

# Outpost remnants of Daemmun

A small clearing in the lush forests of Daemmun looks to be the remains of a former republic outpost built as a forward front in the old Galactic Civil War. The weather is usually clear but has been known to have rain casts. The area where the former landing platforms used to be lay in disarray with pieces broke or scavenged by passer by creatures and scrappers. A small trail leads to a small bunker and buildings that were used as the defense countermeasures with a single anti-vehicle sentry turret.

The outskirts of the clearing that lead into the forest have been thinned out to allow for visual scouting. While there are signs of the forest reclaiming the land with tall grass, it is still functional as a landing clearing, though the pads themselves are inoperable. The path leading to the outpost is in the same condition but still lays a clear path towards the fortified base.

Much of the base has been picked over except the turret for fear of accidentally activating it. The turret looks to be operational but lacks power and much like the rest of the base covered in overgrown and vines. The first of the three buildings looks to be an administration building with a radio dish on top. Inside are desks and old holo computers for radio and battle communications. A separate computer resides behind a now broken cage that looks to be the old security computer for the sentry turret.

The second building is the old canteen for the soldiers stationed at the outpost, while not fortified, the building itself is under dense foliage. Inside is a kitchen akin to a buffet along the back side of the building and several long tables with what looks like a small wooden stage near the far side of the door.

The last building being the bunker, used as barracks and weapon storage for the soldiers. There are several bunk beds and lockers throughout the first room of the bunker. The lockers have been picked through as if being abandoned in a hurry or scavenged through. The following room of the bunker is the weapons racks and ammunition storage. Some weapons still remain behind the locked cabins and cages that housed them. Weapons like the A280C Blaster Rifle (<https://www.darkjedibrotherhood.com/items/51964-blastech-a280c-blaster-rifle>), and DH-17 blaster pistol (<https://www.darkjedibrotherhood.com/items/53838-blastech-dh-17-blaster-pistol>) can be found in the weapon racks, the ammo packs are missing however. Lastly the final room goes to the second story where there are more computers and radio

communications to use in case of an attack. With some slits in the walls to use as defensive positions.

The outpost is home to some small creatures and has been rumored to have been renovated for the Collectives purposes. While this may or may not be true, there is danger even still for those who visit its grounds. As the further you go out into the trees of the forest the higher potential of encountering predators such as the Vine snakes (<https://www.darkjedibrotherhood.com/items/66499-vine-snake>) and Shriek Hawks (<https://www.darkjedibrotherhood.com/items/66686-shriek-hawk>) that occupy the tree's and a sub-species of Boar-wolf (<https://www.darkjedibrotherhood.com/items/66261-boar-wolf>) that roam the forest floors. Other more dangerous creatures are presumed to be in the forest such as a rumored imported Jungle Rancors (<https://www.darkjedibrotherhood.com/items/70766-jungle-rancor>) that was believed to have been used to flush out or destroy the rebels in the outpost.

Any DJB member may stumble upon this outpost either through scavenging, looking for Collective operatives, or even simply looking to hunt or tame the various creatures that live on the moon. Whatever the case may be, be ready for any encounter when exploring this abandoned outpost.