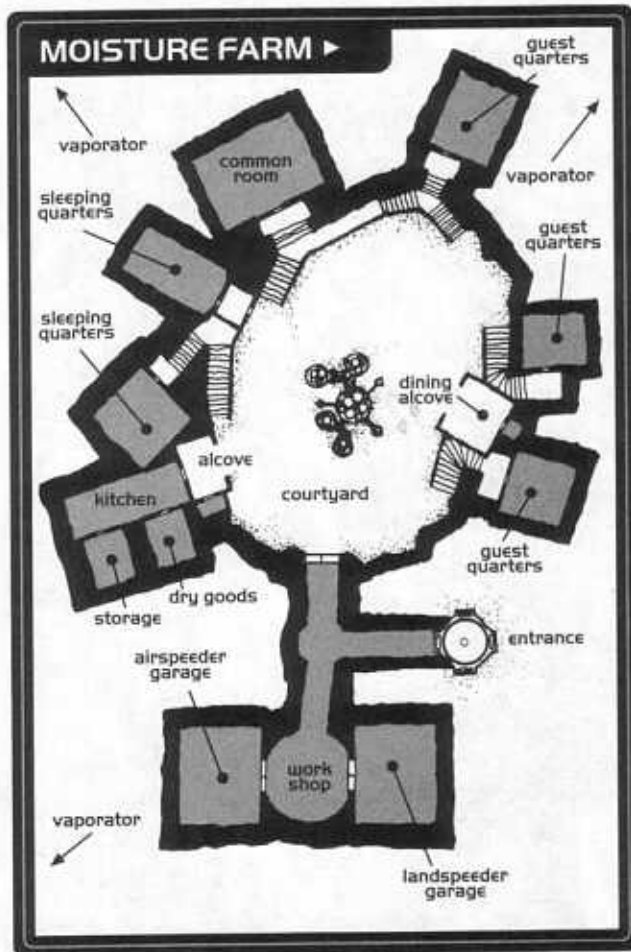


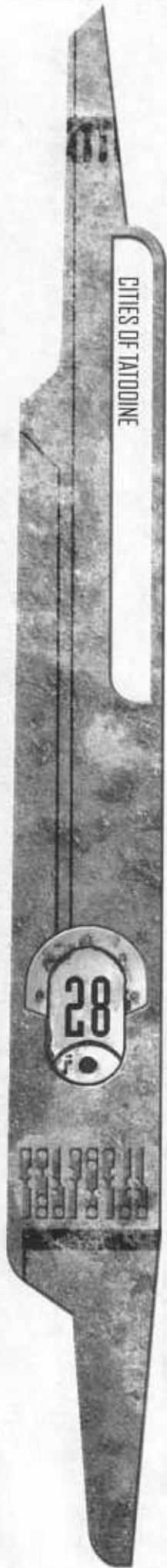
VAPORATORS

Vaporators draw moisture from the air and collect it in one place—a receptacle inside the machine itself. Because of the way they work, vaporators cannot be placed too closely to one another without degrading each machine’s performance. The optimal distance is a kilometer or more.

In a day’s time, a vaporator draws enough water to meet the hydration needs of 0 to 3 (1d4 -1) Medium-size creatures. Getting at that water without the proper code requires a Disable Device check (DC 15). For the less mechanically inclined, inflicting 15 points of damage will open the receptacle compartment. Inflicting 25 or more points of damage destroys the receptacle, spilling the water (leaving only 1d4 -3 portions of water).

provided visitors travel in groups. The general attitude of the criminal element is that those who venture alone off main streets are asking to be robbed, and those who put up a fight are asking to be hurt. Offworld travel brochures frequently warn travelers not to visit unfamiliar cantinas on Tatooine, but even there, a few precautions and a live-and-let-live attitude lets one get away more or less intact.





It is important to note that crime is just another business on Tatooine, and thieves and burglars pay a certain amount of "tribute" to various crime lords in order to practice their trade unmolested. In the Old Republic era, for example, the relationship between the Hutts and the police is such that the criminals caught by the police are almost always those who have not kept up their payments.

Moisture Farms

Although water is regularly imported to Tatooine, it is prohibitively expensive for all but a select few. Consequently, the vaporator is a common sight in many Tatooine homes and businesses. And, as with any venture that produces something that many people need, an industry revolving around vaporators arose: moisture farms.

Few people come to Tatooine with the intent of being moisture farmers. Vaporators are expensive and require daily maintenance. Furthermore, they attract the attention of both Jawas and Sand People. Jawas try to scavenge water or loose parts, but are easily foiled by simple locks.

Sand People frequently break into isolated vaporators for the water receptacle inside, but far more often destroy the machines altogether. Moisture farmers, when they bother to attribute this behavior to something other than "Tusken Raider hostility," believe that the Sand People simply hate machines.



While this is partly true, Human misunderstanding of the complete situation means that moisture farmers and Sand People will continue to clash well into the foreseeable future.

Transportation

Like all other technology on Tatooine, transportation is a few decades behind the galactic curve. Most vehicles in use by Tatooine's nonindigenous inhabitants are older models, with plenty of dents, dings, and scratches, and a considerable layer of dust.

Sail Barges

Massive repulsorlift vehicles, sail barges are luxury vehicles used for pleasure trips and tourist jaunts. Because these slow-moving hulks have such low flight ceilings, they're considered impractical for any other purpose. They are popular on Tatooine, however, because they can carry huge cargoes without getting stuck in the sand. Most sport massive sails and are covered with gaudy ornamentation. When Jabba the Hutt took his court to the Pit of Carkoon in Episode VI: *Return of the Jedi*, they traveled aboard a modified Ubrikkian Luxury sail barge.

Sail Barge

Craft: Ubrikkian Luxury Sail Barge; Class: Ground (Speeder); Cost: 285,000 (new), 150,000 (used); Size: Colossal (30 m); Crew: Normal +2 (2 pilots, 2 engineers, 1 officer); Passengers: 500; Cargo Capacity: 2,000 metric tons; Speed: 35 m (max. speed 100 km/h); Altitude: up to 10 meters; Defense: 8 (-8 size, +6 armor); Hull Points: 80; DR: 10.

Weapons: Heavy blaster cannon; Fire Arc: All; Attack Bonus: -2 (-8 size, +6 fire control); Damage: 4d8; Range: 50 m.

Skiffs

Skiffs are repulsor vehicles used to move cargo and serve as low-speed, low-altitude transports. Often, skiffs are operated by labor droids. The most popular line of cargo skiffs is the Ubrikkian SuperHaul series. Jabba the Hutt owned a number of SuperHaul Model II skiffs, as seen in Episode VI: *Return of the Jedi*.

Cargo Skiff

Craft: Ubrikkian Bantha Model II; Class: Ground (Speeder); Cost: 25,000 (new), 15,500 (used); Size: Huge (9.5 m); Crew: +0 (1 pilot); Passengers: 20 or cargo; Cargo Capacity: 120 metric tons; Speed: 70 m (max. speed 200 km/h); Altitude: up to 20 meters; Defense: 10* (-2 size, +2 armor); Hull Points: 20; DR: 5.

Weapons: None.

* A cargo skiff provides one-quarter cover to its passengers.



Skyhoppers

Skyhoppers are high-speed aircraft frequently used by planetary militias and police forces. Tatooine's major cities periodically purchase them for use as patrol craft. They are also popular with planetary smugglers and hotshot racing pilots. Civilian models are sold without the laser cannons, and 2,500 credits cheaper. (The weapon mount remains, however, allowing civilian owners to install whatever light vehicle weaponry they desire.)

Skyhopper

Craft: Incom T-16 Skyhopper; **Class:** Air (Speeder); **Cost:** 14,500 (new), 6,500 (used); **Size:** Huge (5.2 m); **Crew:** +0 (1 pilot); **Passengers:** none; **Cargo Capacity:** 25 kilograms; **Speed:** 350 m (max. speed 1,175 km/h); **Altitude:** up to 290 kilometers; **Defense:** 12* (-2 size, +4 armor); **Hull Points:** 17; **DR:** 5.

Weapons: Double laser cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +0 (-2 size, +2 fire control); **Damage:** 4d8; **Range:** 200 m.

* A T-16 skyhopper provides three-quarters cover for attacks.

Landspeeders

Tatooine sees a wide variety of landspeeders, from the fast, sporty models popular with hotshot pilots to larger, "luxury" models owned by the rich. A common

family landspeeder is the SoroSuub V-35 Courier, popular because of its enclosed passenger compartment (although the driver's seat is open). Couriers in use on Tatooine require regular maintenance, however; the repulsor generator and the air intakes clog easily in Tatooine's dusty environment.

Family Landspeeder

Craft: SoroSuub V-35 Courier; **Class:** Ground (Speeder); **Cost:** 6,500 (new), 1,500 (used); **Size:** Large (3.8 m); **Crew:** +0 (1 pilot); **Passengers:** 2; **Cargo Capacity:** 120 kilograms; **Speed:** 40 m (max. speed 105 km/h); **Altitude:** up to 1.5 meters; **Defense:** 11* (-1 size, +2 armor); **Hull Points:** 18; **DR:** 5.

Weapons: None.

* An enclosed landspeeder provides full cover to passengers for attacks from the rear, or one-half cover for attacks from the front. The driver receives one-half cover for all attacks.

Podracers

Podracers are large turbothrust engines attached by thin cables to a small control cockpit. They are used throughout the galaxy for the sport of high-speed Podracing—but most of them have been heavily modified from their original factory condition. Anakin Skywalker's Podracer is a heavily modified Radon-Ulzer 620C. Sebulba's Podracer is a Collor Pondrat Plug-F Mammoth (with Split-X ram intakes). Boles Roor's is a Bin Gassi *Quadrijet*, with almost no modifications.

Anakin Skywalker's Podracer

Craft: Radon-Ulzer 620C; **Class:** Ground (Speeder); **Cost:** 8,000 (new), 6,000 (used); **Size:** Huge (7 m); **Crew:** Varies (1 pilot); **Passengers:** none; **Cargo Capacity:** 5 kilograms; **Speed:** 160 m (max. speed 945 km/h); **Altitude:** up to 105 meters; **Defense:** 10* (-2 size, +2 armor); **Hull Points:** 20; **DR:** none.

Weapons: None.

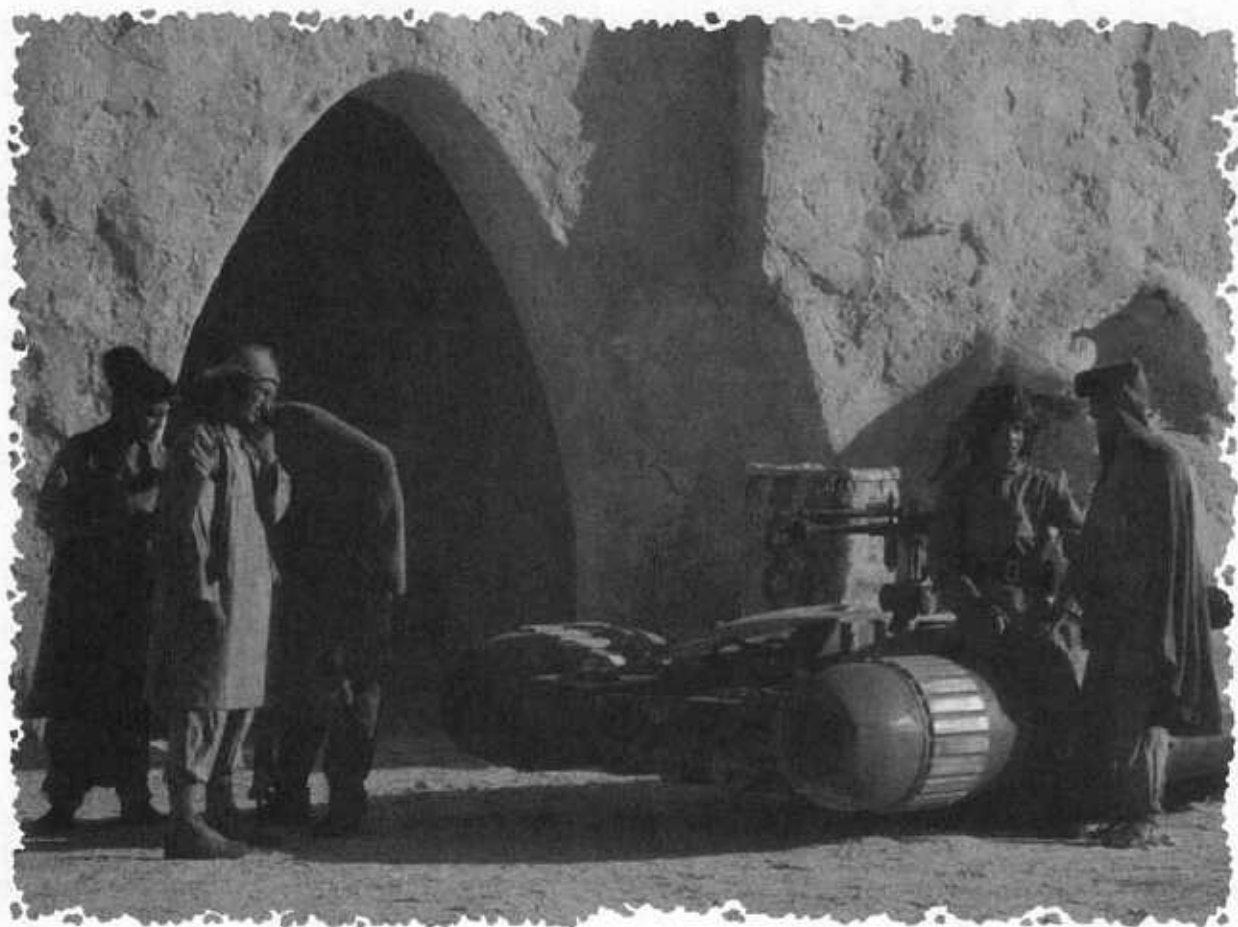
* A Podracer provides one-half cover to its pilot.

Sebulba's Podracer

Craft: Collor Pondrat Plug-F Mammoth, Split X; **Class:** Ground (Speeder); **Cost:** 18,000 (new), 14,000 (used); **Size:** Huge (7.5 m); **Crew:** Varies (1 pilot); **Passengers:** none; **Cargo Capacity:** 5 kilograms; **Speed:** 105 m (max. speed 825 km/h); **Altitude:** up to 85 meters; **Defense:** 12* (-2 size, +4 armor); **Hull Points:** 36; **DR:** none.

Weapons: Flame Jet; **Fire Arc:** Side; **Attack Bonus:** +0 (-2 size, +2 fire control); **Damage:** 3d6; **Range:** 5 m.

* A Podracer provides one-half cover to its pilot.



Boles Roor's Podracer

Craft: Bin Gassi *Quadrijet*; Class: Ground (Speeder); Cost: 16,500 (new), 11,500 (used); Size: Huge (9.25 meters); Crew: Varies (1 pilot); Passengers: none; Cargo Capacity: 5 kilograms; Speed: 120 m (max. speed 781 km/h); Altitude: up to 80 meters; Defense: 11* (-2 size, +3 armor); Hull Points: 15; DR: none. Weapons: None

* A Podracer provides one-half cover to its pilot.

Swoops

Swoops are high-performance racing vehicles, frequently adapted for military courier and scouting applications but more often piloted by pirates, criminals, and, most commonly, speed enthusiasts. Swoops consist essentially of powerful turbothrust engines, repulsorlifts, controls, seats, a seat belt, and nothing else. Pilots often must wear sealed flight suits to handle inertial stress and the low-oxygen altitudes that swoops are capable of reaching. Military and illegal models frequently include weaponry equivalent to blaster rifles.

Swoop

Craft: Mobquet Flare-S Swoop; Class: Air (Speeder); Cost: 6,500 (new), 2,000 (used); Size: Large (2.5 m); Crew: +0 (1 pilot); Passengers: none; Cargo Capacity: 2 kilograms; Speed: 105 m (max. speed 650 km/h);

Altitude: up to 350 meters; Defense: 10* (-1 size, +1 armor); Hull Points: 13; DR: 0.

Weapons: None.

* A swoop provides one-quarter cover for attacks.

The Rise of the Empire Era

Between the arrival of Jabba the Hutt and the rise of the Empire, Tatooine enjoyed a period of relative prosperity—for the Hutts, anyway. The slave trade was in full swing, and Podracing was nearing its zenith with the construction of the Grand Arena near Mos Espa. The Sand People were relatively quiet, and the only battles fought over the desert world were between pirates, smugglers, and the occasional aspiring crime lord.

Although nominally a part of the Republic, Tatooine was firmly in the grip of the Hutts. Not even the occasional visit from Republic patrol ships could loosen their hold. Always accustomed to bribing and extorting Republic officials who bothered to visit Tatooine, the Hutts actually found life somewhat easier for the two decades prior to the establishment of Imperial rule. The Hutts' best guess was that someone located close to the Republic Senate was diverting attention away from Tatooine for some unknown reason. But as long as they continued acquiring

wealth, power, and prestige, the Hutts of Tatooine were happy to let the rest of the galaxy resolve its own troubles.

This was precisely the atmosphere of shortsighted self-interest that prevailed on Tatooine the year that young Anakin Skywalker won the Boonta Eve Classic Podrace.

Mos Espa

Mos Espa is Tatooine's capital by default. It is Tatooine's largest city, winding through the Xelric Draw at the edge of the Dune Sea like some great dusty serpent. The major thoroughfare, Mos Espa Way, twists and turns throughout the length of the town, and the street's entire length is devoted to the tourist trade.

The entertainment district offers a wide range of mundane and illicit pursuits, while the merchant district presents a never-ending variety of shops and stalls selling everything from chilled drinks to starship fuel. Both of these districts front on Mos Espa Way, where tourist traffic—and therefore commerce—is heaviest.

Farther back from the main street are the residential districts and, on the very outskirts of the city, the Slave Quarter. Sprinkled throughout Mos Espa are docking bays for visiting ships, located conveniently close to secondhand ship parts shops—and cantinas.

Who's In Charge

In the Old Republic era, Tatooine is ruled by a group of five Hutts, each one representing an influential Hutt clan: the Besadii, the Nasirii, the Faljozic, the Jahibakti, and the Desilijic. Each constantly jockey for position and power on Tatooine, engaging in endless plots to improve their own lot—generally by doing away with the other Hutts. Of these, the Besadii, represented by Gardulla, have been on Tatooine the longest, with the Faljozic being the most recent arrival.

The recognized "first clan" on Tatooine during this era is the Desilijic, represented by the infamous Jabba Desilijic Tiure—Jabba the Hutt. While the Desilijic have had interests on Tatooine almost since the beginning of Hutt control, Jabba himself didn't arrive until more than a century later. Despite being a relative newcomer, Jabba has brought honor to the Desilijic name—at least, by Hutt standards—by seizing control of much of Tatooine's entertainment and gambling as well as significant portions of the arms and slave trade.

Although the five clans would each prefer to have exclusive domain over Tatooine, they all agree that the desert world's illicit trades and industries must never fall into nonHutt hands. Between them, they control all moneymaking aspects of Tatooine life. The



REPUBLIC CREDITS AND HUTT CURRENCY

In order to make even more profit, the Hutts have imposed a currency system based on their Hutt trugut, rather than adapting the Republic datary. Although they have plenty of fiscal reasons explaining their decision, the truth is that they offer a miserable exchange rate from credits to truguts, then redeem the credits in some other system that does honor Republic currency.

Most businesses accept only Hutt money, their owners not being equipped (or in some cases, intelligent enough) to make the conversion. Republic credits can be exchanged for Hutt currency at the customs office. In converting back to credits, the Hutts impose a 25% exchange fee—further making a profit from visitors to Tatooine. Even so, those leaving Tatooine are wise to pay the fee. Hutt currency is worth nothing except on a Hutt-controlled world.

This practice lasts until the arrival of the Empire. Like all other planets in the Empire, Tatooine is forced to accept Imperial credits as the default currency, and Hutt money becomes worthless except in Hutt Space.

The currency exchange rates—from Republic dataries (credits), to Hutt peggats, truguts, and wupiupi, are given below:

Currency Exchange Values

	Dataries	Peggats	Truguts	Wupiupi
Datary	1.0	0.025	0.1	1.6
Peggat	40.0	1.0	4.0	64.0
Trugut	10.0	0.25	1.0	16.0
Wupiupi	0.625	0.0156	0.0625	1.0

Besadii share control of arms and slavery with the Faljozic, who also have undisputed control of shipping. The Nasirii operate nearly all Tatooine's pleasure dens, and the Jahibakti own fifty percent of the planet's lucrative water utilities. The remainder is split among the other four Hutts.

Each of the Hutts on Tatooine is trying to edge out the others, to one degree or another. Unfortunately for the rest, Jabba is much more focused on his scheming than he pretends to be. Unless something changes radically in the near future, he will attain his goal much sooner than the others suspect.

Laws and Ordinances

Despite a fairly lawless appearance, Mos Espa does employ a full staff of law enforcement personnel, from police officers to judges. Of course, all are employed by the Hutts, meaning that their primary duty is to ensure that commerce flows smoothly. Thus, while Mos Espa has laws, most have a distinctly Huttese flavor. Some sample Mos Espa laws, and the penalties for breaking them, are listed here.

CITIES OF TATTOINE

32

MOS ESPA ▶

0 100 200 300 400 500

SCALE IN METERS

LEGEND

- D docking bay
- 1 mos espa way
- 2 watto's junk shop
- 3 slave quarters
- 4 jabba's city house
- 5 gardulla's palace



Sample Class One Infractions

Conspiracy or treason against the Hutts.
Causing the death of a Hutt or Hutt-appointed representative.
Class Two infraction (second offense).
Class Three infraction (third offense).

Penalty: Execution, seizure of assets, enslavement of offender's relatives.

Sample Class Two Infractions

Murder or manslaughter of a free citizen.
Inability or refusal to pay debts (trade or gambling) or fees.
Aiding and abetting a known criminal.
Theft from a Hutt.
Theft of a cargo freighter.
Theft of water (in excess of 2 liters).
Class Three Infraction (second offense).

Penalty: Enslavement, seizure of all assets.

Sample Class Three Infractions

Importing dangerous goods to Tatooine.
Operating a business without a valid license.
Fraudulent business dealings.
Theft/robbery/burglary.
Murder or manslaughter of another citizen's slave.
Assault on a citizen.
Reckless endangerment (including, but not limited to, lengthy exchanges of blaster fire, destruction of property, and operating heavy equipment while under the influence of alcohol or drugs).
Theft of water (up to 2 liters).
Lack of proper identification (rarely enforced).

Penalty: Fine of 10–1,000 truguts, depending on the severity of the crime.

Jabba's City Home

When Jabba originally took possession of his father's grand palace on the edge of the Western Dune Sea, he stayed long enough to give instructions to

his hired architects concerning modifications and refurbishing. He then moved his entire operation to a sizable home in Mos Espa—where, as Jabba put it, “the action is.” From there, he could keep tabs on his smuggling operations, oversee the construction of the Podracing arena, and generally enjoy the kind of nightlife that only a crime lord's money can buy.

Jabba keeps a considerable number of guards at his Mos Espa home, as well as a handful of lieutenants and the usual crowd of hangers-on. He also boasts a large number of slaves, from cooks to musicians and dancers. Though the building is somewhat smaller than the Mos Espa palace of his rival, Gardulla the Hutt, he fills it to the brim with ostentatious displays of his wealth and power.

Jabba the Hutt

Jabba is the sluglike crime lord of Tatooine, as well as an important figure in the Outer Rim underworld. His criminal empire covers all of Tatooine and extends in one form or another as far as Nal Hutta, the Hutt homeworld. Variousy feared, despised, respected, and admired, Jabba rules his world from the comfort of a repulsor sled, all the picture of an indolent worm. Inwardly, his keen criminal mind is constantly plotting, counterplotting, and dreaming of the tortures he will inflict upon his enemies—and the meals he will eat to celebrate their defeats.

Born Jabba Desilijic Tiure, Jabba was schooled in “the art of crime” by his father, the notorious Hutt crime lord Zorba. Jabba learned gambling, smuggling, slavery, bribery, contraband, and racketeering so well that Zorba eventually turned over to his young son one of his holdings: a converted monastery on the desert world Tatooine. Zorba invited his son to make a name for himself among the scum of Mos Espa—or be destroyed by the other Hutts currently vying for control of Tatooine. Jabba accepted the challenge, and within a few years controlled all the crime and gambling of Mos Espa, including the highly profitable betting on the local Podracing circuit. Jabba made his father proud.

Jabba did not content himself with one city, however. He quickly seized nearby Mos Entha, then Mos Taika. With control over two of the world's three largest spaceports, Jabba was slowly gaining dominion over Tatooine's smuggling concerns, radically reducing the influence of two of the other four Hutts on the planet. To draw attention away from his acquisition of power, Jabba graciously surrendered control of Mos Espa's slave trade to his onetime rival Gardulla—just in time for the Republic to finally enforce its antislavery laws on the last few Outer Rim worlds that still allowed the industry. Gardulla was ruined, and Jabba was that much closer to controlling Tatooine.



INSPIRE FEAR

Beginning at 3rd level, a crime lord's infamy and reputation reach a level that anyone of the same character level or lower has trouble taking direct actions against the crime lord. This results in a penalty on any actions made to directly affect the crime lord, including attacks, skill checks in opposition to the crime lord, and Force-based skill uses. The penalty is -2 at 3rd level, -4 at 6th level, and -6 at 9th level.☺

While architects remodeled his monastery-turned-palace on the edge of the Dune Sea, Jabba temporarily relocated to a townhouse in Mos Eisley, "to be closer to the spaceport." In a short time, Jabba had a death grip on smuggling in the Tatooine system, which provided him with his first real opportunity to expand to the rest of the Outer Rim. Controlling shipping—both legal and illegal—allowed him to finish edging out the rest of his competition, and soon Jabba was the only Hutt with any power for a hundred light years.

During his "conquest" of Tatooine, Jabba met two beings who were to become lifelong companions. One was Salacious Crumb, a Kowakian monkey-lizard with a penchant for bizarre antics. Jabba kept the creature on the grounds that it had to amuse him at least once each day, but Jabba's other associates found Crumb unbearably annoying.

The other was Ephant Mon, a Chevin mercenary-turned-gunrunner. Of all the people in Jabba's life, Ephant Mon would be the only one Jabba could truly consider a friend. Jabba had saved Ephant's life several years earlier, earning the Chevin's unswerving loyalty. Ephant Mon's role in Jabba's organization became that of an informal "chief of security." The Chevin rooted out conspiracies against Jabba, uncovered spies, and foiled assassination attempts. (Ultimately, Ephant Mon earned Jabba's scorn because of his respect for the Jedi powers of Luke Skywalker — but that respect also enabled him to outlive Jabba.)

Jabba's organization also included several lieutenants, individuals who oversaw aspects of Jabba's empire without overtly threatening his control of it. The first was Naroon Cuthus, who was so efficient that Jabba ultimately had to eliminate him; he knew far too much to live. A pair of ambitious smugglers replaced Cuthus: Bidlo Kwerve, a Corellian, and Bib Fortuna, a Twi'lek. Jabba played them against each other to prevent either from becoming a threat to him, but Fortuna eventually got the upper hand. Kwerve received the dubious distinction of becoming the first being Jabba fed to his pet rancor. By the time of Jabba's death, Bib Fortuna was Jabba's majordomo—and chief aspirant to Jabba's position.

As a high-ranking (6th-level) crime lord, Jabba has access to two contacts—but because of Jabba's ruthless business practices, the precise identity of these contacts can change at a moment's notice. The GM should determine, based on exactly when her campaign is set, who Jabba's current criminal contacts are.

Jabba: Male Hutt Noble 3/Scoundrel 3/Crime Lord 6; Init -2; Defense 19 (-2 Dex, -1 size); Spd 2 m; VP/WP 70/16; Atk +7 melee (1d3, punch) or +5 ranged; SQ +6 on Will saves against mind-affecting Force powers,

always considered prone, better lucky than good, bonus class skill (Bluff) call in a favor, contacts (2), inspire confidence (+1), inspire fear (-4), illicit barter, minions, resource access; SV Fort +9, Ref +6, Will +11; SZ L; FP 5; DSP 6; Rep 10; Str 11, Dex 7, Con 16, Int 15, Wis 14, Cha 14; Challenge Code: F.

Equipment: Repulsor sled, *Khetanna* (sail barge), skiffs, landspeeders, palace, bodyguards, vast amounts of criminally acquired wealth.

Skills: Appraise +10, Bluff +16, Computer Use +7, Diplomacy +18, Gather Information +20, Intimidate +18, Knowledge (Hutts) +10, Knowledge (Nal Hutta) +8, Knowledge (organized crime) +20, Knowledge (Tatooine) +10, Profession (gambler) +10, Read/Write Basic, Read/Write Huttese, Sense Motive +11, Survival +6, Speak Basic, Speak Huttese.

Feats: Infamy, Persuasive, Skill Emphasis (Gather Information), Skill Emphasis (Knowledge [organized crime]), Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles).

Bib Fortuna

Bib Fortuna is Jabba the Hutt's conniving Twi'lek majordomo—and, if his plots reach fruition, Jabba's replacement as crime lord of Tatooine. Much of Fortuna's life in service to the Hutt has been aimed at bringing about exactly that end. By the time of Han Solo's rescue from Jabba's palace, the Twi'lek is poised to eliminate Jabba and seize his assets all in one fell swoop.

Fortuna's career began on his homeworld, Ryloth, where he smuggled ryll, an addictive drug popular in the Corporate Sector. When the ryll trade got out of hand—bringing slavery, drug wars, and mass chaos to Ryloth—the Twi'lek government arrested and tried Bib Fortuna, sentencing him to death. But Fortuna escaped, eventually making his way into Jabba's employ on the nearby planet Tatooine. Although Jabba had a reputation for punishing failure with grisly, painful death, the opportunistic Fortuna saw ways to exploit the Hutt's weaknesses and not only survive, but prosper. Entertaining dreams of ruling Ryloth the way Jabba ruled Tatooine, Fortuna threw himself into the role of sycophantic lieutenant, plotting all the while.

He began by teaming with a grubby Corellian smuggler, Bidlo Kwerve, to make spice runs to Kessel on Jabba's behalf. Quickly recognizing that capture by the authorities was just a matter of time, and knowing that his luck would one day run out, Fortuna petitioned Jabba for a slightly different role in his organization: slaver. Jabba agreed.

Promising vast profits and exotic gifts, Fortuna returned to Ryloth at the head of a fleet of slave ships. After sacking seven cities and filling his holds with Twi'lek slaves—and capturing the orphaned and injured

son of one of Ryloth's greatest families, Nat Secura—Fortuna had impressed Jabba enough to be brought into the Hutt's inner circle of advisors.

Recognizing that the other advisors were threats to his position, the Twi'lek eliminated the most dangerous—Naroon Cuthus and his own erstwhile partner, Bidlo Kwerve—by manipulating Jabba with carefully chosen words and truth-edged lies. Soon, Bib Fortuna was Jabba's constant companion, always whispering in the Hutt's ear, always playing the obsequious servant. When the Twi'lek wasn't actively advising Jabba, he was running the day-to-day operations of the Hutt's criminal empire. Still, Fortuna found time to nurture his own plots, while keeping tabs on the various other plots around him—always seeking ways to turn them to his own advantage.

Bib Fortuna's greatest opportunity also proved his downfall. He had begun negotiating with the B'omarr monks, the original inhabitants of Jabba's palace, who now dwelled in the lowest levels of the complex, where Jabba's people never went. For their aid in his schemes against the Hutt, Fortuna promised the monks the return of their monastery—after the Twi'lek had stripped it bare of Jabba's treasure, of course. The monks even placed the brain of the dying Nat Secura into one of their containment spheres at Fortuna's request, in hopes that he could one day find a more suitable Twi'lek body into which they could transplant Secura for Bib Fortuna's triumphant return to Ryloth.

But as Fortuna's plans came together, a new element entered the scene. Friends of Han Solo—who was imprisoned in carbonite in Jabba's throne room—attempted to rescue him. In doing so, they incurred the Hutt's wrath. Jabba planned to execute them, but they had prepared for such a contingency, and instead killed Jabba. This of course delighted Bib Fortuna, who had been preparing to assassinate Jabba himself anyway.

But when he returned to the palace to seize his prize, he discovered that the B'omarr monks had concealed their own plans from him. Bib Fortuna soon found himself a disembodied brain floating in a containment sphere amid the most enlightened minds of the B'omarr. He remained there for some time, still plotting, until the visit of an old ally, Firth Olan, provided him with a replacement body.

Bib Fortuna: Male Twi'lek Diplomat 5; Init +0; Defense 11; Spd 10 m; VP/WP -/12; Atk +2 melee (1d3, punch) or +2 melee (1d4, dagger) or +2 ranged; SV Fort +2, Ref +1, Will +6; SZ M; FP 0; DSP 6; Rep 5; Str 11, Dex 10, Con 12, Int 14, Wis 14, Cha 14; Challenge Code: D.

Equipment: Twi'lek dagger, poisons, desert robes.

Skills: Appraise +4, Bluff +10, Diplomacy +12,

Gather Information +10, Knowledge (streetwise) +8, Knowledge (Jabba's organization) +8, Knowledge (Ryloth) +6, Read/Write Basic, Read/Write Huttese, Read/Write Twi'lek, Sense Motive +8, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl.

Feats: Skill Emphasis (Bluff), Skill Emphasis (Gather Information), Weapon Group Proficiency (simple weapons).

Gardulla's Palace

Since the Besadii have been on Tatooine the longest, it is hardly surprising that their clan estate in Mos Espa is also the largest. An impressive, fortresslike edifice, the structure stands just off Mos Espa Way, like a monument to Hutt power and prestige.

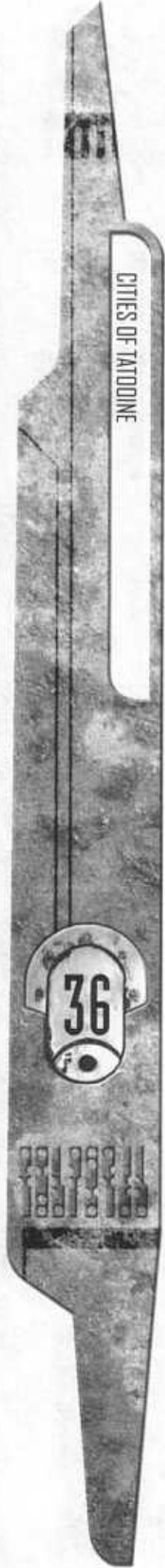
The Besadii representative on Tatooine during the Old Republic era—Gardulla—lives in the palace, surrounded by bodyguards and slaves, keeping her both protected and entertained year-round. Few assassins or rivals dare to attack her in the Besadii palace. The resemblance to a fortress is not coincidental, given that Gardulla controls roughly half of the arms trade on Tatooine. The structure is even rumored to be further protected by shield generators installed just under the roof, rendering orbital bombardments a pointless proposition.

Despite her wealth and the size of her home, Gardulla is perceived as being less important than Jabba. This is a calculated illusion on Jabba's part: Jabba's city home is small, so the inhabitants and treasures packed into it seem far more numerous than they really are. Gardulla's home is huge, and despite having a larger number of residents and valuables, it often appears largely empty.

Gardulla the Hutt

Among Jabba the Hutt's rivals on Tatooine is an influential Hutt named Gardulla. One hundred standard years older than Jabba, but every bit as powerful, Gardulla is a constant source of intrigue. Drawn to Gardulla's power and confidence, Jabba feels at once compelled to woo her and dominate her. Gardulla, of course, realizes the effect she has on Jabba. She is thoroughly disgusted by his childish need to please her or, failing that, to conquer her.

Like Jabba, Gardulla was born on Nal Hutta to an influential Hutt family, the Besadii, with a long history of illegal endeavors. Gardulla's family fared nowhere near as well as Jabba's in the criminal power struggles that periodically shook Nal Hutta. When things looked bad for her family, she was sent to distant Tatooine for her own protection. Gardulla was furious, both at being treated like a helpless child and being forced to endure Tatooine's harsh environment. Determined to prove to her family that she was made of stern enough



stuff to remain on Nal Hutta, she took her family's tiny criminal holdings in Mos Taike and rapidly expanded them into a fairly powerful kingdom of slaves, contraband, and protection rackets.

But Gardulla's plan backfired. Although her family was impressed enough to admit that she would be safe on Nal Hutta after all, they had learned that the Desilijic family had sent one of their own—Jabba—to oversee their own holdings on Tatooine. If Gardulla returned to Nal Hutta, the Besadii's holdings on Tatooine would swiftly fall to the Desilijic. Gardulla had proven that the best course of action was to remain exactly where she was. As if that wasn't enough to fill Gardulla with rage, her family had the further aplomb to advise her to allow Jabba to court her—only until they were married, at which point she could dispose of him, of course—in order to increase Besadii control of Tatooine.

Gardulla decided that she could go through with the plan if she found Jabba attractive, but she was thoroughly disappointed to discover him a brutal, petulant thug interested only in his own gratification. Still, she made the appropriate overtures. Jabba responded by sending gifts, inviting her to his celebrations and feasts, and otherwise doing his best, in his own way, to court her affection. Over time, Gardulla began to see that Jabba cunningly concealed his true intellect behind his oafish exterior, but rather than make her more attracted to him, this simply made her realize what a threat he could be. She lost all interest in him as a mate.

Jabba seemed to take this as a sign that he should try different tactics. He set about what she referred to as "a campaign of annoyances," in which he would one day send her dwarf nunas—her favorite delicacy—then a week later send pirates to attack ships smuggling contraband for her. He seemed to be trying to both enhance his appeal and to make her more dependent on him. Gardulla merely loathed him all the more.

As time wore on, Jabba's tactics slowly weakened Gardulla's position on Tatooine. She fell victim to his scheme of getting her interested in Podracing. Gambling on the Podraces gradually drained away Gardulla's fortunes, and she found herself giving up various luxuries, such as slaves (including Shmi Skywalker and her infant son Anakin) on unlucky bets. Jabba tricked her into backing a Xexto pilot named Gasgano and betting heavily on him. Jabba already knew (by virtue of his astromech droid's oddsfiguring skills) that Gasgano could never beat Sebulba—Jabba's favorite.

With her fortunes dwindling, Gardulla finally decided it was time to negotiate with Jabba. They entered into a limited partnership, in which Gardulla

surrendered most of her smuggling and protection operations to Jabba, but in return gained complete control of slave trading on Tatooine and Ryloth. Unfortunately for Gardulla, Jabba had outmaneuvered her. Shortly after their arrangement was finalized, the Republic at long last put into motion its plans to end slavery in the Outer Rim. In short order, Gardulla was stripped of all her holdings, arraigned on charges of slave trafficking, and sentenced to life imprisonment. She has not been seen since.

Gardulla: Female Hutt Diplomat 4; Init -2; Defense 8 (-1 size, -2 Dex); Spd 2 m; VP/WP -/13; Atk +1 melee (1d3, punch) or -1 ranged; SQ +6 on Will saves against mind-affecting Force powers, always considered prone; SV Fort +2, Ref -1, Will +5; SZ L; FP 1; Rep 4; Str 10, Dex 7, Con 13, Int 16, Wis 12, Cha 10; Challenge code: E.

Equipment: Repulsor sled, sail barge, skiff, townhouse, bodyguards, large amounts of criminally acquired wealth.

Skills: Appraise +6, Bluff +6, Diplomacy +11, Gather Information +6, Intimidate +5, Knowledge (Nal Hutta) +9, Knowledge (organized crime) +8, Knowledge (Tatooine) +5, Read/Write Hutttese, Sense Motive +10, Speak Basic, Speak Hutttese, Speak Ryl.

Feats: Infamy, Skill-Emphasis (Sense Motive), Weapon Group Proficiency (simple weapons).

Watto's Junk Shop

Perhaps the most infamous legitimate business on Mos Espa Way is a large junkyard and parts shop owned by the Toydarian merchant Watto. Renowned for his abrasive salesmanship and overall ill temper, Watto has customers only because his selection of new and "reconditioned" vehicle parts is second to none. What he does not have somewhere on his shelves can often be found somewhere in the vast junkyard he keeps behind his shop.

Watto is an inveterate gambler and makes most of his money at the Mos Espa Podracing arena. After the Battle of Naboo, the Toydarian is also famous for having lost all his money betting against his own slave, Anakin Skywalker, in the Boonta Eve Podrace. He also lost Anakin in the process, to a mysterious Human outlander rumored to have been a Jedi—but Watto got to keep Anakin's Podracer, which helped him recoup some of his losses.

Buying parts from Watto is often literally a gamble. The Toydarian has nearly every part imaginable in stock, but tends to charge full price, even for reconditioned pieces. When customers complain about the prices, Watto offers them a simple wager: he rolls his chance cube, and if it comes up blue, the customer

only has to pay half price. Of course, the cube is rigged to always come up red, and since Hutt law decrees that renegeing on a bet is a Class Two Infraction (see below), most people are forced to accept the higher price.

Understandably, Watto gets very little repeat business.

The Slave Quarter

Because slavery is still such a booming industry for the Hutts during the Old Republic era, Mos Espa has a significant slave population. There are so many slaves that the city needs its own "Slave Quarter," a long stretch of jumbled-together adobe-style homes along the outskirts of the city, paralleling Mos Espa Way.

Despite not being free persons, the slaves are afforded a few basic necessities, such as cooling units and a daily water ration, but none are of any remarkable quality. Few of the slaves in the Slave Quarter are owned by Hutts, the Hutts preferring to keep their property close by.

In fact, the Slave Quarter exists because so few slave owners can afford the space in their own homes to keep them. Still, owning slaves is a status symbol in Hutt culture, so the Slave Quarter swells a little more in population every year. New buildings are unfortunately added somewhat more slowly.

Slave Tracking Devices

A long-standing Hutt institution is the tracking device for slaves. Designed to prevent property from escaping its owner, the device is implanted in a slave's body. It triggers a small explosion when the slave travels beyond the range of the owner's tracking transmitter. A transmitter has an upper range of 50 kilometers, but can be calibrated down according to the owner's security needs. The owner can also use such a device to change the security codes whenever desired (such as when selling a slave to someone else) or deactivate the tracking device altogether (in the uncommon occurrence of freeing a slave).

Implantation of the tracking device is usually accomplished while the slave is sedated. The device is extremely difficult to locate, requiring a specialized scanner and a Computer Use check (DC 30). Such scanners are not commercially available, since slave owners generally never need to remove the tracking device after implantation—and slaves are forbidden from doing so.

Deactivating a tracking device requires access to the tracking transmitter—a boxlike affair roughly the size of an astromech droid, affixed with a 2-meter antenna. They are usually placed on the highest point of the owner's domicile. With the proper codes, the Computer Use check is DC 5. Without the codes, the check is DC

25. If a check to disable a tracking device fails by 10 or more, the tracking device immediately triggers.

When a tracking device goes off—either from tampering, or from the slave leaving the transmitter's range—it heats up very rapidly, inflicting 1d6 points of damage on the first round, 2d6 on the second round, and 3d6 points of damage on the third round. The slave has this amount of time to rectify his behavior—either by returning to within the transmitter's range or discontinuing attempts to deactivate the transmitter—before the device explodes. Because the device is internal, the explosion inflicts 5d6 points of wound damage to the slave.

Shmi Skywalker

Anakin Skywalker's mother, Shmi, is a woman moved by destiny—some would say the Force—to bring about a great change in the galaxy. She does not know what that change will be, but she knows that it somehow involves her son. Although Shmi Skywalker loves Anakin very much, she recognizes that his destiny is not that of a slave. Sooner or later, she knows, he will leave her side. She did not know that it would be so soon, however. She hopes that whatever great destiny fate has in store for her son does not destroy the little boy she raised and loved for such a short time.

Shmi's own life has been strange and occasionally momentous, but hardly glorious. Captured by pirates as a child, she was separated from her family, sold into slavery, and shuffled from system to system by a series of masters to whom the sensibilities of a slave girl mattered not at all. When she was old enough, her duties switched from house servant to cleaning woman, until one master, Pi-Lippa, taught her technical skills, which he hoped would help her remain independent when he freed her.

Unfortunately, Pi-Lippa died suddenly. Shmi and her recently born son, Anakin, were sold to one of Pi-Lippa's relatives. Eventually, she found herself in the service of Gardulla the Hutt, who took her to Tatooine. A few years later, after Gardulla lost Shmi and her young son to Watto the Toydarian in a wager, Shmi and Anakin settled into life in the Mos Espa slave quarter.

Shmi Skywalker: Female Human Commoner; Init +0; Defense 10; Spd 10 m; VP/WP -/11; Atk -1 melee (1d3-1, punch) or +0 ranged; SV Fort +0, Ref +0, Will +0; SZ M; FP 1; Rep 0; Str 9, Dex 11, Con 11, Int 12, Wis 10, Cha 11; Challenge Code: A.

Equipment: Various tools.

Skills: Craft (electronics) +8, Knowledge (Mos Espa) +5, Speak Basic, Speak Hutttese, Survival +2.

Feats: Skill Emphasis (Craft [electronics])



Mos Espa Grand Arena

Several kilometers from Mos Espa spaceport, where the Xelric Draw joins the Northern Dune Sea, the Hutts have constructed a gigantic spectator arena specifically for Podracing. The arena was completed in record time, but it cost the lives of almost sixty slaves, who dropped from exhaustion and were simply incorporated into the construction. Local legend says that on moonless nights, the slaves can be heard wailing as far away as Mos Espa itself.

The purpose of the Grand Arena is simple: to drain as much money out of its patrons as possible. Admission is 5 truguts; a seat in the stands costs an additional 5 truguts. A box seat costs 15 truguts, and rental for a handheld viewscreen is another 5 truguts. When the cost of refreshments, shade awnings, travel to and from the arena, and tips to the strolling musicians are all taken into account, the average racing fan can expect to pay about 25 truguts for the pleasure of watching one of the most spectacularly violent sporting events in the Outer Rim.

The major draw of the Mos Espa Grand Arena is that the Podracing course is fairly lethal, and Podracing tends to appeal to those who find large explosions entertaining. The arena also generates a substantial gambling interest. Nearly every visitor to the arena makes a stop at the betting windows. Although a few have made fortunes gambling on the races, most of the money, of course, ends up in the coffers of the Hutts.

The most highly attended Podrace on Tatooine is, of course, the Boonta Eve Classic—held once each year since the Grand Arena was first constructed. The single most deadly Podracing event in the Outer Rim, it boasts a pilot mortality rate of over fifty percent. (For full details of the Boonta Eve Classic course, see chapter on Podracing.)

Fode and Beed

The Troig sportscaster Fodesinbeed—known more commonly as “Fode *and* Beed”—hails from an only recently discovered system beyond the Koornacht Cluster. When their technology-poor world of Pollillus received ambassadors from the Republic, Troigs such as Fode and Beed eagerly took passage on outbound ships, hoping to see a larger universe. Fode and Beed have certainly not been disappointed. They have parlayed their charismatic personalities and fascination for fast vehicles into a successful career as a popular sportscasting duo, announcing Podracing play-by-play throughout the entire Outer Rim Podracing circuit.

Their most dynamic event so far was the Boonta Eve



Classic on Tatooine, where the virtual unknown Anakin Skywalker unseated the reigning champion, Sebulba. From there the Troig proceeded to another race on Malastare, followed by a tour of the Outer Rim's most exciting courses. Fode and Beed hope to return to Tatooine again someday, perhaps to see young Skywalker in another race.

All Troigs have at least two heads (more than two is rare, and celebrated). The left head, or *Saprah*, is a separate entity from the right head, or *Saprin*; they just happen to share a body. Their interwoven nervous system also affords them a limited telepathy with one another. For instance, they can understand each other perfectly, even if one learns a different language. Because they share neural impulses, they are in effect always looking out for each other. This gives Troigs a +4 species bonus to Spot checks to avoid being surprised. Having two heads controlling two arms each also gives Troigs a certain facility with multitasking; Troigs automatically have the Ambidexterity feat.

Fode and Beed: Male Troig Diplomat 3; Init +1; Defense 12 (+1 Dex); Spd 10 m; VP/WP -/13; Atk +1 melee (damage, attack type) or +2 ranged (3d4, hold-out blaster); SQ +4 species bonus on Spot checks for surprise, species bonus feat (Ambidexterity); SV Fort +2,

Ref +2, Will +3; SZ M; FP 1; DSP 0; Rep 4; Str 11, Dex 12, Con 13, Int 13, Wis 10, Cha 14; Challenge Code: A.

Equipment: Hold-out blaster, datapad, expensive clothing.

Skills: Computer Use +7, Diplomacy +8, Knowledge (Podracing) +7, Knowledge (Podracers) +7, Knowledge (Tatooine) +7, Read/Write Basic, Speak Basic, Speak Huttese, Spot +4.

Feats: Ambidexterity, Fame, Skill Emphasis (Knowledge [Podracing]), Weapon Group Proficiency (simple weapons).

The Rebellion Era

When the popularity of Podracing began to fade, the attraction of the Mos Espa Grand Arena faded too, taking with it the allure of Mos Espa. Jabba the Hutt directed his energies into other endeavors, but without the Podraces, Mos Espa was really no different from any other Tatooine spaceport. In short order, ships began gravitating elsewhere. When Jabba moved to a spaceport offering more opportunity, Mos Espa faded in prominence, but acquired a newer, more respectable reputation.

The scum of Tatooine settled in Mos Eisley. The citizens of Mos Eisley, upon seeing the arrival of the Hutts and their piles of money, fell prey to the same weaknesses as the citizens of Mos Espa had. Those who could not be bought off were driven off, or simply disappeared. In the space of a few years, the Hutts of Tatooine had moved their base of operations to Mos Eisley. The formerly sleepy township quickly became *the* spaceport for smuggling and vice.

Mos Eisley

Despite Imperial rule, Mos Eisley is still very much a lawless frontier town. Most smuggling traffic in the sector passes through Mos Eisley at some time or another, attracting a large cross-section of the galaxy's worst criminals, scoundrels, villains, and bounty hunters. The meager police force concerns itself more with collecting bribes than enforcing the law.

Mos Eisley is laid out on a roughly square grid pattern at the northern end of the Great Mesra Plateau. The city's "Old Quarter" is centered on the remains of the *Dowager Queen*, still stuck in the sand centuries after its arrival. The buildings in that area reflect the economical "blockhouse" design popular when the city was first being settled.

The "New Quarter" radiates outward from the central power and water distribution plant, built roughly two hundred years ago when the recently arrived Hutts took an interest in spaceport development. The New Quarter is by far more tourist-friendly,

offering the usual plethora of legal and illegal merchandise and services. The city's merchant district is located here.

The Old Quarter, on the other hand, appeals to the criminal element, despite the proximity of the city's police station, because Jabba the Hutt maintains a residence here. Visitors to Mos Eisley are generally warned away from visiting the Old Quarter, because even the police feel that any tourists assaulted or killed in the area got what they deserved.

Who's In Charge

While Mos Eisley is not the official seat of Imperial government on Tatooine during the Rebellion era, it is a "well-known secret" that wherever Jabba makes his home might as well be the capital of the planet. The majority of shipping to and from the planet is smuggling, and Jabba controls smuggling. Without Jabba attracting illegal cargoes, the economy of Mos Eisley would suffer a near collapse.

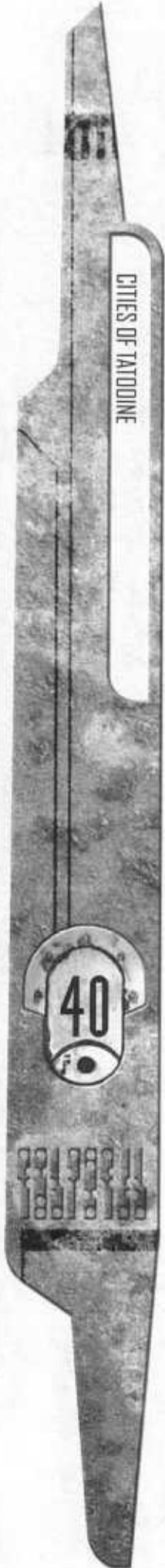
Technically speaking, though, the authority on Tatooine is the governor appointed by the Empire, Tour Aryon. Her office is actually located in the somewhat more culturally advanced city of Bestine. But even Aryon avoids confrontations with Jabba. Her job, as she sees it, is to prevent Tatooine from coming to the notice of the Emperor—which means keeping things quiet. This goal actually makes Governor Aryon Jabba's unofficial ally. Whenever some aspiring crime lord challenges the Hutt, it often falls to the governor to quell the situation by removing the lesser impediment—which is always Jabba's competition. It rankles Aryon, but she can see no other acceptable solution.

One such criminal upstart is the so-called "Lady" Valarian. An aggressive and somewhat pretentious female Whiphid, Valarian recently arrived in Mos Eisley and took possession of the disused Lucky Despot nightclub, reopening it as a hotel and casino. She is clearly angling for a piece of Jabba's action, but because she is more circumspect than most, she's successfully survived various attempts to shut her down—so far.

Laws and Ordinances

The laws of Tatooine during the Rebellion era shift focus away from loyalty to the Hutts, in favor of loyalty to the Empire. Although the Hutts still have their own internal rules for maintaining order and obedience within their criminal organizations, the police forces of Tatooine are no longer required to enforce them. Imperial law is enforced by the police or by small local stormtrooper garrisons.





Sample Class One Infractions

Conspiracy or treason against the Empire.
Piracy (defined as attacking a ship).
Aggression against an Imperial representative.

Penalty: 5–30 standard years imprisonment in a penal colony, loss of business or pilot license, possible execution.

Sample Class Two Infractions

Smuggling (defined as purchase or transportation of illegal, restricted, or stolen items).
Murder or manslaughter.
Fraud or embezzlement.
Aggression against a representative of the Tatooine government.

Penalty: Fine of up to 10,000 credits, 5–30 standard years imprisonment, probable loss of business or pilot license.

Sample Class Three Infractions

Attempted bribery of an Imperial official.
Grand theft speeder.
Aiding and abetting a known felon.

Penalty: Fine of 250–5,000 credits and/or up to 2 standard years imprisonment, possible loss of business or pilot license.

Sample Class Four Infraction

Purchase or transportation of any goods requiring a permit, without said permit.
Purchase or use of any starship or vehicle without current licenses.
Transportation off-planet of manufactured goods containing Tatooine ore.
Assault.

Penalty: Arrest, fine of 175–5,000 credits, and/or up to one standard month imprisonment.

Sample Class Five Infraction

Lack of proper safety equipment in a public facility, starship, or vehicle.
Disturbing the peace.

Penalty: Fine of 100–5,000 credits.

Police Station

The Mos Eisley police station is a large blockhouse style building in the Old Quarter. The facilities include offices for a handful of police detectives, locker rooms for about fifteen of the city's twenty officers, four prisoner cells (accommodating up to

about fifty prisoners, though hardly comfortably), and a small garage for three speeders. Prefect Eugene Talmont, while technically in charge of police in Mos Eisley, prefers to operate out of his office in the regional government building. The real power at the police station rests in the hands of Lieutenant Harburik, the Imperial Army liaison, and his garrison of a dozen stormtroopers, who occupy a considerably better equipped building next door.

Prefect Eugene Talmont

The Empire keeps a small force of stormtroopers in Mos Eisley to maintain order, and they report to the local police prefect, Eugene Talmont. Talmont is a civilian officer with control over a dozen stormtroopers—but of course there is the formality of making requests through Lieutenant Harburik, the Imperial officer in direct command of the troops.

Talmont is vain and self-important, and firmly believes that he is far too talented to oversee a backwater spaceport. In an effort to distinguish himself and escape his dusty post, Prefect Talmont has made it his goal to bring Jabba the Hutt to justice. In effect, though, he's merely created an easily avoided series of obstacles for the crime lord. He hopes that his perseverance will one day bear fruit.

Ironically, the prefect considers his own criminal activities—accepting bribes and payoffs to ignore minor infractions and code violations—to be perfectly natural activity for a police officer. Nearly every business in Mos Eisley pays him some sort of “tribute” every so often. He makes a decent profit “fining” outlanders for disturbing the peace with their drunken brawling, and taking “contributions” from locals who are able to make a living only because Talmont doesn't arrest them.

Talmont's works in the regional government offices, in a cramped, dirty office filled with data disks and personal mementos.

Eugene Talmont: Male Human Diplomat 2; Init +0; Defense 10; Spd 10 m; VP/WP –/10; Atk +1 melee (1d3, punch) or +1 ranged (3d6, blaster pistol); SV Fort +0, Ref +0, Will +3; SZ M; FP 0; Rep 1. Str 10, Dex 11, Con 10, Int 12, Wis 11, Cha 12; Challenge Code: B.

Equipment: Blaster pistol, official uniform, formal wear.

Skills: Appraise +5, Bluff +6, Computer Use +4, Diplomacy +11, Gather Information +6, Knowledge (Mos Eisley) +5, Knowledge (Tatooine) +4, Read/Write Basic, Speak Basic, Speak Huttese.

Feats: Skill Emphasis (Diplomacy), Weapon Group Proficiency (simple weapons, blaster pistols).

MOS EISLEY ▶



LEGEND

- D docking bay
- 1 dowager queen
- 2 chalmun's cantina
- 3 docking bay 94
- 4 police station
- 5 jabba's townhouse
- 6 dim-u monastery
- 7 the lucky despot
- 8 momaw nador's house

0 20 40 60 80 100
SCALE IN METERS

CITIES OF TATTOINE

41

11 92 92 100
100 100 100

Lieutenant Harburik

The chief of police in Mos Eisley is Lieutenant Harburik, a thoroughly detestable bully with a simultaneous hatred for the nonhuman races he is supposed to serve and protect, and a taste for the power and prestige his position provides him. The only real thorn in his side is that he answers to Prefect Talmont, whom he sees as a "little Moff" overstepping his bounds and presenting a prime target for a fatal but mysterious "accident." The more Talmont bypasses Harburik ("in the name of expediency"), the closer the lieutenant gets to arranging that accident. Harburik despises the prefect.

Most of the police duties of Mos Eisley fall to Harburik and his stormtroopers. He investigates incidents with a ruthless efficiency, often interrogating witnesses as brutally as he interrogates suspects. Those who break the law in the spaceport, if they stick around long enough, eventually find themselves pitted against Harburik's ruthless tactics and callous disregard for life—especially alien life. He frequently clashes with agents of Jabba the Hutt, and rather than accept a bribe from them as Talmont would, Harburik throws stormtroopers at them until the criminals are in custody or he runs out of stormtroopers. As one might expect, he is not terribly popular with the Hutt—or with his troops.



Harburik: Male Human Noble 2/Soldier 3/Officer 1; Init +1; Defense 17 (+1 Dex); Spd 10 m; VP/WP 30/12; Atk +6 melee (1d3+1, punch) or +6 ranged (3d6, blaster pistol); SQ Call in a favor, inspire confidence (+1), leadership; SV Fort +4, Ref +4, Will +5; SZ M; FP 1; DSP 2; Rep 6; Str 12, Dex 12, Con 12, Int 11, Wis 10, Cha 13; Challenge Code: C.

Equipment: Blaster pistol, comlink, datapad, uniform, rank insignia.

Skills: Bluff +4, Demolitions +4, Diplomacy +6, Gather Information +4, Intimidate +8, Knowledge (military history) +6, Knowledge (Imperial Army) +7, Knowledge (Tatooine) +4, Read/Write Basic, Sense Motive +4, Speak Basic, Survival +4.

Feats: Armor Proficiency (light, medium, heavy), Point Blank Shot, Skill Focus (Intimidate), Weapon Group Proficiency (blaster pistols, blaster rifles, vehicle weapons).

Mos Eisley Stormtrooper Garrison

In addition to the local police force, the Empire maintains a small garrison of stormtroopers trained for desert operation: sandtroopers. Their base of operations is the Mos Eisley police station. There are a dozen troopers in all, half of whom are assigned to patrol the city. The other half patrols outside the city at roughly a 10-kilometer range.

Sandtrooper: Male Human Thug 3; Init +0; Defense 14; Spd 10 m; VP/WP -/12; Atk +3 melee (1d3, punch) or +3 ranged (3d8, blaster rifle); SQ +2 on Listen and Spot checks, +2 on Fort saves against hostile conditions, +6 on Fort saves to resist high-temperature conditions; SV Fort +3, Ref +1, Will +1; SZ M; Rep 1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10; Challenge Code: B.

Equipment: Stormtrooper armor, blaster rifle, fragmentation grenade, grappling hook, comlink, utility belt.

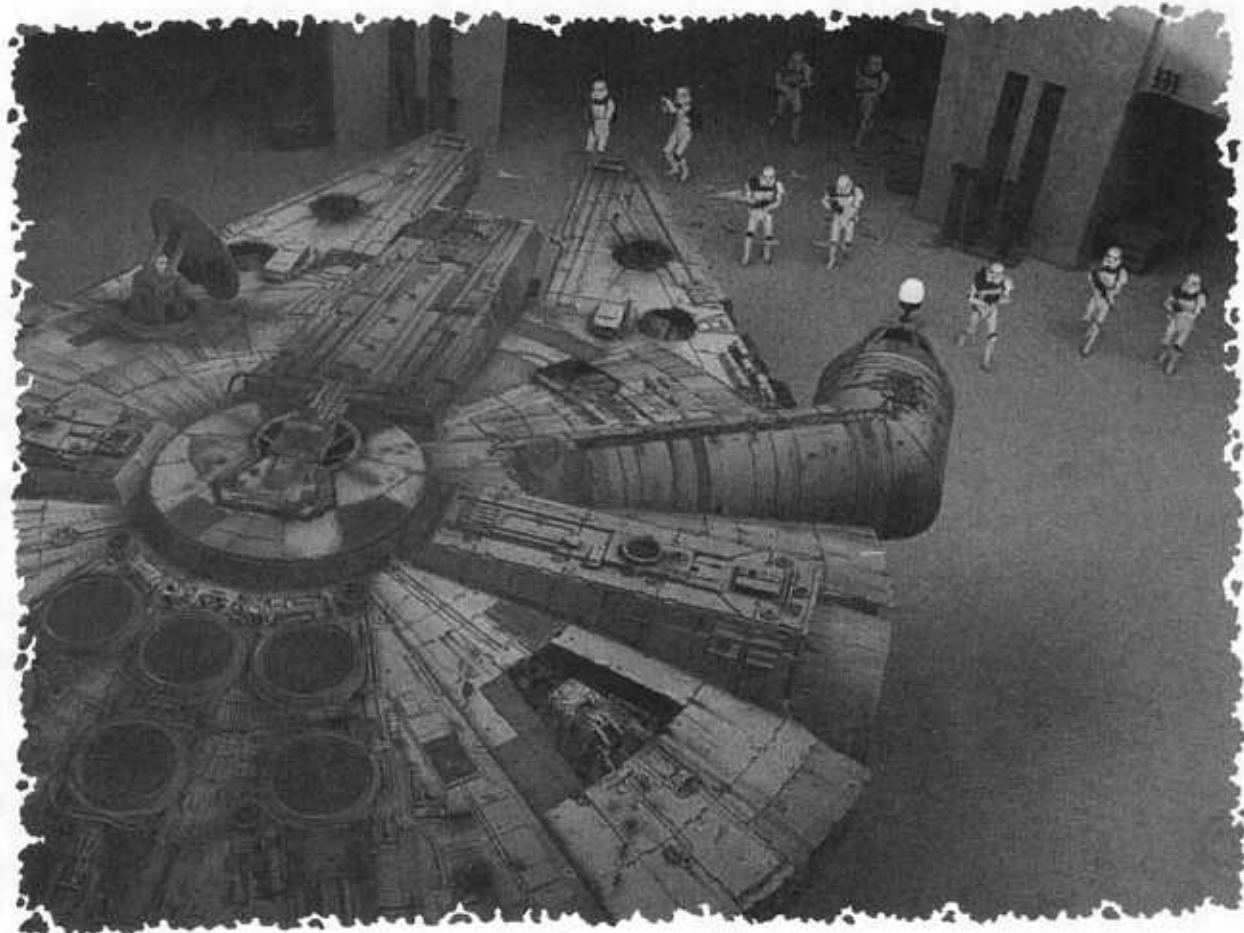
Skills: Climb +3, Intimidate +4, Jump +3, Knowledge (Imperial Army) +2, Profession (stormtrooper) +4, Spot +2.

Feats: Armor Proficiency (light, medium, powered), Weapon Group Proficiency (simple weapons, blaster rifles)

Garindan

A Kubaz from the arid world of Kubindin, Garindan (also known as "Long Snoot") is a leading spy in Mos Eisley. He works mostly freelance, but he rakes in huge payments from both Prefect Talmont and Jabba the Hutt. Neither trusts the robed and hooded alien with secrets of his own.

Garindan has the rough-textured, greenish-black skin and bristly hair common to his species. Under Tatooine's twin suns, he wears protective goggles to shield his sensitive eyes. His eyes adjust readily



to darkness, though, and he spends a great deal of his time checking in at Mos Eisley's various cantinas, looking for tidbits of information that may eventually prove valuable to one of his many clients. His ability to pay instantly for good information has led to rumors that Garindan is hiding a huge stash of money somewhere. His ready blaster keeps most of Mos Eisley's pickpockets from trying to lift it off him.

Garindan: Male Kubaz Diplomat 4; Init +1; Defense 12 (+1 class, +1 Dex); Spd 10 m; VP/WP -/13; Atk +3 melee (1d3+1, punch) or +3 ranged (3d8, heavy blaster pistol); SQ +2 species bonus on desert Survival checks; SV Fort +2, Ref +2, Will +7; SZ M; FP 1; DSP 4; Rep 2; Str 13, Dex 13, Con 13, Int 14, Wis 16, Cha 16; Challenge Code: B.

Equipment: Heavy blaster pistol, hold-out blaster, multichannel comlink.

Skills: Bluff +6, Computer Use +4, Diplomacy +5, Gather Information +8, Hide +6, Knowledge (alien species) +5, Knowledge (streetwise) +5, Move Silently +6, Read/Write Basic, Read/Write Kubaz, Search +6, Sense Motive +9, Speak Basic, Speak Kubaz.

Feats: Sharp-Eyed, Stealthy, Weapon Group Proficiency (simple weapons).

The Wreck of the *Dowager Queen*

The original ship that brought modern colonists to Tatooine still lies in the middle of Mos Eisley, a monument to their determination and misguided optimism. All its useful components have long since been stripped away, leaving little more than the superstructure of the old freighter.

The *Queen* is now little more than a centerpiece to the marketplace of "old" Mos Eisley ("new" Mos Eisley being located closer to the central power and water distribution plant). As a gathering place for local merchants and shoppers, it also makes an ideal base for the dozens of vagrants, street hustlers, con men, and Jawas who beg, borrow, or steal from the crowds of passersby. These scum make their meager livings here only because they are beneath the notice of both the police and the local crime lords.

In addition to the wretched refuse who live in the gutted remains of the *Dowager Queen*, the old ship also houses numerous street-corner preachers. These self-proclaimed holy men line the open hatchways or hull openings of the *Queen*, shouting their divine messages at the passing crowds, who have largely learned to ignore them. Chief among the groups present in the wreckage are the Dim-U monks.

The Dim-U

The Dim-U Brotherhood is a loose collection of religious zealots who believe that banthas are sacred creatures, creatures to be worshiped, even emulated, but never slaughtered. Most sentient beings throughout the galaxy consider the Dim-U to be a bunch of harmless, if annoying, lunatics. They stand on street corners or market squares, wherever passersby gather, and shout their message of bantha perfection for everyone to hear.

In Mos Eisley, the Dim-U Monastery provides a handy front for a group of computer slicers and starship mechanics who provide the kind of services that would raise questions if conducted aboveboard. Operated by a disabled scoundrel named "Abbot" Drayk, the group slices into the Mos Eisley Bureau of Ships and Services mainframe computer (conveniently located next door), appropriating clean ship transponder codes to sell to smugglers and pirates. They also perform custom starship alterations, installing restricted military-grade weapons, shields, and sensors on privately owned ships—for about double the usual price of the equipment. Up front. But they *are* discreet.

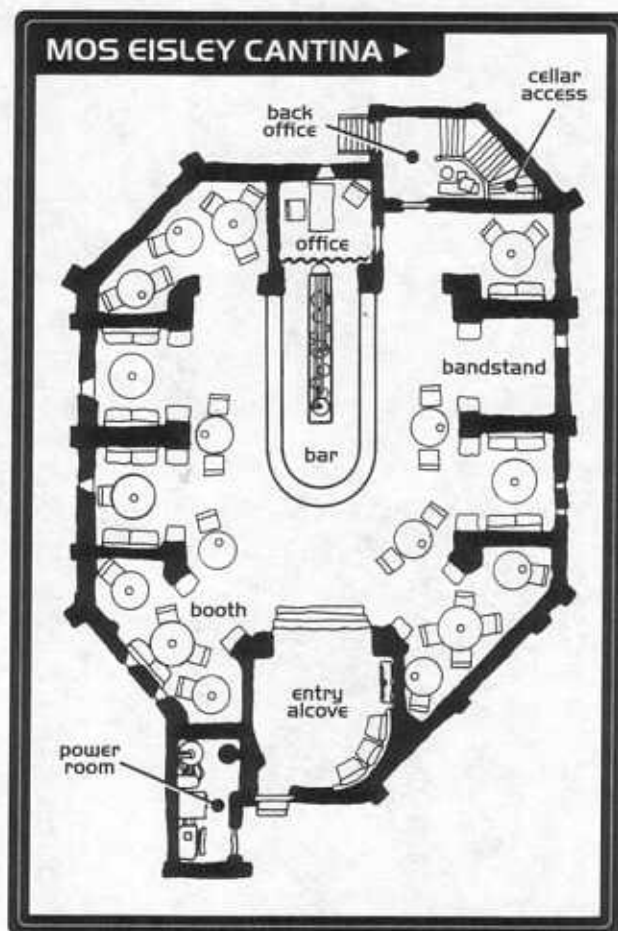
Drayk is fully aware that the nature of his business attracts clientele on the "wrong" side of the rebellion against the Empire. Although he has no particular opinion about either the Empire or the Rebels, he supports the civil war; it brings in business.

Heroes needing goods or services that would otherwise invite Imperial investigation can come to Drayk for help, without the unpleasant taint incumbent upon dealing with someone such as Jabba the Hutt. If Drayk cannot provide a given service, he has contacts with a vast network of smugglers, forgers, assassins, bodyguards, weapons designers, and ship builders—to name a few—who probably can help. All Drayk asks is a small finder's fee (as usual, up front).

Chalmun's Cantina

Identified only by a sign over the door reading simply "Cantina," the establishment known variously as Chalmun's or (more commonly) the Mos Eisley Cantina is a popular hangout for spacers, smugglers, and Tatooine's never-ending legion of opportunistic lowlifes. Originally a shelter during Mos Eisley's construction, it later became an armory, and finally a cantina. Over the centuries, ownership has changed several times. The current owner is a Wookiee named Chalmun, who swindled the cantina away from a trio of dimwitted Gran developers.

Chalmun rarely puts in an appearance in the cantina—it's simply too violent for a Wookiee who's trying to avoid losing his temper. He leaves the day-to-day operation mostly to his bartender, Wuher, a disagreeable



lout with an unbelievable gift for mixing drinks.

The cantina offers drinks and as much privacy as a packed bar can. Wuher's policy of "no droids, no blasters, no messes" means that the cantina is generally a safe place for smugglers to meet and conduct discreet business, but the place still suffers its fair share of violent disagreements. Wuher has recently hired a band—Figrin D'an and the Modal Nodes—in hopes that soothing music will keep tempers from flaring and reduce the number of messes for him to clean up.

Chalmun

Chalmun is the proprietor of the most popular spacer's bar in Mos Eisley. He is a large tan-and-gray Wookiee, with a scar running from his left shoulder across the left side of his chest, a remnant of his days as a street thug. Since coming to own the cantina, he has distanced himself from the kinds of situations that provoke the violence he so enjoyed in his youth.

Chalmun is rarely seen in the cantina, and even then, he tends to socialize only with regulars. Many mistake him for a bouncer, owing both to his formidable appearance and his tendency to literally throw out anyone who causes trouble. Of course, owing to his

history, he also admires people who cause trouble *with style*, which means making friends with him is a tightrope walk.

One reason Chalmun's cantina is so popular among spacers is the droid detector Chalmun installed in the foyer. For a long time, Imperial Sentry Droids made private discussions between smugglers and similar "businessmen" all but impossible in Mos Eisley. While the detector doesn't keep the Sentry Droids out of the cantina, it does warn everyone that their activities and discussions are about to come under Imperial scrutiny, giving them time to compose themselves and present a perfectly innocent demeanor.

Chalmun: Male Wookiee Thug 1/Expert 1; Init +0; Defense 10; Spd 10 m; VP/WP -/16; Atk +4 melee (1d3+3, punch) or +1 ranged (3d8/19-20, bowcaster); SQ Wookiee rage, Intimidate +4; SV Fort +2, Ref +0, Will +0; SZ M; FP 0; Rep 2; Str 16, Dex 10, Con 16, Int 13, Wis 11, Cha 13; Challenge Code: B.

Equipment: Bowcaster, datapad, cantina.

Skills: Diplomacy +3, Gather Information +6, Knowledge (Mos Eisley) +5, Profession (entrepreneur) +7, Read/Write Basic, Speak Basic (understand only), Speak Shyriiwook.

Feats: Armor Proficiency (light), Skill Focus (Profession [entrepreneur]), Weapon Group Proficiency (simple weapons).

Wuher

As bartenders go, Wuher is a genius. His knowledge of chemicals is exceptional—particularly as it applies to what substances are toxic, or merely intoxicating, to alien species. He is an expert at mixing the proper substances together to provide the most pleasant neurochemical reactions in his patrons, and what he can't remember is conveniently stored in a mixing computer behind the bar. Wuher even earns occasional praise from Jabba the Hutt himself—quite an accomplishment for an orphan whose sole training came from a bartending correspondence school.

Wuher's weakness is his grating personality. He doesn't truly like anyone and makes scant effort to conceal this. He has a special hatred for droids, who not only take up space in his bar, but cause all kinds of trouble when they show up—particularly those Imperial Sentry Droids, who seem to find about a thousand violations every time they poke their metal noses in the door.

Of course, the fact that Wuher was abandoned as a child on Tatooine, a Human among predominantly non-Humans, and the subject of all their derision and hatred—with only droids beneath him on the food chain—might also have something to do with it.

Wuher: Male Human Expert 1; Init +0; Defense 10; Spd 10 m; VP/WP -/13; Atk +1 melee (1d3, punch) or +0 ranged; SV Fort +1, Ref +0, Will +2; SZ M; FP 0; Rep 1; Str 13, Dex 10, Con 13, Int 11, Wis 10, Cha 8; Challenge Code: A.

Equipment: Mixing computer.

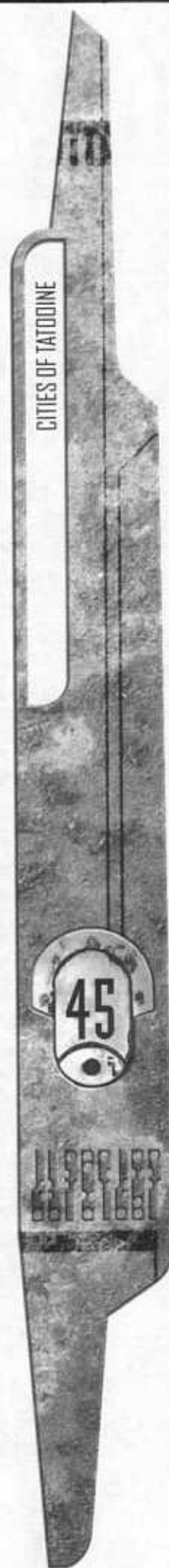
Skills: Computer Use +3, Craft (distilling) +4, Intimidate +1, Knowledge (alien species) +4, Knowledge (chemistry) +6, Knowledge (poisons) +4, Profession (bartender) +4, Read/Write Basic, Speak Basic.

Feats: Alertness, Skill Emphasis (Knowledge [chemistry]).

Kabe

Kabe is a notorious pickpocket and thief who has survived being orphaned on the streets of Mos Eisley so long by virtue of her longtime friendship with her massive partner, Muftak. Still little more than a child, Kabe thinks of thievery as a game, leaving Muftak to watch out for her and prevent her from coming to harm.

One of Kabe's favorite scams is to dress up as a Jawa and frequent docking bays where ships have just landed. Pretending to be a representative of the Mos Eisley Merchant's Association, she sells trade licenses for 500 credits—a scam that infuriates the local Jawas, since they have to explain to the unfortunate spacers





that there is no Merchant's Association, and the license they really need actually costs only 200 credits.

Kabe knows little of her heritage, but is nonetheless typically Chadra-Fan. She enjoys tinkering with mechanical devices (making her a terror to droids) and despises solitude. Kabe's compulsive pursuit of pleasant sensations also makes her something of an alcoholic. She is becoming addicted to juri juice, a strong drink even for a full-grown Chadra-Fan. Muftak frequently spends hours just watching over Kabe while she sleeps off her latest "sipping binge."

Kabe: Female Chadra-Fan Scoundrel 1; Init +3; Defense 18 (+1 size, +3 Dex); Spd 6 m; VP/WP 7/12; Atk +1 melee (1d4, knife) or +4 ranged; SQ Darkvision, +2 species bonus on perception checks involving smell, illicit barter; SV Fort +1, Ref +5, Will +1; SZ S; FP 1; Rep 0; Str 10, Dex 16, Con 12, Int 13, Wis 12, Cha 13; Challenge Code: B.

Equipment: Knife, security kit.

Skills: Appraise +3, Bluff +2, Disable Device +5, Escape Artist +6, Hide +13, Knowledge (streetwise) +5, Listen +5, Move Silently +9, Pilot +5, Profession (gambler) +3, Read/Write Chadra-Fan, Sleight of Hand +7, Speak Basic, Speak Chadra-Fan.

Feats: Stealthy, Weapon Group Proficiency (simple weapons, blaster pistols).

Labria

The shifty-eyed Labria—a Devaronian whose name means "cold food" in his own language—is Mos Eisley's worst information broker. A notorious drunk and double-crosser, Labria is generally thought of in criminal circles as a useful *disinformation* broker. People tell Labria deliberate falsehoods, knowing that he will pass them on without verifying them.

No one on Tatooine knows that Labria was once Kardue'sai'Malloc, the ruthless Devaronian military captain responsible for the execution of over seven hundred men, women, and children at the Devaronian city of Montellian Serat. Labria tells no one of his past—he would like to forget it himself—and happily buys the cheapest ale available and drinks himself into a stupor every chance he gets. Even so, he has not truly forgotten his military training. He is a formidable opponent when threatened.

Labria's foremost passion is music, and he spends a good deal of his money buying the latest recordings of his favorite bands. His favorite band—Figrin D'an and the Modal Nodes—plays at Chalmun's cantina, making it Labria's favorite watering hole. The story of how Labria cunningly arranged that particular permanent engagement is the only bright spot in his otherwise worthless reputation.

Labria: Male Devaronian Thug 5/Expert 3; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP -/12; Atk +3 melee (1d3+1, punch) or +2 ranged; SV Fort +2, Ref +1, Will +3; SZ M; FP 1; DSP 5; Rep 0; Str 12, Dex 11, Con 12, Int 11, Wis 11, Cha 13; Challenge Code: C.

Equipment: Bottle of cheap ale.

Skills: Appraise +6, Bluff +4, Computer Use +6, Gather Information +8, Hide +2, Knowledge (Devaron) +4, Knowledge (scholar) +2, Knowledge (streetwise) +3, Move Silently +2, Profession (soldier) +5, Read/Write Basic, Read/Write Devaronian, Speak Basic, Speak Devaronian, Speak Huttese.

Feats: Armor Proficiency (light), Skill Emphasis (Gather Information), Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles).

Momaw Nadon

Momaw Nadon is one of Mos Eisley's more tragic figures, an Ithorian nature priest exiled by his own people for selling agricultural secrets to the Empire. Though Momaw only did so to prevent an Imperial Star Destroyer from destroying the Ithorian herdship *Tafanda Bay*, the Ithorians were outraged at his betrayal. They stripped him of his title and position, driving him from Ithor until the next big meeting of the Ithorian herdships, when he could plead his case





THE VESUVAGUE HANGING TREE

Momaw Nadon's Vesuvague Hanging Tree is the guardian of his home—a carnivorous, semi-intelligent, semi-ambulatory plant. Though rooted in place, it can move its trunk to reveal the entrance to Momaw's hidden sanctum, or it can move its vines to grasp and strangle intruders. It responds to Momaw's simple commands, and is mostly docile while Momaw is present, but fear of it keeps Mos Eisley's police and stormtroopers from examining his garden too closely.

Because the tree cannot move very far, all attacks rolls made against it gain a +4 situation bonus. Also, the Vesuvague senses movement by vibrations along the ground and through its leaves. Thus, despite having no eyes or ears, it can fight as well as an ordinary creature.

The tree's sole means of attack is attempting to grapple opponents, which it can do up to 4 meters distant. If the tree succeeds in a grapple attempt, it inflicts damage every round—though it can only do so to two creatures at a time, making it somewhat vulnerable to concerted attacks.

Vesuvague Hanging Tree (1): Init +5 (+5 Dex); Def 22 (-1 size, +8 natural, +5 Dex); Spd 0m (stationary); Predator 2; VP/WP 18/20; Atk +5 melee (2d6+4, vines); SQ Blindsight; SV Fort +7, Ref +7, Will +1; SZ L; Str 19, Dex 21, Con 20, Int 4, Wis 12, Cha 10; Challenge Code: C.

Skills: Hide +10, Listen +5, Move Silently +10 ☉

again—and possibly return to his wife and son.

Wracked by guilt, however, Momaw Nadon instead wandered the Outer Rim, eventually arriving on Tatooine. Once there, on a world with almost no vegetation, Momaw saw an opportunity to atone for his sins and promptly began cultivating strains of plant life that would thrive and survive on the desert world. He created an opulent indoor garden in a plush villa in the heart of Mos Eisley (and, if rumors are true, a hidden grove of Bafforr trees somewhere in the mountains south of the city), filled with flora from his homeworld, including a carnivorous and semi-intelligent Vesuvague Hanging Tree.

Beneath this tree is a secret shelter large enough to conceal six beings for up to two weeks. Momaw Nadon uses this space to hide Rebel operatives, for he has been a supporter of the Rebellion since his trial and banishment. (The speech he gave at his trial, calling upon the Ithorians to forego their usual pacifism until the Empire was defeated and the Republic reinstated, stirred a tremendous amount of controversy among Ithorians.) Though still a pacifist himself, Momaw supports the cause of justice in the galaxy—and sees the Rebellion as the instrument of justice.

Momaw Nadon: Male Ithorian Diplomat 5; Init +1; Defense 12 (+1 class, +1 Dex); Spd 10 m; VP/WP -/14; Atk +3 melee (1d6+1, quarterstaff) or +3 ranged; SV Fort +3, Ref +2, Will +7; SZ M; FP 1; Rep 2; Str 12, Dex 12, Con 14, Int 14, Wis 14, Cha 15; Challenge Code: B.

Equipment: Gardening tools.

Skills: Diplomacy +7, Knowledge (natural sciences) +9, Knowledge (Ithor) +10, Pilot +5, Profession (gardener) +11, Read/Write Basic, Read/Write Ithorese, Sense Motive +8, Speak Basic, Speak Ithorese, Survival +8, Treat Injury +6.

Feats: Skill Emphasis (Profession [gardener]), Weapon Group Proficiency (simple weapons).

Muftak

Muftak is Kabe's hulking Talz partner, protector, and devoted friend. Born on Tatooine and separated from his parents soon after, Muftak has grown up with no idea who his parents were—let alone what species he is. For all his life he has been something of a drifter, making a living selling valuable snippets of information, and occasionally resorting to burglary—mostly at Kabe's insistence.

With no idea of Talz history, Muftak is unaware how the Empire has enslaved his species, and so has yet to choose a side in the Galactic Civil War. He is content to cohabit platonically with Kabe in an unused tunnel beneath Mos Eisley's Docking Bay 83, living off Kabe's endless stream of ill-gotten credits or frequenting Chalmun's cantina to catch little bits of gossip he could sell for the price of a few drinks and some groceries.

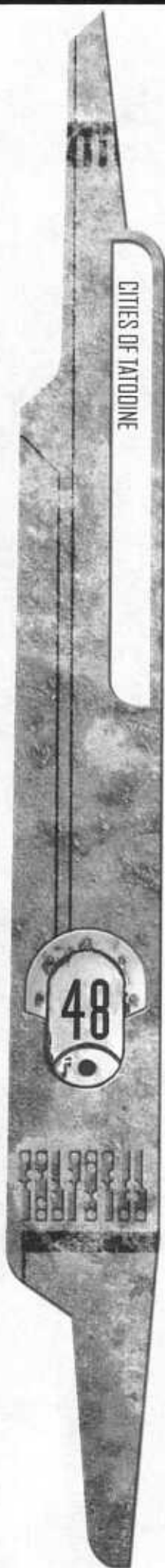
Muftak's sole concern in life is protecting Kabe. He thinks nothing of going hungry for days on end if Kabe doesn't feel like working. Perhaps the only other thing that drives him—infrequently as it comes up—is the pursuit of information regarding his species.

Although Muftak is an imposing figure, those who know him well understand that he is a gentle soul with little interest in fighting and no apparent capacity for anger. The only real exception is when Kabe is in danger—which happens more often than he'd like. When faced with unavoidable violence, Muftak generally forgoes his rather unreliable hold-out blaster in favor of hand-to-hand combat.

Muftak: Male Talz Fringer 1; Init +1; Defense 14 (+1 Dex); Spd 10 m; VP/WP 12/18; Atk +4 melee (1d3+4, punch) or +1 ranged (3d4, hold-out blaster); SV Fort +6, Ref +2, Will +1; SZ M; FP 1; Rep 1; Str 18, Dex 13, Con 18, Int 11, Wis 13, Cha 12; Challenge Code: B.

Equipment: Hold-out blaster.

Skills: Climb +6, Gather Information +3, Jump +6, Knowledge (streetwise) +7, Listen +3, Ride +5, Spot +3, Speak Basic, Survival +5.



Feats: Endurance, Skill Emphasis (Knowledge [streetwise]), Weapon Group Proficiency (simple weapons, blaster pistols).

The Lucky Despot

The Lucky Despot hotel and casino was originally the brainchild of offworld entrepreneurs hoping to capitalize off the huge Podracing crowds. They bought an aging cargo freighter and towed it to Mos Eisley, where they buried it in the dirt halfway up its hull and refurbished the interior. The Lucky Despot opened a few weeks before the Boonta Eve Podrace, offering live video coverage for those of its patrons who had no interest in the long trek from Mos Eisley to the Mos Espa Grand Arena.

For nearly ten years, the Lucky Despot was the most popular night spot in Mos Eisley, drawing crowds of tourists from all over the galaxy. Unfortunately, when the bottom dropped out of the Podracing industry, the criminal scum who drifted into Tatooine claimed the Lucky Despot as their turf, chasing away the wealthy clientele the hotel had been built to attract. When the owners could no longer afford to pay their creditors or their employees, they simply locked the doors and left it to the Jawas.

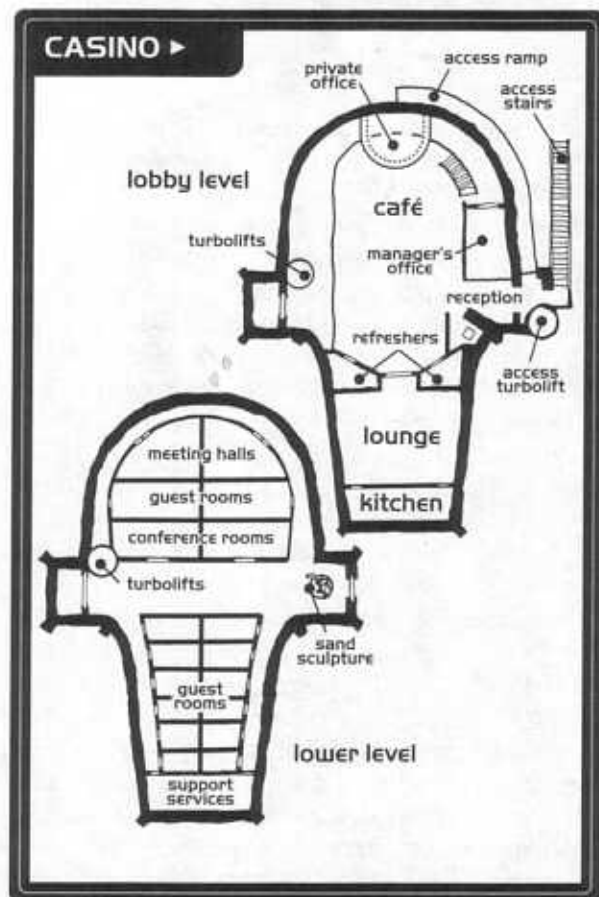
Several years later a female Whiphid calling herself Lady Valarian arrived on Tatooine and set about restoring the Lucky Despot.

Lady Valarian

Jabba the Hutt's chief rival for control of crime in Mos Eisley is a female Whiphid named Valarian. "Lady" Valarian arrived on Tatooine during the early days of the Empire, and after a few well-placed bribes, secured the deed to the Lucky Despot. She swiftly refurbished the aging structure—but taxes, legal tangles, police raids, and regular acts of violence and vandalism frustrated her at every turn.

Valarian knew that Jabba the Hutt was the crime lord of Tatooine, but she hadn't realized how strenuously he would object to her little operation. She finally reached agreements with Jabba in which she paid him an exorbitant sum to leave him in peace and promised not to try to extend her criminal operations farther than the spaceport. Officially, they both honor their side of the bargain—but the truce between them is a shaky one. Each is constantly testing the other's defenses, seeking a way to eliminate the competition once and for all.

One such "test" robbed Valarian of her new husband, a renowned Whiphid hunter named D'Wopp. On their wedding night, Jabba sent agents to inform the proud





warrior of the huge bounty on Han Solo's head. Predictably, D'Wopp decided to set out at once to collect the prize. Valarian objected—violently—to her new mate's poor timing (and choice of patrons), and in the ensuing argument, she killed her own newlywed husband.

With Jabba's own death just before the Battle of Endor, Valarian finally had her chance to seize Jabba's empire. Assuming that all Jabba's lieutenants had been killed aboard his sail barge—there certainly wasn't any news coming out of Jabba's palace—Valarian quickly took over Jabba's operations in and around Mos Eisley and began extending her reach into Tatooine's other cities as well. Of course, without Jabba around to call the shots, most of the Hutt's smuggler contacts drifted to other patrons, notably the elusive Talon Karrde.

Valarian: Female Whiphid Noble 2/Scoundrel 5/Crime Lord 3; Init -1; Defense 20 (-1 Dex); Spd 10 m; VP/WP 62/14; Atk +6 melee (1d3+1, punch) or +4 ranged (3d4, hold-out blaster); SQ +2 species bonus on Survival checks in cold conditions, +2 species bonus on Track checks, call in a favor, better lucky than good, contact (J'Quille), inspire confidence (+1), illicit barter, inspire fear -2, resource access, sneak attack (+2d6); SV Fort +4, Ref +7, Will +7; SZ M; FP 4; DSP 4; Rep 8; Str 13, Dex 9, Con

14, Int 12, Wis 11, Cha 9; Challenge Code: E.

Equipment: Hold-out blaster, The Lucky Despot (casino), large amount of criminally acquired wealth.

Skills: Appraise +9, Bluff +12, Computer Use +5, Diplomacy +15, Gather Information +14, Intimidate +11, Knowledge (Jabba's organization) +6, Knowledge (Mos Eisley) +7, Knowledge (organized crime) +14, Profession (hunter) +4, Read/Write Basic, Sense Motive +10, Speak Basic, Speak Huttese, Survival +6.

Feats: Infamy, Skill Emphasis (Gather Information), Skill Emphasis (Knowledge [organized crime]), Track, Weapon Group Proficiency (simple weapons, blaster pistols).

Eefive-Tootoo

Eefive-tootoo is Lady Valarian's errand droid—and a source of annoyance to Jabba the Hutt. When Jabba smeared meat all over the assassin droid and threw it to his rancor, all that was left was twisted scraps of metal and broken gears. Lady Valarian rescued the scrap and paid to have it rebuilt and reprogrammed—all because she knew it would spoil Jabba's fun.

While it lacks weaponry and its combat subroutines, Eefive-tootoo is still an intimidating presence. Even though its weapon mounts no longer hold the deadly heavy repeating blasters, ion cannons, or needle guns typical of its model, having the full attention of an assassin droid is still a frightening experience.

Eefive-Tootoo: E522 tracked assassin droid Scout 2/Soldier 4; Init +1; Defense 18 (+7 armor, +1 Dex); Spd 6 m; VP/WP 30/19; Atk +5 melee (1d4+4, weapon mounts) or +5 ranged; SQ Trailblazing; SV Fort +10, Ref +4, Will +3; SZ M; Rep 1; Str 18, Dex 13, Con 19, Int 11, Wis 11, Cha 12; Challenge Code: B.

Equipment: None.

Skills: Hide +8, Intimidate +4, Listen +4, Move Silently +8, Speak Basic, Spot +5, Survival +9.

Feats: Armor Proficiency (light, medium, heavy), Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Track.

Jabba's Townhouse

As Mos Espa diminished in importance to offworld smuggling, Jabba's city home saw less and less of the sluglike crime lord. Jabba divided his attention between Mos Espa and Mos Eisley, with periodic visits to his palace to keep tabs on his underlings there. Finally, a few years prior to the Battle of Endor, Jabba abandoned his Mos Espa home altogether, moving to a slightly larger "townhouse" in Mos Eisley.

The townhouse consists primarily of a heavily fortified exterior and a heavily defended interior. Equipped with state-of-the-art climate controls to

keep the Hutt comfortable, the house is a renowned den of iniquity in the heart of Mos Eisley's Old Quarter, attracting all sorts of scum. Most of Jabba's guests are employees of one sort or another, from full-time bodyguards to indebted informers and independent contractors.

Ephant Mon

Perhaps Jabba's only true friend in the entire galaxy is a Chevin gunrunner named Ephant Mon. Of all the members of Jabba's organization, only Ephant Mon could voice contrary opinions without facing certain death in the rancor pit. Jabba trusted Ephant Mon so implicitly that the Chevin was his secret chief of security. It was Ephant's job to spy on the spies and to assassinate the assassins.

Ephant Mon's friendship with the Hutt crime lord began a couple of decades before Jabba's death, when the two spent a night keeping each other alive after a botched arms raid on the frozen moon of Glakka. They had worked together before, but since then, Ephant has been a more or less constant fixture in Jabba's court, effectively giving up his calling to remain at Jabba's side.

While unswervingly loyal to Jabba, Ephant Mon is hardly an exemplary individual. Throughout his long

life, he has been a mercenary, a slaver, and has even tangled with the Jedi—once actually kidnapping the daughter of Cerean Jedi Master Ki-Adi-Mundi. The Chevin has survived for so long largely by betraying his business associates faster than they can betray him. Thus, his loyalty to Jabba is unusual.

Ephant Mon: Male Chevin Scoundrel 4; Init +1; Defense 16 (+5 class, +1 Dex); Spd 6 m; VP/WP 32/14; Atk +5 melee (1d3+2, punch) or +5 melee (2d6, vibroblade) or +4 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good; SV Fort +3, Ref +5, Will +2; SZ M; FP 1; DSP 8; Rep 6; Str 14, Dex 12, Con 14, Int 11, Wis 13, Cha 13; Challenge Code: D.

Equipment: Vibroblade, 4 blaster pistols, 6 spare power packs.

Skills: Appraise +7, Bluff +5, Diplomacy +6, Gather Information +10, Knowledge (alien species) +4, Knowledge (streetwise) +4, Listen +5, Pilot +4, Profession (gunrunner) +11, Read/Write Basic, Read/Write Chevin, Read/Write Huttese, Speak Basic, Speak Chevin, Speak Huttese, Spot +5.

Feats: Skill Emphasis (Profession [gunrunner]), Trustworthy, Weapon Group Proficiency (simple weapons, blaster pistols, vibro weapons).

Ortugg

Ortugg is the captain of Jabba's Gamorrean guards. Jabba employs Gamorreans because they work cheaply. As long as he keeps feeding them, they are completely loyal. Unfortunately, they are also violent, clumsy, and stupid. They cause a great deal of havoc, and those foolish enough to come to Jabba's attention while doing so tend to feed his rancor. Ortugg is perhaps the most intelligent of the lot. He carries a vibro-ax, but when Jabba wants prisoners, he tends to use his force pike.

Ortugg: Male Gamorrean Thug 4; Init +1; Defense 15 (+4 armor, +1 Dex); Spd 10 m; VP/WP -/18; Atk +9 melee (2d10+4, vibro-ax) or +9 melee (2d8, force pike) or +6 ranged; SV Fort +10, Ref +2, Will +0; SZ M; FP 1; DSP 3; Rep 2; Str 18, Dex 12, Con 18, Int 10, Wis 9, Cha 10; Challenge Code: B.

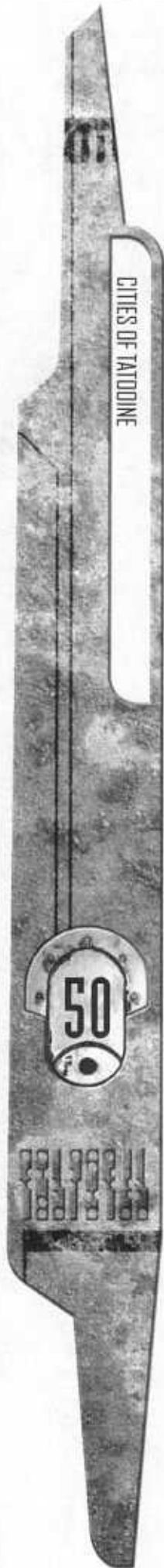
Equipment: Vibro-ax, force pike, blast helmet and vest.

Skills: Intimidate +12, Speak Gamorrean, Survival +5.

Feats: Armor Proficiency (light), Power Attack, Skill Emphasis (Intimidate), Weapon Group Proficiency (simple weapons, vibro weapons).

Tessek

Tessek is Jabba's conniving accountant, a Quarren who both keeps track of the Hutt's money and channels some of it into his own accounts. Most of Jabba's court know that Tessek is plotting against Jabba, but the Quarren is so careful about how he does it that Jabba has yet





to notice that some of his money is disappearing.

Tessek succeeds so well because, unlike most of Jabba's employees, he has no vices except perhaps for his lust for power—Jabba's money being the shortest route to that goal. He has a few allies within Jabba's court, of course, but each of them is playing Tessek against their master, hoping to end up on the side that comes out ahead.

The Quarren is an oddity on Tatooine, where he must regularly soak in water to keep his skin from drying out. (Like Mon Calamari, Quarren suffer a -1 penalty on their Will saving throws in dry or arid environments. Tessek is almost always uncomfortable on Tatooine.) In a watery environment, though, Tessek is at home: He is able to breathe water and air equally well, and can actually withstand the pressures of extremely deep oceans with no discomfort.

Tessek: Male Quarren Expert 2/Diplomat 2; Init +1; Defense 11 (+1 Dex); Spd 10 m, swim 10 m; VP/WP -/14; Atk +3 melee (2d6, vibroblade) or +3 ranged (3d4, hold-out blaster); SQ Amphibious, low-light vision; SV Fort +2, Ref +1, Will +10; SZ M; FP 1 DSP 2; Rep 2; Str 13, Dex 12, Con 14, Int 13, Wis 14, Cha 14; Challenge Code: B.

Equipment: Hold-out blaster, vibroblade, stun grenade, datapad, comlink.

Skills: Bluff +7, Diplomacy +8, Disable Device +4,

Gather Information +7, Intimidate +9, Knowledge (cultures) +7, Knowledge (streetwise) +8, Profession (bureaucrat) +8, Read/Write Huttese, Read/Write Calamarian, Read/Write Quarren, Speak Basic, Speak Calamarian, Speak Quarren.

Feats: Iron Will, Weapon Group Proficiency (simple weapons, vibro weapons).

Zutton

Although Zutton is a bounty hunter in Jabba's employ, the Snivvian quietly resents the Hutt. If he did not have to care for his simpleton brother, Takeel, Zutton would have long ago found another employer—but he would still be a bounty hunter.

Working under the name "Snaggletooth," Zutton is one of the Outer Rim's more efficient bounty hunters, with a pragmatic approach that other bounty hunters and even law enforcement agencies respect. Zutton will fight only when absolutely necessary, and actually shows his targets a certain amount of respect.

Zutton's private passion is painting. Much of his spare time is spent creating portraits of his acquaintances—largely Jabba and his entourage—and, if rumors are true, his targets.

Like all Snivvians, Zutton has particularly thick skin, protecting him somewhat from extremes of temperature. It also affords him a small amount of natural armor.



Zutton: Male Snivvian Scout 3/Soldier 3; Init +1; Defense 19 (+1 natural, +1 Dex); Spd 10 m; VP/WP 55/14; Atk +7 melee (1d3+2, punch) or +6 ranged (3d8, heavy blaster pistol); SQ +4 species bonus on Survival checks for exposure; SV Fort +7, Ref +4, Will +4; SZ M; FP 2; DSP 2; Rep 4; Str 14, Dex 13, Con 14, Int 13, Wis 13, Cha 14; Challenge Code: D.

Equipment: Heavy blaster pistol, datapad, painting tools, modified freighter (*Longest Winter*).

Skills: Appraise +4, Entertain (paint) +8, Gather Information +5, Knowledge (alien species) +4, Knowledge (streetwise) +7, Listen +4, Move Silently +5, Pilot +7, Read/Write Snivvian, Search +2, Speak Basic, Speak Snivvian, Spot +4, Treat Injury +8.

Feats: Armor Proficiency (light), Skill Emphasis (Entertain [paint]), Skill Emphasis (Treat Injury), Starship Operation (space transports), Track, Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

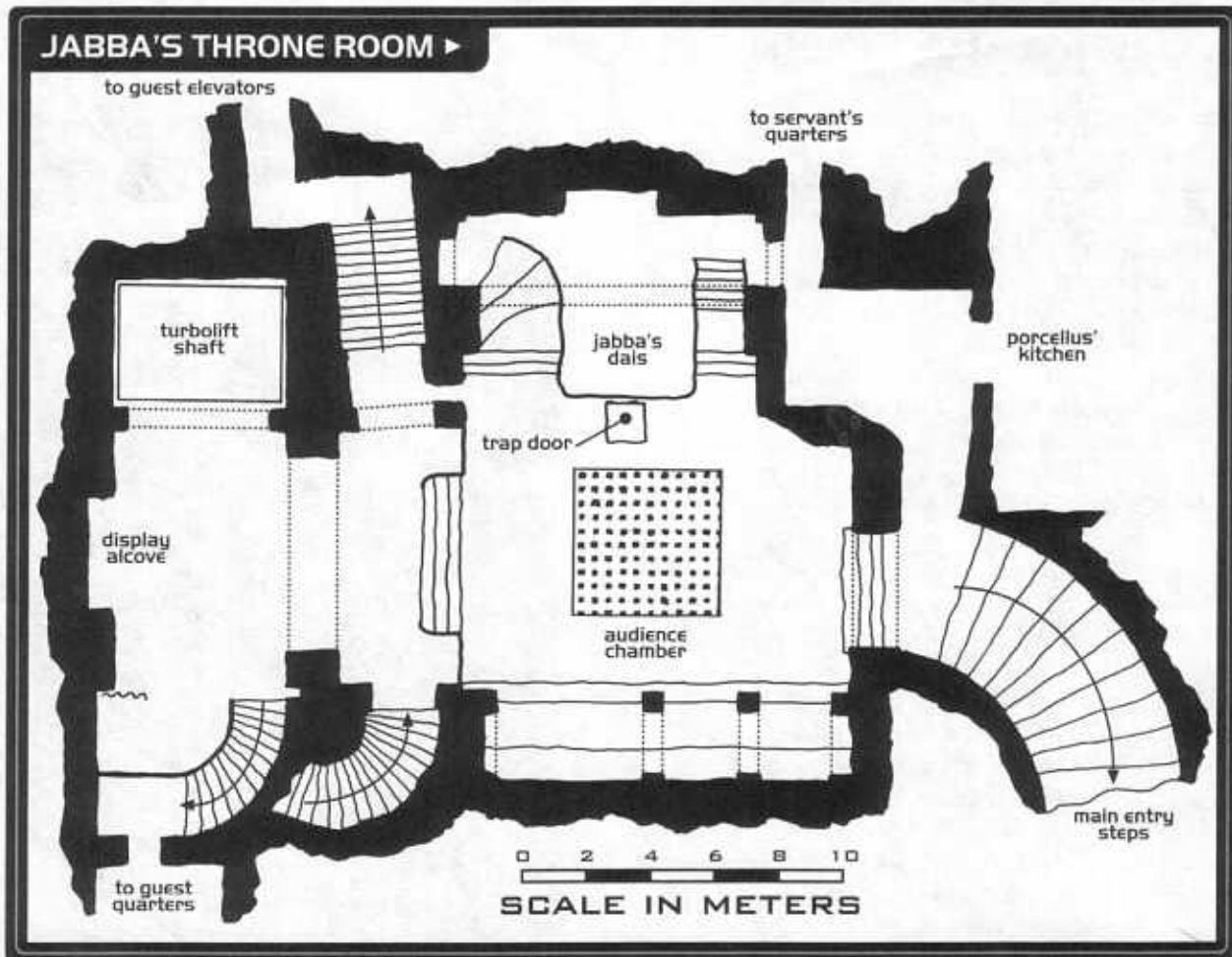
Jabba's Palace

If any place on Tatooine could be said to be worse than all the rest, it would be Jabba's palace—the former B'omarr Monastery. Through seven centuries

of existence, this impressive edifice on the edge of the Dune Sea has been the location for more scenes of depravity and horror than perhaps any place on the Outer Rim. It is little wonder that when Jabba the Hutt needs a place to lie low and relax, he comes here.

The palace is a great sprawling structure. For centuries, a parade of crime lords and pirate kings have occupied it—and added on to it. Jabba himself took possession of it from his father, little realizing that nearly everyone who lives in the monastery one day falls victim to surgical “enlightenment,” administered by the monastery's true masters, the B'omarr monks. Like every resident before him, Jabba arrogantly believes that the monks are merely pacifistic scholars who suffer the series of occupations as only the weak truly can. Little does he know that the monks are planning to one day remove his brain and make him one of them.

The full extents of Jabba's palace are mostly unexplored, except by the monks. Jabba himself uses only a few levels near the docking garage where he keeps his sail barge, a handful of utility skiffs, and a few landspeeders. Most visitors enter and leave through the docking garage, while there



are numerous doors of varying strength and size located around the monastery—as well as one or two secret entrances. There are countless guest and staff rooms in the monastery, but in the months leading up to Jabba's death just before the Battle of Endor, Jabba generally demands that all his employees sleep in the audience hall, where he can keep an eye on their activities.

Directly below the audience hall is a large natural cavern where Jabba keeps his pet rancor behind a massive durasteel door. Fascinated by the rancor's power and ferocity, Jabba periodically manufactures reasons to feed members of his household or organization to it via a trapdoor, while he watches through the grating in the center of the audience chamber.

Jabba also maintains a number of sizable treasure vaults in his palace, loaded with the spoils of his own conquests as well as the loot of the pirates and smugglers who occupied the monastery before him. After his death, treasure seekers from all over the galaxy mounted expeditions to recover it, though none seem to have found any particular success.

Weequays

Jabba has a small contingent of enigmatic enforcers called Weequays. Warty, brown creatures from the desert planet Sriluur, the Weequays are extremely efficient at spreading fear of Jabba through violence and cruelty.

Weequays worship the god Quay (their name literally means "follower of Quay") and often seek his portents from otherwise mundane occurrences and items—such as toys or kitchen appliances. This behavior is completely baffling to the rest of Jabba's organization, since the Weequay never seem to speak, but they understand Basic well enough. (In reality, the Weequay speak aloud only in private; otherwise, they employ a complex pheromonal language to convey important information.)

Unfortunately, an individual Weequay's name is only expressed through the pheromonal language, and when a Weequay gives a name at all, it is simply "follower of Quay"—meaning that they all answer to the name Weequay.

To further confuse things, individual Weequays are distinguished only by their elaborate topknots—and most beings don't like to stare at a Weequay enforcer long enough to determine which one he is.

Weequay: Male Weequay Thug 3; Init +2; Defense 16 (+4 armor, +2 Dex); Spd 10 m; VP/WP -/15; Atk +5 melee (damage, 2d8+2, force pike) or +5 ranged; SQ Pheromonal language; SV Fort +5, Ref +3, Will +2; SZ M; FP 0; Rep 1; Str 15, Dex 15, Con 15, Int 12, Wis 13, Cha 12; Challenge Code: B.

Equipment: Force pike, blast vest.

Skills: Intimidate +3, Jump +4, Listen +3, Read/Write Sriluurian, Repair +3, Search +3, Speak Basic, Speak pheromonal Sriluurian, Speak Sriluurian.

Feats: Armor Proficiency (light), Dodge, Weapon Group Proficiency (simple weapons, vibro weapons).

Porcellus

Jabba's cook, Porcellus, is an award-winning chef who had the profound misfortune of coming to the attention of a Hutt crime lord. He lives in a constant state of terror. Not only do Jabba's cronies bully him around in his own kitchen, but should Jabba have even a glimmer of indigestion, Porcellus may find himself feeding Jabba's rancor next.

Before coming to Tatooine, Porcellus was a famous chef—three-time winner of the coveted Golden Spoon Award, and winner of the Tselgourmet Prize for gourmandise, five years running. While Jabba certainly appreciates his talents, Porcellus finds that he spends more time protecting his culinary inventions from hungry Gamorrean guards and his filching kitchen-boy, Phlegmin. His best treats are always shielded behind an electric fence, so that when Jabba wants a sweet beignet, there will be one left for him—and Porcellus will live to cook another day.

Porcellus: Male Human Expert 2; Init +0; Defense 11 (+1 class); Spd 10 m; VP/WP -/9; Atk +0 melee (1d3-1, punch) or +1 ranged; SV Fort -1, Ref +0, Will +4; SZ M; FP 1; Rep 5; Str 9, Dex 11, Con 9, Int 9, Wis 14, Cha 11; Challenge Code: A.

Equipment: Cooking implements.

Skills: Appraise +4, Handle Animal +2, Knowledge (alien species) +4, Knowledge (Hutt culture) +4, Listen +4, Profession (cook) +10, Read/Write Basic, Speak Basic, Speak Huttese.

Feats: Fame, Skill Emphasis (Profession [cook]), Weapon Group Proficiency (simple weapons).

Malakili

Malakili went from Corellian circus monster tamer to crime lord's monster wrangler in less time than it takes to tell the tale. Jabba's lieutenants, Bib Fortuna and Bidlo Kwerve, had just acquired a new pet for the Hutt—a rancor—and Malakili was brought to Tatooine to act as its keeper.

Consequently, Malakili lives on a razor's edge. Certainly, he is familiar with handling gigantic, vicious animals, but in addition to the danger of being torn to pieces or eaten alive, Malakili has to contend with Jabba's mercurial moods. He knows that at any moment, Jabba could order him killed.

He also knows that if the rancor fails to survive one of Jabba's many "contests" (in which the rancor is pitted against whichever new beast Jabba has acquired), his own usefulness will be at an end.



THE DEATH OF JABBA

Few things change more slowly than a Hutt, and Jabba liked being in charge of Tatooine. Even though the Republic had assimilated the desert world long ago, it had always unofficially been under control of the scion of the Desilijic clan.

Under the Emperor, things hardly changed. Jabba's criminal empire still flourished. In fact, it became even stronger, as the establishment of a formal mining facility at Kessel meant that more glitterstim spice made its way to Jabba by way of various smugglers.

One of these was Han Solo, who at that time was merely a useful pawn in Jabba's plans. Solo made several runs for the Hutt—including the fastest on record—earning Jabba's respect, until Solo was forced to jettison a spice cargo to avoid Imperial arrest. While Jabba pretended to be understanding of Solo's predicament, it didn't stop him from putting a bounty on the smuggler's head—then doubling it, and doubling it again, each time Solo eluded him.

The bounty was finally claimed by the infamous bounty hunter Boba Fett, who managed to increase the sum even further by suggesting that Han Solo (now frozen in carbonite) could be considered not just a bounty, but a piece of artwork—created by none other than the Dark Lord of the Sith, Darth Vader. Amused at the notion, Jabba paid Boba Fett 250,000 credits for Solo. Still frozen in carbonite, Han Solo became the centerpiece of the throne room in Jabba's palace.

Keeping Solo brought about Jabba's death. Han Solo's friends—including the newly trained Jedi Knight, Luke Skywalker—attempted a rescue, but earned Jabba's wrath when they not only freed Han from the carbonite, but killed his pet rancor. Infuriated, Jabba attempted to execute Skywalker, Solo, and Solo's copilot, the Wookiee Chewbacca, by feeding them to the Sarlacc. But Solo's companions turned the tables on Jabba. The sluglike crime lord died aboard his sail barge over the Great Pit of Carkoon, strangled to death by Leia Organa.

Malakili worries about his own demise, but he also worries about the rancor. He has grown quite attached to his charge and would hate to see any ill befall it.

Malakili: Male Human Expert 2; Init +0; Defense 10; Spd 10 m; VP/WP -/14; Atk +3 melee (*special, stun baton*) or +1 ranged; SV Fort +2, Ref +0, Will +3; SZ M; FP 1; Rep 0; Str 14, Dex 11, Con 14, Int 11, Wis 11, Cha 14; Challenge Code: A.

Equipment: Stun baton.

Skills: Appraise +5, Diplomacy +5, Entertain (animal taming) +7, Handle Animal +12, Knowledge (alien species) +5, Ride +7, Speak Basic, Speak Huttese, Treat Injury +3.

Feats: Animal Affinity, Skill Emphasis (Handle Animal), Weapon Group Proficiency (simple weapons).

The Rancor

Jabba's lieutenants, Bib Fortuna and Bidlo Kwerve, gave the rancor to their boss as a gift. Jabba rewarded Bib Fortuna by making him his majordomo—and rewarded Bidlo Kwerve by making him the rancor's first meal.

Jabba's rancor is actually somewhat small for its species; it has been in captivity for so long that it hasn't completely matured physically. But Jabba keeps its predatory instincts alive by periodically pitting it against other vicious beasts, as well as the occasional droid, unwanted visitor, and disloyal employee.

The rancor's keeper, Malakili, occasionally escorts the beast outside, where it runs free across the desert for a while before obediently returning to its pen.

Jabba's Rancor: Predator 5; Init +1; Defense 22 (+13 natural, -2 size, +1 Dex); Spd 20 m; VP/WP 40/36; Atk +11 melee (1d6+8, claw) or +6 melee (2d6+8, bite) or +2 ranged; SQ Low-light vision, fast healing 2; SV Fort +9, Ref +3, Will -1; SZ H; Rep 5; Str 26, Dex 12, Con 19, Int 4, Wis 7, Cha 4; Challenge Code: D.

Skills: Climb +14, Intimidate +5, Spot +2.

Feats: Power Attack, Track.

Salacious Crumb

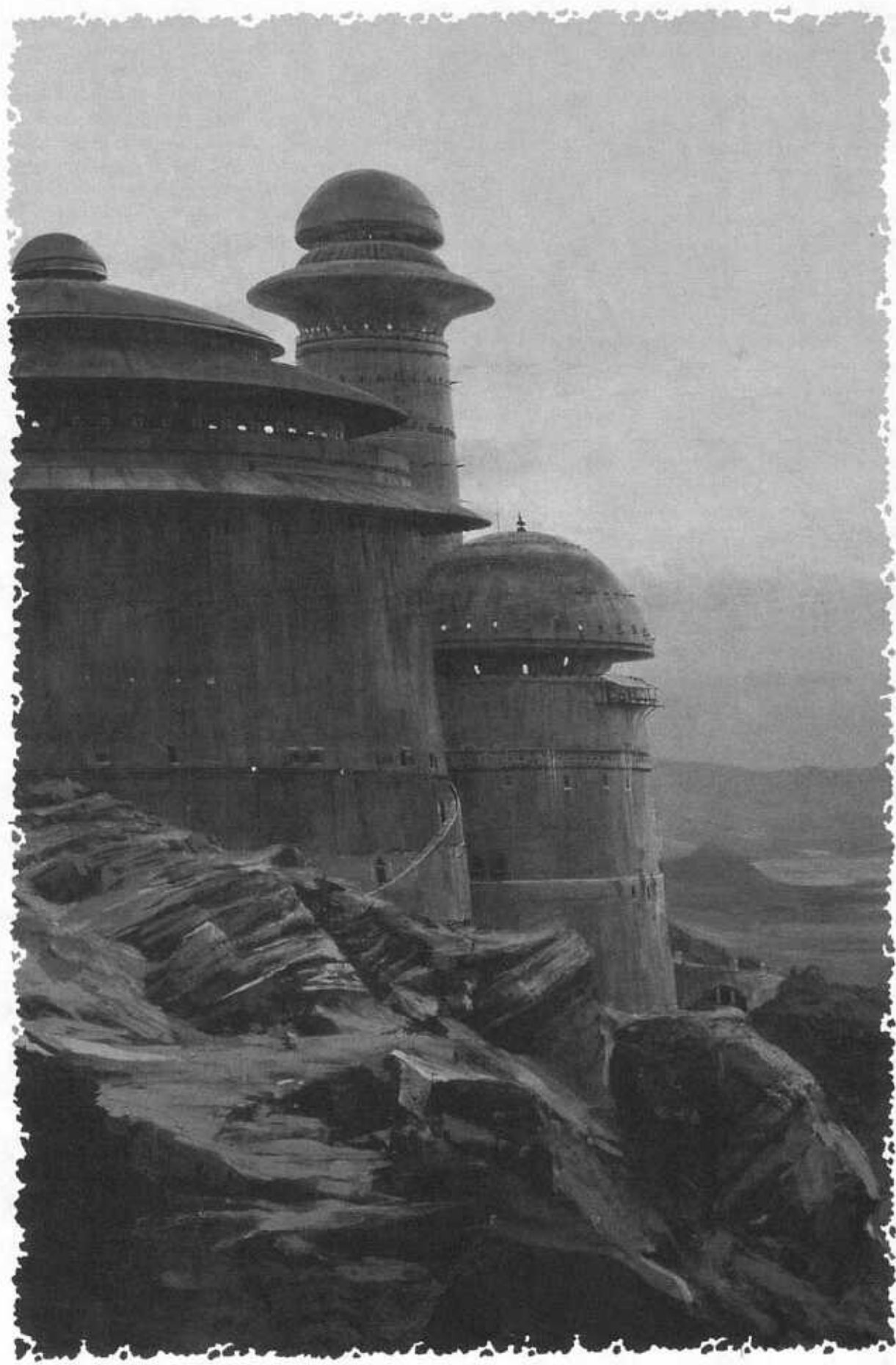
Jabba's court jester is a Kowakian monkey-lizard he has named Salacious Crumb. Crumb is nominally intelligent—just clever enough to know when he is in trouble, and when he can get someone else in trouble. He delights in the latter.

Crumb's job as jester is to make Jabba laugh at least once each day—or be eaten (either by the rancor, or Jabba himself). He has managed to survive years at Jabba's side, and everyone in Jabba's employ hates him, so he has plainly done his job well. (There are as many plots to kill Salacious Crumb as there are to kill Jabba himself.)

Perhaps Crumb's most annoying "talent" is his ability to mimic the words of intelligent beings—in carefully selected and combined phrases. Were someone in Jabba's court to say, "Jabba makes me so angry sometimes that I want to kill something," Crumb might repeat the phrase as, "He wants to kill Jabba." Most distressingly, Salacious Crumb would wait to repeat the phrase until Jabba and the speaker were both there to hear it.

Kowakian Monkey-Lizard: Scavenger 2; Init +3; Defense 13 (+3 Dex); Spd 12 m; VP/WP 10/4; Atk +0 melee (1d3-1, bite) or +4 ranged; SV Fort +2, Ref +6, Will -1; SZ T; Rep 3; Str 8, Dex 17, Con 8, Int 6, Wis 8, Cha 8; Challenge Code: B.

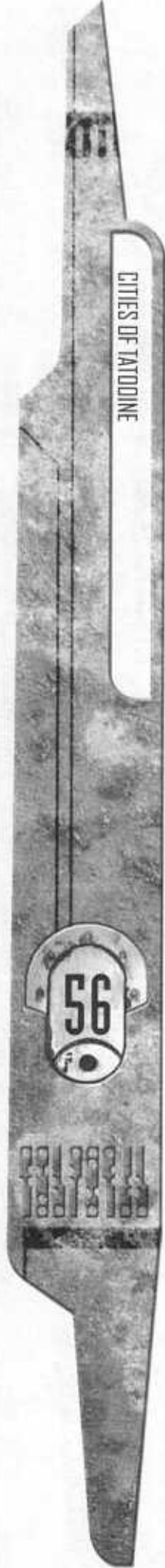
Skills: Climb +3, Hide +5, Jump +3, Listen +1, Move Silently +5, Survival +1.



CITIES OF TATTOINE



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The New Jedi Order Era

After the death of Jabba the Hutt, most smugglers and criminals had very little reason to stay on Tatooine. Previously, Jabba kept a tight leash on them, through debt or intimidation, so that they felt obliged to visit Tatooine often. But without Jabba threatening their livelihoods, most found employment elsewhere. Many went to work for the renowned smuggler Talon Karrde. A few stayed to take advantage of the hospitality of Lady Valarian. Those who felt actual loyalty to the Desilijic family—a small handful—left for Hutt Space.

The villainous tyranny of Jabba forced Lady Valarian to rethink her tactics. She had to either threaten her new employees just as much as Jabba had, or convince them that she was a more benevolent employer. She opted for the latter route, making arrangements with the local authorities to give those who moved her smuggled cargoes the freedom to come and go, and lavishing rewards and favors on her smugglers and thugs—in effect, buying their loyalty with a currency Jabba never used.

She was wildly successful—so much so that, when the New Republic established their governance of Tatooine, they had to negotiate with Valarian for power, water, shipping, and land rights. The arrival of the New Republic didn't make Valarian rich overnight, but it did create for her an ongoing source of income as a large percentage of completely legal commerce found its way into her hands.

Mos Entha

Until the arrival of the New Republic, Mos Entha was just another spaceport city. But with the death of Jabba, traders could afford to choose which spaceport they wished to patronize—and Mos Eisley had frankly lost much of its allure. Similarly, the increased interest in the homeworld of Luke Skywalker—a Jedi Master and hero of the Rebellion—brought an influx of tourism that the desert world hadn't seen since the days of Podracing.

As a result, Mos Entha is something of a model for the modern Tatooine city. The streets are clean, safe, and even laid out in a consistent fashion. The docking bays are laid out radially around the spaceport hubs—four massive domed structures that stand five hundred meters above the streets, providing no fewer than sixty ultramodern docking facilities. The original docking bays are still in use, bringing the total count up to almost seventy-five docking bays—most of which are located on the outskirts of the city in accordance with zoning laws. So in addition to the streets being safe and clean, they are also fairly quiet. This is important, since the streets are largely residential areas with some storage and light industry.

The cultural and entertainment centers of Mos Entha rest within the domed spaceport hubs, where multi-level, environment-controlled hotels are the foundation of a growing tourist trade. Each dome hosts large shopping centers, restaurants (including the Mos Entha location of the Rim-renowned Crystal Moon), theaters, museums, and government offices. Many tourists can "enjoy Tatooine" without ever leaving the confines of the spaceport hub.

Those visitors who have business outside the hubs find the city much the same as it has been for the last two hundred years. Swoops and speeders dart in and out among slower-moving ground traffic—copies, dewbacks, rontos, shuttles, and cargo haulers. Jawas ply their trade alongside aliens from a thousand different worlds. The local police are efficient, courteous, and visible—a marked change from Mos Espa or Mos Eisley, or even the Mos Entha of twenty years ago.

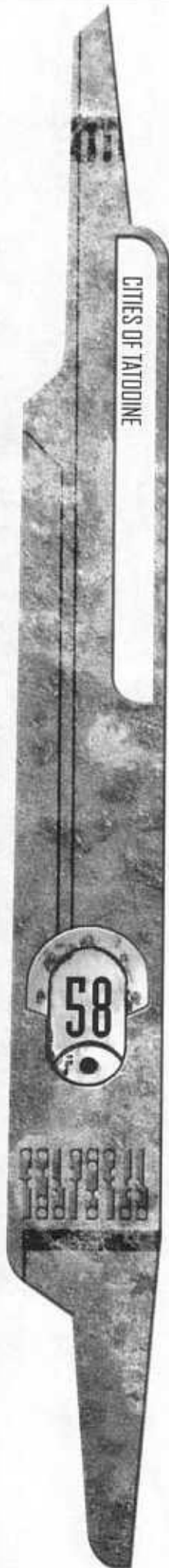
Who's In Charge

Mos Entha has an administrative staff consisting of a mayor, a city council, and various public utility officers. The mayor's offices are housed in a large public building near the intersection of Mos Entha's streets at the center of the city, but most public officials have offices in the more comfortable spaceport hubs. Each draws a respectable salary from the New Republic government.

Some would argue that the real power, as always, lies with organized crime—though Lady Valarian's activities are hardly recognizable as such. Valarian actually maintains an unofficial post with the city government as a representative of the business community, but it is something of a well-known secret that she bought her way onto the city council as part of her deal with the New Republic. Still, as long as her activities do not embarrass the mayor or the chief of police, Lady Valarian is allowed a voice in Tatooine's government.

For the most part, Valarian has honored this unofficial agreement and is even something of a local celebrity. Unfortunately, over the past few years, the Hutt families have been showing an increased interest in returning to Tatooine, meaning that Valarian has had to work harder to maintain control. She has had a progressively more difficult time staying disassociated from criminal incidents and has been the target of no less than seven recent assassination attempts—some of which originated within the ranks of her own organization.

It worries Valarian to no end that some of her employees have turned against her, and she sees herself in much the same position as Jabba was before his death: constantly fending off attacks,



uncovering plots, and playing several conspirators against one another. As she grows older, Lady Valarian has been faced with the realization that all her hard work will have been for nothing should she pass away without ensuring her legacy. In hopes that her plans for Tatooine will survive her, Valarian has cultivated a protégé—a young Twi'lek woman named Shiri'ani. While Valarian grows more withdrawn, taking shelter in her increasingly fortresslike home in the center of the city, Shiri'ani selflessly attends to her mentor's business on and about Tatooine.

Laws and Ordinances

With the rise of the New Republic, the laws of Tatooine have achieved a certain amount of justice for all—rather than merely protecting the Hutts or the Empire. While there is still a fair amount of corruption, the law now focuses more on protecting the safety and rights of citizens and visitors, rather than lining the pockets of the Hutts or ferreting out traitors to the Empire.

Still, a great many laws revolve around the free flow of commerce, and there is still a great deal of corruption and “looking the other way”—mostly having to do with Lady Valarian's business concerns. Valarian and her protégé Shiri'ani grease quite a few wheels in order to ensure that the only smuggling that goes on benefits them, and no one else.

Sample Class One Infractions

Conspiracy or treason against the New Republic.
Piracy (defined as attacking a ship with intent to illegally take possession of cargo or valuables, or to abduct sentient beings).
Murder or manslaughter.

Penalty: 10–50 standard years imprisonment in a penal colony, loss of business or pilot license, possible execution.

Sample Class Two Infractions

Smuggling (defined as purchase or transportation of illegal, restricted, or stolen commodities).
Transportation off-planet of manufactured goods containing Tatooine ore.
Fraud or embezzlement.
Assault.
Grand theft transport (including cargo vessels of any kind).

Penalty: Fine of up to 10,000 credits, 5–30 standard years imprisonment, probable loss of business or pilot license.

Sample Class Three Infractions

Grand theft speeder.
Aiding and abetting a known felon.
Purchase or transportation of any goods requiring a permit, without said permit.
Purchase or use of any starship or vehicle without current licenses.

Penalty: Fine of 250–10,000 credits and/or up to four standard years imprisonment, possible loss of business or pilot license.

Sample Class Four Infractions

Lack of proper safety equipment in a public facility, starship, or vehicle.
Malicious mischief.

Penalty: Fine of 100–5,000 credits and/or up to six standard months imprisonment.

The Lucky Star

The recognized nightspot in Mos Entha is the Lucky Star, a suspiciously familiar-looking club and casino on the outskirts of the city. Built from a decommissioned cargo freighter, it clearly resembles Mos Eisley's Lucky Despot casino hotel—and with good reason. The owner is none other than Shiri'ani, the young protégé of Lucky Despot owner Lady Valarian.

The Lucky Star has been in operation for just over sixteen years, showing a profit every year—largely because Valarian's agreement with the New Republic guarantees that neither she nor Shiri'ani pays taxes on their operations. Offworld tourists find it a major attraction because the Star has a reputation as *the* place to see “the real Tatooine.” To ensure that guests enjoy the thrill of a brush with danger—without ever actually being in any danger—Shiri'ani allows only a select group of Mos Entha's shadier figures (mostly gamblers in her employ) as “regulars.” In reality, the security is extremely tight, despite the occasional shooting or back room murder—all of which add to the allure.

Like Lady Valarian and the Lucky Despot, Shiri'ani largely maintains the Lucky Star as a headquarters for her own smuggling and gambling operations. Scoundrels and ne'er-do-wells from all over the Outer Rim come to the Star looking for work. If they meet with Shiri'ani's approval, they can expect a private audience in her secret office behind the bar's full-length—and one-way—mirror.

Shiri'ani

Lady Valarian's protégé Shiri'ani is at once Mos Entha's most desirable woman and a cunning criminal

mastermind. Brought to Tatooine as a child by slavers, she was greeted with the good news that Jabba had just been killed and Bib Fortuna—her buyer—was missing. In the confusion Shiri'ani escaped her keepers. Destitute but determined, she took to the streets of Mos Eisley, begging for credits to pay for transportation back to Ryloth.

Eventually Shiri'ani came to the attention of Lady Valarian, who mistakenly believed the Twi'lek girl might know something about Jabba's treasure vaults. Shiri'ani impressed Valarian with her intelligence and drive, and the Whiphid offered Shiri'ani a job dancing in the Lucky Despot—complete with wages, tips, lodging, and no fear of being executed if she failed to please her audience.

The Twi'lek girl rapidly demonstrated her shrewd grasp of business, advancing from dancer to bartender, then assistant manager, in less than a year. Valarian took special interest in educating Shiri'ani in the finer points of negotiation and manipulation, teaching Shiri'ani how to wrap smugglers, gamblers, thieves, and killers around her finger and keep them begging for more. By the time Shiri'ani reached adulthood, it was clear to everyone that Valarian was grooming her as her heir.

Shiri'ani's first step in reaching the same level as her mentor was to start her own club, which is how the Lucky Star came to be. Under Valarian's careful tutelage, Shiri'ani turned a derelict freighter into a near duplicate of the Lucky Despot, right down to the collection of fawning thugs and scoundrels who come begging for work—or Shiri'ani's favors. While Shiri'ani is extremely discriminating with both, she has learned from Valarian how to use promises and innuendo to keep them coming back night after night. Even if they don't find work—or true love—they still buy drinks.

If Shiri'ani has an interest in anyone, it is the mysterious Twi'lek she has come to know as Firth Olan. Arriving at the Lucky Star shortly after its grand opening, Olan impressed her with his wit, charisma, cunning—and the fact that he had the brain of her most hated enemy, Bib Fortuna, in a jar. Shiri'ani still remembered the shame of having been purchased as a slave by Fortuna. She dreamed of one day finding him and having her revenge. Olan has promised her that revenge—one day—if she would but help him with a few schemes of his own. Her eagerness has blinded her, though, and she is allowing Olan to gradually turn her against Lady Valarian. With each passing day, she channels more of her resources into aiding Firth Olan instead of her mentor—never guessing that he secretly is Bib Fortuna, his brain implanted in Olan's body.

Shiri'ani: Female Twi'lek Expert 2/Diplomat 3; Init +3; Defense 14 (+3 Dex); Spd 10 m; VP/WP -/11; Atk +2 melee (1d4-1, knife), +1 ranged (3d4, hold-out blaster);

SQ Low-light vision; SV Fort +2, Ref +4, Will +7; SZ M; FP 2; DSP 3; Rep 8; Str 8, Dex 17, Con 11, Int 14, Wis 13, Cha 17; Challenge Code: D.

Equipment: Hold-out blaster, Lucky Star casino.

Skills: Appraise +4, Bluff +10, Diplomacy +6, Entertain (dance) +11, Gather Information +10, Hide +4, Knowledge (Ryloth) +5, Knowledge (streetwise) +6, Move Silently +5, Read/Write Basic, Sense Motive +6, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl, Survival +3, Tumble +5.

Feats: Skill Emphasis (Entertain [dance]), Trustworthy, Weapon Group Proficiency (simple weapons).

The Crystal Moon Mos Entha

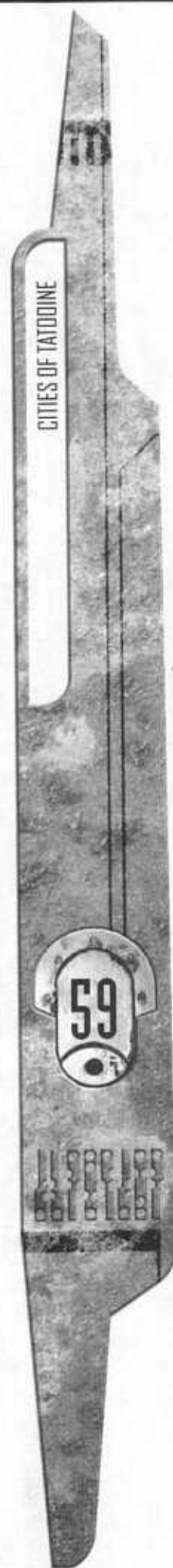
The fame of the Crystal Moon—a restaurant begun by two of Jabba's former lackeys, Porcellus and Malakili—attracted so many customers that they decided to open a second, then a third location. Eventually, they owned a small chain of Crystal Moon franchises scattered along the Corellian Run trade route. Through some mismanagement and much misfortune, most of the restaurants closed within a few years, leaving only the original in Mos Eisley and the slightly larger one in Mos Entha.

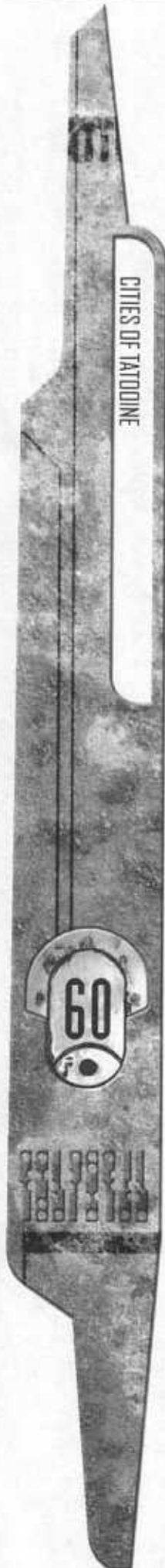
The Crystal Moon Mos Entha survives mostly because of the covert patronage of Tatooine's latest Hutt crime lord, Herogga of the Nasirii clan. In the wake of Jabba's departure from the desert world, a number of Hutt clans had taken an interest in renewing their activities on Tatooine, but only Herogga has so far managed to maintain more than a token presence. This is primarily because he keeps a low profile, using the famous Crystal Moon restaurant as a front and operating entirely out of a suite of chambers located beneath the restaurant. Herogga pays Porcellus and Malakili considerable sums of money not to question his activities. Because they have long since retired from actively managing their restaurants (only occasionally making promotional appearances), Porcellus and Malakili are not yet aware that their mysterious benefactor is in fact a Hutt crime lord.

Herogga capitalizes on the tourist trade to lend the restaurant an air of respectability, and thus avoid any associations with criminal activity. Despite the never-ending flow of armed thugs and the occasional fatal firefight, most of Mos Entha takes the Crystal Moon at face value.

Herogga the Hutt

Herogga arrived on Tatooine eighteen years after Jabba's death, having made arrangements with Porcellus and Malakili to cover the operating expenses of the Crystal Moon Mos Entha in return for his privacy. "My master wishes only to sometimes make use of his favorite restaurant for private functions," Herogga's protocol droid told them. With the two entrepreneurs thus





distracted and placated, he moved into the storage cellar under the restaurant, expanding it outward to provide enough room for his criminal operation to flourish.

The new Hutt on Tatooine has been successful so far because he has remained hidden. He only leaves the restaurant in his sealed landspeeder, parking it in a nearby garage connected under the street. He does most of his business through lieutenants and other intermediaries, avoiding public attention so no enterprising informer will reveal his presence to either the authorities or the competition. Meanwhile, he wages a continuing underground war against Lady Valarian and her understudy, the Twi'lek Shiri'ani.

In his underground hideaway, Herogga lives in opulence, surrounded by bodyguards and slaves. He feigns a reluctance to punish his underlings' mistakes, but never forgets them. Herogga rarely takes on new employees on Tatooine, and even more rarely in Mos Entha—most of his underlings come from Hutt Space. Those he does hire must pass grueling and often lethal inspections before he will trust them with the location of his hidden base.

In personality, Herogga is not that different from his predecessors on Tatooine (but few can match the excesses of the infamous Jabba). He is vicious and vengeful with his enemies, biding his time until he can eliminate entire organizations in one bloody purge. He has no qualms about ordering the execution of even his rivals' children to ensure that they do not one day return seeking revenge.

Herogga's plans for Tatooine have recently experienced something of an upset. The Yuuzhan Vong have devastated Nal Hutta. The Hutts are fleeing their homeworld, and many are relocating to Tatooine. But Herogga has hidden his true feelings from his underlings; he is worried that he will be destroyed in the inevitable clan war that will result from so many Hutts trying to carve out empires from the limited resources of the same small planet. He has had to accelerate his timetable for controlling Tatooine and is seriously considering moving his entire operation to Jabba's old palace: the B'omarr Monastery. From there, he feels certain, he could easily withstand any force the other Hutts might bring to bear against him.

Herogga: Male Hutt Noble 2/Scoundrel 5; Init -2; Defense 16 (-2 Dex); Spd 2 m; VP/WP 46/15; Atk +5 melee (2d6+1, vibroblade) or +5 ranged (3d8, heavy blaster pistol); SQ +6 species bonus on Will saves against mind-affecting Force powers, always considered prone, illicit barter, better lucky than good, sneak attack +2d6; SV Fort +5, Ref +4, Will +6; SZ L; FP 3; DSP 10; Rep 9; Str 13, Dex 7, Con 15, Int 13, Wis 14, Cha 14; Challenge Code: E.

Equipment: Heavy blaster pistol, vibroblade, repulsor couch, skiffs, enclosed landspeeders, bodyguards, vast wealth.

Skills: Appraise +6, Bluff +14, Computer Use +5, Diplomacy +6, Gather Information +12, Intimidate +9, Knowledge (Nal Hutta) +5, Knowledge (streetwise) +6, Knowledge (Tatooine) +5, Pilot +3, Read/Write Basic, Read/Write Huttese, Sense Motive +7, Speak Basic, Speak Huttese, Survival +5.

Feats: Great Fortitude, Infamy, Persuasive, Skill Emphasis (Intimidate), Weapon Group Proficiency (simple weapons, blaster pistols, vibro weapons).

Eidolon Base

While Tatooine was still under Imperial rule, Sate Pestage, the Emperor's Grand Vizier, supervised construction of a hidden base at the edge of the Northern Dune Sea, far from prying eyes. Although Eidolon Base was captured by elements of Rogue Squadron a few years after Jabba's death, the New Republic had no real use for the facility. It lay unused and mostly forgotten by everyone except the occasional scavenging Jawa clan.

A decade after the destruction of the second Death Star, a group of former Imperials—mainly refugees from the fall of Coruscant and support personnel from Outer Rim garrisons—took possession of the empty base. With its life support and power systems refurbished, the base proved to be an ideal relocation point for hundreds of former Imperial citizens unable or unwilling to make the journey to the star systems still in the hands of the Imperial Remnant. The New Republic graciously ceded the land to the new settlers—since, of course, no one else particularly wanted it.

A decade later, Eidolon Base is doing quite well for itself. The settlers maintain their own vaporators and import what food they cannot grow. Because of the base's location inside a remote mountain, the living conditions are quite comfortable. Tatooine's criminal community has little reason to visit, meaning that the settlers dwell in relative peace. Because Eidolon has occasional difficulties with pirates and raiders, the Tatooine government allows them two flights of four TIE fighters (eight starfighters in all) for use by the meager defense force, but they have a strict 100-kilometer radius jurisdiction. The militia is made up of about two dozen volunteers, only a few of whom actually served as Imperial Navy combat personnel—and those are getting old.

The single largest threat to the settlers is Tusken Raider attacks. The Sand People have taken objection in the last few years to the presence of outworlders in what they presumably consider their "sacred mountain." Eidolon's settlers have so far managed to avoid major losses of personnel, but the Sand People have destroyed numerous vaporators, droids, and vehicles.

Arajen Turmen

The leader of the Imperial settlers on Tatooine is Captain Arajen Turmen, a former Imperial Navy pilot and gunboat commander. Turmen was stationed on Tatooine when the second Death Star was destroyed and was one of the original officers of Eidolon Base. His knowledge of the facility paved the way for settlers to move in and convert it for farming and civilian habitation.

Captain Turmen is in his mid-60s, with close-cropped gray hair and a face full of wrinkles. He still wears his Imperial Navy uniform. At first this was out of a need for clear identification of his authority. Now he simply wears it out of habit. Although he owns a blaster pistol, he rarely carries it, preferring to negotiate rather than fight. His diplomatic skills are generally sufficient to defuse most situations. The other settlers hold him in high regard because he once convinced a group of pirates to trade with the settlers rather than raid them. Even when he is personally leading a TIE patrol in his TIE interceptor (the only one on the base), Turmen tries to demonstrate his superior starfighter combat skills by averting dogfights, even if he knows he will most likely win.

With the recent Tusken Raider attacks on Eidolon, Captain Turmen's job has become more difficult. He's figured out that the Sand People are growing restless, and he's convinced that another incident like the destruction of Fort Tusken is coming, and soon. In his worst nightmares, he envisions Eidolon as a smoking hole, littered with gaffi sticks.

Arajen Turmen: Male Human Noble 2/Soldier 4/Officer 2; Init +1; Defense 18 (+7 class, +1 Dex); Spd 10 m; VP/WP 44/12; Atk +7/+2 melee (1d3+1, punch) or +7/+2 ranged (3d6, blaster pistol); SQ Call in a favor, inspire confidence, leadership; SV Fort +7, Ref +5, Will +8; SZ M; FP 2; DSP 2; Rep 8; Str 13, Dex 12, Con 12, Int 14, Wis 16, Cha 16; Challenge code: E.

Equipment: Blaster pistol, uniform, rank cylinders, multichannel comlink, various datapads.

Skills: Astrogate +8, Bluff +9, Computer Use +8, Diplomacy +8, Gather Information +7, Intimidate +11, Knowledge (military) +13, Knowledge (Tatooine) +8, Pilot +13, Read/Write Basic, Sense Motive +11, Speak Basic, Speak Huttese, Speak Ryl, Speak Jawa Trade Language, Survival +9

Feats: Alertness, Armor Proficiency (light, medium, heavy), Fame, Point Blank Shot, Skill Emphasis (Knowledge [military]), Starship Operation (capital ships, starfighters), Weapon Group Proficiency (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons).

B'omarr Monastery

Formerly Jabba's palace, the B'omarr monastery has attracted a great deal of attention in the years since the Hutt's death. Various ambitious treasure-seekers—including Lady Valarian—have mounted expeditions to slip into the empty fortress and retrieve Jabba's rumored storehouse of plundered wealth, but none have returned. One speculation is that Jabba's lackeys carted it all away when they heard he was dead. The other is that Jabba left behind some form of automated defense—perhaps a small army of droids—that protect his treasure vaults even after all these years.

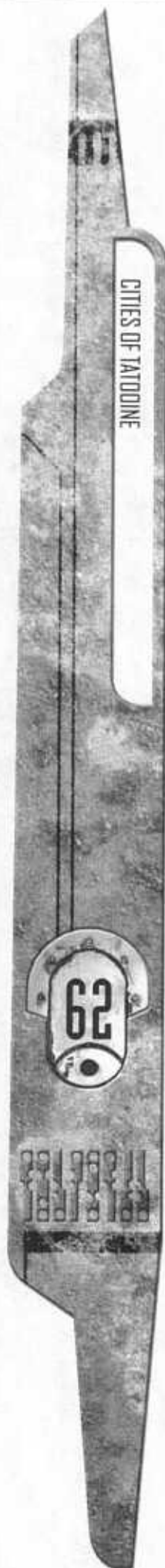
Neither of these guesses is true, of course. Initially, anyone foolish enough to visit the site without sufficient firepower fell victim to the B'omarr monks, who surgically "enlightened" their visitors in short order. One or two thieves managed to slip in and out with as much treasure as they could carry, spreading tales of a vast palace stuffed with treasure and guarded only by spidery "maintenance droids." These stories have only served to attract more visitors, and thus swell the ranks of the B'omarr brotherhood.

Bib Fortuna Returns

A few years after Jabba's death, a different group came, not to plunder, but to rescue. A large force of Twi'lek mercenaries—led by a vicious gangster named Firith Olan—overcame the B'omarr monks, penetrated the monastery's deepest levels, and liberated the globe jar containing the brain of Bib Fortuna. Because Fortuna had directed much of Jabba's money into his own secret accounts, the Hutt's former majordomo had collected vast amounts of interest. He was now wealthy enough to pay for rescue and reinsertion into a clone body.

Sadly for Fortuna, Firith Olan had other plans, and immediately fitted Bib Fortuna's brain walker with a restraining bolt. He forced Fortuna to surrender the access codes to all his accounts, whereupon the gangster assumed control of Fortuna's "empire" and moved into the monastery—with a guard force sufficient to ensure that he did not suffer the same fate as his erstwhile employer. Unfortunately for him, in a moment of weakness Olan found himself at the mercy of Bib Fortuna. Now, with the aid of the B'omarr monks, the Twi'leks have traded places, and it is Bib Fortuna who rules the monastery while Firith Olan is forced to watch from a transparent globe jar. Meanwhile, Bib Fortuna has not only his own funds and Jabba's mountain of treasure, but Firith Olan's accounts—as well as Olan's face, voice, eyes, fingerprints, and cell structure, for purposes of identification.

Since his "rebirth," Bib Fortuna has been quietly rebuilding his strength—mostly through Firith Olan's offworld contacts, who have no idea that they are



not dealing with Olan. This includes Lady Valarian's protégé Shiri'ani, who believes that she is dealing with Firth Olan, not the Twi'lek who enslaved her decades ago. She hates Fortuna so much that she secretly conspires with "Firth Olan" against Lady Valarian, largely for the pleasure of watching him torture the brain she believes is Bib Fortuna's mortal remains. Fortuna is content to let Shiri'ani believe what she likes until he has crushed Valarian, at which point he will dispose of her—perhaps by selling her into slavery again, or letting the monks enlighten her as they once did him.

Bib Fortuna: Male Twi'lek Diplomat 5/Crime Lord 2; Init +0; Defense 13; Spd 10 m; VP/WP 11/14; Atk +4 melee (1d3+1, punch) or +4 melee (1d4 +1, dagger) or +3 ranged; SQ Contact (Shiri'ani), low-light vision, resource access; SV Fort +4, Ref +3, Will +9; SZ M; FP 1; DSP 10; Rep 9; Str 13, Dex 11, Con 14, Int 14, Wis 14, Cha 14; Challenge Code: D.

Equipment: Twi'lek dagger, poisons, desert robes, 3PO protocol droid.

Skills: Appraise +4, Bluff +11, Computer Use +6, Diplomacy +12, Forgery +6, Gather Information +11, Intimidate +11, Knowledge (B'omarr) +4, Knowledge (streetwise) +8, Knowledge (Jabba's organization) +8, Knowledge (Ryloth) +6, Read/Write Basic, Read/Write Huttese, Read/Write Twi'lek, Sense Motive +8, Speak Basic, Speak Huttese, Speak Lekku, Speak Ryl.

Feats: Infamy, Skill Emphasis (Bluff), Skill Emphasis (Gather Information), Weapon Group Proficiency (simple weapons, blaster pistols).

The Yuuzhan Vong

While the Yuuzhan Vong sweep through the galaxy, stabbing from Belkadan toward the Core Worlds, agents of the enigmatic aliens visit many, many worlds, easily disguising themselves as natives with their strange biotechnology. Even on the far side of the galaxy, the Yuuzhan Vong have operatives sowing dissent among the populaces of many worlds, subtly fostering rejection of technology and encouraging distrust of the Jedi.

With a comparatively low population, Tatooine is meaningless to the Yuuzhan Vong. Originally, they sent a research team to determine the planet's suitability as a breeding ground for dovin basals—the spherical organisms that propel and protect Yuuzhan Vong craft. Initial experiments encountered geological anomalies that rendered the dovin basals useless. (The research team had discovered the same pseudomagnetic fluctuations that had shut down Tatooine's mining industry.) The Yuuzhan Vong departed, apparently never to return.

However, recent events in Hutt Space may mean that

the touch of the Yuuzhan Vong is still felt on Tatooine, after a fashion. Following the Hutts' failed alliance with the Yuuzhan Vong, the invaders introduced bio-agents into the atmosphere of Nal Hutta and its moon, Nar Shaddaa. Wiping out all traces of technology—and many Hutts as well—they converted both world and moon into something more suitable to the Yuuzhan Vong. In desperation, the surviving Hutts have petitioned the Yuuzhan Vong for the right to relocate to Tatooine—a world in which the Yuuzhan Vong have claimed they have no interest.

For the time being, the Yuuzhan Vong have apparently agreed, and Hutt freighters have begun to trickle into Tatooine orbit. Herogga—the only Hutt already on Tatooine—is delighted that so many Hutts have survived the Yuuzhan Vong's wrath, but he would be much more delighted if they had chosen to settle on, say, Hoth or Dagobah. The interference of so many power-hungry Hutts on a world he has so carefully cultivated requires him to completely alter his strategy. And, frankly, Herogga is afraid that such competition will ultimately overwhelm him. He is considering relocating his operation from Mos Entha to a certain isolated fortress on the edge of the Dune Sea—the former citadel of the mighty Jabba.



Podracing

Podracing is an extremely popular sport in the Outer Rim Territories, and Tatooine is home to some particularly grueling courses. The most famous race on Tatooine is the Boonta Eve Classic. Every year, Podracers from all over the galaxy flock to this dry world for a chance at the first-place purse. These rules determine who takes the prize.

Relative Abstraction

Like the starship combat system, the Podracing system doesn't use hard-and-fast numbers for ranges, velocities, and so forth. Instead, it uses relative terms to describe the pods' speeds, maneuvers, and ranges from one another. This system allows players to quickly resolve races over the course of several rounds, either on a pregenerated track or on a course generated round by round.

Winning the Race

A race "course" consists of a series of stretches of track, with conditions applying to each of those stretches. Each condition is chosen or rolled randomly from lists found later in this chapter. (See "Generating a Race.") The Podracers maneuver past each condition as they follow the course. Of course, a race might also require several laps around the track. The race ends when one Podracer successfully maneuvers past the final stretch; that Podracer wins.

The Podracing Template

Included with these rules is an example of a filled-out Podracing template. On page 95 is a blank template that you can photocopy this form as many times as you like for your race scenes. The template helps you keep track of the relative positions of all the pods in the race. Simply place a token representing a Podracer on the first space Race Track at the top of its template. As Podracers accelerate, they move along the track; the tokens go from one to the next in numeric order.

Pilot Data

The Podracing template provides spaces to keep track of information about the pilot. If a character is operating the vehicle, the information should be taken from the pilot's character sheet. Pilots can be generated using the Planned Character Creation method (in the Fast-Track section of the *Star Wars Roleplaying Game*), taken from a list of pregenerated Podracers (such as the one at the end of this chapter), or created randomly. To generate random opponents, see Generating Races.

Podracer Data

Directly across from Pilot Data in the upper section of the template is a section for the attributes of the Podracer the template represents. These terms are explained below.

Top Speed: The vehicle's modifier to Initiative checks at the beginning of each round of the race.

Acceleration: The vehicle's modifier to accelerate checks to increase the Podracer's speed.

Braking: The modifier to decelerate checks to decrease the Podracer's speed.

Turning: The modifier to turn checks to turn the Podracer.

Traction: The modifier to regain control checks to perform Regain Control maneuvers and to checks to oppose Bump attempts.

Durability: The modifier to attempts to repair damage to the Podracer, both during a race and between races. It also applies to the die roll to determine the Podracer's hull points (see below).

Hull Points: Hull points express how many points of damage the Podracer can sustain. (See "Damage.")

Cooling: A damage reduction rating that applies only to damage suffered from high engine temperature.

Defense: A Podracer's Defense is equal to 10 + the vehicle's size modifier + its speed modifier (see Table 3-1: Speed Modifiers).

To create attributes for a vehicle of your own design, see Generating Podracer Attributes.

Racing Data

Down the center of the template are spaces to record racing data—the modifiers that result from combining the attributes of a vehicle with the abilities of its pilot.

Initiative: The sum of the vehicle's Top Speed modifier and the pilot's Initiative modifier, used to determine which Podracer acts first in a round.

Accelerate: The sum of the vehicle's Acceleration modifier and the Pilot skill modifier of the racer.

Decelerate: The sum of the vehicle's Braking modifier and the Pilot skill modifier of the racer.

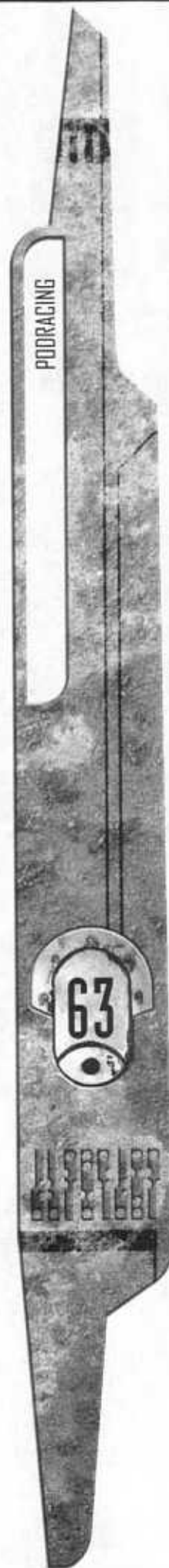
Turn: The sum of the vehicle's Turn modifier and the Pilot skill modifier of the racer.

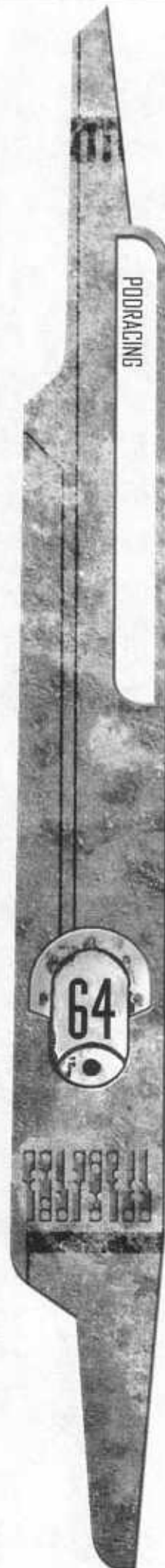
Regain Control: The sum of the vehicle's Traction modifier and the Pilot skill modifier of the racer.

Repair: The sum of the vehicle's Durability modifier and the Repair skill modifier of the racer.

Damage Track

Beneath the Podracer Data section is a place to keep track of hull points a vehicle has lost because of weapon attacks or collisions. See Generating Hull Points and Cooling Modifiers for more information on how to fill out this section.





Speed and Temperature

Along the bottom of the template is a record-keeping section that tracks how fast the vehicle is moving and how hot its engine is running. Each racer should use tokens to keep track of his or her vehicle's current speed and engine temperature.

Race Track

On the right side of the template is the Race Track, which can consist of as many as thirty individual stretches. When the conditions of the track are generated, they're listed in order on the Race Track. After the race begins, the boxes are used to indicate which stretch the Podracer is in. A second token can be used to keep track of what lap the racer is on, for races longer than one lap.

Starting the Race

Podraces begin with all contestants on the starting line: the first box on the Race Track. At the beginning of the race, every Podracer is assumed to be at Neutral speed (see below). Each round is similar to a round of combat, with some small exceptions. Each round proceeds as follows:

- ⊗ Roll initiative.
- ⊗ Move (based on current speed).
- ⊗ Resolve track conditions.
- ⊗ First action.
- ⊗ Move (based on current speed).
- ⊗ Resolve track conditions.
- ⊗ Second action.
- ⊗ Apply engine temperature damage (if any).

Initiative

Unlike combatants, Podracers roll individual initiative *every round*, applying the pilot's Initiative modifier and the Podracer's Top Speed modifier rating to the initiative check.

Speed

There are four general categories of Podracer speed, from neutral to boost—a kind of turbo-assisted overdrive. Changing your Podracer's speed (i.e., accelerating or decelerating) requires an Accelerate or Decelerate check (see Maneuvering).

Neutral: The vehicle is barely moving. This is generally used when maneuvering the vehicle into starting position.

Low: The vehicle is moving quickly, but safely. At this speed, the vehicle covers 1 stretch per move.

High: The vehicle is moving at maximum thrust. This is the default speed for Podracers. At this speed, the vehicle covers 2 stretches per move.

Boost: The vehicle is using its boosters, exceeding maximum thrust but rapidly heating the engines. At this speed, the vehicle covers 3 stretches per move.

Podracers in a race commonly travel at high speed, using boost speed only for short periods. Boost is somewhat dangerous when the course is heavy with obstacles; the best Podracers only use it when the way ahead is mostly clear. A Podracer's speed affects its Defense and any Pilot skill checks or attack rolls made by the Podracer.

Table 3-1: Speed Modifiers

Speed	Defense	Checks
Neutral	-6	n/a
Low	+0	+0
High	+4	-2
Boost	+10	-6

Using Boost

Although a Podracer using boost speed covers ground more quickly than at any other speed, there is a cost for taxing the engines in this way. At the end of each round the Podracer traveled at boost speed, the racer moves the engine temperature token one stage higher.

Racing Actions

As with combat, you can take both a move (more properly called a maneuver) and an attack action during each round of a race. However, most racing vehicles don't include weapons. (Sebulba's Podracer is an infamous exception.) Instead of taking an attack action, you may take a second move if you choose. Also, as in melee combat, you can select all-out defense as an attack action, granting a +4 dodge bonus to Defense. The modifier lasts until your next action.

Maneuvering

A pilot may make one maneuver per round, or two if he chooses not to attack. Obviously, most pilots will be making two maneuvers each round. Although there are certainly many inspired maneuvers in a podrace, these rules, like the starship combat rules, boil them down to their essence—a handful of maneuvers that cover most situations that arise:



Table 3-2: Podracing Maneuvers

Maneuver	Pilot DC
Accelerate	10/20/30
Decelerate	0/10/20
Attack target	Ranged attack vs. target
Ram target	Pilot check against Defense
Bump target	Opposed Pilot checks
Avoid hazard	See text
Turn	See text
Roll	See text
Jump	See text
Regain control	10

Action-Equivalent Maneuvers

The following maneuvers require a move action to attempt:

Accelerate: This maneuver speeds up the racer. A vehicle can accelerate as many as three speed categories in a single maneuver.

Decelerate: This maneuver slows down a vehicle. A vehicle can decelerate as many as three speed categories in a single maneuver.

Attack Target: The pilot launches an attack with some sort of ranged weapon (either a missile weapon, a blaster, or a thrown object) at a specific target: a vehicle, another pilot, or something on the course (such as a womp rat). The attacking pilot uses his ranged attack bonus, and the attack requires an action. When attacking another pilot, or a target on the ground, the target gets modifiers for both size and Dexterity, if applicable. A pilot can attack vehicles, objects, or other racers in the same stretch, one stretch ahead, or one stretch behind. (So, Sebulba, occupying stretch 17, can attack targets in stretches 16, 17, or 18, but not in stretches 15 or 19.)

Ram Target: This maneuver can only be attempted against targets in the same stretch or up to two stretches ahead. The attacking pilot makes a Pilot check against a DC equal to his target's Defense. If successful, the impact inflicts damage against both vehicles, after which both pilots must attempt Regain Control maneuvers. The damage inflicted is calculated similarly to starship collision damage. Assign a numeric factor to each vehicle's speed based on its speed category when the ram maneuver is successfully carried out: neutral 0, low 1, high 2, boost 3. Then determine the angle of collision (side-by-side, rear-end, head-on, and so forth); this helps figure out the net speed of the two ships. (See Ramming and Vehicle Collisions, page 163 of the *Star Wars Roleplaying Game* rulebook.) Once the net speed has been determined, consult the following table to determine the damage inflicted to both vehicles by the collision:

Table 3-3: Ramming Damage

Net Speed	Damage
0-1	None
2	1d10
3	2d10
4	3d10
5	4d10
6	8d10

Bump Target: This maneuver can only be attempted against a target in the same stretch. Make an opposed Pilot check with the target's pilot. The difference in rolls is then applied to Table 3-4: Out of Control. The pilot who rolled lower suffers the listed effect.

Regain Control: This maneuver is required when the pilot has lost control of the vehicle, either from failing a maneuver (see Failed Maneuvers, below), or from being bumped or rammed by another vehicle. Any penalties that apply for the loss of control apply to this check.

Reactive Maneuvers

The following maneuvers do not require a move action to attempt. See the notes under Generating a Race for when these actions become necessary:

Avoid Hazard: This represents a pilot's attempt to avoid a hazardous object or area in his path, such as a rock. The base DC of 10 is used when the object's size is the same as or one category larger than the vehicle's size. For each additional size category of difference, modify the DC by +5 or -5 (higher for larger objects, lower for smaller ones).

Turn: The vehicle makes a turn: an easy 15°, a sharper 45°, a right-angle 90°, or a hairpin 135°. This maneuver is generally only performed as a result of the "Turn" result on the General Conditions table.

Roll: The pilot turns the vehicle on its side to maneuver through a particularly tight space without reducing speed. The DC of this maneuver is based on how tight a space the pilot is attempting to pass through. See Generating a Race.

Jump: This maneuver represents a ground-based vehicle becoming airborne while passing over a hazard of some kind (such as a chasm). The check determines whether the vehicle touches down again without suffering damage. The length and height of the jump determines the DC; see Generating a Race.

Failed Maneuvers

In most cases, a failed check simply means the pilot has failed to perform the intended maneuver. If a Pilot fails a check, he can't advance to the next stretch of the race; he must attempt to clear the condition again next turn.

If the check fails by 10 or more, the pilot may also lose control of the Podracer. Make another Pilot check against the same DC as the original (failed) check. If the second check succeeds, the pilot maintains control of the vessel, but still fails to perform the desired maneuver and stops in the stretch where the maneuver failed. If this second check fails, the racer has lost control of his Podracer. Compare the pilot's measure of failure (how much he missed the check by) to Table 3-4: Out of Control to determine the effect.

Table 3-4: Out of Control

Failed by	Effect	Penalty
Up to 5	None	-2
5-10	Off Course	-5
11-15	Engine Failure	-5
16-20	Bump	-5
21+	Crash	-10

None: The Podracer is only marginally out of control—skewing slightly to one side or rolling slightly, for instance. The racer suffers a -2 penalty on checks for operating the vehicle until she regains control.

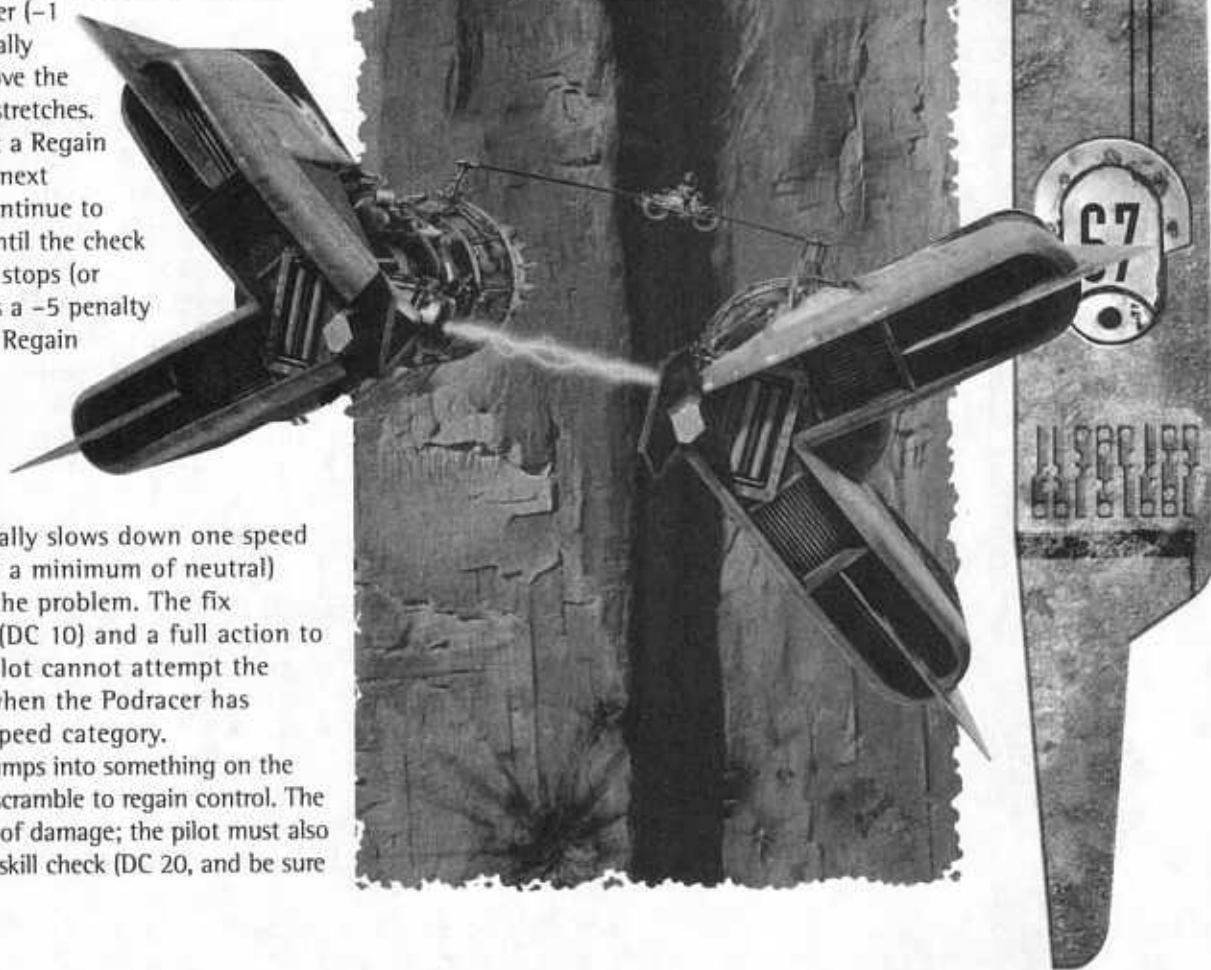
Off Course: The Podracer leaves the course. Roll 1d6 and subtract 3: The result is the number of stretches the racer must move *back* on the Race Track. If the result is a negative number (-1 or -2), the racer has actually discovered a shortcut: Move the token *ahead* one or two stretches.

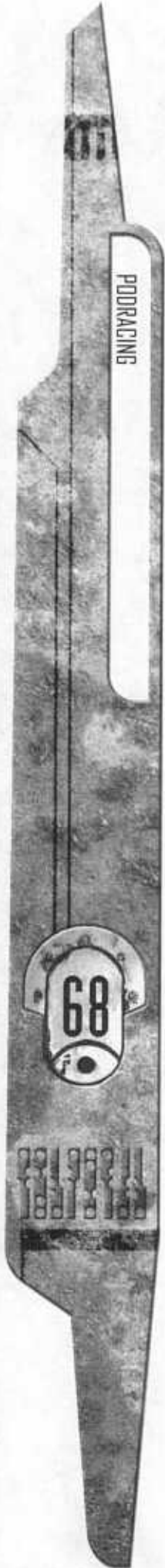
The pilot must attempt a Regain Control maneuver as her next action. The pilot must continue to attempt this maneuver until the check succeeds or the Podracer stops (or crashes). The pilot suffers a -5 penalty until she succeeds at the Regain Control maneuver.

Engine Failure: The Podracer's finely tuned racing engine suffers a mechanical failure.

The Podracer automatically slows down one speed category each round (to a minimum of neutral) until the pilot corrects the problem. The fix requires a Repair check (DC 10) and a full action to take effect. Thus, the Pilot cannot attempt the repair until next turn, when the Podracer has already slowed by one speed category.

Bump: The Podracer bumps into something on the track, and the pilot must scramble to regain control. The vehicle suffers 1d6 points of damage; the pilot must also immediately make a Pilot skill check (DC 20, and be sure





to apply the -5 penalty from Table 3-4). If the check fails, refer to Table 3-4: Out of Control again for an additional effect. Treat a second Bump result as a Crash.

Crash: The Podracer crashes into something solid. The vehicle comes to an immediate halt (its speed is reduced to neutral), and the vehicle and the pilot take damage based on the vehicle's current speed. Assuming it still has hull points—and the pilot has not been incapacitated—the Podracer may rejoin the race.

Table 3-5: Crash Damage

Damage	Neutral	Low	High	Boost
Vehicle	None	1d10	3d10	8d10
Pilot	1d4	1d6	2d6	3d6

Damage

All racing vehicles have hull points, which are roughly equivalent to a hero's wound points. When a vehicle is reduced to 0 hull points, it is destroyed (see Exploding Vehicles in Chapter 10 of the *Star Wars Roleplaying Game*).

Partial Damage Effects

The damage to a Podracer significantly affects its ability to finish the race, let alone to win. To simulate this, these rules include two conditions between "full hull points" and "0 hull points": damaged and crippled.

Damaged: When a Podracer is reduced to less than one-half of its hull points, it is damaged. This inflicts a -5 penalty on all checks related to operating the Podracer or its systems, as well as any Repair checks made to restore hull points.

Crippled: When a Podracer is reduced to less than one-fourth of its hull points, it is crippled. This inflicts a -10 penalty on all checks related to operating the Podracer or its systems, as well as any Repair checks made to restore hull points.

Engine Temperature

Engine temperature is expressed in five stages—the higher, the more critical the temperature. At each stage beyond safe, there are three effects. The first is a modifier to all Pilot checks. These range from -1 (for low temperature) to -8 (for critical temperature). The second effect is the damage the engine suffers for each round it travels at boost speed. This damage is applied directly to the Podracer's hull points after the Podracer's Cooling rating has been subtracted. The third entry is the DC of any Repair checks made on the vehicle while the engine is still hot. Additionally, the pilot can spend an action to reduce the engine temperature by making a Repair check at the listed DC. If the check succeeds, move the engine temperature token one step lower.

If the engine temperature ever moves past critical,

the engines explode, inflicting 2d6 points of damage to the Podracer and 1d6 points of damage to the pilot. The Podracer, if it survives, comes to a stop.

Repairing Damage

A full hour of work is required to repair lost hull points. The result of the Repair check equals the number of hull points repaired. A Podracer reduced to 0 hull points cannot be repaired.

Modifying Podracers

Eventually, a Podracer will want to improve the performance of her vehicle—converting negative modifiers on some Podracer parts to positive modifiers, or simply increasing the numbers. Replacing a part costs 1,000 credits per point of difference between the old part and the new part. For example, if Anakin Skywalker wanted to replace his shabby Podracer chassis (at -1 Durability) with a much newer one (at +1 Durability), he would pay 2,000 credits (1,000 for -1 to 0, another 1,000 for 0 to +1).

Only certain parts can be replaced so easily, though. This system applies to improving a Podracer's Top Speed, Acceleration, Braking, Turning, Traction, and Repair modifiers. Hull points cost 200 credits per point of difference—it's easier to patch the Podracer, or increase its overall size, than to buy new parts.

If a Podracer decides to downgrade a score by selling parts, she receives only 500 credits for each point of difference between the old part and the new part. For example, if Mawhonic decided to reduce his Podracer's Braking modifier from +1 to -1, he would only receive 1000 credits total for the old parts.

Generating a Race

Obviously, there's a little bit more to racing than simply getting to the finish line before anyone else. With most races in the *Star Wars* universe, there's an element of danger to the course itself. This system allows you to generate such a race course.

Randomly Generating Opponents

Characters and exceptional pilots can be generated with the rules in the core rulebook. For generic opponents, roll 5d6 and subtract the lowest two dice, then consult Table 3-6: Modifiers. Put the resulting modifier in the space under Pilot Data marked "Initiative." Roll 2d6, and record that number in the "Pilot Skill" space provided. (For a more even pairing of pilots, assign all pilots the same Pilot score.) Repeat this process for the space marked "Repair Skill."

General Conditions

D20	Condition
1	Hazard
2-3	Narrows
4-6	Obstruction
7-10	Turn
11-20	Clear

Turn

D20	Angle
1-2	135°: Turn, DC 20
3-6	90°: Turn, DC 15
7-10	45°: Turn, DC 10
11-20	15°: Turn, DC 5

Obstruction

D20	Size
1	Avoid Hazard, DC 20
2-3	Avoid Hazard, DC 15
4-6	Avoid Hazard, DC 10
7-10	Avoid Hazard, DC 5
11-20	Avoid Hazard, DC 0

Hazard

D20 Hazard

- 1-3 **Debris:** Small obstructions litter the course. Attempt an Avoid Hazard maneuver, DC 10. If the check fails, the Podracer suffers 1d6 points of damage and drops one category of speed.
- 4-5 **Ramp:** Attempt a Jump maneuver, adding the Podracer's Defense modifier from speed to the roll. The DC is 5; if the check fails, the Podracer suffers 2d6 points of damage.
- 6-7 **Chasm:** Attempt a Jump maneuver, adding the Podracer's Defense modifier from speed to the roll. Roll 1d20 for the DC and potential damage for failing the check:
1-10, DC 5, damage 2d6;
11-15, DC 10, damage 3d6;
16-18, DC 15, damage 4d6;
19-20, DC 20, damage 5d6.
- 8-9 **Fire:** A gout of flame washes over the Podracer, inflicting 2d6 points of damage to the pilot and raising the engine temperature by one stage.
- 10 **Attack:** Spectators (or perhaps Sand People) open fire on the racers. Resolve a ranged attack against the pilot's Podracer; the attacker has a ranged attack bonus of 1d6+6 and inflicts 2d8 points of damage on a successful hit. On a critical hit, the damage is applied to the pilot.
- 11 **Gravity Shift:** Attempt a Regain Control maneuver (DC 15).
- 12 **Gas:** Harmless unless engine is on fire (temperature is critical). In this case, the gas explodes for 4d6 points of damage against the Podracer.
- 13-14 **Low Visibility:** Apply an additional -6 penalty to maneuvers in this stretch.
- 15-16 **Slick:** Attempt a Regain Control maneuver (DC 20).
- 17-18 **Water:** Traction rating does not apply to maneuvers, but damage sustained through failed maneuvers is reduced by one-half.
- 19 **Mobile Obstruction:** A larger, slower vehicle of some kind periodically blocks the track. Each time a racer passes through this stretch, roll 1d20.
1-5, Avoid Hazard (DC 30);
6-10, Avoid Hazard (DC 25);
11-14, Avoid Hazard (DC 20);
15-17, Avoid Hazard (DC 15);
18-19, Avoid Hazard (DC 10);
20, Avoid Hazard (DC 5).
- 20 **Shortcut:** Roll 1d20.
1-2, make a Turn maneuver (DC 20) to skip the next 4 stretches;
3-5, make a Turn maneuver (DC 15) to skip the next 3 stretches;
6-10, make a Turn maneuver (DC 10) to skip the next 2 stretches;
11-20, make a Turn maneuver (DC 10) to skip the next stretch.

Narrows

D20 Width

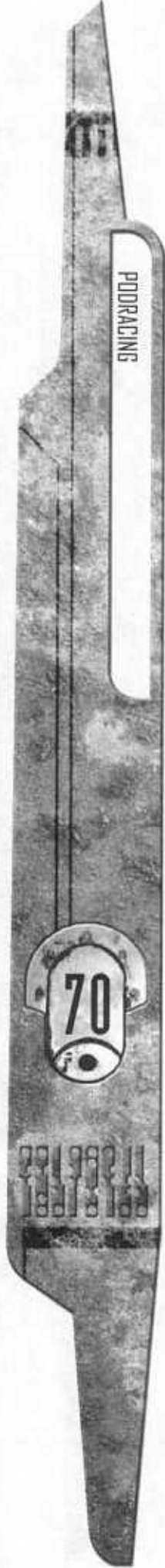
- 1 1/4 width Lane: Roll, DC 20
- 2-3 1/2 width Lane: Roll, DC 15
- 4-6 Single Lane: Any Podracer arriving after the first must remain one stretch behind the first Podracer.
- 7-10 Double Lane: Any Podracer arriving after the first two must remain one stretch behind the first two Podracers. If one of those Podracers pulls ahead of the other, the third (and subsequent) Podracers can move up in Initiative order.
- 11-20 Triple Lane: Any Podracer arriving after the first three must remain one stretch behind the first three Podracers. If one of those Podracers pulls ahead of the others, the fourth (and subsequent) Podracers can move up in Initiative order.

Note: If the Podracers in a "lane" cannot adjust their speeds, they may ram (see the "Ram Target" maneuver).

PODRACING



11 5 8 2 1 0 3
6 6 1 6 1 6 6 1



Beneath the Repair Skill line are spaces to record the pilot's vitality points and wound points. If the pilot takes damage during a race, you may need to keep a running total of his current vitality points and wound points on a separate sheet of paper.

Generating Podracer Attributes

Each racer can randomly determine the values for Top Speed, Acceleration, Braking, Turning, Traction, and Durability, in much the same way as ability scores are generated for characters. Roll 4d6 for each attribute, and subtract the lowest die. Then use the table below to determine the modifier that goes in the blank:

Table 3-6: Modifiers

Score	Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18	+4

Alternatively, players can design vehicles using a variant of the Planned Character Creation rules. Each of a Podracer's attributes (Top Speed, Acceleration, Braking, Turning, Traction, and Durability) starts at a score of 8. You have 25 points to increase these scores (using the table on page 11 of the *Star Wars Roleplaying Game* rulebook). Then use Table 3-6 above to determine the Podracer's modifiers. Hull points and cooling modifiers are generated using the rules in the next section.

Generating Hull Points and Cooling Modifiers

For hull points, roll 1d6 six times, each time adding the Podracer's Durability modifier to the die roll. Add these six figures together to get the Podracer's total hull points. Then fill out the Damage Track of the Podracing template as follows: (1) Assign half of the points (rounding up) to the first two rows of the Damage Track, blacking out any boxes that aren't needed. For example, if your Podracer has 34 hull points, assign 17 of them to the first two rows and black out the remaining boxes. (2) Then take half of the remaining points and assign them to the row of boxes under "Damaged," once more blacking out any unneeded boxes. (3) Assign the remaining points to the row of boxes under "Crippled."

To randomly generate a cooling modifier, roll 2d6 and subtract 4. If this generates a negative number, the Podracer's engine always runs hot and inflicts that much hull damage each round it is in use. (Obviously not an engine you want for long races on Tatooine!)

Generating Stretches

If the racers want to design a track, they can either choose which conditions they want to appear and when, or generate one randomly. In either case, they should seriously consider making the first two conditions "Clear," giving the pilots a chance to accelerate to "cruising speed" before they are forced to start dodging obstacles. In the shaded area next to each space on the Race Track, jot down a brief description of the condition that applies in that stretch. (You'll need a separate sheet of paper to keep detailed notes.) Ambitious Gamemasters might want to diagram the course, using miniatures to mark which racers are on which stretches, but this is not absolutely necessary.

Length of Race

The most important factor in any race is length, determined by the number of "conditions" the pilots encounter. Each condition occupies one stretch, meaning that the more stretches a Podracer passes in one round, the shorter the race is. For example, a race of 10 conditions or less is going to be fairly short; once the vehicles get up to cruising speed, they'll encounter between 2 and 4 of these each round—making for a race as short as 3 rounds. An average course should consist of about 20-25 stretches. Multiple laps will make the race longer, even if the racers are passing the same obstacles again and again.

Example Race Course

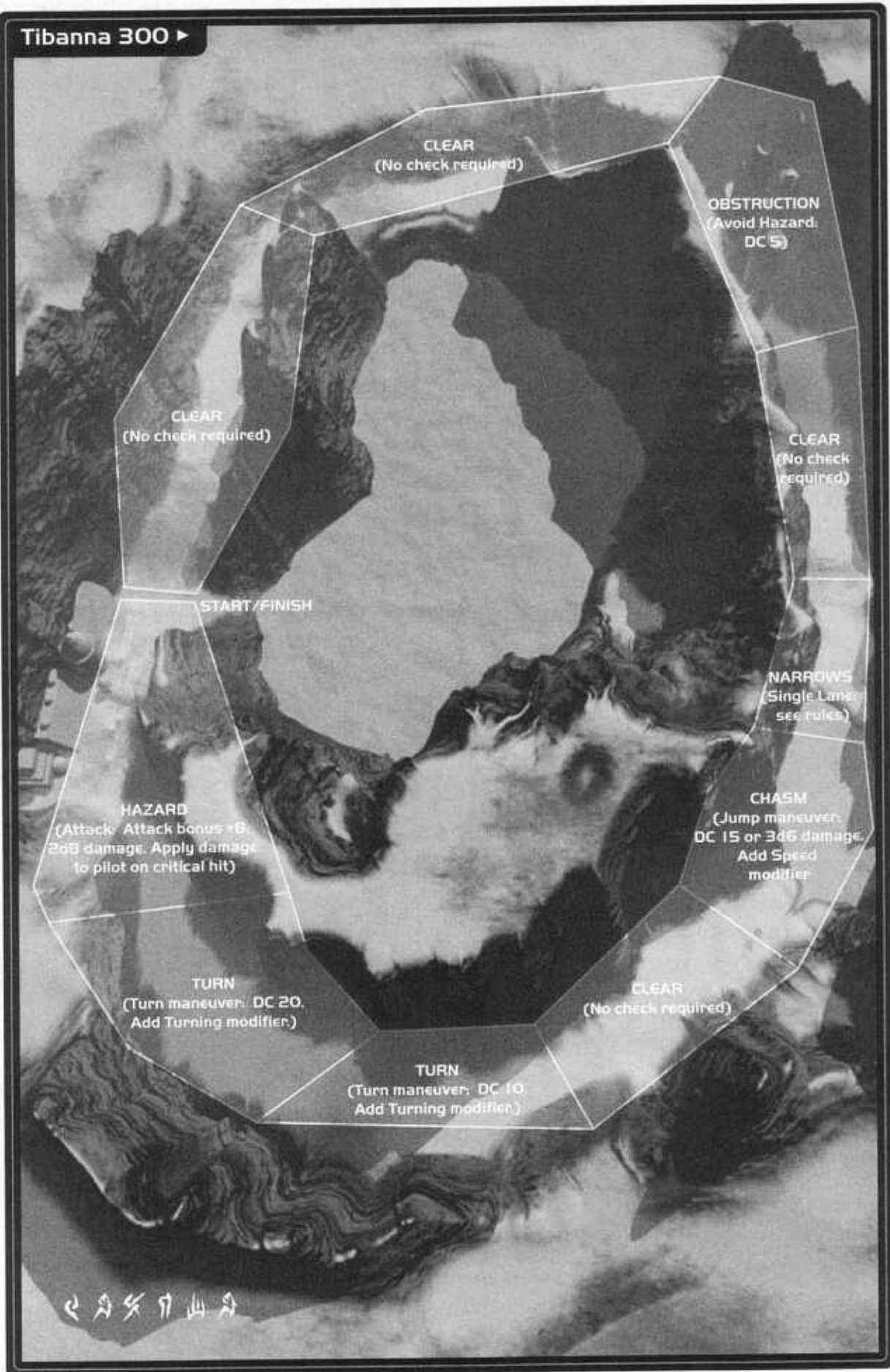
Sean wants to generate a quick track, consisting of only 10 stretches. He decides that the first part of the race will be just a straight shot across wide open ground, so he decides that the first two stretches are both "Clear." He rolls randomly for the next seven: an obstruction, clear again, narrows, a hazard, clear, two turns, and finally, another hazard.

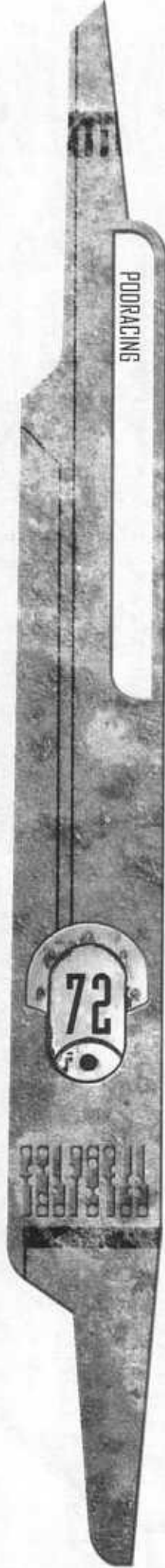
The Tibanna 300

1. Clear	No roll required.
2. Clear	No roll required.
3. Obstruction	Avoid Hazard (DC 5).
4. Clear	No roll required.
5. Narrows	Single Lane.
6. Hazard	A chasm (DC 15 to safely jump).
7. Clear	No roll required.
8. Turn	90° (DC 15).
9. Turn	135° (DC 20).
10. Hazard	Attack, +8 attack bonus, 2d8 damage.

When pilots begin this race they will have two stretches with nothing in the way, giving them time to accelerate. Then they'll have to maneuver around a large stone escarpment, after which they'll have another stretch of clear sailing. After that point, the track narrows considerably—a tunnel in which only one Podracer can pass at a time. This leads directly to

Tibanna 300 ▶





an opening in a cliff face—the track continues about 30 meters away. Once the racers have jumped this gap, the way ahead is clear, but not for very long. The path curves suddenly to the right at a 90° angle, then just as suddenly doubles back on itself at a 135° angle. The final stretch of track is particularly vicious—a local crime lord has hired his thugs to fire at passing pods with slugthrower rifles.

Sample Podracers

Included below are the statistics for all the Podracers who competed in the Boonta Eve Classic in *The Phantom Menace*. Players can use these as pregenerated Podracers. The “Total” column gives the value of the Podracer’s and pilot’s modifiers; adding 1 (the minimum roll on a d20) gives the racer’s minimum roll. Each player can then apply situational modifiers to determine when rolls are necessary. If a pilot’s minimum roll for a maneuver exceeds the DC, skip that particular roll.

Wan Sandage

Initiative +2, Pilot +5, Repair +2, VP/WP –/11

Pilot Data + Podracer Data = Racing Data

Initiative	+2	Top Speed	+2	Initiative+4
Pilot	+5	Acceleration	+1	Accelerate+6
Pilot	+5	Braking	+1	Decelerate+6
Pilot	+5	Turning	+4	Turn+9
Pilot	+5	Traction	+4	Regain Control+9
Repair	+2	Durability	+2	Repair+4
Hull points:	32	Cooling:	1	

Clegg Holdfast

Initiative +1, Pilot +2, Repair +0, VP/WP –/13

Pilot Data + Podracer Data = Racing Data

Initiative	+1	Top Speed	+2	Initiative+3
Pilot	+2	Acceleration	+0	Accelerate+2
Pilot	+2	Braking	+2	Decelerate+4
Pilot	+2	Turning	+2	Turn+4
Pilot	+2	Traction	+0	Regain Control+2
Repair	+0	Durability	+2	Repair+2
Hull points:	18	Cooling:	3	



THE BOONTA EVE CLASSIC

Sometimes called “the most dangerous race course in the galaxy,” the Boonta Classic is designed to take advantage of the natural hazards of Tatooine. And it definitely works: The spectacular crashes draw tens of thousands of spectators to the Mos Espa Grand Arena, and hundreds of thousands more watching “pay-to-view” broadcasts all across the Outer Rim. One part of the Boonta Classic is later used for the infamous “Beggars’ Canyon” track that amateur swoopracers in the Rebellion era enjoy so much.

Table Boonta Eve Classic

1	Turn	90° (DC 15).
2	Clear	No roll required.
3	Hazard	Debris (DC10)
4	Obstruction	Avoid Hazard (DC +10.)
5	Hazard	Debris (DC 10).
6	Chasm	Jump (DC 20, 5d6 damage).
7	Obstruction	Large (DC 5).
8	Narrows	Double Lane.
9	Hazard	Shortcut (Turn, DC 20, Skip next two stretches).
10	Narrows	Single Lane.
11	Clear	No roll required.
12	Narrows	Double Lane.
13	Clear	No roll required.
14	Hazard	Ramp (DC 5, 2d6 damage).
15	Obstruction	Avoid Hazard (DC +15).
16	Narrows	Double Lane.
17	Turn	45° (DC 10).
18	Turn	45° (DC 10).
19	Narrows	Single Lane.
20	Obstruction	Avoid Hazard (DC +15).
21	Narrows	Single Lane.
22	Turn	15° (DC 5).
23	Hazard	Tusken Raider attack. Resolve arranged attack against the pilot’s Podracer; the attacker has a +1 ranged attack bonus and inflicts 2d8 damage on a successful hit. On a critical hit, the damage is applied to the pilot.
24	Clear	No roll required.
25	Turn	90° (DC 15).
26	Narrows	Double Lane.
27	Turn	90° (DC 15).
28	Turn	135° (DC 20).
29	Clear	No roll required.
30	Clear	No roll required. ☼

Anakin Skywalker

Initiative +3, Pilot +9, Repair +3, VP/WP 8/10

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+3	Top Speed	+4	Initiative+7
Pilot	+8	Acceleration	+1	Accelerate+9
Pilot	+8	Braking	+0	Decelerate+8
Pilot	+8	Turning	+1	Turn+9
Pilot	+8	Traction	+2	Regain Control+10
Repair	+3	Durability	+2	Repair+5
Hull points:	20			Cooling: 3

Sebulba

Initiative +3, Pilot +8, Repair +2, VP/WP 12/12

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+3	Top Speed	+4	Initiative+7
Pilot	+8	Acceleration	+1	Accelerate+9
Pilot	+8	Braking	+0	Decelerate+8
Pilot	+8	Turning	+2	Turn+10
Pilot	+8	Traction	+2	Regain Control+10
Repair	+2	Durability	+4	Repair+6
Hull points:	36			Cooling: 2

Ben Quadinaros

Initiative +2, Pilot +2, Repair +0, VP/WP -/11

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+2	Top Speed	+4	Initiative+6
Pilot	+2	Acceleration	+4	Accelerate+6
Pilot	+2	Braking	+0	Decelerate+2
Pilot	+2	Turning	+2	Turn+4
Pilot	+2	Traction	+3	Regain Control+5
Repair	+0	Durability	+2	Repair+2
Hull points:	18			Cooling: 0

Ratts Tyerell

Initiative +3, Pilot +5, Repair +3, VP/WP -/9

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+3	Top Speed	+4	Initiative+7
Pilot	+5	Acceleration	+6	Accelerate+11
Pilot	+5	Braking	+0	Decelerate+5
Pilot	+5	Turning	+4	Turn+9
Pilot	+5	Traction	+1	Regain Control+6
Repair	+3	Durability	+3	Repair+6
Hull points:	32			Cooling: 0

Boles Roor

Initiative +1, Pilot +2, Repair +0, VP/WP -/11

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+1	Top Speed	+2	Initiative+3
Pilot	+2	Acceleration	+3	Accelerate+5
Pilot	+2	Braking	+1	Decelerate+3
Pilot	+2	Turning	+3	Turn+5
Pilot	+2	Traction	+3	Regain Control+5
Repair	+0	Durability	+1	Repair+1
Hull points:	19			Cooling: 1

Dud Bolt

Initiative +2, Pilot +3, Repair +1, VP/WP -/10

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+2	Top Speed	+2	Initiative+4
Pilot	+3	Acceleration	+3	Accelerate+6
Pilot	+3	Braking	+0	Decelerate+3
Pilot	+3	Turning	+0	Turn+3
Pilot	+3	Traction	+1	Regain Control+4
Repair	+1	Durability	+2	Repair+3
Hull points:	27			Cooling: 1

Mars Guo

Initiative +2, Pilot +4, Repair +2, VP/WP -/10

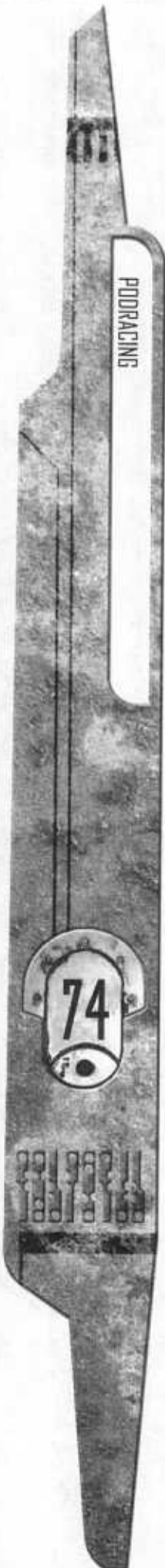
Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+2	Top Speed	+2	Initiative+4
Pilot	+4	Acceleration	+1	Accelerate+5
Pilot	+4	Braking	+1	Decelerate+5
Pilot	+4	Turning	+4	Turn+8
Pilot	+4	Traction	+3	Regain Control+7
Repair	+2	Durability	+4	Repair+6
Hull points:	32			Cooling: 1

Teemto Pagalies

Initiative +2, Pilot +4, Repair +2, VP/WP -/14

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+2	Top Speed	+1	Initiative+3
Pilot	+4	Acceleration	+0	Accelerate+4
Pilot	+4	Braking	+0	Decelerate+4
Pilot	+4	Turning	+5	Turn+9
Pilot	+4	Traction	+2	Regain Control+6
Repair	+2	Durability	+4	Repair+6
Hull points:	31			Cooling: 1





Alder Beedo

Initiative +3, Pilot +5, Repair +0, VP/WP 12/10

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+3	Top Speed	+2	Initiative+5
Pilot	+5	Acceleration	+6	Accelerate+11
Pilot	+5	Braking	+0	Decelerate+5
Pilot	+5	Turning	+4	Turn+9
Pilot	+5	Traction	+4	Regain Control+9
Repair	+0	Durability	+3	Repair+3
Hull points: 17		Cooling: 1		

Neva Kee

Initiative +2, Pilot +4, Repair +2, VP/WP -/10

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+2	Top Speed	+2	Initiative+4
Pilot	+4	Acceleration	+0	Accelerate+4
Pilot	+4	Braking	+2	Decelerate+6
Pilot	+4	Turning	+4	Turn+8
Pilot	+4	Traction	+5	Regain Control+9
Repair	+2	Durability	+2	Repair+4
Hull points: 33		Cooling: 0		

Gesgano

Initiative +4, Pilot +5, Repair +2, VP/WP -/9

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+4	Top Speed	+3	Initiative+7
Pilot	+5	Acceleration	+3	Accelerate+8
Pilot	+5	Braking	+0	Decelerate+5
Pilot	+5	Turning	+1	Turn+6
Pilot	+5	Traction	+1	Regain Control+6
Repair	+2	Durability	+2	Repair+4
Hull points: 31		Cooling: 1		

Ark "Bumpy" Rooss

Initiative +2, Pilot +4, Repair +2, VP/WP -/12

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+2	Top Speed	+1	Initiative+3
Pilot	+4	Acceleration	+1	Accelerate+5
Pilot	+4	Braking	-1	Decelerate+3
Pilot	+4	Turning	+0	Turn+4
Pilot	+4	Traction	+0	Regain Control+4
Repair	+2	Durability	+4	Repair+6
Hull points: 32		Cooling: 0		

Ody Mandrell

Initiative +3, Pilot +6, Repair +0, VP/WP -/12

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+3	Top Speed	+2	Initiative+5
Pilot	+6	Acceleration	+3	Accelerate+9
Pilot	+6	Braking	+1	Decelerate+7
Pilot	+6	Turning	+2	Turn+8
Pilot	+6	Traction	+2	Regain Control+8
Repair	+0	Durability	+2	Repair+2
Hull points: 18		Cooling: 1		

Elan Mak

Initiative +4, Pilot +4, Repair +2, VP/WP -/11

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+4	Top Speed	+2	Initiative+6
Pilot	+4	Acceleration	+6	Accelerate+10
Pilot	+4	Braking	+1	Decelerate+5
Pilot	+4	Turning	+1	Turn+5
Pilot	+4	Traction	+2	Regain Control+6
Repair	+2	Durability	+3	Repair+5
Hull points: 32		Cooling: 1		

Ebe Endocott

Initiative +3, Pilot +6, Repair +2, VP/WP -/9

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+3	Top Speed	+2	Initiative+5
Pilot	+6	Acceleration	+2	Accelerate+8
Pilot	+6	Braking	+2	Decelerate+8
Pilot	+6	Turning	+1	Turn+7
Pilot	+6	Traction	+3	Regain Control+9
Repair	+2	Durability	+2	Repair+4
Hull points: 30		Cooling: 1		

Mewhonic

Initiative +3, Pilot +4, Repair +1, VP/WP -/14

Pilot Data	+	Podracer Data	=	Racing Data
Initiative	+3	Top Speed	+4	Initiative+7
Pilot	+4	Acceleration	+2	Accelerate+6
Pilot	+4	Braking	+2	Decelerate+6
Pilot	+4	Turning	+4	Turn+8
Pilot	+4	Traction	+4	Regain Control+8
Repair	+1	Durability	+3	Repair+4
Hull points: 26		Cooling: 2		

Between Sand and Sky

Tatooine might be the farthest spot from the bright center of the universe, but it's a world of heart-stopping adventure. *Between Sand and Sky* tells the tale of a band of experienced heroes who anger one of Tatooine's numerous crime lords. They must try to escape his clutches with their ship and their skins intact.

This adventure is designed for at least four characters of 4th to 6th level. The Gamemaster can adapt the adventure for higher or lower levels by altering the Challenge Code of each hostile encounter. The adventure should not be played with fewer than three characters, or more than six, without significant adjustments.

Introduction

Tatooine's underworld is at war. Thugs and assassins serving the infamous Jabba the Hutt have been attacking the troops and operations of rival crime lord Ranon Djelkh (RANN-un JELK), a vicious, up-and-coming Devaronian trying to take Tatooine from the Hutt. Ranon has responded with raids of his own. Barely a night goes by without two or three firefights and a dozen deaths. All too often, the common citizens of Tatooine get caught in the middle, adding to the body count.

As his resources have dwindled, Ranon has become desperate. His latest scheme involves an assassination attempt against Jabba himself. He has paid a bounty hunter to procure for him a mole serpent—an aggressive, carnivorous worm from an unsettled world at the edge of the Kathol Sector—along with a large quantity of cologne made from the scent glands of a tirginni beast (tear-JINN-ee)—the mole serpent's preferred prey. Ranon plans to give Jabba the cologne as a peace offering, then set the mole serpent loose near the Hutt's townhouse. If the stories he's heard are true, the beast will burrow into the building, trying to get to what it thinks is a tirginni beast. With any luck, Jabba will actually be wearing the cologne when the serpent arrives, and the Hutt will spend the rest of his short, miserable life in the beast's belly.

Plot Overview

The events of *Between Sand and Sky* occur in three acts. The heroes initially get involved because of the tirginni cologne. Harbo Wiis, the smuggler bringing it to Tatooine for the bounty hunter, changes his mind and tries to sell it elsewhere for a higher price. After Harbo mistakes the heroes for his buyers, Ranon Djelkh is furious. The crime lord sends some of his thugs to reclaim his goods—and punish the heroes.

In Act I, Harbo Wiis realizes that he's accidentally given the heroes the cologne. The situation rapidly falls

apart when thugs use an explosive charge to break into the heroes' ship. The airlock is damaged, preventing the heroes from leaving the Tatooine system. Ranon Djelkh follows up with a squadron of fighters to convince the heroes to stay and take their punishment. After a brief chase across the desert, the first act ends when a sand-whirl forces the heroes to land.

In Act II, the stranded heroes encounter "helpful" Jawa scavengers. They must negotiate with them—or fight them—to keep their own ship. Their relationship with the Jawas ends when Sand People suddenly appear. The Jawas bolt for the safety of their sand-crawler, and the Sand People immediately attack. After a vicious battle, the heroes realize that the Sand People were fleeing—but there is no indication from what.

Act III finds the heroes investigating the wreckage of the derelict. They soon discover that it belonged to the bounty hunter paid to bring the mole serpent to Ranon—and the creature has escaped. While they are discussing how to move the ship, Ranon arrives aboard his skiff, looking for his cargo. When he sees the heroes poking around the ship, he is convinced that they are not only trying to steal the tirginni cologne, but the mole serpent as well. Ranon is not interested in diplomatic solutions, leaving the heroes with little choice other than fighting their way out of their predicament.

Getting the Heroes Into the Story

The GM should give the heroes a reason to be in the cantina in Mos Eisley when Harbo Wiis approaches them. Ideally, they should be there looking for a Rebellion contact or a merchant they've never met before. It is important that they're receptive to a stranger who drops by their table to chat. The heroes don't need to be involved with Jabba or Ranon, or even know who they are. They merely need to encounter Harbo Wiis and be seen with him.

This adventure assumes that the heroes have access to a ship large enough to transport them all; if not, the GM may provide one for them. The heroes can be dropping off or picking up a cargo on Tatooine as a favor to the ship's owner. If the GM is presenting *Between Sand and Sky* as a one-off adventure, he should simply rule that they have a cargo freighter of their own (a YT-1300, perhaps).

Act I: The Wrath of Ranon

The heroes are on Tatooine for some purpose of their own, perhaps to buy or sell cargo or meet with representatives of the Rebellion. They have been given the name of a cantina where they are to look for their contact between certain dates—roughly a week's time on Tatooine. Their contact doesn't show, but Harbo Wiis does. He mistakes them for his contact and tells

them he has delivered "the merchandise." He then falls afoul of Oggun Bantha-Horn. When Oggun discovers that Harbo no longer has the merchandise, he assumes the smuggler gave it to the heroes and makes them the target of his search. Oggun's hunt for the cologne takes the heroes out into the Dune Sea, where they are pursued by Ranon Djelkh's private starfighters.

Scene One: A Simple Misunderstanding

Read the following aloud to the players:

Your stay on Tatooine has gone on longer than you would have hoped. Your contact has not yet shown up, but the excellent band in the spaceport cantina makes the waiting a lot more bearable.

The cantina is packed again tonight, just like it has been the past few nights. You're starting to wonder if you've somehow missed your contact in the crowd when a harried-looking Human slides into the booth next to you.

"Sorry I'm so late," he says, glancing around nervously. "Ran into some trouble on the way here. But that's the chance we take in our line or work, eh? Anyway, everything's been taken care of. You're in Docking Bay 14, right?"

Apparently, your contact has finally arrived.

Mistaken Identity

The stranger is Harbo Wiis, a small-time smuggler who has mistaken the heroes for his own contacts. Having just received confirmation of payment, he's eager to conclude the transaction and get off Tatooine before Oggun Bantha-Horn, Ranon Djelkh's brutal enforcer, catches up with him. Unfortunately, in his haste, Harbo has misidentified the heroes as his contacts. In a spectacular display of incompetence, he has already transferred the cargo to their ship.

The heroes are now faced with two problems: figuring out that Harbo is not their contact, and convincing him that they're not his, either. Harbo doesn't make it easy for them, being particularly dense when it comes to realizing his mistake. He assumes that any talk of the Rebellion or other business is just the heroes being coy about the cologne. He grins inanely and plays along. The heroes' first clue should be that Harbo refuses to participate in any sort of identifying code phrase they might try to use. He only grudgingly tells them his name, and even then, he does so in very low tones, almost inaudible in the loud cantina.

The GM should play this encounter as though Harbo Wiis is the heroes' contact. Harbo agrees, with a theatrical wink, to just about everything they say—but occasionally looks perplexed at references to the

heroes' true business. He refers to the cologne container as "the merchandise" or "the shipment," but never identifies it as what it truly is. After the heroes have had a chance to chat with him for a few minutes, it starts to dawn on Harbo—even if it's long since dawned on the heroes—that he's doing business with the wrong people.

When Harbo finally does catch on, it takes a moment longer for him to realize that he's sent his cargo to the wrong ship. When the time is right to end the encounter, read the following aloud:

The smuggler's look of confidence has slowly faded to a look of absolute dread. "This can't be happening!" he practically shrieks. All around the cantina, people turn to look in your direction. Oblivious, the smuggler goes on, his voice a horrified whisper. "I've already sent the container to your ship! I've got to stop it, or I'm a dead man!"

He bolts toward the front door, with the entire cantina crowd staring at him, then suddenly stops and looks back at you, wild eyed. "Your ship is in Docking Bay 14! Right?" he shouts. "Oh, I'm a dead man!" He dashes out the door.

Around you, the cantina has gone silent. Everyone is staring at you. Gradually, they turn back to their own business, and the music starts up again as though nothing had ever happened.

Docking Bay 14

Whether the heroes realize it or not, Harbo Wiis has just accidentally identified them as his buyers, even though they're not. By the time they leave the cantina, a dozen freelance informants have already sought out Oggun Bantha-Horn to sell him the news that Harbo and his cargo are both headed for Docking Bay 14. At this point, the heroes should seriously consider returning to their ship.

By the time the heroes get to the docking bay, Oggun's thugs are already there, trying to get inside. Oggun has instructed them to retrieve the container with the cologne, but since they're unable to disable the security code on the airlock, they're preparing to blast their way inside. When the heroes reach the docking bay, read the following aloud to the players:

As you work your way down the flight of steps leading to the docking bay floor, a mixed group of alien thugs charge up the steps, plainly running from something in the docking bay. They seem startled to see you—and reach for their guns.

Adapting This Adventure for Any Era

Tatooine changes very little as the decades drift by. In every era, crime lords exploit the weak and heroes try to stop them. The GM can alter *Between Sand and Sky* to suit the needs of his campaign, as outlined below.

The Rise of the Empire: Ranon Djelkh is not a crime lord in his own right, but an underling of Gardulla the Hutt. Act I takes place in Mos Espa.

The Rebellion Era: No changes are necessary, unless of course the GM's campaign is set after Jabba's death. In this case, Ranon Djelkh is planning to give the tirginni cologne to Lady Valarian as part of a sinister attempt to gain control of the Lucky Despot. Act I takes place in Mos Eisley.

The New Jedi Order Era: The target of Ranon Djelkh's plot is Shiri'ani, Lady Valarian's protégé. Act I takes place on the streets of Mos Entha.

This group of thugs (two major thugs and two minor thugs) has just planted an explosive charge on the airlock of the heroes' ship in an attempt to get inside. They ran around the corner so they wouldn't be in the way of the blast, not realizing that the heroes were already there.

Thug Tactics

The thugs engage the heroes on the steps, but don't seek cover. With the explosives going off at any moment, they know they're safer on the stairs than in the bay itself. Because the stairs are so narrow, only adjacent characters can fight each other without cover bonuses. Characters separated by another character gain a +7 cover bonus to Defense. Characters separated by two other characters gain a +10 cover bonus. Characters beyond that cannot be seen clearly enough for a direct attack. Remember that the "Striking the Cover Instead of a Missed Target" rules apply, not only to opponents, but also to heroes attacking past friendly characters. (See *Combat Modifiers* in Chapter 8 of the core rulebook.)

At the end of the first round of combat, the explosive charge on the airlock detonates, inflicting 2d6 points of damage to anyone within 2 meters. This breaches the airlock. The ship can still fly, but it cannot leave the atmosphere without catastrophic results.

After the thugs have been defeated, the heroes can make their way into the docking bay and assess the damage to their ship. They have 2 rounds before Oggun Bantha-Horn arrives with more thugs.

Battle in the Bay

Oggun Bantha-Horn arrives 2 rounds after the heroes finish with the thugs, having heard the explosive charge detonate. He's not happy with his troops—guessing that they might have damaged the cologne container in their haste to reach it—but he didn't anticipate that they would meet resistance from the heroes.

Oggun and his troops arrive aboard his landspeeder at the same entrance the heroes used. As he comes down the stairs and sees signs of the fight (if not the defeated thugs themselves), Oggun deduces that the heroes have arrived to spirit away the cologne. Oggun's goal is preventing that from happening.

Oggun's Tactics

Oggun sends two of his thugs (major thugs) around to the other docking bay entrance while he and two others (minor thugs) continue down the stairs. He plans to seal off the exits, forcing the heroes to lift off. When this happens, he'll call Ranon and tell him to send air support, requesting Ranon's personal squadron of T-36 Skyfighters. Oggun doesn't want to fight a protracted battle in the docking bay if he can help it. A blaster fight would attract Mos Eisley's stormtroopers, if the explosion hasn't already. Oggun would much rather shoot them down in the desert, where no one will notice for at least a hundred years.

Meanwhile, though, Oggun has to figure out some way of forcing the heroes to lift off. Not being a very good strategist, his best idea is unleashing a barrage of blaster fire on anyone lingering in the docking bay. He'll stay behind cover as much as possible. He doesn't know how desperate the heroes are—and their ship might have anti-personnel guns.

The heroes can either fight Oggun or take the bait and lift off. He and his thugs deliberately miss anyone moving for the boarding ramp. Oggun uses his bowcaster to fire at anyone who seems determined to stay in the docking bay, but he'll switch to his vibroblade if anyone tries to charge his position. He tries to take prisoners, if he can, but his idea of "taking prisoners" involves beating someone unconscious and questioning them when they wake up.

Oggun isn't terribly interested in negotiating. He's convinced that the heroes were working with Harbo, and he's certain that the cargo is aboard their ship. If the heroes actually produce the cologne cylinder, he calls for a cease-fire while someone brings it to him. He refuses to open it himself, however; he knows what it's for and doesn't want to get any of the tirginni scent on himself. He's also expecting a switch, so he's skeptical whether the cylinder is the real thing or a fake.



Oggun accepts the merchandise—and then orders his thugs to open fire again. Ranon doesn't like competition, and Oggun dutifully follows orders. If the thugs can't force their rivals out of the city, they'll methodically mow down as many as they can.

If things start going very badly for Oggun, he retreats, leaving his thugs to cover for him. He stands and fights if left with no choice, but he steadfastly refuses to surrender. During the current gang war with Jabba, he has no intention of being locked up in a Mos Eisley detention center for any length of time.

If the heroes haven't lifted off within 10 rounds, a squad of six Tatooine stormtroopers arrives to arrest everyone: Oggun, the thugs, and the heroes. If the heroes are rebels or smugglers, they have yet another reason to leave the docking bay.

Scene Two: Across the Dune Sea

Once the heroes have been persuaded to lift off, they discover that they have played into Ranon Djelkh's hands. Ranon wants them to get out in the open, somewhere away from Tatooine's cities (and hence, Tatooine's authorities). He figures that if he can bring their ship down somewhere in the Dune Sea, for example, he can search their ship at his leisure—and then dispose of the heroes however he likes.

As the heroes fly out over Mos Eisley, they should attempt a Computer Use check (DC 5). If they succeed, they see eight airborne contacts approaching them from the direction of Anchorhead. Another Computer Use check (DC 15) identifies them as Incom T-36 Skyfighters—near-space defense fighters—and they're on an intercept course.

Skyfighter Tactics

The skyfighters attack in groups of four, trying to Establish Pursuit. The other four put everything into speed, trying to make sure the heroes' ship doesn't escape. When one of the fighters gets within Point Blank range, the pilot opens fire with concussion missile launchers. Only one ship fires on any given round; their orders are to disable the ship, not destroy it. They only resort to using their laser cannons if they run out of missiles or can't seem to land a hit.

If the heroes' ship is taking a beating, but the heroes adamantly refuse to stop fighting, the GM might want to give them a hint that their ship won't last much longer. The ship's systems begin failing one by one. In this case, the GM could apply a cumulative -2 penalty each round (to a maximum of -6) to the heroes' Pilot checks. If the heroes' ship reaches a -6 penalty, the Skyfighters notice the heroes' distress and back off a



TIRGINNI COLOGNE

Tirginni cologne is a rare and valuable scent, fetching prices as high as 500 credits per milliliter. Most species cannot perceive its scent. Those that can—Noghri, Twi'leks, Whiphids, and of course, Hutts—find the aroma extremely pleasant, even intoxicating in large quantities.

The Tirginni cologne brought to Tatooine by Harbo Wiis is sealed in an airtight container, a metallic cylinder roughly 35 cm long and 15 cm in diameter. It contains 20 milliliters of cologne, worth 10,000 credits in the Core Worlds. ☉

bit, merely following along to see where their target sets down (or crashes). Since their ships are incapable of landing without special mounting platforms, they can only mark the position and report back to Ranon Djelkh. They cannot even circle the area—their ships only have enough fuel and oxygen for 2 hours of flight time.

The heroes might try to outrun the Skyfighters, flying close to the terrain and letting them establish pursuit. The pilot of the heroes' ship must attempt an Avoid Hazard check, but so must each pursuing Skyfighter that does not voluntarily break pursuit. The Avoid Hazard check depends on the pilot of the heroes' ship—set the difficulty between DC 0 and DC 30. Both the hero and the pilots of the pursuing ships need to make the same check. If the heroes crash their ship, go straight to Act II. If the heroes manage to stay airborne, or even evade a few of the enemy ships, they've got bigger problems ahead.

Sand in the Sky

As the pursuit goes on, the ships cover tremendous amounts of ground, passing far out over the Dune Sea. When there are only four Skyfighters left, read the following aloud:

You're still fleeing across Tatooine's surface when far ahead of you, in the gloom, you begin to make out a swirling column of darkness, as though the sky were full of sand in an area about a kilometer across.

This column of sandy darkness is a sandwhirl, one of Tatooine's unpredictable weather phenomena. Anyone can recognize it for what it is with a successful Intelligence check (DC 15); a character with 5 ranks of Knowledge (Tatooine) or Survival should get a +2 synergy bonus to the check. The pursuing ships must make an Avoid Hazard maneuver (Pilot skill, DC 20) to avoid it. If a ship fails the check, it clips the edge of the sandwhirl funnel, suffering the penalties as outlined in

Table 11-12: Loss of Starship Control in the *Star Wars Roleplaying Game* rulebook. If the heroes successfully make the check, read the following aloud:

Behind you, one of the pursuing Skyfighters passes too close to the tower of whirling wind and suddenly lurches directly into the funnel. It becomes momentarily lost, then reappears again, minus its wings, a second later. It tumbles end over end before plummeting to the ground.

The heroes should gather from this that the Skyfighters are somewhat more vulnerable to the sandwhirl than their own ship is. If they haven't yet done so, allow them to make a Repair or Craft (engineering) check (DC 15) to recall that Skyfighters are susceptible to wind shear—the sort of phenomenon commonly found in a sandwhirl, for example.

Reaping the Whirlwind

If the effect of the sandwhirl on the Skyfighter gives the heroes the idea of leading their pursuers into the funnel, treat it like the Avoid Hazard check for terrain, as outlined above. The heroes can either skirt the edge of the sandwhirl again (making the Avoid Hazard check at DC 20) or go straight through it (making the check at DC 25, with a -8 penalty to the Pilot skill; see "Surviving Tatooine" in Chapter 1: Life on Tatooine for more details).

Any ship that fails the check suffers effects as per Table 11-12: Loss of Starship Control. On a Yaw or better result, the ship suffers the listed effect, but passes through the raging winds. On a Bump or Spin result, the ship has become trapped in the sandwhirl for the rest of the round, suffering penalties as listed for the results. The ship's pilot can attempt another check on the following round.

A Crash result means that the ship has slammed into the sandy surface of Tatooine, suffering 4d10[TS]5 points of damage and coming to an immediate halt. Passengers inside suffer 4d6 points of damage in the crash; treat this as wound damage if they aren't strapped in. (A merciful GM may allow a Fortitude save at DC 10 to reduce this damage by half.) Meanwhile, the sandwhirl rages overhead, burying the ship in tons of sand, before it suddenly dissipates, as though it had never existed.

The GM shouldn't bother rolling for the Skyfighters if he doesn't want to do so. The sandwhirl is more than sufficient to destroy the tiny craft. If the heroes' ship manages to emerge without significant mishap, they can carry on for about 5 minutes before the tremendous quantity of sand in their intakes forces them to land somewhere in the middle of the Dune Sea.

Act II: A Tour of the Dune Sea

After dealing with the pursuing T-36 Skyfighters, the heroes have some time to take stock of their situation. While they're doing this, they encounter a group of greedy Jawas, which leads them to an encounter with the remnants of a tribe of Tusken Raiders.

Scene One: Digging Out

Whether the heroes have landed or crashed, they're now stuck in the middle of the Dune Sea, probably with a badly damaged ship on their hands.

Fortunately, they're free to do what they like for a while—no one is pursuing them at the moment, and even Ranon Djelkh is a long way away.

If the heroes' ship was forced down by the sandwhirl, they have the slight problem of being buried under several tons of sand. They can try to use their repulsorlifts to push their way free (Pilot check, DC 20), but each attempt inflicts another 4d6 points of damage to their ship. Even if they do get free, their intakes are clogged with sand, and the ship can only limp along for a few minutes at a time before being forced to land. After this attempt fails, the pilot should shut down the engines to avoid overheating.

Cleaning out the clogged intakes requires about 4 hours of work per attempt (Repair, DC 15). The heroes can take 20 on this check, for a total of about 80 hours of work. After the intakes have been cleared, the heroes still have the problem of the breach in the airlock, as well as any damage they've suffered from tangling with the Skyfighters. To repair those, they need spare hull plating, which is in abominably short supply in the middle of the desert.

The Jawas

While the heroes are working on their ship (or trying to dig it out of the sand), a Jawa sandcrawler passes nearby, looking for scrap uncovered by the sandwhirl. They've already located the remains of one of the Skyfighters and have just sighted the stem of the heroes' ship poking up out of the sand.

If their ship is buried under the sand, the heroes can attempt Listen checks (DC 15) to notice a rumbling vibration in the ground. If they are on the surface, they can attempt Spot checks (DC 10) to see a rusty hulk rolling toward them across the sand. A sandcrawler is approaching.

Roughly 50 Jawas pile out of the sandcrawler and rather helpfully assist the heroes with their ship (digging it out of the sand or removing damaged pieces of hull). They insist that the ship now belongs to them. If none of the heroes understand the Jawa language, all this comes across as excited and insistent jabbering and pointing. The Jawas begin carrying away anything loose—including tools, weapons, and



droids left unattended—angrily shouting at the heroes all the while. Once the heroes have had enough of trying to prevent the thieving scavengers from carrying off all their belongings, read the following aloud to the players:

Suddenly, one Jawa voice rises above the rest. The Jawas stop what they're doing to look toward the sandcrawler. From the dark hold, several Jawas emerge, followed by an ancient and heavily modified power droid. The Jawas stand aside as their leaders walk toward you. When they reach you, the tallest and dirtiest of them says: "Oot mi! Tee tonno rudinni! E chatta eet-eet wanna?"

A moment later, a mellifluous voice issues from a speaker on the side of the power droid: "The exalted master scavenger Empideera Kkek bids you greetings and asks if you would like to purchase this salvaged starship from his clan."

The Jawas claim to own the heroes' ship, insisting on their legal rights to salvage it. The Jawa making this boast is Empideera Kkek (K-keck), the master

scavenger in charge of this particular sandcrawler. Translating for them is DC-GNK, or "Deesee," a power droid Empideera has modified with protocol droid parts.

Empideera knows that, technically, the heroes' ship isn't really salvage (since the owners are present), but scavenging has been slim lately for his sandcrawler, and he's hoping to bluff some sort of concession out of the heroes. He is especially insistent if the Jawas helped dig the ship out of the sand. The Jawas should receive something for their efforts, after all. Even though Empideera will eventually admit he has no real claim on the ship, he hopes to force the heroes to negotiate for it so he doesn't walk away empty handed.

The heroes can attempt an opposed Diplomacy check with Empideera to contest his rights to their ship as salvage. Deesee translates for them. If Empideera loses the bargaining session, the heroes have convinced the old Jawa that he has no rights to their property, whether they dug it up out of the sand or not.

If his check beats the heroes', Empideera claims that they still owe his tribe tribute. Make another opposed Diplomacy check. Again, if Empideera wins, he demands one of their droids as payment. If the heroes win, the master scavenger asks for any damaged hull sections the heroes can't use—essentially, the bits of scrap metal that have fallen off during the fight and in the crash.

If Empideera consistently loses the opposed Diplomacy checks, he makes one last bid for payment, claiming that the heroes owe him the equivalent of 200 credits (in cash or ship parts) for "interpreter droid rental." Deesee refuses to participate in such underhanded dealings and stops translating anything on the subject. Annoyed, Empideera finally uses his droid caller to stop Deesee from talking altogether.

It may occur to the heroes that, instead of a problem, the Jawas present something of a solution—or perhaps two solutions. If they have been unable to clear the sand clogging their ship's intakes, they can negotiate with the Jawas to drag their ship back to Mos Eisley or some other off world settlement. (Empideera asks for the equivalent of 5,000 credits, in cash or parts; if the heroes' Diplomacy check beats his, he drops his price to 1,000.)

The heroes may also realize that the hold of the Jawa sandcrawler is probably loaded with scrap metal, some of which would make excellent replacement hull plating. The heroes can negotiate for this, as well. Empideera asks for 100 credits (again, in cash or parts) for each hull point worth of scrap the heroes wish to purchase. If the heroes beat his Diplomacy check, he drops his price to 25 credits per hull point.

GM NOTES

The Mystery Cylinder

Harbo Wiis had previously located the heroes when they were purchasing supplies for their ship. Believing them to be his contacts, he slipped the cologne container in their supplies. The labor droids who loaded the supplies aboard the ship just assumed that it was part of their purchases and that the manifest—as is so frequently the case on Tatooine—had been doctored not to mention it.

When the heroes return to their ship from the cantina, the mystery cylinder containing the cologne is resting atop a stack of boxes in their supply locker.

Opening the cylinder is not the least bit difficult—there is no locking mechanism. The substance inside appears to be a thick, mostly clear gel, odorless except to species with highly refined senses of smell. (To such characters, it has a pleasant aroma.) The heroes can correctly identify it with a Knowledge (business) check (DC 15). With a successful check, they know that it is an extremely valuable cologne, but not that it is irresistible to an obscure subterranean predator from an equally obscure world on the edge of the Outer Rim.

Unfortunately, when the heroes begin rummaging through the scrap in the sandcrawler, they learn why the Jawas have been ranging so far out in the desert. They have very little suitable scrap on board—only about four hull points' worth. (Coincidentally, about half of this comes from the remains of the Skyfighter the Jawas salvaged.)

Repairing the hull requires an hour's work for each hull point that needs to be replaced, along with a Repair skill check (DC 20). A failed Repair check consumes both time and scrap, requiring the heroes to start that section again and buy more scrap from the Jawas. In any event, there isn't nearly enough scrap to make the heroes' ship spaceworthy again.

Scene Two: The Tusken Raiders

While the heroes are running from Skyfighters, haggling with Jawas, and repairing their ship, a local tribe of Sand People encounters problems of its own. Sometime during the last few days, a ship crashed at the base of a large, rocky hill at the edge of the Dune Sea. The mangled mass of metal effectively sealed off a cave entrance. The Sand People are particularly distressed because the cave contains a grotto where they have maintained a secret water supply for centuries. Now the Sand People cannot reach it, and they are running out of water.

They have tried to move the ship, the *Star Stalker*, by dragging it away with banthas, but they've hit a further snag. Hidden in the wreckage was some sort of burrowing beast, which they accidentally freed when they tried to move the ship. The gigantic beast killed more than half the tribe, and most of their banthas, before they managed to flee.

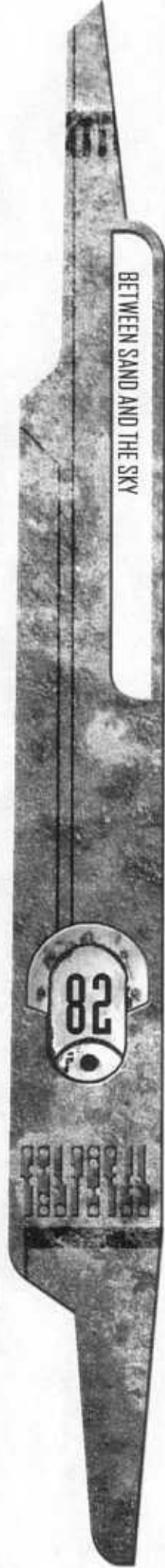
While the Jawas negotiate and haggle with the heroes, the fleeing Sand People spot the Jawas' sandcrawler. The presence of outlanders does not bode well. Discussing the situation quickly among themselves, they arrive at the decision to attack. The Sand People desperately need water, and they expect to find some among the Jawas' possessions. As for the heroes, it seems logical to the Sand People that the crashed ship and a group of outlanders this far out in the Dune Sea cannot be a coincidence. The Tusken Raiders want revenge for their fallen comrades.

Encountering the Sand People

The GM should time the arrival of the Sand People for when the players are ready for a new encounter. The Sand People begin by creeping across the sands, trying to get as close as possible before they are detected. The heroes, of course, may notice the Sand People sneaking up on them.

The GM should secretly roll Spot checks for the





heroes; the DC to detect the Sand People is 15. The Sand People start approaching from 40 meters away, conferring an automatic -10 penalty to the heroes' checks. (Every 4 meters of distance adds a -1 penalty to Spot checks; see pg. 82 of the core rulebook.) Each round, the Sand People sneak up another 8 meters (reducing the penalty for Spot checks by 2). If the Sand People manage to go unnoticed for 4 rounds, they ambush the heroes from 8 meters away; otherwise, they charge as soon as they are spotted. Read the following aloud:

A bone-chilling howl suddenly erupts from all around you. Dark forms emerge from the sand—nightmare figures shrouded in dirty bandages and tattered brown robes. The Jawas scatter, shrieking hysterically.

Whether the heroes detect the approach of the Tusken Raiders or the Tuskens manage to launch their attack as planned, a battle is certain. The Jawas will be of absolutely no use to the heroes during the fight. They react to the presence of Sand People with utter panic. They scatter in all directions, shrieking in terror and generally causing great confusion. The Jawas inside the sandcrawler immediately close the hatches, and any Jawas (or heroes) who can't make it inside within 2 rounds have to take their chances in the open. Once they're out of harm's way, the Jawas refuse to come back, or open the sandcrawler's hatches, until the Sand People are nowhere in sight.

Sand People Tactics

The Sand People are desperate and attack without mercy. The main thrust of their assault is reaching any obvious water supply or any open hatches of the Jawa sandcrawler (where the Sand People are fairly certain they will find water). They pretty much ignore the Jawas, concentrating their attacks on the opponents who actually fight back: the heroes.

A total of twenty Tusken Raiders participate in the attack. They have already been injured in their battle with the mole serpent. Half of them have no vitality remaining and have lost 2d4 wound points; the other half have full wound points, but only 2d4 vitality points remaining. Six carry slugthrower rifles in addition to their gaffi sticks; the rest have only their gaderffii to fight with. They all fight to the death, fleeing only if compelled to do so by some use of the Force or a particularly spectacular Intimidate check (DC 30).

When the Smoke Clears

Once the battle is over, the heroes can tend their wounds and otherwise collect their wits. During this time—or if one of the heroes specifically states she is searching for

other Tusken Raiders—allow the heroes to make a Listen check (DC 10) to notice the sound of labored breathing, accompanied by a sort of prolonged scratching noise. If they investigate, they discover a lone Tusken Raider, his robes spattered with blood, dragging himself across the sand toward them. Read the following aloud:

The Tusken Raider looks up at you, his expression unreadable under his bandages. He is obviously badly wounded, and one of his legs bears a tubular splint of some kind. He lifts himself up as much as possible, weakly brandishing a broken slugthrower rifle. He bellows a bloodcurdling war cry—until a wet cough racks his body. He slumps to the ground, only to resume his determined crawl again a moment later.

This is A-Zulmun, who fought bravely against the mole serpent, only to be savaged by the beast when it tried to swallow him. The only thing that saved him was jamming his rifle into the beast's mouth. The weapon snapped in two, but A-Zulmun was able to escape. The other Tuskens hauled him to safety during their flight, but he knew that his days as a warrior were over. His legs were too badly damaged to heal on their own. (He does not know about bacta therapy, let alone comprehend it.) When the Tuskens encountered the heroes bargaining with the Jawas, A-Zulmun insisted on joining the attack, determined to die in battle. From the beginning of the assault, he has been doggedly dragging himself toward the enemy.

A-Zulmun attacks anyone who approaches him unless somehow restrained. Should the heroes prevent him from launching an attack, they can try to converse with him, although he doesn't understand Basic, and they most likely don't understand Tusken. Fortunately, Deesee can translate for the heroes, but not particularly well, not having a lot of experience with Sand People. The heroes would also have to overcome A-Zulmun's natural distrust of outlanders and droids.

To the Tusken Raiders, any non-Tusken is a threat, and even healing A-Zulmun's injuries doesn't make him particularly receptive to communicating via an animate hunk of machinery. The heroes need to use Diplomacy, Affect Mind, Bluff, or perhaps even Disguise to convince A-Zulmun to even talk to them. But he certainly isn't interested in cooperating with the heroes, no matter how diplomatically they broach the subject.

If the heroes get A-Zulmun to open up, Deesee can translate: "He says his name is A-Zulmun, and his people are apparently trapped in a cave not far from here. His dialect is a little hard to follow, but it seems there's a ship blocking the cave, and he and the other

Sand People couldn't get close because of extremely large sand. It's all very perplexing."

The heroes can press the issue further, but that's about the clearest translation Deesee can manage. The Tusken tried to move a ship, but the ground is treacherous. If the heroes are interested in the ship—at the least, as spare parts for their own—A-Zulmun can explain that the cave in question is about half a day's travel away by bantha. He's willing to lead the heroes there. If the heroes don't have another way there—and the Jawas certainly aren't going to give them a ride into Sand People territory—A-Zulmun directs the heroes to where the Tusken left their banthas prior to initiating the attack.

The Jawas' refusal to go along means that the heroes will not have access to Deesee's translation ability, making communicating with A-Zulmun much more difficult. Empideera has no desire to sell or even rent his trusty power and protocol droid. Unless the heroes can find some alternate means of persuasion (such as using the Force skill: Affect Mind to arrange to borrow Deesee), they will have to do without Deesee's services for the rest of the adventure.

GM NOTES

Killing A-Zulmun

If the heroes kill A-Zulmun along with the rest of the Sand People, the GM should let the heroes find the Tusken's banthas, along with their possessions. Among these are a number of small containers. Two containers have a few drops of water remaining in them. These containers have obviously not been in the desert for long, and one is marked with a recently stamped inspection patch from Sullust. The heroes should easily be able to divine that the Sand People procured these items very recently. Additionally, the splint on A-Zulmun's leg is made of a blaster cannon housing, with a thin residue of industrial lubricant on the inside. Any hero with the Starship Operation (space transports) feat knows that such residue is common on newly purchased ship parts. The heroes can attempt an Intelligence check (DC 10) to surmise that this blaster cannon housing came from a recently installed blaster cannon.

If the heroes don't catch on, the Jawas, at least, are extremely interested in the splint and the containers. Deesee translates an explanation: These pieces of scrap indicate that the Sand People found a crashed ship. By following the bantha trail, they may find enough scrap metal to repair the heroes' ship.

Alternately, Empideera asks only 200 credits to let them download Deesee's Speak Tusken skill into their own droid. They can bargain him down to 50 credits. If the heroes actually manage to secure Deesee, the heavy little droid will have to be carried along in some fashion, since it can't walk anywhere near as fast as the banthas travel. (The same is true for most models of droids that the heroes might have also brought along.) Empideera suggests purchasing a cargo net from him for only 50 credits (10 with a successful opposed Diplomacy check). A-Zulmun prefers to tie a rope to Deesee and drag the droid behind the last bantha in line. The Jawa and the Tusken Raider accept any reasonable solution from the heroes.

Note, in any case, A-Zulmun absolutely refuses to enter the heroes' ship, and becomes extremely agitated and violent if the heroes try to force him aboard.

Act III: The Thing in the Sand

The end of the adventure finds the heroes working their way across the desert. A crashed ship blocks the entrance to a cave containing the Tusken Raiders' water supply. Once the heroes are at the crash site, they'll finally understand the true danger: An alien monster has escaped from the ship and burrowed into the sand. During the fight with the monster, Ranon Djelkh arrives aboard his skiff, searching for the downed ship. He encounters the beings he believes are responsible for stealing the cylinder of cologne, the "merchandise" he desperately needs to complete his grand scheme.

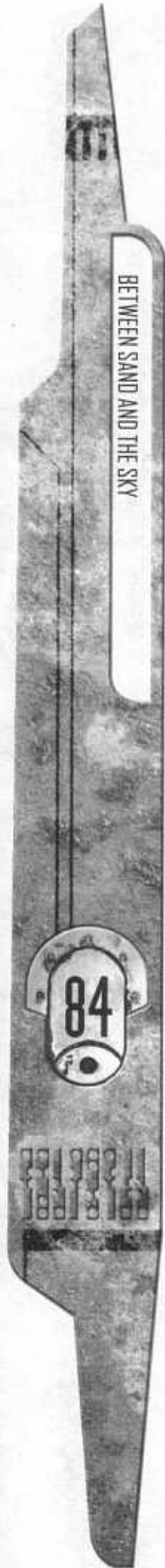
Scene One: Danger under the Sands

At the end of the half-day journey, the heroes see they are approaching a double line of low, rocky hills running through the desert—a canyon. Read the following aloud to the players:

Although you cannot see a crashed ship or cave mouth nearby, the Tusken Raider says, "O ban. O ban eght tha toghoght," and gestures at the sand ahead of you. Now that you know where to look, you can see that the ground where he pointed is littered with bantha bones, mixed in with smaller bones and several gaffi sticks.

A-Zulmun has come as far as he feels the group should go on banthas. If Deesee is with the group, he can translate A-Zulmun's words as: "Stop here. The banthas will die." Beyond this point, the shuffling of the banthas attracts the mole serpent (as the Sand People learned previously). The bones of the banthas and Sand People who tried to move closer offer mute testimony to the danger.

A-Zulmun insists that they carry on from here on foot. Even if the heroes have brought their ship along, he believes that landing the ship is the equivalent of



BETWEEN SAND AND THE SKY

ringing a big dinner bell for the monster. Should the heroes insist on taking their ship—because they don't understand he's advising against it, for example—he chooses to meet them at the crash site. Sand People don't like traveling aboard vehicles, in any case.

If, against A-Zulmun's advice, the heroes decide to ride the banthas the rest of the way into the canyon, A-Zulmun is reluctant to accompany them. If they have healed his injuries, he uneasily dismounts and follows about 50 meters behind the last bantha; otherwise, he stays behind.

Approximately 10 minutes later, the banthas stop suddenly, snuffling nervously. The heroes can attempt a Handle Animal check (DC 10) to determine that the banthas are afraid of something. A moment later, the mole serpent attacks. (See The Mole Serpent, below.)

The Star Stalker

An hour from where the banthas stopped, the heroes travel deep into a wide canyon. They can finally see the wrecked ship that has caused such concern for the Sand People. Read the following aloud:

The rough lines of the rocky hills are strewn with bits of dark-colored wreckage. A long, wide furrow in the sand runs from the ship and diagonally across the canyon. Bits and pieces of starship hull lie scattered in profusion along the path. The largest pile can be found up against the rocks, as though a giant hand forced the ship deep into a cleft in the canyon wall. More bantha bones show here and there. Lengths of sturdy cloth rope trail off the wrecked ship and into the sand.

On the largest piece of wreckage, you can make out the name of a ship: the *Star Stalker*.

A map is not provided for the *Star Stalker* because there is nothing to explore. It is a tangled heap of wreckage scattered over a square kilometer. The central mass is located directly over the completely obscured cave entrance. The *Star Stalker* encountered a sandwhirl while coming in for a landing. The pilot lost control, and the ship plowed through the sand at high speed. When the ship slammed into the canyon wall, it blocked the entrance to the Sand People's cave.

The central pile of wreckage was originally the reinforced cargo hold, built to contain large, vicious creatures such as the mole serpent. The impact ruptured the hold, but did not create an opening large enough for the mole serpent to escape. When the Sand People tried to move the remains of the ship, the wreckage shifted and



HEAT AND THIRST

Unless the heroes have repaired their ship prior to the arrival of the Sand People, they are probably traveling by bantha. During the half-day trip, the temperature soars. Unless the heroes have brought significant quantities of water from their ship, they are going to get very thirsty.

Remember to call for the appropriate Fortitude saves for heat and Constitution checks for thirst (as explained in Chapter 1). A-Zulmun is not interested in stopping at midday, particularly for outlanders too stupid to dress properly in the desert. Characters not properly protected from the heat will be forced to attempt a Fortitude save (DC 15, +1 for each previous check) every 10 minutes for 2 hours. (In other words, if the heroes don't take precautions, they'll be in deep trouble; see "Surviving Tatooine" in Chapter 1.)

A-Zulmun only stops if one of the heroes passes out from heat or thirst—and then only long enough to revive the character and move on. This is the only concession he will make to the heroes. Ordinarily, Sand People who cannot survive are left to the desert. ☹

finished the job the impact had started. The mole serpent slithered free and immediately burrowed into the sand, away from the hot Tatooine suns.

The Sand People could tell that something had happened, but didn't know exactly what—until the mole serpent surfaced and attacked the Tusken Raider closest to the wreck. Too proud to flee without a fight, many of the Sand People died, swallowed whole, one at a time. The banthas took considerably longer for the mole serpent to devour. Tied to the wreckage by their harnesses, they could not escape. When A-Zulmun and the other Sand People saw that even the mighty banthas were no match for the creature, they finally decided to flee.

If Deese is traveling with the heroes—or if they have some other way of understanding Tusken Raiders—they can get the basics of the story. Otherwise, A-Zulmun can only point at the furrow, the wreckage, the ropes, and the bones while narrating the story in his own language.

The heroes can also investigate on their own, although this makes A-Zulmun extremely edgy, if he is still with them. The GM should allow the heroes to attempt Intelligence checks (with a +5 bonus if Deese is translating for A-Zulmun) to see if they can work out what happened. The conclusions are cumulative, so if a character's Intelligence check results in a 12, he understands how the starship crashed and how badly damaged it is, as well as where the ropes came from (and where they go).

INT Check Result Conclusion

1-5	This is definitely a crashed starship. It came down in the desert canyon and skidded diagonally to a halt against the hill. Presumably the cave mouth is directly underneath the wreck.
6-10	The ship is smashed beyond repair, while it might still have useful bits to salvage. The main hull has effectively cracked in two. The cockpit and engines have been crushed.
11-15	The ropes trailing off the wreck appear to have been attached there by Sand People. The other ends of the ropes actually disappear into the sand, as though they had been dragged down.
16-20	The bones scattered about still have bits of flesh on them, so they haven't been here very long. Not all are bantha bones, which would suggest that something smaller—the size of a Tusken Raider, for example—also died here.
21+	Whatever killed the banthas and the Sand People is probably under the sand. It could be under your feet at this very moment.

Conceivably, the heroes could fail to realize that the horrible alien monster that killed the Sand People and their banthas is lurking beneath the sand. They could decide to investigate the wreck, look for survivors, search for a way into the cave, or even make camp. The GM should allow them to pursue any of these options—albeit with horrified objections from A-Zulmun—until they have exhausted one such avenue of investigation. Then the GM should introduce them to the mole serpent.

The Mole Serpent

When the GM judges that the time is right, the mole serpent should attack. Read the following aloud to the players:

You can hear a low, soft, crunching noise, steadily building in volume from somewhere nearby. Suddenly, in a spray of sand, a gargantuan, serpentine shape bursts from the ground in the midst of your group, its tooth-filled maw gaping wide. The beast's massive head snaps forward and attacks.

The mole serpent had been foraging far afield of the crashed ship, but the presence of so many surface creatures in one place drew it back. After recognizing the sound of more food, it immediately attacks. Use the guidelines under "The Mole Serpent," below, to determine which target it attacks.

Mole Serpent Tactics

The mole serpent only remains on the surface for the rest of the round. If a creature approaches within 4 meters by the time the monster acts, it attacks that creature. Otherwise, it retreats back below the sand and begins moving toward another likely target, attacking again a few rounds later.

The mole serpent surfaces once every 1d4+2 rounds. When it does, randomly determine which creature it attacks (unless one of the heroes is carrying the cylinder or is actually wearing some of the cologne; see below).

If the heroes have a droid with them, roll a d20.

On a result of 1-5, the mole serpent attacks one of the heroes.

On a result of 6-20, the mole serpent attacks the droid.

Obviously, the mole serpent prefers droid targets. Since they're far heavier than humanoids, droids register to the mole serpent as larger meals. Note the beast cannot truly digest droids. If a droid "dies" as a result of acid damage from the beast's stomach, the droid has shut down and needs to be repaired (Repair, DC 20).

If one of the heroes is carrying the cologne container, or is wearing the cologne (even by having unknowingly handled it), don't bother rolling: The mole serpent makes that person its number one target. The creature prefers a target actually wearing the tirginni cologne to one simply carrying the container. This should give the heroes a major clue on how to defeat the beast (using the cologne to distract it), as well as the connection between the beast and the cologne.

Deesee's Tactics

The GM will have to determine how droids in the heroes' group react to the threat of the mole serpent. If Deesee is here, the power droid can either be useful or useless. As a guideline, Deesee attempts to reach higher ground, climbing up the wreckage of the *Star Stalker* as far as it can. Unfortunately, power droids are not very well suited to climbing. Deesee can do little more than scramble at the wreckage in a blind panic—which unfortunately attracts the attention of the mole serpent. When the mole serpent has no other obvious targets, the GM should rule that it attacks Deesee. If the little droid falls victim to the beast's swallow attack, it screams piteously as it slips down the monster's gullet.

Note this is actually a very, very good place for Deesee to be, at least for the heroes. If they use energy weapons to attack the mole serpent, they are effectively firing at the power droid's fusion generator—a small bomb. When the mole serpent has lost more than one-quarter of its total wound points, any additional wound damage dealt by an energy weapon is inflicted to Deesee as well as the mole serpent. When Deesee is destroyed, it explodes, killing the mole serpent and inflicting 10d6 points of damage to

anyone and anything within 10 meters of the beast.

Note characters trapped inside the mole serpent with Deesee do not run this risk. They can cut at the beast's innards (in an attempt to get out, for example) without blowing themselves up—unless of course they deliberately *choose* this option in a desperate attempt to kill the beast and save their friends.

The Heroes' Tactics

The heroes may not realize this immediately, but because the mole serpent is drawn to vibrations on the ground, standing perfectly still is a valid strategy for avoiding the beast's attention. For this to work, the character must either ready an action (specifying under what circumstances he or she will act) or delay an action (waiting to act at an as-yet-unspecified time). Readying or delaying must be the character's entire action for the round (not moving), and the mole serpent must either be underground or above ground but more than 5 meters away. Characters who choose this tactic should not be included in random determinations for the creature's next target.

Moving Silently

Because the mole serpent homes in on vibrations, moving slowly and quietly might work as well—but it's a bit riskier. A character attempting this can make a Move Silently check opposed by the mole serpent's Listen check. If the character's check is greater, the GM should not include that character in random determinations of the mole serpent's next target.

High Ground

Another tactic the heroes might choose is getting off the sand altogether, which is a perfectly reasonable course of action. Provided the heroes (or anyone else) can get into their ship—or climb more than 5 meters up the wreckage of the *Star Stalker*—they are safe from the mole serpent's attacks. If the heroes pull this off, the mole serpent, lacking fresh targets, simply retreats under the sand—meaning that the heroes can't attack *it* any more than it can attack them.

Using the Force

The heroes might try using the Force to defeat the mole serpent, especially if they've already reached a safe position. The Force skill Affect Mind can be used to lure the creature up where they can shoot at it. Of course, the mole serpent is really only a hungry, confused creature, so the GM might want to consider the hero's motives for using the Force to kill it. The GM probably shouldn't assign the character a Dark Side Point unless the character destroyed the creature out of spite, as opposed to simply being unable to come up with another plan.

Scene Two: Danger under the Suns

While the heroes and the Sand People are fighting the mole serpent, Ranon Djelkh, the Devaronian crime lord who originally paid to bring the creature to Tatooine, hurries out to the Dune Sea to find out what happened to his expensive live cargo. In the middle of the heroes' standoff, Ranon and several of his thugs arrive aboard his skiff. Ranon is somewhat surprised to find the *Star Stalker* a twisted wreck. He is even more surprised when he sees that the heroes—who he still suspects of having purchased the tirginni cologne from Harbo Wiis—are trying to steal his mole serpent as well!

Once the heroes have managed to get out of any immediate danger from the mole serpent (by climbing up the wreckage of the *Star Stalker*, for example), read the following aloud to the players:

From somewhere at the far end of the canyon, the whine of a repulsorlift slowly grows louder. Finally, you can see the broad shape of a cargo skiff approaching, sporting a covered area on the stern and an E-Web blaster on the bow.

The skiff moves straight toward the wreckage of the *Star Stalker*, then pulls to a stop about 30 meters away from you. Eight scruffy-looking toughs regard you from the deck with some amusement, lazily pointing the deck gun in your direction. From the shaded rear deck, a nattily dressed Devaronian steps forward.

"Imagine my surprise," the figure calls to you. "I had assumed that you just wanted the tirginni cologne because it was valuable. Now I catch you trying to hijack the *Star Stalker*! But it looks like you made an error in judgment. I guess the mole serpent was more than you could handle, eh?"

The Crime Lord Ranon Djelkh

The Devaronian introduces himself to the heroes. "Yes, that Ranon Djelkh," he says, as though they have heard of him before. He tells them he could have offered to buy them off, giving them a chance to leave without bloodshed, but this time they've angered him. "And I'm short on cash right now, as I'm sure Harbo told you." No matter what story they give him, Ranon is convinced that the heroes want the mole serpent and the cologne for their own assassination scheme—perhaps even to assassinate him. Besides, he needs to take his anger out on someone, and the heroes make for easy victims.

At this point, the heroes have two obvious options. They can try to bargain with Ranon, or they can simply launch an attack. Ranon ignores any other solutions to their little disagreement—unless they offer to capture the mole serpent, kill Jabba, or give him half a million credits.

Bargaining with Ranon

The heroes might try to bargain with Ranon, even if it's only just to buy time. What Ranon really wants is Jabba's death, but his anger clouds his thinking. At this point, he'll settle for the heroes' deaths instead. If the heroes try to bargain, and they don't already have Ranon at their mercy, read the following aloud:

You ruined my plans and now you want me to be a good sport? Hah! Okay—I'll tell you what: I have a dart pistol here, loaded with the only poison that's strong enough to kill a mole serpent." He produces a heavy, odd-looking gun, and lays it on the deck. "If you want it, it's yours. I won't stop you. You just have to walk over here and pick it up."

Ranon laughs maniacally. Encouraging the heroes to walk across 30 meters of sand, with the mole serpent liable to attack at any moment, fits his sense of humor. The joke gets better: He is actually lying about the poison in the dart gun. The crime lord actually purchased an extremely potent knockout drug from the same bounty

hunter who brought him the mole serpent. If the heroes reach the skiff, he'll kick the gun over the edge. He hopes they'll actually use it on the mole serpent. If so, they'll be doing him a favor by rendering it unconscious, making it easier to transport back to Mos Eisley. After forcing the weakened heroes to turn over the cylinder of cologne, he can then fulfill his scheme of using the beast to assassinate Jabba the Hutt.

Of course, to get to the dart gun, the heroes have to make the long walk to the skiff. They can use the Move Silently skill, as noted above, but the mole serpent still has a chance to detect them each round for at least 3 rounds—longer, if they're moving slowly to maximize their chances. (Of course, Ranon isn't taking into account the Force ability Burst of Speed, and one of the heroes might surprise him by arriving at the skiff early.)

If the hero fails to reach the skiff unnoticed, the mole serpent attacks. If it swallows the poor hero, Ranon laughs and says, "Next!" If at least one of the heroes reaches the skiff (or gets within a few meters of it), read the following aloud:



Ranon laughs and kicks the dart pistol over the side of the skiff, toward you. "There," he says. "Now let's see if we can get it to poke its head out!" He gestures, and the skiff pilot revs the repulsorlift engine. Sand billows as the ground shakes beneath you.

Even if the hero has managed to move quietly to the skiff, the thrumming of the repulsorlift gets the mole serpent's attention right away. It attacks in 1d4-1 rounds. (On a result of 0, it has been waiting almost directly underneath the skiff.)

The Dart Pistol

Should any of the heroes, or Ranon himself, attempt to use the dart pistol, read the following aloud:

The dart gun doesn't fire. Instead, it unfolds down the middle, revealing a small holo projector. A tiny holographic figure of a Rodian appears and begins speaking in Basic. "Surprised, Ranon?" the figure says. "I'm not. This gun won't work."

The Rodian continues in Huttese. "I got a tip that you were going to double-cross me—not pay me for the mole serpent. So I found another buyer. Everybody knows how well Jabba pays for exotic pets. So while you're standing there pulling the trigger on this fake dart gun, I'm dropping this ugly monster at Jabba's palace and collecting my reward. Maybe we'll both laugh about this someday—but right now, I'm guessing you're not laughing. Sorry, old buddy, but business is business. And Jabba's better at it than you."

The holographic image fizzles out.

This message comes as much of a surprise to Ranon as it does to the heroes—but of course, Ranon doesn't have the mole serpent trying to attack him. The heroes may be back at square one if they're out on the sand with the mole serpent attacking again. If they try to get aboard the skiff, they'll also have to deal with Ranon and his thugs.

The Final Conflict

The heroes could conceivably beat Ranon easily—especially if they have their ship at the crash site and someone is already at the controls. The GM shouldn't discourage this. If the heroes went to all the trouble of bringing their ship along, they should get a chance to use it. However, if the heroes deal with Ranon Djelek and depart, without first dispatching the mole serpent, the beast will be free on Tatooine. (See the Epilogue for the consequences of letting the mole serpent run wild.)

How Ranon, his thugs, the Sand People (if there are any left), and the mole serpent (if it's still alive) react to the fight is explained below.

Ranon's Tactics

Ranon has eight thugs with him: four of them are minor thugs, four are major thugs. One of the minor thugs acts as the skiff's pilot, and three are manning the E-Web blaster, leaving four thugs free to repel boarders if the heroes get ambitious.

If the heroes attack him, Ranon pulls his skiff back until he's out of range of their weapons (about 160 meters—a -2 penalty to the E-Web's attack rolls). If the heroes are attacking him from the air with their ship, he makes a run for it, but of course the heroes' ship catches his skiff easily.

Ranon is not out to simply blast the heroes to oblivion, though. He's never actually seen the mole serpent up close, and he wants to observe it in action. So instead of ordering his thugs to fire the E-Web blaster at the heroes, he orders them to fire it at the surface the heroes are standing on. His plan is to drive the heroes out onto the sand, where the mole serpent should finish them off rather spectacularly.

If the heroes are standing on the wreckage of the *Star Stalker*, each shot fired at the debris forces the heroes to attempt a Reflex saving throw as their footing starts to give way. For every 5 points of damage inflicted by a single hit, the DC for the save increases by +3. Note because the E-Web can only fire in multi-fire or autofire mode, the heroes are forced to make multiple Reflex saves each round. At the start of the fight, the thugs fire two shots per round.

If the heroes are standing still on the sand, Ranon's thugs fire all about the characters. The sand won't shift out from underneath a character like the ship wreckage will, but a hero in this situation must attempt a Will save to remain still while blaster bolts rain down around him. The DC is calculated in the same fashion: For every 5 points of damage, the DC increases by +3. Again, the thugs only fire two shots per round, necessitating only two saves—but they'll up this rate one shot per round (to a maximum of 4 shots per round) if a character seems capable of withstanding the barrage without panicking.

Oggun's Strategy

If Oggun survived the earlier encounter with the heroes, he'll also be on Ranon's skiff. He directs the thugs firing the E-Web blaster and otherwise stands by to repel boarders, in case any of the heroes get particularly brave and resourceful. The Gamemaster should assume that Oggun is readying an attack action every round, waiting for his first chance to engage the heroes in melee combat.

Mole Serpent Tactics

The mole serpent is oblivious to any power struggles playing out on the surface—unless, of course, the struggle creates vibrations, in which case it attacks. If the tirginni cologne (or someone splashed with it) is



BOARDING THE SKIFF IN BATTLE

The heroes might try to board the skiff to get off the ground and away from the mole serpent. If so, the skiff is hovering 3.5 meters above the ground, requiring a Jump check to reach the deck at all. Since this is a meter and a half above most Medium-size creatures' heads, the minimum roll to reach the deck with a standing high jump is 26. For a running high jump, the total required roll is only 18.

After reaching the deck, the hero needs to clamber the rest of the way aboard (Climb check, DC 5). Each attempt takes half a round. Of course, a character with the Burst of Speed feat can easily clear the distance to the skiff, landing on the deck with a single Jump check (DC 10). ☺

within reach, the beast attacks that area. Otherwise, the GM should determine its target randomly (as outlined previously).

A-Zulmun's Tactics

If A-Zulmun is still alive by the time Ranon Djelkh arrives, he dimly recognizes that while the heroes are trying to help him, this new outlander is trying to stop them. The Tusken Raider uses all his desert cunning to retrieve one of the fallen Tusken's slugthrower rifles, then crawls to a vantage point from which he can clearly see the Devaronian crime lord. (If he is still wounded, this will take a very long time; the GM should decide just how long it takes for A-Zulmun, moving at 2 meters per round, to get into position.)

Once in position, though, A-Zulmun looks for a good shot at Ranon Djelkh. For maximum cinematic effect, the GM should time this to occur when Ranon has the drop on the heroes and they could use a brief distraction. A-Zulmun will fire the rifle until he runs out of ammunition (about 5 rounds later), the heroes have dispatched Ranon Djelkh and his gang, or he has been killed.

The battle ends when Ranon Djelkh and his crew are no longer capable of putting up a fight and the mole serpent is either dead or neutralized. When that happens, it's time for the Epilogue.

Epilogue

With all the threats resolved, the heroes can find their way back to their ship, putting the petty power struggles of Tatooine's criminal underground behind them.

If the mole serpent has been neutralized or killed, and A-Zulmun is still alive, he makes his way past the wreckage of the *Star Stalker* and into a cleft in the rocks—preferably without the heroes noticing. Once there, he takes up a position where he can defend the hidden cave, intending to keep the outlanders from stealing any of his tribe's water. He absolutely refuses

to negotiate or even communicate with them any further. If they try to force their way inside, he fights to the death. As far as he is concerned, the heroes are just as bad as Ranon Djelkh or the mole serpent, despite any efforts they may have made on his behalf. If the heroes do get inside (A-Zulmun notwithstanding), they discover a small, dark pool of murky water—about thirty gallons, all told—at the bottom of a very deep tunnel. While it is unpleasant to drink, it will help keep them alive on the long trek back to their ship.

If the heroes haven't brought along their ship, but Ranon Djelkh's skiff survived the battle, they can capture it with little resistance. The heroes could easily return to their ship or travel back to civilization to get the spare parts they need for repairs. If the skiff has been destroyed, and the heroes are faced with a long walk in the hot suns, A-Zulmun makes no move to stop them from taking as many banthas as they feel they need. He is far more concerned with defending the water in the cave.

During the combat, Deesee might have been swallowed by the mole serpent, lost when it was driven off, or possibly destroyed. If the heroes have damaged Deesee, Empideera is beside



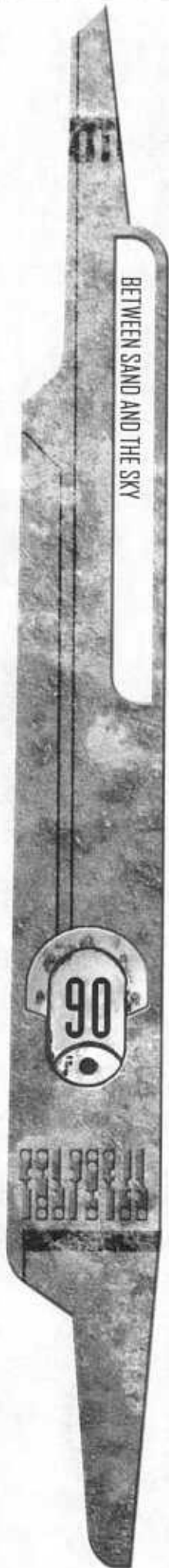
USING THE TIRGINNI COLOGNE AS A WEAPON

If the heroes have divined the connection between the tirginni cologne and the mole serpent, they may decide to use it to lure the beast into their battle with Ranon.

To get the mole serpent to attack Ranon or one of his crew, the heroes have to put him in contact with the tirginni cologne. Splashing it onto Ranon (or Oggun, or one of the thugs) from close range is as simple as making a melee touch attack. If the attack succeeds, the target is covered with tirginni musk.

Splashing the cologne from a distance, or throwing it onto someone on the skiff, requires a ranged touch attack, with a -4 penalty for using an improvised thrown weapon. Add an additional -2 penalty for every 4 meters of distance between the attacker and the target. Again, if the attack succeeds, the target is covered with the tirginni cologne.

Should the heroes succeed in putting the scent of a wild tirginni on Ranon, Oggun, or anyone else, the mole serpent attacks that individual as its next action. To reward such cinematic improvisation, the GM should rule that the mole serpent automatically swallows the victim. The GM should only let the automatic swallow trick work once. (Making rewards of this kind too common cheapens them.) If the heroes are losing badly, the GM may rule that such large quantities of tirginni musk in its system has made the mole serpent somewhat torpid—it burrows deep under the sand to sleep off its day's meals. (The heroes can always return to finish it off or capture it later. See the Epilogue for more details.) ☺



himself with grief. He demands 10,000 credits in compensation—though again, he can be bargained down to a mere 500. If Deesee has been destroyed or lost, Empideera is furious and demands ten times as much (100,000 credits, or if the heroes haggle well, only 5,000). Alternatively, the heroes can replace Deesee with a protocol droid—but Empideera will only accept one that speaks Jawa, Tusken, and Huttese, as well as Basic.

Once back in what passes for civilization on Tatooine, the heroes might want to sell off any of the tirginni cologne they have left. If they advertise on Tatooine that they have it, they receive a visit from a Twi'lek named Bib Fortuna, who asks where they got it. If they tell him, Fortuna asserts that the cologne belongs to his master—Jabba the Hutt. Jabba purchased it from Harbo Wiis, but the smuggler turned up dead without the cologne, and Jabba has been searching for it ever since. (Thus, ironically, if Ranon had not been so desperate to retrieve the cologne, and the heroes had simply given it back to Harbo, it would have ended up in Jabba's hands anyway. All this bloodshed would have been avoided.) If the heroes sell the cologne anywhere but Tatooine, the GM must decide how much is left and how much the heroes can expect to be paid for it.

The final question is whether the mole serpent is dead. If the heroes merely escaped, rather than killing or capturing it, the creature is loose—an alien killing machine in an environment without its own natural predators. To tie up this loose end for the heroes, the GM may rule that some krayt dragon finds the mole serpent a particularly delicious meal, or that without enough food nearby, the beast dies of starvation. If the heroes express interest in going back for the mole serpent, they may find it lingering near the wreck of the *Star Stalker*. If the players are eager for a dramatic hunt, their characters may find instead that it has wandered away, preying on dewbacks and rontos at nearby moisture farms. Which ending makes for a better adventure is entirely up to the GM's discretion.

Rewards

Between Sand and Sky is a medium-length adventure worth 2,000 xp. As the rulebook suggests, you should multiply this amount by the average level of the heroes. In this adventure, the average level is assumed to be 5th level (for a total of 10,000 xp.). The GM should divide this total between the number of heroes who participated.

If a hero acted with exceptional bravery—rescuing a helpless companion or risking life and limb to protect an innocent—award that character one Force Point.

Cast of Characters

The following characters, creatures, droids, and vehicles play a significant part in *Between Sand and Sky*. The GM might also wish to make liberal use of the various other characters detailed in this book.

Harbo Wiis

Harbo Wiis is a Corellian smuggler who just can't seem to make a living. Although he'd like to believe he's every bit as talented as the big names in smuggling, he has to admit to himself that he'll never be more than a petty criminal with a broken-down ship and a greedy streak too big for his own good.

His greed has gotten him into trouble on Tatooine. Hired to bring a container of tirginni cologne to Ranon Djelkh, Harbo just couldn't resist trying to find a better price than the 2,000 credits Ranon offered. And sure enough, he found someone willing to pay 3,000. Unwisely, he informed Ranon that he'd found another buyer. Ranon wasn't interested in participating in a bidding war, so he sent his enforcer, Oggun Bantha-Horn, to collect his cargo and explain the nature of commerce to Harbo.

Now Harbo needs money to get as far away from Tatooine as possible before Oggun catches up with him. He's already received payment from the other buyer and only has to take care of the transfer to finalize the deal.

Harbo Wiis: Male Human, Diplomat 2; Init +0; Defense 10; Spd 10 m; VP/WP 0/11; Atk +0 melee (1d3-1, punch) or -3 ranged (3d6, blaster pistol); SV Fort +0, Ref +0, Will +2; SZ M; FP 0; DSP 2; Rep 1; Str 8, Dex 11, Con 11, Int 12, Wis 8, Cha 15. Challenge Code: A.

Equipment: Blaster pistol.

Skills: Appraise +6, Bluff +6, Computer Use +3, Diplomacy +7, Gather Information +4, Knowledge (streetwise) +4, Pilot +4, Read/Write Basic, Sense Motive +1, Speak Basic, Speak Huttese.

Feats: Spacer, Starship Operation (space transports), Weapon Group Proficiency (simple weapons).

Ranon Djelkh

Ranon Djelkh ("Ranny" to what few friends he has) is a veteran smuggler aspiring to be Tatooine's first Devaronian crime lord. Unfortunately, the desert world's reigning underworld figure, Jabba the Hutt, does not share in Ranon's vision, and the Devaronian is trying to depose the big slug through violence.

Ranon began his criminal career on Devaron itself, selling glitterstim and running weapons to the anti-Empire factions there. When the Empire turned too much attention to Devaron, Ranon took his cargo ship and headed for better markets. He smuggled and

traded whatever contraband he could buy or steal on Bimmisaari, Nar Shaddaa, Kessel, Ryloth, and a half-dozen other worlds before finally settling on Tatooine. There he found a golden world of opportunity, where a being of sufficiently ruthless character could create an empire out of sand, spice, and the sweat and blood of people unwary enough to fall under his sway.

He made alliances with the local crime lords and broke them just as quickly, always appearing just strong enough to make retaliation too costly. He moved his way up the underworld food chain, trafficking in whatever the black market wanted, until he finally hit his ceiling: Jabba the Hutt. Jabba had previously ignored Ranon, but when the Devaronian finally came to his attention, Jabba offered him a job. Ranon was infuriated—he wasn't going to settle for a position as a Hutt's minion! He decided then and there to end Jabba's reign and take his place as the foremost overlord of Tatooine's criminal network.

Ranon is typical of most Devaronians, but his skin is somewhat more ruddy. He wears gold sheaths on the upper parts of his horns, openly displaying his wealth. His clothes are made from the finest silks in the galaxy. He is actually a rather dashing figure, aside from the ambitious gleam in his eye. When he enters a dangerous situation, he straps on his trusty old heavy blaster, but he is never without his hold-out blaster, concealed within the left sleeve of his bantha-skin jacket.

Ranon Djelkh: Male Devaronian, Scoundrel 6; Init +6; Defense 19 (+2 Dex, +7 class); Spd 10m; VP/WP 37/13; Atk +5 melee (2d4, vibrodagger) or +6 ranged (3d8, heavy blaster pistol) or (3d4, hold-out blaster); SQ Illicit barter, better lucky than good, sneak attack +2d6; SV Fort +3, Ref +7, Will +3; SZ M; FP 2; DSP 13; Rep 6; Str 12, Dex 15, Con 13, Int 14, Wis 12, Cha 13. Challenge Code: D.

Equipment: Heavy blaster pistol, hold-out blaster, vibrodagger, multichannel comlink, datapad, rapidly dwindling criminal fortune.

Skills: Appraise +6, Bluff +10, Diplomacy +12, Gather Information +9, Intimidate +7, Knowledge (streetwise) +10, Knowledge (Tatooine) +6, Listen +7, Pilot +10, Read/Write Devaronian, Sleight of Hand +12, Speak Basic, Speak Huttese, Speak Devaronian, Speak Rodese, Spot +6, Survival +5.

Feats: Dodge, Improved Initiative, Infamy, Skill Emphasis (Diplomacy), Weapon Group Proficiency (blaster pistols, simple weapons).

Oggun Bantha-Horn

Oggun Bantha-Horn is Ranon Djelkh's lieutenant and primary enforcer. Outfitted with a personalized suit of heavy battle armor and a Wookiee bowcaster (taken as a souvenir from a past opponent), Oggun is an intimidating figure as he strides through the streets. He's modi-

fied his helmet to accommodate his Devaronian horns by adding two short sections of curved bantha horns—a memento, Oggun claims, of his first kill on Tatooine.

Oggun leads Ranon's thugs, but doesn't want to be a crime lord himself. Being the head of his own criminal empire would curtail his social activities. He's content to pursue his real passion: beating people to within a centimeter of their lives. Coming to Tatooine has been a real boost to his hobby. Previously, he could only really practice on merchants who were reluctant to pay protection money. Now, with the war against Jabba's organization, Oggun finally has some real challenges.

In battle, Oggun prefers to close with single opponents, but keeps multiple foes at a safe distance by using his bowcaster to punch holes in their cover. By no means stupid, Oggun always withdraws when faced with superior odds, intending to return later to take enemies out when their guard is down. As a last resort, he'll use stun grenades to even the odds long enough for him to either close or retreat.

Oggun doesn't have a very good grasp of Basic, often referring to himself in third person. ("Oggun is really, really glad you didn't decide to pay right away. Oggun was getting bored sitting around with no one to beat up.")

Oggun Bantha-Horn: Male Devaronian Soldier 5; Init -1; Defense 18 (-1 Dex, +9 armor); Spd 6 m; VP/WP 57/17; Atk +10 melee (2d6, vibroblade) or +5 ranged (3d10/19-20, bowcaster); SV Fort +7, Ref +0, Will +2; SZ M; FP 3; DSP 12; Rep 8; Str 19, Dex 9, Con 17, Int 10, Wis 13, Cha 12. Challenge Code: D.

Equipment: Bowcaster, vibroblade, two stun grenades, heavy battle armor, multi-channel comlink, landspeeder.

Skills: Gather Information +3, Intimidate +7, Knowledge (streetwise) +4, Pilot +3, Read/Write Devaronian, Search +2, Sense Motive +3, Speak Basic, Speak Devaronian, Spot +3.

Feats: Armor Proficiency (light, medium, heavy), Heroic Surge, Power Attack, Weapon Focus (bowcaster), Weapon Focus (vibroblade), Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons, heavy weapons, vibro weapons).

Ranon's Thugs

Ranon Djelkh's complement of thugs and enforcers are drawn from the scum of a dozen worlds. Many are Humans from Corellia, Agamar, and of course, Tatooine itself. Several others are Rodians from Tatooine, Grans from Malastare, and a handful of Devaronians from Ranon's home planet.

If weapons haven't been drawn yet, Ranon's thugs usually attempt to intimidate their opponents into





surrendering without a fight, but the recent gang violence on Tatooine has given them a taste for blood. When met with armed resistance, they set their blasters to full power and blaze away.

Minor Thugs: Male or female any species Thug 2; Init +0; Defense 10; Spd 10 m; VP/WP 0/12; Atk +3 melee (1d6+1, baton), +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; SZ M; FP 0; DSP 4; Rep 3; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code: B.

Equipment: Blaster pistol, baton.

Skills: Intimidate +4.

Feats: Weapon Group Proficiency (blaster pistols, simple weapons).

Major Thugs: Male or female any species Thug 4; Init +0; Defense 11 (+1 class); Spd 10m; VP/WP 0/12; Atk +6 melee (1d6+2, baton) or +5 ranged (3d6, blaster pistol); SV Fort +5, Ref +1, Will +1; SZ M; FP 0; DSP 8; Rep 5; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9. Challenge Code: C.

Equipment: Blaster pistol, baton, comlink.

Skills: Intimidate +6.

Feats: Weapon Focus (blaster pistols), Weapon Group Proficiency (simple weapons, blaster pistols).

Empideera Kkek

The master haggler of the Kkek clan sandcrawler is Empideera Kkek, an aged Jawa with years of experience and a gift for bargaining. Empideera began as a simple scavenger, one day distinguishing himself in a bargaining session by coming up with the idea of replacing a droid he was selling, or buying it back for the same price, if it proved to be defective. Although the other hagglers were furious with him, Empideera later pointed out that his tactic had made the sale—and their sandcrawler was never coming back to that particular moisture farm again anyway. Empideera's colleagues gained new respect for him that day.

Empideera's prize possession is Deesee, his combination power and protocol droid. He hit upon the idea of transplanting a translator droid's core processor into the power droid. Most sapient beings would balk at the idea of toying around with a walking fusion generator, but Empideera clung to his dream. Finally, after an arduous trial-and-error period, the power droid gained the ability to understand the languages of the other species inhabiting Tatooine. Empideera will not sell or trade Deesee for any price. Deesee is simply too valuable during negotiations with beings with whom he would otherwise be unable to converse, let alone haggle.

Empideera Kkek: Male Jawa, Diplomat 4; Init +1; Defense 12 (+1 Dex, +1 class); Spd 8 m; VP/WP 0/7; Atk +1 melee (1d3-1, punch) or -1 ranged (3d6, ion pistol);

SQ Darkvision 20m, +2 species bonus to Survival checks; SV Fort -1, Ref +2, Will +3; SZ S; FP 1; Rep 4; Str 8, Dex 12, Con 7, Int 12, Wis 9, Cha 10. Challenge Code: B.

Equipment: Ion pistol, droid caller, power/protocol droid (Deesee), robes.

Skills: Appraise +8, Bluff +2, Diplomacy +12, Gather Information +6, Hide +4, Knowledge (Tatooine) +5, Speak Jawa, Survival +3.

Feats: Skill Emphasis (Diplomacy), Trustworthy, Weapon Group Proficiency (simple weapons).

Jawas

The Jawas appearing in this adventure are typical. Only about 10 of them actually carry weapons: ion rifles, as listed below. The rest are unarmed.

Jawa: Commoner; Init +1; Defense 12 (+1 size, +1 Dex); Spd 8 m; VP/WP -/7; Atk -2 melee (1d3-2 punch) or +1 ranged (3d8, ion rifle); SQ Darkvision 20 m, +4 size bonus to Hide checks, +2 species bonus to Survival checks in desert conditions; SV Fort -2, Ref +1, Will +0; SZ S; FP 0; Rep 0; Str 7, Dex 12, Con 7, Int 12, Wis 10, Cha 6. Challenge Code: A.

Equipment: Ion rifle, desert robes, variety of personal belongings.

Skills: Craft (mechanic) +3, Hide +4, Profession (scrap dealer) +3, Survival +2.

Feats: Weapon Group Proficiency (simple weapons).

Deesee

DC-GNK is unusual in that he began existence as a power droid, with no real intelligence. Jawas stole him from a moisture farm and replaced his processor (after several tries) with the processor from a translator droid. Deesee is now a protocol droid that never runs out of power.

In appearance, Deesee is something of a mishmash of grime-smeared components, many of which don't actually work. The functioning parts include his tiny manipulator claw, his crude vocabulator, and of course, his restraining bolt. He broke his infrared sensor in a fall long ago. The Jawas saw no need to repair it, instead using the socket as an additional power cable connector.

Deesee spends most of his time in the droid hold of the Jawas' sandcrawler, conversing with other droids (before they're sold) and waiting to converse with moisture farmers and other Tatooine organics (to sell the other droids). With his Jawa-rigged enhanced intelligence, Deesee sometimes reflects that life with the Jawas could be worse. But mostly he dreams of being put to a more useful task than cobbling together bits and pieces of scrap collected by the Jawas.

Unfortunately, in the far reaches of the Dune Sea, he rarely has an opportunity to "jump ship," and his restraining bolt keeps him from wandering very far anyway. If freed from the confines of his restraining

bolt, and Empideera's droid caller, Deesee would immediately set out across the sands in search of a better life.

DC-GNK: Walking power/translator droid Expert 1/Diplomat 1; Init -1; Defense 9 (-1 Dex); Spd 2 m; VP/WP -/12; Atk +2 melee (1d3+2, small claw) or (2d6, arc welder) or -1 ranged; SV Fort +1, Ref -1, Will +4; SZ S; Rep 0; Str 14, Dex 8, Con 12, Int 14, Wis 10, Cha 6. Challenge Code: A.

Equipment: Diagnostic package, tool mount with arc welder, armored exterior, internal fusion generator, restraining bolt, vocabulator.

Skills: Computer Use +6, Craft (droids) +6, Craft (electronics) +6, Craft (starships) +6, Craft (ground vehicles) +6, Diplomacy +2, Disable Device +6, Knowledge (Tatooine) +6, Repair +6, Speak Basic, Speak Binary, Speak Huttese, Speak Jawa, Speak Rodese, Speak Tusken.

Feats: Endurance.

A-Zulmun

A-Zulmun is typical of Tatooine's Tusken Raiders: vicious, cruel, and savage. His tribe encountered the mole serpent while attempting to move the wreckage of the *Star Stalker*. He eagerly joined his fellow desert warriors in attacking the beast.

Facing the monster was the first time in his life he could remember being afraid. He watched it gulp down Tusken one after another, with the Tusken themselves barely harming it. When the mole serpent got him in its maw, it was only a burst of inspiration that moved him to jam his rifle into its jaws. He managed to pull himself out of the beast's mouth just as it snapped the weapon in two. Had he been the least bit slower, it would have cut him in half as well.

The only reason A-Zulmun is still alive is that his fellow Tusken stopped long enough in their panicked retreat to drag him along. A-Zulmun passed out from the pain and only dimly remembered the frantic flight away from the wreckage and the cave. He recovered just after the Tusken came upon the Jawa sand-crawler, and, as best he was able, joined in the attack.

Note A-Zulmun initially does not possess a working slugthrower rifle; the statistics are provided for him should he pick one up during the course of the adventure.

A-Zulmun: Male Tusken Fringer 5; Init +1; Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 42/15 (currently 10/5); Atk +3/-3 melee (1d8+2/1d6+1, gaderffii) or +4 ranged (2d8, slugthrower rifle); SQ Barter bonus, adaptive learning (Diplomacy, Sense Motive), jury-rig bonus, Survival bonus, +2 species bonus to Survival, Hide, and Move Silently checks; SV Fort +6, Ref +4, Will +2; SZ M; FP 2; Rep 4; Str 14, Dex 12, Con 15, Int 9, Wis 12, Cha 11.

Equipment: Gaderffii, slugthrower rifle, 10 rounds of ammunition, desert robes, bantha.

Skills: Handle Animal +6, Hide +8, Intimidate +8, Knowledge (Tatooine) +4, Listen +6, Move Silently +7, Ride +7, Speak Tusken, Survival +8.

Feats: Exotic Weapon Proficiency (gaderffii), Armor Proficiency (light), Two-Weapon Fighting, Weapon Group Proficiency (simple weapons, slug throwers).

Tusken Raiders

A total of twenty Tusken Raiders participate in the ambush against the heroes. They have already been injured in their battle with the mole serpent. Half of them have no vitality remaining and have lost 2d4 wound points; the other half have full wound points, but only 2d4 vitality points remaining. Six carry slugthrower rifles in addition to their gaffi sticks; the rest have only their gaderffii to fight with. They all fight to the death, fleeing only if compelled to do so by some use of the Force, or a particularly spectacular Intimidate check (DC 30).

Tusken Raider: Fringer 2; Init +0; Defense 14; Spd 10 m; VP/WP 15/12; Atk +2 melee (1d3+1, punch) or (1d8+1/1d6+1, gaderffii) or +1 ranged (2d8, slugthrower rifle); SQ Barter, +2 species bonus to Survival checks in desert conditions, +2 species bonus to Hide and Move Silently checks; SV Fort +4, Ref +2, Will -1; SZ M; FP 0; Rep 0; Str 12, Dex 10, Con 12, Int 6, Wis 10, Cha 10.

Equipment: Gaderffii, slugthrower rifle, five rounds of ammunition, desert robes, variety of personal belongings.

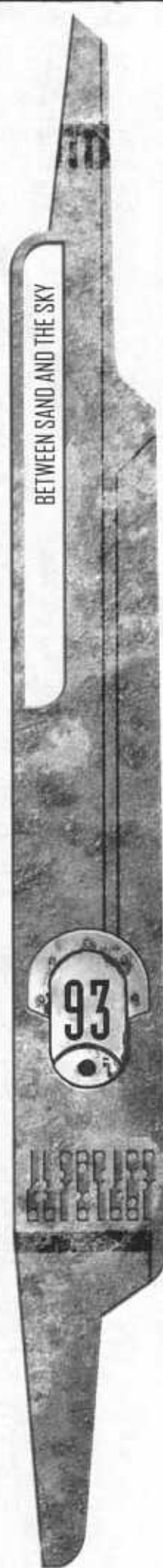
Skills: Handle Animal +2, Hide +5, Knowledge (Tatooine) +3, Move Silently +5, Ride +3, Speak Tusken, Survival +7.

Feats: Armor Proficiency (light), Exotic Weapon Proficiency (gaderffii), Weapon Group Proficiency (simple weapons, slug throwers).

Mole Serpent

Ordinarily found only in the hilly regions of a little-known planet at the edge of the Kathol Sector, mole serpents dwell almost entirely underground, burrowing through the soil in search of surface prey. With its keen ability to sense vibrations underground, the mole serpent locates unwary targets and tunnels toward them undetected until it lurches up out of the ground to strike.

Mole serpents range from 10-18 meters long, with chitinous plating and short, hornlike projections. By alternately contorting and relaxing its muscles, the mole serpent can create an undulating motion, driving the projections into the surrounding ground and pushing the beast forward. In its native soil, it can travel at speeds of 6 meters per round. In Tatooine's soft sand, it can move as fast as 10 meters per



round. The mole serpent cannot burrow through rock. Note the movement of a mole serpent does not create a passable tunnel, but the ground is decidedly softer behind it.

The mole serpent attacks by surfacing, then biting and attempting to swallow smaller creatures. Because of its unusual attack vector, targets are often caught flat-footed, suffering the appropriate penalty to their Defense. Detecting the approach of a mole serpent requires a Listen check against its Move Silently check. The mole serpent gains a +15 bonus to its check because it is moving under the ground.

If its swallow attempt succeeds, the mole serpent remains on the surface, searching for another nearby target. If it finds one, it attacks again from the surface on the next round. Otherwise, it burrows back underground to avoid counterattacks.

If the mole serpent fails to swallow its intended prey, it retreats below the ground again and waits for its target to lower its guard. After a failed attack, the mole serpent will not attack again for 1d4+2 rounds. If the GM judges that potential targets have sufficiently relaxed (if, for instance, they have begun pursuing unrelated tasks), he may ask for new Listen checks, possibly creating new surprise rounds.

Mole Serpent (1): predator 12; Init -2; Defense 19 (-2 Dex, -4 size, +15 natural); Spd 10 m, burrow 10 m; VP/WP 180/80; Atk +18 melee (2d8+10, bite); SQ Improved grab, swallow whole, tremorsense; SV Fort +15, Ref +8, Will +4; SZ G; Rep 2; Str 30, Dex 6, Con 20, Int 1, Wis 8, Cha 8. Challenge Code: F.

Skills: Listen +8, Move Silently +6.

Improved Grab: To use this ability, the mole serpent must hit with its bite attack. If it gets a hold, it automatically deals bite damage and can attempt to swallow the foe.

Swallow Whole: A mole serpent can try to swallow a grabbed opponent (Large size or smaller) by making a successful grapple check. Once inside, the opponent takes 1d8 points of acid damage per round from the serpent's gizzard. A swallowed creature can climb out of the gizzard with a successful grapple check; this returns it to the serpent's maw, where another successful grapple check is needed to break free. A swallowed creature can also cut its way out by using claws, a lightsaber, or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (Def 20). This damage is automatically wound damage, whether the attack results in a critical or not. Once the creature exits, muscular action closes the hole. Another swallowed opponent must cut its way out by inflicting another 25 points of damage. The serpent's interior can hold two Large, four Medium, or eight Small or smaller opponents.

Tremorsense: The mole serpent can make a Listen check (DC 10) to sense the location of anything within 20 meters that is in contact with the ground. Moving targets in contact with the ground reduce the DC to 5, and particularly large or noisy moving targets reduce the DC to 0.

T-36 Skyfighter

The T-36 Skyfighter was originally built by Incom to fill the near-orbit planetary defense niche. Equipped with minimal life support and no hyperdrive engines, the T-36 was nominally comparable to the Sienar TIE.

Unfortunately, the tri-fold wing shape and lack of inertial dampers meant that, in atmosphere, even the unwieldy TIE fighter was far superior. The T-36 couldn't land without special platforms, making it useless for anything but light reconnaissance. Production stopped on the Skyfighter almost as soon as it began. Now, only the ignorant or truly desperate purchase them, and even then, they get significant discounts from the factory price. Potential buyers can attempt a Repair or Craft (engineering) check (DC 15) to recall the structural flaws of the T-36 before they finalize their purchase.

The major problem with the wings is that they do not handle wind shear very well. The craft tends to spin in turns or other tight maneuvers. Without inertial dampers, the pilot almost always becomes badly disoriented. (Turn, Reverse Direction, Regain Control, Avoid Hazard maneuvers, and opposed Pilot checks for breaking pursuit all suffer a -10 penalty when the craft is in atmosphere.) And because the ship is already near the ground, the margin of error for pulling out of uncontrolled spins is slim to catastrophic. Sensible pilots simply refuse to fly the things.

The weaponry of the standard T-36 includes only the fire-linked laser cannons, with a fixed front arc. The T-36s used by Ranon Djelkh have been modified to carry slung concussion missile launchers, each carrying one missile.

Skyfighter

Craft: Incom T-36 Skyfighter; **Class:** Starfighter; **Cost:** 64,000 (new), 16,000 (used); **Size:** Tiny (8.2 meters); **Crew:** +0 (1 pilot); **Passengers:** None; **Cargo Capacity:** 30 kilograms; **Consumables:** 2 hours; **Hyperdrive:** None; **Maximum Speed:** Attack; **Defense:** 16 (+2 size, +4 armor); **Shield Points:** None; **Hull Points:** 35; **DR:** 5.

Weapon: Double laser cannon (fire-linked); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 3d10x2; **Range Modifiers:** PB +0, S/M/L n/a.

Weapon: Concussion missile launcher (1 missile); **Fire Arc:** Front; **Attack Bonus:** +8 (+2 size, +2 crew, +4 fire control); **Damage:** 7d10; **Range Modifiers:** PB +0, S/M/L n/a.