

Campaign: Cantina Conspiracy (Rori)

A thrilling narrative-driven campaign designed specifically for Entertainers and non-combat characters! In the heart of Narmle, the cantina is usually a place of music and joy, but recently, a dark shadow has been cast by a wealthy patron named Vorek. Utilizing your social skills, investigation, and wit, you must uncover a spice-smuggling conspiracy and save the cantina without firing a single shot.

- [Campaign Breakdown](#)

Campaign Breakdown

Location: Narmle, Rori

Starting NPC: Nima (Cantina Dancer)

Level Requirement: 10

Recommended Group Size: Solo (Non-Combat / Social)

Overview

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Part 1: Whispers in the Cantina

Nima, a beloved Twi'lek dancer, suspects Vorek of running a massive spice ring through the city, but she needs hard proof before going to the authorities. You will need to investigate the dark alleys behind the Narmle starport, confront a shady informant, and use interrogation to extract the location of Vorek's secret swamp camp.

Part 2: The Spice Must Stop

With the location secured, Nima provides you with a stolen datapad containing Vorek's shipping access codes. You must travel to the heavily guarded camp in the swamps and use your negotiation skills to bluff the Thug Leader. Convince him that you represent a rival syndicate and threaten to lock him out of the starport if he doesn't pack up his operation immediately.

Rewards

Completing the Cantina Conspiracy campaign awards generous Bank Credits, Social/General Experience, and a unique narrative experience for players who prefer diplomacy over blasters.