

Contract AA23

A One-Round LIVING FORCE Tournament

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Sent by Master Lanius of the Jedi Academy on Almas, the heroes embark for the den of scum and villainy known as Nar Shaddaa. Once there, the heroes are to meet a brash, young Noblewoman and escort her back to Cularin. Hardly work for the Heroes of Cularin. After all, what could go wrong on Nar Shaddaa?

An adventure for LIVING FORCE heroes of levels 4-12. This scenario should ideally be played after the "Eye of the Sun" and "Metatheran Caution" trilogies.

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Contract AA23 is a standard RPGA Network adventure. A four- to five-hour time block has been set aside for this event but the actual playing time should be about three and a half hours.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM or designee should provide a Session Tracking sheet to you for reporting. Both the GM and the players need to list their name and RPGA number on the form. This adventure is worth 2 Player Reward points.

GMs of RPGA tournaments are expected to be familiar with the RPGA Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text intended for the players is in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

Hero Earnings

At the beginning of the round, if the heroes are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Heroes may not have more than one employer. Heroes who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, you may issue a Force Point. Because this is a heroic campaign, we expect heroism and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything is that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (page 178) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action

must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

Issuing Dark Side Points: Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side Points. There are just too many ways that the beginnings of “evil” can manifest themselves.

To quote the *Star Wars Roleplaying Game Dark Side Sourcebook*... “Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

“When a Gamemaster is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character’s motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy’s blood? Was greed or envy involved? Jealousy?” (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

Wookiees, Rage and Dark Side Points: Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can’t call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many mechanical details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

LIVING FORCE adventures are not designed purely

to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that’s fine. What we want to avoid are the “dumb” deaths that result from a string of bad dice rolls. That’s not cinematic, and it’s not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for to mid-level to upper-level LIVING FORCE heroes, and therefore characters levels 4 through 12 are appropriate. If a player brings a lower-level character to your table, explain that he or she should consider playing in other adventures prior to taking on Contract AA23. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

The heroes are asked to journey to Nar Shaddaa, the smugglers' moon, to escort the daughter of a prominent senator to Cularin. . This is a familiar mission for the heroes: aiding someone in need at the request of the Jedi. However, it will take them to a very unfamiliar place: Nar Shaddaa, a den of scum and villainy. While Nar Shaddaa may seem a strange place to send one's daughter for protection it is neutral territory, well outside of the influence of the Republic and the Separatists. While it is dangerous for Korlana Toryn, the Senator's daughter, it is equally dangerous for his enemies.

While this may seem like a familiar task, the heroes will soon discover it is anything but. After months, or years, of performing heroics, an enormous bounty has accumulated on the heroes' heads. Someone wants them removed and Nar Shaddaa is the perfect place for troublesome people to disappear. Forever.

Three experienced bounty hunters have banded together to collect on Contract AA23. Drokka, a Rodian bounty hunter is a master melee fighter and the head of a gang of veteran mercenaries. Shiana Trist is a master assassin, and brilliant sniper. The assassin droid K1-1R is the tactical leader of the group, using his innate computer "expertise" to gather information on his subjects prior to unleashing his swarm of drones to overwhelm his targets.

Initially, the heroes are not aware of the danger directed at them. A bar fight on board a sailbarge is originally mistaken as an attempt to kidnap Korlana Toryn, the object of the their mission. When the bar fight escalates into an all out battle, the barge crashes into the dense urban landscape of Nar Shaddaa, stranding the heroes in the confines of a gigantic factory complex.

Once the heroes recover from the wreckage, they discover a wounded Caarite who reveals their plight – a bounty posted against them has been building in reward money for over 10 years. Hohn Ryntz, was a Cartel

internal audit clerk during the time of Velin Wir and was responsible for “financial oversight” for Wir's projects. Unfortunately for Ryntz, he forgot to cancel contract AA23, taken out by Wir on the heroes. What was once a minor accounting error on Cularin has mushroomed into a massive bounty due to two things. First, the contract fee compounds over time. Second, Cularin vanished for a decade, giving the contract a very long time to compound. Contract AA23 is now worth a great deal of money, and with the heroes walking into the galactic heart of bounty hunters, you can be sure that the scum is lining up to cash in.

The issuer, in person, usually cancels such a contract with a genetic fingerprint for verification. Since Velin Wir is dead, Ryntz is desperately hoping that the original authorization codes will be enough. Ryntz implores the heroes for their trust and ensures them he can resolve the entire issue within a few hours.

Regardless of how much trust the heroes afford their new Caarite “friend”, they must still traverse the factory's many assembly lines and production areas. After having encountered several challenging mechanical hazards, they fall victim to a well-laid ambush and are captured by K1-1R and his accomplices.

As prisoners, the heroes overhear heated discussion between the bounty hunters. K1-1R has appropriated a carbon-freezing chamber inside the factory where the heroes were captured, and has just modified it to freeze living subjects. The three bounty hunters all have different ideas of what they should do to meet the terms of the contract. The droid wishes to test the mechanism on Korlana. The heroes may try to convince their captors that harming Korlana will be worse for them than losing one target.

Regardless of who gets frozen, the heroes are freed, either by their own skill, or via assistance from Hohn Ryntz. In the finale, the heroes wage a desperate battle against the bounty hunters inside the carbon freezing facility.

Once victorious, the heroes complete their mission to escort Korlana to Cularin. There they learn that their troubles have produced mixed results. Although Korlana is safe, Contract AA23 is not yet canceled. While the Hutts have suspended the bounty, it may be several more months before they finally decide if they will terminate the Contract and thus the legacy of Velin Wir.

Encounter 1: Happy Hour on Nar Shaddaa

A bar fight introduces action to the adventure right from the start. “Totor's Party Kave” is filled with patrons and about 8 of Drokka's mercenaries. Everyone gets into the fight, and very little is held back. Moments after the fight begins, the heroes notice that speeders and swoops are closing in on the barge, bringing more attackers.

The heroes neutralize the attackers, but Totor's sailbarge is critically damaged and crash lands inside a massive industrial complex.

Encounter 2: No Reward is Worth This

Korlana is upset and confused. She declares that she can't know if the heroes aren't also mercenaries sent after her, and demands to know how she could possibly trust them. While the heroes likely cannot provide absolute proof, their knowledge that her father sent her here and that she is to be taken to Master Lanius (whom she refers to as Uncle Lanni) helps reassure Korlana.

E-3PO, Korlana's droid, is able to tell the heroes something of how he and his mistress came to be on Nar Shaddaa. They can learn how scared her father is for her safety. This helps to explain why the bounty hunters attacked.

This encounter ends just as wreckage of the sail barge begins to be pulled apart by demolition robots for scrap.

Encounter 3: The Curious Problem of Mr. Hohn Ryntz

As the heroes escape from the doomed sailbarge, they rescue a wounded Caarite, and card-carrying member of the Metatheran Cartel – Hohn Ryntz. Once revived, Hohn is obviously flustered and agitated. He had traveled to Nar Shaddaa to cancel a very significant bounty, and has just now discovered that the subjects of the bounty are actively being pursued by some of the most notorious assassins and bounty hunters this side of the Corellian Run.

Hohn may need to fight against years of mistrust of the Cartel in order to secure the heroes assistance in calling off the bounty. If they can avoid the bounty hunters for roughly 8 more hours, the bounty should be called off.

Encounter 4: The Factory Less Traveled

The key to not being caught by the bounty hunters is to keep on the move and to keep a low profile. Inside this massive manufacturing center, it might be easy to stay hidden for sometime, but ominous probe droids encourage the heroes to forge on past challenging hazards inside the factory.

Encounter 5: Didn't We Just Leave This Party?

The heroes are caught in a trap on a conveyor line. K1-1R and Shiana Trist attack with remote droids and precision sniper strikes, to try to take the heroes down. Though the heroes may do well in combating their foes, a stray shot blows open a gas canister, and releases clouds of gas that render the heroes unconsciousness.

Encounter 6: The Cartel Strikes Back

The bounty hunters debate the finer points of Contract AA23. A small detail in the contract indicates that the heroes are to be removed from the Cartel's affairs, away from the Cularin system and preferably in a manner that will not arouse too much suspicion. K1-1R wants to carbon freeze the heroes, Drokka wants to kill them for

what they did to his men and Shiana is somewhat undecided, especially since their plans did not include Korlana.

Finally agreeing to freeze the heroes, K1-1R announces that Korlana will be used to test the chamber he has appropriated from the factory. There is a high probability that the young woman will die, so a chance for a noble hero to step forward and take her place occurs.

Encounter 7: Contract Terminated

No matter who is selected for freezing, the heroes must take advantage of a distraction in the carbon freezing chamber and fight their way through these bounty hunters. Rescuing Korlana or the hero who took her place in the chamber is also important.

The combat becomes intense, and the bounty hunters fight without holding back at all. Even Korlana will join in the fight if a hero was brave enough to take her place in the carbon-freezing chamber. Victory means one more plot against the heroes is foiled, but failure means victory for an enemy who died over 10 years ago.

Epilogue:

After completing their mission, the heroes return to Cularin and are thanked by Master Lanius and Korlana's father. They learn that the cancellation of Contract AA23 is pending a final decision by several prominent Hutt gangsters. Though it might take a few more months to resolve, Hohn Ryntz is grateful that the heroes trusted him enough to let him help them through what he hopes will be remembered as nothing more than a horrible paperwork accident.

Important Notes to Gamemasters:

It may be that none of the heroes you are running this adventure for have ever heard of or run afoul of Velin Wir. If this is the case, you can explain the entire situation as a case of mistaken identity – the bounty hunters have come to the conclusion that anyone who has done service for Cularin qualifies as a target for this bounty contract.

Each of the principal gamemaster characters in this module has a well-developed background and profile described in a GM's handout. For best results in presenting this adventure, you should be sure that the motivations of characters like Hohn Ryntz are clear to you. Players do not always stick to the suggested script provided in a module, but a GM who has read the character backgrounds will have an easier time when lines of questioning go astray from what the writers of the adventure had envisioned.

Clarification regarding tiering notation: when you see something like “DC 15/20/25”, use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 4-6, 7-9 and 10-12.

Opening Crawl

A dark time for the Republic looms in the distance, but for now it is nothing more than rumors and whispers in the shadows. Jasso Toryn, a respected senator, stands strong against the tides of dangerous change. A long time and loyal supporter of the Jedi, he has begun to fear for his safety. While Senator Toryn marches on, regardless of the danger he faces, he has sent word to his old friend Lanius Qel-Bertuk, now master of the Jedi Academy in Cularin. He wishes his only child, Korlana, to be given asylum there, to protect her from the intrigue and dangers of Coruscant.

Now, the heroes of Cularin race to Nar Shaddaa, to escort this young noblewoman to the quiet system of Cularin before the enemies of her father strike....

Encounter 1: Happy Hour on Nar Shaddaa

Key ideas of this encounter: A bar fight opens the adventure just after the heroes meet Korlana Toryn and her droid E-3PO inside Totor's Party Kave. The sailbarge (which is Totor's) is badly damaged and crash lands within a massive manufacturing facility.

Pre-game notes:

Pay - Heroes are able to make employment checks as per usual. In addition, heroes with employment certificates receive another 500cr for their expenses for this mission.

Ships - The players must decide amongst themselves if they will journey to Nar Shaddaa aboard a chartered stock YT 1300 freighter, or use one (and only one) of their own transports.

Droids and GM Characters – In the interests of easing the GM's work in this module, heroes may only be accompanied by 1 other droid or GM character. There are several key fights that will become very bogged down if there are more than 6 player characters. You would be within your rights to consider bumping the group up a tier if they bring in fairly high-level droids (as one example). Remind players that during a fight, droids are just as legitimate a target as the heroes.

You have just come from Bespin's Cloud, the hotel where you were supposed to rendezvous with Korlana Toryn. Not finding her there, a few bribes or roughly worded questions at the front desk revealed that Korlana and her droid were headed to a local watering hole, Totor's Party Kave, a popular Nar Shaddaa sail barge. Having found the traveling bar, you boarded and had no trouble spotting the senator's daughter, who sticks out like a Naboo Princess at a Podrace.

Despite the tense atmosphere one normally finds within a criminal-owned nightclub, it still came as a surprise when hostilities erupted. Korlana Toryn, daughter of the renowned Senator and Jedi supporter Jasso Toryn, had just barely acknowledged your presence when she was forced to duck a mug of Rodian ale that flew across the room and smashed apart on her protocol droid. Suddenly, in the blink of an eye, the heroes found themselves in the middle of what seems to be a bar fight. Then again, bar fights usually don't start with vibroblades or enemies all wearing the same jacket...

So...why are the heroes here? The opening crawl and the boxed text provided above should give them enough information for the time being. Nevertheless, many players may want to know more about why the heroes are involved in this situation.

At the end of the first round of combat, please hand out a copy of Player Handout 1: Welcome to Nar Shaddaa, and encourage players to read it while they are not directly involved in the combat.

Combat Details

Suggested Length: 3 Rounds prior to the speeders showing up, 3-4 rounds afterwards. This encounter should not take more than 30-45 minutes. The style of this fight should be similar to the large 'environmental' bar fights popular in the western film genre – After the first punch, absolutely everyone starts fighting someone else.

Surprise Round: For the first round of combat, have the heroes make a Spot Check DC (15/20/25). Those making the check are not surprised and participate in the surprise round as 'aware' combatants, who along with the mercenaries may each take one attack or one move action. Those not making the check are considered 'unaware' for the surprise round. See page 151 of the *Star Wars Roleplaying Game Revised Core Rule Book* for more details on surprise in combat.

Combatants: Primarily Drokka's Mercenaries but also angered patrons of the bar. Once this fight begins everyone is a potential enemy for the heroes to face (with the exception of Korlana and E-3PO). Consult the related appendices for their stats.

Thankfully the heroes are between Korlana and the mercs. She does not engage in combat unless you feel the need to heighten tension. She is a bit of an adrenaline junkie, but is not likely to get into the fight unless she is attacked first.

Tactics – Basic: In the lower tiers, the Mercenaries fight with nearly no team tactics at all. They pair off against each hero with additional mercenaries doubling up on obviously competent looking heroes (e.g. Soldiers, Jedi). The only team tactic they use will be flanking. The mercenaries use their vibroblades to wear down their opponents. Drokka's men know the heroes have a reputation as competent fighters, and are willing

to risk injuring their targets. Before a hero might be killed however, these thugs use their blasters on stun to insure live capture. They may draw their blasters at any time should they be losing the fight. When the Mercenaries use their blasters on the heroes, they will be set to stun.

Unless you need to make the heroes' lives a bit nastier, the patrons fight amongst themselves, using mostly non-lethal weapons and tactics. Should you be interested in escalating the combat, for heroes who look like they can manage it, the patrons could attack them with blaster pistols, vibrodaggers or improvised weapons. The patrons never engage in any sort of team tactic. Keep in mind this encounter should last no more than 30-45 minutes.

Tactics – Advanced: Regardless of tier, this combat should not be terribly challenging as it is meant to be flashy and quick. To present more of a challenge to the heroes have the mercenaries use grapple or disarm attacks and coordinate with their teammates as much as possible. Some of them can take cover and fire shots at nearby heroes while others engage the heroes in melee. Remember that the bar is full of chairs, tables, audio speakers and other things that are great for pinning a hero down for a round. Consider escalating your tactics only when the heroes seem to be having too easy a time in this fight. Keep in mind this encounter should last no more than 30-45 minutes.

AFTER THE FIRST ROUND: hand out a copy of Player Handout 1: Welcome to Nar Shaddaa.

ON THE THIRD ROUND (or sooner if the mercenaries are not proving to be a big problem for the heroes) read this boxed text:

Blasters, fists and knives all pause briefly as the entire barge shakes violently. The obvious sounds of heavy blaster fire can be heard ringing just outside the bar. With another sharp jolt, a strip of the outer hull of the barge is torn away in a swiping collision with an air speeder! Given all the sudden lurching, it becomes obvious that the pilots of the barge are losing control of the craft! Several speeders can be seen trying to pull alongside the barge to drop more blaster wielding attackers aboard!

Heroes who wish to investigate must run up to the top deck of the barge in order to check the situation out. If the Heroes are so rash as to leave Korlana behind, she will be fine, but she tears a strip out of them when they return.

The top deck of Totor's is home to the pilot's station towards the front of the craft, and a large deck gun towards the rear. Obviously rush hour on Nar Shaddaa is not a problem for some vehicles.

Three air speeders are attempting to come closer

to the barge, but they are having a difficult time of it. The obviously dead pilots slumped over their controls at the front of the sailbarge are doing nothing to prevent the barge from sailing into and out of every traffic lane above the urban sprawl of Nar Shaddaa. It is only a matter of time before the barge crashes into another vehicle or into the side of some vast residential tower. To make matters worse, passengers in the pursuing speeders have been shooting out the engines of the sailbarge!

Heroes adept at piloting can move towards the pilot's station to bring the craft under control. From that station, they can see that the barge is damaged and is losing power. Finding a nice spot to set this craft down is going to be imperative. If there is more than 1 hero wishing to help land the sail barge, 2 heroes can work together to bring the barge down safely while a third may be of use performing some quick repairs to the helm control station.

Pilot skill checks (DC 25/30/35) are made over 3 rounds to regain control of the barge, avoid oncoming traffic and finally to set the vehicle down safely. Failure, to make the skill check, results in cinematic, hair-raising, descriptive damage to the barge, as it sideswipes a small air taxi or glances off of a building. A successful Repair check (DC 25/30/35) reduces the Pilot skill checks to DC 20/25/30. Record how many of the 3 pilot checks were unsuccessful.

Make it clear to the heroes that 'jumping' for it is not going to be successful. Jumping onto the pursuing speeders or other vehicles to escape the impending crash will result in death. Period.

While some heroes try to save the sail barge, others might try to shoot at the incoming speeders. Let them have fun with the deck gun, reliving the barge scene in *Return of the Jedi*, or their own weapons. As soon as any speeder takes significant damage, they all break off pursuit. Other heroes may still be in the bar below the main deck fighting their original attackers. Be sure to check yourself for time. There is no reason to spend more than 30-45 minutes on this encounter.

Once the barge is being brought down for a shaky landing, read the following:

“Totor's Party Kave”, once an infamous floating nightclub is now little more than a flying hunk of junk headed for a very rough landing. The nearby terrain opens up from a forest of skyscrapers to something of a plateau of factory buildings and industrial gantries. After bouncing off of several small regulator towers and knocking over a robotic crane the barge slams through the wall of an empty warehouse and skids to an abrupt halt.

Everyone aboard the Kave must make a REF save (DC 10/15/20) to halve the 4d6 damage from the crash landing. For each pilot check that was failed prior to

landing increase the DC for the save by 3 points. If the pilot did a good job, be sure to mention while it is a harrowing crash, the bridges and building flashing by indicate that without the pilot's skill, the crash would have been much worse. Also remind the heroes that without their intervention, the barge could have flown into a residential or commercial tower, killing hundreds.

Note: If the Reflex save succeeds by 5 or more points, in this instance, then NO damage is taken.

At this point, proceed to Encounter 2.

Note: While higher-level heroes certainly need skilled and dangerous opponents to fight, there is no point in killing them all off in the opening scene. Watch your pacing and if you are running long, or if the opponents are doing too well, consider speeding up the combat in whatever method you feel is necessary. You could have angry patrons take out the mercenaries, or a falling lighting fixture—be creative but attempt to maintain a feeling of tense action.

Encounter 2: No Reward is Worth This

Key ideas of this encounter: The heroes have to deal with the aftermath of the sail barge crash and need to contain a feisty, spoiled senator's daughter. But more importantly, the heroes need to gain some insight into the bounty hunters who are pursuing them.

In the billowing clouds of dust from the crash nothing can be seen. Everyone is holding their breath waiting for the sail barge to fall apart. After a moment, it becomes apparent the barge will hold together, despite the groaning of the ship as it settles into its final resting place. You appear to be the sole survivors of a spectacular crash that could have killed hundreds had the barge flown into a populated tower.

With the air clearing, a loud, clear, and obviously annoyed voice rings out, “Well, this is quite intolerable. Come along E-3PO...we're leaving.” Korlana declares for all to hear. She pushes her way past a toppled table before turning to her droid once more. “Oh, and you are not permitted to select the location for our luncheons any longer!”

The young woman waits for her droid to fumble for their bags, which have been tossed all over the bar. Korlana seems unhurt, if somewhat disheveled.

The horrible crash has claimed the lives of the few patrons who had not previously killed each other during the fight. This might seem grim, but do remember that if the attackers in the speeders had not shot out the engines of the Party Kave or killed the pilots, the crash would not have happened. It is a lucky thing that anyone has survived, all though that point seems to be of no great concern to Korlana. All that truly remains

alive in the Kave are the heroes (possibly their droids), Korlana and her droid. The smashed droids that once served as the bar staff spark and sputter, damaged from the bar fight and crash landing.

This encounter is intended as a chance for some roleplaying. Korlana is going to be difficult to deal with, plus the heroes may want to investigate their attackers and determine what kind of danger is present. Here are the key points to this encounter:

1) Dealing with Korlana

"I'm not about to follow a gang of father's hired goons anywhere!"

Diplomacy is required to convince Korlana that the heroes can be trusted. Korlana feels herself much abused by being packed off on a starship for Nar Shaddaa. She intends to book passage back to Coruscant, as soon as she located the Republic consulate (there is *no* such consulate here on Nar Shaddaa). Mention of Lanius certainly helps, but she is sure to have other objections.

Most heroes are likely to earn the same level of upper-class scorn from Korlana, with the exception of Jedi and other nobles who have at least 6 points of renown outside the Cularin system. Those lucky heroes are treated as being barely tolerable, and are likely the only ones she speaks to if she has a choice. In truth, Korlana is quite taken with the Jedi, and a sucker for a man in robes. In addition, anyone with a Renown score of 4 or more impresses her quite a bit. However, considering the circumstances, she would never let them know it. She stays aloof and superior to keep herself going.

It is not very hard to convince Korlana to stay with the heroes. Simple arguments about safety and it being unbecoming a person of her station to travel without an escort easily succeeds. If the heroes are having trouble, you may consider that anyone with significant renown, or a Jedi (especially a non-Padawan) will have considerable sway over her. In a worst-case scenario, E-3PO can agree with the heroes and politely advise his mistress, who finally agrees.

Other objections you might throw out on Korlana's behalf:

- ***Aren't we going back to the hotel for the rest of my bags?***
- ***How did you find out about my coming to Nar Shaddaa?***
- ***How do I know you aren't a clever group of bounty hunters, trying to trick me into doing your job?***
- ***Oh... so you're here to protect me? To bring me safely to Cularin, is it? Look around you! Do you consider dragging me into your violent lifestyle as safe?***

Sharp heroes can detect that Korlana is trying to deflect any inquiries into her own reason for being here. A

Sense Motive check (DC 10/12/14) suggests to a hero that Korlana came to this bar for a specific reason—to seek out just the sort of action and excitement she just witnessed. She knew leaving the hotel was not a good idea. While she never expected things to be as wild as they got, since she survived, and her luggage is intact, as far as Korlana is concerned, things worked out very well.

After her father's staff packed her off on a starship bound for Nar Shaddaa, Korlana has decided to make the best of it. Not only is she a thrill seeker, but also getting herself into a tight situation is a little bit of revenge, since she assumes her father will be forced to get her out. Korlana doesn't quite understand just how dangerous Nar Shaddaa really is. She was instructed to wait in her hotel room on Nar Shaddaa for her escort to Cularin.

Note: If the heroes left Korlana behind to run to the top level of the barge, there is hell to pay with Korlana. Even though she may have just accused them of being mercenaries out to get her, she is outraged that they abandoned her as well.

If the heroes press her about why she was in a dive like Totor's:

"My reasons for coming here are my own! However, I suppose your arrival here could have been timed worse. E-3PO, provide them with a token of my appreciation."

E-3PO provides the heroes with a hundred credits each. This is about as close as the young woman comes to thanking them for protecting her during the fight.

2) Talking to E-3PO

The protocol droid is flustered. He is upset at having selected so dreadful establishment as Totor's Party Kave for his mistress. It turns out that the restaurant guide may have "misrepresented" the amenities of the establishment, which is pretty much par for the course on Nar Shaddaa. He's also having a bit of trouble liberating her baggage from the wreckage of the bar room. He accepts any assistance with thanks and gladly chat with any who listen, so long as his mistress is not within earshot.

Perceptive heroes who help E-3PO might notice some interesting items have fallen from one of Korlana's bags (Spot skill check DC 10/15/20). Several data pads containing news flashes on the Cularin system (and its disappearance for 10 years), as well as reports and stories about the Jedi, have tumbled out of an opened bag. If the above Spot skill check is made at DC 15/20/25 by any hero with at least one or more ranks of Scoundrel, a small pouch with several raw gems is also found amongst one of Korlana's bags, within a sewn-in pocket. Try not to spend too much time describing the volume of clothing she has packed, the extent of her cosmetics bag's contents or the size of

the hair dryer amongst her belongings. A little Mel Brooks is all we need.

If the heroes speak to E-3P0 about the situation or her baggage:

My gears... what a mess. She'll not forgive me for weeks now. This is all my fault.

She's mad because you picked a bad bar? ***Yes. I had warned her that this world would likely not have accommodations and facilities to her liking, and beside, the restaurant guide described it very differently. She would not listen... Just like when I told her that we should not leave the hotel. It is far too dangerous Oh dear. If only the Senator had not sent us here.***

Wait... you wish the Senator hadn't sent Korlana away? ***Goodness me no! It was indeed very dangerous. Protecting my lady was the only choice of course. I just wish we didn't have to come to Nar Shaddaa. This place is positively awful.***

Well why did the Senator send her here anyways? ***An unfortunate necessity. His enemies are influential in the Republic. He goes on in a whisper: Separatists, you know! Nar Shaddaa may be dangerous, but at least that offers some protection from our enemies.***

Why did your lady leave the hotel? ***Only the Maker knows why. She is always charging off into peril. I swear that I'll burn out my circuits one of these days.***

What's with these data pads? Why the interest in Cularin and the Jedi? ***I suppose it is because of her relationship with Master Lanius. She has always considered him like a second father. She was most upset when Cularin disappeared for an entire decade.***

What's with these crystals? ***Please... I appreciate your kind assistance, but we must respect the Mistress and her belongings.***

Would her father's enemies hire thugs and bounty hunters to find her and capture her? ***I'm sure I don't know how they would choose to carry out their nefarious plans. And I certainly don't know who those horrible men were! I suppose the enemies of the Senator would send droid soldiers. Oh dear me. To think a battle could break out! We must make haste to leave here at once!***

The Ruined Barge

The barge is too damaged to take off again, and cannot be repaired here. There are some indications that its reactors aren't entirely secure...so getting away sooner rather than later means less radiation sickness.

4) The Attackers

Heroes who take the time to investigate their fallen foes can discover some curious things. This means more than simply looting the bodies looking for clues. Analysis of their tactics and their possible motives would be quite useful here. Consult the following chart as the heroes consider what they just went up against.

Did the heroes take a prisoner during the fight (Render one of Drokka's men unconscious)? If so, allow the heroes a chance to press the prisoner for information, as per the 'Intimidate' section in the chart below. For the sake of keeping things moving though have the rest of Drokka's men meet the same fate as the bar patrons. There's not much point to having more than one prisoner at this time.

DC	Information Gathered
Search (DC 15/20/25)	A smashed data pad seems to still have something on it. A bit of repair work (Repair DC20) and Computer Use (DC20) should be able to decrypt the data. Let the slicers in the group know this takes some time (GM: This info will be revealed in the next encounter).
Knowledge skill or a Profession skill related to: Tactics, Military, Streetwise, or Security. (DC 10/15/20)	These guys were definitely used to working together, and were somewhat experienced. Your average hoodlum doesn't take the care to use weapons on stun to incapacitate their marks. This was more than an opportunistic robbery attempt. Even more troubling, is that the similar jackets suggest they might have been some sort of gang.
Intimidate (DC 15/20/25)	Should a bounty hunter be still alive at this point, a successful Intimidate check reveals at least this much—this group reports to someone named 'Drokka'. They were sent here for a reason, but they were not told why. They were given the order to subdue the Heroes just after they approached Korlana.
SPECIAL (No check) If a hero has one or more levels of the bounty hunter or Jedi Investigator Prestige Classes	Immediately inform them that their attackers were experienced Bounty Hunters, likely from some guild or gang of bounty hunters. The hero also recognizes these men as employees of Drokka, a Rodian bounty hunter of some renown.

Once you think the roleplaying has gone far enough and that the players have had all the interaction they are going to have inside the Kave, spring this on them:

With the unexpected shrieking wail of tearing metal, the entire barge shakes violently. The air is suddenly filled with smoke and the acrid smell of burning electronics. Before anyone can react, huge robotic arms and laser cutting beams suddenly tear the top half of the barge off.

If the Heroes have a survivor-thug, add this:

While everyone struggles to maintain their balance against the forceful dismantling of the barge, a bulkhead section dislodges from the torn ceiling of the cantina and falls onto the prisoner. He is quite dead now, and the violent demolition work threatens to do the same to everyone else remaining in the Party Kave!

Read this read-aloud text last:

Monstrous salvage droids descend on the wreckage. Debris from the demolition work being carried out on Totor's barge flies about with deadly imprecision! Heavy steel beams and plating, jagged glass and snapping, hissing electrical conduits are going to make getting to safety a Hutt-sized problem!

Note: The broken data pad that the heroes might be trying to glean information from contains a copy of Contract AA23. A partial copy of that contract is available as a player handout. Feel free to give it to the players sometime during Encounter 3, especially if you think Hohn's story needs some third party verification.

Encounter 3: The Curious Problem of Mr. Hohn Ryntz

Key ideas of this encounter: The Heroes and Korlana quickly escape from the doomed barge. A Caarite, or his body, is discovered, with a data pad containing some interesting information. The group sets off to find a way through the factory and hopefully back to their ship.

As the barge is literally being ripped apart, have the heroes make Reflex saves to avoid being damaged by this dangerous environment. Assign 2d6/3d6/4d6 damage to each hero who cannot make a DC15/18/21 Reflex saving throw. Any hero who beats the DC, but does so by less than 10 saves for half damage. If any hero beats the DC by 10 or more, they take no damage at all. This check is made each turn until the hero leaves the barge. Thankfully this can be done in 1 round, and no damage is taken at all by Korlana and E-3PO.

Heroes that succeed at a DC 10/13/16 Spot check notice a struggling form pinned under one side of a torn bulkhead. It is a Caarite male, and he looks injured. Deciding to rescue him is a worthy thing indeed, but is risky. A DC 13/16/19 Strength check is required to free the Caarite. Heroes trying to free him are exposed to the previously mentioned environmental damage for a minimum of 3 rounds, not just 1. That is, 1 round to see the Caarite and move to him, 1 round to liberate him, and 1 round to get everyone out of the barge, at 2d6/3d6/4d6 damage per round.

Once the danger is averted, the heroes have a Caarite who is injured and unconscious, an arrogant and upset nobleman's daughter and a confused, luggage-carrying droid in tow.

You exit the decrepit warehouse where the sailbarge crashed while lumbering demolition droids and huge automated scrap carriers quickly make off to the deeper recesses of the factory complex with the wreckage. The view from deep inside this factory complex is inspiring in its entire, awesome, industrial sprawl. Everywhere you look you see the sides of what must be manufacturing shops and assembly line floors. Many harsh industrial smells assault the nose with enough lingering chemical potency to make one wish for a breath mask. Several different corporate logos and signs dot the various 'intersections' and alleyways between buildings, but given the signs of wear it is impossible to determine which corporation or group would own this complex. Working light fixtures are so sparse in this area that the place seems trapped in twilight.

"So..." Korlana intones impatiently. "Which way to the star port?"

The heroes and Korlana are effectively lost deep within an aged and decaying industrial complex that surprisingly seems to still be in production. Aside from the wounded Caarite, their biggest problem is going to be finding a way back to the star port.

Electromagnetic interference in the area makes the use of commlinks very difficult, and limits their range to about 100m. This means calling out for help or pickup is not possible.

The Caarite is named Hohn Ryntz. He is here to help the Heroes, though they may not trust him, especially if they discover and hack his Metatheran Cartel data pad. To hack past its security measures, a Computer Use check is required (DC 20/25/30). On the data pad, in the Caarite script (requiring the Read Caarite skill to read), are extensive dossiers on all the heroes, and some information on their current assignment (Current employer; Renna or CreedCon? The name of the ship they took to Nar Shaddaa? Where it's berthed, and so forth). Interestingly enough, there is no information on Korlana.

When Hohn is first rescued he is unconscious. If

the Heroes do not find his data pad, or are not interested in hacking it, have him revive it quickly. If not, let the players have a chance to get into the data pad first. Just as they get to the juicy bits, have Hohn wake up. He is disoriented, but as soon as he gathers his wits he notices the pad is gone and ask for it back.

Hohn's injuries are not horribly debilitating: he has 0 vitality and 8 wounds remaining. Though very sore, he could certainly move about on his own. After some medical treatment or Force-assisted healing he could be wound-free.

Once revived, Hohn insists that the heroes move deeper into the factory as quickly as possible. He tells them that this will make it more difficult for the bounty hunters to locate them.

Hohn can explain that the bounty hunters are after the heroes, not Korlana. Please refer to Hohn's description in the appendix for a full explanation of the situation. Keep in mind that Hohn does not give the heroes a full explanation of the situation. Hohn tells the heroes that there is a gigantic bounty on their heads that has been accruing for over 10 years now, and this has prompted a skilled group of bounty hunters to team up. One, very experienced bounty hunter is coordinating everything.

Hohn has only come here to warn the Heroes due to the bad PR that will hit the Cartel (not that he would readily share his true motivations.) Should it be discovered that Velin Wir was the one who had contracted the hit over 10 years ago, the Cartel will have a major embarrassment and Hohn will certainly lose his job. Contract AA23 stipulates that the heroes and their companions are to be captured and 'removed'. Payment is reduced to a mere fraction if any of the heroes are killed, so great steps will be taken to capture them.

The heroes may be suspicious of the Caarite. Several trilogies worth of adventures against the machinations of the Metatheran Cartel will do that. However, there is a chance that one or more of the heroes present may have distinguished themselves in service to the people of Caarimon during the *Metatheran Caution* trilogy. Should any hero have earned the certificate 'Badge of Respect', Hohn has a reason beyond self-interest for coming to Nar Shaddaa. He truly does feel indebted to the people who saved his planet from a bio-engineered plague. We denote portions of Hohn's script below with 'BADGE' indicating that following text is to be read to the players only if one or more of them have earned a Badge of Respect.

Other sections are also tagged with a Sense Motive skill check. These portions of text are only to read aloud if a character interacting or observing Hohn succeeds at the listed DC.

Questions for Hohn Ryntz

That's a nice data pad... why are you so interested in us?

As a being of conscience I could not be otherwise. Apologies... let me be more precise... you are all the subjects of a massive bounty contract. You are in considerable danger.

So... the bounty hunters were not after Korlana? They were after us? *Yes. Although Miss Toryn's father is well known, I am positive they are not after her.*

What's your connection to this contract on us? You were going to get to that, right? *Well yes, of course. The Metatheran Cartel is interested in seeing that this contract is canceled as quickly as possible.*

Oh... and why would that be? *Everyone knows that the Cartel loves Cularin. What would happen if her most prominent citizens met with an ill fate when we could have prevented it?*

BADGE – *Many of us feel we owe you at least this, if not more for your efforts in protecting Caarimon from that attempted biological weapon attack.*

We're very touched. So why are you here on Nar Shaddaa... in the same bar where these bounty hunters were trying to ill-fate us? *The details of the contract are hard to explain. To be direct, I need the consent of the Hutts to cancel the contract on you. Nar Shaddaa is really the only place I could come to ask such a thing. Coworkers of mine who are stationed in Cularin advised me that you were coming to this world for some reason... though I suspect I now know why. I tried to catch up with you in that awful bar, to warn you, but it appears as though the hunters beat me there.*

Do you mind telling us who wants us dead this time? *Dead? Oh no-- not dead. You are wanted alive. The contract clearly states that you are to be removed from the affairs of the Cularin system, alive, for an indefinite period of time. The posted reward is reduced to 10% of its total value should you be killed.*

Curious, but that doesn't answer the real question. Who ordered the contract? *It is difficult to explain... a man who was once a prominent member of the Cartel placed this contract. But that isn't really important any more.*

Maybe you think so. Who was it? *Velin Wir. The head of our original attempts to introduce the benefits of the Cartel to Cularin. He apparently was very proactive in settling his political vendettas, and had arranged for this contract prior to his death. I am sure that you ran afoul of him or his remaining supporters at some point.*

It was something of a habit. Did the Cartel itself

sanction this contract on us? *Of course not. We love you as you love Cularin.*

We hear that a lot. How does a dead man pay out a bounty? He was killed over 10 years ago and the contract is still active? *Wir had placed considerable funds inside a hidden trust fund. He knew his superiors would have been displeased with this contract, so he took steps to hide his actions.*

The reward money for the contract was pre-arranged, in a manner of speaking, prior to his death. With the disappearance of Cularin for an entire decade, I am sure you can understand why this small detail was overlooked.

Why is it that the Cartel wants this bounty called off? Some in your organization would likely support it. *Certainly not!*

BADGE – *I'll be honest with you... should it be learned that the Metatheran Cartel was in someway connected to this bounty the public relations nightmare on Caarimon would be disastrous.*

(Sense Motive – DC 15/20/25) There seems to be more to this than you are letting on. What's your connection to this? *Well, it might turn out that I had a part to play in all this. 10 years ago I was a junior auditor with our Internal Affairs department. It was my job to investigate and close all outstanding accounts belonging to the late Velin Wir. I encountered several discrepancies in his books but explained them away without really investigating them. My superiors were eager to distance the Cartel from Wir's actions, and wanted his dossier sealed as quickly as it could be.*

Then Cularin disappeared for 10 years and we on Caarimon largely forgot about the system. Well, after the attempted terrorist attacks on our world, it occurred to me that Mr. Wir had created some kind of painful legacy for all of us. I reopened his books, and began to investigate his financials from 10 years ago. I found that he diverted a large amount of funds towards an interest account and tied that account to a bounty contract against his enemies, namely you. I must say that the account has grown in size over the years. The contract on the group of you is substantially larger than Wir had intended, I am sure.

So how much are we worth? *The contract is worth nearly a half million credits.*

A half million credits!!! Why isn't the entire galaxy after us? *The contract has been all but lost over the past 10 years. Somehow, the reappearance of Cularin and your efforts to save Caarimon have caused the contract to resurface. I can tell you that,*

for now, very few bounty hunters are likely to know of this, but that won't last. I must convince the Hutts to allow the contract to be canceled.

You can do that? *I hope I can. I did manage to find the authorization codes Wir had created for this contract. There is just one problem. To verify the codes, I will need to provide a DNA sample from Mr. Wir. I wish I could turn back time and pull his personal effects from the incinerator. If I even had a hair, or a few skin cells from a personal item of his... what's the use? I have to hope that the Hutts will find something humorous in all this and permit the cancellation anyway.*

At this point, it might occur to some players that a sample of Velin Wir's DNA might yet remain on his broken lightsaber (available as the cert “Burned Out Lightsaber” from Eye of the Sun part 3 “Revelation and Refutation”) If a hero is so inclined, he or she may offer this trophy to Hohn in the hopes that it can be used to successfully call off the contract.

If multiples of the cert are at the table:

It would only make sense that only one hero actually has Wir's broken lightsaber, so the players should come to an agreement amongst themselves as to who will give up their certificate.

Give up a cert? Hohn makes it clear that this trinket is not going to come back to the person who gave it up. The Hutts are likely to keep it. Don't tell them, but there is a replacement certificate at the end of this module for something different for this generous hero. If no one has or is willing to give up this broken lightsaber, do not fret. The Hutts may allow the contract to be canceled, based solely on the bribes that Hohn can give them. Do not share this with the players however.

Note also that the player of the hero may simply allow you to write “Void” on the cert, in ink, with your initials beside it. They could then keep the cert as a souvenir.

My friends, I cannot stay with you any longer. The more I delay, the greater the odds that this news will break and even more bounty hunters will come for you. I must see the Hutts on my own— you, on the other hand, need to hide. I will likely need the better part of 10 hours to try to cancel the contract, so you must stay safe until I do.

I suggest you try making your way back to the commercial district nearby. There is safety in crowds, I think. To get there, you need to find your way through this factory towards the east. It won't be easy, but you must try. Oh...and while you are moving through the factory, try to disturb as little as possible in there—the more you disturb, the easier it will be for the bounty hunters to find you.

At this point, the heroes are going to have to decide what to do about all this. They could let Hohn go, trusting he will do what he says. They could insist that they all go see the Hutts together. They could also decide that Hohn would look better with a blaster hole in his chest (although we certainly hope this is not the case).

The important decision they need to make is this—is Hohn coming with them, or are they letting him go on his own to the Hutts? This might require more trust that Hohn has earned at this point.

If the heroes are questioning Hohn's truthfulness:

A Sense Motive skill check (DC 12/14/16) suggests to a hero that Hohn is feeling embarrassed and shameful about the whole situation, as opposed to being deceitful. Use your judgment should a hero invoke a Force skill or come up with some other means to validate what is being told to them. They should be getting the impression that although Hohn might prefer to not be speaking about any of this; he feels he owes it to the heroes to do so. Reference the various Sense Motive skill checks in this encounter as guidelines should the heroes try other means to trust what Hohn is saying.

The rest of this adventure assumes that Hohn was permitted to continue on his own to the Hutts. We will advise you throughout the rest of this adventure if there is a spot where having Hohn with the heroes would cause an issue and what to do to resolve that issue.

Korlana remains fairly quiet throughout this entire exchange. If she wanted danger and excitement, she is certainly going to get it. Any lingering doubts as to the identity of the heroes are erased from her minds. At this point she is going to refuse to leave their side (lest she miss any excitement or be left to fend for herself).

With the danger of Contract AA23 hanging over their heads, the heroes now embark on a journey through a factory complex the size of a city.

Note: Electromagnetic interference in the area makes the use of commlinks very difficult, and limits their range to about 100m.

Encounter 4: The Factory Less Traveled

Key ideas of this encounter: the heroes make their way through the factory complex, knowing that skilled bounty hunters are not far behind them. They face several hazards which can either be overcome by skill or by force.

It seems nearly impossible that you should feel so isolated and alone on such a busy and hectic world like Nar Shaddaa. The factory complex seems to be entirely automated. Assembly and processing lines manage themselves with great clamor and commotion, leaving you to your own initiative to find a way back

to 'civilization'.

For the moment, there is no sign of pursuit, but that won't last. It is only a matter of time before the hunters are on your trail again.

While journeying through the massive factory, the heroes face several environmental challenges they need to defeat via cunning and skill. Four such challenges are presented here for your use.

When the heroes approach the hazards, describe the sights and sounds they might encounter prior to entering the challenge area. You might tell them “to the left, you can hear the sounds of rushing water and see mist rising out of a run-down looking building. Towards the right, you see a fairly well-kept looking building and hear the pulsing whine of industrial lasers.”

Make it clear to the heroes that they must bypass these obstacles in order to have any chance of staying ahead of the bounty hunters. If anyone scoffs and feels that they should meet the bounty hunters head on, remind them that they need to keep Korlana safe from harm.

Keep track of the number of times the heroes fail to bypass a hazard. Triggers for such failures are described under each hazard. Each such instance makes it harder for them to avoid being surprised in the coming ambush. Failure to bypass an obstacle (e.g. Skill check DCs are not met) also makes it harder to avoid becoming surprised during Encounter 5. Each time the heroes fail to bypass a hazard describe a terrible grating noise as the mechanism comes to a halt or an eerie silence as they turn a system off. Whatever the situation give them a hint that their actions have a consequence that they are now a little bit easier to find.

Any creative or inventive idea on how to get around these hazards should be supported and if it makes any sense, successful. Creative role-playing and clever solutions are the preferred method to successfully overcome this encounter. A general rule, unless the idea is really great, is that they should still need to make a check of the same difficulty as specified in the hazard. If they come up with something really inventive that seems like it is the better way of doing things, feel free make the DC lower.

Tiering these hazards: For groups in the low tier, please subject them to only 2 of these hazards. Middle tier groups should face 3 hazards and the highest tier should face all 4 hazards.

Environmental Hazards:

- 1) Moving Platforms and Conveyor Belts. Gigantic piles of scrap metal (most likely pieces of Totor's) and broken down machinery are being moved along conveyors and platforms. This area would remind someone of the traffic lanes of Coruscant or even here on Nar Shaddaa. Three DEX checks (DC

12/15/18) or Jump skill checks (DC 10/15/20) are required for a hero to successfully pass this hazard. If a hero cannot make all three checks, they cause this entire line to halt as safety sensors detect life forms in harm's way and cease all activity in this area. If this happens, even for just one hero, this hazard is considered failed. Thankfully, the safety sensors also prevent the heroes from taking any damage from the machinery in this area.

The heroes might make a Knowledge (mathematics) or (engineering) check (DC 15/20/25) to determine the frequency/patterns of the 'safe zones' in this mechanical nightmare. Doing so grants a +2 circumstance bonus to all Dexterity checks and Jump skill checks. "Trailblazing" is more for the purposes of time reduction, and so would not be particularly helpful here.

A Computer Use check (DC 25/30/35) at a nearby terminal halts the system for several minutes, should the heroes just want to bypass this area as quickly as possible. For the purposes of determining surprise in the ambush, this would count as failing the hazard as previously mentioned.

- 2) Laser cutting fields. Scrap metal is processed at this site by precise industrial lasers. Unfortunately, the safety protocols in this zone failed long ago and were never repaired. This means that a Dexterity check (DC 15/20/25) or Tumble check is required from each hero to successfully pass this hazard. Failure indicates the hero takes damage, but the production line is not affected. A Repair check DC 20/25/30 pauses the lasers by bringing the safety systems back on line. This of course constitutes failure to bypass this obstacle. Industrial lasers cause 3d6/3d8/3d10 energy damage.

- 3) Sonic drilling line. Although the floor of the sonic drilling line is relatively clear and easy to traverse, it is dangerously noisy. Precision sonic emitters drill small holes with focused sound waves in what appears to be piles of various robotic components. Equipment stations along the walls and marked 'safety' walkways are, of course, devoid of protective gear.

A Fortitude save (DC 15/20/25) is required to avoid 2d6/2d8/2d10 damage plus a -2 Dexterity penalty (effective until Encounter 7). Armor or equipment that might protect the ears lowers DCs by -2 to -4 (GM's choice) while the DCs are increased for species with particularly sensitive hearing (+2 to +4, GM's choice).

A Computer Use check (DC 25/30/35) at a nearby terminal halts the system for several minutes, should the heroes just want to bypass this area as quickly as possible. This would count as failing the hazard as

previously mentioned.

- 4) High Pressure Hydro Cleaner. Used to strip off the outer layer of reclaimed materials, this system uses focused, high-pressure water at hundreds of kilos per square centimeter. There is no way to avoid this system. It's a solid wall of spraying water across a conveyor belt. Heroes can either brave the hazard, or turn back and 'fail' to overcome this hazard. Heroes make Fortitude saves at DC 20/25/30 to take half damage of 3d6/3d8/3d10. Heroes wearing armor save for ¼ damage. Anyone beating the DC by 10 or more takes no damage. There is a lot of junk in this area. Use of it, with a repair check (DC 15/20/25) or any other reasonably clever idea to shield heroes when they pass the Hydro Cleaner should be successful with a relevant skill check at the same DC. This allows the Fortitude save to be for ¼ damage and heroes with armor who make the check take no damage. All characters are drenched after this hazard.

Korlana (and possibly Hohn):

GM characters accompanying the heroes through this encounter are not susceptible to being damaged. We need them to make it unhurt further into the story. You can certainly use Korlana (or Hohn) to cause tension for the heroes if the mood takes you, but they should take no significant damage. Of course, this is not to say these characters are invulnerable. If the heroes put these NPCs in harm's way, they will encounter the full consequence, including critical NPCs being injured or killed and not to mention a bantha-load of DSPs.

Killing Droids:

If you feel it is appropriate to the story, you can feel free to have E-3PO succumb to one of these hazards (along with Korlana's luggage). Smash away—he is no longer needed in this adventure.

As for hero-owned droids accompanying the heroes, they must make the same checks as the heroes in order to bypass these obstacles. Each hazard is just as dangerous to a droid (perhaps for slightly different reasons) as it is to an organic hero. Yes, the heroes' droids may become damaged or destroyed. Do not be purposefully cruel about things, and certainly do not go out of your way to harm a PC droid. However, you are within your rights to destroy a droid if the situation warrants it.

A Respite:

If any point during this encounter, the heroes are taking are having a string of bad luck, or are otherwise doing poorly for Vitality and Wounds, you can let them find a small, long unused aid station.

Fortune favors you today, despite the rest of the

galaxy's attempts otherwise. You have come across what is clearly identified as an aid station. After opening up the rusted door, you find a small it complete with half a dozen moldy cots and (number of players +1) dusty medpacs and an unused medkit.

The heroes could rest in here for up to three hours. This might not heal a lot of wounds, but remember that a hero can heal his or her character level in vitality points per hour of rest. This should come as welcome relief. Heroes with Treat Injury may also make good use of the medkit and medpacs.

The aid station would certainly not make a very good 'bunker'. It is poorly concealed, and would be very difficult to defend. Wise heroes will leave the rest station as soon as they have healed up.

Silent Stalkers:

At some point in this encounter, please read the boxed text below. This text is appropriate to use after the three-hour rest period or at any point that you feel the heroes need encouragement to keep on moving. The point of this text is to suggest that the seeker droids are following the trail of the heroes and are not far off.

They stand out clearly against the mechanized backdrop of the factory. Seeker droids are clearly stalking your group, hovering some distance behind you. They quickly whisk away behind cover and you cannot quite be sure if they spotted you. With all the ambient industrial noise in the complex, it will be nearly impossible to hear the seekers coming. For now, you know that you must move quickly to put more ground between you and the bounty hunters coming behind the droids.

NOTE TO THE GM:

- 1) This encounter ends once the proscribed number of hazards has been faced, the medical station has been visited (if needed) and the seeker droids have made an appearance.
- 2) As stated above, electromagnetic interference in the area makes the use of commlinks very difficult, and limits their range to about 100m.

Encounter 5: Didn't we just leave this party?

Key ideas of this encounter: The heroes and Korlana are ambushed as they try to cross a conveyor belt line moving large pressurized canisters of gas. It quickly becomes apparent that they can either surrender, or risk harm coming to Korlana. Even if they continue to fight, they eventually become subdued and are either stunned or gassed into unconsciousness.

After traversing a significant portion of the industrial

complex, it has become clear that your pursuers are not far off. Those seeker droids are hard to detect amidst the bustle of assembly lines and pounding noises of heavy manufacturing equipment. Even if just one of them has spotted you, it is a sure bet the bounty hunters not only know where you are but also are moving to capture you even now.

An unused ventilation conduit has led you to what must be some kind of staging area for a shipping dock. Two wide conveyor belts move in opposite directions in the center of a large chamber, carrying metallic cylinders and drums full of pressurized gasses. The cargo enters and exits the room through sterilizing energy fields. Illuminating panels that dangle from barely visible catwalks nearly six stories above provide lighting in this area. Blast doors on the other side of the conveyors seem to be the best means to exit the area.

At this point, get an idea of how the heroes intend to move across this area. Assume they might have 1 or 2 rounds worth of movement, but otherwise see that they get a chance to spread out before this combat begins.

Combat Overview:

Combatants: Shiana Trist is sniping from a well-hidden position several stories above the main floor of the conveyor room. A multitude of hovering seeker droids assault the heroes with stun blasts and glop grenades. Two high-end assassin droids enter the room on the conveyor belts.

Objectives: Shiana Trist and the droids attempt to incapacitate the heroes.

Duration: The combat should really last no more than 2 to 3 rounds. A means to draw things to close has been provided as boxed text below. Consider blowing the pressurized gas canisters after the second round of combat in order to keep things flowing smoothly.

Location: As mentioned, this fight occurs in the conveyor belt room described above. The conveyors move in opposite directions at a speed of 10m per round.

Note: While this encounter does have an unavoidable end with capture, it would be ideal if the heroes decided to surrender, since that makes it their decision and not the adventure's. If possible, move to an ending where the heroes decide to surrender to protect Korlana and themselves. If they do not surrender, stun blasters may simply overcome them. If these first two endings to the encounter are not working, please think of the knockout gas as a third and least preferable option.

Round 1: This is a potential surprise round. Please have the heroes make a Listen check (DC 15/18/21) to hear the hum of the seeker droids' repulsor engines. Those not making the check are considered unaware for this round. The DC is increased by 3 points for each of the environmental hazards that were not successfully

overcome (skill check failures and actions that halted the assembly lines count towards this penalty), since the seeker droids have been able to locate and better position themselves for an ambush.

The ventilation conduit you entered this room from suddenly closes shut and the hum of small repulsorlift engines quickly build to a high pitch as hovering droids descend upon you!

Six seeker droids enter the fray at staggered points 20m above the conveyor room floor. Two seeker droids are equipped with a glop grenade, while the other four are equipped with highly tuned heavy blasters. These highly modified droids represent extensions of K1-1R. They are remotely controlled and linked to him at all times.

Seeker Droid Tactics: Seekers equipped with blasters attempt to move within 4m and use their stun settings to incapacitate heroes. In the surprise round, the seekers only have one move or attack action. The blaster seekers move to 4m, to line up their shots for the next round. Seekers equipped with glop grenades move 10m towards the heroes, and attempt to hover over a good target spot for their glop grenades.

Shiana is well hidden with a high-powered slug-throwing rifle nearly 60m above the floor of the conveyor room. She has two types of ammunition with her (taking a move-equivalent action to switch them). She mainly uses the mercy slugs to incapacitate whatever heroes she can, as well as Korlana. For combat hardened heroes and heroes fond of wearing heavy armor, Shiana can also fire explosive ammunition. An experienced sniper, Shiana makes use of a Shadowsuit to augment her stealth. Locating Shiana's hiding place requires a Spot skill check (DC 30/35/40). Even still, the sniper has the equivalent of three-quarters cover (+7 Def, +3 Ref saves), and is also prone.

Subsequent Rounds: The entire objective of the fight is to capture the heroes. It would certainly be fitting if they made a real contest of it, but nonetheless, they are to be captured for the sake of the story. Ideally, they should fall after 2 to 3 rounds of combat, but there should be mention of contingencies.

It's also possible that the heroes don't wish to risk Korlana's life and that they are willing to surrender. That would be fine.

1) Escape is not possible. The blast doors and ventilation conduit that the heroes entered by are locked shut and quite thick. The catwalks above are going to be too high to get to, and the sterilizing fields at either end of the conveyors are harmful to organic beings. They cause 3d4 damage per round, plus force any organic being in contact with the fields to make a DC 25/30/35 Fort save or fall unconscious for 1d4+1 rounds. Armor will do nothing to protect against this torrent of energy.

- 2) Korlana gets hit. At some point in the first 3-4 rounds of the combat you should have Korlana get hit by a stun blast or a mercy slug from Shiana. This now makes the heroes' charge something of a liability, perhaps causing the heroes to think about surrender.
- 3) The droids are overwhelming. At the beginning of each round, you may bring in as many new seeker droids as you need to bring their total count up to six. K1-1R has nearly three dozen of the seekers he can bring in on this attack; so do not worry about running out. As if things weren't dire enough, K1-1R can also bring in two D516 tracked assassin droids. These droids enter via the conveyors and use their neurotoxin darts to immobilize the heroes. These are all detailed in GM Aid 3.
- 4) Blow the canisters. If you need an out, you can have a stray shot, piece of broken droid or other such item pierce the side of one of the canisters. The resulting explosion is not terrible—equivalent to a regular frag grenade both in terms of damage, and blast radius. The real problem for the heroes is going to be the gas that is released. It renders everyone unconscious within 1 round. No questions asked. Don't have heroes make a save—there is no point and it wouldn't be fair for them to use class abilities or force points on a roll they can't make.

If you use option 4, have it also affect the organic bounty hunters. Breath masks don't help. The droids can gather the heroes up and their allies will revive the hunters before the heroes awaken.

Everything goes black:

A large pressurized cylinder suddenly erupts, sending deadly shrapnel flying in all directions. Billowing clouds of a strange blue-gray gas suddenly fill the chamber and quickly render you unconscious.

- 5) *A Little Mercy:* Yes, the story demands that the heroes be captured. Most players are not going to mind that we are stacking the deck so greatly against them in this encounter. Others will take exception to the fact that we are not playing fair. All that can be suggested is this: as the GM, you can merely point out that things got really tough for the heroes of *The Empire Strikes Back*, and they need to concentrate on roleplaying their characters, and let the story unfold. As this is a literary "no win" situation: *no hero should die, or have to sacrifice a significant personal resource in this fight.* Encounter 7 provides more than ample opportunities for heroic deaths.
- 6) *Damage Control:* Despite having said that there is no escape from this encounter, there might be cause to permit a hero to escape capture. This should only happen in an extreme case of wowing the GM, and even still, you should permit no more than one hero

to take advantage of such an opportunity.

The creative hero will sit out of Encounter 6 entirely, only to reappear with Hohn Ryntz (or in Hohn's place perhaps) to join in the desperate battle for freedom.

- 7) Where did Hohn go? If Hohn is with the heroes in Encounter 5 (They did not permit him to go to the Hutts in Encounter 3), he is with them in Encounter 6. There will be no explanation for it... somehow he gets away from everyone after the gas tank explosion at the end of Encounter 5.
- 8) Do not let the heroes use too many Force Points in this encounter, before triggering the gas tank explosion that renders them all unconscious. We want heroes to feel free to use their Force Points, but this is not a fight they can win. Do not tell them this.
- 9) Do reward appropriately heroic and dramatic actions with a Force Point immediately.

Encounter 6: The Cartel Strikes Back

Key ideas of this encounter: The bounty hunters argue about testing a commandeered carbon-freezing chamber on Korlana. One of the heroes can volunteer to take her place, if two of the three Bounty Hunters can be convinced that harming Korlana will bring more trouble than it is worth.

A little more than two hours have passed since the attack in the gas-processing center, and all this time you have been kept locked up inside a cold, empty storage room. These bounty hunters are obviously experienced. Stun cuff binders and slave collars are used to keep you under control. Despite your best efforts, a means to escape has yet to present itself, as the slightest of movements bring a torrent of pain from your bindings.

Three voices have been arguing for nearly 20 minutes just outside this storage room. The central source of debate is Korlana. Apparently, the bounty hunters have just confirmed her identity, and confirmed that they have a bit of an issue. However, an emotionless, mechanical sounding voice had decreed that Korlana would be used to 'test the chamber'...

"Our priority targets are those defined by Contract AA23," the Voice explains. "Korlana Toryn is expendable. She is the logical choice for testing the chamber."

"Logical? I don't see risking a Senator's wrath over the death of his daughter as being a 'logical' choice. Do you not have any confidence in your modifications?" asks a smooth sounding female voice.

"The equipment was not designed to freeze living subjects. There is a significant risk of termination

until I can recalibrate the chamber with a test subject." the Voice replies.

"Relax!" a gruff, heavily accented male voice interjects. "We can pin this on our subjects! Shiana's good at planting evidence... me and my boys can dump the bodies and loose their ship somewhere. This is Nar Shaddaa!!! We can do whatever we want!"

"I'm not being paid to frame up these people, Drokka!" snaps the woman's voice. "Toryn is not my target... is not our target. If she dies in that chamber, there are going to be repercussions."

"The Republic is dying... we don't need to fear any fool Senator!" growls Drokka.

"Affirmative." The Voice chimes in. "I have allies who oppose the Republic. Senator Toryn will pose us no threat."

"All right. Let's just get it done." Shiana gives in. "I've already had more than I bargained for from this venture."

The storage room door quickly opens and four battledroids march in ahead of a human woman, male Rodian and a sinister looking humanoid droid. The blond-haired woman has a sharp, attractive face and the body of an athlete clothed in a black body suit. The Rodian looks burly and menacing. The hilts of several bladed weapons can be seen on his belt when not covered by a jacket whose style is very familiar to you all from the sailbarge.

The droid looks like no model that is relatively current, and shows signs of having been in many a firefight – carbon scoring and patched repairs seem to dominate its body. Its sleek head is nearly featureless, though it has the shape of a human head. Where there should be two photo receptors, there is instead one single scanner that glows with a menacing red light that pulses as the droid speaks.

"Targets... My designation is K1-1R." The droid informs you. "You have been positively identified as the subjects of bounty contract AA23, posted on behalf of the Metatheran Cartel. You will be frozen in carbonite and removed from the affairs of the Cartel indefinitely."

"Miss Toryn will be used to test the calibration of the carbon freezing chamber. Though her death is highly probably, the data I gather will help prevent your own deaths, and thus the loss of reward."

"I hope you rust apart you tin can!" Korlana snarls as she tries to kick at K1-1R. Drokka, the Rodian, quickly swipes the girl with a powerful backhand and she goes unconscious.

For the mechanically inclined:

Allow heroes to make a Repair or similar skill check (DC 15/18/21) to notice that K1-1R is some kind of modified military protocol droid. He is obviously of long out-dated model, but appears to be fully independent. He seems to be equipped with a shield generator and some kind of remote processor broadcast

array. It is highly likely that K1 is the 'brain' for all the seeker and battledroids.

The bounty hunters, K1-1R, Drokka, and Shiana Trist have captured the heroes and Korlana. As per the contract details, they plan on 'removing' the heroes of Cularin, essentially through a carbon freezing process. Dissatisfied with the work his minions are performing on the Carbon Freezing chamber, K1-1R plans on testing the machine on Korlana, as she is perfectly expendable.

Drokka and Shiana are willing to go along with this. Although they are aware of who Korlana's father is they are willing to risk any repercussions in exchange for the bounty they can collect. For K1-1R, the choice is clear. The heroes have a tremendous bounty on their heads but only for live capture. Korlana is effectively worthless to the droid.

The heroes have a chance to convince the bounty hunters to choose one of them instead of Korlana as a test subject. Allow the heroes to make Sense Motive skill checks. Consult the table below and reveal the following information to the heroes as per their rolls. This should help prompt the heroes into taking some kind of action to save Korlana.

DC	Insight Gained
10/12/14	It sounds like this Shiana is very much against using Korlana as a test subject. She might be the key to saving the girl.
13/16/19	Drokka comes off as a thug and bully. It might be possible to goad or trick him into accepting a hero in the chamber instead of Korlana.
15/20/25	K1-1R obviously has no fear of repercussions from Korlana's death. He does seem to be highly motivated by the profitability of this contract. If he were told that the Contract was to be canceled, he might not waste time with a test subject, instead preferring to freeze the heroes as quickly as possible thus fulfilling the contract as quickly as possible.

If Drokka is going to be convinced that a hero should be testing the chamber instead, he will have to be bluffed, intimidated or fast-talked. He isn't the smartest guy around but he is very streetwise. An Intimidate or Bluff DC 30/35/40 is needed to convince him. Fast-talking is the best option, which should be primarily role played. Drokka is a macho kind of bully, so any approach that makes Drokka out to be a weakling or coward in front of his men is likely to enrage him (and the DC's become 15/18/20)). At that point he insists on a hero being chosen to enter the chamber first, claiming that the modifications for live subjects are good enough as they are.

Shiana is all business. A Diplomacy skill check (DC 15/20/25) can convince her that a hero dying in the

carbon freezing chamber just means less money, as opposed to having a prominent senator hunting after you for the death of his daughter.

K1-1R is a bit harder to convince. He has absolutely no fear of repercussions from Senator Toryn, unlike his partners in this matter. He lacks the emotional weakness of Drokka, and the sense of mortality that might convince Shiana to leave Korlana unharmed. The droid might respond favorably if it is mentioned that someone is working to cancel Contract AA23 even as they speak. It could be argued that if the bounty hunters fulfill the terms of the contract before Hohn Ryntz can call it off, the Hutts would have to honor the contract and see that it is paid out. Still, a Diplomacy skill check (DC 20/25/30) is required to get K1-1R to accept a hero instead of Korlana as a test-subject.

Though many heroes may volunteer only one is chosen to take Korlana's place, and that hero will instead be taken away to the carbon-freezing chamber. If several heroes volunteer, either: (1) take the first, (2) best roleplayed volunteer, (3) random roll. Do what seems best. If the hero roleplays this well (see below), then the moment when they go into the chamber adds drama to this act of heroism and they receive a Force Point at the end of the freezing description.

Korlana is not out of it for long and recovers for the carbon-freezing scene, regardless of who is to be frozen.

Once the first victim is decided, the droids lead the heroes out of the storage room, down a short corridor to a carbon freezing facility. Think 'Bespin on a budget', as you describe the scene and read the following boxed text.

The carbon-freezing chamber is a large room deep inside the factory complex you have been trying so hard to escape. Conduits, pipes and wiring of all kinds enter the room from various points and seem to snake their way about the room before they all seem to connect at the center of the chamber. The smell of burned out electronics mingles in the air with the metallic taste of carbonite.

You are collectively prodded at blaster point down sets of stairs that bring you to the main platform of the chamber. It is from the center of this platform that K1-1R intends to lower his victim into the processor unit. The process is going to be a horrible ordeal. Pressurized liquid carbonite is blasted onto the victim where it solidifies instantaneously. If the body can withstand the shock, it will have entered a state of hibernation intended to protect the victim from such extreme exposure.

Four battledroids guard your group at one side of the platform while 2 of Drokka's men push [VICTIM] into position and lock [him/her] onto the processor's loading platform.

Drokka and Shiana wait behind K1-1R as the

chamber builds up power and pressure. The noise of the apparatus drums like thunder while smoke and sparks erupt from overloaded conduits above you. The apparatus begins to lower [VICTIM] into the processor.

If Korlana is being frozen:

The young woman is obviously frightened. Tears stream down her face, and she seems to struggle in vain against her bonds. Even still, as the platform locks into place within the processor, you can see a look of resolve and calm suddenly come over her.

If a hero is being frozen, ask them to describe how their character is reacting to their impending fate. This is a chance to have the brave hero give a knowing wink to his friends, cast a glaring look at her enemies, or otherwise roleplay their character facing an event that could likely end in death. If the player cannot come up with anything or wants you to take over, you could modify the text for Korlana, above. It's better if the player roleplays it, of course.

The piercing symphony of hundreds of high-pressure jets precedes a vast cloud of steam and carbonite fumes. Though it last for just seconds the freezing process' effect on the equipment about is profound. Lights flicker on and off and even the giant claw moving in to recover the frozen slab in the processor seems to have trouble moving into position and pulling [VICTIM] from the machine.

Within a few more seconds, a good amount of the steam and smoke has cleared out, allowing you a perfect view of the pained visage of [VICTIM], frozen in horror on a slab of carbonite!

What does the player of the frozen hero do now?

Rather than just sitting out the climactic scene (which is an option, if the player prefers), the player of the volunteer can play Korlana for the rest of this encounter and Encounter 7.

However if the player strays from Korlana's IC personality don't hesitate to give a warning and overrule the action. If it occurs again, take control of Korlana and that player will just have to wait until their character is free. It isn't likely this will happen, and there's no need to threaten players regarding this; but if things do get out of hand take quick action to minimize the impact on the story.

Encounter 7: Contract Terminated

Key ideas of this encounter: The heroes must take advantage of a momentary distraction in the Carbon Freezing chamber and fight their way past 3 deadly bounty hunters.

There are two important issues we need to deal with prior to letting the fight begin. We need to know what equipment the heroes might have on them, and we need to know what happened to Hohn Ryntz.

Equipment: Drokka's men subjected each hero and Korlana to a thorough search. Everyone's weapons and armor were removed from them. You may permit the heroes to make up to two Sleight of Hand skill checks (DC 15/18/21) to retain a piece of equipment that is no larger than size Small. If a hero does not have ranks in Sleight of Hand (the skill cannot be used untrained) they may instead make a Dexterity check at the same DCs to retain any one item which is not larger than size Small.

Bear in mind that should a player 'wow' you with any sort of explanation as to how they managed to hide a particular piece of equipment or weaponry through the search, run with it. Assign an appropriate skill check using the listed DCs as guidelines.

Jedi characters notice that Drokka proudly wears their lightsaber(s) on his belt as trophies.

Deciding How the Heroes Escape:

What happened to Hohn? Ideally, it is hoped that the heroes trusted Hohn enough to let him travel on his own to the Hutts. If they have, you can read the 'Heroic Caarite' boxed text to kick off this encounter, or, if the heroes come up with their own solution, he can bust in next round.

You can use the same read-aloud text in the event that Hohn was with the heroes up to the end of Encounter 5, and then disappeared. As explained in Encounter 6, somehow Hohn eluded capture after the gas tank explosion.

Did Hohn somehow die prior to this scene? It is possible, if unlikely. In such a case, the heroes must free themselves. The critical moment occurs as K1-1R, in the boxed text below, says:

“Freezing and hibernation are successful. Excellent. Reset the chamber for...”

Options include the section: 'A Powerful Ally It Is', if a Force Sensitive hero with the ability to use the Move Object skill is present and is looking for some way out. Allow a simple Spot check to find the capacitor trunk. That would allow him or her to throw an electrical conduit onto K1-1R. If a Force Sensitive asks for options, that's one and the boxed text description of the result is found below.

Ultimately, the choice of what device you use to give the heroes their chance at freedom is up to you. Go with what makes the best sense for the story. Ideally, Hohn should either initiate freeing the heroes, or be right in on the second round of the battle for the sake of the story – he does not abandon their faith in him if they let

him go to the Hutt in Encounter 3. If this isn't plausible based on how the story has unfolded, run with whatever the heroes can come up with, referencing the specific text should a hero use Move Object.

If Hohn does come to the rescue, use "Heroic Caarite" if he kicks the rescue off, or paraphrase it if the heroes can start the breakout themselves.

If one of the heroes took Korlana's place, the young noblewoman bravely decides to help in whatever capacity she can. Otherwise, she takes cover and waits for the battle to end.

Hohn is dead and there are no Force Sensitives or other gimmicks available.

Well, if there are no other options, this old and unreliable carbon-freezing chamber was good for only one freeze, and now it's ready to malfunction. Paraphrase the section "A Powerful Ally It Is" and simply have a power capacitor blow up and shower K1-1R with ion plasma and electricity, producing the same effects.

Heroic Caarite

Smoke and steam pour from the carbon-freezing chamber and cling to the frozen form of [VICTIM]. Power cables and control panels spark and sputter with the increased power load that K1-1R is forcing through the chamber's systems. The assassin droid steps up to the carbonite block and seems to be scanning it.

"Freezing and hibernation are successful. Excellent. Reset the chamber for..." the droid's menacing monotone is cut off as his entire body suddenly writhes with electrical current! From across the chamber, a familiar Caarite, dressed as one of Drokka's men, removes his helmet and prepares his ion rifle for another shot. Before he can react though, Shiana Trist fires several quick shots at Hohn, two of which connect and send the Caarite tumbling off the platform.

Everything seems to move in slow motion as all of K1-1R's droids become inoperative and your stuncuffs suddenly fall to the floor! Freed from your bonds, you have one quick chance to seize the momentum and fight your way to freedom!

A Powerful Ally It Is

Smoke and steam pour from the carbon-freezing chamber and cling to the frozen form of [VICTIM]. Power cables and control panels spark and sputter with the increased power load that K1-1R is forcing through the chamber's systems. The assassin droid steps up to the carbonite block and seems to be scanning it.

"Freezing and hibernation are successful. Excellent. Reset the chamber for the next subject." the droid's menacing monotone voice commands.

(Paraphrase the next part as needed.)

Sensing a pivotal opportunity, [FORCE USER] reaches out with the Force. With a shriek of tortured metal, a barely contained capacitor trunk suddenly falls from the ceiling of the chamber and rakes K1-1R with electrical current!

Everything seems to move in slow motion as all of K1-1R's droids become inoperative and your stuncuffs suddenly fall to the floor! Freed from your bonds, you have one quick chance to seize the momentum and fight your way to freedom!

Running this fight:

Setup: The Heroes, Korlana and E-3PO (If he made it through the factory) start standing next to each other, surrounded by 4 battle droids armed with blaster rifles. They are going to be on the opposite side of the carbon-freezing chamber from K1-1R, Drokka, and Shiana. Drokka's remaining men start the fight near the staircases that lead away from the central platform of the carbon-freezing chamber. K1-1R also has a few seeker droids and can call in his ominous tracked D516 Assassin droids if the need presents itself.

Round 1: The heroes automatically gain surprise over their enemies this round. This is a chance for them to grab weapons, take cover, or do whatever they want in preparation for what is going to be a tough fight.

As for grabbing weapons, bear in mind that the battle droids guarding the heroes are temporarily offline, as is K1-1R. This won't last long, however. The heroes could grab blaster rifles from the battle droids, or make use of Move Object to call their lightsabers back from Drokka's belt.

Round 2: This would be the first round of regular initiative. The Bounty Hunters and their minions are going to move quickly to try to take the heroes down, but this is going to be a far more even fight than that in Encounter 5.

Drokka orders his men to take the safeties off and put the heroes down for good. The Rodian has been chaffing for a good fight, and now he has it. He doesn't care about the bounty anymore, and simply wants to wallow in some carnage.

Shiana is more of a pragmatist about the situation. She fights a retreat as her skepticism about this contract has finally won out. She does not attack any of the heroes first, but returns any fire that comes her way with lethal force.

K1-1R and his droids are going to be out of commission for the remainder of this round, but that is it. K1-1R is about to come back online, and his logic circuits are just a bit fried at this point. Once he recovers, K1-1R and his droids do whatever they can to terminate the heroes.

When does this fight end?

This fight is over when a) Drokka is killed or incapacitated. After he goes down, his men will not be

so eager to fight and may surrender or flee if properly motivated. b) K1-1R must be destroyed. Once he is terminated, the droids under his control become inoperative. c) Shiana's goal is to escape. The heroes may or may not permit that; so, as long as she is out of the fight they are one step closer to concluding this encounter.

Hohn Ryntz is not dead (If he appeared in this encounter). Shiana's shots did injure him and take him out of the fight but he will pull through.

This fight is too hard!

This is supposed to be very hard fight. Heroes are supposed to face overwhelming odds and come out on top. Nonetheless, we really only want to see heroic deaths here. Deaths brought about by a run of horrific luck just aren't satisfying. Use your judgment should things really be going against the heroes. If the odds are just too stacked against them, you could consider the following boxed text that turns all organics into targets for K1-1R's droids:

“TERMINATE ALL ORGANICS!” K1-1R screeches, his vocabulator obviously malfunctioning. With sudden deadly purpose the droids turn on the nearest living being, regardless of where loyalties stood just moments ago. Now Drokka, his men and Shiana are all targets of the malfunctioning droid's rage!

This fight is too easy!

Really? Ok... send in the D516 Assassin droids, perhaps some more battle droids, or seekers. Why not try to force other heroes into the carbon-freezing chamber? Escalate the tactics used by the heroes' opponents—more combined fire, use of cover, stun attacks, and so on. Honestly, even at the highest tier, this fight should still prove challenging and fun, and that is the real goal... not a massacre of the heroes.

Cleanup:

Once the heroes are victorious, anyone who had been frozen in carbonite is thawed out in quick order. The journey back to the starport and home will now be a lot less dangerous with these bounty hunters taken care of.

Conclusion

A few days after returning home to Cularin with Korlana, you are contacted by Master Lanius, who requests a visit.

Having been escorted into his familiar chamber by a droid, you see Lanius sitting with Korlana. Lanius is seated in a low chair. Next to him sits Korlana. She is no longer dressed in her off-world fineries. She wears plain clothes, having seemingly done away with her considerably glamor and glitz. She seems remarkably happy and content, even given the short time you've

known her.

“Welcome my friends”, says Lanius. “I am deeply indebted to you for your service. I am sorry you encountered such problems on Nar Shaddaa and I am pleased you were able to disentangle yourself from that situation.”

Lanius pauses and looks at Korlana for a moment, his face relaxing and spreading into a smile. “I am especially pleased that Korlana is unharmed and now in the safety the Jedi can provide. While it is sad times that have reunited us, I am very happy to have this dear child by my side, once again.”

“Oh Uncle Lanni, stop it” responds Korlana, who blushes slightly and lets a playful smile light up her face.

Lanius appears to be somewhat embarrassed by his “niece's” pet name for him.

The Jedi Master stops for a moment and takes a deep breath. “I have received word that Contract AA23 has been suspended by the Hutts, but not yet cancelled. I am sure those gangsters are merely weighing the options of keeping the Contact active. I feel that in time, they will cancel it outright, but until then, continue to be cautious if you journey outside Cularin.”

“You have once again done me a great service and for that I thank you. As does Senator Toryn. He wished me to express to you his appreciation. Rest assured that it will take tangible form. [you could hand out the Gratitude of Senator Jasso Toryn cert here, if you like]. “We are both very grateful. Now if you excuse me, Korlana and I have much to discuss. I'm sure you understand”.

The droid leads you out and sends you on your way. Finally you have time to think, to look back to how such a simple mission became such a dangerous race for survival. Fate does have a way of throwing you in harm's way more often then not. At least you always seem to get out more or less intact, and having done right by the Universe along the way.

While you have escaped this time, you can only wonder who else may be carry a vendetta against you- - and what they're willing to do to make good on their wish for vengeance.

Here Ends Contract AA23

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure

Experience (600 XP for core LF plot scenarios, 350 for non-core LF scenarios).

- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes trust Hohn Ryntz and thwart the bounty hunters? If so, each hero who survived receives 350 XP.

Adventure Experience:	350 XP
Roleplaying Experience:	0-400 XP

(Note that a hero who took Korlana's place in the Carbon-Freezing chamber should likely be considered for a maximum award, if it was in character.)

Total Possible Experience: 750 XP

If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in thwarting the plans of the bounty hunters, but did not let Hohn go to the Hutts, award them ¾ adventure experience.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually encounter in the scenario.

Encounter 2:

For each of Drokka's men defeated – one heavy blaster pistol, one combat jumpsuit, one vibroblade. * The combat jumpsuit and vibroblade may simply be logged and added to the hero's gear. There are certs for the heavy blasters.

One broken datapad (has no value but does display information about Contract AA23) *

100 credits each as a reward from Korlana.

* - Players must indicate that they are taking these items or they cannot have them at the end of the scenario. Remember that Totor's is torn apart by salvage droids at the end of Encounter 2, so there will be no chance to claim these items if the heroes do not think to do it early on.

Encounter 3:

Hohn Ryntz' datapad (only if they do not give it back)

Encounter 4:

A number of medpacs (hero number +1)

One unused medkit

These may simply be logged and added to the hero's gear.

Encounter 7 and Conclusion:

Gratitude of Senator Jasso Toryn [one per hero]: The senator is grateful for the assistance of the hero named above in providing safe passage for his daughter to the Cularin system. He is eager to help by reducing any bureaucratic paperwork for those he owes a debt. (This certificate reduces the number of *Gratitude of the Army of the Republic* certificates required to obtain a permit for a restricted item by 1. In effect, this certificate would count as one of the 3 *Gratitude of the Army of the Republic* Certificates.)

If the hero does not have need of such a benefit, this certificate can *instead* provide a *one-time*, circumstantial +5 modifier to a negotiation or barter roll with a non-hostile individual. It may add to a Bluff if appropriate, at the GM's discretion. This effect may take some time to arrange (again, GM's discretion).

Effects of an Experimental Carbon-Freeze [one per table, only for the hero who was frozen instead of Korlana]: The hero named above was exposed to a horrendously calibrated carbon-freezing chamber. By rights, the hero should be dead. Through some chance factor, not only is the hero alive but somehow harder as a result of the process. The following benefits are gained:

- A +3 circumstance bonus to all Fortitude saves for the next three adventures.
- The hero is considered to have natural armor with a DR of 2 for the next 3 adventures. This can stack with the DR of worn armor.

There is no visible sign of these effects except that the hero seems somehow more resilient to being injured. Please check off the boxes below as this effect wears off over the next three adventures.

Drokka's Rodian Throwing Razor [two per table, printed out as #1 of 2 and #2 of 2]: The bounty hunter known as Drokka was a deadly expert in the use of his people's signature throwing razors. The hero named above now possesses one of these razors, proof that expertise alone cannot decide the outcome of a battle.

Rheshalva Interstellar Armaments Rodian Repulsor Throwing-Razor

Weapon Type: Repulsor Throwing-Razor; **Proficiency Group:** Exotic (Repulsor Throwing-Razor); **Damage:**

2d6; **Critical:** 19-20; **Type:** Slashing; **Range Increment:** 10m; **Weight:** 1kg; **Size:** Small; **Hardness:** 5; **WP:** 3; **Break DC:** 13; **Special:** This weapon may be thrown up to ten range increments instead of the usual four. These blades are programmed to return to the thrower, and wait for retrieval. They home in on a small transceiver on the thrower's belt.

Shiana's Sniper Rifle [one per table]: The contract killer, Shiana Trist, walks a fine line in the galactic community of assassins. While many of her colleagues prefer blaster rifles, she prefers the accuracy and utility of slug throwing rifles. During an encounter on Nar Shaddaa, the hero named above retrieved one of Shiana's customized weapons. This certificate does not act as a license to legally bear this weapon, and sniper rifles are considered illegal in the Cularin system and most civilized areas. Check with local authorities.

Customized Czerka Adventurer

Weapon Type: Modified Slugthrower Rifle; **Proficiency Group:** Slugthrowers; **Damage:** 2d8+1; **Critical:** 20; **Type:** Piercing; **Range Increment:** 30m; **Weight:** 4.5kg; **Multifire/Autofire:** M; **Size:** Medium; **Hardness:** 4; **WP:** 5; **Break DC:** 16; **Special:** This weapon has a 15 shot ammunition clip. Additional clips cost 6 credits. **Special:** This weapon has been modified with an integral ranging scope. This device negates the range penalties for the first two range increments (i.e. there is no range penalty for targets out to 89m.)

Reduce, Reuse, Recycle [one per table]: From the debris of K1-1R, the notorious assassin droid, the hero named above has located some parts that can be used to perform modifications to a droid. If the hero named above pays 500 credits for the modifications to Joh's Droid Emporium, one of the following modifications can be installed on a droid. Circle the desired modification and staple it to your Droid's character sheet (or certificate), once the GM has initialed that the modification has been paid for.

A droid may only ever benefit from one of these certificates, and the modification is considered to be a permanent addition to the droid's capabilities.

1. Improved Sensor Package – Provides the droid with a +2 equipment bonus to all Listen, Search and Spot checks (See RCR p. 369).
2. Adaptive Relay Interface – The droid's Intelligence is increased by 2
3. Shield Generator – DR 3 against all damage. Must be installed on droids of size Small or larger (See RCR p. 370).

Ancient Holocron Fragment [one per table, only for the hero that gave up Wir's Broken lightsaber]: Hohn Ryntz contacted the hero named above shortly after returning from Nar Shaddaa. Hohn has located a trinket

that might be a suitable replacement for the broken lightsaber of Velin Wir, which was offered up by this hero to help cancel Contract AA23. This crystalline fragment is said to be a splinter of some ancient Jedi holocron. There is to be no way to confirm this, but the fragment might make an excellent piece of jewelry. (In game terms, the hero who possesses this fragment and carries it with them during an adventure gains a unique ability. The hero may re-roll the use of a Force Point once per adventure, but only when the light side is being called upon. The second roll, regardless of the result, must be used. This ability can manifest once in three separate adventures before whatever connection this fragment had to the Force is gone forever.)

Each time you use this effect, check off one of the boxes below. When they are done, the effect ends, although the fragment still looks beautiful.

Player Handout 1: Welcome to Nar Shaddaa

This handout is intended to give you the background information you need for this adventure.

The Mission – A Favor For a Jedi Master

The Clone Wars has been a difficult time for all the Jedi of Cularin, but when Master Lanius summoned you to ask for your help, there was something different about his demeanor. He was certainly concerned that his old friend, Senator Jasso Toryn, was asking for help in this time of war, but his concern seemed largely directed at the senator's daughter. Korlana Toryn was to be sent to Almas to stay under the protection of the Jedi Order. The repercussions of the Jedi losses to the Clone Wars were forgotten and Lanius almost seemed upset that he could not travel to Nar Shaddaa himself to rendezvous with Miss Toryn.

Your agreement to undertake the mission lifted a weight from the master's mind however, and at his urging you left as quickly as possible for to travel to the treacherous Hutt system where you would find the dangerous world of Nar Shaddaa and a senator's daughter.

Nar Shaddaa – The Smuggler's Moon

Located in the Y'Toub system, orbiting the Hutt home world of Nal Hutta, is the infamous den of scum and villainy of Nar Shaddaa. While Nar Shaddaa is also encased in endless city, any similarity to Coruscant ends there. While Coruscant is the center of the Republic, a shining beacon of light that leads the galaxy, Nar Shaddaa is quite the opposite. This vile moon is a central criminal haven, a desolate shadow that consumes those who get lost in it.

The surface of the planet is covered with vertical cities that are crowned by fueling spires and space docks that reach into orbit, leaving the streets of Nar Shaddaa in constant shadow. Underneath topside, down in the undercity live the dregs of society—a very unsavory group of characters considering what the elite of the planet are like. These lower levels have fallen to ruin and now hide the desperate, the despairing and some say, the twisted descendants of the ancient creature that once live here and were wiped out by the Hutts.

Everything on Nar Shaddaa has a price. This includes life, which is cheap. This moon is the place many begin, and end, their life in the underworld. Slavers, spice dealers, bounty hunters, pirates, slicers and more come here to seek their fortunes where the stakes are high, and where life is nasty, brutish and short.

Totor's Party Kave

Most bars and nightclubs on Nar Shaddaa would qualify for any sane being's "list of places to avoid". Totor's Party Kave stands out on such a list. Not only is the bar renowned for being a den of criminal activity, but also it is actually a modified sail barge of the type favored by Hutt gangsters from across the galaxy. The Kave travels around the sky lanes of Nar Shaddaa calling at frequent stops to take on new patrons or to throw off rowdy ex-patrons. Bad music filters out of the dingy, battered hull of the barge and spice-scented smoke wafts from the open windows and main hatch of the Kave. The patrons themselves could perhaps all be on day-release from the harshest penal colony around as they size up all newcomers like fresh meat.

Player Handout 2: Contract AA23

Note: the following information can be retrieved from a thug's damaged data pad or from Hohn Ryntz' data pad in Encounter 3.

Fortune Seekers Intergalactic Bounty Dispatch Service
Channel 40461-A, Nar Shaddaa, by appointment only

Fortune Seekers Intergalactic BDS – Sanction Request Form

Contract Designation:

AA23, Cularin-404

Client:

Velin Wir

Target(s):

See attached documentation designating 'Heroes of Cularin'

Action:

Targets to be removed from the affairs of the Cularin system for an indefinite period of time. Targets to be confined and controlled prior to delivery to Client or Client's agents.

Restrictions:

No lethal force. Absolutely no disintegrations. Sanction must occur external to Cularin system. Penalty clause applied for undue media attention paid to the removal of targets.

Terms:

A Hutt-sponsored incentive account will be paid out to the collecting parties upon proof of sanction and delivery of target(s) to Client or Client's agents. Incentive-based interest is applied to the bounty to encourage completion of sanctions. Reward is reduce to 10% of this account's value should any restriction be violated.

Time line:

There is no expiration date for this contract. Client reserves the right to add further names to the target list.

Eligibility:

Contract Agents must possess minimum three years experience and not be the current subject of any other Fortune Seeker's contract.

GM Aid 1 – GM Characters (1 of 4)

Korlana Toryn, 17 Year Old Spoiled Daughter of Senator Jasso Toryn

Adult Female Human, Noble 5; Init +1 (+1 Dex); Def 17 (+1 Dex, +4 Class, +2 Misc); Spd 10m; VP/WP 30/10; Atk +3 melee (1d4, crit 20, punch), +4 ranged (3d4, Blaster [Hold-out]); SQ +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Coordinate +1, Favor +2, Inspire Confidence, Noble bonus class skill (Tumble), Resource Access; SV Fort +1, Ref +4, Will +6; SZ M; FP: 5; Rep: +4; Str 10, Dex 12, Con 10, Int 12, Wis 12, Cha 18.

Equipment: Hold-out Blaster], Comlink, Credit Chip, DataPad, Holorecorder, a range of fabulous clothes.

Skills: Appraise +5, Computer Use +5, Diplomacy +12, Disguise +12, Intimidate +6, Knowledge (Ancient History) +5, Knowledge (Jedi Lore) +5, Profession (Daddy's Girl) +9, Read/Write Basic, Ride +9, Sense Motive +9, Speak Basic, Tumble +9.

Feats: Defensive Martial Arts, Headstrong, Martial Arts, Weapons Group Proficiency (blaster pistols, simple weapons).

The daughter of the popular and powerful Senator Jasso Toryn, Korlana Toryn was born to a life of privilege. Her father is a longtime member of the Republic Senate and has always been a strong supporter of the Jedi. In fact, he even wanted to be a Jedi, like his childhood friend Lanius Qel-Bertuk. However, Jasso Toryn was to walk a different path, one that led to the Senate and a life of a different sort of power.

Korlana has led a sheltered life. If her father has a fault it is that he's overprotective. Ironically, this means Korlana is poorly prepared for the real world. With the recent unrest with the Separatists, and whispers of their supporters on Coruscant, Senator Toryn has written his old friend Lanius to ask if his daughter could be offered the protection of the Cularin Jedi. Lanius was a natural choice not only as a powerful Jedi, but also as an old friend of the family that used to bounce Korlana on his knee.

For her part, Korlana does not want to leave. She often thinks that she's missed out on life, shut away in an ivory tower of her father's making. Korlana is something of a thrill seeker, loving the rush of excitement that comes with danger. While she knows better than to get into this sort of trouble, she never feels better than when she does. While she wouldn't admit it, scaring her father with her antics, and more often than not, making him come to her rescue is as much part of the fun as the danger itself.

Korlana is an imposing and charismatic young woman. She has a powerful determination that means she usually gets what she wants. She could have an impressive political career ahead of her. However, with her personality comes a sense of entitlement and superiority that doesn't flatter her. More over, when she's in an unfamiliar environment, she makes up for her anxiety by overcompensating. She can become shrill, stubborn, and rash. However, even for her sheltered childhood, she has a good heart and has been given a strong upbringing. Given time she will mature and learn to control herself. For the moment however, she is young, scared and on one of the most dangerous planets in the galaxy.

When playing Korlana, never be afraid to make mountains out of molehills. Make assumptions all the time, and be slightly offended if someone suggests you might be wrong. You are desperately scared here on Nar Shaddaa. When you left the hotel you thought you could have a bit of fun slumming it. You had no idea how ugly this planet really was and you know you're in way over your head. You are very thankful for the help of the heroes. Of course, you would never admit that.

GM Aid 1 – GM Characters (2 of 4)

Hohn Ryntz, Nervous Senior Account Manager With a Dangerous Secret

Adult Male Caarite, Diplomat 4/Scoundrel 2; Init +5 (+1 Dex, +4 Bonus); Def 13 (+1 Dex, +1 Class, +1 Size); Spd 6m; VP/WP 14/12; Atk +1 ranged (3d8, crit 19-20, Ion Gun [Rifle]), +5 melee (1d2+1, punch), +5 or +1/+1 ranged (3d6, Blaster [Pistol]); SQ +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., +2 on Survival checks in hot environments, -2 on Survival checks in cold environments, Illicit barter, Lucky (1/day); SV Fort +2, Ref +5, Will +5; SZ S; FP: 2; Rep: +2; Str 12, Dex 12, Con 12, Int 12, Wis 13, Cha 16.

Equipment: Blaster Pistol, Comlink, DataPad, Ion Rifle (Encounter 7 only), Disguise (Encounter 7 only).

Skills: Appraise +4, Bluff +8, Computer Use +8, Diplomacy +10, Disguise +5, Gather Information +10, Hide +5, Intimidate +5, Knowledge (Streetwise) +5, Move Silently +7, Pilot +5, Profession (Accountant) +7, Read/Write Basic, Read/Write Caarimala, Search +5, Sleight of Hand +5, Speak Basic, Speak Caarimala.

Feats: Heroic Surge, Improved Initiative, Persuasive, Point Blank Shot, Trustworthy, Weapons Group Proficiency (blaster pistols, simple weapons).

Hohn Ryntz is in an awful lot of trouble. Almost 10 years ago, he made a clerical error, which now has turned into a nightmare. He used to work as an administrative assistant for Velin Wir, the original leader of the Cartel's interests in Cularin. Wir turned out to be a power-mad force adept. Not only that, but he had taken a contract out on a group of troublesome do-gooders in the system that had been a thorn in his side. Technically, the Cartel does not allow that sort of activity, but if you are producing results, it doesn't care all that much especially when the contract is non-lethal. Wir knew that making these "heroes" of Cularin into martyrs wouldn't serve him at all. Instead he put out a contract to remove them from Cularin, never to disturb the Cartel again.

This plan went tragically wrong after Wir died and Cularin disappeared for 10 years. Unfortunately, the contract was already transmitted off planet. Wir hadn't made the bounty very large, but he did make it accrue compound interest. Now that 10 years has past, the payout is astronomical. And even worse, the targets of the contract have left the Cularin system and there are some very determined bounty hunters in the system, who are looking for them. It was Hohn's responsibility to clean up Velin Wir's portfolio when he "exited" the Cartel. However, Hohn is somewhat lazy and he hadn't gotten around to finishing this task, which meant he didn't cancel the contract.

When it was discovered that Cularin mysteriously disappeared for a decade, Hohn didn't blink an eye. When alerts for Contract AA23 started appearing on his datapad, he just about had a heart attack. Typically this sort of contract is only canceled in person with a DNA sample for authentication. Considering Wir is dead, Hohn is desperately hoping that the original authorization codes for the contract, and ever favor he's ever earned, will be enough to cancel the contract. If the Cartel faces the negative publicity of using bounty hunters, not to mention the massive fee the contract will cost, Hohn could lose a lot more than his job.

Hohn is here to try and deal with the situation on his own, with no Cartel help at all. He is desperate to make this go away, and to do it quietly. He will do just about anything to help the heroes.

When playing Hohn keep in mind how desperately nervous he is. He has everything to lose, and the deck is stacked against him. He is frantic and little paranoid. In fact, he might not seem sincere only because he is so scared. He sweats profusely and tends to stutter when he is nervous. He is shiftily eyed and jumpy. He talks quickly and is a little clumsy. He was never particularly good at his job and never expected to go far. Of course, if he doesn't figure this situation out, he'll be downsized...permanently.

GM Aid 1 – GM Characters (3 of 4)

E-3P0, Korlana's Protocol Droid

3PO Series Walking protocol droid, Diplomat 1; Init +0; Defense 10 (+0 class); Spd 8m; VP/WP 0/13; Atk +0 melee (1d4, punch) or +0 ranged; SZ M; SV Fort +1, Ref +0, Will +2; Rep +0; Str 10, Dex 10, Con 13, Int 18, Wis 10, Cha 10.

Equipment: Translator unit (DC 5), recording unit (audio recorder), vocabulator.

Skills: Computer Use +8, Diplomacy +7, Knowledge (Bureaucracy) +8; Knowledge (World Lore) +8, Speak Basic, Speak Binary.

Feats: Ambidexterity, Skill Emphasis (Diplomacy), Trustworthy, Weapon Group Proficiency (simple weapons).

Valet droid to Korlana Toryn, E-3PO is the finest caliber protocol droid. This makes it something of a snob, when it isn't too busy trying to appease Korlana. E-3PO has the impeccable manners of someone who lives and dies by etiquette. Having served first Jasso Toryn and then his daughter, E-3PO is tremendously loyal and has developed the same overprotective nature as Senator Toryn.

E-3PO is eloquent, has excellent taste, and often knows exactly the right thing to say to smooth over a rough spot. However, it is also something of a clucking mother hen, who often thinks the sky is falling – at least where Korlana is concerned. As far as E-3PO is concerned, discretion is by far the better part of valor. If faced with danger, it always advises a hasty retreat to safer ground.

When playing E-3PO speak clearly and precisely. E-3PO always uses the exact word needed. You can make conversation with anyone about anything. You are well read on just about any subject. Of course, all bets are off where Korlana is concerned. If her safety or even comfort is jeopardized, leap to the rescue, take matters into your own hands and make sure she is perfectly taken care of.

K1-1R, Former Military Tactical Droid now Rogue Assassin Droid

(please see GM Aid 4 – Encounter 7, for K1-1R's game statistics)

K1-1R is a killing machine, literally. Designed to excel both in the field and in command, K1-1R is a total package. K1-1R is a thorough planner, who exhausts all options before committing himself to a course of action. Lucky for it, it is able to evaluate those options in seconds instead of hours. Unlucky for K1-1R's former master. When faced with a guaranteed failure mission, K1-1R abandoned its master, as its survival subroutines overrode any sense of loyalty it had. Since then it has been on its own, as a very successful bounty hunter.

K1-1R commands a hefty fee; what it does with the money is anyone's guess. While K1-1R has a reputation for elaborate planning, near perfect execution, and an unflinching will to finish any job, those that work with it would say K1-1R is almost happy when it's in the middle of a mission.

K1-1R is the ultimate pragmatist who is motivated by achieving success and little else. It favors using minions to do its work, since they are easy-to-replace, disposable resources. When it does get directly involved, K1-1R employs a network of military grade droid drones, controlling them with a remote processor. Though armed with lethal weapons, K1-1R prefers to use its stun weapons to capture its target. While this may seem to indicate K1-1R is something of a sadist, this is actually due to the fact that many bounties have a higher payoff if the target is brought in alive.

When playing K1-1R, be precise and even. K1-1R never loses its cool; it never gets excited. It doesn't even get annoyed. K1-1R is an efficient, emotionless machine with one purpose: to kill. Use phrases like, "That would not be a logical course of action" and "Your reasoning is faulty". K1-1R is very callous; it speaks of killing a shuttle load of children as calmly as washing a speeder. K1-1R has a very strong leadership program, and generally assumes that it is in command and that its orders will be obeyed. When its expectations are not met it is slightly perplexed as it assimilates this new information, and then is once again in total control.

GM Aid 1 – GM Characters (4 of 4)

Drokka Rodian Bounty Hunter and Gang Leader

(Please see GM Aid # 4 – Encounter 7, for K1-1R's game statistics)

Drokka is mean and nasty Rodian with a mean and nasty temper. A classic tough guy Bounty Hunter Drokka is a hard man who does what it takes to get the job done – even if (or perhaps especially if) it take cracking a few skulls. He loves violence, mostly because he's very good at it. However, he is smart enough to know a stupid risk from a fun risk. He is an accomplished Bounty Hunter who is streetwise and experienced.

Drokka employs a group of thugs as hired help. He effectively uses this muscle to scout locations, watch his back and soften up the opposition. In addition he also really enjoys bossing them around. Drokka usually sends in the Thugs and then sweeps in after them to get all the glory. Drokka started as a thug and remembers those days fondly. He is proud of his position as the leader guy and makes sure everyone knows who's in charge.

If Drokka could stick to a plan, he'd almost never get into trouble. However, Drokka isn't known for his cool, something that he frequently loses. Drokka has an ugly temper and often flies off the handle. It doesn't take much to get Drokka going, and once he starts he really gets going. While he is reasonably intelligent, his plans are often for naught as he gets frustrated or otherwise angry and gets off track by being so upset.

When playing Drokka, think of a Hollywood mobster. Respect is very important to him, and a lack of it easily sets him off. He is a genuinely talented fighter that doesn't think twice about fighting dirty. Be crude and thoughtless, macho and rude. He is competitive, ferocious, and quick to judge. A believer in the “Beatings will continue until morale improves” school of management, Drokka tolerates no dissent. He is the alpha wolf and snarls at anything he doesn't like. If they don't listen to his bark, he won't hesitate to bite.

Shiana Trist, Professional Assassin

(please see GM Aid # 4 – Encounter 7, for Shiana's game statistics)

An ex-soldier, Shiana Trist is a hell of a great shot. A sniper by trade, she is careful and extremely, terribly, perfectly patient. She is in this for the money. She fought for years as part of an army, being paid a pittance. Now she does the same work, but now she is very, very well paid for it. While she doesn't really care who her targets are, she does tend to choose assignments for terrible killers, mass murderers and genocidal generals. Don't think she's an assassin with a heart of gold – she's not. However, neither is she a heartless killer. If she can do some good without interfering with her mission, she'll do it. However, she has yet to do the right thing *instead* of what she has been hired to do and likely never will.

Shiana hates being close to her target. She'd rather take a shot from a kilometer away, instead of mixing it up with blasters and vibroblades. She is the consummate professional, and views her work as nothing more than business. If a job isn't profitable, she's not interested. Shiana has an excellent reputation both for the quality of her work and her success rate. She has a five-year plan and is carefully investing her earnings. She knows she can't do this forever, and plans on retiring before she ends up dead.

When playing Shiana be distant and cool when relating to others. She likes to be alone and feels most comfortable when she is dug in, with her sniper rifle waiting for her shot. It's not that she's shy; rather she just doesn't really like people. She has tremendous technical knowledge of her craft. While she doesn't like people, if someone is able to talk shop with her at her level, she would love the chance to talk.

GM Aid 2 – Combatant Information for Encounter 1

Drokka's Gang (6-9): Thug 6; Init +0; Defense 12(+2 class); DR 3; Spd 10m; VP/WP 0/18; Atk +8/+3 melee (2d6+1/20, vibroblade) or +7/+2 ranged (3d8/20 or DC 18 stun, Heavy Blaster Pistol); SV Fort +6, Ref +2, Will +2; FP 0; DSP 2; SZ M; Rep +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 9

Equipment: Heavy blaster pistol, combat jumpsuit, vibroblade, commlink (encrypted), datapad

Skills: Intimidate +5, Jump +3

Feats: Armor Proficiency (light), Toughness (2), Weapon Focus (blaster pistols), Weapon Group Proficiencies (blaster pistol, simple weapons, vibro weapons).

Patrons of Totor's Party Kave (number as needed, various gamblers and smugglers): Scoundrel 4; Init +1 (Dex); Defense 14 (+3 class, +1 Dex); Spd 10m; VP/WP 16/10; Atk +2 melee (1d3-1, unarmed) or +4 ranged (3d4 or DC 10 stun, Hold-out Blaster Pistol); SV Fort +1, Ref +5, Will +3; FP 1; DSP 1; SZ M; Rep +1; Str 8, Dex 13, Con 10, Int 12, Wis 14, Cha 16

Equipment: Hold-out blaster, various improvised melee weapons, nefarious intentions

Skills of note: Bluff +13, Sense Motive +8, Spot +7

Feats: Alertness, Low Profile, Skill Emphasis (Bluff), Weapon Group Proficiencies (blaster pistol, simple weapons).

Notes on vehicles in this encounter:

If you find that you need statistics for Totor's Party Kave, use the stats for the Modified Ubrikkian Luxury Sail Barge on page 201 of the RCR. On the same page you may use the stats for the Ubrikkian SuperHaul Model II Cargo Skiff for the speeders that will be chasing the Kave during the fight.

Notes on tiering this encounter:

Guidelines on the use of various tactics by Drokka's men and the inclusion of Patrons as combatants are detailed within Encounter 1. This combat is intended to be short and to build interest in the rest of the adventure, thus elaborate changes to accommodate the tiering of this module are not necessary.

Drokka's Men (6-9)

Name	Def	DR	Init Mod	Attack Details		Saves			VP	WP
				Melee	Ranged	Fort	Ref	Will		
Drokka's Man 1	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Drokka's Man 2	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Drokka's Man 3	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Drokka's Man 4	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Drokka's Man 5	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Drokka's Man 6	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18

Patrons (Use as many or as few as you wish)

Name	Def	DR	Init Mod	Attack Details		Saves			VP	WP
				Melee	Ranged	Fort	Ref	Will		
Patron 1	14	0	+1	+2 1d3-1	+4 3d4/20 (4m) DC 10	+1	+5	+3	16	10
Patron 2	14	0	+1	+2 1d3-1	+4 3d4/20 (4m) DC 10	+1	+5	+3	16	10
Patron 3	14	0	+1	+2 1d3-1	+4 3d4/20 (4m) DC 10	+1	+5	+3	16	10
Patron 4	14	0	+1	+2 1d3-1	+4 3d4/20 (4m) DC 10	+1	+5	+3	16	10
Patron 5	14	0	+1	+2 1d3-1	+4 3d4/20 (4m) DC 10	+1	+5	+3	16	10
Patron 6	14	0	+1	+2 1d3-1	+4 3d4/20 (4m) DC 10	+1	+5	+3	16	10

GM Aid 3 – Combatant Information for Encounter 5

As this is a special encounter, tiering is not necessary for this combat.

K1-1R's Seeker Drones (Modified Arakyd G-2RD Series Guard Droids, at least 6 per round): Thug 3; Init +2 (Dex); Defense 14 (+1 class, +2 Dex, +1 size); DR 5; Spd 10m; VP/WP 0/19; Atk +5 melee (DC 15 stun, stun baton) or +6 ranged (3d6/20 or DC 18 stun, Modified Blaster Pistol has enhanced stunning power and can stun up to 10m away) or +6 ranged (Glop Grenade, see below); SZ M; SV Fort +6, Ref +3, Will +2; Rep +0; Str 12, Dex 14, Con 16, Int 10, Wis 12, Cha 6

Equipment: Modified blaster pistol, comlink, locked access, repulsorlift unit, medium armor, sensors (improved sensors, infrared vision, low-light vision, telescopic vision, 360-degree vision), stun baton, remote receiver, weapon mounts (2)

Skills: Listen +5; Read/Write Basic; Search +4; Spot +6

Feats: Ambidexterity, Armor Proficiency (light), Point Blank Shot, Toughness, Weapon Group Proficiencies (blaster pistol, simple weapons).

Special: 1 in 3 of K1-1R's seeker drones is equipped with a glop grenade during Encounter 5 only. Glop grenades such as the Merr-Sonn G-20 dispense adhesive foam in its blast radius. To avoid being held immobile, a character must make a Reflex save (DC15). Those who succeed the saving throw will still move at half speed, and are considered entangled (-2 to attacks, and -4 to Dex). This effect last for 5 minutes (30 rounds) until the glop dries out. Stuck characters are freed with a DC 27 Strength check or if the glop takes 18 points of energy damage. A freed character still suffers the movement and entanglement penalties until the glop dries however.

Merr-Sonn G-20 Glop Grenade

Weapon type Grenade; Proficiency Group Simple weapons; Range Increment 4m(4m Blast radius); Damage Special, see above; Hardness 2; WP 2; Break DC 15;

K1-1R's Hunter/Killer Drones (Modified Sienar D516 Tracked Assassin Droids, 2): Scout 2/Soldier 4; Init +1 (Dex); Defense 14(+3 class, +1 Dex); DR 7; Spd 6m; VP/WP 40/19; Atk +9 melee (1d6+41, 2 claws) or +6 or +1/+1/+1 or -1/-1/-1/-1 ranged (3d8/19-20 or DC 18 Stun, Blaster Carbine) or +6 ranged (DC15 Neurotoxin, Needler Gun); SQ Trailblazing, Neutotoxic Needles; SV Fort +10, Ref +4, Will +3; SZ M; Rep +2; Str 18, Dex 13, Con 19, Int 11, Wis 11, Cha 12

Equipment: Heavy armor, blaster carbine, needler gun, sensors (infrared vision), weapon mounts (x2), locked access, remote receiver

Skills: Hide +8, Intimidate +5, Listen +4, Move Silently +9, Speak Basic, Speak Binary, Spot +5, Survival +9

Feats: Ambidexterity, Armor Proficiency (light, medium, heavy), Exotic Weapon Proficiency (Needler Gun), Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Track, Weapon Group Proficiencies (blaster pistol, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Shiana Trist – For Shiana's stats, please see GM's Aid 4 – Combatant Information for Encounter 7

K1-1R's Drones and Shiana Trist (Seekers replenish up to 6 per round, only 2 D516 droids will enter fray)

Name	Def	DR	Init Mod	Attack Details		Saves			VP	WP
				Melee	Ranged	Fort	Ref	Will		
Seeker 1	14	5	+2	+5 DC 15 Stun	+5 3d6/20 (8m) DC 18 (10m)	+6	+3	+2	0	19
Seeker 2	14	5	+2	+5 DC 15 Stun	+5 3d6/20 (8m) DC 18 (10m)	+6	+3	+2	0	19
Seeker 3	14	5	+2	+5 DC 15 Stun	+5 3d6/20 (8m) DC 18 (10m)	+6	+3	+2	0	19
Seeker 4	14	5	+2	+5 DC 15 Stun	+5 3d6/20 (8m) DC 18 (10m)	+6	+3	+2	0	19
Seeker 5	14	5	+2	+5 DC 15 Stun	+5 Glop Grenade See Above	+6	+3	+2	0	19
Seeker 6	14	5	+2	+5 DC 15 Stun	+5 Glop Grenade See Above	+6	+3	+2	0	19
D516	14	7	+1	+9 1d6+4 Claws	+6 Special or +6 3d8/19-20	+10	+4	+3	40	19
D516	14	7	+1	+9 1d6+4 Claws	+6 Special or +6 3d8/19-20	+10	+4	+3	40	19
Shiana Trist	29	0	+3	+8/+3 2d6+1	+10/+5 2d8+1/20	+7	+13	+8	86	12

Note: Shiana has mercy slugs (half damage, but DC 15 Stun) and explosive rounds (+1d8, Ref check DC15 negates). She also has a sneak attack that works at range, and suffers no range penalties for targets within 179m of her position with her slugthrower rifle.

GM Aid 4 – Combatant Information for Encounter 7 (1 of 2)

Drokka: Adult Male Rodian, Soldier 4/Scoundrel 3/Bounty Hunter 3; Init +3 (+3 Dex); Def 20 (+3 Dex, +7 Class); Spd 10m; VP/WP 89/16; Atk +11/+6 or +9/+9/+4 melee (3d4+4/18-20, Combat Gloves), +11/+6 or +9/+9/+4 melee (2d6+2/20 Vibroblades), +12/+7 ranged (2d6/19-20, Repulsor Throwing Razors), +12/+7 or +8/+8/+3 ranged (3d8/20, Heavy Blaster Pistol); SQ +3 Dodge bonus to Defense when fighting defensively, +6 Dodge bonus to Defense when executing total defense action, Illicit barter, Lucky (1/day), Precise Attack +1, Sneak attack +1d6, Target bonus +2, DR 3; SV Fort +10, Ref +9, Will +4; SZ M; FP: 3; DSPs: 4; Rep: +7; Str 14, Dex 16, Con 16, Int 10, Wis 10, Cha 8;

Equipment: Heavy Blaster Pistol, Combat Gloves, Combat Jumpsuit (Damage Reduction: 3), Comlink [Encrypted], Credit Chip, DataPad, Electrobinoculars, Flight suit, Medical Kit, Vibroblade (2)

Skills: Balance +0, Climb -1, Computer Use +5, Demolitions +6, Escape Artist +0, Gather Information +4, Hide +5, Intimidate +6, Jump -1, Listen +2, Move Silently +5, Pilot +10, Profession (Bounty Hunter) +7, Read/Write Basic, Read/Write Rodese, Search +10, Sense Motive +5, Speak Basic, Speak Rodese, Spot +2, Swim -1, Treat Injury +5, Tumble +5

Feats: Advanced Martial Arts, Ambidexterity, Armor Proficiency (light), Improved Martial Arts, Martial Arts, Quick Draw, Track, Two-weapon Fighting, Weapons Group Proficiency (blaster pistols, blaster rifles, exotic - repulsor throwing-razor, heavy weapons, simple weapons, vibro weapons)

K1-1R: Thug 1/Soldier 3/Scoundrel 4/Bounty Hunter 4; Init +7 (+3 Dex, +4 Bonus); Def 18 (+3 Dex, +5 Class); Spd 10m; VP/WP 127/19; Atk +10/+10/+5/+0 or +8/+8/+8/+3/-2 ranged (3d8/19-20, Light Repeating Blaster), +11/+6/+1 melee (2d10+4/20, Vibro-Ax), +14/+9/+4 or +10/+10/+5/+0 ranged (3d8/19-20, crit 19-20, Blaster Carbine), +14/+9/+4 ranged (2d6, Flamethrower); SQ 4th Degree Droid, Humanoid Chassis, Illicit barter, Lucky (1/day), Male Personality, Precise Attack +1, Sneak attack +2d6, Target bonus +2; SV Fort +11, Ref +10, Will +6; SZ M; FP: 0; Rep: +10; Str 18, Dex 16, Con 16, Int 14, Wis 14, Cha 7.

Equipment: 360 Vision, Blaster Carbine, Light Repeating Blaster, Comlink [Encrypted], Flamethrower, Heuristic Processor, Improved Sensor Package, Infrared Vision, Locked Access, Remote Processor (50 km range), Shields (DR: 10), Tool Mount, Translator Unit (DC 15), Vibro-Ax, Vocabulator, Weapon Mount x4

Skills: Astrogate +5, Balance +5, Climb +8, Computer Use +20, Craft (droids) +11, Demolitions +14, Disable Device +10, Gather Information +16, Hide +8, Intimidate +13, Knowledge (Engineering) +6, Knowledge (Tactics) +6, Listen +4, Move Silently +8, Read/Write Basic, Read/Write Binary, Repair +7, Search +4, Speak Basic, Speak Binary, Spot +4

Feats: Armor Proficiency (heavy, light, medium), Improved Initiative, Point Blank Shot, Quick Draw, Skill Emphasis (Computer Use, Gather Information), Toughness, Track, Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons, slug throwers)

Shiana Trist: Adult Female Human, Soldier 4/Scoundrel 1/Sharpshooter 5; Init +3 (+3 Dex); Def 19 (+3 Dex, +6 Class); Spd 10m; VP/WP 86/12; Atk +10/+5 or +4/+4/+4/-1 ranged (2d8+1/20, Slugthrower Rifle), +10/+5 or +4/+4/+4/-1 ranged (3d8/19-20, Heavy Blaster Pistol), +10/+5 ranged (DC 15/12 stun, 4m, Stun Grenade), +8/+3 melee (1d3+1, punch), +8/+3 melee (2d6+1/20, Vibroblade); SQ +1 bonus on attack and damage rolls with ranged weapons, for targets with 10m., Follow target, Illicit barter, Improved range (x2), Increase a ranged weapons' range increment by one-half., Ranged sneak attack +1d6; SV Fort +7, Ref +9, Will +8; SZ M; FP: 3; Rep: +5; Str 12, Dex 16, Con 12, Int 12, Wis 16, Cha 14.

Equipment: Heavy Blaster Pistol, Comlink [Encrypted], DataPad, Electrobinoculars, Glow rod, Stun Grenade, Custom Slugthrower Rifle, Utility Belt (Contains 3 days rations, 1 Medpac, 1 Tool kit, 1 Power pack, 1 Energy Cell, 1 Glow rod, 2 Empty Pouches), Vibroblade

Skills: Astrogate +5, Climb +6, Computer Use +6, Demolitions +3, Disable Device +6, Hide +16, Knowledge (Streetwise) +6, Listen +8, Move Silently +8, Pilot +10, Profession (Soldier) +10, Read/Write Basic, Repair +7, Sense Motive +6, Speak Basic, Speak Huttese, Spot +8, Treat Injury +10

Feats: Armor Proficiency (light), Far Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Emphasis (Sense Motive), Starship Operation (starfighter), Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, slug throwers, vibro weapons)

GM Aid 4 – Combatant Information for Encounter 7 (2 of 2)

K1-1R Battle Drones: Walking custom battle droid, Thug 1; Init -3 (-2 remote processor, -1 Dex); Defense 9 (+0 class, -1 Dex); Spd 10m; VP/WP 0/8; Atk +2 melee (1d4+1, punch) or +0 ranged (3d8/19-20, blaster rifle); Size Medium; SV Fort +1, Ref -1, Will -1; Rep +0; Str 12, Dex 8, Con 8, Int 6, Wis 8, Cha 6

Equipment: blaster rifle, integrated commlink, remote receiver (50km range), vocabulator

Skills: Speak Basic

Feats: Ambidexterity, Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons)

Bounty Hunters and their Minions (Please consult GM Aids 2 and 3 for more detailed stats on some NPCs)

Name	Def	DR	Init Mod	Attack Details		Save			VP	WP
				Melee	Ranged	Fort	Ref	Will		
Drokka's Man 1	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Drokka's Man 2	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Drokka's Man 3	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Drokka's Man 4	12	3	+2	+8/+3 2d6+1/20	+8/+3 3d8/20 (8m) DC 18	+6	+2	+2	0	18
Battle Drone 1	9	0	-3	+2 1d4+1	+0 3d8/19-20 DC18	+1	-1	-1	0	8
Battle Drone 2	9	0	-3	+2 1d4+1	+0 3d8/19-20 DC18	+1	-1	-1	0	8
Battle Drone 3	9	0	-3	+2 1d4+1	+0 3d8/19-20 DC18	+1	-1	-1	0	8
Battle Drone 4	9	0	-3	+2 1d4+1	+0 3d8/19-20 DC18	+1	-1	-1	0	8
Seeker 1	14	5	+2	+5 DC 15 Stun	+5 3d6/20 (8m) DC 18 (10m)	+6	+3	+2	0	19
Seeker 2	14	5	+2	+5 DC 15 Stun	+5 3d6/20 (8m) DC 18 (10m)	+6	+3	+2	0	19
Seeker 3	14	5	+2	+5 DC 15 Stun	+5 3d6/20 (8m) DC 18 (10m)	+6	+3	+2	0	19
Seeker 4	14	5	+2	+5 DC 15 Stun	+5 3d6/20 (8m) DC 18 (10m)	+6	+3	+2	0	19
D516	14	7	+1	+9 1d6+4 Claws	+6 Special or +6 3d8/19-20	+10	+4	+3	40	19
D516	14	7	+1	+9 1d6+4 Claws	+6 Special or +6 3d8/19-20	+10	+4	+3	40	19
K1-1R	18	10	+7	+11/+6/+1 2d10+4/20	+14/+9/+4 or +10/+10/+5/+0 3d8/19-20	+11	+10	+6	127	19
Notes: K1-1R's DR 10 Shield Generator protects vs. all damage (e.g. VP and WP damage). Only ion weapons can bypass this shield										
Shiana Trist	19	0	+3	+8/+3 2d6+1	+10/+5 3d8/20 DC 18	+7	+9	+8	86	12

Notes: Shiana will ditch her slugthrower rifle, and fight a retreat with her hevay blaster pistol.

Drokka	20	3	+3	+11/+6 3d4+4/18-20 (punch)	+12/+7 2d6/19-20 (10m, Throwing Razors) or +12/+7 3d8/19-20	+10	+9	+4	89	16
Notes: Drokka fights dirty , fights for keeps and will fight to the death.										

How to tier this encounter:

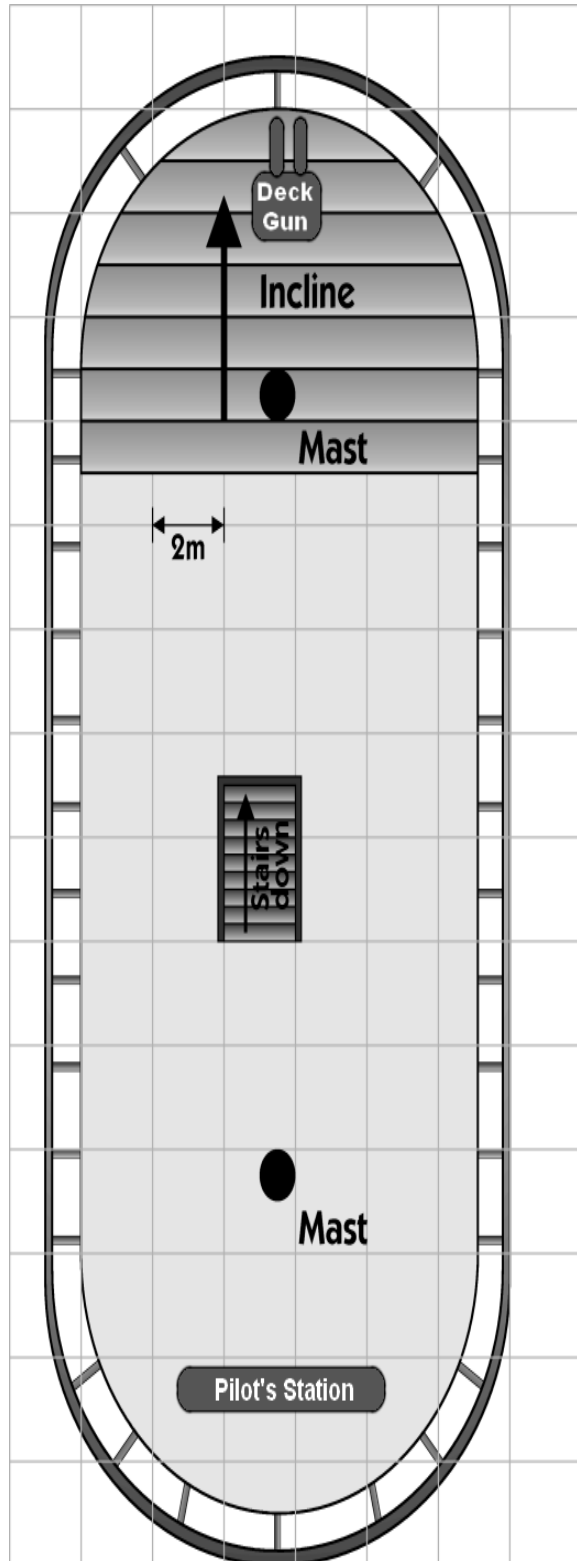
Low Tier (Levels 4-6) – All opponents have no damage reduction, only 1 attack per round, and half their vitality points (if they have vitality points). The sheer number of opponents in this encounter will prove to be the biggest challenge for heroes in this tier, so it is appropriate that we tone down the NPCs resistance to damage.

Mid Tier (Levels 7-9) – Reduce DR by one step (DR 10->DR 7->DR 5->DR 3->DR 0). Vitality is halved, but the NPCs have all their attacks per round.

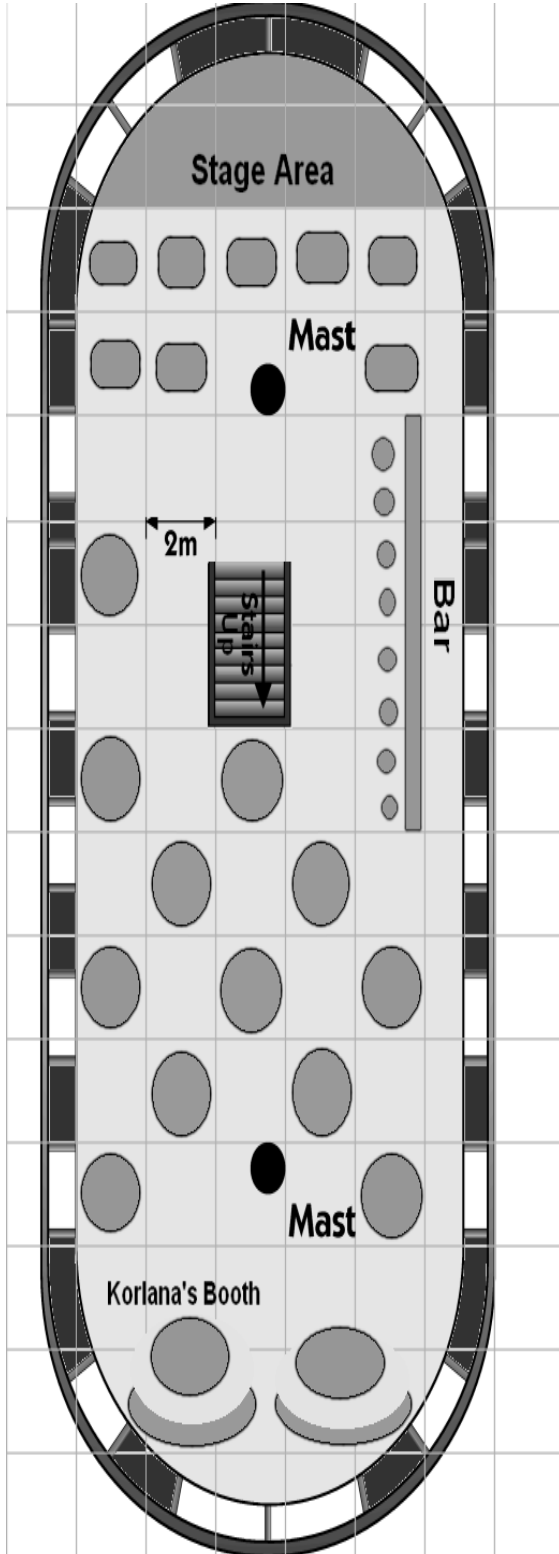
High Tier (Levels 10-12) – No modifications necessary. Feel free to throttle the difficulty up or down as needed.

GM Aid 5: A Map of Totor's Party Kave (2 maps on 2 pages)

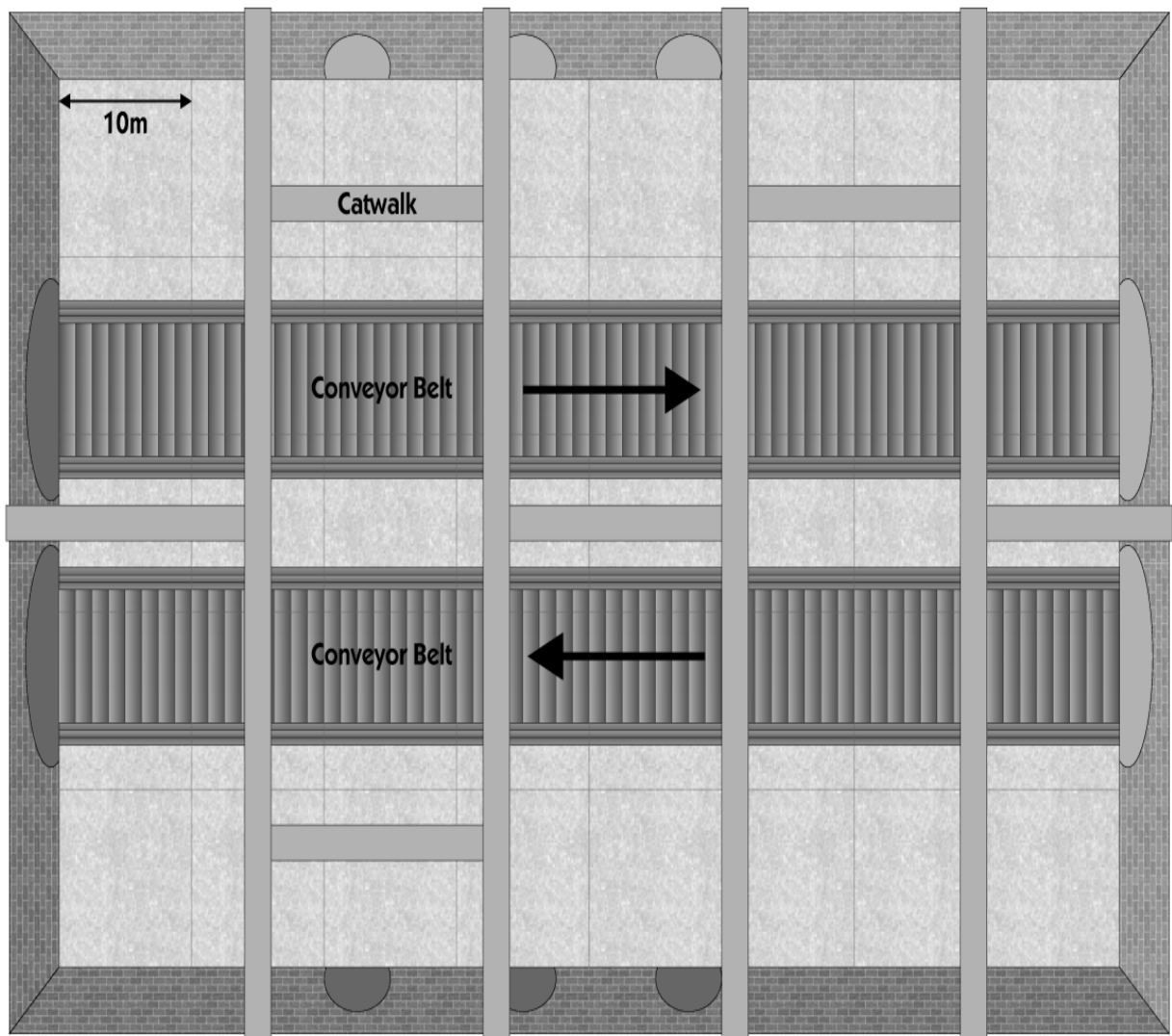
Topside Deck



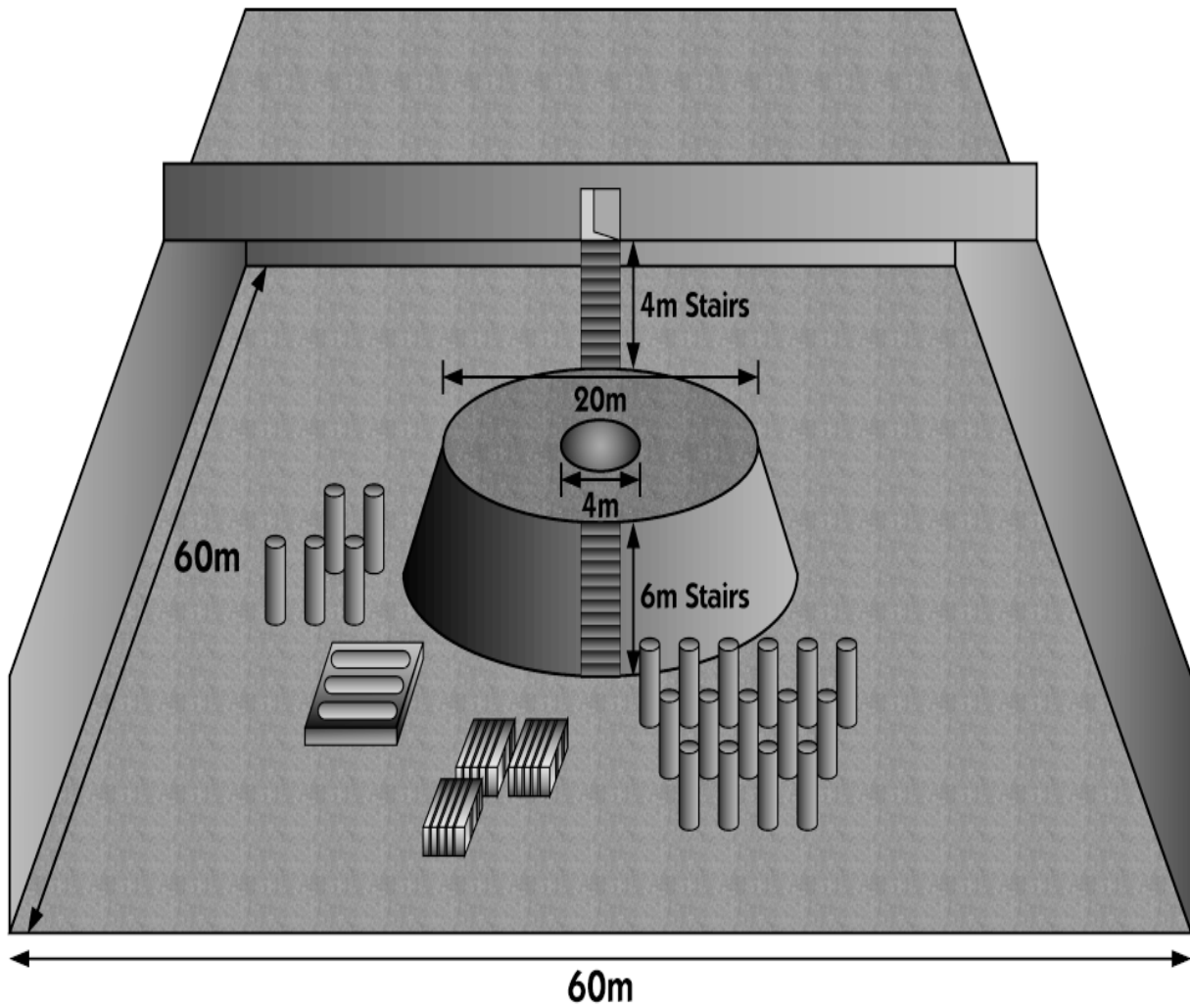
Main Bar (Interior)



GM Aid #6: Conveyor Belt Room Map



GM Aid #7: Carbon Freezing Chamber Map



Critical Event Summary

Contract AA23

4. Did a hero give Velin Wir's broken lightsaber to Hohn Ryntz to help cancel Contract AA23?

☐ Yes ☐ No

5. What happened to The Bounty Hunters?

K1-1R	<input type="checkbox"/> Killed	<input type="checkbox"/> Escaped	<input type="checkbox"/> Captured
Drokka	<input type="checkbox"/> Killed	<input type="checkbox"/> Escaped	<input type="checkbox"/> Captured
Shiana Trist	<input type="checkbox"/> Killed	<input type="checkbox"/> Escaped	<input type="checkbox"/> Captured

- If captured, who got custody of her [him]?

Please make notes _____

6. Were any of the heroes especially kind or romantic to Korlana? If so, list player name, hero name, and RPGA # below, as well as that hero's class levels. If you wish, please describe the nature of the interaction between this hero and Korlana. Depending on the number of responses, Korlana may develop a romantic interest towards a character, and a special certificate to commemorate this budding romance will be issued.

GM Name, RPGA#:

GM Email Address:

Convention Name/Date

Convention Coordinator:

To report these results (for events during the month of April only), you may US mail them to: RPGA - LIVING FORCE, PO Box 707, Renton WA 98057-0707

Or email to: rpgahq@wizards.com.

Or fax to: (425) 687-8287, Attention LIVING FORCE Critical Events