Salmakk? Clabburn?

Aye, I remember them two plague wasps just fine. The one, he was the bravest Mon Cal I ever seen. A Hoth blizzard’ll freeze and split an unprotected fish-man’s skin in thirty minutes, but that hardly scared old Salmakk—I seen him come out of his cave with a blaster in one hand and a slaugtherer in the other, fair bellin’ for us to come get him if we were men enough. And after seein’ that, some of us found we weren’t. Ain’t heard his name in years, and that’s fine by me.

But Clabburn? Made Salmakk look like an Alderaanian peace delegate. Plain mean—even for a Mugaari. Used to tell his pirates to take as many captives alive as they could. Not for ransom. For spacin’. Grim to say, but he liked to see ‘em die. He was an old bull when he took that Wolf-man cruiser years back on the Anoat, and I hear that score made him a rich old bull. Rich enough to retire or hide, and if he’s still hidden, kid, best let him stay that way. I know you think you’re fast with a BlasTech, but I hid, and if he’s still hidden, kid, best let him stay that way. I know you think you’re fast with a BlasTech, but I see’in. Clabburn’s likely to be the last mistake you ever make.

– Fenn Gilbrantes, Yarith Sector Ranger (retired)

“Rough and Tundra” is a collection of Star Wars Roleplaying Game adventure settings and scenarios for the Greater Javin region, built around a surge in attacks on merchant ships off the outer Spine entirely. Big money and greater fame awaits any who track the pirates to their hidden base and bring them back alive for incarceration on.

“Rough and Tundra” is intended for four heroes of 8th to 10th level, but the scenes can be modified for characters of higher or lower level by increasing or decreasing the antagonists’ vitality points and the number of underlings in the combats. In addition, characters of lower level can pursue pieces of the larger plot, taking on bigger chunks as they rise in experience.

Background

The pirates Salmakk and Clabburn are right out of the history books of the Greater Javin, and most of the region’s authorities thought they were history; Clabburn vanished after making a spectacular score during the last days of the Republic, and Salmakk and his gang hadn’t been heard from since before the Battle of Hoth. But in recent months, ships have been vanishing from the Lutrillian Cross, the Nothoiin Corridor, and even the Trade Spine itself. The scuttlebutt in Darlyn Boda has it that both pirates are back—and what’s worse, they’ve joined forces.

While it may not be the Azure sector, the Greater Javin’s hardly outlaw territory these days, and that’s the way the captains of industry on Gerrenthum like it. War between Rebel gunboats and Imperial Star Destroyers was bad enough; lurid tales of rampaging pirates could scare merchant ships off the outer Spine entirely. Big money and bigger fame awaits any who track the pirates to their hidden base and bring them back alive for incarceration on.
Tol Ado. But the Mon Cal and the Mugaari have been pursued by plenty of gunmen who wanted fortune and fame, only to win nothing but a last look down the business end of a blaster.

**Getting the Heroes Involved**

Any number of groups in the Greater Javin are willing to pay good money to see Salmakk and Claburn brought to justice. But that doesn’t mean those groups are working together. The Greater Javin has been a snake pit of intrigue for decades, riddled by rivalries between the area’s four dominant species (Humans, Lutrillians, Nothoiin and Mugaari), three different sector authorities (Yarith, Anoat and Javin) and even between different factions within the vast Figg empire.

The players may think such rivalries are for show. But spend some time and credits in Darlyn Boda or Cloud City’s Port Town, and the players may hear more sinister talk: Salmakk and Claburn know too much about a dirty deal hatched in one of Gerrenthum’s gleaming towers, and some would prefer that the two don’t live long enough to tell tales at a trial.

The following are five groups that might employ the players in their pirate hunt:

**The Outer Javin Company**

Executives of the OJC, the publicly traded arm of the Figg empire, have regarded the pirates’ incursions with horror. The pirates have seized transports belonging to closely allied Figg Excavations, damaging the OJC’s share price, and their raids have hurt the entire region’s reputation. After a top OJC executive spent the better part of a lengthy shareholders’ meeting on Aargau answering questions about piracy in the Greater Javin, the word came down: Stop the piracy, even if it means megacredits’ worth of charges carried under “special operations.”

**What they want:** To stop the pirates, send them to prison, and see an end to the bad publicity about the Greater Javin.

**What they will and won’t deliver:** Credits and equipment won’t be a problem, provided the heroes make progress and don’t associate the OJC with public failures or dirty deeds. Embarrass headquarters, and the firm will abandon the players and don’t associate the OJC with public failures or dirty deeds. Equipment won’t be a problem, provided the heroes make progress and don’t associate the OJC with public failures or dirty deeds. Embarrass headquarters, and the firm will abandon the players and don’t associate the OJC with public failures or dirty deeds.

**What the players don’t know:** Plenty. FiggEx’s bosses are trapped in a dangerous game (see “The Plot Revealed”) that has backfired and imperiled the firm. FiggEx Security will do anything to protect the firm’s secrets.

**The Mining Guild**

Concern over FiggEx’s missing transports has reached as far as this ancient trade organization’s great hall on Coruscant. But what began as a routine security investigation has become something more, with a team of the feared paramilitary agents known as Guild Enforcers setting up an office on Darlyn Boda. One of the Enforcers’ first acts has been to hire a team of local bruisers to gather leads.

**What they want:** The delivery of the pirates, either to law enforcement officials on Isde Naha or to the Guild Enforcers themselves, so that a full investigation can be made.

**What they will and won’t deliver:** Credits and equipment will be generously given, provided the players get results. Muscle will be provided as well if the players locate the pirate base and the Guild Enforcers think they can capture Salmakk and Claburn. Players who inquire overmuch into the Guild’s interest in the matter will find themselves out of work and possibly eliminated.

**What the players don’t know:** The Guild has long been suspicious about FiggEx’s loyalty, with Tibanna-gas mining on Bespin just one sore subject. The Guild doesn’t trust FiggEx to investigate the missing transports on its own, and will jump at the chance to expose and embarrass FiggEx if its suspicions prove justified.

**The Empire**

The Empire exists to maintain order in the galaxy, and pirates are second only to Rebels as a threat to that order—particularly in a region of space that recently housed a vital Rebel base. (In a non-Imperial era, the Old/New Republic or Yarith Sector Rangers can play this role.)

**What they want:** Deliver the pirates to Imperial authorities on Javin for questioning. Find out if any of the rumors about who’s backing them are true.

**What they will and won’t deliver:** Credits and equipment are available initially. If the players find the pirates’ nest, starships and stormtroopers can be sent in. Players who fail or ask too many questions may find out there are plenty of cells on Tol Ado.

**What the players don’t know:** The Empire wants the pirates stopped and, if possible, wants to know what’s going on. That’s that.

**The Hutts**

Port Town’s Hutts are furious that two lowly pirates have disrupted smuggling operations along the Ison Corridor.

**What they want:** The delivery of the pirates to FiggEx Security, whose best people are thought to be too well-known in the Greater Javin to tackle the task themselves.

**What they will and won’t deliver:** Credits and equipment are available up front, as are seedy contacts on Darlyn Boda and Gerrenthum. After that, the heroes are on their own.

**What the players don’t know:** Plenty. FiggEx’s bosses are trapped in a dangerous game (see “The Plot Revealed”) that has backfired and imperiled the firm. FiggEx Security will do anything to protect the firm’s secrets.
They would like to kill Salmakk and Clabburn and seize their assets, but fear they will get nothing if the Empire, the Mining Guild, or the Figg companies succeed in taking out the pirates first.

**What they want:** Kill Salmakk and Clabburn, with their bodies provided as proof. The heroes must clear out the pirates’ nest and provide its coordinates so that the Hutts can move in with their own team.

**What they will and won’t deliver:** A substantial cash payment: half up front, half on delivery. If the heroes steal any of the pirate booty for themselves, the Hutts’ punishment will be swift.

**What the players don’t know:** The Hutts want the coordinates of Salmakk and Clabburn’s base. Once they have that piece of data, they will consider the heroes expendable and will make no effort to help them fight the pirates.

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The Plot Revealed

“Rough and Tundra” can be played as a simple search-and-destroy mission for pirate nests. But a more conspiracy-minded Gamemaster can allow players to unravel the mystery of why two pirates thought long gone are suddenly back in business. Here’s the lowdown, which the GM may tinker with to suit his interests and the time period of the adventure:

FiggEx’s top management has long chafed at its membership in the Mining Guild and looked for a way to break with it. But it’s needed a pretext for doing so, mindful of the Guild’s suspicion about operations on Bespin and other worlds. FiggEx executives approved a secret project dreamed up by the firm’s black-ops unit: Hire pirates to hit Greater Javin shipping, including FiggEx’s own transports, and fund those pirates well enough that they seem like a genuine threat to FiggEx’s interests. FiggEx could then “seek protection” by arranging to be acquired by the Anoat sector government (dominated by Figg money, anyway), allowing it to leave the Guild.

Unfortunately, the plan succeeded too well. A FiggEx operative dispatched to Darlyn Boda made a contact who succeeded too well too, recruiting two genuinely dangerous pirates—ones whose reappearance in the Greater Javin raised alarms all the way to Coruscant. First, the OJC stepped in to meddle. Then the Mining Guild dispatched its feared Enforcers. And now the Empire is involved. FiggEx executives still have some hope that the original plan might succeed, but more than anything else, they want Salmakk and Clabburn (as well as the other operatives) delivered into their hands in order to arrange their disappearances.

If the players capture the pirates, they may be startled to find that the adventure isn’t over. FiggEx Security will do anything to ensure that the two are delivered to Gerrenthum and then silenced. The OJC wants them taken to Gerrenthum as well, but for a trial. The Guild Enforcers want them taken to Isde Naha for questioning, and the Empire plans to torture the pirates in an interrogation cell on Javin. The players could find themselves in considerable danger, particularly if FiggEx Security suspects that they know too much.

Gamemasters who enjoy adventures with this flavor of corporate intrigue or double-dealing should consider having the players hired by FiggEx, or alternately drawn into FiggEx’s plot after hooking up with the firm’s security chief, the fearsome Mapes Shaywa.

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The Pirates

**Salmakk**

The marginally infamous pirate Salmakk was born in the bowels of Morjansik City, a runt left to the gorshan feeders. Despite those odds, Salmakk not only survived but thrived. He soon led Boss Gurgle’s street operations throughout much of the Quarren underworld, an outcast Mon Calamari working with his people’s traditional rival.

Eventually, Salmakk headed for the stars, forming his own pirate band and finding the Isen Corridor and nearby sector ripe for the pickings. A number of former (and almost trustworthy) associates in Port Town gave him the intelligence network he needed to develop a successful operation. With continued success came the need for increased security, and eventually he and his growing crew settled on the sixth planet of the Hoth system.

Hoth is just about the last place you’d expect to find a Mon Calamari smuggler better suited to coral reefs and kelp beds, which was one of the reasons Salmakk made his base there. Given the number of CorSec, Imperial, CSA, and private agents looking for Salmakk, Hoth was a good place to lay low.

All the while, Salmakk kept abreast of galactic events. He learned of the price Jabba had put on Solo’s head, the destruction of Alderaan, and of the Rebel victory and Yavin. Imagine his surprise when Solo himself appeared on Hoth a short time later!

After his encounter with the Rebels, Salmakk and his crew spent nearly two standard days digging themselves out of the cave-in Solo and Skywalker created to trap them. Once free, he and his crew fled the Hoth system for good, but not the sector. And when the legendary Mugaari pirate Clabburn contacted him as a potential partner, he knew lady luck was still on his side.

**Salmakk:** Male Mon Calamari Scoundrel 8/Soldier 4; Init +6; Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 77/11; Atk +11/+6 melee (2d6+1, vibroblade), +12/+7 ranged (3d8, heavy blaster pistol); SQ amphibious, illicit barter, low-light vision, lucky 2/day, natural astrogator, precise attack +1, sector familiarity x2, uncanny dodge; SV Fort +7, Ref +9, Will +2; FP 0; DSP 2; Rep +6; Str 12, Dex 15, Con 8, Int 14, Wis 10, Cha 10. Challenge Code F.

**Equipment:** Vibroblade, heavy blaster pistol, freighter (Salted Wound).

**Skills:** Appraise +6, Astrogate +10, Bluff +14, Computer Use +13, Demolitions +10, Disable Device +13, Gather Information +20, Hide +10, Intimidate +13, Move Silently +10, Pilot +17, Read/Write Mon Calamarian, Read/Write Mon Calamarian Blink Code, Repair +13, Search +13, Spot +13.

**Feats:** Armor Proficiencies (light, medium, heavy), Improved Initiative, Infamy, Point Blank Shot, Precise Shot, Quick Draw, Skill Emphasis (Gather Information), Skill

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Salted Wound

Vibroblade, heavy blaster pistol, freighter. After his encounter with the Rebels, Salmakk and his crew spent nearly two standard days digging themselves out of the cave-in Solo and Skywalker created to trap them. Once free, he and his crew fled the Hoth system for good, but not the sector. And when the legendary Mugaari pirate Clabburn contacted him as a potential partner, he knew lady luck was still on his side.
Emphasis (Intimidate), Spacer, Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, slugthrowers, vibro weapons).

Clabburn
The Mugaari pirate Clabburn was once the most feared of the rogue spacers in the Greater Javin. He has been out of sight for decades, but for the fairly long-lived Mugaari, twenty-odd years isn’t so long to wait. While Clabburn’s legend is still intact, the heat from his last score—a royal Shistavanen cruiser loaded with more riches than even Clabburn had ever imagined—has faded. Now is the perfect time to begin a new career in the Greater Javin... and beyond.

For his first score within the region, Clabburn has teamed up with the Mon Cal pirate Salmakk, who had been making a profitable career along the same space lanes Clabburn once haunted.

Clabburn looks somewhat different than he did in holos taken twenty years ago. Always intimidating, his face is now heavily scarred, and he is missing the lower half of his left arm. Given that the last time Clabburn was seen alive he was rather attractive (by Mugaari standards, anyway) and had both arms, it is theorized that he suffered some grievous injuries during his years in hiding.

Clabburn the Younger: Male Mugaari Scoundrel 12; Init +6; Defense 21 (+10 class, +1 Dex); Spd 10 m; VP/WP 82/14; Atl +11/+6 melee (1d6+2, club), +13/+8 ranged (3d8, heavy blaster pistol); SQ illicit barter, hyperjump sense, lucky 2/day, natural astrogator, precise attack +2, sector familiarity x4, uncanny dodge; SV Fort +7, Ref +9, Will +3; FP 0; DSP 3; Rep +8*; Str 15, Dex 13, Con 14, Int 10, Wis 9, Cha 11. Challenge Code F.

Equipment: Heavy blaster pistol, club, space transport (Broken Jaw).

Skills: Astrogate +8, Bluff +16, Computer Use +5, Demolitions +10, Disable Device +10, Gather Information +20, Hide +10, Intimidate +21, Knowledge (streetwise) +7, Knowledge (Greater Javin) +10, Pilot +17, Read/Write Mugaar, Repair +13, Search +15, Speak Dosh, Speak Huttese, Speak Mugaar, Spot +15, Tumble +6.

Feats: Ambidexterity,** Armor Proficiencies (light, medium, heavy), Improved Initiative, Infamy, Point Blank Shot, Quick Draw, Spacer, Skill Emphasis (Intimidate), Starship Dodge, Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, simple weapons), Zero-G Training.

* Note: Clabburn the Younger's Rep score reflects most peoples' assumption he is the true Clabburn.

** Note: Though ambidextrous, Clabburn the Younger suffers a –2 penalty for any actions requiring both hands due to his missing lower right arm.

The New Crew
Most of the crew under Salmakk’s and Clabburn’s command are hired muscle, but they are loyal. Those formerly of Salmakk’s small crew are less vicious than those originally from the Mugaari clan, though everyone aboard the Broken Jaw has some darkness in his or her soul. Only four or five of the 30 or so thugs serving the pirate captains are from Clabburn the Elder’s reign; those members are now trusted lieutenants and advisors and do not typically see combat.

For a crew member of the Broken Jaw or a Salmakk/Clabburn lackey, use the stats for mid-level pirates from Chapter 14 of the Star Wars Roleplaying Game revised core rulebook, with a handful of high-level pirates thrown in.

Broken Jaw
Clabburn the Younger’s flagship, the converted Sentinel-class cruiser Broken Jaw, serves as the mobile base for his and Salmakk’s joint ventures. Most of the helm operations are conducted by Salmakk’s more space-capable Mon Cal piloting crew (use the mid-level smuggler stats from the revised core rulebook). The Broken Jaw does not carry any craft (all of the group’s attack and pillage craft are hyperspace-capable), though Salmakk’s personal freighter, the Salted Wound, is stored in a specially designed hangar.

Though not exceptionally fast or heavily armed, the Broken Jaw does benefit from modest armament and the constant company of half a dozen TIE- or Y-Uglies.

THE TRUTH ABOUT CLABBURN

Casefile: UCL Malachite Scent
Originator: Alvor Cano, Iotran Braceman Council

The legend of Clabburn spans several decades during the decline of the Old Republic. Once feared throughout what was then the Anoat Sector, his legend has grown in the years since he disappeared with the vaunted stores of the Malachite Scent, a Shistavanen cruiser lost along the now-defunct Anoat trade corridor.

Easily the greatest score of Clabburn’s career, the Scent was laden with some of the greatest treasures of the Uvena systems and outlying regions. The cruiser’s crew was herded into escape pods and jettisoned, which led many to believe the hijacking was not the work of Clabburn at all. The Mugaari pirate typically made a point of spacing his victims. The move was indeed intended to throw the local Sector Rangers off the track, but a surviving astromech droid was able to record a few moments of holo footage and confirm Clabburn’s complicity.

After the Malachite Scent disappeared, so did Clabburn. Investigators searched for signs of either the Shistavaner cruiser or its Mugaari captors without success. Wherever Clabburn and his crew had gone, they were far from the reach of the law, enjoying the spoils of the Scent’s holds.

Though only a handful of beings know it, the Mugaari raider currently allied with Salmakk is the eldest son of the original Clabburn, a new breed of pirate born into the life and with the resources his father established over the decades of pillaging and illicit income. The second-generation Clabburn has led a much rougher life and has the scars to prove it (were he not so scarred, he would look exactly like his father). Where the elder Clabburn is hiding, if he is still alive, remains a mystery. But it is clear that Clabburn the Younger is determined to match—if not exceed—his father’s legacy. The current spate of daring raids appears to be only the beginning.
Rough and Tundra

Size: 8,000 metric tons
Initiative: +2 (+2 crew)
Crew: 6 (Normal +2)
Crew: 6 (Normal +2)
Consumables: 6 months
Class: Sentinel military cruiser
Distance: 900 km/h (15 squares/action)
Maximum Speed in Space: Attack (7 squares/action)
Atmospheric Speed: 900 km/h (15 squares/action)
Atmospheric Speed: 900 km/h (15 squares/action)

Broken Jaw (modified Koensayr IrizMark-8)

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<tr>
<td>Range Modifiers:</td>
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<td>Atk +4 melee (2d6, vibroblade), +5 ranged (3d8, heavy blaster pistol); SQ natural astrogator, sector familiarity (Outer Rim), trailblaze, uncanny dodge; SV Fort +6, Ref +3, Will +4; FP 0; DSP 0; Rep +4; Str 8, Dex 11, Con 11, Int 14, Wis 12, Cha 8. Challenge Code D.</td>
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<td>Equipment:</td>
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<td>Skills:</td>
<td>Astrogate +15, Computer Use +15 (+17 scan news media), Forgery +7, Gather Information +4, Hide +8, Knowledge (Greater Javin) +13, Pilot +15, Read/Write Lutrillian, Read/Write Notho, Repair +15 (+17 computers), Sign Notho, Speak Lutrillian,</td>
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Greater Javin Contacts

Nogo Sistek

This hard-bitten Corellian knows countless boltholes and hideaways in the Greater Javin, as well as thousands of the dreamers and fugitives who’ve sought refuge in them. If you want someone hidden—or found—Nogo’s the man to see. And he plays by his own eccentric rules: Strike a deal with Nogo, and you also buy six months of his silence. But after that, credits talk, and so does Nogo.

The heroes will be encouraged to seek out Nogo early, but he’s a hard man to track down. Normally found within Pepper’s Pax on Darlyn Boda, the famous fixer has gone into hiding. (Perhaps he’s in Port Town, holed up on Hoth, or vanished into Darlyn Boda’s jungles. A haruspex reading could be helpful in finding him.) When the players do locate him, he’s terrified; a deal’s gone bad, and Nogo’s in the soup. The players can try to threaten, bluff, or sweet-talk Nogo into breaking his rule and revealing his secret: He dug up Salmakk and Clabburn at the request of a slumming silk-suit who said he worked for one Barseth Gynes, and then funneled credits to the pirates to get them back in business—millions of credits. Nogo doesn’t know who Barseth Gynes is or where the pirates are, though he may be persuaded to come up with a list of likely hiding places.

To up the ante, the Gamemaster should have Nogo killed by FiggEx thugs soon after the players contact him. Perhaps he stammers out a last clue, along with a warning: “Follow the credits . . . but beware. Beware Barseth Gynes . . .”

Nogo Sistek: Male Human Scout 6/Deep-Space Pilot 2; Init +5; Defense 18 (+18 class); Spd 10 m; VP/WP 29/11; Atk +4 melee (2d6, vibroblade), +5 ranged (3d8, heavy blaster pistol); SQ natural astrogator, sector familiarity (Outer Rim), trailblaze, uncanny dodge; SV Fort +6, Ref +3, Will +4; FP 0; DSP 0; Rep +4; Str 8, Dex 11, Con 11, Int 14, Wis 12, Cha 8. Challenge Code D.

| Skills:    |                           |
| Skills:    |                           |

There is an old adage among pirates who are forced to “go belowdecks”: The greatest trick the Sith ever played was convincing the Jedi Council that they no longer existed. After the Malachite Scent score, Clabburn vanished, and the current Clabburn—though supremely qualified to take his father’s place—isn’t the Clabburn of legend.

Clabburn the Elder has dropped so far off the map that many take him for dead. Is that true, or part of the Mugaari’s plan?

Fannis Gult

Mining Guild lifers like to say that their hearts pump liquid havod, and Fannis Gult certainly fits the bill. An imperious woman from Coruscant with a steel-gray buzz cut and hard eyes, Gult is a veteran Guild Enforcer determined to find out where the missing ramath transports have gone and who took them. Fannis has a squad of lesser Enforcers, a team of slicers, and virtually unlimited credits at her disposal, but what she doesn’t have is a feel for the Greater Javin. After several false starts in her investigation, she’s reluctantly decided to enlist local help, but her impatience will soon lead her away from Isde Naha and into the heart of the investigation.

Gult has an entire datapad of information about FiggEx and its suspected misdeeds, and she’ll jump at any chance to link the firm with the trouble in the region. Her particular obsession is FiggEx’s rumored “black ops” program and the role FiggEx Security might play in such schemes. In tracing financial transactions in the Greater Javin, her slicers keep stumbling across one name: Barseth Gynes. Gult is quickly becoming obsessed with putting a face to that name.

Gult is assisted by 24 Guild Enforcers: eight low-level spies and 16 mid-level thugs. (For stats, refer to Chapter 14 of the revised core rulebook.)

Fannis Gult: Female Human Scoundrel 5/Soldier 5; Init +5; Defense 20 (+9 class, +1 Dex) or 25 (+9 class, +1 Dex, +4 armor); Spd 10 m; VP/WP 44/11; Atk +8/+3 melee (1d6 stunning, stun baton), +9/+4 ranged (3d8, heavy blaster pistol); SQ illicit barter, lucky 1/day, precise attack +1; SV Fort +5, Ref +6, Will +3; FP 0; DSP 1; Rep +4; Str 10, Dex 13, Con 11, Int 14, Wis 12, Cha 10. Challenge Code E.

| Equipment: | Heavy blaster pistol, stun baton, combat jumpsuit, comlink, datapad. |
| Equipment: | Heavy blaster pistol, stun baton, combat jumpsuit, comlink, datapad. |

There is an old adage among pirates who are forced to “go belowdecks”: The greatest trick the Sith ever played was convincing the Jedi Council that they no longer existed. After the Malachite Scent score, Clabburn vanished, and the current Clabburn—though supremely qualified to take his father’s place—isn’t the Clabburn of legend.

Clabburn the Elder has dropped so far off the map that many take him for dead. Is that true, or part of the Mugaari’s plan?

Skills: Bluff +16, Computer Use +13 (+15 scan news media), Disguise +9, Gather Information +11, Intimidate +16, Knowledge (mining operations) +12, Pilot +10, Sense Motive +13, Tumble +11 (+8 in armor).
Weapons, simple weapons, vibro weapons).

Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Mapes Shaywa doesn’t look like much—he’s blank-featured and plain, and he wears the flat grays and browns of a mid-level Mexeluine salaryman—but he is smart and fearless under fire. He knows the Greater Javin’s corporate castles and its shadowports, and he’s equally at ease addressing a Darlyn Boda bullyboy or a Gerrenthum executive. As a FiggEx Security operative, Mapes has been entrusted with cracking the pirate ring and saving his company’s good name. Or so he says.

The players will likely think so: They should encounter Mapes and his band of 12 security professionals (typically Scoundrel 2/Soldier 2) early in their hunt for Salmakk and Clabburn. If Mapes senses that the players are on the pirates’ trail, he’ll be quick to offer his help and back the offer up with credits and muscle. But Mapes is no mere FiggEx operative. He’s secretly the chief of FiggEx Security and a key member of FiggEx’s black-ops squad. His goal is to eliminate not just Salmakk and Clabburn, but all links between the pirates and the FiggEx money that he supplied under the nom de guerre of Barseth Gynes. Those links could easily include the heroes and anyone else who gets too close to the truth.

Mapes Shaywa: Male Human Scoundrel 8/Soldier 4; Init +6; Defense 23 (+11 class, +2 Dex); Spd 10 m; VP/WP 80/12; Atk +12/+7 melee (2d6+2, vibroblade or 1d6+2, unarmored), +12/+7 ranged (3d8, heavy blaster pistol); SQ illicit barter, lucky 2/day; SV Fort +7, Ref +6, Will +4; FP 0; DSP 2; Rep +4; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 13. Challenge Code F.

Skills: Bluff +15, Diplomacy +14, Disguise +14 (+16 if he knows he’s observed), Gather Information +17, Intimidate +18, Knowledge (Greater Javin) +15, Move Silently +15, Read/Write Lutrillian, Search +14, Sense Motive +18, Sign Notho, Speak Lutrillian.

Feats: Armor Proficiencies (Light, Medium, Heavy), Heroic Surge, Improved Initiative, Martial Artist, Power Attack, Skill Emphases (Gather Information, Sense Motive), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Treva Horme
The primary saleswoman for Planet Dreams, Inc., Treva Horme is a hard-working Lutrillian female who has become a respected member of the Cloud City business community. She also serves as her firm’s executive planner, wielding a great deal of clout in her industry.

Planet Dreams’ primary business is the construction of vacation villas in unsettled but habitable worlds throughout the Greater Javin (with a satellite office opening soon in the Tingel Arm). The company makes a small fortune locating, obtaining, and marketing breathtaking parcels of real estate throughout their territory, and custom-designing vacation retreats for the most affluent beings.

Prospective clients in search of the “perfect” spot for a vacation retreat often seek Treva; her expertise in the field is virtually unmatched. She is credited with the development and sale of the Tagge family’s Doaskin compound, and she sealed the deal on Lyneiro Corp’s “Master of Coins” private resort on Togominda. Figg corporate officers are especially loyal to Planet Dreams because of the revenue Horme’s work helps to generate in the region.

Treva Horme: Female Lutrillian Diplomat 8; Init +0; Defense 12 (+2 class); Spd 10 m; VP/WP 0/8; Atk +3 melee (1d3, unarmed strike), +5 ranged (3d4, hold-out blaster); SQ none; SV Fort +1, Ref +2, Will +6; FP 0; DSP 0; Rep +4; Str 9, Dex 10, Con 8, Int 14, Wis 12, Cha 15. Challenge Code A.

Equipment: Hold-out blaster pistol, comlink, datapad, general access pass (Cloud City).

Skills: Bluff +7, Computer Use +8, Diplomacy +16, Knowledge (Greater Javin) +14, Profession (Real Estate) +11, Read/Write Basic, Read/Write Lutrillian, Sense Motive +11, Speak Lutrillian, Speak Rodian.

Feats: Dodge, Skill Emphasis (Diplomacy), Skill Emphasis (Profession [Real Estate]), Weapon Group Proficiency (blaster pistols).

Solomahal
A grizzled veteran of the Clone Wars, Solomahal is now a drifter who plies the Outer Rim. Well-known in mercenary and veteran circles in the years following the Wars, by the Rebellion Era the old Lutrillian has outlived most of his peers and is viewed as a rough drifter with a quick draw and stable piloting hand.

Solomahal bases his solo operations from Mos Eisley on Tatooine (where he can avoid Imperial persecution for infractions in his freelance career), but regularly does business in the Greater Javin. His Republic pension has been frozen and all assets confiscated, but despite that, he manages to make a fairly good living as a scout-for-hire. Often, his assignments involve helping people escape Imperial or criminal enforcers.

A capable and confident father figure, Solomahal is a cagey and hardened veteran of the spacelanes.

Solomahal: Male Lutrillian Soldier 8/Fringer 4; Init +7 (+3 Dex, +4 Improved Initiative); Defense 23 (+10 class, +3 Dex); Spd 10 m; VP/WP 84/14; Atk +9/+4 melee (2d6+1 vibroblade), +11/+6 ranged (3d8, heavy blaster pistol);
ROUGH AND TUNDRA

LESS-THAN-SCRUPULOUS CO-WORKERS.

...tion of the Wing Guard and was often derided by his fellow citizens. During the early years of the Rebellion era, few people have any knowledge of him.

SERGEANT TARAY

A cunning, aging Nothooin male, Sergeant Taray is one of a handful of non-Human Wing Guards on Cloud City. Raised in the lawless marshlands of Bavva’s Kaniti province, Taray has no qualms about breaking some of Cloud City’s laws to enforce the spirit of those laws. Speak ill of the baron-administrator, and Taray will find a reason to cite you. Speed on the Lower Ring Expressway, and you’ll spend the night in the worst brig of Port Town. He is especially harsh on visitors to Cloud City—those loud and garrulous off-worlder types who slip into the City, make a ruckus, and they’ll refute it. But find one of the grizzled old spacers who remember (or better yet, served in) the Clone Wars, and they’ll tell you: That surly Lutrillian sitting in the cantina is General Solomahal, liberator of the Wode, crusher of the Sun Guard’s 2nd Regiment, and Clone Wars hero.

MARKET KINGDOM OF THE BRIDGE

Ask Solomahal, and he’ll deny it. Research the Imperial Archives, and they’ll refute it. But find one of the grizzled old spacers who remember (or better yet, served in) the Clone Wars, and they’ll tell you: That surly Lutrillian sitting in the cantina is General Solomahal, liberator of the Wode, crusher of the Sun Guard’s 2nd Regiment, and Clone Wars hero.

A character who befriends the general and earns his trust might be taken into his confidence and learn of battles and lore long suppressed by the Empire. But with such a find comes the danger of being associated with one of the Empire’s Most Wanted, a being not only hiding from Palpatine’s troops, but also from scores of hunters dispatched by influential Core families. What secret does Solomahal hold that so many wish him dead?

In the years after the Empire’s occupation of Cloud City, Taray found employment with local private security firms, but he ultimately grew disenchanted with Cloud City’s decline under Imperial captain Treece. He headed deeper into the Greater Javin, looking for work.

Sergeant Taray: Male Nothooin Soldier 6/Officer 2; Init +1 (+1 Dex); Defense 12 (+2 Class); SdP 10 m; VP/WP 30/10; Atk +6/+1 melee (1d6, baton), +7/+2 ranged (3d6, blaster pistol); SQ leadership; SV Fort +6, Ref +5, Will +6; FP 0; DSP 1; Rep +6; Str 12, Dex 14, Con 13, Int 13, Wis 12, Cha 10. Challenge Code D.

Equipment: Blaster pistol, baton, comlink, datapad. Skills: Astrogate +7, Bluff +10, Computer Use +8, Demolitions +7, Diplomacy +8, Gather Information +11, Intimidate +12, Read/Write Notho, Repair +5, Pilot +7, Sense Motive +5, Sign Notho, Speak Ugnaught, Survival +5. Feats: Armor Proficiencies (light, medium, heavy), Dodge, Martial Arts, Mobility, Persuasive, Point Blank Shot, Skill Emphasis (Gather Information), Starship Operation (Space Transport), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Sheryc Seka

A tall Yarkora female with a well-earned reputation for “acquiring” difficult-to-find hardware. Looking for a vintage Trandoshan-fitted MerrSonn triple-sling Blackout? Sheryc’s the one to contact. From untraceable street models to Class 4 heavy weaponry, Sheryc can get just about anything—for the right price.

Sheryc often works with the pirate Salmakk, as the Mon Cal provides her with bulk weaponry. In exchange, she “scrubs” his ill-gotten guns so they cannot be traced to the source. Their relationship has been mutually beneficial for over a decade. When she’s not at Salmakk’s base, Sheryc hangs out on Darlyn Boda, where she keeps her ears open for people asking too many questions about her boss.

During the New Jedi Order era, Sheryc’s refusal to cooperate with the Peace Brigade damaged her business and her underworld credibility. But the Republic needs weapons, too—perhaps they’d be interested in some Ando shellcrusher carbines? They just might do the trick that pesky vonduun crab armor.

Sheryc Sheka: Female Yarkora Scoundrel 6; Init +4 (+4 Improved Initiative); Defense 18 (+8 class); SdP 10 m; VP/WP 34/10; Atk +5/+10 melee (1d6+1, punch), +6/+1 ranged (3d6, blaster pistol); SQ illicit barter, lucky 2/day, precise attack +1; SV Fort +3, Ref +8, Will +4, FP 0; DSP 0; Rep +3; Str 12, Dex 10, Con 16, Int 14, Wis 13, Cha 15. Challenge Code C.

Equipment: Blaster pistol, forged IDs. Skills: Appraise +9, Astrogate +8, Bluff +13, Computer Use +6, Craft (Mechanical Tools) +4, Craft (Personal Weapons) +4, Diplomacy +6, Forgery +11, Gather Information +14, Hide +6, Knowledge (Weapons) +13, Knowledge (Customs laws) +6, Knowledge (Streetwise) +7, Listen +5, Pilot +9, Read/Wrote Yarkora, Repair +9, Sense Motive +6, Speak Yarkora, Spot +7.
Proficiency (blaster pistols, simple weapons).

Starship Operation (Space Transport), Weapon Group Emphases (Astrogate, Bluff), Improved Initiative, Persuasive,

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nickel-iron core of one of the larger asteroids is where
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whirlwind of spinning rock as nature's proof that chaos will
Mugaari was practically raised in zero-gee and views Hoth's
The asteroid belt is where Clabburn shines. The canny
pirates will be the least of their worries.

Rumor has it that Salmakk and Clabburn may be staging
from a hideout in the Hoth Asteroid Field or on the snow
planet itself, though pinpointing the exact coordinates
could prove as difficult as finding a bubble in an ocean.
Depending on their affiliation, the heroes may get their
start on corporate Gerrenthum or seedy Darlyn Boda, or
they may visit those planets to dredge up clues to the
villains’ whereabouts. If other parties are vying to claim the
pirate bounty, it might be wise for the heroes to sabotage
their competitors at the outset.

Hoth
Prior to the arrival of the Alliance, Salmakk’s headquarters
lay deep within a subzero cave on this forgotten ice planet.
Codename Hardfrost, it consisted of a voluminous central
cavern rimmed with ices where Salmakk’s crew parked
their pirate craft and stashed their stolen booty. Smaller
holes branched off from the hangar but led to nothing
more interesting than storage units—Salmakk’s crew always
slept aboard their parked ships. The base boasted no fixed
defenses, but thanks to a sophisticated sensor package,
Salmakk could have E-web cannons on the ground and
starfighters in the air at the first sign of trouble.

A second auxiliary base, codenamed Iceglaze, existed to
harvest lumni-spice fungus from a nearby dragon-slug
warren. One could approach this tiny outpost only through
the maze of dragon-slug tunnels, and it was said that
Salmakk and his pirates knew the only safe route. Han Solo
and Luke Skywalker’s destruction of Hardfrost Base forced
Salmakk from Hoth, and the Rebel Alliance constructed Echo
Base partially from the remnants of Salmakk’s former HQ.

During an adventure set prior to the Battle of Hoth,
Salmakk and Clabburn may be staging from Hardfrost Base,
though finding their location will prove difficult. (The
Rebels haven’t yet moved in and made the snowfields a
famous battle site.) Post-Hoth, the two villains could be
hoping to get the lumni-spice business hopping again by
reactivating the dormant Iceglaze Base. If the heroes run
into a nest of fire-breathing dragon-slugs, trigger-happy
pirates will be the least of their worries.

Hoth Asteroid Field
The asteroid belt is where Clabburn shines. The canny
Mugaari was practically raised in zero-gee and views Hoth’s
whirlwind of spinning rock as nature’s proof that chaos will
always triumph over order. A secret base drilled into the
nickel-iron core of one of the larger asteroids is where
Clabburn plots the raids that will make him an even bigger
scourge of the spaceways than his infamous father. It is
known as Airtight Base for its impregnable security.

The asteroid field is infested with thousands of space
slugs, some of them released there decades earlier by
Clabburn the Elder to discourage intruders. In caves flanking
the entrance to Airtight Base, the current Clabburn has
secreted his pet space slugs, which are trained to attack any
ship if given an ultrasonic signal by Clabburn or his crew.

Freighter-sized vents hidden beneath a rock formation
resembling a volcanic cap serve as the only entrances to
Airtight Base. What few know is that the cap is rigged to
explode at the touch of a button, filling space with fire and
chunks of shrapnel that could riddle a Star Destroyer with
holes. Ships passing through the tunnel leading from the
rock cap to the interior base are tracked by motion-activated
turbolasers. All areas of Airtight Base can vary their gravity
without warning (zero to two gees), and most sections can
seal themselves off and vent their atmospheres into space.

Clabburn’s Airtight Base is appropriate for use in any era.
An adventure set eight years after the Battle of Endor will
have to account for the presence of Hutt mining and
construction efforts in the belt as Durga the Hutt assembles
the Darksaber superweapon.

Darlyn Boda
The Mining Guild has set up a temporary office on Darlyn
Boda, hoping to hire a group of smugglers or bounty
hunters to go after Salmakk and Clabburn. The planet’s mix
of savage jungles and lawless cities makes for a volatile brew.

The rain-slicked awning of Pepper’s Pax glistens between
a pawnshop and a mortuary at the end of a muddy alleyway
in Darlyn Boda’s largest city. This combination restaurant
and tavern is the gathering place of choice for scoundrels of
every allegiance. Pepper’s has only two rules, enforced by the establishment’s quill-covered bouncers: no quarrelling and no sissies. The latter rule requires all newcomers to eat a mouthful of firespice vegetable pods; those who fail the requisite Fortitude check will be rudely dumped out the door. Patrons regard Pepper’s Pax as neutral ground, and it’s always a good spot to find information brokers. Sheryc Seka, a Yarkora in Salmakk’s employ, often sits at a quiet back table keeping an eye on new arrivals.

Another way to get information while on Darlyn Boda is to hire a local haruspex, who will perform a mystical reading while viewing the guts of a freshly killed toccat. Unlike typical “prophecies” cooked up by charlatans and swallowed by fools, the readings of haruspexes are highly specific and amazingly accurate. However, it’s rare that a haruspex has toccats penned up and ready for sacrifice (and the price for these captive animals is exorbitant). The heroes will most likely have to embark on a toccat-hunt in the deepest thickets of the jungle if they wish to obtain an entrail reading.

Gerrenthum

Gerrenthum is a Figg world, and any heroes on the Figg payroll (or friendly with the Figg family) can get almost anything they want. Anyone else will quickly discover that this bustling megalopolis can be very unfriendly to outsiders.

The corporate headquarters of the Figg empire is a blister of white steel and blue transparisteel sitting at the epicenter of concentric office rings. Access is restricted to employees and pre-cleared guests, and those who visit Figg HQ are subjected to subtle shifts in ambient noise and oxygen levels designed to break their concentration during business negotiations. The Figg databanks, contained within a cryo-cooled sub-basement, are voluminous and surprisingly vulnerable to slicers. The Lutrillian loner called Solomahal haunts the taverns in Gerrenthum’s industrial district, but only at night. He claims to have a foolproof method for infiltrating the Figg building.

Any team of experts hired by the OJC or FiggEx will have their meals and accommodations provided free of charge while on Gerrenthum. They will also be able to petition the corporate office for the loan of advanced weapons, speeders, or powered armor, provided they can convince their employers of a pressing need. Outsiders on Gerrenthum will receive no help from Figg and will find themselves harassed by the local constabulary if they fail to mind their own business.

Bespin

In Cloud City’s squalid mid-level district of Port Town, information changes hands, spice is sold under the table, and gamblers partake in the kind of games that don’t go on in the tourist casinos. Port Town is no place for the naïve, and it can be quite dangerous for those with reason to fear the Hutts. Several Hutts control most of the action in Port Town, and they have been itching to wipe Salmakk and Clabburn from the Ison Corridor for months.

A group of adventurers with Hutt connections may find themselves in Cloud City’s Port Town at the start of the adventure. Others may wish to visit due to Bespin’s proximity to Salmakk and Clabburn’s rumored hideout at Hoth. Treva Horme, Lutrillian saleswoman for Planet Dreams, operates from an office in Cloud City and claims to know the truth about FiggEx’s dirty dealings.

Many locals claim to have a lead on the two pirate kings’ whereabouts, and the Ugnaut union halls are usually the best places to get up to speed on the scuttlebutt. The Port Town union halls belonging to the Inden, Botrut, and Isced tribes of Ugnauts are filled with hard-drinking workers just off their Tibanna shifts. Glor Jal, a vocal (and corrupt) Ugnaut union leader, is suspicious toward non-Ugnauts but can be bribed with a shot of Corellian lum. (For more on Bespin, see the Star Wars Roleplaying Game accessory Geonosis and the Outer Rim Worlds.)