

Campaign Breakdown

Location: Dearic, Talus

Starting NPC: Korr the Crafter

Level Requirement: 15

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

Overview

A deep, narrative-driven campaign tailored for Traders, Crafters, and characters who prefer negotiation over combat! Independent crafters in Dearic are being squeezed out of business by a ruthless local supply syndicate. They artificially inflate material costs and bribe starport officials to impound competitor shipments. It is up to you to navigate the corrupt bureaucracy, negotiate new trade agreements, and break the syndicate's monopoly.

Campaign Breakdown

Part 1: The Syndicate Squeeze

Korr, an independent crafter, has had his crucial component shipment impounded by a corrupt starport official named Tilus. You must travel to the Dearic starport and use intimidation or bribery to force Tilus to release the goods, then travel to the city's impound lot to secure the shipment and return it to Korr.

Part 2: Breaking the Monopoly

Getting the shipment back is only a temporary fix. To secure long-term free trade, Korr drafts a highly lucrative, exclusive smuggling contract with a Corellian freighter. You must journey into the hills to find the Syndicate's Enforcer, Silas. Through sharp negotiation, you must convince Silas to abandon the extortion racket in exchange for this highly profitable new contract, saving Dearic's independent market forever.

Rewards

Completing the Dearic Free Trade campaign awards a large sum of Bank Credits, General Experience, and the profound gratitude of the Talus independent crafting community.

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