

# Port Ol'val: *The Ducts*



Originally used for mining operations, a series of winding tunnels connect Port Ol'val's [Docks](#) to [Jerem Plaza](#). Referred to by locals as "The Ducts", these tunnels of varying length and width wind and weave through the hollowed out asteroid and open up into larger, connecting caverns at irregular intervals. Some of these connections pass into smaller cutouts that have been transformed into small shops and businesses, while other spaces have been transformed into everything from a droid operated newsstand kiosk to full on dive-bars, and even small food vendor stalls with only two-to-three stools worth of seating.

Once such establishment, *Dead Ned's Noodles* is a popular joint that only has three things on the menu: hot broth noodles, cold noodles, and nerf nuggets. If you ask for anything else, your business will be denied and turned away by Ned, the Lasat chef/operator.

Another notable establishment, the *Bitter Bothan*, is a dimly-lit bar with surprisingly refreshing drinks, private tables for discussing legitimate—and illegitimate—business or meetups.

Thanks to how commonly traveled and well lit the majority of the pathways are, the tunnels themselves are mostly safe for the common traveler passing through. However, the shadowport is no stranger to Bounty Hunters, collectors, con artist, beggars, thieves, and murders. Some might be honest folk looking to make ends meet but others could be wanted criminals escaping the heat from the Core worlds.

Regardless of what brings you to the *Ducts*, it never hurts to keep your head on a swivel and your guard up. There are plenty of abandoned and unfinished tunnels that are less traverse and not well lit. These places tend to attract seedy activity, and travelers are advised to stick to the main passages.