

STAR WARS®

ROLEPLAYING GAME

Hunger

A Free *Star Wars* Mini-Adventure
For the Rebellion Era

By Morrie Mullins



DESIGN**MORRIE MULLINS****EDITING****RAY AND VALERIE VALLESE****TYPESETTING****NANCY WALKER****WEB PRODUCTION****JULIA MARTIN****WEB DEVELOPMENT****THOM BECKMAN****ART DIRECTION****ROB RAPER****LUCAS LICENSING EDITOR****MICHELLE VUCKOVICH****STAR WARS RPG DESIGN MANAGER****CHRIS PERKINS****VICE PRESIDENT AND DIRECTOR OF RPG R&D****BILL SLAVICSEK**

U.S., CANADA

ASIA, PACIFIC, & LATIN AMERICA

Wizards of the Coast, Inc.

P.O. Box 707

Renton WA 98057-0707

Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS

Wizards of the Coast, Belgium

P.B. 2031

2600 Berchem

Belgium

+32-70-23-32-77

www.wizards.com/starwars www.starwars.com

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“Hunger” is a *Star Wars Roleplaying Game* mini-adventure for four heroes of 10th to 12th level. The adventure is set during the Rebellion era, but it can be modified to work in any time period.

The scenario can be modified for heroes of higher level by raising the skill check DCs as appropriate to your party and adding one or more high-level Elite Troopers (from Chapter 14 of the revised core rulebook) to the fight with Jaeth and Loooca as Jaeth’s secondary lieutenants. The scenario can be modified for characters of lower level by lowering all skill check DCs by one for every level the average level of your party is below 10, removing Loooca’s *Improved Force Mind* ability, and reducing the number of guards present for Jaeth to 1d4+2.

Background

Pinett is a small mining moon in the Elrood sector that has so far managed to escape the interest of the Empire. It sees moderate traffic, due to its proximity to several spice routes that run across the Mid Rim and the Outer Rim, and its two spaceports generally remain filled to capacity with various freighters that stop to refuel.

Recently, two factions on the planet—economic factions, both of which claim loyalty to the Empire but pay it as little mind as anyone on the edge of the Outer Rim—have begun vying for control of the spaceports. The Corsignis Property Alliance (headed by Deniv Corsignis) and the Jon-Tow Economic Development Group (a consortium of mid-level smugglers and ne’er-do-wells from around the system) have traded blows in an economic power struggle that recently resulted in both organizations setting up a blockade above Pinett. Each group’s goal is to block the other’s ability to control trade through the ports of Oscum and Beliar.

This mutual embargo is doing neither faction any good, but neither is willing to back down. Corsignis (a Chagrian who does not appear in this adventure) is renowned for his rather Gamorrean approach to business—if something doesn’t seem to work well the first time, he just puts his head down and bashes at it until something gives. The Jon-Tow consortium, on the other hand, was barely able to organize a vote to set up the embargo, and now the membership is completely divided on whether to end the blockade or leave it in place. Some of the wiser members of the consortium have recognized that their actions amount to cutting off their collective nose to spite their collective face, but others maintain that backing down when Corsignis has not (and likely will not) is a sign of weakness that they can ill afford.

The net effect is that traffic into Pinett is painfully slow, and people who live on the planet and rely on the spaceports for their livelihood are beginning to suffer. A group of locals calling themselves the Pinett Freedom Force has decided to peacefully protest the blockade. This protest originated with their leader, a Rodian named Daetan Taakses, beginning a very public hunger strike, and has progressed to the point where the protesters walk back and forth across any empty landing platform, allowing only ships that are not associated with either Corsignis or Jon-Tow to land.

The problem is that the individuals who work at Oscum and Beliar have thus far failed to see that the real problem

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is with Corsignis and Jon-Tow. They see that which is closest to them—the protesters who are slowing down traffic and preventing some of the most reliable sources of income (the Corsignis and Jon-Tow ships) from landing. They are, as would be expected from people dealing with economic strain, looking for somewhere to vent their anger. Daetan Taakses, for all his peaceful intentions, is about to become a target for their collective rage. And it's happening just as the heroes arrive on Pinett . . .

Getting the Characters Involved

There are always deliveries to be made, favors to be repaid, and blockades to be run. Depending on your group, you might consider one of the following reasons for the heroes to be approaching Pinett.

As couriers for the Empire, the heroes are making a clandestine delivery to one of the senior members of the Pinett Freedom Force: Daetan Taakses's nephew, Oryel Taakses. Oryel is an Imperial informant on Pinett, and his personnel file indicates that the only loyalty he has that is stronger than his ties to the Empire is his loyalty to his family. He is particularly fond of his uncle Daetan, whose values he cites as a major reason for his own willingness to attempt to maintain order in this portion of the galaxy so far removed from the Imperial center. When his uncle appears to be in danger, Oryel asks the heroes to do him—and the Empire—a favor and help to maintain order.

As agents for the Rebellion, the heroes are bringing supplies to the blockaded families. Their contact is none other than Daetan Taakses. While he is not eating as part of the protest, he believes it would be inappropriate to ask others to do the same. He wants the people of Pinett fed. It is clear, from everything the heroes know, that Taakses is a good individual, a calming force in what might otherwise be a chaotic and dangerous place.

Another option: The heroes are attempting to smuggle contraband through a series of Empire-controlled systems. A recent brush with Imperial forces left their ship crippled, and Pinett was the nearest locale with a suitable spaceport. In order to get their ship safely out once they've docked, they need to calm down the locals.

Any of these means, or one of your own devising, eventually brings the heroes to Pinett and introduces them to the adventure. The tense situation quickly becomes clear, and they find themselves mixed up in something much bigger than they'd expected. The general motivations above can be modified to fit any era (there are always smugglers and spies and humanitarian efforts to be made), and you should feel free to modify them to suit the needs of your campaign.

Scene 1: Inspection

Whatever the reason for the heroes' approach to Pinett, the sight of the dual blockades ringing the planet should come as a shock to them. None of their contacts on the moon have been communicative lately, and their instructions were to arrive, go about their business, and leave. It appears that arriving will be only the first of their challenges.

Pinett is a small moon, even as moons go, so the sight of several dozen ships in orbit around it strikes you as more than a little odd. Your comlink hisses to life.

"Unidentified vessel, this is freighter *Nosh vu'Ta* of the Corsignis line. Please enter orbital pattern gamma above Pinett and await further instructions. Moonside may not be safe for landing, so please hold."

Seconds later, your comlink hisses again and a different voice, raspier, speaks.

"Unknown ship, this is command wing *Herriar*, Jon-Tow private security. Pinett requires security clearance. Please enter into orbital pattern delta. Do not enter orbital pattern gamma. All ships in orbital pattern gamma will be shot."

No sooner does the communication end than the first voice speaks once more.

"Unknown vessel, disregard Jon-Tow commands, orbital pattern gamma is safe. Orbital pattern delta is on military hold, and Jon-Tow lasers malfunction more than taun-tauns stink."

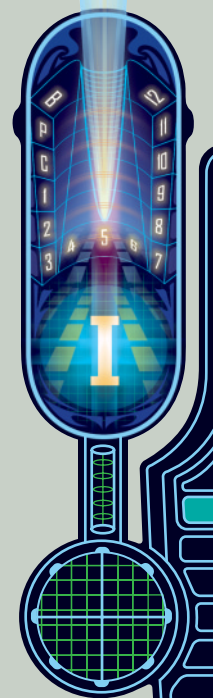
"*Nosh vu'Ta* will cease communication on Jon-Tow channels!"

"*Herriar* will cease harassing ships en route to orbital pattern gamma!"

The *Herriar* and the *Nosh vu'Ta* will continue this for as long as the heroes let them, or until you get tired of it. The heroes can elect to pull into orbital pattern gamma (to wait for the *Nosh vu'Ta*) or orbital pattern delta (to wait for the *Herriar*). They can also elect to bypass the orbiting ships and head for the surface, toward the landing platform for which they have coordinates. If they've got a hotshot pilot, getting through the blockade and to the planet below will require some fancy flying, but it can be done. The following series of pilot checks allows them to slip past without going through an inspection at the hands of either the Corsignis or the Jon-Tow captain.

Pilot Checks

1. DC 15 to accelerate into the orbiting haze of ships. Failure indicates the heroes must pull up outside the outermost orbit and allow themselves to be escorted to either gamma or delta (roll randomly)
2. DC 25 to weave through the orbiting ships. Failure indicates the heroes fly too close to another ship's exhaust and burn out a sensor array, making navigation impossible; they must wait to be escorted to either gamma or delta (roll randomly)
3. DC 28 to avoid running into a huge freighter in a low orbit. Failure indicates the heroes are caught in the freighter's tractor beam, then ionized (5d10 x 2 points of damage)
4. The heroes are chased by two hotshot pilots, one Jon-Tow and one Corsignis. Each has +20 to Pilot checks, and each can take 10, even under stressful conditions. Pulling ahead of either of the two by three range increments beyond starting distance breaks off the pursuit. Note: Diving for the ground and leading the fighters over populated areas may be grounds for a Dark Side Point, if it puts innocents at risk.



Boarded!

If the heroes submit to an inspection, then either the crew of the *Herriar* or the crew of the *Nosh vu'Ta* send a scanning crew aboard, do a quick once-over of the ship and its manifest, and leave. They don't really care what's being transported—only that it's not the property of the other side.

Roleplay/information points for this scene:

- The scanning crew knows about the problems on the planet and are more than happy to be in orbit. The people down on Pinett are not thought of highly by either Jon-Tow or Corsignis employees, and are viewed as reactionary dolts who can't appreciate the good that the corporations have done them.
- Communications with the Jon-Tow ship (*Herriar*) are brusque. The captain refuses to give his name (he's had too many of his own superiors come through on "surprise inspections" and berate him for a lack of professionalism), but he does clarify that the "military security" on Pinett is not of Pinett's doing, and is in place for the "protection of the moon and her people."
- The Corsignis ship *Nosh vu'Ta* (Hutttese for "We profit") is much more polite. Corsignis is not affiliated with the Hutts but does admire some (though not all) of their business practices. The name is part homage, part joke, since the Corsignis Property Alliance is very intent on obtaining credits, but also tends toward humanitarian concerns (DC 15 Knowledge [galactic economics or an equivalent skill] check to recognize the Corsignis name and know their reputation).
- Neither the captains nor the scanning crews have any interest in bribes. If they were that concerned about money, they'd be shipping goods rather than sitting in orbit. They want to stop the other group from profiting, and each is willing to sacrifice its own prosperity to hurt the other.
- The purpose of the blockade, according to either the Corsignis captain or a Corsignis scanning crew: "The Jon-Tow consortium has profited for too long from the exploitation of the common folk of this system. They want to control all the trade through Pinett, and if they do, they will be able to dictate how much they pay in docking fees. Knowing them, they won't pay any, and Pinett will be bled dry. We, on the other hand, want to establish primary control in order to keep Pinett prosperous. It's a good location."
- The purpose of the blockade, according to either the Jon-Tow captain or the Jon-Tow scanning crew: "Corsignis is greedy and wishes to put all smaller businesses out of the system. We are small, but we are angry. They will not take Pinett from us. We live in the system, while they only come here to trade. We want them gone from our home."

Scene 2: Insurrection

On arrival, the heroes are greeted by a delegation from the Pinett Freedom Force. Either because he is expected to meet the heroes, or because he is escorting his nephew to meet them, Daetan Taakses is with the delegation. As soon as he begins to greet them, however, a group of disgruntled port workers decide to vent their frustrations.

In the absence of information to the contrary, the port workers have assumed that the heroes' ship is something special. After all, Taakses doesn't meet most of the ships that land here; in fact, he doesn't come out much at all because of his lack of popularity with certain locals. He and his companions are somewhat overmatched by the assortment of thugs who want nothing quite so much as to do him harm. The port workers believe that, without Taakses, the moonside problems would end, ships would land once more in vast numbers, the economy would rebound, and all would be right on Pinett again. But since Taakses won't end his hunger strike or call off the Freedom Force, the port workers have decided that he must be killed.

The real difficulty for Taakses is that he is a pacifist. He doesn't want to fight, and he's commanded his entourage of four members of the Pinett Freedom Force not to fight, even if attacked first. They scramble for cover and attempt to keep themselves alive, but Taakses has been very clear: Fighting only shows that the Freedom Force is willing to use violence to accomplish its ends, when nothing could be further from the truth. It is, in his words, "Better to die doing what is right than to live doing what is wrong." Thus, no combat stats are provided for Taakses or his entourage, though they should all be treated as Experts or Diplomats of varying levels, with Defense of 14 and 12 WP.

The port workers are thugs; there are two for each hero present.

Port Workers (2/hero): Thug 9; Init +1 (+1 Dex); Defense 14 (+1 Dex, +3 class), Flat-footed 13, Touch 14; DR 2; Spd 10 m; VP/WP -/18; Atk +11/+6 melee (2d6+2, vibroblade) or +11/+6 ranged (3d6 or DC 15 stun/19-20, blaster pistol); SQ none; SV Fort +7, Ref +4, Will +3; SZ M; DSP 3; Rep +2; Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 9. Challenge Code D.

Equipment: Blaster pistol, vibroblade, blast helmet and vest.

Skills: Intimidate +5, Jump +4.

Feats: Armor Proficiency (light), Improved Critical (blaster pistol), Toughness (x2), Weapon Focus (blaster pistol), Weapon Group Proficiencies (blaster pistols, simple weapons, vibro-weapons).

All targets should be able to scramble for cover when they see the port workers approaching with blood in their eyes. Everyone but Taakses calls for help; the Rodian simply closes his eyes and apparently begins to meditate.

It is possible to reason with the port workers, bribe them, or use Force skills to dissuade them from violence. Fighting is far from the only option. If it seems that your heroes are not inclined to protect the helpless innocents, feel free to have the port workers (who are disgruntled and irrational to begin with) decide that these off-worlders are in league with the Pinett Freedom Force, and open fire on them. One or more of the heroes should, however, recognize Taakses (DC 10 Spot check) or his nephew as their contact, and do what they can to keep the Rodians and their allies alive.

Scene 3: Interruption

The variety of obstacles to landing on Pinett have led (perhaps predictably) to a completely separate problem. Not

long after the port workers are dealt with by whatever means the heroes select, a distress call comes in from one of the other landing pads. A small group of members of the Pinett Freedom Force, who have been sitting on the pad to keep ships from using it to land, is in trouble. The pad in question, A-13, has what was believed to be a nonfunctioning tractor beam positioned directly beneath it. In attempting to make the pad even more useless, the Freedom Force members tried to raise the tractor beam's main housing to block access. Unfortunately, they managed to activate the beam and yanked one of the Jon-Tow freighters out of orbit. It is now heading directly for the moon at a rate of speed high enough to kill the crew upon crash landing—and to make a crater out of the half kilometer around A-13. To make matters worse, the pilot was knocked out when the freighter was yanked from orbit, and the life support systems have gone offline.

The main problem is with the old tractor beam itself. The circuits and gears that are its guts have begun to degrade, and small creatures have chewed through the lining of the power cables. The last time it was used was twenty or more years ago (during the Clone War), and in that time, enough wires have gotten crossed that when the tractor beam activated, it found the largest orbiting ship and began to pull it straight down.

Heroic Choices

Rather than prevent the Jon-Tow freighter from crashing, the heroes might simply decide to return to their own ship and leave Pinett. Taakses, of course, begs for help. Lives will be lost if something isn't done. Note that whatever their affiliation, it's not in the best interest of the heroes to let Pinett be smashed by this ship. The Empire wouldn't be happy to lose an operative like Oryel Taakses, nor do they wish to risk alienating the residents of Pinett, which has a strong strategic position that could prove useful in the future. Heroes on the side of the Rebellion should need no other incentive than to do what is right.

Once spurred to action, the heroes can head for the source of the problem – landing pad A-13—and try to disengage the tractor beam. The housing itself is shielded (it has to be, or hostile ships being brought in would simply blast away at the tractor beam until they got free), but it's accessible manually. The housing can be breached physically (100 WP, Hardness 10) or with a DC 32 Disable Device check to bypass the security. Once this is accomplished, the heroes can disengage the tractor beam with a DC 25 Disable Device check. Once the signal shuts down, life support kicks in, and the co-pilot wakes up enough to bring the freighter out of its dive.

Another option is to try to board the runaway vessel and regain control of it. A hero who gets to the ship's controls can stop the descent with a DC 20 Pilot check. But time is short. There are only 20 rounds in which the heroes can get their own ship started again (6 rounds), accelerate upward to meet the descending vessel (6 rounds, minus 1 for every 5 points above 20 on the Pilot check, to a minimum of 3 rounds), dock (DC 15 Pilot check and DC 18 Computer Use check over the course of 2 rounds), and get to the flight deck. It won't be easy.

Of course, the heroes also might try to blast the freighter out of the sky or come up with some other means of

preventing the crash. Use the DCs provided for the options above as a guide in whatever the character choose to do.

Scene 4: Intervention

Once the heroes have demonstrated their ability to solve different kinds of problems, Taakses takes a long look at them. He begins a conversation in which the following information is communicated to the heroes. Don't feel obligated to read the shaded text aloud word for word; instead, work it into the conversation in a more natural manner.

“You acquit yourselves well, in difficult circumstances. I fear that the attack you witnessed on your arrival and the subsequent problem will not go away. There are a number of port-hands who will not stop until our peaceful protest is ended. I know that you may not agree with what we do, but it is necessary. Something must change. We will not be pawns in a game played by Corsignis and Jon-Tow. The danger to us must end. There must be peace. Can you help us?”

Tailor the request as needed according to what might motivate the heroes (as noted in Getting the Characters Involved). The plea for help might come from Daetan or even Oryel. In either case, make it clear that (a) the individuals the heroes are working for would want the situation on Pinett resolved, or (b) the heroes will have a very difficult time leaving Pinett if a resolution is not reached.

This encounter can proceed in several different ways, depending on whether the heroes are inclined toward combat or negotiation.

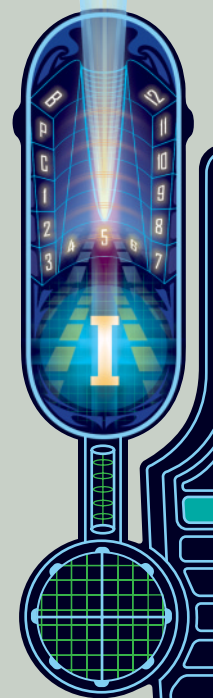
Itching For a Fight

The port workers are under the leadership of a man named Jaeth, a Human smuggler whose business has been hurting something fierce of late. Jaeth's lieutenant is a young Duros named Looca B'Nash. Looca is very quiet, and not much is known about him. His Force-sensitivity is one of the reasons Jaeth keeps Looca so close; having a Force-sensing ally has served him well. Between Jaeth, Looca, and their guards, the heroes would have quite a fight on their hands. There are always 1d6+3 guards with Jaeth and Looca (each is a low-level outlaw, as detailed in Chapter 14 of the revised core rulebook).

If the malcontents among the port workers are put down, Taakses can devote his energy to resolving the conflict with the Jon-Tow and Corsignis groups, and with his diplomatic skills, he can arrange a suitable resolution.

Jaeth, Human Male: Scout 5/Scoundrel 6; Init +7 (+3 Dex, +4 Improved Initiative); Defense 19 (+6 class, +3 Dex); Spd 10 m; VP/WP 68/13; Atk +7/+1 melee (DC 15 stun, stun baton) or +11/+6 ranged (3d8+1 or DC 18 stun, +1 mastercraft heavy blaster pistol; SQ skill mastery (demolition), uncanny dodge (Dex bonus to Defense), trailblazing, heart +1, extreme effort, illicit barter, lucky (2/day), precise attack +1, DR 3; SV Fort +6, Ref +11, Will +6; SZ M; DSP 2; FP 2; Rep +2; Str 10, Dex 16, Con 13, Int 12, Wis 8, Cha 16. Challenge Code E.

Equipment: Stun baton, +1 mastercraft heavy blaster pistol, blast helmet and vest.



Skills: Astrogate +5, Bluff +15, Computer Use +10, Demolition +18, Disable Device +15, Escape Artist +13, Gamble +3, Gather Information +13, Hide +17, Knowledge (Streetwise) +5, Listen +3, Move Silently +18, Pilot +7, Search +7, Spot +2.

Feats: Armor Proficiency (light), Cautious, Dodge, Improved Initiative, Iron Will, Point Blank Shot, Skill Emphasis (Demolitions), Weapon Focus (Heavy Blaster Pistol), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons).

Looca B'Nash, Male Duros: Force Adept 11/Noble 1; Init +0; Defense 17 (+7 class); Spd 10 m; VP/WP 83/12; Atk +7/+2 melee (1d4-1, knife) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ favor +1, bonus class skill (Intimidate), Force weapon +1d8, comprehend speech, Force talisman +2 (not included in saves below), Force secret (Improve Force Strike); SV Fort +6, Ref +6, Will +11; SZ M; DSP 2; FP 7; Rep +6; Str 8, Dex 10, Con 12, Int 16, Wis 15, Cha 16. Challenge Code F.

Equipment: Knife, blaster pistol.

Skills: Craft (weaving) +5, Handle Animal +7, Hide +5, Intimidate +12, Knowledge (Force traditions) +7, Knowledge (Bureaucracy) +8, Listen +7, Sense Motive +7, Spot +7, Survival +7.

Force Skills: Affect Mind +16, Battlemind +7, Enhance Ability +7, Force Grip +12, Force Strike +18, Heal Another +8, Heal Self +12, Illusion +19, See Force +11.

Feats: Force Sensitive, Frightful Presence (DC 23 to save), Heroic Surge (3/day), Infamy, Skill Emphasis (Illusion), Spacer, Weapon Group Proficiencies (blaster pistols, primitive weapons, simple weapons).

Force Feats: Alter, Control, Force Mind, Improved Force Mind, Mind Trick, Sense.

Let's Talk It Out

The other general path the heroes could choose is mediation. There are high-ranking members of both the Jon-Tow and Corsignis groups in orbit. If the heroes saved the Jon-Tow ship, a meeting would be easy to schedule with their Captain-in-Chief.

Mediation starting with the Jon-Tow

The Captain-in-Chief of the Jon-Tow forces surrounding Pinett is a Trandoshan named Kurakk, large for his species and slightly past middle age. Kurakk has a reputation for brutal honesty—and sometimes, just plain brutality. That, however, was a younger Trandoshan, and he's mellowed over the years. He doesn't like what's being done to Pinett, but he doesn't feel he can back off unless the Corsignis group backs off, too. He has an ideal solution and an acceptable solution. The ideal solution is what he proposes to the heroes upon first meeting them. The only stat that may prove particularly relevant for Kurakk is his Will save (+11).

Kurakk communicates the following information to the heroes:

- I want Corsignis gone. They're a blight on the system.
- As long as Corsignis remains, the blockade remains.
- It would be in the best interests of the citizens of Pinett to stop interfering with what little traffic they

have solely to spite those of us who want to make the lanes onto and off their moon more accessible.

- Neither Jon-Tow nor Corsignis ships food or other necessities to Pinett. Other contractors do this. We cannot and will not stop searching every ship we can to ensure that Corsignis is not bringing his goods here.

(If this position doesn't sound wholly rational to the heroes, that's because it isn't. Both Corsignis and Jon-Tow have dug their heels in and won't move until the other moves. A DC 25 Diplomacy check with appropriate roleplaying allows Kurakk to present his "acceptable" solution:

- A trade agreement must be signed between Jon-Tow and Corsignis, specifying cargo volume that can move through Pinett in a given Galactic Standard day, week, month, and year, based on carrier.
- This trade agreement must allow the carriers equal cargo volume, with a 5% margin of error.
- Trade volumes must be tracked by an independent group. (He does not specify a group. Taakses and the locals on Pinett would qualify, as would the heroes themselves, if they wanted to do a lot of bookkeeping on the side. The obvious choice should be Taakses, though.)

The Corsignis representative is a Human female named Nari Beksen (Will save +10) who looks to be in her early forties. She has a harsh, gravelly voice and tends to grind her teeth when she isn't talking. If presented with the first option—what Jon-Tow treats as ideal—she laughs. A lot. Her counter:

- Jon-Tow are nothing but troublemakers who are using the threat of violence to force legitimate businesses out of the system. (There is, of course, no implied threat of violence from Jon-Tow. She's just hearing a threat where none exists.)
- As long as Jon-Tow remains, the blockade remains.
- The pirates and smugglers are a threat to the citizens of Pinett. They are the ones who are responsible for the food shortages. We do not turn away any ships other than Jon-Tow ships.

She stops just short of saying the Pinett citizens are responsible for their own misfortune, though it's clear she believes it (DC 15 Sense Motive check to understand her subtext/body language). If she is presented with the compromise solution first, it takes a bit of convincing (and a DC 20 Diplomacy check), but she agrees that the option is acceptable. From that point on, it's just a matter of hammering out details, and that's something both parties are willing to assign staff to work on. They are also willing to accept ongoing mediation, either from the heroes or from the residents of Pinett.

Mediation starting with Corsignis

Nari Beksen's initial position does not change, and it takes a DC 30 Diplomacy check, with appropriate roleplaying, to get her to present what essentially amounts to the compromise position put forth by the Jon-Tow above. From there, the back-and-forth is much the same as above.

Wrapping Up

To some extent, the most important aspect of this adventure may be what happens *after* the official “goal” has been met. There are times, though, when a hero has to go above and beyond the parameters of the mission, in order to do what is right. Doing what’s right is not just its own reward, either. If the heroes did a particularly good job mediating the dispute, they may be rewarded with honorary positions among the Jon-Tow, Corsignis, or Pinett groups, and called upon at later dates. Deniv Corsignis, for example, is a good individual to have on one’s side, and a group of smugglers as organized (if sometimes obstinate) as the Jon-Tow can be a real boon.

Whether the intervention of the heroes was combative or diplomatic, the Pinett Freedom Force is grateful for the assistance, and the people of Pinett are out of danger. The Jon-Tow and Corsignis groups come to an arrangement, and someone will make a decent living keeping

track of the comings and goings of the two groups. The blockade is down, and the hunger—both the real, physical hunger of the citizens of Pinett, and the hunger for power on behalf of both the Jon-Tow and Corsignis groups—has abated.

At least, for now . . .

About the Author

Morrie Mullins is a psychology professor who saw *Star Wars* in theaters in 1977 and fell hopelessly in love. He began playing roleplaying games in elementary school and started writing for the RPGA in 1999, culminating in a two-year stint as Plot Director for the *Living Force* campaign. He has written over 20 modules for the RPGA and contributed extensively to the *Living Force Campaign Guide*. Currently, he teaches and does research during the day, does freelance and other writing at night, and is firmly convinced that sleep is a crutch.

