

Quarters

**Episode I of the Blinking Eyes Trilogy
A One-Round Living Force Adventure**

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The Metatheran Cartel has long since been ousted from the Cularin system, yet some of their dark legacy remains. Can the heroes of Cularin uncover their secrets and live to tell the tale? Travel to the lawless floating city of Varna Biqua and find out! Part one in the "Blinking Eyes" Trilogy. An adventure for Living Force heroes levels 1-9. Players are encouraged to play this before "Halves" and "Holes".

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Quarters is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and one 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.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

1. *Partial scoring*: The players rate the game master and the scenario on their player voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
2. *Voting*: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

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 for the players will be 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.

Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Post-Scenario Paperwork

In addition to filling out a scoring packet, the Judge needs to do the following after a Living Force game:

1. Sign and date each player's log sheet. Players are responsible for keeping track of their own experience points and credits.
2. Sign and date any additional certificates. Be sure to put the character name in the space available.
3. Sign/date/notate any metagaming certificates that require your attention. These should be evident from the metagaming certificates.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. 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 will be 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 (pg 157) 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 Dark Side book... "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.

General Notes to the GM

When running this adventure, or any *Star Wars* adventure, keep in mind that *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 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.

This is an adventure for low- to upper-level Living Force characters, and therefore heroes of levels 1 through 9 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM History

The Metatheran Cartel attempted to corner the market on Cularin by any means necessary. Ultimately, their effort failed, at least for now. However, as they left, the Cartel used covert operatives to install four hidden data transmitters within certain information gathering computers in the Cularin system. Their ultimate goal was to gather sufficient information to force the political factions within Cularin to allow them back on the main planet. One of these transmitters was

discovered inside a warship the Cartel donated to the local defense forces of Cularin during the interactive, "An Uneasy Peace." The other three transmitters have, until now, remained a mystery.

Shortly after accepting his new job in the communications center on Varna Biqua, Salld Nrump discovered what he thought was a random anomaly in the communications transfer section. Tracing this anomaly, he found that it dumped large volumes of encrypted information into a Metatheran Cartel-owned relay satellite for rebroadcast. Curious, he began tracking the anomaly back to its source. During his investigation, he uncovered three streams of coded transmissions he believed to be originating from Cularin. Unable to decode the transmissions himself, he decided to hire an encryption expert named Krol-Pek, who happened to live on Cularin. So, Salld left his office to find a private communications link to make arrangements with Krol-Pek.

Meanwhile, a faction known as the Red Fury Brotherhood had turned one of the Cartel's operatives and found out about the transmitters. Seeking to use the information to eliminate all competition (just as the Cartel had planned) they hired professional mercenaries to deliver the decoding data for the transmissions. The mercenaries and their mysterious leader were far more sinister and efficient than the Red Fury Brotherhood guessed. Arriving at the communications station while Salld was out, the mercenaries first downloaded all the information on the encoded transmissions discovered by Salld Nrump. Then, they destroyed the communications center and killed everyone inside to cover their theft. Noticing that someone else had already downloaded the transmission information, the mercenaries began a methodical search for missing employees. Finding Salld missing from the dead, they began hunting him in earnest.

After making arrangements with Krol-Pek, Salld returned to work to find all his coworkers dead and the communications center in ruins. Correctly guessing that he was onto something very big and very dangerous, Salld again contacted Krol-Pek. Unwilling to leave hiding, Salld instructed Krol-Pek to hire transportation for him to Cularin, where they could safely decode the information together.

Unfortunately, the mercenaries intercepted Salld's transmission, clueing them to the locations of Salld, his hired transport, and Krol-Pek. A short time later, the mercenaries caught up to Salld and he barely escaped with his life.

GM Overview

The adventure begins with the heroes taking in some of the sights on Varna Biqua. While visiting the "Raging

Rancor” cantina, the heroes are approached by a wounded Sullustan (Salld Nrump) thrusting a datapad at them and begging for help. The heroes immediately find themselves in the middle of a shootout. Next, the heroes find themselves on the run with no answers and an ever-growing list of questions. What is in this damaged datapad? Who was the dead man? Who are these mysterious mercenaries? To survive, the heroes must work together to solve the mystery behind their attackers and uncover whatever sinister plot they have stumbled into

Encounter 1: “The Raging Rancor”

The heroes are relaxing in the “Raging Rancor” cantina on Varna Biqua. This encounter allows heroes who do not know each other to interact with one another and partake in some of the various Rancor themed games, foods, beverages, and other amenities offered by the establishment.

Encounter 2: “No! Not In My Bar!”

The heroes’ peaceful entertainment is interrupted when a wounded Sullustan stumbles into the cantina. He begs the heroes for help and tries to give the heroes a datapad. Before he can do anything else, he and the heroes are attacked. Combat ensues and the heroes are left to pick up the pieces and uncover exactly what is going on.

Encounter 3: Smuggler’s Blues

Following the only clue recovered from the datapad, the heroes proceed to a meeting with a smuggler named Gerzott in a hangar bay on Varna Biqua. Here the heroes learn that Salld was to meet another individual on Cularin, and that Gerzott was hired to take him there. As the heroes finalize travel arrangements with Gerzott, more attackers arrive and the heroes must flee for their lives aboard ship.

Encounter 4: It’s Hard To Find Good Help

Landing at the location designated by Gerzott, the heroes meet their next contact, a slicer named Krol-Pek. Krol-Pek realizes that none of the heroes are his original employer, and decides to try and get more money out of the heroes. Once the heroes work out a deal with him, Krol-Pek tells them he must take them to his house to repair the damaged datapad, and then decode it.

Encounter 5: “Hey! You Don’t Live Here!”

Traveling to Krol-Pek’s house, the heroes encounter the “Madman of Gadrin” and are offered an enormous sum of money for their information by a mysterious Cerean. Upon arriving at Krol-Pek’s residence, the heroes find it in the process of being ransacked. Another fight may

ensue, and the heroes are left to deal with OPS, where they are offered another deal for their information.

Encounter 6: A Final Plea

The heroes are contacted by the Jedi Academy regarding the information they possess, and they are asked to turn it over to the Academy at their earliest opportunity.

Encounter 7: In Over Our Heads

At this point the heroes must determine what to do with the information uncovered from the datapad. They have several options, the most obvious of which are presented within the text of the scenario. If the heroes chose an option not listed, use your best judgment in applying the rewards or penalties associated with the choices presented. Keep in mind that the heroes will NEVER get better rewards or worse penalties than those listed within the text of the module.

Important Note to Judges: This is a fast paced module with lots of shooting at the heroes. Make sure you fully understand all the combat rules before attempting to run this module. The combat encounters in this module can be fairly complex. Be sure to read them carefully before attempting to run them. At least once during this module the heroes are presented with a very difficult combat where help may be needed. Help is presented in the form of NPCs. Use the NPCs only as much as the heroes *need* them. Lower level heroes will probably need more help than higher level ones, but use your best judgment on tailoring the combats to challenge each group of heroes. Feel free to add or delete thugs to tailor the combats, but do not use the NPCs to steal the glory or trivialize the heroes’ actions.

Opening Crawl

Operating from their hidden base, the Metatheran Cartel has been trading as heavily as ever. Ejection from the planet of Cularin has barely slowed them, and now it appears that they are searching for ways back onto the main planet, presumably for both political and economic reasons. With everyone maneuvering for position on Cularin, the heroes must again step up to meet the challenges of an ever-changing world...

Encounter 1: The Raging Rancor

Key ideas of this encounter: Introduce the heroes to each other and allow them to experience the newest fad to hit Varna Biqua...Theme Cantinas.

Distribute **Player Handout 1**. Then, pick one of the heroes and paraphrase the following.

Spending some down time on Varna Biqua seemed like a really good idea. Nothing like mixing with the fringe elements to put everything in its proper perspective. So, deciding to sample the newest theme cantina to hit the strip, you find yourself at the "Raging Rancor." The colored neon lighting outside this cantina creates a festive atmosphere at all hours. The mood is a little subdued at this early hour. The air is clean and fresh, and the music on the automated sound system drifts lightly to your ears. The smell of freshly cooked meat greets your nostrils as you scan the area. Even this early, several patrons are already enjoying themselves.

Several areas of the cantina are available for the heroes to explore. One is the souvenir shop – very Rancor-themed, of course. A Rodian couple and their two children are debating purchases.

There are also several gambling tables, and various types of games, scattered around the cantina. One that holds a place of prominence is a mechanical Rancor, a strange set of straps criss-crossing its back. A dance floor takes up most of the rear of the cantina, its floor pulsating pink and green with the beat of the music. A Twi'lek couple are the only individuals making use of the dance floor.

There is also a dining area (where a large, graying Wookiee sits), and a bar manned by a very suave, and not terribly trustworthy-looking, human male.

Allow the heroes to describe themselves and make introductions (as needed). Note who the most militant *looking* hero is. Traditionally-dressed Jedi should also be noted. This information is the foundation of encounter 2. Also, find out where each hero is and what they are doing.

Remember that everything in this cantina is in line with the Rancor theme.

Items of Interest:

GM NOTE: The most any hero can earn gambling is 1000 credits. *Any Jedi hero using force skills to influence gambling for personal gain should be warned, then given a DSP if they persist, as greed is a path to*

the dark side. Any Jedi attempting to sabotage one of the games in order to win should also be warned, then given a DSP if they persist. Others who sabotage the games are likely to be noticed by Rrelbocco or Famier and chastised.

- **Ride the Raging Rancor.** This is one of the hottest items at the cantina. This game provides a 5 to 1 payoff for heroes who can make 3 successive *Ride* checks of DC 22, 24, & 26 to ride the mechanical Rancor. Players falling off the Rancor take 1d4 vitality damage for the DC 26 check only (the others are not "wild" enough to throw the heroes beyond the range of the safety mats). The only patron to successfully ride the Rancor to its conclusion is a large graying Wookiee named Rrelbocco, who runs up from the dining area roaring happily at anyone who completes the ride. He carries a large bottle of liquor in each hand and offers one to the successful hero. Anyone understanding Shyriiwook knows he is trying to congratulate the newcomer and buy them dinner and a drink.
- **Rancor's Maze.** This game gives the hero a maze to solve by maneuvering their holo-projection to safety before the Rancor finds and eats them. This game provides a 2 to 1 payoff with successive *Intelligence* checks of DC8, DC11, DC14.
- **Rancor Wrestling.** This game gives the hero a baby Rancor to deal with. The game is set in some kind of kitchen/warehouse and the hero must lure the baby Rancor into a walk-in cooler without hurting it, and lock the door to be successful. Successful *Wisdom* checks of DC 9, DC12, DC15 brings the hero a 3 to 1 payoff. The high score on this game is held by a "Xav."
- **Rancor Hunter.** This game provides heroes with a chance to hunt Rancor. This game uses a projector pistol on a holo-screen to determine success. Sequential *Dexterity* checks of DC12, DC15, DC18 brings a 4 to 1 payoff. (The computer interface on this game is designed to ignore rapid trigger pulls and to slightly change the aim point of the pistol between shots. That is why Dex checks are used instead of any relevant weapons skill.) The current high score is held by someone with the initials FD.
- **Menu Items.** Items served at the dining area include: Rancor steaks, Rancor ribs, Rancor tail stew, spiced Rancor heart, Rancor tongue filet. Successful *Profession* (Chef or Cook) checks of DC 20, or any other skill you think applies, reveals this is not really Rancor meat. Improvise any other items you deem necessary. Costs for food range from 20-100 credits per serving.
- **Bar Specialty Drinks.** The bar serves all standard fair with the following house specials: Rancor Blood (dark, red, salty alcoholic beverage not for the faint

hearted), Rancor's Breath (a very hard drink with a foul odor and one heck of a kick.) Costs for drinks range from 5-20 credits each. **GM NOTE:** Famier does not skimp on the alcohol because drunk gamblers make broke gamblers. So, for every drink after the first, heroes should be at -1 to all rolls in encounters 1&2. Two drinks equal -1, three drinks equal -2, etc. Fortitude save DC 10 (plus tier, plus number of drinks) negates the effects. Be sure to tell the heroes that they are getting drunk, so they know to stop drinking if they chose to remain sober. If not...

- **Souvenir shop.** The souvenir shop specializes in "Rancor hide" clothing and accessories. They have cloaks, gun belts, holsters, boots, vests, jackets, etc. made from Rancor hide. They also have Rancor tooth/claw handles for all popular weapon models. Successful *Knowledge* (Rancor), or any other relevant skill check (use your judgment; Appraising them lets the heroes figure out that if they **were** actually made from Rancor-bits, these prices would be VERY low) of DC 20 reveals these items as fakes. A detailed list of available items and costs can be found in **Player Handout 2**.
- **Famier Denzmorren.** Famier stands about 1.8 meters tall and is average build for a Human. He has jet-black hair and a fair complexion. His perfect, pearly-white teeth are constantly visible as he is quick to tell jokes and smile. He wears a bright blue shirt, black boots and pants, and has a heavy blaster tied down low on his right side. Famier is the bartender and half owner of this cantina. He is very pleasant and charming. He goes out of his way to ensure that every hero has a wonderful time (and loses money) in his cantina. For more information, see the **NPC Appendix A**.
- **Rrelbocco.** Rrelbocco stands 2.3 meters tall and has dark brown hair that is starting to gray. He always carries his bowcaster slung over one shoulder and a stun baton hangs from his bandoleer. Rrelbocco is the current bouncer at the cantina. He spends most of his time carousing with the patrons and testing himself against the mechanical Rancor. He is good-natured and loves to laugh and play more than fight. For more information, see the **NPC Appendix A**.

After 15-20 minutes of role-playing and gambling, move on to encounter 2.

Encounter 2: "No! Not in my bar!"

Key ideas of this encounter: Merge heroes into a group that must solve the mystery of the datapad to have any hope of survival. Give the heroes knowledge that their attackers are trained professionals who are ruthless, unrelenting, and numerous.

Be sure to note where each hero is (an action figure scale battle mat and Hasbro™ action figures go a long way with this). Salld Nrump (the wounded Sullustan) picks a hero based on appearance. His first choice is obvious Jedi, his second the most militant looking hero. Once Salld has made his choice, read or paraphrase the following.

You hear a grunting from the doorway and look up to see a Sullustan stagger through. He locks eyes with [hero you have picked to torment] and, with a sudden burst of energy, he lurches forward in your direction. In Basic, he croaks, "Please - you must help me. They are going to kill me. They will kill us all for this!" He thrusts a datapad towards you.

Salld is still several meters from the nearest hero at this point. Allow Force sensitive heroes to make Wisdom checks of DC 20. Those making their checks are not surprised. All other heroes will be surprised unless they make DC 25 Listen checks (it's a noisy cantina, after all). Read or paraphrase the following:

Suddenly, blaster fire erupts from the doorway into the cantina, slamming into the Sullustan. Numerous men in gray jumpsuits and gray blast vests maneuver through the doorway, laying down blaster fire. Nearly everyone in the bar seems frozen in shock.

During this surprise phase, roll attack dice for the mercenaries. All their fire is concentrated on Salld during this round. Allow heroes who were not surprised to return fire or take whatever partial action they choose (remember that Heal Another is a full-round action, so cannot be used during this surprise round). Then roll initiative.

Mercenary Tactics: The bad guys in this encounter are professional mercenaries. Have them use appropriate tactics. They have also been trained to fight Jedi by their leader. They try to keep everyone at least 10 meters away to lessen their vulnerability to force abilities. This includes using some readied actions to "Hold fire until someone tries to move within 15 meters" to keep the force-threats at bay. Anyone closing within 15 meters of the mercenaries will be the

subject of **combined fire** as listed on page 141 of the core rulebook. The mercenaries use cover and concealment to their advantage. The mercenaries shout orders and observations back and forth to each other (use this to scare the heroes). A condensed version of all the cantina combatants is included as **DM AID 1**. At the *dramatically appropriate time*, the mercenary leader throws a **Thermal Detonator** at the largest group of NPCs/heroes or what he considers the best target. Although the Thermal Detonator is a dud, the expressions on the heroes' faces should be well worth the effort. Also, if any of the mercenaries are stunned, captured, or surrender, the remaining mercenaries shoot at them to keep them from talking (this should make the heroes really nervous!). If any mercenaries are captured, they do not know anything that helps the heroes. All negotiations for this job were done through a third party, in case of just such a situation.

See Appendix A for detailed statistics for Famier and Rrelbocco.

NOTE FOR ALL MERCENARIES: Ranged attacks and damage calculations do not include the application of the Point Blank Shot Feat (+1 to hit and damage if within 10 meters.)

FOR HEROES AVERAGE LEVEL 1-3

Mercenary, Male Human Thug 2 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +3 melee (1d4+1, boot knife), +6 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +5, Ref +3, Will +1; SZ M; FP 0; DSP: 1; Rep 0; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +2, Knowledge (Military Tactics) +2, Knowledge (Streetwise) +2, Profession (Mercenary) +3, Search +2, Spot +2, Swim +2.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light), Weapon Focus (Blaster Pistol).

Equipment: Combat boots, gray blast vest, gray Utility Jumpsuit, blaster pistol with lanyard (gives +2 Circumstance bonus to resist *Move Object* attempts on pistol,) boot knife, ID card for Renna's Transport Service. (Forged DC15, any hero currently employed by Renna gets a +2 circumstance bonus to spot the forgery).

Mercenary Leader, Male Human Soldier 3; IM+3; Def 17; Spd 10m;VP/WP 30/14; Atk +4 melee (2d4+1,vibrodammer), +7 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +5, Ref +4, Will +2;SZ M; FP 0; DSP 3; Rep 1; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Computer Use +1, Demolitions +2, Intimidate +5, Knowledge (Military Tactics) +4, Pilot +4, Profession (Mercenary) +5, Repair+1, Search +2, Spot +2, Treat Injury +2, Tumble +6.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot.

Equipment: Gray [Blast Helmet/Vest Combo], Gray Utility Jumpsuit, blaster pistol with lanyard (gives +2 Circumstance bonus to resist *Move Object* attempts on pistol,) vibro dagger, boot knife, ID card, Renna's Transport Service. (Forged DC15, any hero currently employed by Renna gets a +2 circumstance bonus to spot the forgery), Comlink, Holo Recorder mounted on blast helmet.

FOR HEROES AVERAGE LEVEL 4-6

Mercenary, Male Human Thug 5 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +7 melee (1d4+2, boot knife), +9 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +6, Ref +4, Will +2; SZ M; FP 0; DSP: 3; Rep 1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +3, Knowledge (Military Tactics) +3, Knowledge (Streetwise) +3, Profession (Mercenary) +4, Search +4, Spot +4, Swim +3.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light),Weapon Focus (Blaster Pistol), Point Blank Shot.

Equipment: Combat boots, gray blast vest, gray Utility Jumpsuit, blaster pistol with lanyard (gives +2 Circumstance bonus to resist *Move Object* attempts on pistol,) boot knife, ID card for Renna's Transport Service. (Forged DC15, any hero currently employed by Renna gets a +2 circumstance bonus to spot the forgery).

Mercenary Leader, Male Human Soldier 6; IM+3; Def 17; Spd 10m;VP/WP 60/14; Atk +8/+3 melee (2d4+2,vibrodammer), +10/+5 ranged or +8/+8/+3 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +7, Ref +5, Will +3;SZ M; FP 0; DSP 6; Rep 2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Skills: Computer Use +1, Demolitions +3, Intimidate +6, Knowledge (Military Tactics) +7, Pilot +4, Profession (Mercenary) +7, Repair+1, Search +2, Spot +2, Treat Injury +4, Tumble +9.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot, Rapid Shot, Far Shot, Multishot.

Equipment: Gray [Blast Helmet/Vest Combo], Gray Utility Jumpsuit, blaster pistol with lanyard (gives +2 Circumstance bonus to resist *Move Object* attempts on pistol,) vibro dagger, boot knife, ID card, Renna's Transport Service. (Forged DC15, any hero currently employed by Renna gets a +2 circumstance bonus to spot the forgery), Comlink, Holo Recorder mounted on blast helmet.

FOR HEROES AVERAGE LEVEL 7-9

Mercenary, Male Human Thug 8 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +10/+5 melee (1d4+2, boot knife), +12/+7 ranged or +10/+10/+5 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +8, Ref +6, Will +3; SZ M; FP 0; DSP: 4; Rep 2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills: Climb +2, Intimidate +5, Knowledge (Military Tactics) +4, Knowledge (Streetwise) +4, Profession (Mercenary) +5, Search +5, Spot +5, Swim +3.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light), Weapon Focus (Blaster Pistol), Point Blank Shot, Rapid Shot.

Equipment: Combat boots, gray blast vest, gray Utility Jumpsuit, blaster pistol with lanyard (gives +2 Circumstance bonus to resist *Move Object* attempts on pistol,) boot knife, ID card for Renna's Transport Service. (Forged DC15, any hero currently employed by Renna gets a +2 circumstance bonus to spot the forgery).

Mercenary Leader, Male Human Soldier 9; IM+3; Def 18; Spd 10m; VP/WP 90/14; Atk +11/+6 melee (2d4+2, vibrodagger), +13/+8 ranged or +11/+11/+6 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +8, Ref +6, Will +4; SZ M; FP 0; DSP 9; Rep 3; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Skills: Computer Use +1, Demolitions +3, Intimidate +7, Knowledge (Military Tactics) +8, Pilot +4, Profession (Mercenary) +8, Repair +1, Search +5, Spot +5, Treat Injury +4, Tumble +9.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot, Rapid Shot, Far Shot, Multishot, Shot on the Run, Heroic Surge.

Equipment: Gray Utility Jumpsuit, blaster pistol with lanyard (gives +2 Circumstance bonus to resist *Move Object* attempts on pistol,) vibro dagger, boot knife, ID card, Renna's Transport Service. (Forged DC15, any hero currently employed by Renna gets a +2 circumstance bonus to spot the forgery), Comlink, Holo Recorder mounted on gray blast helmet.

Round by Round NPC/Bad Guy Cinematic Highlights:

GM NOTE: Some actions by heroes may change what the mercenaries do. Remember, they are professionals and recognize Force users as threats when they identify them. Also, take into consideration that the mercenaries are fanatics and will not retreat under any circumstances. They fear failing far more than they fear death, having been told that someone "scarier than the Jedi" is footing the bill for this operation (and that is all they know, but it was enough). They will not leave without retrieving the datapad. Have them act accordingly. Also, remember the NPCs are there to help the heroes out if *needed*. Only have the NPCs join the action if they are needed. Otherwise, have Rrelbocco and Famier hide and watch.

Troubleshooting the combat:

What if the heroes want to flee from the combat?

The outer walls of the cantina are heavy metal reinforced to withstand the radiation storms that sometimes breach Varna Biqua's shields (Hardness 20, WP 300). Hidden blast doors at the entrance are made of the same material, only slightly thinner (Hardness 20, WP 120). Heroes wishing to escape through the blast doors must fight their way through the mercenaries first.

What if the heroes surrender?

Surrender is not an option for heroes, when innocent lives are at stake.

What if the mercenaries are about to escape with the datapad?

Have Famier or Rrelbocco shoot the fleeing mercenary so they drop the datapad. Fudge dice rolls if necessary.

If heroes are particularly hard-pressed during the combat through no fault of their own, fudge the dice to have Famier and Rrelbocco help them out of the jam. A couple of critical rolls can end the combat almost immediately. Famier and Rrelbocco should be the only NPCs to survive this combat unless the heroes act quickly to save the Rodian children. If the heroes do something really heroic to save some of the other NPCs, it succeeds and Famier has some "friends" who can get the NPC discrete medical attention after the battle. This is an excellent opportunity to award Force points for dramatic heroism in saving the innocents. Salld is most likely going to be dead before the heroes can even react (or, if someone makes a DC 25+ *Treat Injury* or *Heal Another* check, Salld is going to be

comatose and unable to recover for the duration of the event).

Surprise Round:

- Observant heroes can *Spot* the holo recorder on the Mercenary Leader with a DC20 check (Holo Recorder, Hard: 2, WP: 5, DEF: 24, Fort +5 to resist Ion attacks.)
- Mercenaries pour fire into Salld to ensure his death. As it happens, we went ahead and rolled the attacks on him already. Natural 20... natural 20... 20 WP on 3d8... and a 1 on his Fortitude save. Wow. That was really bad luck. HOWEVER, so long as there is a warm body and the potential for heroism, no one is dead in boxed text. So if the above conditions are met (DC 25+ on either of the checks above, or at your discretion if they call upon the Force), or if they do something truly miraculous (which is, after all, what being a hero is all about), then Salld only ends up in a coma. He'll be out of the rest of the event, regardless.

Round 1:

- Observant heroes can *Spot* the holo recorder on the Mercenary Leader with a DC20 check (Holo Recorder, Hard: 2, WP: 5, DEF: 24, Fort +5 to resist Ion attacks).
- Rodian Family tries to surrender.
- Twi'leks on dance floor scramble for cover.
- Famier dives behind bar away from the door and disappears through a concealed door to the storage room.
- Rrelbocco uproots a bolted down table to use for cover and draws bowcaster.
- 2 thugs move into $\frac{3}{4}$ concealment (30% Miss Chance) in souvenir area and pour blaster fire into the Rodian family.
- The Rodian parents shield their young with their own bodies and scream for help.
- 2 thugs move into $\frac{1}{2}$ cover (+4 Defense Bonus, and +2 Reflex Save Bonus) at the edge of the bar and shoot at the fleeing Twi'leks.
- Mercenary leader standing at the door in $\frac{3}{4}$ cover (+7 Defense Bonus, +3 Reflex Save) shoots at most threatening looking hero. Heroes can hear mercenary leader say, "Bring me the datapad. Leave no witnesses!" *Listen* Check DC 8.

Round 2:

- Observant heroes can *Spot* the holo recorder on the Mercenary Leader (as above).
- Twi'leks dead or severely wounded and out of the fight.
- *If needed*, Rrelbocco uses a full attack option to attack the thugs while using his $\frac{1}{2}$ cover.

- *If needed*, Famier appears at storage door in 9/10 cover (+10 Defense Bonus and +4 Reflex save Bonus) and begins firing on advancing Thugs using full attack options.
- 2 Thugs at the bar try to finish off any NPCs.
- 2 Thugs in souvenir shop try to finish off the Rodian family while maintaining their concealment (They kill the parents this round unless the heroes stop them. The parents give out a last cry to help save their children.)
- The Mercenary leader in the doorway fires on the most threatening hero.
- **If you haven't already done so, remember to throw the Thermal Detonator for the greatest effect!**

Round 3:

- Observant heroes can *Spot* the holo recorder on the Mercenary Leader (as above).
- *If needed*, Rrelbocco moves to new cover or tries to close to melee if possible and resumes fighting.
- *If needed*, Famier continues to fire at the thugs.
- 2 thugs at bar cover 2 advancing thugs in the souvenir shop who begin to focus on the heroes (they kill the children later; kids are weak).
- Mercenary leader in doorway fires on most threatening hero.
- **Have you remembered to throw the Thermal Detonator for the greatest effect?**

Round 4+:

- Observant heroes can *Spot* the holo recorder on the Mercenary Leader (as above).
- *If needed*, have Rrelbocco and Famier continue to fight as best they can.
- The mercenaries keep using cover to advance toward the datapad and try to kill everyone in the cantina.
- **If you haven't thrown the thermal detonator yet, the fight is either over, or you aren't using the module.**

After the combat is over: Famier has several Medpacs and a 2-1B Series Medical Droid (*Treat Injury* +9) stowed away in his storeroom from his previous capital venture. He gladly makes them available to the heroes. Famier also begins making numerous comlink calls as soon as the battle is over to try and arrange several things: discrete medical attention and shelter for any surviving NPCs, disposal of the bodies, a place to hide for himself and Rrelbocco, and future cantina repairs. If any mercenaries survived, he makes arrangements to have them turned over to the Thareian Military.

At this point, have all heroes roll *Search* checks. The hero approached by Salld gets a +5 circumstance bonus to their roll. The description(s) heroes receive is based on the result of their check. Jedi heroes automatically get the “lightsaber wound” information.

DC	Information Gained
5	The Sullustan is 1.5 meters tall. He wears a red and white shirt, black pants, black boots, a black blast vest and a gun belt. He appears to be dead and holds a damaged datapad.
10	His holster is currently empty and his ruined blast vest is still smoking from blaster impacts.
15	His shirt is actually white. The red is from blood that has soaked his shirt and the top of his pants. He’s dead. (Modify the “dead” part if the heroes managed to prevent it from occurring.)
20	The datapad seems of an unusual design, definitely a custom model. Some of the wounds on the Sullustan are linear and do not match blaster fire. He’s definitely dead. (Modify the “dead” part if the heroes managed to prevent it from occurring.)
25	The strange wounds on the Sullustan may have been caused by a lightsaber. The Sullustan’s blaster hand seems to be missing 2 fingers, and though the wounds seem recent, they do not bleed.

- All attackers’ equipment was well maintained and of the highest quality before some items were damaged in the battle.
- DC10 *Listen* checks reveal incoming transmissions on mercenary leader’s comlink. “Team 3, this is Control, over. Team 3 this is Control, respond, over. All teams, this is Control. Team 3 compromised. Execute plan Delta. Switch coms to new frequency.” Comlink goes dead. Tracing of signals is impossible (too many individuals using any given channel).
- Salld has nothing on him of interest except his datapad and an ID card. However, the datapad has been damaged. *Computer Use* DC10 reveals the only readable entry as “Meet Gerzott. Hangar 12c. 1200 standard hours.” The meeting is within the hour. The ID card at one time was a wealth of information, but with the blaster fire scarring it, only Salld’s name and picture can be made out.
- The Rodian family and the Twi’leks are probably dead or severely wounded, but they’re slightly more likely to be alive than Salld. And hey, you know what? If they manage to pull off something miraculous, which we, the authors, haven’t

foreseen, then let it work. Regardless, Salld ends up in a coma, and he won’t be out of it until well after the scenario ends. Famier sends his medical droid to tend any wounded and he makes arrangements for any survivors to have discrete medical care and shelter. Famier also makes arrangements to have the dead retrieved by the local coroner. Anyone looting the NPCs’ bodies should be warned, then given a DSP if they persist (this does not include the mercenaries, who were Bad Guys and therefore fair game). The others were innocents and should be treated with respect. In any case, the NPCs have nothing of interest on them.

- The attackers have Renna’s Transport Service ID cards and credentials. They are *Forged* (DC 15 *Forgery* check to detect it). Anyone currently employed by Renna gets a +2 circumstance bonus to their opposed *Forgery* roll.
- The mercenary leader had a holo recorder/transmitter mounted on his helmet that broadcast this whole battle to points unknown. The holorecorder was damaged beyond repair during the fight. (If he was, for example, stunned, then when he fell, the holorecorder ended up getting smashed against a fake Rancor tooth mounted on the wall.)
- The Thermal Detonator thrown at the heroes seems to be a dud. *Demolitions* checks of DC15 can determine that the item still appears to be fully functional, but the electronic components were fused in some sort of ion blast. This item will never function as an explosive device again under any circumstances.
- Padawan heroes contacting Jedi Masters are encouraged to investigate their only lead, and to find out who gave Salld what appear to be lightsaber wounds. Their weekend pass from the Academy will be extended for the duration of the investigation.
- Heroes employed by Renna’s Transport Service are told that no security personnel are missing or unaccounted for, and are asked to pursue this investigation as part of their employment.
- Nobody the heroes know is able to help them with transportation sooner than three standard days. If a special favor of some sort is called in, the heroes can cut the time down to two days, but still it is just not quick enough. In other words, don’t let them burn a favor on this.
- If heroes own a ship, it is unavailable during this event – perhaps docked for repairs – on Cularin, no less.
- Heroes checking up on Salld through his ID card are told that he was killed along with 30 other

people at the communications center earlier in the day. The Thaereian Military is sending a special investigations unit to look into the matter, and they will arrive in 2 days.

- Famier can make arrangements for any live mercenaries to be held until the Thaereian Military arrives to take them into custody, or the heroes can simply take any live mercenaries with them. Heroes who do not trust the Thaereian Military get an odd look from Famier, who hasn't heard anything bad at all about the "peace-keeping forces."

At this point, the heroes hopefully realize that they are in something very large and very dangerous whether they wish to be or not. *The only clue they have is the datapad detailing a meeting with Gerzott at hangar 12c.* Famier can help nudge the heroes in that direction with the following:

- "Man, did you hear that? Team 3? TEAM 3! That means there's at least a team 1 and 2. Me and Rrelbocco are getting out of here and laying low for a while, I suggest you do the same!"
- "Call the law? Man, you ARE new around here! This is the only law on Varna Biqua!" He brandishes his pistol. "The Thaereians will pick up the pieces, but that's about it."
- "Gerzott, yea, I heard of him. He owns his own ship, *Panada's Kiss*. From what I hear, Gerzott has been known to haul the occasional questionable cargo for the discerning employer now and again. He knows when to keep his mouth shut. He is probably your best bet of getting off this hunk of metal alive, 'cause you better disappear quick! You better hurry or you might miss the appointment."
- "Man, those guys had training. You see the way they moved? If there are more of them, they won't give up. They wanted that datapad bad...and no witnesses...plus that holo recorder captured the whole battle. I'd bet my favorite Sabacc Deck they know who we are. I'm officially on an extended vacation as of right now!"
- "Go with you? Are you crazy? I got 'friends' I can stay with. But, good luck to you all the same! You're gonna need it!"

Famier and Rrelbocco hastily gather possessions and any live NPCs, and depart after making the arrangements detailed earlier. Remember, these guys aren't heroes; they're just regular folks trying to make a living, and behave as such. The heroes should move along to encounter 3. If they choose another course of action, improvise until they follow their only lead. If the heroes wait around to see who comes to collect the

bodies, legitimate local morticians and coroners arrive soon after Famier leaves. They have come to discretely remove the bodies and try to locate next of kin. If pressed, the morticians reveal that they owed Famier a favor and this is their payment. They can also tell the heroes, that suddenly they have become very busy disposing of bodies and that a lot of citizens have been killed lately. If the heroes are wasting too much time, have them attacked again by a force equal to encounter 2, but make this combat into a running chase to push the heroes along the streets towards the hangars. Use as many mercenaries as you need to get the heroes moving along. After the heroes proceed towards the hangar, let them lose the mercenaries in the streets, but do not make it look easy. Remember, the mercenaries are professionals.

Encounter 3: Smuggler's Blues

*Key ideas of the encounter: Introduce the heroes to Gerzott and **The Panada's Kiss**. Get the heroes aboard ship and on their way to Cularin.*

Arriving at hangar 12C, you find a youngish man checking a datapad. He is of average height, wearing a dark green armored flight suit with heavily scuffed combat boots. He has long yellow-brown hair pulled into a single braid behind him, bright purple eyes, and a long scar that runs down the left side of his face. At his side is a heavy blaster pistol worn low in a well-loved holster. Slung over one shoulder is a bulging tool bag. Around him, a hangar ground crew seems to be making hurried preparations to launch the small YT-1760 Corellian Transport occupying the landing pad. Noticing you, the man looks up and smiles.

"Hey, you're late! Which one of you is Salld, and what's with the entourage? Our deal was passage to Cularin for one."

Gerzott is the near-Human with the datapad. Let the heroes come up with whatever story they want to here. Gerzott doesn't really care what their story is. He only knows he was hired to transport someone named Salld to Cularin. He was hired by a Cerean named Krol-Pek, and he is supposed to take Salld to Krol-Pek for a meeting. Gerzott notices that the heroes are in a hurry to leave and that they seem to be a little jumpy and banged up. Using this information, he tries to bargain a better deal for his transportation services. The following is a sample of things he is likely to say. Make him a real scoundrel, not malicious, but definitely greedy.

- “Well, the deal was for transportation for one. More bodies means more fuel, and more fuel means more money. Lucky for you I’m running a (# of heroes-1) for 1 Cularin special. BUT, that ONE is going to cost you 5,000 more.” (He knows this price is crazy, but wants to start the bargaining high. If the heroes look like they are about to leave, he quickly lowers his price...after all, he has already been paid once.)
- If he notices any traditionally dressed Jedi or heroes with Padawan braids, he says: “Now don’t go trying any of those Jedi tricks on me either. I don’t like other people poking around in my head, it makes me and my friend N4 up there very nervous!” He completes this statement by pointing to a military droid perched atop his ship near the top entry hatch. The “Enforcer droid” is actually a hollow droid shell that Gerzott has fitted with servo motors and a tiny power supply to make it look intimidating. The droid’s weapons are actually broom handles painted black to look like blaster rifles. DC 18 *Spot* check to notice “something” is not quite right with the droid. DC 22 sees the ruse for what it is.
- If threatened in any way (like with the thermal detonator from encounter 2), his hand drops to his pistol butt and he says, “Everybody always wants to do things the hard way. But, me and old N4 there,” he points to Enforcer droid mockup, “well, we like to bargain in good faith. It makes things a lot easier when it comes time to pay the piper, catch my meaning?”

Gerzott, Male Human Soldier/Scoundrel/Scout 2/2/6; IM +7; Def 25; Spd 10m; VP/WP 80/14; Atk +6/+1 melee (1d6-1, Fort DC 12, Stun Baton), +10/+5 ranged (3d8, Heavy Blaster Pistol); SQ Bonus Feats, Better Lucky Than Good, Illicit Barter, Uncanny Dodge, Skill Mastery (Pilot, Repair), Trailblazing; SV Fort +5, Ref +9, Will +4; SZ M; FP 4; Rep 3; Str 8, Dex 17, Con 14, Int 14, Wis 12, Cha 10.

Skills: Astrogate +17, Bluff +5, Computer Use +7, Demolitions +4, Disable Device +7, Gather Information +5, Intimidate +5, Profession (smuggler) +14, Listen +6, Pilot +21, Repair +15, Search +15, Sense Motive +7, Speak Shyriiwook, Sullustan, Spot +14, Tumble +12.

Feats: Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium), Dodge, Improved Initiative, Starship Operations (Space Transports, fighters), Spacer, Skill Emphasis (Pilot), Starship Dodge (Space Transports)

Equipment: Armored Flight suit, Heavy blaster pistol, comlink, Medpac, Credit chip, Datapad, Tool Bag, Corellian Transport: *Panada’s Kiss*.

Troubleshooting:

Of course there is nothing to really stop the heroes from using *Affect Mind* or similar things to persuade Gerzott to help them. All his defenses are nothing more than elaborate ruses (or, not so elaborate, since he only has Bluff at +5!). Gerzott is simply a businessman trying to make a profit. He will NEVER turn the heroes away as long as he has any chance to make a decent profit (and he has already been paid for this trip once, so anything he gets is pure profit).

Assuming the heroes do nothing too stupid, they should be able to work out a transportation deal with Gerzott. Once they do, read or paraphrase the following.

Shortly after storing your gear onboard, you feel the ship power core come to life with a familiar rumbling beneath your feet. Just as the high-pitched whine of the repulsorlifts kick in and the ship lifts off the pad, you hear the sounds of heavy blasters impacting the hull. These are nearly drowned out by the violent stream of colorful expletives suddenly erupting from the ship’s cockpit. From the nearest viewport, you see a large force of men in gray jumpsuits and blast vests rushing into the hangar bay, firing at the ship. Through the emerging battle-haze, you see a dark-cloaked figure standing calmly in the midst of the chaos, a red lightsaber in hand. Then the blade goes out, and the figure is lost in the distance as the Panada’s Kiss streaks into space.

Forcing Gerzott to go back does no good. The mercenaries and the individual with the lightsaber are gone, no one having seen where they went (everyone cleared out when the shooting started). It appears that the mercenaries took another ship off Varna Biqua, and surprise, there’s no record of a flight plan being logged.

Encounter 4: It’s Hard to Find Good Help

Key idea of this encounter: Have the heroes arrive at Cularin and meet Krol-Pek.

GM NOTE: For the purposes of recovering vitality points, the trip to Cularin takes 5 hours.

The landing site Gerzott has chosen is in a jungle clearing in a remote area of Cularin away from the cities. As the passenger ramp descends, you can see a frowning male Cerean waiting in a speeder near the edge of the clearing. Gerzott steps outside to meet the newcomer.

This is Krol-Pek. Krol-Pek knows only that he was hired to do a simple slicing job on an encrypted datapad and that somehow things became more complex and dangerous rather quickly. Seeing the damage to the *Panada's Kiss* when it lands confirms Krol-Pek's assessment of the amount of danger involved in this job.

After a brief exchange of words, the Cerean approaches your group. He wears a dark brown utility jumpsuit with far too many tools stuffed into some type of white case poking out of his upper left jumpsuit pocket. Beneath his unusually thick, dark-framed lenses, his eyebrows seem furrowed in deep concentration. As he approaches your group, he says in a high-pitched voice, "I am Krol-Pek. Where is Salld?"

Yes, Krol-Pek is a Cerean geek. But, he is also a very talented geek. After listening to whatever story the heroes come up with, Krol-Pek, being an opportunist, decides to angle for more pay than he originally agreed to (there's a reason he and Gerzott get along). Unfortunately for him, Krol-Pek has the negotiating skills of a newborn Bantha (there's a reason Gerzott likes Krol-Pek...). He tries very hard to be coy, but instead, he comes off as a two-bit con man. Use some of the negotiating expressions detailed below, or come up with your own.

- "Yes, so, since you've taken over Salld's end of the action, I guess you get his... umm... 30%... right?" Followed by a very large and obviously fake smile. *Bluff* DC 5.
- "Yes, everything is arranged like I told Salld. So I guess I can get that advance of...um...nine (Looks pointedly at the damage to the *Panada's Kiss*)...um...ten thousand credits like we talked about earlier. Right?" *Bluff* DC 8.

Regardless of what the heroes do here, deep down Krol-Pek is a coward and agrees to his original bargain. He admits to his original deal on a successful *Diplomacy or Intimidate* check of DC18. Krol-Pek's original deal was for 25% of the sale price of whatever information he decoded.

After the deal is reached with the heroes, Krol-Pek gives one last lame attempt to cheat the heroes.

"OK. We have a deal. So, um, you guys give me the datapad, and um, you wait here. Yeah, and I'll, um, bring it back to you when I'm done! OK?"

After the heroes insist on staying with Krol-Pek during the decoding process (did they roll a positive number

on their sense motive check? Okay, then), he asks for the datapad. When presented with the damaged datapad, Krol-Pek is genuinely upset. He launches into a diatribe directed at the heroes describing proper maintenance procedures for expensive electronic equipment. Have fun with this, but be sure not to become too abusive to the heroes and remember that Krol-Pek is really a coward. After his tirade, he finishes with...

"Well, it's too damaged to decode without special equipment now! Great job you bunch of lousy, trigger-happy ... <stops and looks at the heroes and their weapons> Um, what I mean is that we have to take it to my house to fix it now. I have the right equipment there...Don't look at me like that! It's true! I swear!"

Krol-Pek is telling the heroes the truth. Proceed to encounter 6.

Krol-Pek, Male Cerean Expert 8; IM +2; Def 14; Spd 10m;VP/WP -/12; Atk +6/+1 melee (1d3, Fist), +8/+3 ranged (3d4, Hold-out blaster); SV Fort +3, Ref +4, Will +7; SZ: M; FP 0; Rep 2; Str 10, Dex 14, Con 12, Int 18, Wis 13, Cha 8.

Skills: Computer Use +20, Craft (computers) +15, Disable Device +15, Knowledge (computer programming) +15, Knowledge (Decryption Techniques) +15, Knowledge (Encryption Techniques) +15, Knowledge (Radio Transmissions) +15, Profession (Encryption Technician) +12, Profession (Computer Programmer) +12, Repair +17.

Feats: Weapon Proficiencies (Simple Weapons, Blaster Pistols), Gearhead, Skill Emphasis (Computer Use).

Equipment: Custom Datapad, Pocket protector, Thick lenses, Brown Jumpsuit, hold-out blaster in jumpsuit pocket, mini computer toolkit (in pocket protector).

Encounter 5: "Hey, You Don't Live Here!"

Key idea of this encounter: Have the heroes contacted by potential buyers. Get the heroes to Krol-Pek's house to decode the information, and have one final battle.

Krol-Pek isn't set on driving. If one of the heroes would prefer to pilot the speeder, he or she is more than welcome to do so, while Krol-Pek relaxes and makes comments about how nice it is to have a chauffeur.

Weaving down the jungle path, dodging trees and plants and small scaly things, your speeder makes good time to the outskirts of Gadrin. In the short trip from the ship, some of you are already covered in sweat from the oppressive heat and humidity of the Cularin jungle. Without warning, an old Human man in a tattered brown cloak stumbles onto the path directly in front of you!

Pilot check of DC 5 to safely avoid the old man and bring the speeder to a skidding halt. Appropriate Knowledge Local, Cularin, or Streetwise checks of DC10 lets the heroes recognize the old man as Borus Ferthyn, the madman of Gadrin. Heroes who played the *Eye Of The Sun* trilogy recognize him automatically if they encountered him in that event.

Noticing the speeder, the grizzled old man approaches unsteadily, leaning heavily on a wooden walking stick. He looks at you with his one good eye, while his other seems to wander in every direction at once. He lifts his cane menacingly and beneath his tangled beard, his mouth opens as he prepares to speak.

Borus isn't going to get to talk, because a hovering MT-D droid interposes and sends him tumbling into the bushes. It then scans the crew of the speeder and begins projecting a holo-message.

Standing on the front of the speeder is a projection of a finely dressed Cerean male with handsome features. "Greetings good citizens. I hope this message finds you well. I am Yarian Kak, trade advocate, and I believe you may have in your possession some information that is very valuable to my client. You may or may not know that this information was recently stolen from my client, and they are anxious to have it returned without the... complications of media exposure or the necessity of a lengthy explanation on security lapses to shareholders. To that end, my client has authorized a 20,000 credit reward for the safe and discrete return of this information and all the copies you may possess. If you believe my offer merits further consideration, please contact me at the Reidi Artom Luxury Resort here in Gadrin. I am in the Chancellor's suite. Thank you for your time and have a pleasant day." Any further message is abruptly ended by a loud "Whack" as the crazy old man violently strikes the droid with his walking stick. Satisfied, the old man hobbles away grunting under his breath. The only words you hear are, "Give it to the politicians..." The droid beeps indignantly, then turns and leaves as well.

Following Borus does no good. He's quite forgotten what he was going to say, and delivers bad poetry

instead. If asked what "Give it to the politicians" means, he does have a moment of lucidity, saying, "What we got's better'n the Cartel, yeah?" He then goes back into bad poetry.

Spot checks of DC 5 reveal Metatheran Cartel markings on the droid. Any Sense Motive attempts on the message, conclude that Yarian is totally sincere as he has polished this speech to perfection. Heroes may want to decode the information to see exactly what they have before they decide to sell it. If not, Krol-Pek suggests that course of action. If the heroes agree with Krol-Pek, proceed with the encounter. If they decide to sell the information to Yarian before knowing what it is, proceed to the "*Yarian Kak and the Metatheran Cartel*" conclusion.

Getting back onto the trail, Krol-Pek directs you to a very unassuming prefab modular home on the outskirts of Gadrin. Though the landscaping seems pleasant enough, the door security pad is hanging by bare wires and the door to the house is slightly ajar. Another speeder with no markings is parked next to the house.

Yes, someone has obviously broken into Krol-Pek's home. Krol-Pek even says as much. Allow the heroes a Spot check (DC15, 18, or 21 based on Tier) to notice an individual dressed in a gray jumpsuit move away from the open doorway and into the interior of the home. Give the players 30 seconds of real time to react and plan, then have the mercenaries attack. Use the same mercenary statistics and numbers from encounter one. This time, no mercenary has a thermal detonator. Krol-Pek hides inside the landspeeder the whole combat receiving full cover bonuses.

Mercenary Tactics: The bad guys in this encounter are professional mercenaries. Their tactics in this battle are simple. Half the mercenaries use the cover from the house and try to pin the heroes down outside. The other half of the mercenaries, with their leader, go out the back door of the house and sweep around to flank the heroes on the 3rd round of combat. Remember that the mercenaries have been trained to fight Jedi. They try to keep everyone at least 10 meters away to lessen their vulnerability to Force abilities. This includes using some readied actions to "Hold fire until someone tries to move within 15 meters" to keep the force-threats at bay. Anyone closing within 15 meters of the mercenaries is the subject of **combined fire** as listed on page 141 of the core rulebook. The mercenaries use cover and concealment to their advantage. The mercenaries shout orders and observations back and forth to each other (use this to scare the heroes). Also, if any of the mercenaries are stunned, captured, or

surrender, the remaining mercenaries shoot them to keep them from talking.

GM NOTE: The Office of Peace and Security squad detailed below is designed to help out hard-pressed heroes. Use them only as much as you *must* to prevent a TPK. Otherwise, they arrive in round 4 of the combat, scaring off mercenary reinforcements and bringing the fight to a close (running this fight to completion twice can make the event run long).

OPS Trooper, Male Human Soldier 4 (12); IM +3; Def 17; Spd 10m; VP/WP 40/14; Atk +5 melee (1d6+2, Stun Baton, 1d4+2 combat glove), +8 ranged or +6/+6 ranged (3d8, heavy blaster pistol); SQ Bonus feats; SV Fort +5, Ref +4, Will +2; SZ M; FP 2; Rep 4; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills: Computer Use +3, Diplomacy +3, Intimidate +6, Knowledge (Cularin Law) +5, Pilot +4, Profession (Police Officer) +5, Repair+1, Search +3, Sense Motive +3, Spot +3, Treat Injury +2

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Heavy Blaster Pistol), Point Blank Shot, Precise shot, Rapid shot.

Equipment: White [Blast Helmet/Vest Combo], OPS Uniform, Heavy Blaster Pistol, OPS ID card, Comlink, Medpac, binders.

After the Battle:

If OPS arrives at the end of the battle read the following. If not, skip this first paragraph of text.

As the last mercenary falls, numerous OPS troopers dressed in combat gear suddenly surround the area, while armored OPS speeders move up to cover them with heavy weapons.

One of the OPS troopers walks toward your group. He is a young Human male wearing OPS combat garb and the rank insignia of a Sergeant. "Well!" Sergeant Morton says with a grin. "I bet there's never a dull moment around you guys! I was looking for you. I have a contact on Varna Biqua who said there might be a little trouble here, so I brought along backup. Good thing, too. We caught another twenty of those mercs half-way down the block, or we would have been here sooner." He gestures towards the rest of the OPS troopers gathering up the mercenaries near one of the armored speeders. "Anyway, he wanted me to give you this." He hands the heroes a data card. "So, who were these guys anyway?" The heroes' story doesn't really matter here. His friend in the military has vouched for them. "Well, you know, a mess this big is

going to involve some serious paperwork. You be sure to stop by my office later to make your statements. I'm sure I'll bump into you folks again soon one way or another..."

If any hero has a restricted weapon or item in view, he points at it and asks for a permit. If none is produced, he confiscates it. He has *Forgery* at +10, so stands a chance of detecting a forged permit, within reason. With that, Sergeant Morton gets to the business of managing his subordinates.

The datapad does not fit into a standard datapad without an interface module Krol-Pek can provide. Inserting the datapad into an interface-enhanced datapad begins the execution of a program. If the heroes do not have a datapad, Krol-Pek furnishes one for them. When started, the program displays **Player Handout 3**. Hand it to them folded such that they cannot read the end, and make sure they understand that they are only seeing one screen at a time, with another viewed each time they unfold the handout.

Ask the hero reading the datapad what the very last thing they read says. If they get to the end of the message, the datapad is destroyed along with the datapad.

Encounter 6: The Final Plea

Key ideas of this encounter: Allow the heroes to decode the information. Give the heroes another option on who to give the information to.

After the battle, Krol-Pek hurries you inside his home. "Let's hurry up and get rid of this thing before we all get killed!" Rushing about, Krol-Pek frantically gathers his supplies and begins the involved work of repairing the damaged datapad. After several minutes, he looks up. "Oh my. Oh my, oh my, oh my."

Krol-Pek has just discovered that the datapad is tracking signals that seem to be pulsing out to something in orbit above Cularin. The signals are emanating from Cularin Central Finance, the Hedrett Groundsport, and the Council Chamber at Hedrett. The datastreams are thick and ongoing, and are clearly encrypted with a code of the kind the Cartel uses.

If the party has a Jedi hero with them, read or paraphrase the following: *Your comlink suddenly springs to life with a series of beeps. You immediately recognize the Jedi Academy's emergency alert signal. The familiar voice of the droid, E1-6RA, who administers the daily Academy business, begins to speak. "Greetings. Master Lanius has asked me to*

beseech all Academy members to be mindful of the living Force in the coming days. He has had a vision of a fierce power struggle in Cularin's immediate future. If any Academy members have any information they believe may be relevant to this vision, please report to Master Lanius at the Academy immediately. Thank you, and may the Force be with you."

If the party has no Jedi among them, Krol-Pek turns on a transmitter to listen to music while he works on the damaged datapad. When he does, the heroes hear the following. *Almost as soon as Krol-Pek flips on the radio, the soothing sounds are replaced by the high-pitched whining associated with an emergency broadcast. After several seconds, the whining is replaced by a terse feminine voice speaking in Basic, "Attention citizens of Cularin. The Jedi Academy has reason to believe that a being or beings somewhere in Gadrin have come into the possession of certain information that is crucial to maintaining peace and stability within the system. Anyone possessing such information is encouraged to report to the Jedi Academy as soon as possible. Your cooperation is greatly appreciated. May the Force be with you. " With that, the music resumes.*

Encounter 7: In Over Our Heads

Key ideas of this encounter: Finally decode the information and decide who gets the information.

Now, the heroes have several options available to them. Each of these will be addressed below. They cannot get rewards from more than one faction, even if they figure out how to give the data to more than one group.

Yarian Kak, and the Metatheran Cartel

Visiting Kak, the heroes can learn that he does, in fact, represent the Cartel, and that they are very interested in the contents of the damaged datapad. The offer of 20,000 credits was a true one, and if the datapad is given to the Cartel, the heroes are given 20,000 credits to split.

Unfortunately, Kak is making a holorecording of the exchange, which is later "leaked" to the media, showing the erstwhile "heroes" of Cularin making a deal with the Cartel. Within hours, slicers break into their bank accounts and all of the money from the Cartel is taken. They end up with no datapad, no money, and the loss of any certified employment they might have had. Padawans are also forced to atone for their transgressions; they will not earn any experience

for the next five events in which they participate. This is ONLY true for Padawan heroes.

The Cularin Government

If the datapad is given to the Cularin government (either Chancellor Impeveri's or Governor Chistor's), the heroes are called the next day by the appropriate office and told to turn on their viewscreens.

As the image comes into view, you see work crews removing what appear to be transmitters from three buildings, one at each corner of the screen. One is the main office of Cularin Central Finance, in Gadrin. Another is the control tower of the Hedrett Groundsport. The third, and most disturbing, is the Council Chamber in Hedrett, where much of the business of the city is conducted.

"Reports are that the transmitters, strategically placed around Cularin are identical to the one purportedly found aboard the ship gifted to Cularin a year ago by the Metatheran Cartel. The Cartel denies any knowledge of the transmitters. Acting on an anonymous tip..."

The Thaereian Military

If the datapad is given to the Thaereian Military, a different transmission is received.

As the image comes into view, you see strike teams in military uniforms storming three buildings, one at each corner of the screen. One is the main office of Cularin Central Finance, in Gadrin. Another is the control tower of the Hedrett Groundsport. The third, and most disturbing, is the Council Chamber in Hedrett, where much of the business of the city is conducted.

"Reports are that the strikes were necessitated by the presence of transmitters designed to provide data critical to the internal strength of Cularin to off-world concerns. The Thaereian Military attributes the sweeping success of the operation to its crack intelligence teams..."

The Jedi Academy

Frankly, we expect this to be the most common choice. But hey – we could be wrong.

The response from the Jedi Academy is quick and certain, and within days, the holovids are awash with news of the "cooperative effort" on behalf of the Jedi Academy and the government of Cularin to remove several spy transmitters, placed in key locations around the main planet. Master Lanius Qel-Bertuk makes rare public appearances, standing side-by-side

with Governor Chistor and Councilor Impeveri, and your names are mentioned in several newscasts.

Leaving it up to Krol-Pek

Smack any party that wants to do this, and tell them to make a real decision.

Conclusion

Whatever decision the heroes reached, following the reports on the holo vid news about the transmitters, there is a short report about another domestic issue.

“Recent activity in the criminal underworld suggests that certain fringe elements may be readying for a move to power. A group calling itself ‘The Syndicate’ has been speaking out against the Cartel, and against the governments of Cularin herself. The intentions of this group are as yet unknown, but local experts expect trouble from the Syndicate, and soon...”

Here Ends Quarters

*For any scenario feedback, please email:
Modfeedback@Yahoo.com*

Experience Point Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force 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 hero portrayal throughout the adventure, not just how well the hero interacted socially. Do NOT automatically award max role-playing 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 decode the datapad and bring the information to the attention of the proper authorities? If so, each hero who survived receives 600 xp.

Adventure Experience: 0-600 xp

Roleplaying Experience: 0-400 xp

Total Possible Experience: 1,000 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 they decoded the information, but turned it over to the Cartel, award 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 acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

Encounter 1:

- Up to 1000 credits per Hero from Gambling inside the “Raging Rancor”
- Various “Rancor” souvenirs from the shop in the cantina.

Encounter 2:

- 4 Blaster Pistols
- 1 Comlink
- 1 Blast Vest and Helmet
- 1 Thermal Detonator, DUD: This thermal detonator has been damaged in such a way that it looks completely serviceable, but in reality, it can NEVER again be used as any type of explosive.

Encounter 7:

Note: Only one type of favor from the list below may be awarded at any given table, and the players may NOT know what the rewards are, other than the Cartel’s “reward,” prior to choosing.

- Favor of the Thaereian Military: The Hero named above has performed a great service for the Thaereian Military. To return the favor, the military has given the hero access to specialized military training. This benefit takes the form of one free single weapon or armor proficiency feat that must be listed on the space provided below at the time this favor is received. IN ORDER TO OBTAIN THIS FAVOR, THE HEROES MUST TURN THE INFORMATION OVER TO THE THAEREIAN MILITARY.
- Favor of the Jedi Academy. This hero has performed a great service for the Jedi Academy on

Almas. To return the favor, the academy has given the hero access to specialized training. This benefit takes the form of a +1 competence bonus to any non-Force-skill, which must be listed below. IN ORDER TO OBTAIN THIS FAVOR, THE HEROES MUST TURN THE INFORMATION OVER TO THE JEDI ACADEMY.

- Favor of the Cularin Body Politic. This hero has performed a great service for the governments of Cularin. To return the favor, the governments will ignore any single minor law violation on the part of this hero (to include possession of restricted weapons or other items without a permit, but not to include high crimes such as murder, arson, or theft of any item of more than 2000 credits value). IN ORDER TO OBTAIN THIS FAVOR, THE HEROES MUST TURN THE INFORMATION OVER TO THE CULARIN GOVERNMENTAL BODIES.
- INFAMY: The following hero has been deemed a citizen of dubious qualities and will be treated accordingly in future events. Note that Jedi heroes who are infamous (per this certificate, which does NOT grant the Infamy feat) must spend the next five events they play atoning, and may not take experience from any of those events, nor may they benefit in any material way from the events. The full effects of having been seen on holovid selling out Cularin to the Metatheran Cartel will become clear in future events.

Player Handout 1: Varna Biqua

Varna Biqua is one of the floating cities orbiting Genarius. Shrouded in a particularly thick cloud bank, Varna Biqua is a center point for illicit trade. The black market here is extensive. Illegal substances and weapons are two of the commodities traded most frequently on Varna Biqua. Almost anything is available for a price. Such markets tend to lend themselves to a rough attitude though. A common saying on Varna Biqua is “Live and let live...unless they get in your way. Then kill them.” This vigilante attitude leads to numerous tussles and more than a few murders, but there aren’t many on Varna Biqua who care. Visitors to the city are given every opportunity to reconsider before stepping foot off their ship. Once they leave the safety of their transport, they’re on their own.

Paraphrased from page 30 in the *Living Force Campaign Guide*.

Player Handout 2: Souvenir Shop Items.

All “Rancor hide” items available in black, tan, or gray, only two of each item type available.

Rancor Hide Jacket:	750 Credits
Rancor Hide Cloak:	1000 Credits
Rancor Hide Belt:	200 Credits
Rancor Hide Gun Belt:	350 Credits
Rancor Hide Vest	500 Credits
Rancor Hide Holster	150 Credits
Rancor Hide Back Pack	1350 Credits
Rancor Hide Boots	800 Credits
Rancor Tooth Weapon Handles	1300 Credits/small weapons 1400 Credits/medium weapons 1600 Credits/large weapons
Rancor Claw Weapon Handles	1250 Credits/small weapons 1350 Credits/medium weapons 1550 Credits/large weapons
Rancor Bone Weapon Handles	950 Credits/small weapons 1050 Credits/medium weapons 1150 Credits/large weapons
Souvenir Holo in Fake Rancor Maw	100 Credits
Wind Up Rancor Toys	50 Credits
Rancor Stuffed Animals	100 Credits
Rancor Bone Holo Frame	550 Credits
Rancor Claw Holo Frame	650 Credits
Rancor Tooth Holo Frame	750 Credits
Rancor Masks/Gloves	200/100 Credits

Player Handout 3: Datacard.

Friends,

You are in grave danger. The information you possess could undermine the security of the entire Cularin System and throw the region into chaos. I strongly urge you to turn this information over to the nearest Thareian Military Headquarters as soon as possible. I believe that sending you this warning may have compromised my cover. I will be able to help you no more. Good luck, and may the Force be with you.

Capt. Drom Virbilge
Thareian Military Special Ops

PS: By the time you read this, you should be removing the datacard from your datapad to avoid damage. An electrically activated acid is even now eating through this datacard to destroy it.

PPS: If you are reading this, your datapad is ruined! Don't say I didn't warn you.

DM Aid #1: Raging Rancor Cantina Combat Summary

NOTE FOR ALL MERCENARIES: Ranged attacks and damage calculations do not include the application of the Point Blank Shot Feat. Also, all information here is limited to what is *needed* for the combat. For complete statistics including all stats, skills, feats, and equipment please refer to the module text.

For parties with the average hero level between 1-3.

Mercenary, Male Human Thug 2 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +3 melee (1d4+1, boot knife), +6 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +5, Ref +3, Will +1; SZ M; FP 0; DSP: 1; Rep 0; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light), Weapon Focus (Blaster Pistol).

Mercenary Leader, Male Human Soldier 3; IM+3; Def 17; Spd 10m;VP/WP 30/14; Atk +4 melee (2d4+1,vibro dagger), +7 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +5, Ref +4, Will +2;SZ M; FP 0; DSP 3; Rep 1; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot.

For parties with the average hero level between 4-6.

Mercenary, Male Human Thug 5 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +7 melee (1d4+2, boot knife), +9 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +6, Ref +4, Will +2; SZ M; FP 0; DSP: 3; Rep 1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light),Weapon Focus (Blaster Pistol), Point Blank Shot.

Mercenary Leader, Male Human Soldier 6; IM+3; Def 17; Spd 10m;VP/WP 60/14; Atk +8/+3 melee (2d4+2,vibro dagger), +10/+5 ranged or +8/+8/+3 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +7, Ref +5, Will +3;SZ M; FP 0; DSP 6; Rep 2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot, Rapid Shot, Far Shot, Multishot.

For parties with the average hero level between 7-9

Mercenary, Male Human Thug 8 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +10/+5 melee (1d4+2, boot knife), +12/+6 ranged or +10/+10/+4 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +8, Ref +6, Will +3; SZ M; FP 0; DSP: 4; Rep 2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light),Weapon Focus (Blaster Pistol), Point Blank Shot, Rapid Shot.

Mercenary Leader, Male Human Soldier 9; IM+3; Def 18; Spd 10m;VP/WP 90/14; Atk +11/+6 melee (2d4+2,vibro dagger), +13/+8 ranged or +11/+11/+6 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +8, Ref +6, Will +4;SZ M; FP 0; DSP 9; Rep 3; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot, Rapid Shot, Far Shot, Multishot, Shot on the Run, Heroic Surge.

NPCs of Note in Cantina:

Famier Denzmorren, Male Human Soldier/Scoundrel 5/5; IM+3;Def 23;Spd 10m;VP/WP 82/14;Atk +8/+3 melee (1d6,Fort DC 12, Stun Baton), +13/+8 ranged or +11/+11/+6 Rapid Shot(3d8, Heavy Blaster Pistol); SQ Better Lucky Than Good, Sneak Attack +2d6; SV Fort +7, Ref +9, Will +2;FP 3;

Feats: Weapon Focus (Heavy Blaster Pistol), Point Blank Shot, Precise Shot, Rapid Shot, Quickdraw.

Rrelbocco, Male Wookiee Scout 9; IM+2;Def 18;Spd 10m;VP/WP 74/14;Atk +11/+6 melee (1d6+5, Fort DC12, Stun Baton), +9/+4 ranged or +7/+7/+2 Rapid Shot(3d10, Bowcaster);SQ; Rage, Uncanny Dodge. SV Fort +6, Ref +6, Will +4; FP 4

Feats: Point Blank Shot, Rapid Shot, Exotic Weapon Proficiency (Bowcaster), Weapon Focus (Bowcaster)

DM Aid #1: Raging Rancor Cantina Combat (continued)

Cover available in the cantina

Firing from behind bar, tables, or gambling games: ½ Cover Hard 8, 10WP+4 Def Bonus, +2 Ref Saves
 Firing from door of restrooms or kitchen ¾ Cover Hard 8, 7WP+7 Def Bonus, +3 Ref Saves
 Firing around corners of walls (reinforced metal) ½ Cover Hard 15,700WP+4 Def Bonus, +2 Ref Saves

Concealment available in the cantina

Firing from within the racks of hanging clothing in souvenir shop ¾ Concealment 30% Miss Chance
 Hiding in the clothes racks staying out of combat Total 50% Miss Chance, must guess targets location

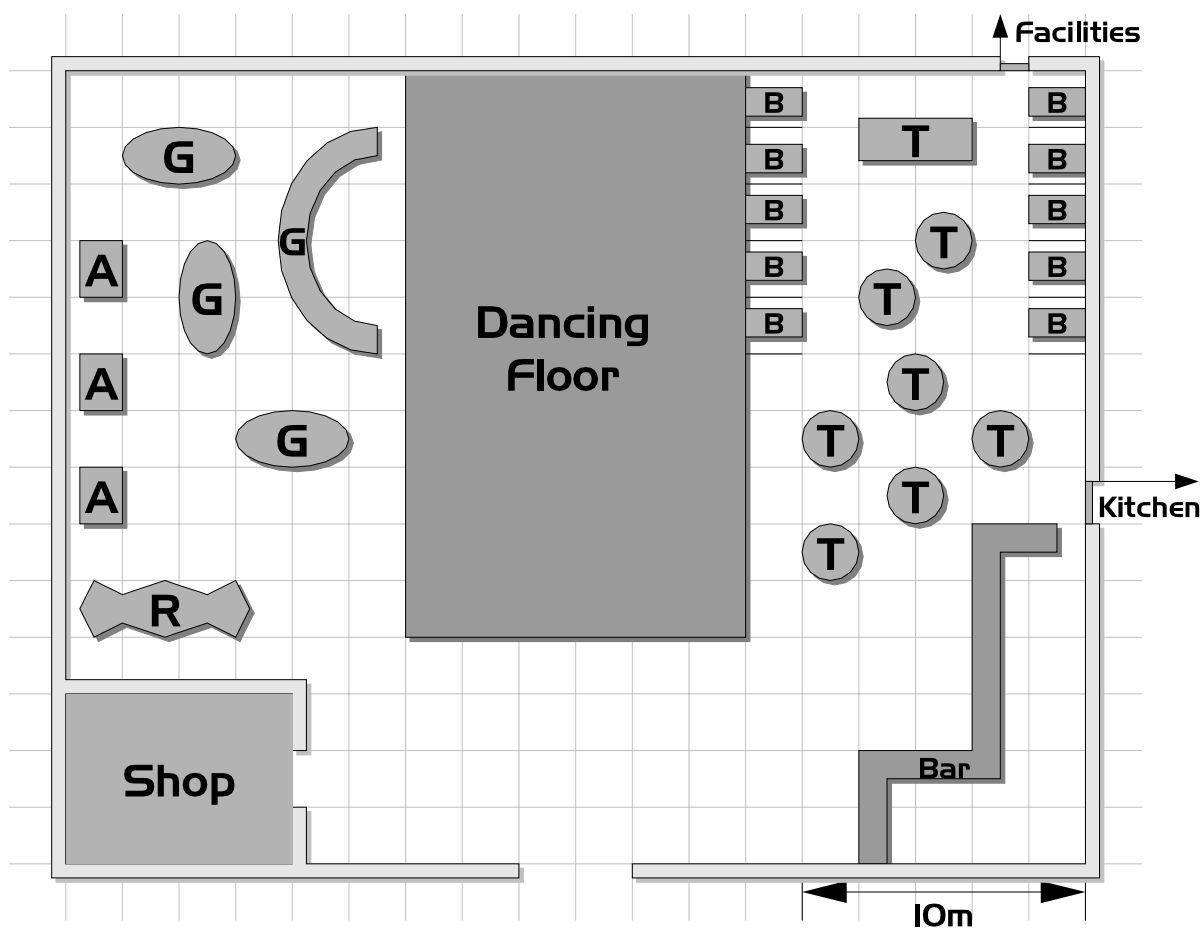
DM QUICK COMBAT AID:

Fill in for appropriate Hero level to speed combat along.

Merc 1	Merc 2	Merc 3	Merc 4	Merc 5	Merc 6	Merc 7	Merc Leader	Famier	Rrelbocco
Init:	Init:	Init:	Init:	Init:	Init:	Init:	Init:	Init:+3	Init:+2
W/V	W/V	W/V	W/V	W/V	W/V	W/V	W/V	W/V: 14/82	W/V: 14/74
Def:	Def:	Def:	Def:	Def:	Def:	Def:	Def:	Def: 23	Def: 18
Atk:	Atk:	Atk:	Atk:	Atk:	Atk:	Atk:	Atk:	Atk: Ranged +13/+8 or +11/+11/+6	Atk: Ranged +9/+4 or +7/+7/+2
Dmg:	Dmg:	Dmg:	Dmg:	Dmg:	Dmg:	Dmg:	Dmg:	Dmg: 3d8 ##	Dmg: 3d10 ##

(+1 to hit and damage if within 10 meters)

DM Aid #2: Raging Rancor Cantina Map



A	Arcade Games
G	Gambling Tables
T	Tables
B	Booths
R	Mechanical Rancor

DM Aid #3: Krol-Pek's House Combat Information

NOTE FOR ALL MERCENARIES: Ranged attacks and damage calculations do not include the application of the Point Blank Shot Feat. Also, all information here is limited to what is *needed* for the combat. For complete statistics including all stats, skills, feats, and equipment please refer to the scenario text.

For parties with the average hero level between 1-3.

Mercenary, Male Human Thug 2 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +3 melee (1d4+1, boot knife), +6 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +5, Ref +3, Will +1; SZ M; FP 0; DSP: 1; Rep 0; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light), Weapon Focus (Blaster Pistol).

Mercenary Leader, Male Human Soldier 3; IM+3; Def 17; Spd 10m;VP/WP 30/14; Atk +4 melee (2d4+1,vibrodaggar), +7 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +5, Ref +4, Will +2;SZ M; FP 0; DSP 3; Rep 1; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot.

For parties with the average hero level between 4-6.

Mercenary, Male Human Thug 5 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +7 melee (1d4+2, boot knife), +9 ranged (3d6, blaster pistol); SQ Bonus feats; SV Fort +6, Ref +4, Will +2; SZ M; FP 0; DSP: 3; Rep 1; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light),Weapon Focus (Blaster Pistol), Point Blank Shot.

Mercenary Leader, Male Human Soldier 6; IM+3; Def 17; Spd 10m;VP/WP 60/14; Atk +8/+3 melee (2d4+2,vibrodaggar), +10/+5 ranged or +8/+8/+3 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +7, Ref +5, Will +3;SZ M; FP 0; DSP 6; Rep 2; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot, Rapid Shot, Far Shot, Multishot.

For parties with the average hero level between 7-9

Mercenary, Male Human Thug 8 (4); IM+3; Def 17; Spd 10m; WP 14; Atk +10/+5 melee (1d4+2, boot knife), +12/+6 ranged or +10/+10/+4 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +8, Ref +6, Will +3; SZ M; FP 0; DSP: 4; Rep 2; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (Simple Weapons, Blaster Pistols), Armor Proficiencies (Light),Weapon Focus (Blaster Pistol), Point Blank Shot, Rapid Shot.

Mercenary Leader, Male Human Soldier 9; IM+3; Def 18; Spd 10m;VP/WP 90/14; Atk +11/+6 melee (2d4+2,vibrodaggar), +13/+8 ranged or +11/+11/+6 Rapid Shot (3d6, blaster pistol); SQ Bonus feats; SV Fort +8, Ref +6, Will +4;SZ M; FP 0; DSP 9; Rep 3; Str 14, Dex 17, Con 14, Int 10, Wis 12, Cha 8.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium, Heavy), Weapon Focus (Blaster Pistol), Point Blank Shot, Precise shot, Rapid Shot, Far Shot, Multishot, Shot on the Run, Heroic Surge.

Appendix A: NPCs of Note in the Raging Rancor Cantina

Famier Denzmorren, Male Human Soldier/Scoundrel 5/5; IM+3;Def 23;Spd 10m;VP/WP 82/14;Atk +8/+3 melee (1d6,Fort DC 12, Stun Baton), +13/+8 ranged or +11/+11/+6 Rapid Shot(3d8, Heavy Blaster Pistol); SQ Bonus Feats, Better Lucky Than Good, Illicit Barter, Sneak Attack +2d6; SV Fort +7, Ref +9, Will +2;SZ M; FP 3; Rep 3; Str 10, Dex 18, Con 14, Int 10, Wis 10, Cha 14.

Skills: Bluff +7, Computer Use +4, Demolitions +3, Disable Device +10, Disguise +4, Escape Artist +6, Forgery +5, Gather Information +7, Knowledge (Bacta) +4, Knowledge (Cantina Operation) +6, Listen +6, Pilot +10, Search +10, Speak Shyriiwook, Huttese, Rodian, Spot +10, Treat Injury +2, Tumble +11.

Feats: Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium), Weapon Focus (Heavy Blaster Pistol), Point Blank Shot, Precise Shot, Rapid Shot, Quickdraw, Skill Emphasis (Disable Device.)

Equipment: Blue satin shirt, knee-high black polished boots, black trousers, Heavy blaster pistol (2), credit chip, vibro dagger, 3 stun grenades, stun baton, boot knife, Medpac, deluxe security kit, comlink, hold out blaster tucked in boot, 2-1B series Medical Droid.

“The Raging Rancor Cantina” is the latest brainchild of a human scoundrel named Famier Denzmorren. Famier is still trying to recover from his last failed venture into the “Bacta Bath and Beauty Works” on Naboo. Though his old venture was initially very successful, one day a batch of bargain bacta he “acquired” turned out to be parasitic. After quickly skipping system to avoid prosecution by the local authorities and a potential lynching by the local women’s groups, he wound up on Varna Biqua short on cash and long on ideas. After charming his way into favor with his new silent partner, he shifted his new money making scheme into high gear. He is sure that this time, his gimmick will actually pay off, and he plans on riding this one out as long as he can. He is very proud of his cantina and will do nearly anything to keep it running profitably.

Rrelbocco, Male Wookiee Scout 9; IM+2;Def 18;Spd 10m;VP/WP 74/14;Atk +11/+6 melee (1d6+5, Fort DC12, Stun Baton), +9/+3 ranged or +7/+7/+1 Rapid Shot (3d10, Bowcaster); SQ Rage, Trailblazing, Uncanny Dodge. SV Fort +6, Ref +6, Will +4;SZ M; FP 4; Rep 3; Str 20, Dex 14, Con 14, Int 8, Wis 10, Cha 8.

Skills: Astrogate +9, Computer Use +9, Climb +7, Intimidate +3, Pilot+12, Ride +12, Repair +9, Spot +10.

Feats: Point Blank Shot, Rapid Shot, Exotic Weapon Proficiency (Bowcaster), Weapon Focus (Bowcaster), Starship Operations (Space Transports)

Equipment: Bowcaster, Comlink, Credit Chip, Medpac, stun baton, bandoleer.

Rrelbocco stands 2.3 meters tall and has dark brown hair that is starting to gray. He always carries his bowcaster slung over one shoulder and a stun baton hangs from his bandoleer. Rrelbocco is the current bouncer at the “Raging Rancor Cantina.” He likes Famier because he treats him well even though he is a little slow to grasp things sometimes. Rrelbocco is good natured and friendly despite his grizzled appearance. What is really interesting to Famier is that a well mannered Wookiee seems even more scary and intimidating to most patrons than an angry one. Rrelbocco hasn’t figured out that everyone is nice to him because they are scared of him, and he really enjoys being in the cantina carousing with the patrons and testing himself against the mechanical Rancor.

Appendix B: Gerzott and *Panada's Kiss*

Gerzott, Male Human Soldier/Scoundrel/Scout 2/2/6; IM+7;Def 25;Spd 10m;VP/WP 80/14;Atk +6/+1 melee (1d6-1,Fort DC 12, Stun Baton), +10/+5 ranged (3d8, Heavy Blaster Pistol); SQ Bonus Feats, Better Lucky Than Good, Illicit Barter, Uncanny Dodge, Skill Mastery (Pilot, Repair), Trailblazing ; SV Fort +5, Ref +9, Will +4;SZ M; FP 4; Rep 3; Str 8, Dex 17, Con 14, Int 14, Wis 12, Cha 10.

Skills: Astrogate +17, Bluff +5, Computer Use +7, Demolitions +4, Disable Device +7, Gather Information +5, Intimidate +5, Profession (smuggler) +14, Listen +6, Pilot +21, Repair +15, Search +15, Sense Motive +7, Speak Shyriiwook, Sullustan, Spot +14, Tumble +12.

Feats: Weapon Group Proficiencies (simple weapons, blaster pistols, blaster rifles, heavy weapons, vibro weapons), Armor Proficiencies (Light, Medium),Dodge, Improved Initiative, Starship Operations (Space Transports, fighters), Spacer, Skill Emphasis (Pilot), Starship Dodge (Space Transports)

Equipment: Armored Flight suit, Heavy blaster pistol, comlink, Medpac, Credit chip, Datapad, Tool Bag, Corellian Transport: *Panada's Kiss*.

Gerzott's real name is Gern Zott, but over the years it has been shortened to Gerzott. Gern like the degree of anonymity that this shortened name provides him, so he now perpetuates its use. Gerzott is an average height, near-Human male wearing a dark green armored flight suit with heavily scuffed combat boots. He has long yellow-brown hair pulled into a single braid behind him. He has bright purple eyes and a long scar than runs down the side of his face. At his side is a heavy blaster pistol he wears low in a gunslinger Quickdraw holster. Slung over one shoulder is a hefty looking tool bag.

THE PANADA'S KISS Renamed but otherwise the same as page 39 Star Wars Gamer Issue #2

Craft: Modified Corellian Engineering Corporation YT 1760 Transport; **Class:** Transport; **Cost:** Not available for sale; **Size:** Small (20m long); **Crew:** Unique (1 pilot); **Passengers:** 8; **Cargo Capacity:** 10 metric tons; **Consumables:** 2 months; **Hyperdrive:** x 1 (Backup x 15); **Maximum speed:** Ramming; **Defense:** 22 (+2 size, +10 armor); **Shield Points:** 30; **Hull Points:** 90; **DR:** 5; **Weapon:** Laser Cannons (2); **Fire Arc:** Turret; **Attack Bonus:** +16 (+2 Size, +4 Fire Control, +12 crew); **Damage:** 4d10x2; **Range Modifiers:** PB +0, S+0, M-2, L-n/a

Critical Event Summary

Quarters

1. Did the heroes manage to keep any of the victims in the cantina alive? (*circle all that apply*)

Salld Twi'lek man Twi'lek woman
Rodian father Rodian mother Rodian boy Rodian girl

2. To whom did the heroes give the datapad? (*circle one*)

Metatheran Cartel Jedi Academy
Thaereian Military Cularin Government Other: _____

3. Did the heroes attempt to convince any of the NPCs of the "evil" of the Thaereian Navy?

Yes No

4. Record the hero names, player names and RPGA numbers of those who sold the datapad to the Cartel.

Convention Coordinator:

To report these results (for events during the month of January 2002 only), you may US mail them to:

RPGA - Living Force, P.O. Box 707, Renton, WA 98057-0707

Or email to: LFPlots@rpga.net

Or fax to: (425) 687-8287 Attention Living Force Critical Events

Check <http://www.rpga.net/LF> for other methods.