STAR WARS

ROLEPLAYING GAME

The Core of Corruption
Episode VI of *Star Wars:* Dawn of Defiance

STERLING HERSHEY

The Core of Corruption is the sixth adventure in the **Dawn of Defiance** campaign, which will take heroes from 1st level all the way through 20th level in a continuous storyline designed to give both players and Gamemasters a complete *Star Wars Roleplaying Game* Saga Edition experience. This adventure takes the heroes straight into the heart of the Empire and the Sarlacc Project. They should advance to 13th level by the conclusion of the adventure. During the course of this adventure, the heroes pursue the Sarlacc Project to the Imperial capital world of Coruscant, now known as Imperial Center. While searching for the source of the project, the heroes learn the realities of life at the center of the Empire, while pursuing leads under the glare of Imperial security, the likes of which they have not encountered before. Ultimately, the heroes manage to locate the source of the Sarlacc Project, though it may not be exactly what they expect.

WHAT IS DAWN OF DEFIANCE?

Dawn of Defiance is the name given to a series of 10 linked adventures that Gamemasters can use to create an entire campaign for their players. Set in the months after the events of *Revenge of the Sith*, the adventures in the **Dawn of Defiance** campaign are designed to provide players and GMs with the iconic *Star Wars Roleplaying Game* experience, set against the backdrop of the tyranny of the Galactic Empire. The **Dawn of Defiance** campaign takes the heroes all the way from 1st level up to 20th level and features an ongoing storyline that progresses over the course of the campaign. Each adventure can also be played individually and should provide the heroes with ample challenges to gain two levels per adventure. Gamemasters should feel free to use the **Dawn of Defiance** adventures either as an entire campaign or as fillers for their own home campaigns.

If you are a Gamemaster wishing to run the campaign, read the GM's Primer, which summarizes the overall plot of the campaign and the events of each adventure. The GM's Primer is available at the *Star Wars Roleplaying Game* Web site (www.wizards.com/starwars). The site also features other articles related to the **Dawn of Defiance** campaign, including the official campaign standards and an FAQ.

Warning! If you will be playing in a Dawn of Defiance campaign or in a campaign using its adventures, *read no further.*

Background

This adventure assumes that you have run your heroes through the previous **Dawn of Defiance** adventures, particularly the fifth adventure, *The First To Strike*. The heroes should already be acquainted with Admiral Varth and the Alderaanian starship *Resurgence*. The events on the planet Nizon should be fresh in their minds, since they have had little downtime since their return to the *Resurgence*. The heroes also should know that they returned with significant intelligence, and they should be awaiting its analysis with great interest.

If you aren't running **Dawn of Defiance** but would like to use this adventure in your home campaign, you may adapt it to your own needs. First, replace the Sarlacc Project with a goal integrated into your campaign. This might be a person to be saved or an object or information to be retrieved. In any case, it is something that must be found on Coruscant. It should also be something worthy of the Inquisitors' interest, since the final encounters force to heroes to take the Inquisitors head-on. If you ran the previous adventure, *The First to Strike*, perhaps the goal could be to find a captured Gamemaster character—or even a player character, such as a Jedi.

It is highly recommended that you read the entire adventure thoroughly before running it. Much of the adventure focuses on investigating the location of the Sarlacc Project and allows the heroes to move around Coruscant as needed to follow leads. Because there is no set progression between the sources they may choose to investigate, the heroes will likely jump around from encounter to encounter in Part 2.

Summary

While on the planet Nizon, the heroes obtained intelligence related to the origins of the Sarlacc Project. Upon returning to the *Resurgence*, the data is analyzed, prompting Admiral Varth to recall them to the mission briefing room and fill them in on the details. It seems that the engineers of the Sarlacc Project are in an Imperial facility on Coruscant, and the heroes must seek them out.

Admiral Varth provides the necessary codes and permissions for the heroes to enter the Coruscant system. They must slip through Imperial security undetected, secure a landing pad, and establish a base of operations. Using a multitude of skills, contacts, information gathering and scrounging, the heroes must pinpoint the location of the project's architects and engineers. Above all, they must not attract attention from the ISB or any other Imperial organization. Their investigations may include the underworld, Imperial computer networks, Alderaanian contacts, and a little help from the Force.

Eventually, the heroes discover that the designers are located in an unfinished skyscraper. They must ascertain a method of entry and ascend to the highest levels of the structure. Upon locating the designers, the heroes soon realize the warped and horrific design process in place. However, before they can do much about it, the project's true managers appear—the dreaded Imperial Inquisitors. The Inquisitors cannot afford for the project to be revealed and fight to the death if needed. When defeat seems imminent, they trigger a self-destruct, forcing the heroes to find their way out of the collapsing building. Even after they have escaped, the heroes must elude Imperial security and emergency rescue teams until they can flee the scene.

Ultimately, the heroes learn the details of the Sarlacc Project. The Empire is constructing a massive new starship many times larger than a Star Destroyer, which is an early prototype (though not the final version) of the Super Star Destroyer. The new vessel will serve as the flagship of the Imperial fleet, and the Sarlacc Project nears completion.

Opening Crawl

If you wish to have an opening crawl before the adventure, consider using the boxed text below.

STAR WARS: DAWN OF DEFIANCE

Episode VI

THE CORE OF CORRUPTION

The Nazren uprising is over. Out of the chaos, Senator Organa's agents return to the starship *Resurgence* with new data essential to discovering the origins of the mysterious Sarlacc Project.

Fearing that swift Imperial action will invalidate the compromised information, the Imperial traitor Admiral Varth has reassembled Organa's agents for a dangerous trip to the heart of the Empire. There they must continue their desperate search for the Sarlacc Project, under the oppressive gaze of the Empire itself . . .

Part 1: Into the Core

In *The Core of Corruption*, the heroes learn the significance of the data that they received on Nizon, prompting them to take the search for the Sarlacc Project to Coruscant. They have had very little downtime since their return to the *Resurgence* and the conclusion of their previous adventure. It takes only a day or two for Admiral Varth and the *Resurgence* crew to analyze the data. Upon learning its results, the Admiral wastes no time in reassembling the heroes in the briefing room to give them their next assignment. If the heroes did not participate in the events on Nizon, they need only be told that the information was obtained by another group of agents during the recent Nazren uprising on Nizon.

The heroes have had little time to heal or recover. Due to the sensitive nature of the data, speed is essential. Any heroes who may require extended healing, repair, or recovery will find that they must patch up themselves and their equipment as best as they can before they go. They have time to meet with anyone who is already aboard the *Resurgence*, but they are not allowed to communicate with anyone outside of the ship.

The Briefing

Admiral Varth calls the heroes to the briefing room within 24 to 48 hours after they return to the ship. The Admiral is impatiently awaiting their arrival, along with the now-familiar yellow and silver astromech assisting droid. *Resurgence* Captain Verana is also in attendance. Read the following text aloud:

Admiral Varth

Captain Verana

As you enter the stark white briefing room, Admiral Varth waits impatiently for you to take your seats. The Admiral looks extremely tired and sleep deprived. It takes you a moment to realize that Captain Verana sits nearby, near the familiar assisting astromech droid. Admiral Varth begins.

"Congratulations. The data you obtained on Nizon is very revealing, so much so that I fear that once the Empire realizes it has been compromised, they will take steps to invalidate it. I'm afraid that time is not on our side.

"Thanks to you, we now know the origin of the Sarlacc Project, if not its final purpose." The Admiral signals the droid, and the holoprojector activates, showing a very familiar city-planet. "I suppose we should not be surprised that the project's origin and design team resides on Imper—I mean, Coruscant. I do not believe that the entire project is housed there, given the casualty figures I have seen in my former Imperial life. However, it is apparent from the new data that the project is controlled from somewhere in this area."

The Admiral waves at the droid, and the view zooms to the planet's surface, highlighting a large district that includes some of the Empire's most important governmental structures, such as the Imperial Senate. "Unfortunately, we do not have an exact fix on the building or agency directly responsible for the project. The leads we have are impossible to pursue remotely. Therefore, we must send you in as soon as possible."

Captain Verana speaks in a serious tone. "Before we delve into the details, you should know that our benefactor has fully authorized this mission, and he wanted me to personally assure you of its importance."

The holoprojector zooms out to show thousands of starships, space stations, and satellites orbiting or approaching Coruscant. "Coruscant is, of course, the center of the Empire. If you have not been to the system since the days of the Republic, the amount of traffic and the level of security may astound you. Peace and order, even under an oppressive government, have brought new opportunities to corporations and individuals throughout the galaxy. Between the prosperity of the Core Worlds and the rebuilding of the planets damaged by the Clone Wars, traffic to Coruscant has increased many times what it was only a few years ago. Security has also increased, so it will be vital that you have the proper documentation and permits to approach the system and land at a suitable port. I will provide this for you."

With that, the Admiral finally takes a seat, leaving the holoprojector on as a nearly silent reminder of your final destination. "Now, I'm sure you have additional questions."

The following questions should be answered by the Admiral; however, Captain Verana may interject when needed.

- **Why should we do this for you?**
  "We would hope that by now you are fully dedicated to discovering and stopping this project. However, we have been authorized to provide you with 5,000 credits each and equipment and weaponry available from the *Resurgence's* stores to replace those that you lost on Nizon. We may also repair your ship, if required."

- **When do we leave?**
  "As soon as you're ready—hopefully, within the next 24 hours."

- **How do we get to Coruscant?**
  "You should take your own ship. If your ship is unavailable for some reason, we can provide you with an unarmed small light freighter. In either case, we will provide the required licenses. Any borrowed ships must be returned to us." The provided freighter is a battered YT-1300 called the *Onderon Sky*; use the statistics of the standard YT-1300 on page 182 of the *Saga Edition Core Rulebook* (minus the laser cannon).

- **What should we expect when approaching Coruscant?**
  "You should expect tight security when approaching the planet. You must enter the system near a designated hyperspace buoy and contact Imperial Center control immediately. Remember to call it Imperial Center. They will direct you to an approved spacelane to your requested starport. Do not deviate from this flight path. Assume that you are always under surveillance, even though it is unlikely to be focused on you. With the credentials we're providing, you should not expect any trouble. However, it is always possible that Imperial customs will see fit to inspect the vessel, either by sensors or singling you out for boarding. I highly recommend that you do nothing to draw attention to yourselves. There are literally thousands of Imperial military vessels in the system, so any combat is likely to end swiftly and extremely badly for you."

- **How good are our credentials, licenses, and papers?**
  "Between my own expertise and resources of Captain Verana, we have assembled all the proper licenses and permits, altered for your specific vessel. Our highly placed contacts will enter this data into the BoSS systems before you depart. If you're using your own vessel, we must make a couple of alterations to your sublight drive to make sure the transponders match. The alteration should be detectable only if someone actually physically examines your transponder. All licenses will be in your proper names, or in alternative identities if you already have ones that can withstand direct Imperial scrutiny."

- **What were you (Admiral Varth) going to say instead of 'Coruscant'?** *(in the boxed text)*
  "Sorry, but some habits die hard. I was about to refer to Coruscant as Imperial Center, which of course is its formal Imperial name." (This is a minor hint as to Varth's ultimate loyalty.)

- **How will we know the benefactor's agents if they contact us?**
  Admiral Varth says, "I'm not exactly sure. I'm told that it may be somebody you have worked with before." Sometime after the briefing when the Admiral is not around, Captain Verana tells the heroes that Tero Reskan will be their contact. He also gives them a comlink code and the sign/countersign "We broke our droid./ I hope you meant to." The Captain makes it clear that this information is extremely sensitive, and the heroes are not to reveal the name or passwords to anyone, including the Admiral. There is always the possibility of Imperial spies aboard the *Resurgence*.

- **Where will we stay on Coruscant?**
  "We arranged docking at the Cloudscape Platforms, a private starport used by Core World travelers and small-scale merchants. I highly recommend finding some accommodations elsewhere. That way, if you draw the attention of the ISB, they may not immediately locate your ship."

- **How do we find the source of the Sarlacc Project?**
  "An excellent question. The best we can provide is several starting points. For instance, we've discovered that the Sarlacc Project data is broadcast in a specific frequency range. You may be able to locate the source, but it will not be easy. It is likely a tight-beam transmission to some sort of messenger droid or secret receiving station. We have also identified individuals whose names have shown up on communiqués and delivery reports. One is ISB Agent Lesan Dos, whose exact connection to the project is unknown. It was also discovered that routing codes pertaining to a protocol droid called CZ-3T6 have been discovered on many outgoing messages. The final possibility is a Sullustan called Resh, who was a former associate of Darga the Hutt and tied into the Hutt's material delivery services. If you can locate one or more of these individuals, they may be able to lead you in the right direction."

- **What do we do when we find the source of the Sarlacc Project?**
  "You must find and infiltrate the source, discover exactly what the project is, and learn where it is located. Relay any vital data through our benefactor's contacts on Coruscant, then send what you can back to the *Resurgence*."

Imperial Center

Despite the Admiral's ominous warnings, the heroes' jump to Coruscant starts without any issues. The navigation data is excellent (less than one week old). Once the heroes arrive in-system, an unusual combination of circumstances might make them uncomfortable and a bit nervous. You should play this up at any opportunity.

Arrival

When the heroes arrive at hyperspace buoy IC-772, a quick scan (DC 15 Use Computer check) reveals a scene much like what was on the holoprojector. Hundreds of ships are in the area, following specific spacelanes from the buoy to their ultimate destinations. The standard Message to Spacers (METSOP) directs incoming ships to immediately contact Imperial Center control. If they linger too long, they receive a stern hail from one of the space traffic control droids requesting identification and destination, after which the heroes are ordered to Imperial Center Approach Vector ICAV-7A, lest they become an obstacle for incoming ships. In fact, the heroes should realize that a new ship drops from hyperspace near the buoy once every few minutes.

As the heroes approach the spacelane, their ship's collision warning abruptly sounds. An enormous Action VI bulk transport drops out of hyperspace out of position and crosses their path at an odd angle. An immediate DC 25 Pilot check is required to avoid a glancing collision off the ship's stern (the ship is treated as a mobile hazard in starship scale (page 173, *Saga Edition Core Rulebook*). If the ships collide, the heroes' ship takes 4d10+10 points of damage (reducing the normal collision damage due to the glancing blow). A collision also attracts the attention

of a nearby Imperial System Patrol Craft, which stops both ships to scan for damage and take a report from each.

Whether or not they collide, the sudden strain on the heroes' sublight drive is enough to blow out multiple couplings and motivators. A DC 25 Mechanics check reveals that the control systems are damaged, but they can be repaired in-flight. A DC 30 Mechanics check temporarily bypasses some of the damage. Periodic DC 25 Pilot checks are required to keep the ship on course while repairs are made. Repairs require a DC 30 Mechanics check and take about an hour and a half. Stopping the ship won't save a significant amount of time.

Approach

The heroes follow the prescribed path transmitted to their navigation system (DC 15 Use Computer check). It takes two hours to get to Imperial Center orbit. Along the way, pairs of TIE fighters and Imperial customs ships occasionally sweep the spacelane, scanning ships of interest. If the heroes' ship deviates during the approach by failing a Pilot check, a customs ship investigates. It hails the heroes, scans their ship, and electronically verifies their transponder and licenses. Unless the heroes do something foolish, they should pass without incident. If the heroes manage to start a fight, eight TIE fighter reinforcements arrive in 2 rounds and an Imperial Star Destroyer begins to head their way, though it is too far away to do anything for several minutes other than demand their surrender.

About halfway into their journey, the Star Destroyer *Assiduous* drops from hyperspace nearby and proceeds at maximum sublight speed toward Coruscant. The heroes (and all other ships) are immediately ordered to halt while the ship passes. When the ship passes briefly within 100 km, heroes who have the Force Sensitivity feat must make an opposed Use the Force check to resist being detected by another Force user (DC 25). Do not tell them if they succeed or fail, but they should be left questioning who might have been aboard the Star Destroyer. (Remember that most citizens do not know of the Inquisitors' existence, and no one knows about the Emperor's true dark side power.) The ship leaves their range before any heroes can use Sense Force in turn. Increase their unease by having a customs ship or TIE fighter patrol do a fly-by afterward. Ideally, this encounter will encourage the heroes to keep a very low profile.

Once the heroes' ship reaches orbit, Imperial Central control orders them into Landing Vector ICLV-0192R. They follow it down to one of the many skylanes jammed with traffic.

Ad-hoc XP Award: When the heroes successfully achieve orbit, they receive experience points as though they had defeated a CL 11 encounter. Reduce this award if they took unnecessary risks, sustained large fines, or entered combat at any time.

Cloudscape Platforms

Using the skylanes, the heroes must follow their directions (DC 20 Use Computer check) to reach the Cloudscape Platforms. No fancy flying is allowed, and if anyone does anything outrageous, an airspeeder patrol quickly pursues them and orders them to land at a nearby garrison, where the ship is thoroughly searched, their IDs are scrutinized,

and the captain is fined 15,000 credits.

It is late evening as they approach the platform. Read the following aloud:

> As you pass through the infinite cityscape of Imperial Center, the sun glows red as it drops behind the horizon. You see its burning red reflection off of thousands of speeders and ships crisscrossing the sky in unending lines. Impossibly tall metal and glass skyscrapers glow with a firelike intensity in the setting sun.
>
> Following the skylane, you approach a tall spire flanked with dozens of vaguely cloud-shaped exterior landing platforms at a multitude of levels. Each is a massive cantilevered structure, which also forms a single bridge to the spire itself.

In stark contrast to the central control droids, a female Human voice politely greets the heroes as they approach and invites them to land at platform CP32L. Even though this is a private facility, Imperial customs agents still inspect almost every vessel that passes through, and the Cloudscape admin tells them as much, if asked. When the ship lands on an outdoor circular platform about twice its size, Imperial Customs Agent Talee is impatiently waiting nearby, flanked by four stormtroopers. Although this is standard procedure on Coruscant, the heroes may not know it, and it should put them on edge.

Talee's demeanor is cold and professional. He's dedicated but otherwise very average. He demands that everyone disembark while the stormtroopers sweep the vessel. He inspects the heroes' personal IDs and licenses (for weapons and such) as well as those belonging to the ship. He personally inspects any cargo and compares it to the manifest. Make Perception rolls versus the heroes Stealth checks for any items they may have attempted to hide on their person or in the ship.

Talee asks questions regarding any irregularities, fishing for more information. This is a good opportunity for nobles or other noncombat characters to attempt to smooth over rough spots or divert attention from troublesome issues. Talee issues fines for infractions regarding the ship or personal licenses. These fines range from 500 to 1,000 credits each and must be paid via credit account to Imperial Customs within four hours, not directly to him. He is by the book and accepts no bribes. If any hero shows up in the computer system as wanted, Talee orders that hero to be arrested by the stormtroopers. If the heroes resist or make any trouble, backup lands on the platform after 20 rounds (see the Rapid Response Force encounter, page 16), assuming that Talee is able to call for help. Essentially, the heroes should be nervous about the inspection and perusal of their paperwork, but unless something is really wrong, they will probably get off with a few fines and a lot of wasted time.

For Agent Talee, use the Imperial Officer statistics on page 280 of the *Saga Edition Core Rulebook*. For the squad of four stormtroopers, use the stats on page 279 (two regular and two heavy).

Ad-hoc XP Award: Characters who complete the landing and inspection without being arrested or incurring fines totaling more than 15,000 credits receive experience points as though they had defeated a CL 11 encounter. Reduce this reward if they took unnecessary risks or sustained large fines. Do not grant this award if they enter combat.

Making Trouble

Heroes making trouble on Coruscant should expect a swift Imperial response. Most citizens quickly report any irregularities, especially on the upper levels of the city. The public ignition of a lightsaber or the obvious use of a Force power is a virtual death sentence and triggers a major manhunt. At your discretion, dispatched Imperials may be regular stormtroopers, Coruscant Guards, or a Coruscant Rapid Response Force (see the encounter on page 16).

Any characters who are arrested or captured by the Imperials are held in detention facilities for the remainder of the adventure, essentially treated as dead characters per the campaign standards. Escape or rescue is not possible. Depending on the circumstances, Senator Organa may quietly arrange for their release at the end of the adventure, if doing so will not expose his true loyalties. Captured Jedi are especially problematic, since they are sent directly to the Inquisitorius and are beyond the reach of even an Imperial Senator. However, they are held in the Imeici Spire and may be rescued in Part 3 of this adventure. If you wish, the player of a captured Jedi may create a new character, playing as an aide to Tero Reskan until the end of the adventure. This is also a good way to introduce new players or characters to the game, if needed.

Part 2: In the Heart of the Empire

Having taken care of their bureaucratic obligations, the heroes are free to explore the city. This section of the adventure is nonlinear, allowing the heroes to follow leads using their best skills and ideas. They likely will attempt several methods at once, with different characters gravitating to their strengths. If possible, you should encourage them to focus on one lead at a time for simplicity, rather than letting them split up the party. All characters should contribute to the investigation somehow, perhaps by using a skill, meeting with a contact that nobody else has access to, or simply providing muscle when investigating the less savory levels of Coruscant.

The heroes must learn the following:

- A new tower called the Imeici Spire houses the Sarlacc Project (learned from Resh, from CZ-3T6, or by detecting Sarlacc Project transmissions from the tower)

- An ISB code cylinder is required to access the tower (learned from Resh)

- How to enter the tower and acquire the equipment needed to do so (learned from Resh and investigating the building itself)

In addition, the heroes must obtain the code cylinder from Agent Dos.

Getting Started

The heroes must first see to their ship. A Cloudscape administrator meets them immediately after the customs inspector is done. Docking fees are 1,000 credits per day plus any additional services they desire, such as refueling. The ship remains on the platform unless the heroes wish to upgrade to an internal hangar for quadruple the cost. Security is quite good, especially with stormtroopers on the premises. The heroes may stay aboard their ship, but they should find that a hotel closer to transportation hubs is more convenient and less public. If needed, they can locate a ship's parking platform in the mid levels at half the cost by making a DC 20 Gather Information or Use Computer check.

Accommodations

There are essentially three levels of accommodation available, with quality equating to their level on Coruscant. Luxury hotels are on the upper levels, start at 500 credits per day for a basic room, and quickly increase in price. Hotels with names such as *The Imperial* provide almost any service to the wealthier beings of the galaxy. Aliens are unwelcome here, and privacy is obtained only through bribery. In the mid levels, chain establishments such as *Sleep Center* are tolerant of alien guests, and their upscale rooms start at 200 credits per day. Finally, in the lowest levels of Coruscant, rooms generally start at 100 credits per day, though meager accommodations may be found for 50 credits per day. In either case, security is poor, aliens are common, and establishments such as *Gert's Low Street Hostel* take little interest in its guests.

Transportation

The heroes likely will want to use their own airspeeder. If they didn't bring one along, they may rent or buy one at prices triple those listed on Table 8-9: Services and Expenses (page 141, *Saga Edition Core Rulebook*). When flying through Coruscant, they must stick to established traffic lanes or draw the attention of the traffic patrol.

Through the course of their investigation, they should discover that obtaining a "Class III Restricted" transponder would allow them to legally roam free of the skylanes in all but the military and most restricted areas of the planet. Of course, it is difficult to acquire such a transponder. Their best bet is to try to find one in the lower levels from Eetoa Ro or another shady agent (DC 35 Gather Information check, or DC 25 for nobles who have the Connections talent). The starting bid for the device is 30,000 credits.

Alternative transport may be found in the form of taxis or personal transport services starting at 50 credits an hour. Public mass transit is the most economical and slowest option and includes speeder buses, sliding sidewalks, tube trams, and high-speed speeder trains. Weekly passes start at 200 credits.

Ad-hoc XP Award: If the characters acquire a Class III transponder, they receive experience equal to defeating a CL 12 encounter.

Contacting Tero Reskan

One of the first things the heroes should do is contact Tero Reskan. When they call the comlink code given to them by Captain Verana, an automated response asks them to leave a message. Once they do so, Tero returns the call but does not offer the secret sign. Instead, he waits for the heroes to say it ("We broke our droid") and follows it up by giving the countersign ("I hope you meant to"). He then insists on meeting the heroes in person at a location of their choosing. He does not accompany them during the investigation, as he has other affairs to attend to, but he is available when needed for information.

Tero is a short, older, dark-skinned Human male with long white hair and a short trimmed beard. He is familiar with all levels of Coruscant and has contacts scattered around the planet. He looks at home in almost any setting. He wears a reversible cloak and carries a short cane, which he can alter to appear as a symbol of high Coruscant fashion (for when he visit the upper levels) or as a cheap stick (for when he is on the lower levels). His mannerisms also change subtly depending on his audience. He despises the Empire, blaming them for nationalizing his interstellar shipping business that used to run to the Deep Core and forcing him out. Use Tero to hint at other avenues of investigation when the heroes get stuck.

Following Leads

Each major lead is summarized below. Some may be achieved through the use of skills and DC checks and require the heroes to search out certain contacts or locations. Visiting some levels of the city triggers certain encounters. See the encounter "No Aliens" (page 19) when the heroes investigate the upper levels. Similarly, see "Rodian Fuming" (page 21) when they go to the lower levels of the factory sector known as the Works.

Failed skill checks or indiscreet investigations may alert the Imperials. Given the variety of methods the heroes may employ, you must judge if immediate Imperial involvement is warranted. Use the encounter "Rapid Response Force" (page 16) when immediate force is required; run it at least once during the adventure. General triggers are listed below, and specific triggers are listed in the skill checks included with each lead.

Contacts: Heroes working with their own established contacts should not fear betrayal to Imperial authorities. However, there is always the possibility that an informant works with their contact, so the heroes should be discreet. Contacts can warn the heroes if they are not keeping a low profile.

The Force: Lesser uses of the Force, especially those out of public view, normally pass without notice. Failing a Use the Force check by 10 or more may make the target or nearby observers suspicious, depending on the Force power used. Imperial supporters may alert the ISB, which is unlikely to respond immediately unless the incident is recorded on video or observed and reported by a large number of people. Using the Force around the Imeici Spire may attract the attention of the Inquisitors (see below).

Gather Information: Failing Gather Information checks tips off an Imperial informant. Failing a check by 5 to 10 results in low-level suspicion among those from whom the hero attempts to gain information. Multiple failures at this level, or a single failure of more than 10, eventually alerts the ISB, which assigns an agent (use the agent from "Imperial Pursuit, Part 1" on page 27) to follow the characters. If the agent observes highly suspicious activity, he calls in an Imperial patrol (triggering the "Rapid Response Force" encounter). Observant heroes should get a chance to notice and deal with the agent before he takes action.

Technology: The use of technology does not attract attention unless the characters devise a method of active surveillance or scanning that may be detected or observed. For instance, using sensors to scan a government building will alert Imperial systems, and a squad of Coruscant troopers are dispatched to the area to investigate immediately.

Use Computer: The public computer network on Coruscant is one of the most heavily monitored in the galaxy. Imperial government and military networks are notoriously difficult to slice. In either case, if the heroes fail a Use Computer check by 5 or more when attempting to improve access to a hostile computer, fail by 10 or more when attempting to improve access to an indifferent computer, or fail by 20 or more when attempting to improve access to a helpful computer, their connection is isolated and unusable for 24 hours. An ISB agent (use the agent from "Imperial Pursuit, Part 1" on page 27) and a squad of stormtroopers are sent to investigate within 10 minutes (or within 5 minutes in a public place).

Failing checks to access specific information will not trigger alerts unless multiple failures on a given subject are detected within an hour or from a single location over the course of a day.

When accessing computers and networks on Coruscant for Use Computer checks, see the following table for starting computer attitude and standard Will Defense:

Access Point	Computer Attitude	Will Defense
Public terminal (including hotels, etc.)	Indifferent	25
Public terminal with Imperial code cylinder	Friendly	25
Imperial terminal	Hostile	40
Imperial terminal with Imperial code cylinder	Indifferent	40

ISB Agent Lesan Dos

The Basics: Dos is an up and coming mid-level ISB agent. He uses his prestigious ISB position to intimidate his targets. He is best known for "exposing" so-called alien plots to influence the Imperial Senate. It is widely believed by anti-Imperial activists that his investigations are at best massive distortions of the truth and at worst outright fabrications, but they are very effective in eliminating or arresting political dissenters.

Secrets: The truth is a little of both, especially when he arrests bureaucrats for discovering too much about matters related to the Sarlacc Project. Agent Dos's priority is to prevent the discovery of the Sarlacc Project by the Senate or anyone else. As such, he has extensive contact with the Inquisitors, and the access codes to the Imeici Spire are stored in his code cylinder—something the heroes will eventually discover they need to access the building.

Dos is brash, arrogant, and prideful. He enjoys using his position and power, and he is much sneakier than some give him credit for. He uses his reputation and visibility to his advantage. Because he has become recognizable in some circles, he uses a stand-in when working undercover to give himself an extra layer of protection. He's currently working anti-alien leads in the Outlander Club, and he can be found there most evenings. See the encounter "Outlanders" (page 23).

Investigation methods: The heroes can learn about Dos in a number of ways.

Contacts: Tero or another contact can give the basics on Dos because his exploits show up on the local newsnets from time to time.

The Force: Powers such as *farseeing* or the Visions talent expose nothing until the heroes meet Dos in person, and by then it will be too late unless they lose him in the chase in the Outlander encounter.

Gather Information Check: A DC 15 check using generally available sources reveals the basics about Dos (described above) and takes 1d6 hours. A DC 30 check and 5,000 credits in bribes to low-level officials or underworld information brokers reveals that Dos often is found in the Outlander Club in the evenings. The check takes 2d6 hours. When the heroes pursue him to the club, see the encounter "Outlanders" (page 23).

Technology: There is no way to track Dos through technology, unless the heroes are able to tap into the Outlander security system or otherwise locate and follow him from there.

Use Computer Check: On a public system, a DC 20 check reveals the basics in 10 minutes. A DC 35 check takes 1d6 hours and reveals speculation among low-profile dissidents that Dos is protecting something big, though they don't know what. The search also turns up a picture of Dos at the Outlander, stashed away in a copy of a defunct city entertainment newsnet, *Talkstar One*. It turns out that the newsnet was ordered shut down the day after the picture was released in its last update for "security" reasons. On an Imperial network, a DC 35 check reveals Lt. Dos's investigation of suspected alien dissidents at the Outlander.

Protocol Droid CZ-3T6

The Basics: CZ-3T6 is an unremarkable CZ-series communications droid that served for many years in the Republic Senate's master communications center. 3T was one of hundreds of droids routing and organizing Senate communications of all types. When the Senate was reorganized into the Imperial Senate, the communications center was revamped, and CZ-3T6 was reassigned.

Secrets: 3T now controls the main communications node in Imeici Spire. The droid was selected due to its Senate communications center experience, which it now uses to help cover up the Sarlacc Project and the Inquisitors' actions in general. There is no way to contact the droid other than at Imeici Spire. The droid is loyal to its masters, and selective

memory wipes keep it from developing too much of a personality while allowing it to retain its vast knowledge of senatorial contacts, their habits, and their methods. Getting to 3T isn't actually required. He is a weakness in the Imperial bureaucracy, and tracking him down will lead the heroes to the spire's location, which they may deduce is that of the Sarlacc Project. If the heroes seek him out on level 188 of Imeici Spire, he proves to be an efficient, loyal droid that mindwipes itself and the communications node rather than let its information fall into the heroes' hands.

Investigation methods: The heroes can learn about CZ-3T6 in a number of ways.

Contacts: None of the heroes' contacts knows 3T.

The Force: Powers such as *farseeing* reveal nothing about the droid unless the heroes meet it in person, after which the Visions talent may reveal the basics and secrets listed above.

Gather Information Check: 3T is unknown to available sources. A DC 30 check taking 1d6 hours reveals that Republic governmental departments frequently used CZ units, but many were reassigned when newer units were phased in shortly after the Empire's establishment. Once the name Droid Services is known (see the sidebar), a DC 20 Gather Information check reveals the location of the company.

Technology: There is no way to track 3T directly through technology available to the heroes.

Use Computer Check: A DC 20 check reveals the basics in 10 minutes. A DC 30 check that takes 1d6 hours reveals that all CZ units from the Republic Senate were handed over to a government contractor simply named Droid Services for refurbishment and reassignment. A DC 15 check taking 5 minutes reveals that the company is located in the upper levels in the Collective Commerce District, better known as CoCo Town.

Access to Droid Services may be attempted remotely. A DC 10 check must be made to connect remotely. If successful, the computer treats the hero as hostile. Attempts may be made to change the computer's attitude, but failure causes the system to break the connection. Since Droid Services is a commercial (not Imperial) facility, authorities are not alerted unless three attempts are failed. If that occurs, an ISB agent and a squad of stormtroopers are sent 12 hours later to the heroes' location to investigate.

Once the heroes are able to access a friendly system, a DC 25 check reveals that 3T was refurbished at Droid Services and assigned to a government communications node in the Imeici Spire four months ago. Unlike droids reassigned to other government offices, CZ-3T6 was removed from the company's service contract immediately after delivery, and no further information is available.

Resh

The Basics: Resh is one tough Sullustan. Stocky, mean-spirited, and aggressive, Resh was a trusted lieutenant of Darga the Hutt. After Darga's death, Resh attempted to take control of the Hutt's organization on Coruscant, but it quickly fell apart. Wanted by both the Empire and Darga's old enemies, Resh hired himself out as an independent enforcer. Recently, he has dropped from view, leaving some to speculate that he finally found a way to smuggle himself off the planet.

Secrets: With the death of Darga and the collapse of his organization, Resh discovered that he had little to no influence, and his Imperial contacts dropped him. Resh became paranoid when an Imperial bounty of 10,000 credits was placed on him a few months ago. He is hiding in the lowest levels of the factory sector known as the Works and searching for someone to smuggle him off the planet through information brokers, primarily Eetoa Ro. They also alert him of anyone looking for him. After the heroes meet Eetoa Ro and attempt to meet

with Resh in person, run the encounter "The Works Labyrinth" (page 32), followed by the encounter "Resh's Warehouse" (page 33).

Resh communicated with the Sarlacc Project through a droid at a specific comlink number, but the link has been disabled. He knows that the ISB actively hides the project, partially through Agent Lesan Dos, who has considerable access. He also knows that Darga once told him that the entire operation was to move into a new building called Imeici Spire, now under construction in CoCo Town. He bets that Agent Dos has access to the building with his code cylinder. Resh believes the project is run by a secret Imperial department, but he doesn't know who it might be. If the heroes ask about Inquisitors, he says the only one he ever knew about was Valin Draco, but he fears that others may find him. He will not help the heroes enter the building and refers all requests for other materials or contacts to Eetoa Ro. He wants nothing to do with the project and wants to get the heroes away from him as soon as possible.

Investigation methods: The heroes can learn about Resh in a number of ways.

Contacts: After 24 hours of investigation, a contact in the Coruscant underworld directs them to infochant Eetoa Ro (see page 11).

The Force: Farseeing cannot be used to locate Resh directly. However, if a Visions attempt is focused on Darga the Hutt, the heroes see a scene from the past: The Hutt is speaking with Resh in person and directing him to establish a safehouse in Commerce Guild Warehouse NW-99c, a long-abandoned warehouse in the Works district. Using *farseeing* or Visions on one of Resh's information merchants reveals the merchant receiving Resh's direct comlink code from the Sullustan personally, along with instructions to find someone who can smuggle Resh off the planet. Once the heroes have met Resh, Visions may reveal the basics or secrets described above.

Gather Information Check: A DC 15 check reveals that Gather Information checks regarding Resh must be made on the lower levels of the Works district. A DC 20 check taking 1d6 hours reveals Resh's basics and the Imperial bounty on him. An additional DC 25 check taking 1d6 hours puts the heroes in contact with infochant Eetoa Ro (see the sidebar on page 11).

Technology: There is no way to track Resh through technology unless the heroes locate his direct comlink number. With that, they may

attempt to track his movements to his comlink. However, to do so, they must gain access to the Works area comlink network, which requires a DC 25 Use Computer check to access the network's controllers remotely, then a DC 30 Use Computer check to locate Resh. If successful, it shows he is in the Works hideout. If unsuccessful, Imperial authorities are alerted, and a Coruscant Rapid Response Force is sent to the heroes' location, arriving 5 minutes after the attempt fails.

Use Computer Check: News and records on Resh are few. A DC 25 check taking 1d6 hours reveals that a 10,000-credit bounty has been posted by the Empire for capturing Resh dead or alive. It also reveals a local newsnet story reporting a dramatic public shootout between "an unknown Sullustan and a criminal gang" in the lower levels of the Works. The attached video clip shows the Sullustan (presumably Resh) brazenly charging and gunning down a small gang of Humans in just a few seconds.

The Imeici Spire

The Basics: The Imeici Spire is a 200-story tower clad in black glass and metal at one end of the high level Crystalline Plaza—or at least, it will be, once completed. Right now, the tower is an exposed framework of alloy and ultracrete structure. It is unusual in that levels seem to be completed from the top down, rather than the bottom up. The upper 14 levels appear almost complete, but only the bottom 5 levels appear to have an exterior skin. The remaining levels are much less finished. The official explanation is that the upper levels had to be completed first to allow for the immediate installation of skylane control and Imperial communications equipment. The spire will house Imperial departments of lesser importance, as well as CoCo Town governmental offices, plus some ISB and COMPNOR offices.

Secrets: Although the building will include new offices, it already has specialized facilities specific to the Inquisitors' needs. Their levels are already in use, exclusively for the Sarlacc Project. The security around the building is relatively discrete for a new Imperial structure, but it is very tight on the Inquisitor levels. However, with some investigation, the heroes should be able to discover the building's vulnerabilities. See Part 3 for additional information.

Investigation methods: The heroes can learn about the Imeici Spire in a number of ways.

Contacts: Tero Reskan and other contacts know the location of the spire but believe it to be simply a cog in the bureaucratic Imperial machine.

The Force: Characters with the Force Sensitivity feat automatically sense a disturbance in the Force when within 1 km of the building. The Inquisitors' activities have tainted the tower, adding to the sense of unease felt by many who work on or near the building. Using the Force in this area is very dangerous. The Inquisitors are on constant watch for any remaining Jedi or other Force users. They will attempt to mask themselves from anyone trying to detect their presence, and they regularly try to sense Force users in the area. When this occurs (no more than twice a day), Force-sensitive characters in the area must oppose a DC 25 Sense Force check to conceal their presence.

Gather Information Check: A DC 10 check reveals the location and basics of the tower in 30 minutes. A DC 25 check, which takes 1d6 hours and requires 2,000 credits in bribes, reveals that many believe the building is to be used for other purposes once construction is complete. Speculation is rampant, but some believe the ISB has something to do with it. The construction workers are sworn to secrecy, but rumors abound about secret deliveries made late at night to the building site.

Eetoa Ro

Although only in his late teens, the fast-talking, self-confident Eetoa is enormously street smart and has vast knowledge of the Works underworld. If the heroes negotiate successfully, they may use him as an additional contact in their investigations, though he knows much less about areas outside of the Works.

Eetoa may be reached by comlink to arrange a meeting. He directs the heroes to the landing platform of the Galaxy IV Coolant Refinery, which has been abandoned for decades. When they arrive at the large, rusty platform, Eetoa appears from behind decrepit equipment and zips up to them on an unarmed, banged-up speeder bike (use the statistics for the Aratech 74-Z, page 176 of the *Saga Edition Core Rulebook*). He wears a red and blue flight suit that is faded and torn. He negotiates from the speeder bike while the engine is running. If he feels threatened, he zips off at high speed, using his knowledge of the area to lose his pursuers in the refinery's tangled pipes and passageways.

Eetoa is cashing in on both sides. Resh is paying him to arrange passage off the planet; however, Eetoa also charges the heroes 5,000 credits (starting) for information. His attitude begins as indifferent. He tells them that Resh needs a way off the planet, and if the heroes convince Eetoa that they can help (and pay the fee), he gives them Resh's location at a warehouse hideout deep within the Works Labyrinth (see the encounter "The Works Labyrinth" on page 32). For an additional 500 credits, he'll also let them know that bounty hunters are looking for Resh.

Eetoa Ro   CL 4
Medium male Human scoundrel 4
Force 3; **Dark Side** 2
Init +3; **Senses** Perception +13
Languages Basic

Defenses Ref 17 (flat-footed 14), Fort 13, Will 16
hp 25; **Threshold** 13

Speed 6 squares
Melee knife +2 (1d4+1)
Ranged blaster pistol +4 (3d6+2)
Base Atk +3; **Grp** +4
Atk Options Point Blank Shot
Special Actions Fool's Luck, Knack, Vehicular Combat

Abilities Str 9, Dex 12, Con 9, Int 10, Wis 12, Cha 14
Talents Fool's Luck, Knack
Feats Point Blank Shot, Skill Focus (Deception, Gather Information, Perception, Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)
Skills Deception +14, Gather Information +14, Perception +13, Persuasion +14, Pilot +8
Possessions modified speeder bike, blaster pistol, knife, 500 credits hidden in bike, credit chip worth 1,000 credits hidden in boot, jumpsuit

Eetoa realizes that he may be outmatched by the heroes and uses Fool's Luck at the beginning of the encounter, applying an additional +5 to all skill checks (which must be added to the totals above). He reserves Knack for negotiating payment.

A DC 30 check (along with 5,000 credits in bribes to construction workers) gives the heroes a good description of the building material staging area and some ideas about how to access it. The check also reveals that they must have the proper code cylinder to move through the tower itself, and construction worker cylinders won't access the completed levels.

Technology: Using modified scanners or receivers, the heroes may be able to detect transmissions in the suspected Sarlacc Project frequency range when within 5 km and line of sight of the building. They must make a DC 35 Use Computer check to detect the broadcast; heroes trained in Knowledge (technology) may make a DC 20 check in that skill to reduce the DC of the Use Computer check by 10. Once the heroes detect the transmissions, they may pinpoint the broadcast from the communications array at the top of the spire. The transmission is encoded in a manner completely alien to even skilled slicers.

Use Computer Check: At a public terminal, a DC 15 check reveals the location and basics of the tower in 5 minutes. Schematics and building plans are restricted, as they are with all Imperial buildings. At an Imperial terminal, they can confirm that the ISB is heavily involved with the spire, and they can learn about future plans for completing the remaining levels, but they discover nothing about the upper levels.

Accessing Imeici Spire

Investigating the tower turns up two possible entry points: the upper construction delivery zone at level 185, and the construction HQ at plaza level.

The heroes must choose how to enter the spire. They may try to infiltrate the building by disguising themselves. All workers require special passes and only approved speeders are allowed to approach and land. Contacts such as Eetoa Ro and Tero Reskan can point them to Core Craft as the primary contractor and supplier on the project, which enables the heroes to get the required passes and equipment. See the encounter "Acquisitions" (page 37). Ultimately, they will probably choose to land at level 185, which is closer to their final goal.

If the heroes try to disguise themselves as Imperial agents, stormtroopers, or Coruscant guards, they discover that they must bluff their way past the construction workers if they don't have the proper codes. They also may be challenged by other Imperials that they meet along the way, risking discovery because they won't know the proper protocols or current standing orders.

Ad-hoc XP Award

Heroes who successfully obtain information on the four primary subjects of investigation (ISB Agent Dos, protocol droid CZ-3T6, Resh, and the Imeici Spire) receive experience points equal to defeating a CL 13 encounter for each success (a total of four CL 13 encounters). This is in addition to experience gained from separate specific encounters.

Part 3: Spire of Darkness

Infiltrating an Imperial government tower (even an incomplete one) on the capital world of the Empire should be an intimidating task. If the heroes fail and are captured, it is likely that they will be interrogated and sent to an Imperial prison planet; Tero Reskan should remind them of this possibility. Although tower construction continues at all hours, there are somewhat fewer workers in the building overnight.

Upon completion, the spire will have levels as follows:

Level 200	Communications array
Levels 195–199	Security surveillance array
Levels 190–194	Skylane traffic control equipment
Level 189	Restricted (Inquisitor level, incomplete)
Level 188	Restricted (Sarlacc Project, incomplete)
Levels 186–187	Restricted (communications node, incomplete)
Level 185	Upper construction delivery zone/hangar level
Levels 151–184	ISB local offices
Levels 126–150	Imperial information offices
Level 76–125	COMPNOR local offices
Levels 2–75	Collective Commerce District government offices
Plaza level	Main entry and lower construction HQ
Sublevels 1–10	Building support services
Sublevel 2	Service entry
Sublevels 11–15	Restricted (speeder tube station)
Sublevel 16	Building security
Sublevel 17–20	Utility supply links and emergency power station

Approaching the Spire

Once prepared, the heroes depart for the tower. Their exact approach depends on the entrance selected. If they are making the trip by airspeeder, the trip is uneventful until they drop from the skylane into an approach vector. At that point, a Human voice from tower construction control demands that they state their destination and transmit their permit to land. The heroes don't know it, but all permits have been changed since they acquired their permit. However, if they monitor the construction traffic, they find that they are not the only ones. All speeders without the correct permit are put into a holding pattern orbiting the spire. One by one, they are allowed to approach. The heroes must persuade the controller to let them land (DC 20 Persuasion check). If they fail, they may try again, but for each subsequent attempt, the DC increases by 5. Once approval is given, the heroes are told they must wait for 60 minutes and to stay in the pattern. Additional DC 20 Persuasion checks may earn them permission to land within 10 minutes.

If the heroes arrive on foot, they arrive at the enormous Crystalline Plaza, which, true to its name, is dotted with intricate crystal sculptures and structures from around the galaxy. Beyond that, the plaza's main use is as a public thoroughfare and transit stop. The ominous spire looms over the plaza. Pairs of Coruscant Guards patrol the area at widely dispersed intervals, requiring the heroes to make successful Deception checks against the guards' Perception checks; failure means that a pair of guards questions their activities. The heroes may attempt to persuade the guards into letting them continue about their business. If they fail, the guards try to drive them from the plaza with their staffs, thinking that the heroes are run-of-the-mill troublemakers.

As the heroes approach the tower, characters trained in Knowledge (physical sciences) may make a DC 20 check. Success means that they notice that the building employs a construction technique using prefabricated rooms. Entire rooms could be completely fitted out in a factory in advance, then added to the massive superstructure without anyone observing what is inside.

Read or paraphrase the following when the heroes approach the spire.

> As you approach the spire, you see that the upper stories appear almost complete. Several levels at the base are also enclosed, but the vast majority of the tower is only a skeletal structure, with elevator cores and other shafts connecting the floors. The tower is octagonal, with wedge-shaped towers at every other side, extending to become a complex antenna array above the top floor.
>
> Dozens of workers and construction droids work on all levels. White-hot flashes of welding dot the structure, and the bangs and whines of construction tools and machinery are loud enough to penetrate your speeder's cabin. A variety of speeders and equipment sit on the hangar deck you are approaching, and a construction worker directs you to the proper landing place. Once you are down, the tough-looking Human points you to the superintendent's office and moves on to his next task.

Ad-hoc XP Award: Heroes who successfully enter the spire receive experience points equal to defeating a CL 12 encounter.

The Control Room

All incoming personnel are directed to the control room. Fortunately for the heroes, they are the only ones arriving for some time. See the "Control Room" encounter (page 40). Although it is assumed that the heroes enter the tower at level 185, the encounter may be used at the plaza entrance.

After the encounter, the heroes may access the computer system. They have only about 10 minutes until somebody comes in to take care of business or discover why they lost contact with the control room. If the alarm was raised, a squad of Coruscant troopers arrives in 5 minutes.

Initially, the computer's attitude is indifferent; however, if ISB Agent Dos's code cylinder is used, it instantly changes to friendly. If the alarm was raised in the "Control Room" encounter, the computer's attitude is hostile, but once again, the proper code cylinder changes it to friendly. In any case, the computer's Will Defense is 30. From here, the heroes may obtain a readout and schematic of every floor of the building (DC 15) except levels 186 through 189. The schematics are for the completed structure, so the heroes find that many areas are blocked off or not finished yet.

Levels 186 to 189 require special authorization for entry. A DC 25 Use Computer check reveals that Agent Dos's code cylinder should grant access to those levels using the turbolifts or stairs. Also, construction repulsorlift platforms on level 185 provide access to the incomplete areas of levels 186 to 189. The platforms do not respond to Dos's code cylinder, but they will respond to a construction code cylinder or may be hotwired to override their security protocols (DC 30 Mechanics check).

Ad-hoc XP Award: Heroes who successfully access the computer system in the control room receive experience equal to defeating a CL 13 encounter.

Inside the Spire

As long as the building is not in a state of alert, the heroes are free to move about the tower using functioning turbolifts, partially completed stairs, and construction repulsorlift platforms. If the alarm is raised, the turbolifts are locked down, forcing the heroes to take other paths between floors. However, Agent Dos's control cylinder overrides the turbolift lockdown. There is plenty of construction equipment, cutting torches, and lasers scattered around the building to provide cover and conceal movement. The construction workers and droids will report any suspicious activity they see and flee the area if threatened.

Level 188

Level 188 is only partially completed. It may be accessed by stairwell, turbolift, or construction lift from the level below. Once the heroes reach the completed section of the level, they ultimately have to force their way in, and when that happens, events move at a rapid pace. See encounters "Level 188 Entry" (page 42) and "Level 188 Detention Block" (page 45).

After the encounters, the heroes discover the surprising truth about the Sarlacc Project. The detention block holds five Humans, two Duros, and one Mon Calamari, in several cells. All prisoners are desperate to escape their rooms, but all except one Duros are delusional. That Duros is in better condition and can answer the heroes' questions.

Read or paraphrase the following. If the heroes appear to be Imperials at first glance, the Duros will cower, and the heroes will have to convince the prisoner that they are not part of some Imperial trick.

> As you enter the dimly lit metal cell, a beaten and depressed Duros slowly raises his head from the cold metal slab that serves as a bed. It takes a moment for him to focus, but when he realizes that you are not a guard or Imperial, he immediately jumps to his feet. "Please, you must get me out of here. They are monsters without pity or compassion. I surely won't last another week here. We must escape before they return to deal with you . . . and us. "

The Duros is named Gelnar Tol, a starship designer who used to work for Kuat before being abducted and brought here about a week ago. He is willing and able to tell the heroes what he knows about the Sarlacc Project (although he doesn't know the project codename or the names of the other designers). This is the heart of the design team for a massive new starship some 12 kilometers long that will dwarf even an *Imperial*-class Star Destroyer (and is a forerunner of the eventual Super Star Destroyer). However, the project is operating in a manner beyond belief. The designers are held prisoner by the Inquisitors, who use "what must be evil dark side powers" to rip data from the designers' minds or to turn them into single-minded machines that work on command, unaware of anything else. Gelnar Tol has no idea why the Empire would design a starship in this manner, but he is desperate to escape.

By accessing the detention area computers (which have a hostile attitude, even with a code cylinder) and making a DC 30 Use Computer check, the heroes may discover that the Inquisitors are transmitting the design data through CZ-3T6 and the communications node on level 187. The information goes to messenger drones and other outlets that pass it on to an unknown construction site.

With another DC 30 check, they discover that the Sarlacc Project is the codename for the massive ship, which will serve as the flagship for the new Imperial fleet, as well as a prototype for future vessels. The Empire plans to use it as a weapon of terror and massive mobile weapons platform. The Imperial Navy and the Inquisitorius are working together to secretly build the ship without alerting the Imperial Senate, which would never approve of such a risky design. The project is strictly off the books, so construction supplies are purchased through alternative means (such as the Tibanna gas bought from Darga the Hutt). They are also using Nazren slaves to build the ship. The files include detailed data on the transactions, which would be useful to Senator Organa.

If the heroes do not have time to check the computer system or are unable to access it, have them make a DC 20 Perception check to notice that they could simply take the storage array from the control panels in either interrogation room with them and attempt to slice it later. The array is about the size of a small backpack and weighs 3 kg. It can be removed from the system with a DC 30 Mechanics check.

Ad-hoc XP Awards: Successfully questioning the Duros prisoner grants the heroes experience equal to defeating a CL 11 encounter. Successfully accessing the computers and learning the truth about the Sarlacc Project grants the heroes experience equal to defeating a CL 13 encounter.

Prisoner (5) CL 1

Medium Human nonheroic 3

Init +0; **Senses** Perception +7

Languages Basic, High Galactic, Bocce (or species)

Defenses Ref 9 (flat-footed 9), Fort 9, Will 11

hp 4; **Threshold** 9

Speed 6 squares

Melee unarmed +1 (1d4–1)

Ranged by weapon +1

Base Atk +2; **Grp** +1

Abilities Str 8, Dex 8, Con 9, Int 16, Wis 13, Cha 12

Feats Skill Focus (Knowledge [technology]), Skill Focus (Mechanics])ᴴ, Skill Focus (Use Computer), Starship Design, Tech Specialist, Weapon Proficiency (simple weapons)

Skills Knowledge (physical sciences) +9, Knowledge (technology) +14, Mechanics +14 ᴴ, Perception +7, Use Computer +14

Possessions none

ᴴ Human bonus feat or trained skill. Omit for other species. The Mon Calamari gains low-light vision and a +5 species bonus to Perception checks.

Note: Only one of the prisoners—the Duros named Gelnar Tol—is at full strength as shown above. All other prisoners are at –3 steps on the condition track (–5 to all skill checks, attack rolls, and ability checks).

Embracing Your Destiny: Discovery and Rescue

Heroes who have chosen (or secretly have been given) the Discovery or Rescue destiny take a major step toward it when they discover the details of the Sarlacc Project and free the designers. Grant those heroes the 24-hour destiny bonus at the beginning of the "Inquisitor Attack" encounter.

THE CORE OF CORRUPTION

Inquisitor Arrival

The heroes have only about 15 minutes after the end of the level 188 encounters before reinforcements arrive in a big way. When the heroes are ready to leave, they discover that the doors out of level 188 are locked down and their code cylinder has been locked out. They can tell from the security screens in the control room that Coruscant Guards are blocking the stairwell and that the lift has been locked on another floor. They also realize that all of the construction workers are evacuating the structure by whatever means they can. The only way out is to break through the door to the incomplete area. They may physically break through the door (DR 10, hp 50, damage threshold 30) or attempt to open it with a DC 30 Mechanics check. If the heroes dally, prod them along by having the computers indicate that many Coruscant Guards are advancing up the stairwells. However, the guards are only there to keep the heroes from escaping. The Inquisitors are coming to take care of the problem personally. See the "Inquisitor Attack" encounter (page 46).

Collapse and Descent

Just as the last Inquisitor is about to be defeated, he triggers the building's self-destruct sequence via comlink, which immediately activates. The fact that the Inquisitors will go to such an extreme to prevent the project's discovery should inspire awe and fear in the heroes. However, they have no time to discuss it because the building immediately begins to collapse, and they are in no position to escape. It is readily apparent that they will not make it back to their speeder or out of the building in time. Even though it looks hopeless, all is not yet lost. See the "Collapse and Descent" encounter (page 49).

Escape

With the collapse of the spire, the entire area becomes a chaotic disaster area. Though the building largely collapsed into the sublevels, much debris has fallen into the Crystalline Plaza, shattering the sculptures and spreading crystal shards across the area. Fortunately, the evacuation of the construction workers and the irregular collapse prevented a greater loss of life. Emergency services and security personnel descend within 10 minutes and begin to search for survivors. If any of the heroes are trapped in a prefabricated room or within the rubble, emergency personnel may dig them out. Otherwise, they must escape the rubble on their own, and once on the "ground," the heroes must elude Imperial investigators seeking to apprehend them and emergency workers looking to render aid. They must elude at least two Coruscant trooper patrols and at least three aid worker attempts to provide assistance and take down their information. This requires several Deception checks, Persuasion checks, and/or Stealth checks. Fortunately for the heroes, all the chaos provides ample cover for slipping through the rubble and finding a way out. The heroes may escape the area by commandeering an emergency vehicle or ambulance or through some other method. This provides noncombat characters, leaders, and nobles another chance to talk their way out.

Not all of the Sarlacc Project designers are accounted for. Gelnar Tol may or may not have escaped with the heroes, but it is certain that some of the designers were killed in the collapse, while others either escaped or were buried in the rubble. It is impossible for the heroes to discover their fate. The last Inquisitor may or may not be accounted for.

Ad-hoc XP Award: Heroes who escape the area gain experience points equal to defeating a CL 13 encounter.

Conclusion

The heroes are likely to be reluctant to return to their hotel or ship, as they rightfully suspect that the Inquisitors have identified them. Eventually, they should contact Tero Reskan, who is relieved to discover that they are still alive and quickly comes to pick them up in an airspeeder. He takes them to a safehouse that he uses as a headquarters deep in the warehouses of the Works, far away from CoCo Town.

Tero offers to get word back to Senator Organa and even transmit the Sarlacc Project data back to the *Resurgence* using a pirated Holo-net feed. The heroes are congratulated on their efforts and ordered to stay out of sight and in hiding on Coruscant until Captain Verana and Admiral Varth determine the next course of action.

Embracing Your Destiny: Destruction

Heroes who have chosen (or secretly have been given) the Destruction destiny take a major step toward it when they forward the Sarlacc Project details to the *Resurgence*. Grant those heroes the 24-hour destiny bonus at the beginning of *A Reckoning of Wraiths*, the next adventure in the **Dawn of Defiance** campaign.

Rapid Response Force
Challenge Level 12

Setup

This encounter may occur almost anywhere on Coruscant, possibly more than once, when Imperial force is needed immediately. If the incident takes place outside, use the encounter map on the first occurrence, with the heroes near the center of the map. If the encounter is triggered elsewhere or more than once, create your own map to match the circumstances. This force may also be used when backup is called in other encounters or if the heroes attract undue attention.

The encounter begins with the arrival of a rapid response force that has been ordered to investigate a disturbance in the area. If combat is not already in progress when they arrive, the Coruscant Guard Veteran attempts to communicate with the heroes, ordering them to halt and surrender for questioning. If combat is already in progress, the rapid response force dives into the fray. They should arrive by airspeeder. However, if they are responding to an ad-hoc call for help or an interior encounter, they arrive on foot (in this case, replace the airspeeder with one additional Coruscant Guard Veteran).

Read-Aloud Text

When either the heroes or Imperials enter the combat area (depending on the exact situation), read or paraphrase the following.

If arriving by airspeeder:

> The high-pitched whine of an airspeeder engine suddenly engulfs the area. Within seconds, a battle-gray Imperial speeder swoops in from above, its doors sliding open as it descends. Its guns swivel toward you threateningly as Coruscant Guards jump out, fully armed and battle ready.

If arriving on foot:

> You hear the all-too-familiar sound of heavy boots and clattering armor that usually means one thing—stormtroopers! In a moment, the armored troopers appear, but instead of the familiar white and black armor, you see the red and black armor of the dreaded Coruscant Guard!

Coruscant Guards

Coruscant Guards are elite stormtrooper units created specifically for police duty on the capital world. They have great authority to search any structure as well as to detain virtually any individual when investigating criminal or subversive activities. The number of Coruscant Guards has grown over the past few years, but they are still seen mainly around important facilities, primarily on the upper and mid levels of the city.

> You see what must the new type of trooper you've heard about: Coruscant Guards. Befitting their unique status, they wear distinctive red and black armor, rather than the typical white stormtrooper armor. They are rumored to be well trained and have broad authority to pursue criminals and enemies of the Empire.

Coruscant Guard (4)   CL 5

Medium Human nonheroic 6/soldier 3
Force 3; **Dark Side** 5
Init +10; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 18, Will 13
hp 32; **Threshold** 18

Speed 6 squares
Melee unarmed +8 (1d4+2) or
Melee electrostaff +8 (2d6+2)
Ranged blaster rifle +9 (3d6+1) or
Ranged stun grenade +8 (4d6+1 stun, 2-square burst)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 13, Con 11, Int 11, Wis 10, Cha 10
Talents Armored Defense, Second Skin
Feats Armor Proficiency (light, medium), Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Perception +11
Possessions Coruscant Guard armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment), comlink, blaster rifle, electrostaff, 2 stun grenades

Coruscant Guard Tactics

Coruscant Guards carry out their duties aggressively and with an undeniable air of authority, even when faced with the most powerful or well-connected beings on the planet. They take advantage of cover and coordinated attacks. Unless otherwise ordered, they act as a police force first and combat troops second, using stun settings and stun grenades unless their opponents begin to use lethal force. Once that happens, the guards switch to lethal force as well.

Coruscant Guard Veteran

Coruscant Guard Veterans are experienced troopers who often serve as leaders in smaller guard units.

Coruscant Guard Veteran   CL 8

Medium Human nonheroic 6/soldier 6
Force 5; **Dark Side** 6
Init +13; **Senses** low-light vision; Perception +13
Languages Basic

Defenses Ref 23 (flat-footed 21), Fort 21, Will 16
hp 48; **Threshold** 21

Speed 6 squares
Melee unarmed +11 (1d4+4) or
Melee electrostaff +11 (2d6+4) or

electrostaff +11 (3d6+4) with Mighty Swing or
electrostaff +6/+6 (2d6+4) with Dual Weapon Mastery I
Ranged blaster rifle +13 (3d6+3) or
Ranged stun grenade +12 (4d6+3 stun, 2-square burst)
Base Atk +10; **Grp** +12
Atk Options autofire (blaster rifle), Deadeye, Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 14, Con 11, Int 11, Wis 11, Cha 10
Talents Armored Defense, Improved Armored Defense, Second Skin
Feats Armor Proficiency (light, medium), Coordinated Attack, Deadeye, Dual Weapon Mastery I, Mighty Swing, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiencies (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +13, Perception +13
Possessions Coruscant Guard armor with helmet package (+6 armor, +2 equipment), comlink, blaster rifle, electrostaff, 2 stun grenades

Coruscant Guard Veteran Tactics

Coruscant Guard Veterans fight much like regular Coruscant Guards. They take the lead in any situation, combat or otherwise. In melee combat, they use their staffs to try to separate and corner an opponent. They do not waste their dual weapon attacks against superior foes.

Imperial "RaDAir" Rapid Deployment Airspeeder

Based on the ubiquitous LAAT/i Gunships of the Clone Wars, the Rapid Deployment Airspeeders (commonly called "Raiders") are regular fixtures of the Coruscant skyways. They are primarily used to quickly transport small numbers of troops or agents to a trouble hotspot. Though inspired by the LAAT/i, the raider carries fewer passengers and is more lightly armed and armored.

> The Imperial-gray airspeeder looks something like an angular, wingless version of the clone trooper gunships that were so common during the Clone Wars. The cockpit is fully enclosed, the pilot impossible to see through the mirrored canopy. A pair of turrets, one chin mounted, one dorsal mounted, tracks their targets. A large door on each side pops out and slides back toward the aft of the vehicle, revealing the troopers inside, ready for a fight.

Imperial "RaDAir" Rapid Deployment Airspeeder   CL 9
Colossal air vehicle (airspeeder)
Init +0; **Senses** Perception +8

Defenses Ref 15 (flat-footed 13), Fort 22; +13 armor
hp 130; **DR** 15; **Threshold** 72

Speed fly 12 squares (max. velocity 620 km/h)
Ranged double laser cannon +7 (see below) and double blaster cannon +7 (see below)
Fighting Space 6x6; **Cover** total (none for passengers if doors are open)
Base Atk +5; **Grp** +37
Atk Options autofire (double laser cannon, double blaster cannon)

Abilities Str 34, Dex 14, Con —, Int 14
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0

Crew 2 (expert); **Passengers** 6
Cargo 1 ton; **Consumables** 2 days, **Carried Craft** none
Availability Military; **Cost** 50,000 (30, 000 used)

Double laser cannon (pilot)
Atk +7 (+2 autofire), **Dmg** 5d10

Double blaster cannon (gunner)
Atk +7 (+2 autofire), **Dmg** 4d10

Raider Tactics

The raider will approach the heroes' position with lightning speed, preferring to drop in from above to try to catch them off guard. The side doors pop open just before the speeder reaches the ground, allowing carried troopers to jump out and advance on their enemies quickly. If combat has not started, the pilot attempts to use the turrets, guns, and vehicle's position to intimidate his opponents. Once the troopers have been dropped off, the doors close, and the speeder aggressively pursues the most threatening-looking opponent.

Conclusion

If the heroes defeat the rapid response force, they should leave the area before additional troopers arrive. Combat is likely to draw further Imperial attention. If the fighting or encounter lasts more than 5 minutes without a clear winner, a second speeder or rapid response force shows up. If the heroes are defeated, they risk capture and arrest (at best). In most areas of Coruscant, there should be ample opportunity for fleeing heroes to lose themselves in a crowd or complex corridors or city streets (using opposed Stealth checks).

Encounter Map

Rapid Response Force Encounter Map
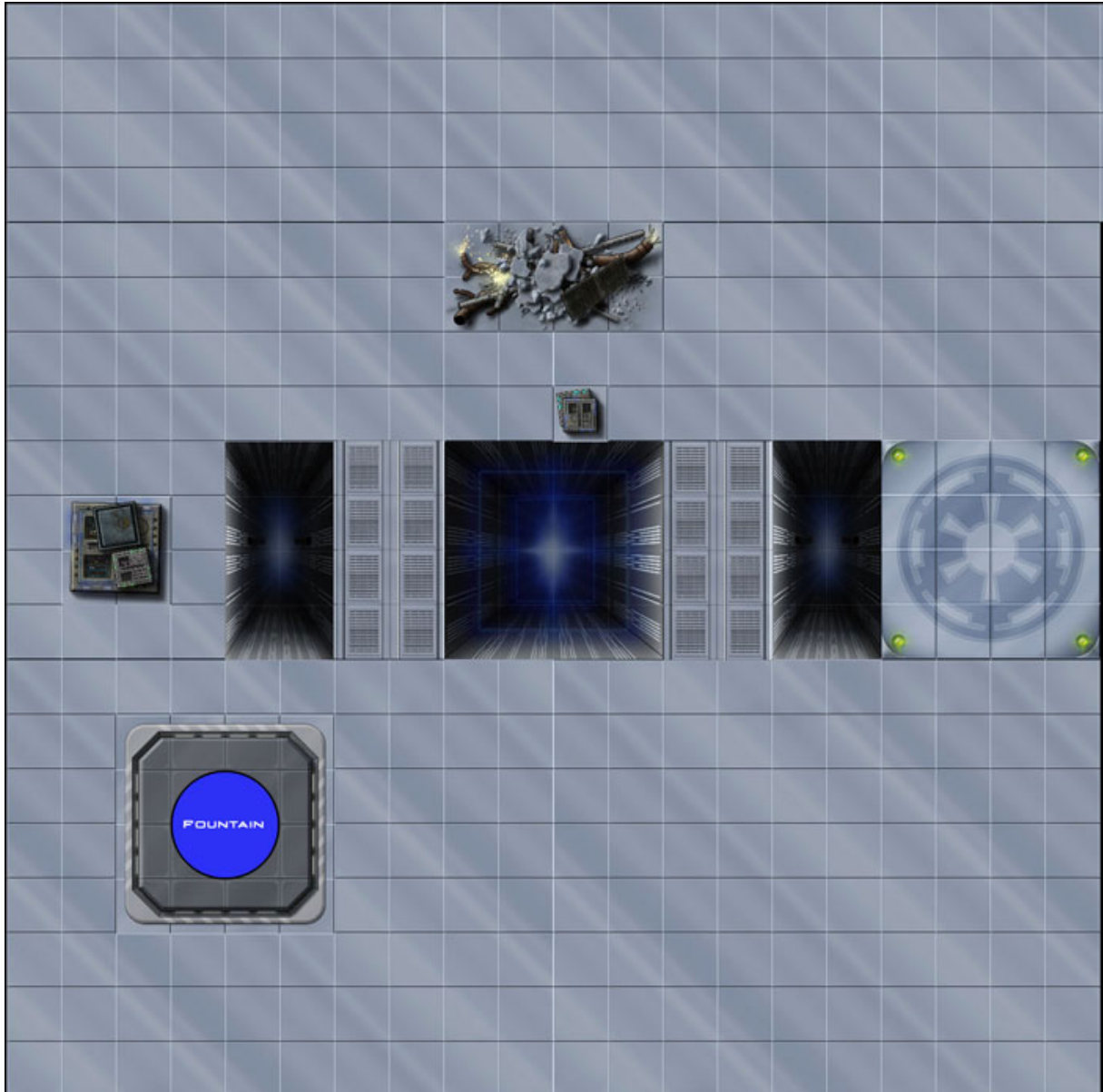
Fountain

No Aliens
Challenge Level 11

Setup

The upper levels of Coruscant have become unwelcome to most aliens over the past few years. Elements of COMPNOR (Committee for the Preservation of the New Order) actively encourage aliens to move to the lower levels or, better yet, off world. Whether this is officially sanctioned is unclear.

When non-Human heroes begin investigating leads on the upper levels, they attract the attention of a COMPNOR intimidation team. The team picks a relatively secluded street to spring a surprise attack on the heroes, attempting to intimidate them. The team has no idea that this time, they've picked a group that can fight back. If the heroes have no non-Humans in their party, the intimidation team instead attacks after the heroes visit non-Human contacts or vendors on the upper or middle levels.

Heroes begin near one end of the encounter map. Their attackers should approach from doors behind and to the sides of the heroes' path of travel, trying to surprise them.

Read-Aloud Text

If the heroes state that they are vigilant, allow them to make Perception checks versus the attacker's Stealth checks (add +2 for favorable circumstances) to gain a moment's warning. Read or paraphrase the following when the enforcers attack:

> Suddenly, a gruff voice says, "Haven't you aliens learned to stay off this planet yet? I'd say you need another lesson!" With that, several Humans carrying batons rush from the surrounding openings, charging your group from three sides.

COMPNOR Supporters

The COMPNOR supporters are near-fanatical in their support of the Empire. There are four Humans—two males and two females—dressed in nondescript, dark-colored clothing that would blend into any Coruscant crowd.

> The attackers look like many Coruscant citizens, but their zeal for the Empire and it's anti-alien stance is readily apparent in their insults and taunts.

COMPNOR Supporter (4)   CL 8

Medium Human scoundrel 8
Force 4; **Dark Side** 5
Init +5; **Senses** Perception +9
Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 19, Will 19; Dodge, Mobility
hp 51; **Threshold** 19

Speed 6 squares
Melee vibroblade +8 (2d6+6) or
Melee stun baton +8 (1d6+6 / 2d6+6 stun)
Ranged blaster pistol +7 (3d6+4)
Base Atk +6; **Grp** +8
Atk Options Acrobatic Strike, Improved Charge, Point Blank Shot, Powerful Charge, Precise Shot, Running Attack
Special Actions Disruptive, Skirmisher, Sneak Attack, Walk the Line

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Abilities Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 9
Talents Disruptive, Skirmisher, Sneak Attack, Walk the Line
Feats Acrobatic Strike, Dodge, Improved Charge, Mobility, Point Blank Shot, Powerful Charge, Precise Shot, Running Attack, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Acrobatics +10, Deception +8, Perception +9, Persuasion +8, Stealth +10
Possessions vibroblade, stun baton, blaster pistol, COMPNOR anti-alien propaganda (concealed in jacket), credit chip (100 credits), comlink

COMPNOR Supporter Tactics

The attackers initially charge the heroes, using Powerful Charge and Improved Charge, then fight up close using stun batons. They target non-Human heroes first. They use Acrobatics to improve their position and flank their opponents. Their intent is to intimidate, not kill, so they begin with stun batons, moving up to blasters on stun if needed. If lethal force is used against them, they try to escape, resorting to deadly blaster fire if needed to survive.

Conclusion

The street or passageway is isolated enough that a fight won't attract the authorities, and anyone else will leave the area quickly. Attackers who are reduced to one-quarter of their hit points or who move 3 steps down the condition track try to flee on foot, running into a nearby building to lose their pursuers. They may attempt to use Deception to create a diversion to hide (see page 73 of the *Saga Edition Core Rulebook*). If they are captured, they claim to be supporters of the New Order, with no agenda other than intimidation. They also carry COMPNOR propaganda. Even if the attackers flee, the heroes should gain experience points for defeating them.
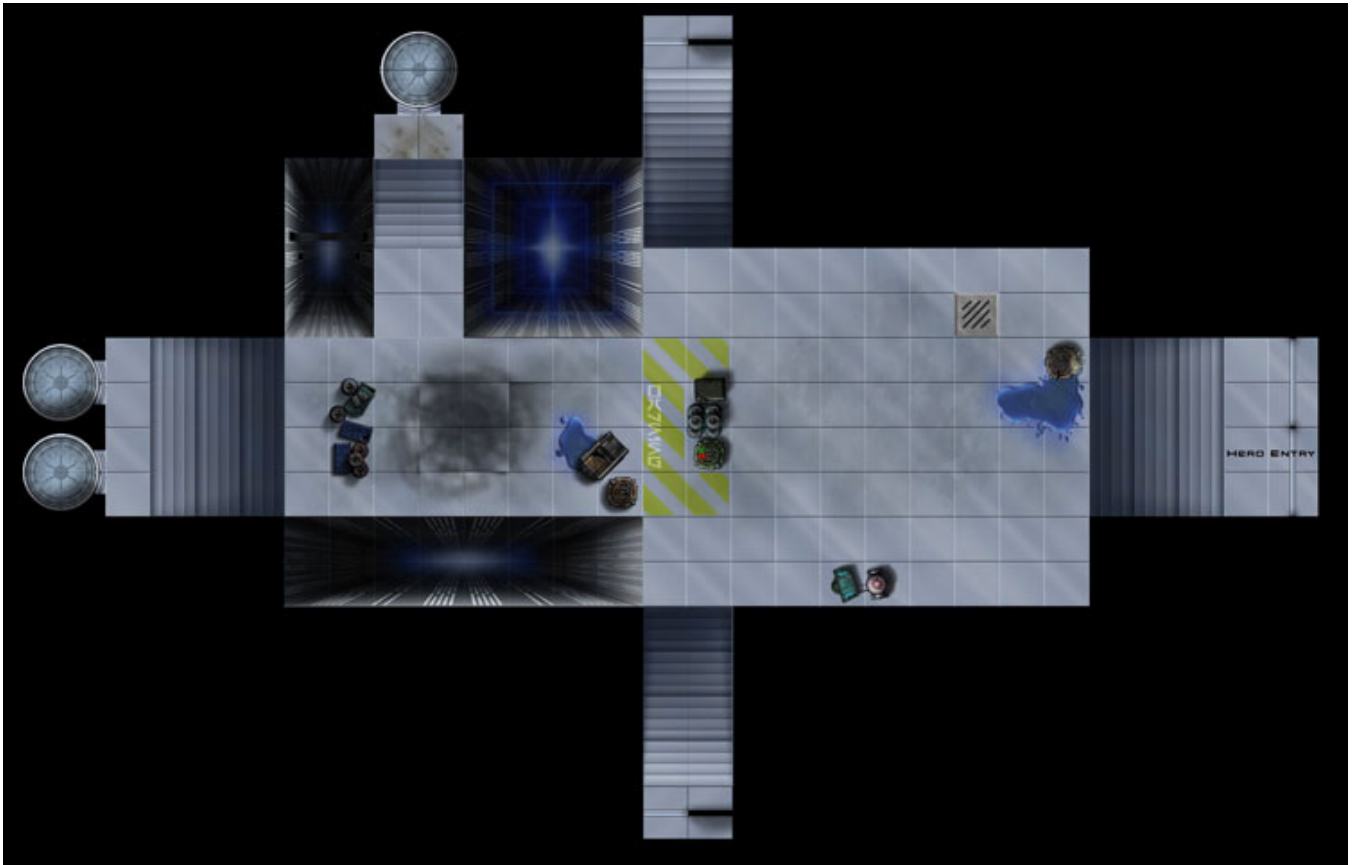
Encounter Map

See the map of the area on the next page.

No Aliens Encounter Map

Rodian Fuming
Challenge Level 12

Setup

As the heroes poke around the Works, looking for leads on Resh, Eetoa Ro, or something else, they come to one of the many narrow bridges. While crossing the bridge, a group of Rodians appears at each end, trapping them in the middle. The Rodians are desperate thieves, trapped on Coruscant without a way out. They want anything the heroes have on them and are willing to kill for it.

Read-Aloud Text

When the heroes reach the midpoint of the bridge, allow them to make DC 25 Perception checks to detect the Rodians approaching the ends of the bridge through the fumes. Read or paraphrase the following.

> A shadowy figure steps from the fumes at the far end of the bridge, pointing a large pistol at you. Beyond, you see similar silhouettes taking up positions behind crates and massive pipes. A voice in poor Basic calls out "You. Halt now. Drop weapons. You give us everything now, we let you live. If you don't, we don't." You hear distinctly Rodian laughter erupt from those in front of you, and from the other end of the bridge behind you. You realize that the narrow metal bridge gives very little cover. It's about 10 meters to the bottom of the chasm, and thin but noxious fumes are wafting up from the decrepit pipes and machinery below.

Rodian Thieves

The Rodian thieves are desperate for cash, equipment and just about anything they can sell. They're trapped on Coruscant, thanks to Imperial rule, and cannot seek help from their own kind because their clan is currently fighting with most other Rodian clans.

> The Rodian attackers aren't very impressive, but they've obviously seen a lot of action. They're covered with the grime from the constant fumes of the lower Works, and their clothing is mismatched.

Rodian Thief (4)   CL 6
Medium male Rodian nonheroic 6/soldier 4
Dark Side 5
Init +11; **Senses** low-light vision, Perception +9
Languages Basic, Rodese

Defenses Ref 17 (flat-footed 16), Fort 18, Will 14
hp 47; **Threshold** 18

Speed 6 squares
Melee unarmed +10 (1d4+4)
Ranged heavy blaster pistol +10 (3d8+4) or
     heavy blaster pistol +8 (4d8+4) with Rapid Shot
Base Atk +8; **Grp** +10
Atk Options Point Blank Shot, Precise Shot, Rapid Shot

Abilities Str 14, Dex 13, Con 12, Int 9, Wis 9, Cha 9
Special Qualities heightened awareness
Talents Devastating Attack (pistols), Weapon Specialization (pistols)
Feats Deadeye, Improved Defenses, Point Blank Shot, Precise Shot, Rapid Shot, Skill Training (Initiative), Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Initiative +11, Perception +9
Possessions heavy blaster pistol, Rodian breath mask, credit chip (50 credits)

Rodian Thief Tactics

The thieves negotiate only as long as it appears that they might get what they want. They are impatient and skittish, and they open fire at the slightest hint that the heroes are about to attack. The will use Devastating Attack and Rapid Shot as often as they can.

Chokoo Thool

Chokoo Thool leads the Rodian thieves with marginal success. The Empire hasn't captured them yet, but they are in desperate need of funds just to get by.

> The Rodian leader wears the tattered remains of a uniform from Rodia Consolidated Refineries, a defunct Works corporation once run by a Rodian conglomerate, before the Dark Times. He stands ready to negotiate, either by words or by blaster, and you don't think he cares much as to which.

Chokoo Thool   CL 7
Medium male Rodian nonheroic 6/noble 5
Force 4; **Dark Side** 5
Init +11; **Senses** low-light vision, Perception +15
Languages Basic, Rodese

Defenses Ref 17 (flat-footed 16), Fort 16, Will 17
hp 44; **Threshold** 16

Speed 6 squares
Melee unarmed +9 (1d4+4)
Ranged heavy blaster pistol +9 (3d8+2)
Base Atk +7; **Grp** +9
Atk Options Point Blank Shot, Precise Shot
Special Actions Bolster Ally, Ignite Fervor, Inspire Confidence

Abilities Str 14, Dex 13, Con 12, Int 10, Wis 10, Cha 12
Special Qualities heightened awareness
Talents Bolster Ally, Ignite Fervor, Inspire Confidence
Feats Improved Defenses, Point Blank Shot, Precise Shot, Skill Focus (Perception, Persuasion), Skill Training (Initiative, Persuasion), Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Initiative +11, Persuasion +16, Perception +15
Possessions heavy blaster pistol, Rodian breath mask, credit chip (100 credits)

Chokoo Thool Tactics

Chokoo will negotiate if given the chance, and an enormous sum of money might even buy him off. However, talking is unlikely to go far before one of the thieves gets jittery and opens fire at the slightest provocation.

Conclusion

The thieves fight until they have been reduced to one-quarter of their hit points or have been moved 3 steps down the condition track, after which they flee into the Works, using the fumes as cover. They loot any hero who has collapsed to the deck, trying to take anything of value that they can grab in a round or two. They have little to offer the heroes if captured, though they can point the way to Eetoa Ro if they realize that the heroes need information.

Any non-Rodian trying to use a Rodian breath mask finds that it doesn't fit and can be used only by holding it in place by hand. While in combat, attackers try to disable or knock away any breath masks worn by the heroes.

Ad-hoc XP Award: Heroes should receive experience points equal to defeating a CL 6 encounter for escaping the fumes hazard, in addition to the standard experience awarded for this encounter.

Features of the Area

Buildings and equipment block the sides of the platforms on the map. However, the "canyon" under the bridge extends for several kilometers in each direction.

This section of the Works is filled with drifting clouds of noxious fumes. Characters at either ends of the bridge gain concealment (but not total concealment) from the fumes and smoke. On the bridge, the fumes from below are much thinner and don't provide concealment. However, characters on the bridge without a breath mask begin to suffer ill effects after 2 rounds of exposure. Each round thereafter, make an attack roll (1d20+10) against the target's Fortitude defense. If the attack succeeds, the target takes 1d8 points of damage and moves 1 step down the condition track. If it fails, the target takes half damage and does not move down the condition track.

A maintenance hatch on the platform links through a series of crawlways to a similar hatch below the bridge. It takes 2 rounds to move from one to the other. There is also a broken turbolift that is jammed shut and nonfunctional.
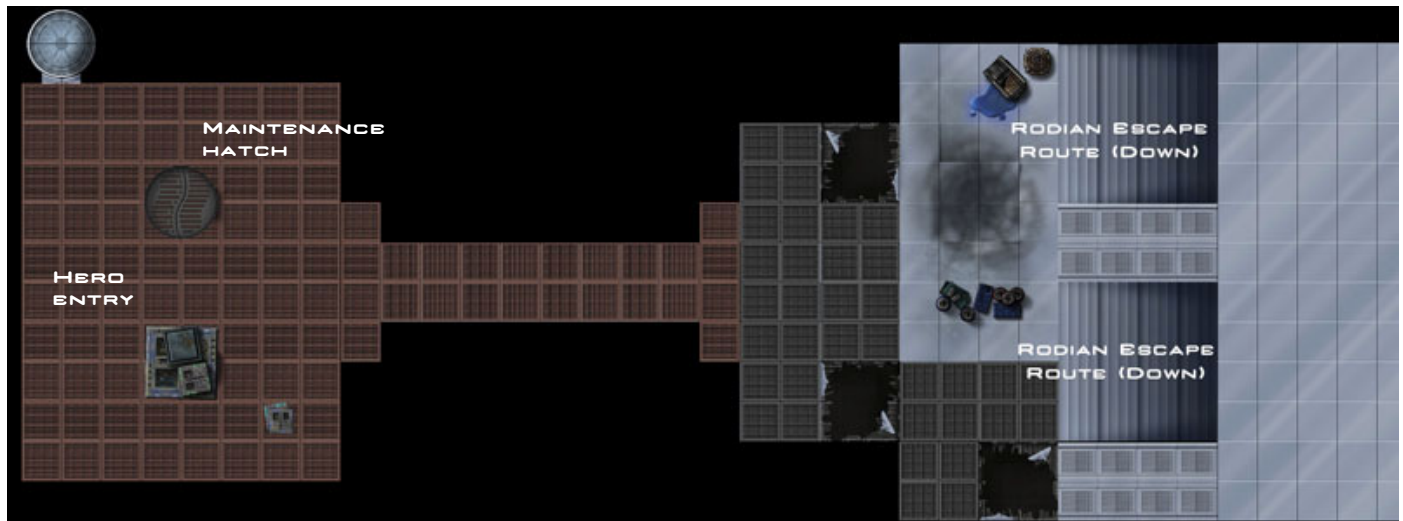
Outlanders
Challenge Level 14

Setup

The heroes have tracked Lt. Lesan Dos to the Outlander Club (where Obi-Wan Kenobi and Anakin Skywalker tracked down Zam Wesell in Episode II). The Outlander is one of many vibrant lower-level clubs in the entertainment district. The heroes have little to go on other than the fact that Dos is carrying out some sort of investigation at the club. This may strike them as odd, since his anti-alien stance would seem to make it nearly impossible to carry out any secret investigation.

The heroes should get to the club via airspeeder, preferably one they own or control. They may find parking places on an adjacent street (see Imperial Pursuit, Part 1 on page 27). When the heroes arrive at the club, they find security keeps a close watch on all doors, and they are encouraged to use the main entrance.

Read-Aloud Text

When the heroes enter the Outlander, read or paraphrase the following:

> The neon framed entrance to the glitzy Outlander Club gives way to a huge multistory circular room, packed with beings from across the galaxy. Clearly, the Empire's anti-alien leanings haven't harmed business here. A large circular bar in the center of the room offers just about any drink you can think of. Huge viewscreens at the perimeter walls show racing and sporting events of dubious legality. Signs indicate that gambling halls and other entertainments are available on the balcony levels above. Five circular turbolifts and adjacent one-person lifts in clear tubes give access to other floors. The place is well lit, loud, crowded, and lively.

Once inside, allow the heroes to make Perception checks. A result of DC 15 or above quickly indicates the variety of legal and illegal entertainment available. A result of DC 30 or above allows them to spot someone who looks like Lt. Dos, dressed in bright blue civilian clothing, standing at a tall table near the video screens. It's actually Nonul Weran, the lieutenant's double and decoy. Lt. Dos is staging a sting operation, trying to draw his non-Human enemies out in the open so he can arrest or eliminate them. As an ISB agent, his presence is not normally tolerated at the club, but he is blackmailing the owners to allow him to carry out his operation. Someday, he hopes to shut the place down, but for now, he uses it for his own schemes. However, he knows that he can't rely on the club's security to back him up, so he usually tries to get the attackers outside so he can call in superior numbers.

The operation has been underway for some time, with limited success. Nonul plays the part of Dos, having a good time in the club, while the agent, disguised in a breath mask and a worker's jumpsuit, observes from a balcony above.

If the heroes don't spot the decoy right away, they may continue to make Perception checks while they search the room. Once they approach the decoy, read his text aloud. When the heroes get within a few meters of Nonul, let them make an additional Perception check. A result of DC 15 or higher allows them to notice that he is following three different swoop races on the viewscreens and glancing at his gambling datapad. A result of DC 20 or higher tips off the location of his two informants that are his immediate backup. A result of DC 28 or higher also tips them off that this may not be Dos but someone made up to look like him. Grant the heroes a +5 bonus on the check if they have more than the newsnet picture of Dos (see page 9) to go on.

Nonul Weran

Nonul Weran is an ISB undercover specialist that Dos has manipulated into serving as his double and decoy for this operation. Nonul is comfortable at the Outlander, but on his guard. He's been attacked entering, leaving, and occasionally even within the club. He mimics Dos reasonably well, though he's not quite as arrogant.

> You approach a young adult Human, dressed in a trendy bright blue jumpsuit with white trim. He stands at a table adjacent to the racing betting kiosk, glancing between his betting datapad and a number of viewscreens while he subtly scans the crowd.

Nonul Weran   CL 8
Medium male Human scoundrel 4/scout 4
Force 4; **Dark Side** 2
Init +11 (Improved Initiative); **Senses** Perception +10
Languages Basic, Huttese

Defenses Ref 20 (flat-footed 17), Fort 16, Will 17
hp 47; **Threshold** 21

Speed 6 squares
Melee unarmed +6 (1d6+4) or
Melee vibroblade +6 (2d6+4)
Ranged hold-out blaster +8 (3d4+4)
Base Atk +6; **Grp** +8
Atk Options Dastardly Strike, Martial Arts I, Point Blank Shot, Running Attack
Special Actions Acute Senses, Knack, Quick Draw

Abilities Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 14
Talents Acute Senses, Dastardly Strike, Improved Initiative, Knack
Feats Improved Damage Threshold, Improved Defenses, Martial Arts I, Point Blank Shot, Quick Draw, Running Attack, Skill Focus (Deception), Skill Training (Stealth), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Acrobatics +11, Deception +16, Gather Information +11, Initiative +11, Perception +10, Persuasion +11, Stealth +11
Possessions hold-out blaster, vibroblade, credit chip (200 credits), comlink (encrypted), ISB ID

Nonul Weran Tactics

Nonul keeps his eyes open and is ready for trouble. If the heroes attempt to sneak up on him, let him make Perception checks. If they engage him in conversation, he responds arrogantly and goes on about racing until he's sure they're really after him. If they directly ask his identity, he

claims to be Lt. Dos. Use Deception checks opposed by Perception checks to guide the conversation. Nonul knows that his only backup is two informants and Dos himself. He goes along with almost any scheme that doesn't directly threaten him so that he can get the heroes in a position where Dos, the informants, and possibly other backup can arrest them outside of the club. He even leads them out, if needed. If forced to fight, he relies on his hold-out blaster, attempting to surprise the heroes with a quick draw. He knows nothing about the Sarlacc Project.

ISB Outlander Informants

Two of Lt. Dos's most reliable informants mingle with the crowd near the decoy. They gather additional information that might be useful to the lieutenant and provide backup for Dos and his decoy. One is male, the other female. If they are detected by the heroes, read or paraphrase the following:

> You see a young man (woman) leaning against a nearby table, toying with a glass of hazy orange liquid. He (she) is clearly dressed for a night in the club. He (she) seems to be deliberately moving about, keeping people or objects between himself (herself) and Agent Dos.

ISB Outlander Informant (2)   CL 7
Medium Human scout 7
Dark Side 4
Init +10; **Senses** Perception +10
Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 18, Will 19
hp 51; **Threshold** 18

Speed 6 squares
Melee unarmed +6 (1d4+4)
Ranged heavy blaster pistol +7 (3d8+3)
Base Atk +5; **Grp** +7
Atk Options Mobility, Point Blank Shot, Precise Shot, Sniper, Running Attack
Special Actions Dodge, Evasion, Hidden Movement, Improved Stealth, Quick Draw, Total Concealment

Abilities Str 12, Dex 15, Con 10, Int 10, Wis 14, Cha 10
Talents Evasion, Hidden Movement, Improved Stealth, Total Concealment
Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Sniper, Running Attack, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Initiative +10, Jump +9, Mechanics +8, Perception +10, Stealth +10
Possessions heavy blaster pistol, comlink, credit chip (150 credits)

ISB Outlander Informant Tactics

The informants work to conceal themselves as much as possible in the crowd. If the heroes approach the decoy, they begin to move closer, using Improved Stealth and Hidden Movement to take up positions at nearby tables in case the decoy needs help. If forced to fight, they rely heavily on their shooting talents and Running Attack. If questioned, they have little to offer beyond the basics of Dos's sting operation, and they know nothing about the Sarlacc Project.

Lt. Lesan Dos

Lt. Dos hides in plain sight behind his breath mask and worn, rumpled jumpsuit. Built into the mask is a comlink tuned to the decoy's comlink, through which Dos can hear all conversations with Nonul. He can even issue brief orders to Nonul and the informants, if needed. Dos is sneaky but arrogant and overconfident. If the heroes look at him with interest, not just in passing, read or paraphrase the following:

> You see a young humanoid male in a worn and rumpled jumpsuit common to workers throughout the lower levels. Despite his humanoid appearance, he wears a breath mask often worn by visiting species. Though he carries a drink, he appears to be alone, moving from table to table and observing the crowd in general from the upper level.

Lt. Lesan Dos   CL 11
Medium male Human noble 5/scout 6
Force 5; **Dark Side** 4
Init +12; **Senses** Perception +18
Languages Basic, Bocce, Durese, High Galactic, Huttese, Sullustese

Defenses Ref 24 (flat-footed 22), Fort 22, Will 26
hp 59; **Threshold** 22

Speed 8 squares; Long Stride
Melee stun baton +7 (1d6+5 or 2d6+5 stun)
Ranged blaster pistol +9 (3d6+5)
Base Atk +7; **Grp** +9
Atk Options Deadeye, Point Blank Shot, Precise Shot, Running Attack, Sniper
Special Actions Acute Senses, Bolster Ally, Born Leader, Improved Stealth, Inspire Confidence, Long Stride

Abilities Str 10, Dex 14, Con 10, Int 14, Wis 16, Cha 15
Talents Acute Senses, Bolster Ally, Born Leader, Improved Stealth, Inspire Confidence, Long Stride
Feats Deadeye, Linguist, Point Blank Shot, Precise Shot, Running Attack, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Perception), Skill Focus (Persuasion), Skill Focus (Use Computer), Sniper, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Deception +17, Gather Information +17, Initiative +12, Knowledge (bureaucracy) +12, Perception +18, Persuasion +17, Pilot +12, Stealth +12, Treat Injury +13, Use Computer +17
Possessions blaster pistol, stun baton, comlink (encrypted), code cylinder, secure credit chip (500 credits)

Lt. Dos Tactics

Lt. Dos will direct and manipulate the situation once the heroes contact the decoy or one of the informants. He will order his conspirators to go along with whatever plan the heroes propose, within reason, and encourage them to find an excuse to get the heroes outside into the alleyway (see Imperial Pursuit, Part 1, on page 27). If a fight breaks out, Dos uses his talents to help without drawing attention to himself, if possible. He directly engages the heroes once he is in a position to try to lead them outside. If Lt. Dos is discovered at any time, or if he ever hears the Sarlacc Project mentioned, he actively tries to usher the heroes outside, calling for backup along the way. If the heroes observe him

directly, allow them to make Perception checks versus his Deception check to attempt to penetrate his disguise.

Lt. Dos will not go quietly and tries to avoid capture, even fighting to the death. However, if the characters succeed in capturing him, they may quiz him on the Sarlacc Project. He will resist as long as possible and isn't willing to give up information on the project he works so hard to keep secret. However, if the characters figure out a way to get it out of him, he reveals that his code cylinder allows access to the Imeici Spire up to level 189. He can give the heroes a basic rundown of the building, but he actually knows few details beyond the layout.

Conclusion

Ultimately, the heroes should encounter the decoy and the informants, likely struggling with them or encouraging them to go outside. Any fight that breaks out inside the Outlander is allowed to continue for 5 rounds before security demands that they take it outside. However, security will not directly get involved in the fight, not wanting to risk harm to save the hated ISB agent and his companions. The crowd will clear the area and become a hazard to the heroes (see the Features of the Area sidebar). If the agents manage to get the heroes outside, (by deception or by baiting the heroes into chasing them out the door), use the map from Imperial Pursuit, Part 1 (page 29) to continue the encounter. However, the Imperials from that encounter don't arrive until the heroes have a chance to deal with Dos and the others.

Ad-hoc XP Award: For chasing down Lt. Dos, the heroes should receive experience points equal to defeating a CL 13 encounter. For acquiring his code cylinder, they should receive experience equal to defeating a CL 12 encounter. Finally, for dealing with the crowd, the heroes should receive experience equal to defeating a CL 10 encounter (reduce this award if they were not careful with the bystanders). All of these awards are in addition to the standard experience points awarded for this encounter.
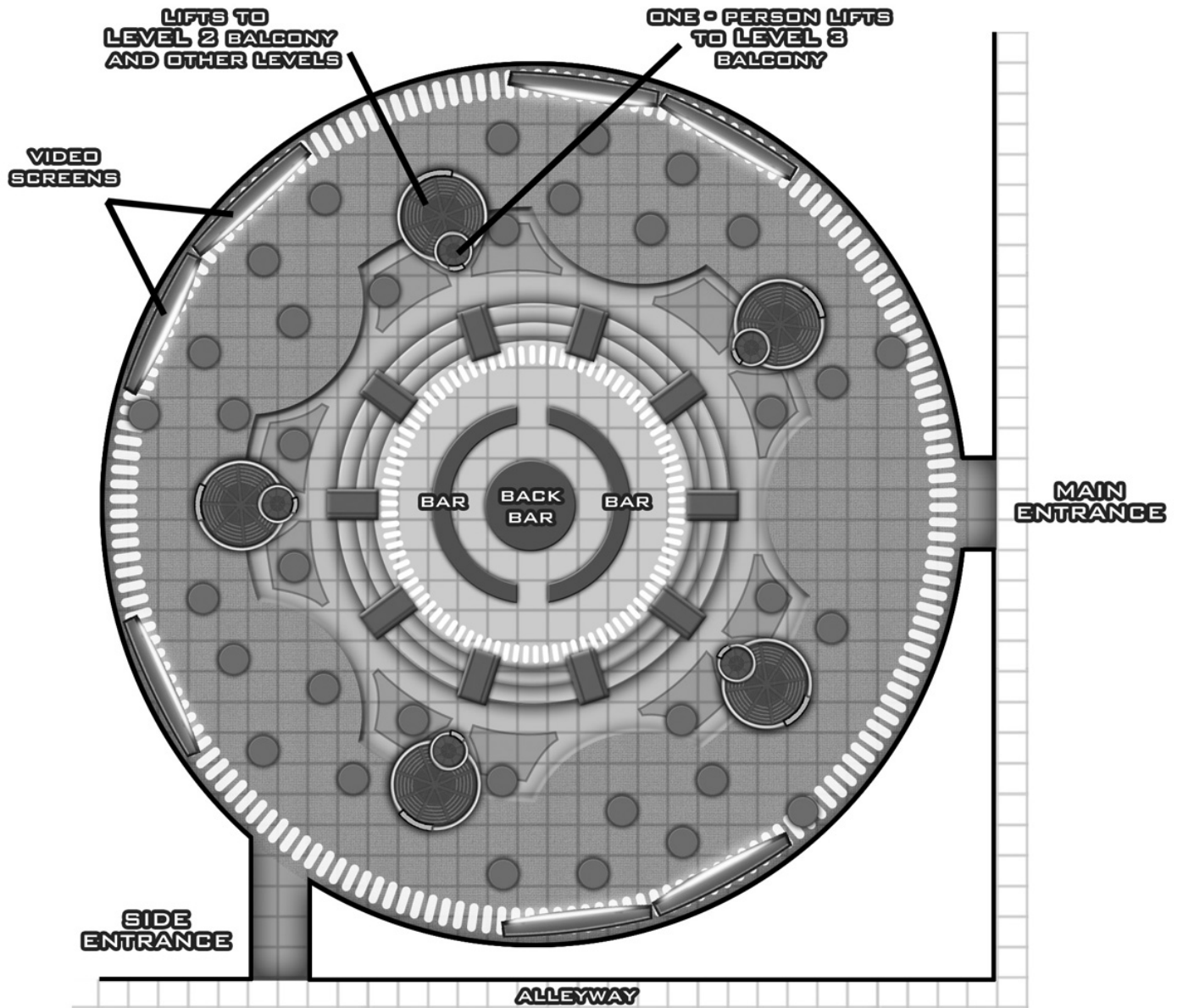
Encounter Map

See the map of the area on the next page.

Features of the Area

The club is crowded, and the lower floor is filled with patrons constantly moving about or standing in groups, talking, watching the viewscreens, or drinking. As such, the crowd provides cover for those using stealth to sneak around the club. For the encounter map, include approximately 15 extra people, scattered around the room. If a fight breaks out, the crowd tries to clear the area, but many get in the way. While this occurs, treat any combatants as though they were in melee for the purposes of ranged attacks. Additionally, a shot that misses by 10 or more strikes a viewscreen, piece of furniture, or member of the crowd. The heroes may attempt to clear the crowd more quickly by making Persuasion checks to intimidate them or by using another nonlethal method.

Outlanders Encounter Map

LIFTS TO
LEVEL 2 BALCONY
AND OTHER LEVELS

ONE - PERSON LIFTS
TO LEVEL 3
BALCONY

VIDEO
SCREENS

BAR

BACK
BAR

BAR

MAIN
ENTRANCE

SIDE
ENTRANCE

ALLEYWAY

Imperial Pursuit, Part 1
Challenge Level 14

Setup

One way or another, the heroes end up in an alley outside the Outlander Club, with or without Lt. Dos, his decoy, and the informants. If they are here with any of those characters, allow the heroes to finish dealing with them before beginning this encounter. The heroes may be anywhere in the area but preferably are near the club door when this encounter starts. The first thing they may see is a nearby surveillance droid attempting to observe the action without them noticing.

Read-Aloud Text

When ready to begin, have the heroes make Perception checks versus the surveillance droid's Stealth check. If they see it, read its read-aloud text first, then read the following 2 rounds later. If they don't see the droid, wait about 2 rounds and go ahead with the following:

> As you begin to make your way through the alley away from the Outlander, you suddenly hear the unmistakable sound of armored troopers. They appear almost immediately, several stormtroopers led by a uniformed ISB agent. The agent spots you and yells "All of you, *halt now*!"

One ISB agent and five stormtroopers initially arrive on foot from the direction of the main entrance. The skirmish should go quickly, since the stormtroopers are outmatched. During the fight, allow the heroes to make occasional Perception checks to notice the droid, if needed. When the stormtrooper force is reduced to one-quarter of its original strength, the Raider drops from above, filled with five more stormtroopers and another agent. It drops off the troopers and agent, then attempts to cut off fleeing heroes.

FSD-6D Flying Surveillance Droid

The FSD-6D is a common Imperial surveillance droid, used wherever general surveillance is required for law enforcement and lesser military operations. It is fast, observant, and well programmed in surveillance and stealth techniques. Most of its sensors are mounted on its spherical body, but one sensor pack is mounted on a 1-meter extendable stalk that allows the droid to look around corners. However, the droid is so common that the camera is easily recognized if noticed.

> In the distance, you see a small, dark gray spherical droid hovering, partially hidden by the corner of a nearby building. Its surface is covered in sensorlike devices, and a lenslike object extends outward for a better view. It is looking directly at you.

Arakyd FSD-6D Flying Surveillance Droid   **CL 6**
Small droid (4th class) scout 6
Init +16; **Senses** darkvision, low-light vision, Perception +17
Languages Basic, Binary

Defenses Ref 20 (flat-footed 17), Fort 15, Will 16
hp 47; **Threshold** 15
Immune droid traits

Speed 9 squares (flying)
Melee claw +4 (1d3+3)
Ranged blaster +7 (3d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +2
Atk Options Point Blank Shot, Running Attack
Special Actions Acute Senses, Hidden Movement, Sprint

Abilities Str 10, Dex 16, Con —, Int 12, Wis 15, Cha 10
Talents Acute Senses, Hidden Movement, Sprint
Feats Point Blank Shot, Running Attack, Skill Focus (Initiative), Skill Focus (Gather Information), Skill Focus (Perception), Skill Focus (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Gather Information +13, Initiative +16, Perception +17, Stealth +21, Use Computer +9
Systems flying locomotion, heuristic processor, 1 claw appendage, improved sensor package, darkvision, locked access, integrated comlink
Possessions sensor unit, video recording unit, blaster (treat as blaster pistol)
Availability Restricted; **Cost** 19,500 credits

Surveillance Droid Tactics

The droid continues to observe the heroes for as long as possible. If detected, it tries to conceal itself, but it forgoes hiding for keeping line of sight with the extendable sensor pack (at minimum). Its duty is observation before self-preservation. If attacked, it defends itself with its blaster. If the heroes flee, it follows. If they lose it, it remains in the area, searching the most probable path.

ISB Special Agents

ISB Special Agents often provide direct backup for agents in the field. As such, they occasionally command stormtroopers or Imperial forces ordered to give them aid in pursuing suspects. However, they are better suited to taking on their opponents directly through stealth and ranged attacks.

> The uniformed ISB Agent wears a white Imperial uniform. He's relatively young, but he commands the stormtroopers as though they were merely tools of the ISB. He advances, pistol in hand, using the stormtroopers and nearby objects as cover.

ISB Special Agent (2) — CL 9

Medium male Human nonheroic 6/scout 7
Force 4; **Dark Side** 3
Init +13; **Senses** Perception +12
Languages Basic, High Galactic

Defenses Ref 21 (flat-footed 19), Fort 19, Will 18
hp 47; **Threshold** 19

Speed 6 squares
Melee unarmed +10 (1d4+4)
Ranged blaster pistol +12 (3d6+3)
Base Atk +9; **Grp** +11
Atk Options Deadeye, Keen Shot, Point Blank Shot, Precise Shot, Sniper
Special Actions Acute Senses, Evasion, Improved Stealth, Shake It Off

Abilities Str 12, Dex 14, Con 13, Int 12, Wis 12, Cha 12
Talents Acute Senses, Evasion, Improved Stealth, Keen Shot
Feats Deadeye, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Skill Training (Deception), Skill Training (Persuasion), Skill Training (Stealth), Shake It Off, Sniper, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)
Skills Deception +12, Endurance +12, Gather Information +17, Perception +12, Persuasion +12, Stealth +13
Possessions blaster pistol, ISB ID

ISB Special Agent Tactics

The Special Agents use their troops as cover, trying to use Sniper and Keen Shot effectively against the heroes. They demand that the heroes surrender and arrest those that they can. However, arrest and capture are only secondary goals, and the agents defend themselves as needed. They know nothing about the Sarlacc Project.

Stormtroopers

Five stormtroopers appear with each agent, as noted above. Use the standard stormtrooper statistics on page 279 of the *Saga Edition Core Rulebook*.

Stormtrooper Tactics

The stormtroopers attack the heroes using Coordinated Attack and other means until killed, evaded, or ordered otherwise by their agent.

Imperial "RaDAir" Rapid Deployment Airspeeder

See the Rapid Response Force encounter (page 16) for a full description of the airspeeder.

Imperial "RaDAir" Rapid Deployment Airspeeder — CL 9

Colossal air vehicle (airspeeder)
Init +0; **Senses** Perception +8

Defenses Ref 15 (flat-footed 13), Fort 22; +13 armor
hp 130; **DR** 15; **Threshold** 72

Speed fly 12 squares (max. velocity 620 km/h)
Ranged double laser cannon +7 (see below) and double blaster cannon +7 (see below)
Fighting Space 6x6; **Cover** total (none for passengers if doors are open)
Base Atk +5; **Grp** +37
Atk Options autofire (double laser cannon, double blaster cannon)

Abilities Str 34, Dex 14, Con —, Int 14
Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0

Crew 2 (expert); **Passengers** 6
Cargo 1 ton; **Consumables** 2 days, **Carried Craft** none
Availability Military; **Cost** 50,000 (30, 000 used)

Double laser cannon (pilot)
   Atk +7 (+2 autofire), **Dmg** 5d10

Double blaster cannon (gunner)
   Atk +7 (+2 autofire), **Dmg** 4d10

Raider Tactics

The Raider approaches the heroes' position quickly, dropping in from above. The side doors pop open just before the speeder reaches the ground, allowing carried troopers to jump out and advance on their enemies quickly. Once the troopers have been dropped off, the doors close, and the speeder tries to cut off escaping heroes.

Conclusion

Most of the encounter should occur in the alley, but it might carry over into nearby streets if the heroes make a run for it. If the heroes surrender or are captured, they are arrested and hauled off to detention in the speeder. If the heroes flee on foot, the Imperials follow. If the heroes flee in a speeder, the Raider and surveillance droid give chase, soon joined by others (see Imperial Pursuit, Part 2, on page 30). No further Imperial forces arrive, except as noted in Imperial Pursuit, Part 2.
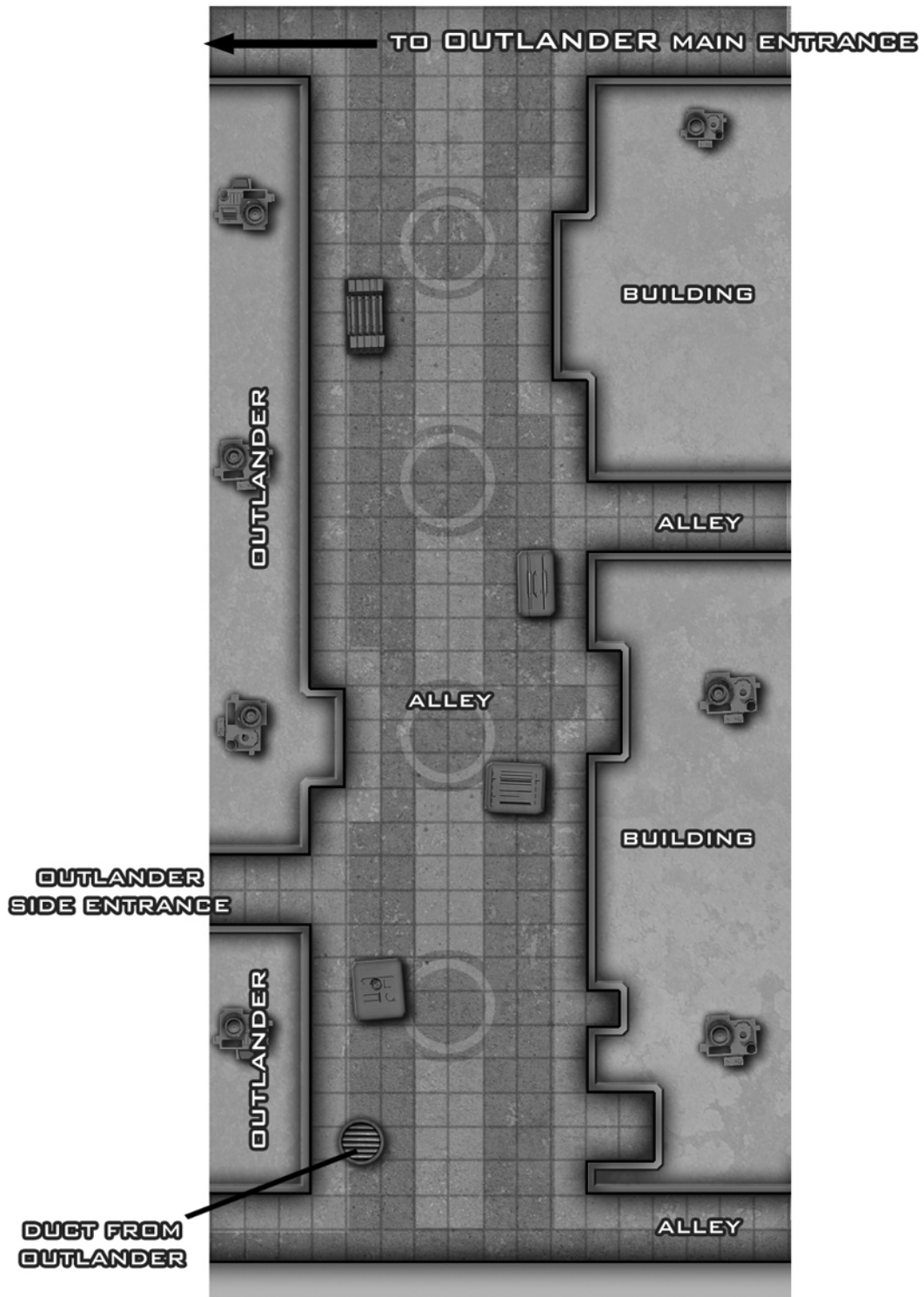
Encounter Map

See the map of the area on the next page.

Features of the Area

The alley has few people in the area, and they clear out quickly when the Imperials arrive. Crates, dumpsters, and other objects provide some cover. Once the heroes are outside the Outlander, the club locks its doors and won't open them again. Security waits inside, just in case the heroes break back in.

Imperial Pursuit, Part 1 Encounter Map

TO OUTLANDER MAIN ENTRANCE

BUILDING

OUTLANDER

ALLEY

ALLEY

OUTLANDER
SIDE ENTRANCE

BUILDING

OUTLANDER

DUCT FROM
OUTLANDER

ALLEY

Imperial Pursuit, Part 2
Challenge Level 13

Setup

As the heroes leave the area, the Imperial pursuit continues. If they flee on foot, the surveillance droids give chase. If the heroes leave by speeder, the droids show up one at a time over 3 or 4 rounds along the way, shortly after they take off. Two pursuit speeders join the droids not long afterward. The chase through Coruscant is on.

If the heroes' escape route is entirely on foot or does not include a speeder under their own control, replace the pursuit speeders with two more surveillance droids.

Read-Aloud Text

A few minutes after the heroes leave the immediate area of the Outlander Club, have them make Perception checks versus the surveillance droids' Stealth checks. If successful, the heroes detect their presence. Read or paraphrase the following:

> As you zip through the busy skylanes, you make out the distinctive silhouette of a surveillance droid pursuing you, hanging back in the distance. It's fast, agile, and quick to adjust to your course changes.

The droid is likely to be slower than the heroes' airspeeder and will resort to all-out movement, using its Sprint talent to try to keep up at times. If the heroes get beyond 1 km (about 660 squares) from the droid, or out of line of sight for 5 rounds, it breaks off the chase.

Once all three droids are after the heroes, the pursuit speeders drop from a nearby skylane 3 rounds later. They attempt to force the heroes' speeder down. The heroes must find a way to take them down or lose them. As the pursuit continues, the heroes will have to deal with certain hazards or may opt to use certain approaches noted in the Features of the Area sidebar.

FSD-6D Flying Surveillance Droids

These are the same type of droids as in the encounter "Imperial Pursuit, Part 1."

Arakyd FSD-6D Flying Surveillance Droid (3)   CL 6
Small droid (4th class) scout 6
Init +16; **Senses** darkvision, low-light vision, Perception +17
Languages Basic, Binary

Defenses Ref 20 (flat-footed 17), Fort 15, Will 16
hp 47; **Threshold** 15
Immune droid traits

Speed 9 squares (flying)
Melee claw +4 (1d3+3)
Ranged blaster +7 (3d6+3)
Fighting Space 1 square; **Reach** 1 square
Base Atk +4; **Grp** +2
Atk Options Point Blank Shot, Running Attack

Special Actions Acute Senses, Hidden Movement, Sprint

Abilities Str 10, Dex 16, Con —, Int 12, Wis 15, Cha 10
Talents Acute Senses, Hidden Movement, Sprint
Feats Point Blank Shot, Running Attack, Skill Focus (Initiative), Skill Focus (Gather Information), Skill Focus (Perception), Skill Focus (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +8, Gather Information +13, Initiative +16, Perception +17, Stealth +21, Use Computer +9
Systems flying locomotion, heuristic processor, 1 claw appendage, improved sensor package, darkvision, locked access, integrated comlink
Possessions sensor unit, video recording unit, blaster (treat as blaster pistol)
Availability Restricted; **Cost** 19,500 credits

Surveillance Droid Tactics

Each droid continues to follow the heroes for as long as possible. If detected while following the speeder, it tries to conceal itself by using other speeders in the skylane as cover. If attacked, it forgoes attacks and fights defensively (+5 to Reflex Defense). If the heroes are on foot, it attempts to use its blaster set for stun to disable them. If it loses the heroes, it attempts to calculate the most probable path to reengage.

Imperial HSP-10 Pursuit Airspeeders

The HSP-10 Pursuit Airspeeder is a fully enclosed, one-man armed airspeeder used primarily for air patrol duties. It is armed with laser cannons and ion cannons and is agile enough to pursue most criminals.

> You see a narrow, dartlike speeder peel off from a nearby skylane and head directly for you. It a has central ball-shaped armored glass cockpit that gives the pilot views in most directions, and it appears to carry an array of forward-mounted weapons. Its markings indicate that it is a patrol speeder. Before long, it hails you and orders you to put down at the nearest platform.

Imperial HSP-10 Pursuit Airspeeder (2)   CL 7
Huge air vehicle (airspeeder)
Init +10; **Senses** Perception +8

Defenses Ref 15 (flat-footed 11), Fort 15; +3 armor
hp 70; **DR** 10; **Threshold** 25

Speed fly 12 squares (max. velocity 620 km/h)
Ranged double laser cannon +7 (see below) or
Ranged ion cannon +8 (see below)
Fighting Space 3x3; **Cover** total
Base Atk +5; **Grp** +20
Atk Options autofire (double laser cannon), autofire (ion cannon)

Abilities Str 22, Dex 20, Con —, Int 14

Skills Initiative +10, Mechanics +8, Perception +8, Pilot +10

Crew 1 (expert); **Passengers** 3
Cargo 1/2 ton; **Consumables** 1 day, **Carried Craft** none
Availability Military; **Cost** 40,000 (20,000 used)

Double laser cannon (pilot)
  Atk +7 (+2 autofire), **Dmg** 5d10

Ion cannon (pilot)
  Atk +7 (+2 autofire), **Dmg** 4d10 ion

Pursuit Speeder Tactics

Each pursuit speeder attempts to close in on the heroes' speeder and force them down by hitting them with blasts from its ion cannon. Losing the pursuit speeders is difficult, as central control can update each pilot with reports from hundreds of traffic sensors. In fact, while the heroes may believe that they have shaken their pursuers, they might be surprised when a speeder suddenly shows up from a different direction, or many rounds later.

Conclusion

The heroes must use a combination of combat and maniacal piloting skills to deal with the droids and airspeeders, creating a chase that goes on for many kilometers, districts, and altitudes. However, once they shake all pursuers, they are in the clear—as long as they do not stay in the air very long afterward. If the heroes shake the droids too easily, one or two others may engage later in the chase.

   Ad-hoc XP Award: For dealing with the skylane hazards, the heroes should receive experience points equal to defeating a CL 8 encounter, in addition to experience awarded for defeating or evading the pursuing droids and speeders. If the heroes deal with more than five hazards, increase the CL defeated by at least 1.

Encounter Map

There is no map for this encounter.

Features of the Area

Use the following hazards and features as the heroes follow their desired path through Coruscant airspace.

Building Shields: Coruscant buildings are typically protected from errant airspeeder traffic by force fields. The buildings adjacent to busier skylanes have shields that are constantly engaged, while buildings farther from the traffic patterns have shields that are activated only at the last moment before a crash. In either case, the shields have a partial cushioning effect to minimize damage to the speeder. If the speeder collides with a shielded building after a failed Avoid Collision Pilot check, reduce the final collision damage by one half.

Crowded Skylane: Busy skylanes pose a hazard to speeders traveling at a much greater rate of speed or in a different direction. These vehicles are treated as mobile hazards (see page 173 of the *Saga Edition Core Rulebook*); roll 1d20 and add +1 for Large vehicles, +2 for Huge vehicles, or +5 for Colossal vehicles as an attack against the Reflex Defense of the heroes' speeder. The pilot may reduce the damage from a collision by half as a reaction (DC 15 Pilot check).

Exhaust Vent: A massive exhaust vent spews a huge jet of steam into the air. This provides concealment for speeders passing through or along the jet.

Floating Holograms: Huge floating holograms provide news and advertisements for passing craft. They may be used for concealment, but not cover. Speeders may pass through them without difficulty.

High-Speed Dive or Ascent: High-speed dives or climbs typically are not allowed on Coruscant, as they are extremely dangerous and run counter to the skylane patterns. Passing through a skylane in this manner increases the chances for a collision, adding +5 to a mobile hazard's attack roll (see Crowded Skylane, above).

Light Beams: Extremely bright beams of light shine up from the lower levels or from a nearby building. These beams do not cross a major skylane; however, speeders traveling in open airspace may encounter them. When crossing through a beam, there is a chance that the pilot could be blinded temporarily. Roll an attack against the Reflex Defense of the speeder pilot (not the speeder) at 1d20+5. This also applies to any character who can see directly out of the front windscreen. If successful, the attack blinds the victim for 5 rounds minus a number of rounds equal to the victim's Constitution modifier (add additional rounds for negative modifiers). For this purpose, the pursuit speeder pilot has a Reflex Defense of 19 and a Constitution modifier of 0.

Skybridge: Skybridges, pipes, and other hazards that span the space between buildings require DC 20 Pilot checks to navigate, with a failure resulting in a collision (the damage from which may be reduced with a Pilot check, as usual).

Skytunnel: Skytunnels allow speeders to pass through massive buildings and are treated as crowded skylanes (see above). Building shields protect the sides of the tunnel (see above).

Speeder Truck Convoy: The heroes may attempt to hide among a passing convoy of massive airspeeder trucks or bulk freighters descending from orbit, or they might use the convoy as cover. If attempting to hide, the pilot must make a Pilot check in place of a Stealth check, opposed by the pursuer's Perception check. A collision in the convoy may trigger a chain reaction accident.

Surface Power Coupling: If the heroes wish to attempt to use a substation power coupling against their pursuer (as Zam did against the Jedi in Episode II), they must first descend to the same level as the coupling, then make a successful ranged attack against Reflex Defense 25, dealing at least 15 points of damage while flying through the "tongs." The resulting charge attacks the pursuer with an area attack roll of 1d20+5, dealing 4d10 points of ion damage. On a miss, the pursuer takes half damage.

The Works Labyrinth
Challenge Level 13

Setup

The Works Labyrinth is a sprawling tangle of ancient, decayed machinery, enormous pipelines, holding tanks, and catwalks. Clouds of noxious gases leaking from the area make travel very hazardous. The heroes must traverse this zone via airspeeder to reach Resh's hidden warehouse hideout.

Read-Aloud Text

As the heroes approach the coordinates of Resh's warehouse and see the labyrinth for the first time, read or paraphrase the following aloud:

> Following the coordinates you received, you soon approach an area several kilometers square that appears to be a massive tangle of pipes, machinery, tank farms, and decaying structures. Ominous clouds of noxious colored fumes and smoke encase the area in an unhealthy fog. Your navigation charts indicate that the building you're looking for is in the deepest levels of the area.

While the heroes know the location of the building, they must find a path through the labyrinth, a task made more difficult by a number of hazards. Have the heroes make a DC 25 Use Computer check or Perception check to locate a likely entry point using sensors, maps, and visual observation. Success leads them into the middle of the labyrinth; failure allows them to enter the labyrinth, but the path ultimately dead-ends in a tangle of pipelines, forcing them to exit and try again. When the heroes first enter the labyrinth and its surrounding cloud, they encounter the toxic atmosphere hazard (see the sidebar).

In each section of the labyrinth, at speed 12, each failed attempt takes 6 rounds to complete, and a successful attempt takes 4 rounds (assuming that nothing causes the heroes to turn back sooner). Increasing the speed reduces the amount of time required, but it also increases the chances of striking an obstruction (see the obstructions hazard in the sidebar).

Once they reach the middle of the labyrinth, the heroes must make two DC 30 Use Computer checks or Perception checks to find a way to descend into the lower labyrinth. All heroes who can see out or who have access to the navigation system or sensors may combine actions to aid in this effort. Once again, failure leads to a dead end, forcing them to return to the middle labyrinth and start again. Each time they enter the middle labyrinth, they encounter the dense smoke hazard (see the sidebar). As the heroes exit the smoke in the lower labyrinth, they are immediately attacked by the power coupling hazard (see the sidebar).

Conclusion

Once the heroes make it through the power coupling hazard, the smoke quickly dissipates, and they may fly to the warehouse without further difficulty. The warehouse is at the lowest level and has a landing pad on the roof. See the encounter "Resh's Warehouse" (page 33).

Ad-hoc XP Award: For finding the correct path for the labyrinth, the heroes should receive experience points equal to defeating a CL 12 encounter. For dealing with the toxic atmosphere, they should receive experience equal to defeating a CL 7 encounter. For dealing with the dense smoke, they should receive experience equal to defeating a CL 10 encounter. And for dealing with the power coupling hazard, they should receive experience equal to defeating a CL 11 encounter.

Encounter Map

There is no map for this encounter.

Features of the Area

The labyrinth is filled with dangerous hazards. Each of the following occurs as noted.

Toxic Atmosphere Hazard: The toxic air of the upper labyrinth is hazy but not dense enough to provide concealment or hinder vision. Each round the heroes spend in the toxic atmosphere, make an attack roll (1d20+7) against each character's Fortitude Defense. If an attack succeeds, that hero takes 1d8 points of damage and moves −1 persistent step down the condition track. If the attack misses, the hero takes half damage and does not move down the condition track. Heroes who wear a breath mask or similar apparatus or who have a self-contained air supply suffer no ill effects. Most fully enclosed airspeeders do not have sufficient filters to block out the atmosphere, but closing the vents cuts the number of attacks to one every other round.

Dense Smoke Hazard: The dense smoke of the middle labyrinth obscures vision, provides concealment, and is toxic to breathe. Heroes take damage similar to the toxic atmosphere hazard above, but at a 1d20+10 attack roll. Because dense smoke is a physical obstruction, low-light vision does not counter the concealment. Objects within 12 squares have concealment, and objects greater than 12 squares away have total concealment.

Factory Power Coupling Hazard: As the heroes exit the smoky middle labyrinth, they fly too close to a massive malfunctioning power coupling. A huge electrical charge attacks their speeder with an area attack roll of 1d20+10, dealing 5d10 points of ion damage. If the attack misses, the speeder takes half damage.

Obstructions Hazard: Massive pipes, structures, and other obstructions make flying through the labyrinth more dangerous. On each attempt to penetrate each section of the labyrinth, the pilot must make a DC 25 Pilot check to avoid obstructions. Moving at half speed reduces the check to DC 15, while moving at double speed increases it to DC 30. In dense smoke, add no penalty at speed 6 or less, add 2 to the DC at speed 6 to 12, add 5 at speed 13 to 24, and add 10 over speed 24. Failure indicates a collision, which may be avoided per the Avoid Collision reaction.

Resh's Warehouse
Challenge Level 13

Setup

Resh's warehouse is an ancient, bunkerlike structure in the depths of the Works Labyrinth. A lake of a black, oil-like substance surrounds the structure, and the primary way of entry is through the landing platform on the warehouse roof. The heroes should land at the platform and make their way into the warehouse to find Resh.

Read-Aloud Text

As the heroes approach the warehouse, they see another large airspeeder that crashed and skidded across the platform. Bounty hunters have come to get Resh, but their speeder was damaged by the power coupling from the previous encounter. Read or paraphrase the following aloud:

> The warehouse appears to be an ancient, bunkerlike structure with a hardened exterior that is pitted and beginning to crumble. The building and other structures in the area are surrounded by a gurgling oil-like substance, which is leaking from nearby storage tanks the size of large buildings. Compared to the air above, the atmosphere at this level is relatively clear.
>
> On top of the warehouse, you see a large landing platform with massive cargo lifts. You also see a large airspeeder that recently crash-landed onto the platform, skidded into one of the cargo lifts, and is still smoking. You do not see anyone moving about.

There is more than ample room for the heroes to land. They may investigate the smoking speeder, but it is almost consumed in the flames and sending more smoke into the air. They see no signs of bodies or markings on the speeder. The cargo lift it is on is damaged beyond use. The other cargo lifts and turbolifts do not respond and appear to have no power. The only way into the warehouse is through a staircase at one end.

As the heroes descend the stairs, have them make Perception checks. Those who roll DC 20 or above hear distant voices, as if from a heated conversation outside the base of the staircase, but they can't make out any details. Once the heroes make it to the mezzanine level at the bottom of the stairs, they can hear what appears to be an argument between a Sullustan and a Devaronian speaking Huttese. The Devaronian is demanding the Sullustan's surrender. If the heroes take a moment to listen to the conversation, read or paraphrase the following aloud:

> You hear a Devaronian yell, as if calling to somebody some distance away, "Come on, Resh, enough games! You've already cost me one speeder and made us fly into this stinking hole. I'm about to forget that the bounty is higher to take you alive. Seems like it will cost me less in the long run to shoot you now."

Despite the talk, Sisla, the Devaronian bounty hunter, would prefer to take Resh alive. As the heroes move away from the stair door, they can better see their surroundings. Read or paraphrase the following aloud:

> You exit the stair on a mezzanine made of decaying heavy metal grating. Through the grate, you see the same ominous black liquid you saw outside covering the floor of the warehouse to an unknown depth 10 meters below you. The mezzanine is filled with old crates and boxes in various states of disintegration. The lighting is very dim, with only scattered light fixtures and the occasional beam of light peeking in through a discolored window. The ceiling appears to be at least 10 meters above you, but it is lost in darkness. Through the crates, you can make out two more catwalks extending through the roof trusses from the mezzanine out into the warehouse. The argument seems to be taking place at the other end.

As the heroes cross the mezzanine, have them make Stealth checks opposed by the bounty hunters' Perception checks. Additionally, they should make Perception checks of their own versus the bounty hunters' Stealth checks, as two are concealed within the stacks of crates near the catwalks. The heroes' Perception checks are at a –5 penalty due to the poor lighting, but the hunters' low-light vision negates the problem for them. If they detect the heroes and are close enough, the hunters engage in melee; otherwise, they open fire with their blasters.

Their leader, Sisla, is at a platform at one end of the catwalks, arguing with Resh, who is on a separate, higher platform. The only way up to the platform appears to be to climb the structure supporting it from each catwalk, and a bounty hunter is climbing up from each catwalk while Sisla forces Resh to keep his head down. The hunters' armor is slowing them down. The platform is 5 meters above the catwalks and requires two DC 20 Climb checks. If a climber fails a check, he falls into the black oil covering the floor below but takes no damage (since it is deep enough to cushion his fall). Anyone in the oil who makes a DC 10 Swim check can reach a piece of debris or crate large enough to support him. When the heroes arrive, the climbing hunters have just made their first Climb checks.

Once the bounty hunters are aware of the heroes, they open fire, trying to keep one eye on the heroes and one eye on Resh. The Sullustan initially keeps his head down, but if it appears that the heroes are winning, he takes potshots from the platform at the bounty hunters.

Sisla's Hunters

Sisla's hunters are a group of Devaronians out for some adventure while making a few credits. They have traced Resh for too long to give him up.

> The Devaronians wear worn gray armor that has seen a lot of action. Each appears to carry an array of weaponry, including a vibro-ax, a blaster rifle, and something that looks suspiciously like grenades.

Sisla's Hunters (4)   CL 7

Medium male Devaronian nonheroic 6/soldier 5
Force 3; **Dark Side** 5
Init +4; **Senses** low-light vision; Perception +10
Languages Basic, Devaronese, Huttese

Defenses Ref 20 (flat-footed 19), Fort 20, Will 15
hp 54; **Threshold** 20

Speed 4 squares
Melee vibro-ax +12 (2d10+9) or
    vibro-ax +12 (3d10+9) with Mighty Swing
Ranged blaster rifle +11 (3d8+2) or
    blaster rifle +9 (4d8+2) with Rapid Shot or
Ranged grenades +10 (4d6+2)
Base Atk +9; **Grp** +12
Atk Options Devastating Attack (advanced melee weapons), Melee Smash, Mighty Swing, Point Blank Shot, Precise Shot, Rapid Shot (rifles), Stunning Strike

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Abilities Str 16, Dex 12, Con 12, Int 12, Wis 10, Cha 10
Special Qualities natural curiosity
Talents Devastating Attack (advanced melee weapons), Melee Smash, Stunning Strike
Feats Armor Proficiency (light, medium), Mighty Swing, Point Blank Shot, Precise Shot, Rapid Shot (rifles), Skill Training (Perception), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, rifles)
Skills Climb +11, Jump +11, Perception +10
Possessions vibro-ax, blaster rifle, 2 grenades, comlink, datapad, credit chip (100 credits), medium battle armor (+8 armor, +2 equipment with helmet package)

Natural Curiosity—Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target. Because of their natural curiosity, Devaronians are very attentive to small details that can reveal weaknesses.

Sisla's Hunters Tactics

The two hunters at the ends of the catwalks engage the heroes first. The two climbing hunters attempt to reach Resh's platform. Even if they do, they won't be able to get the Sullustan immediately, since he has locked himself in an armored room and is firing at the hunters through a gunport. At this point, one hunter turns and opens fire on the heroes while the other returns fire at Resh, just to keep him busy.

Sisla

Sisla is a tough bounty hunter unafraid of chasing his quarry to any planet in the galaxy, including Coruscant. He leads a group of other Devaronians in a life of adventure. His pursuit of Resh has cost him more credits than the bounty may be worth, but he's not about to give up now. He's also not about to let someone else get away with his bounty.

> The lead Devaronian bounty hunter wears heavily scarred and dented battle armor of a type more popular in the Outer Rim than the Core Worlds, with an enclosed helmet designed for his species. He carries a very large rifle, similarly worn and battered.

Sisla   CL 10

Medium male Devaronian scout 3/soldier 4/bounty hunter 3
Force 5; **Dark Side** 8
Init +12; **Senses** low-light vision; Perception +15
Languages Basic, Devaronese, Huttese

Defenses Ref 30 (flat-footed 28), Fort 25, Will 23
hp 86; **Threshold** 25

Speed 4 squares
Melee unarmed +10 (1d4+6)
Ranged heavy blaster pistol +11 (3d8+5) or
    heavy blaster rifle +12 (3d10+5) or
    heavy blaster rifle +7/+7 (3d10+5) with Double Attack
Base Atk +9; **Grp** +12
Atk Options Double Attack, Hunter's Mark, Keen Shot, Point Blank Shot, Precise Shot, Sniper
Special Actions Acute Senses, Notorious, Shake It Off

Abilities Str 13, Dex 15, Con 13, Int 14, Wis 16, Cha 12
Special Qualities familiar foe +1, natural curiosity
Talents Armored Defense, Acute Senses, Hunter's Mark, Improved Armored Defense, Keen Shot, Notorious
Feats Armor Proficiency (light, medium), Double Attack (rifles), Improved Defenses, Point Blank Shot, Precise Shot, Shake It Off, Sniper, Skill Training (Survival), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Climb +11, Endurance +11, Initiative +12, Jump +11, Perception +15, Persuasion +6 (reroll Persuasion checks to intimidate, keeping the better result), Survival +13
Possessions heavy blaster pistol, heavy blaster rifle, comlink, datapad, credit chip (2,000 credits), medium battle armor (+8 armor, +2 equipment with helmet package)

Natural Curiosity—Once per encounter as a standard action, a Devaronian can make a Perception check against a single target within line of sight (DC 15 or the result of an opposed Stealth check, if the target is actively attempting to hide). If successful, the Devaronian gains a +1 insight bonus on attack rolls against that target. Because of their natural curiosity, Devaronians are very attentive to small details that can reveal weaknesses.

Sisla's Tactics

Once Sisla is aware of the heroes, he opens fire, yelling that they won't steal his bounty. He initially uses Double Attack. If he can't hit the heroes, he tries to blow holes in the catwalks around them, hoping to drop them through. He does not climb after Resh until the fight is over.

Resh

See Resh's description on page 10.

Resh is an older male Sullustan, bare-armed and muscular in appearance. He's covered in scars, attesting to his days as a Hutt enforcer. His durable-looking clothing is stained and torn. He looks like he's been hiding down here for quite a while.

Resh   CL 10

Medium male Sullustan scoundrel 10
Force 5; **Dark Side** 6
Init +5; **Senses** darkvision, Perception +11
Languages Basic, Huttese, Sullustese

Defenses Ref 23 (flat-footed 23), Fort 23, Will 23
hp 80; **Threshold** 23

Speed 6 squares
Melee vibroblade +10 (2d6+8) or
   vibroblade +10 (3d6+8) with Mighty Swing or
Melee vibro-ax +10 (2d10+11) or
   vibro-ax +10 (3d10+11) with Mighty Swing
Ranged heavy blaster pistol +8 (3d8+5)
Base Atk +7; **Grp** +10
Atk Options Mighty Swing, Point Blank Shot
Special Actions Disruptive, Dodge, Fool's Luck, Knack, Lucky Shot, Mobility, Walk the Line

Abilities Str 16, Dex 10, Con 14, Int 12, Wis 13, Cha 15
Special Qualities expert climber, heightened awareness
Talents Disruptive, Fool's Luck, Knack, Lucky Shot, Walk the Line
Feats Dodge, Improved Defenses, Mighty Swing, Mobility, Point Blank Shot, Quick Draw, Toughness, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)
Skills Acrobatics +10, Climb +8 (may take 10 even when distracted or threatened), Deception +12, Perception +11, Persuasion +12, Stealth +10
Possessions vibro-ax, vibroblade, heavy blaster pistol, datapad, credit chip (5,000 credits), comlink (encrypted)

Resh's Tactics

At first, Resh stays out of the fight, unsure of the heroes' intentions. However, if they appear to be winning, he joins in by laying prone on the platform and firing down at the bounty hunters. He retreats to the safety of his armored room if anyone reaches the platform, firing at them from a gunport.

Conclusion

Unable to get to Resh while the heroes are interfering, the hunters fight to the end. Once the hunters are dealt with, the heroes must make their way up to Resh and convince him to tell them about the Sarlacc Project. He is astonished that anyone else knows about it. Offering him a way off the planet is the best method of getting him to open up. Unless the heroes convince him that they have a way off Coruscant, Resh stays in his armored room until they leave. He will not go with them to the spire or anywhere else. See his description on page 10 for more information.

   Ad-hoc XP Award: Heroes should receive experience points equal to defeating a CL 13 encounter for rescuing Resh from the bounty hunters. This is in addition to the standard experience awarded for this encounter.
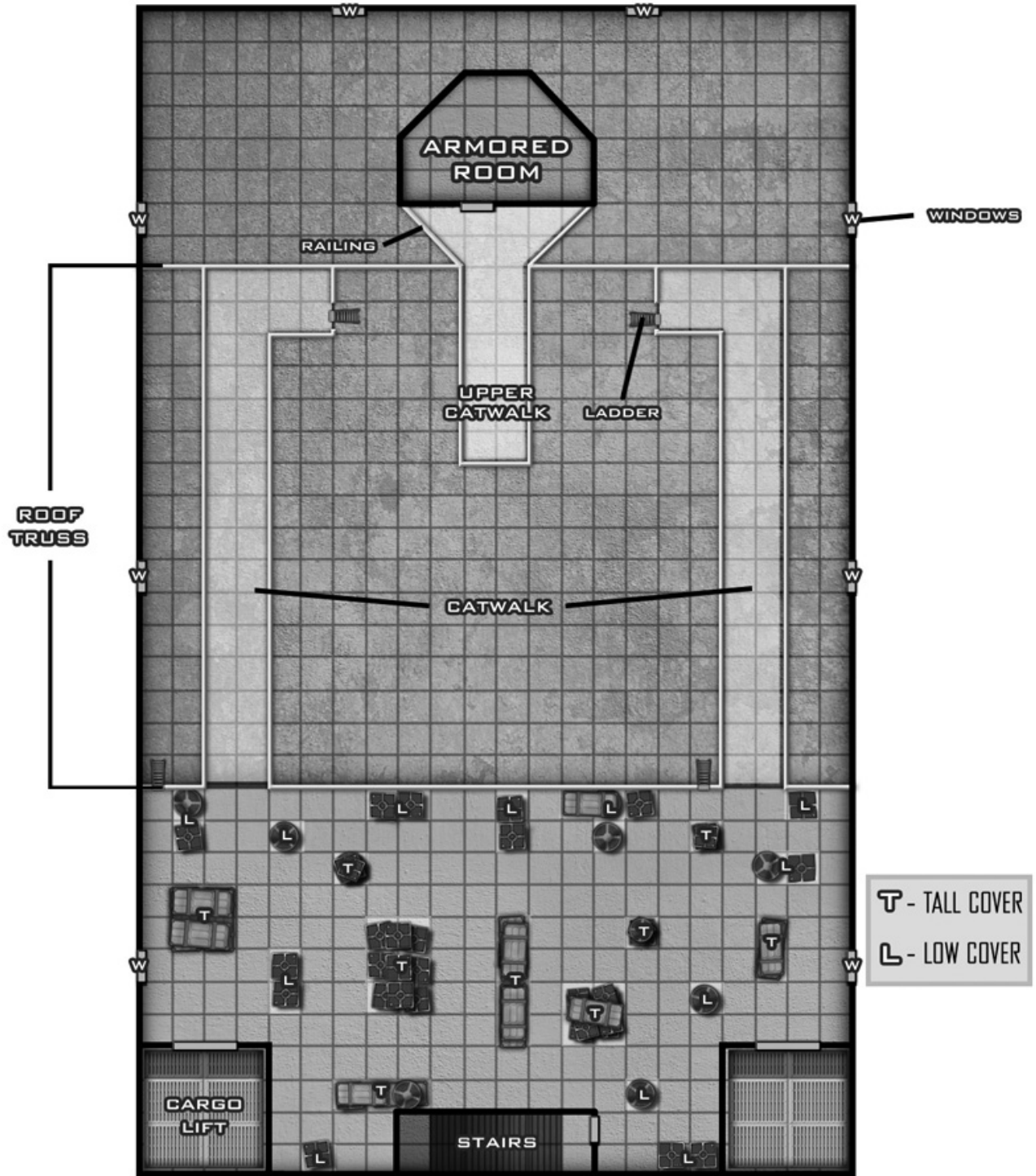
Encounter Map

See the encounter map on the next page.

Features of the Area

The catwalks are in poor shape. Each 1.5-meter square of plating or half-meter length of structure has 30 hit points and DR 5. Damage beyond this blows a 1-meter sized hole in the surface or railing. Focusing fire on a single area could damage a catwalk enough to separate it or even drop a section into the oil-covered floor below. Some railings are weak enough to collapse under the weight of fighting characters.

   The black oil is not immediately hazardous, but it coats anyone who falls into it. Until they wipe the oil off their hands and feet, it imposes a –5 penalty on their attacks, Climb checks, Jump checks, and Dexterity-related skill checks, and it cuts their speed in half. Those coated in oil also are denied their Dexterity bonus. Several damaged ladders lead from the oil-covered floor back up to the catwalks (DC 15 Climb check after the penalty).

Resh's Warehouse Encounter Map

ARMORED ROOM

RAILING

WINDOWS

UPPER CATWALK

LADDER

ROOF TRUSS

W

CATWALK

T - TALL COVER

L - LOW COVER

CARGO LIFT

STAIRS

Acquisitions
Challenge Level 14

Setup

The heroes have decided to infiltrate the tower as construction workers and need the appropriate attire, equipment, and permits. They've been directed to Core Craft Staging Area 70 from a contact or as a result of Gather Information or similar checks. Many materials destined for the Imeici Spire are stored at the staging area, which is the entire 70th floor of a massive warehouse on the outskirts of CoCo Town. The heroes may try to sneak in and steal the required items or bluff their way past the administration staff. Their goal should be to get in and out without attracting attention; otherwise, their disguises may be questioned at Imeici Spire.

Read-Aloud Text

As the heroes approach Core Craft Staging Area 70, read or paraphrase the following aloud:

> Ahead, you see Core Craft's skyscraper warehouse, a hundred stories tall. Your information indicates that the staging area is the entire 70th level. Each level has a landing platform that is enclosed on three sides, two for the warehouse and one for the office. Enormous cargo speeder trucks constantly deliver goods to most levels. You spot the main administrative platform for level 70, where the staging office is.

If the heroes opt to bluff their way through, they should head for the staging office, where they may land without question. If they wish to sneak in, they should try to enter through one of the material hangar bays. On approach, they are hailed by a Core Craft tech, asked their business, and easily given permission to land at the administrative platform. Only vendors or delivery trucks may land at the warehouse platforms.

If the heroes enter the main office, read or paraphrase the following aloud:

> You enter a surprisingly quiet office where four techs work efficiently behind a long counter separating the waiting area from the office area. Off to one side, you see an office marked "Chief Administrator," where a much older man works at a large desk. He's clearly keeping an eye on the staff and counter through a wide window in the adjoining wall. One of the Human female techs, dressed in a Core Craft coverall, approaches the counter and asks, "May I help you today?"

The heroes must decide how they want to try to get the goods. Deception may work on the tech and the chief administrator. Bribery may work on the tech, but they'll have to hide it from the chief administrator—he can't be bribed, and if he discovers the heroes trying to bribe a tech, he calls security to detain them. (Due to the sensitive nature of the spire, the staff is touchier than usual.) If the heroes can convince the techs that they are legitimate Core Craft personnel, they may obtain permits, uniforms, and a speeder transport.

If the heroes enter the warehouse, read or paraphrase the following aloud:

> You enter an enormous open space two stories tall and over 40 meters across. There are no intermediate columns. Construction materials and crates are stacked at various heights all around the floor. Automated delivery speeders and cargo droids methodically transport goods through wide aisles to and from the perimeter landing platforms. You also see armed civilian guards patrolling the area on catwalks high overhead.

If the heroes disrupt the flow of traffic or otherwise alert the sentries, a voice booming from the loudspeakers orders them to halt, and two sentries take aim with their blaster rifles (though they are at long range). If the heroes do not comply, the sentries open fire. If a fight continues for more than 10 rounds, a Rapid Response Force arrives at a nearby platform to arrest the heroes, and other sentries make their way to the area.

Core Craft Techs

The Core Craft staff are highly trained, and some of their best people are on this project, due to its sensitive nature. Though they are reasonably dedicated, they are also underpaid and dislike the chief administrator, giving the heroes possible openings.

> The techs appear to be highly competent workers, but the longer you observe them, the more you get the feeling that they really dislike their jobs. They also tend to keep an eye on the chief administrator's whereabouts.

Core Craft Tech (4)   CL 3
Medium female Human nonheroic 9
Init +3; **Senses** Perception +11
Languages Basic, Binary, Bocce

Defenses Ref 9 (flat-footed 9), Fort 10, Will 12
hp 23; **Threshold** 10

Speed 6 squares
Melee unarmed +6 (1d4)
Base Atk +6; **Grp** +6

Abilities Str 10, Dex 8, Con 10, Int 14, Wis 14, Cha 13
Feats Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Persuasion), Skill Focus (Use Computer), Skill Training (Perception), Skill Training (Persuasion), Weapon Proficiency (simple weapons)
Skills Knowledge (bureaucracy) +16, Knowledge (technology) +16, Mechanics +16, Perception +11, Persuasion +15, Use Computer +16
Possessions datapad

Core Craft Tech Tactics

If a fight breaks out, the techs fight back only in self defense, and not very well at that. Aside from combat, they are highly trained, so bluffing and deception may not work as easily as the heroes expect. While they may be deceived or bought off, they will not aid the heroes in ways that endanger themselves.

Core Craft Chief Administrator

The chief administrator is an older Human male who is a strict adherent to company policy. He doesn't think much of his staff, and they don't like him.

Core Craft Chief Administrator   CL 7

Medium male Human nonheroic 9/noble 4
Force 3
Init +7; **Senses** Perception +19
Languages Basic, Binary, Bocce

Defenses Ref 17 (flat-footed 17), Fort 14, Will 19
hp 37; **Threshold** 14

Speed 6 squares
Melee unarmed +10 (1d8+3)
Ranged blaster pistol +9 (3d6+2)
Base Atk +9; **Grp** +10
Atk Options Point Blank Shot
Special Actions Born Leader, Presence

Abilities Str 12, Dex 10, Con 10, Int 15, Wis 16, Cha 14
Talents Born Leader, Presence
Feats Marital Arts I, Martial Arts II, Point Blank Shot, Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Perception), Skill Focus (Use Computer), Skill Training (Deception), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Knowledge (bureaucracy) +18, Knowledge (technology) +18, Mechanics +18, Perception +19, Use Computer +18
Possessions blaster pistol, comlink, datapad, construction crew code cylinder, credit chip (200 credits)

Core Craft Chief Administrator Tactics

The administrator stays in his office, watching through the window for any sign of improper actions. If he suspects something is up, he rudely barges into any conversation taking place between the techs and the heroes. If needed, he calls two sentries in to help remove troublesome individuals. He carries a blaster pistol in a holster in his jacket, and he'll use it to defend himself if needed.

Core Craft Sentries

Core Craft sentries are professional civilian guards. Trained in long distance shooting, they patrol the main warehouses from catwalks and gantries high above the floor.

Core Craft Sentry (2)   CL 8

Medium male Human scout 8
Force 6
Init +11; **Senses** Perception +16
Languages Basic

Defenses Ref 23 (flat-footed 21), Fort 20, Will 21
hp 56; **Threshold** 20

Speed 6 squares
Melee stun baton +7 (1d6+5 or 2d6+5 stun)
Ranged sporting blaster rifle +8 (3d6+4) or
Ranged blaster pistol +8 (3d6+4)
Base Atk +6; **Grp** +7
Atk Options Careful Shot, Deadeye, Far Shot, Point Blank Shot, Precise Shot, Sniper
Special Actions Acute Senses, Dodge, Hidden Movement, Improved Stealth, Total Concealment

Abilities Str 12, Dex 15, Con 10, Int 10, Wis 14, Cha 10
Talents Acute Senses, Hidden Movement, Improved Stealth, Total Concealment
Feats Careful Shot, Deadeye, Far Shot, Improved Defenses, Point Blank Shot, Precise Shot, Skill Focus (Perception), Sniper, Weapon Proficiency (pistols, rifles, simple weapons)
Skills Endurance +9, Initiative +11, Jump +10, Mechanics +9, Perception +16, Stealth +11
Possessions blaster pistol, sporting blaster rifle with targeting scope, stun baton, comlink, credit chip (50 credits)

Core Craft Sentry Tactics

In the warehouse, the sentries shoot from their catwalks, taking advantage of their rifles' range. If a fight breaks out, the second sentry uses Improved Stealth and Hidden Movement to move from the far end without detection, hoping to catch the heroes in a crossfire. He uses his shooting-related feats when targeting the heroes and might lie prone on the catwalk. If the sentries are called into the office, they use their stun batons if trouble starts, switching to pistols if lethal force is used.
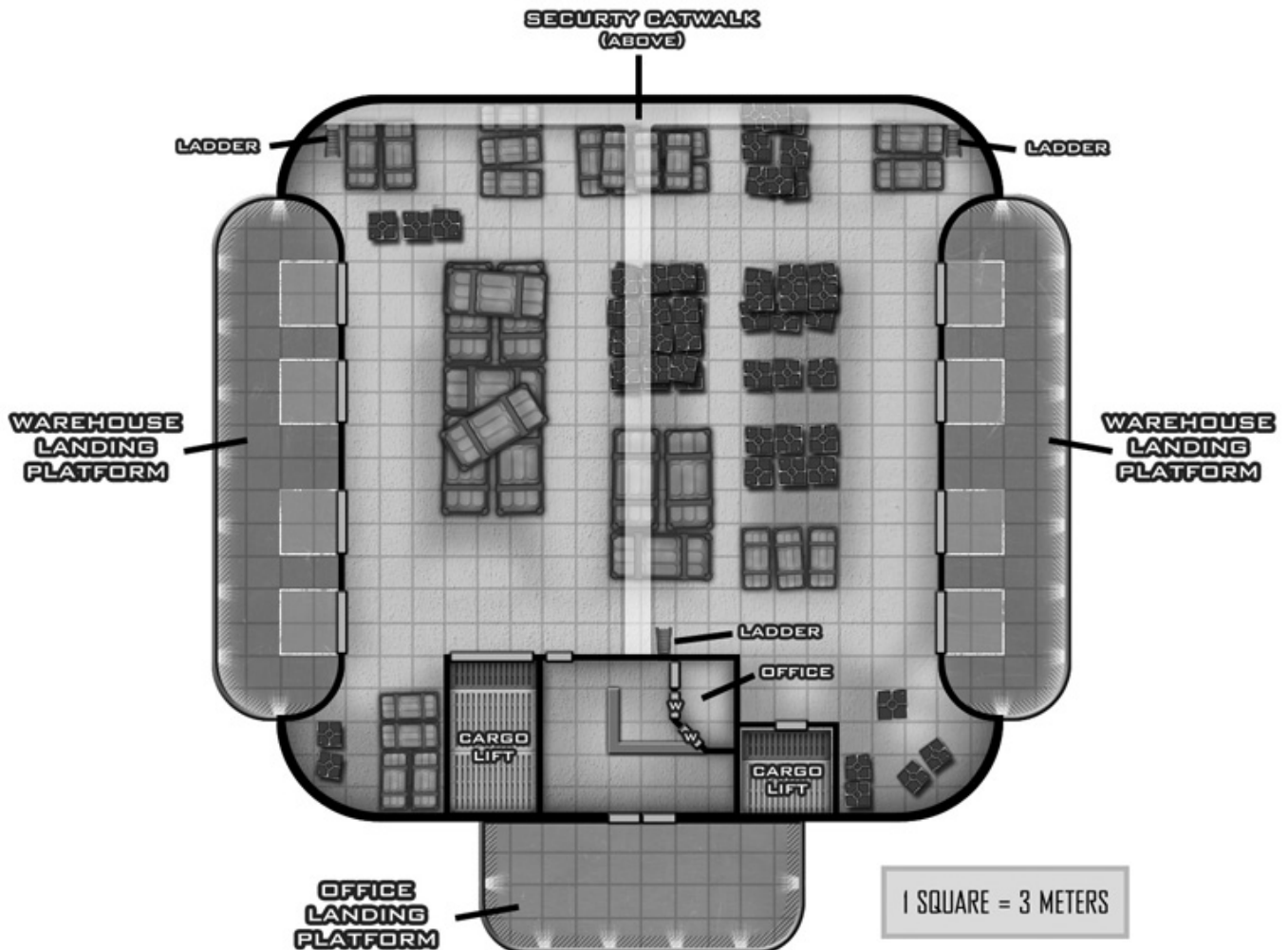
Conclusion

Ideally, the heroes obtain their items without combat. However, if a fight breaks out, they must leave before the sentries arrive in force 20 rounds later. If the Imperials arrive on the scene, the heroes might have to run for it. If identified, they may need to create a new plan to enter the building.

   Ad-hoc XP Award: For completing the encounter without violence, heroes should receive experience points equal to defeating a CL 12 encounter. Reduce this award if combat occurs. The heroes still receive experience for defeating the staff and others per their CLs.

Acquisitions Encounter Map

SECURITY CATWALK
(ABOVE)

LADDER

LADDER

WAREHOUSE
LANDING
PLATFORM

WAREHOUSE
LANDING
PLATFORM

LADDER

OFFICE

CARGO
LIFT

CARGO
LIFT

OFFICE
LANDING
PLATFORM

1 SQUARE = 3 METERS

Control Room
Challenge Level 12

Setup

The heroes have been directed to the control room. Upon entering, the construction techs expect the heroes to coordinate their activities through them. The heroes need to access the computer system and gain access to the spire itself. All the techs are at their control stations. Two senior techs are at the central holographic projector, and the third, Celor Teon, approaches the heroes when they enter.

Read-Aloud Text

When the heroes enter the control room from the hangar, read or paraphrase the following aloud:

> You enter the construction control room. Six techs work at stations around the room, many talking with workers in the field via comlink. Most of the computer screens and holoprojectors show schematics of various levels, plus the speeders in the local air traffic pattern. Three older and tougher-looking Human techs oversee all activity. One turns to you immediately and says, "Well, what was so important that you had to land this instant? We run the show here, not you. You're just lucky my assistant allowed you to land. I would've let you buzz around this building till your wings fell off!"

The unexpected permit changes have thrown the project into disarray, and the entire staff is irritated. No one knows why it was ordered, just that it came from higher up the chain. Although there is a chance that the heroes may talk their way into the building and possibly even gain access to the computer system, the senior techs are sharp. If they suspect that something is up, they move to trigger an alarm to bring in security—which, in this building, means Coruscant Troopers.

Core Craft Construction Techs

The construction techs are well trained for their jobs. However, they are also tough workers who once held other jobs or fought in the Clone Wars. Though unarmed, they are skilled combatants.

> The construction techs are dressed in Core Craft coveralls. They're strong-looking Humans who look like they've spent more time in the field than in the office. They carry no weapons and are focused on their individual tasks at the moment.

Core Craft Construction Tech (6)   CL 3
Medium male Human nonheroic 9
Init +4; **Senses** Perception +11
Languages Basic, Binary, Bocce

Defenses Ref 12 (flat-footed 12), Fort 10, Will 12
hp 23; **Threshold** 10

Speed 6 squares
Melee unarmed +8 (1d8+2)

Base Atk +6; **Grp** +8

Abilities Str 14, Dex 10, Con 10, Int 14, Wis 14, Cha 10
Feats Marital Arts I, Martial Arts II, Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Perception), Weapon Proficiency (simple weapons)
Skills Knowledge (bureaucracy) +16, Knowledge (technology) +16, Mechanics +16, Perception +11, Use Computer +16
Possessions comlink, datapad, credit chip (50 credits)

Core Craft Construction Tech Tactics

The techs pay little attention to the heroes unless a fight breaks out. If that happens, they dive into the fray using unarmed combat. One goes for the security alarm on the central panel near the main holoprojector.

Core Craft Senior Techs

The senior techs are highly experienced construction workers who have backgrounds as varied as the techs. They are aggressive, no-nonsense Humans under great pressure to do their jobs well, and they're not about to let someone else disrupt the project. They are led by Celor Teon.

> The senior techs are middle-aged Human males who look like they've put up buildings in the toughest cities in the galaxy. They bark orders to their staff and keep an eye on every screen in the room. Unlike the other techs, they are armed with blaster pistols.

Core Craft Senior Tech (3)   CL 6
Medium male Human nonheroic 9/noble 3
Force 3
Init +7; **Senses** Perception +14
Languages Basic, Binary, Bocce

Defenses Ref 16 (flat-footed 16), Fort 13, Will 18
hp 33; **Threshold** 13

Speed 6 squares
Melee unarmed +10 (1d8+3)
Ranged blaster pistol +8 (3d6+1)
Base Atk +8; **Grp** +10
Atk Options Point Blank Shot
Special Actions Born Leader, Presence

Abilities Str 14, Dex 10, Con 10, Int 14, Wis 16, Cha 14
Talents Born Leader, Presence
Feats Marital Arts I, Martial Arts II, Point Blank Shot, Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [technology]), Skill Focus (Mechanics), Skill Focus (Use Computer), Skill Training (Deception), Skill Training (Perception), Weapon Proficiency (pistols, simple weapons)
Skills Deception +13, Knowledge (bureaucracy) +18, Knowledge (technology) +18, Mechanics +18, Perception +14, Use Computer +18

Possessions blaster pistol, comlink, datapad, construction crew code cylinder, credit chip (200 credits)

Core Craft Senior Tech Tactics

Aside from Celor Teon, the senior techs largely ignore the heroes when they enter. If a fight breaks out, they draw their blasters and fire, setting their weapons on stun if their own men are in hand-to-hand combat.

Conclusion

If the alarm is raised, it sounds only in the control room (not the entire building), and a squad of Coruscant troopers arrives in 5 minutes from the turbolift. If the heroes secure the room, they may access the computer system (see "The Control Room" on page 13).

Afterward, they may access the rest of the building. If one of the heroes thinks to pick up a construction code cylinder from the senior techs, it gives them access to the construction lift platforms in certain areas of the spire.

Features of the Area

The control panels and furniture in the room may provide cover. The doors to the turbolift are locked and can be opened only with a construction code cylinder or Dos's code cylinder. Beyond that, the room has few features.

HOLOPROJECTOR

HOLOPROJECTOR

TO HANGAR
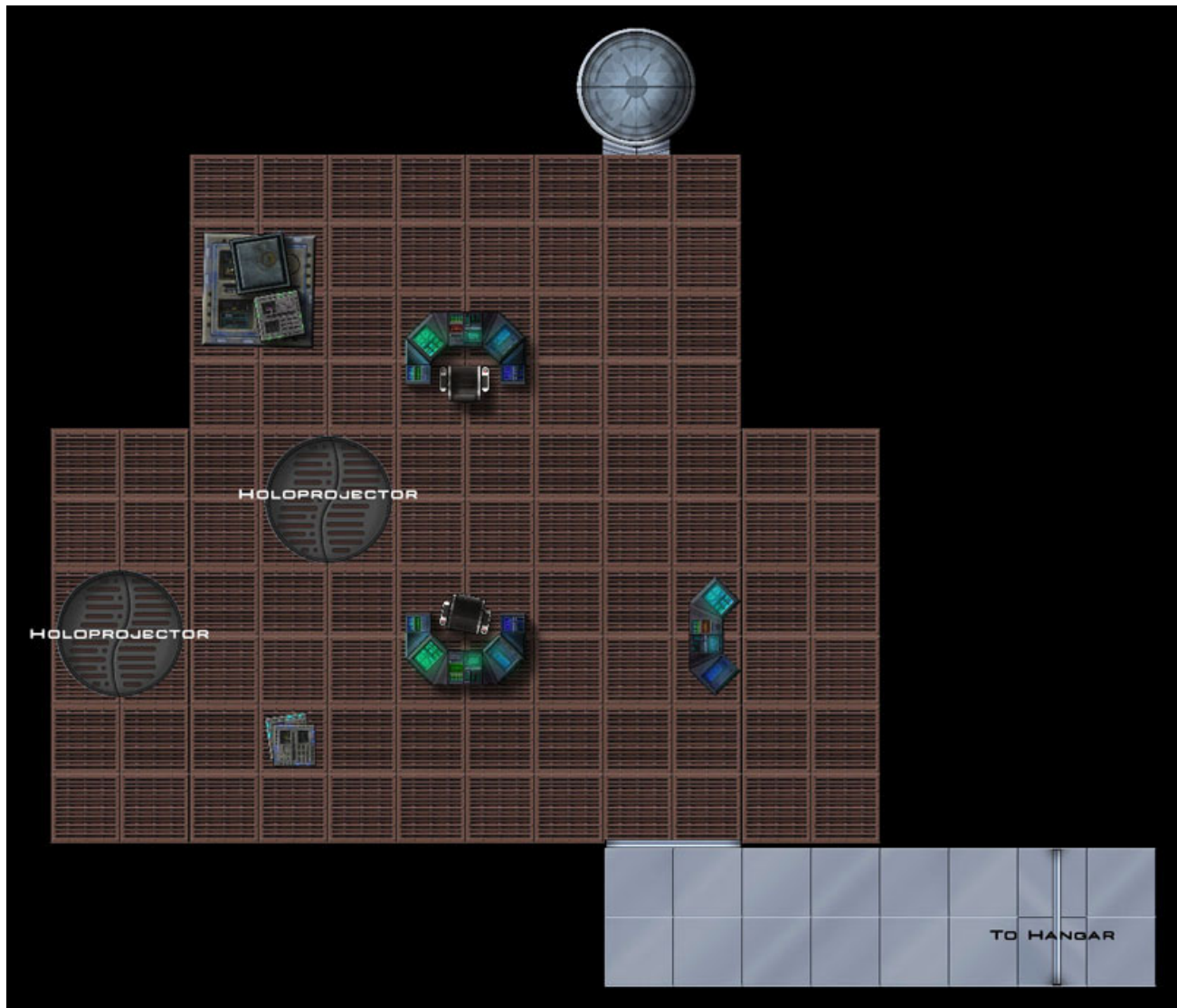
Level 188 Entry
Challenge Level 14

Setup
The heroes have made their way to Level 188 and can enter by stair, turbolift, or a door to the unfinished portion of the level. Regardless, they end up in the same entry area. A guard post blocks their path, and the troopers have a surprise for them.

Read-Aloud Text
When the heroes enter the antechamber, read or paraphrase the following aloud:

> You step through the door into a large, octagonal metal room. The walls are stark gray and cold, and light emanates from long, thin fixtures built into the ceiling. Several doors are immediately visible, as is a large viewport through which you see four Coruscant Guards grabbing their weapons.

If the heroes are dressed as Imperials, the Guards demand (via a speaker in the ceiling) that they identify themselves and give the day's password (which is "Cresh 273," though the heroes have no way of knowing that). If the heroes don't respond appropriately, or if they are not disguised as Imperials in the first place, read or paraphrase the following aloud:

> The guard behind the window slams his hand down on a large button. The turbolift controls register lockdown with the doors locked open (or the door to the stair or the door to the outside seals shut). A red gas jets into the room from four nozzles near the center of the ceiling!

The gas makes an attack against the heroes' Fortitude Defense at 1d20+5 each round. A successful attack deals 1d8 points of damage and moves that hero −1 step down the condition track as a persistent condition. Failure deals only half damage and causes no condition track change. If the nozzles are destroyed (each has Reflex Defense 5, DR 5, and 10 hit points), the gas dissipates after 2 additional rounds. The gas may also be shut off from the security control room (DC 15 Use Computer check).

If the heroes damage the nozzles, the guards open the doors and enter the room. They have special filters built into their helmets to protect them from the gas. The two Coruscant Guard Veterans arrive 5 rounds after the heroes first enter the room, coming down the hallway from the detention block.

Heroes locked out of the room may attempt to reenter by using Dos's code cylinder (which overrides the lockout) or by making a DC 30 Mechanics check to hot-wire the door panel.

Coruscant Guards
See the "Rapid Response Force" encounter (page 16) for the Coruscant Guard description.

Coruscant Guard (4)   CL 5
Medium Human nonheroic 6/soldier 3
Force 3; **Dark Side** 5
Init +10; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 18, Will 13
hp 32; **Threshold** 18

Speed 6 squares
Melee unarmed +8 (1d4+2) or
Melee electrostaff +8 (2d6+2)
Ranged blaster rifle +9 (3d6+1) or
Ranged stun grenade +8 (4d6+1 stun, 2-square burst)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 13, Con 11, Int 11, Wis 10, Cha 10
Talents Armored Defense, Second Skin
Feats Armor Proficiency (light, medium), Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Perception +11
Possessions Coruscant Guard armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment), comlink, blaster rifle, electrostaff, 2 stun grenades

Coruscant Guard Tactics
Coruscant Guards open fire with their blaster rifles, using Coordinated Attack. They may also toss a stun grenade or two if the heroes are close together.

Coruscant Guard Veterans
Coruscant Guard Veterans are experienced troopers who often serve as leaders in smaller guard units.

Coruscant Guard Veteran (2)   CL 8
Medium Human nonheroic 6/soldier 6
Force 5; **Dark Side** 6
Init +13; **Senses** low-light vision; Perception +13
Languages Basic

Defenses Ref 23 (flat-footed 21), Fort 21, Will 16
hp 48; **Threshold** 21

Speed 6 squares
Melee unarmed +11 (1d4+4) or

Melee electrostaff +11 (2d6+4) or
   electrostaff +11 (3d6+4) with Mighty Swing or
   electrostaff +6/+6 (2d6+4) with Dual Weapon Mastery I
Ranged blaster rifle +13 (3d6+3) or
Ranged stun grenade +12 (4d6+3 stun, 2-square burst)
Base Atk +10; **Grp** +12
Atk Options autofire (blaster rifle), Deadeye, Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 14, Con 11, Int 11, Wis 11, Cha 10
Talents Armored Defense, Improved Armored Defense, Second Skin
Feats Armor Proficiency (light, medium), Coordinated Attack, Deadeye, Dual Weapon Mastery I, Mighty Swing, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiencies (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +13, Perception +13
Possessions Coruscant Guard armor with helmet package (+6 armor, +2 equipment), comlink, blaster rifle, electrostaff, 2 stun grenades.

Coruscant Guard Veteran Tactics

Coruscant Guard Veterans take on melee combatants with their electrostaffs and Mighty Swing; otherwise, they pull their blaster rifles and use Deadeye.

Conclusion

Once the guards are defeated, the heroes may proceed down the detention block corridor (see the "Level 188 Detention Block" encounter on page 45). The guard station has a simple comm station and security console that controls only the entry area doors and the gas trap. With a DC 20 Use Computer check, the heroes may use the console to lock the turbolifts (temporarily) and the outer doors in the entry area.

Ad-hoc XP Award: For defeating the gas trap, the heroes should receive experience points equal to defeating a CL 7 encounter (in addition to the regular experience for this encounter).

Encounter Map

See the Level 188 map on the next page.

Features of the Area

There is nowhere to hide. The viewport to the guard station has 30 hit points and DR 2. The doors have 60 hit points and DR 10.

Level 188 Encounter Map

This map is used for three encounters: Level 188 Entry, Level 188 Detention Block, and Inquisitor Attack.

CELL

CELL

CELL

DETENTION BLOCK

-W-

W

W

CELL

W

W

CELL

INTERROGATION

INTERROGATION

STORAGE

MEDICAL BAY

RAY SHIELDS

SECURITY

STORAGE

W

ENTRY

CONTROL ROOM AT LEVEL 185

LIFTS

ODD LEVELS

OPEN TO LEVEL BELOW (TYPICAL)

EVEN LEVELS

ANTENNAS

ELEVATION

RAILING

INQUISITOR ATTACK

PIT

PIT

STAIRS DOWN

SHOP
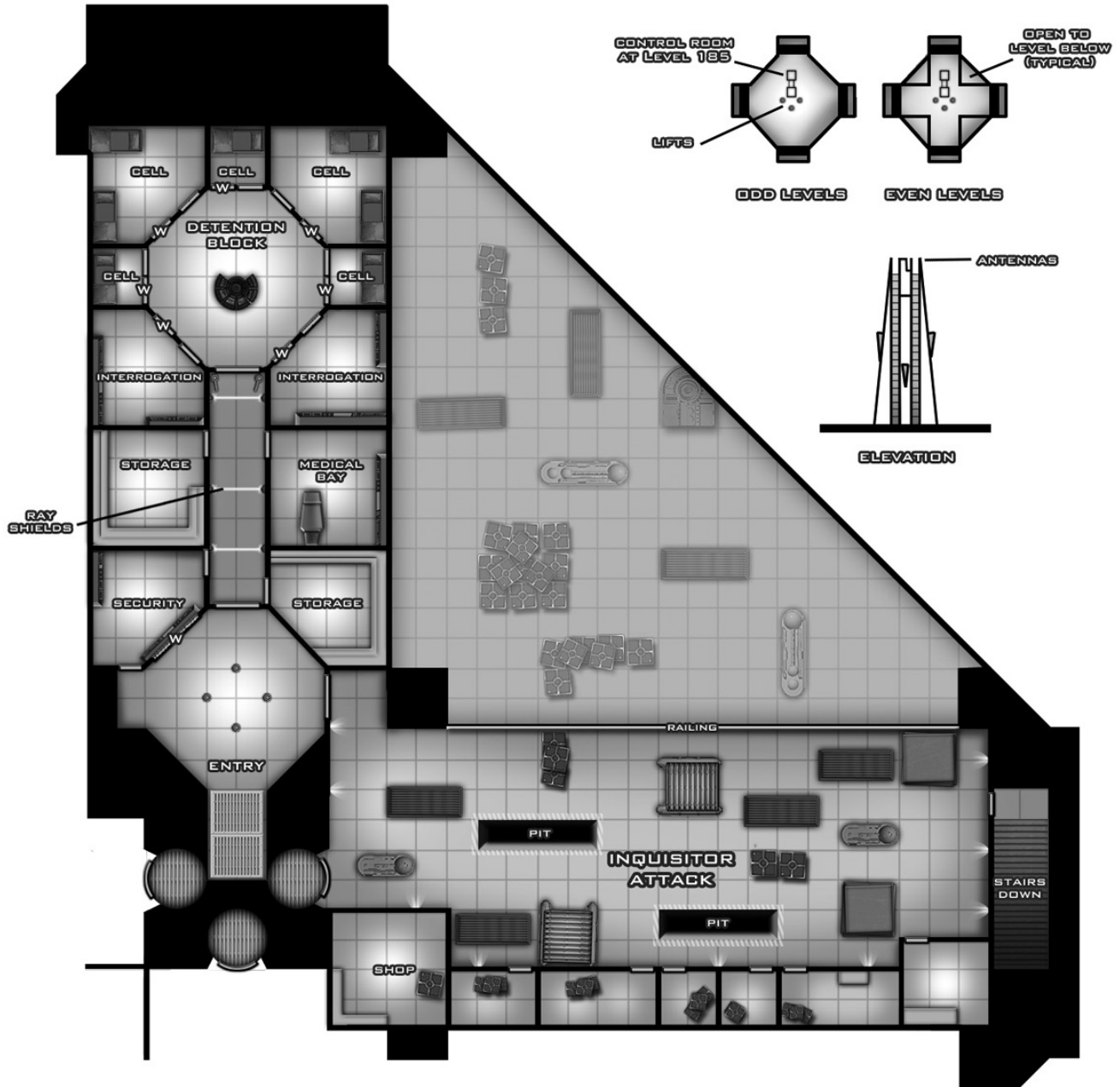
Level 188 Detention Block
Challenge Level 14

Setup
After the heroes defeat the entry guards, they may proceed down the corridor to the detention block. The block guards had been reinforced by the Coruscant Guard Veterans, but they left to back up the entry guards in the previous encounter. However, there is another surprise for the heroes as they approach.

Read-Aloud Text
Once the heroes move about halfway down the corridor to the detention block, read or paraphrase the following aloud:

> As you make your way down the corridor, you see a closed blast door at the end of the hall. Suddenly, two blaster turrets drop from the ceiling on either side of the door and open fire.

The turrets have the range of a blaster rifle, can fire in either single or autofire mode, are equipped with darkvision, and have Double Attack, with each turret firing at a different target. They also have the following trained skills: Initiative +8 and Perception +8. Make attack rolls at 1d20+10 or 1d20+5 when using Double Attack and deal 3d8 points of damage with each successful attack. The turrets may also ready an action, enabling them to fire at an enemy the instant he comes into view. The turrets have Reflex Defense 20, DR 5, and 50 hit points.

Once the turrets are defeated and the heroes get through the blast door (see Features of the Area), the guards have one last surprise for them. They ready an action so that when the first hero steps through the door, three ray shields divide the corridor into sections as indicated on the map, hopefully trapping the heroes between them. However, the first hero or two should be trapped in the detention block, allowing the guards to open fire, also using readied actions. Read or paraphrase the following aloud when the heroes enter the detention block.

> You enter an octagonal room with a central control station. In each wall except the one you entered through, there is a door next to a window, allowing you to see into cells and interrogation rooms. Five cells hold a number of Humans and other beings. Two interrogation rooms are dark except for tiny colored lights from some sort of equipment and computers. You have little time to look, though, as the remaining guards open fire.

The shields may be lowered in one of several manners. First, a hero in the detention block may make a DC 20 Perception check to determine which panel controls the shields, then destroy it with a successful attack that deals at least 10 points of damage. Alternatively, the hero may simply turn off the shields with a successful DC 20 Use Computer check. In addition, the trapped heroes may make a DC 20 Perception check to realize that they can defeat the shields by attacking the projectors and the walls, which have a Reflex Defense of 5, DR 5, and 15 hit points. However, misses cause blaster fire to ricochet off the shields, endangering those trapped within (roll 1d20+5; if a shot hits a hero, it deals the damage of the weapon used).

Detention Block Guards
Four slightly better-than-average Imperial detention block guards monitor the prisoners.

Detention Block Guards (4)   CL 4

> Beyond the blast door, you see four Imperial detention block guards, blasters in hand, wearing distinctive blast vests and black helmets.

Medium Human nonheroic 3/soldier 3
Dark Side 3
Init +4; **Senses** Perception +8
Languages Basic

Defenses Ref 15 (flat-footed 14), Fort 15, Will 13
hp 27; **Threshold** 15

Speed 6 squares
Melee baton +5 (1d6+1)
Ranged blaster pistol +7 (3d6+3)
Base Atk +5; **Grp** +6
Atk Options Point Blank Shot
Special Actions Coordinated Attack, Dodge

Abilities Str 11, Dex 13, Con 11, Int 10, Wis 10, Cha 10
Talents Armored Defense, Weapon Specialization (pistols)
Feats Armor Proficiency (light), Coordinated Attack, Dodge, Point Blank Shot, Precise Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)
Skills Knowledge (social sciences) +8, Perception +8
Possessions baton, blaster pistol, comlink, utility belt, blast helmet and vest (+2 armor)

Detention Block Guard Tactics
The guards are outclassed, and they know it. They activate all the corridor defenses, trying to delay the heroes until reinforcements arrive. Once the heroes make it to the detention block controls, the guards use Coordinated Attack in a last attempt to stop them.

Conclusion
Once the guards, shields, and turrets have been defeated, the heroes may search the detention area, free the prisoners, and inspect the computer system. See "Level 188" on page 14. If needed, the heroes also may use the medical bay to quickly treat the wounded.

Encounter Map
See the map of Level 188 on page 44.

Features of the Area
The blast door has 80 hit points and DR 10. It also may be opened with a successful DC 25 Mechanics check.

Inquisitor Attack
Challenge Level 13

Setup

The Inquisitors have arrived at the spire, intending to take care of the massive security breach personally. Coruscant Guards have trapped the heroes on Level 188, leaving them only one option for escape—the construction zone.

Read-Aloud Text

The heroes must cut through the door leading to the construction zone or override the lock with tools and a DC 30 Mechanics check. Once they get through, read or paraphrase the following aloud:

> As you enter the construction area, you see stacks of crates and piles of materials such as enormous metal beams and metal plating. Directly ahead, some distance away, you see one of the major staircases of the building. Along the way to the stairs are several doors that lead into the unfinished rooms of this level. You also see two open-sided construction lifts, but neither is stopped at this level. Much of the exterior of this level is unfinished and open, with only a railing providing protection from a great fall. A cold wind whips through the open areas, scattering debris and dust.

Once the heroes get about halfway to the staircase, have heroes trained in Use the Force make an opposed Sense Force roll. Someone (one of the Inquisitor apprentices) is attempting to detect them, and the heroes can try to hide their presence. If the heroes attempt Sense Force in turn, all Inquisitors will resist detection. If the heroes succeed, they detect the approximate direction of that Inquisitor.

Immediately thereafter, have the heroes make DC 20 Perception checks to notice that one construction lift is lowering very quickly while the other is rising abruptly. (They notice automatically if they are watching the lifts.) If they notice, read the following aloud:

> The construction lifts suddenly begin to move very quickly, one dropping from above, the other rising from the floor below. On each lift is a Coruscant Guard and a Human who is dressed in black and holding an ignited red lightsaber.

Roll for initiative as the Imperials attack. The following round, Inquisitor Nolor appears at the stairway entrance. See their Tactics sections for specific attack methods in the first few rounds of combat.

This encounter should be as cinematic as possible. The Inquisitors throw construction materials and use *Force thrust* to try to push the heroes over the edge of the building or through a gap in the floor. In most cases, the heroes land on the floor below, taking falling damage. If anyone is thrown out of the building, the automated safety system kicks in (see Features of the Area). See below for other specific tactics.

If the heroes retreat into the detention block area, the Inquisitors pursue them.

Coruscant Guards

See the "Rapid Response Force" encounter (page 16) for the Coruscant Guard description.

Coruscant Guard (2)   CL 5
Medium Human nonheroic 6/soldier 3
Force 3; **Dark Side** 5
Init +10; **Senses** low-light vision; Perception +11
Languages Basic

Defenses Ref 19 (flat-footed 18), Fort 18, Will 13
hp 32; **Threshold** 18

Speed 6 squares
Melee unarmed +8 (1d4+2) or
Melee electrostaff +8 (2d6+2)
Ranged blaster rifle +9 (3d6+1) or
Ranged stun grenade +8 (4d6+1 stun, 2-square burst)
Base Atk +7; **Grp** +8
Atk Options autofire (blaster rifle), Point Blank Shot, Precise Shot
Special Actions Coordinated Attack

Abilities Str 13, Dex 13, Con 11, Int 11, Wis 10, Cha 10
Talents Armored Defense, Second Skin
Feats Armor Proficiency (light, medium), Coordinated Attack, Point Blank Shot, Precise Shot, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)
Skills Initiative +10, Perception +11
Possessions Coruscant Guard armor with helmet package (as stormtrooper armor, +6 armor, +2 equipment), comlink, blaster rifle, electrostaff, 2 stun grenades

Coruscant Guard Tactics

The Coruscant Guards open fire with their blaster rifles, using Coordinated Attack. They cover their Inquisitor, firing at heroes outside of melee combat with the Inquisitor, if possible. They may also toss a stun grenade or two if the heroes are close together.

Inquisitor Apprentices

The Inquisitor Apprentices are new to the Inquisitorius, having been recently recruited, but they are skilled nonetheless.

> The lightsaber-wielding Humans wear no insignia on their all-black jumpsuits. Their short hair is neatly trimmed and they carry a blaster at their side. They have a disturbing air of confidence about them.

Inquisitor Apprentice (2)   CL 8

Medium Human scoundrel 7/Force adept 1
Force 5; **Dark Side** 13
Init +6; **Senses** Perception +10
Languages Basic, Huttese

Defenses Ref 23 (flat-footed 21), Fort 20, Will 24
hp 44; **Threshold** 20

Speed 6 squares
Melee lightsaber +8 (2d8+6)
Ranged heavy blaster pistol +7 (3d8+4)
Base Atk +5; **Grp** +7
Atk Options Point Blank Shot, Running Attack
Special Actions Fool's Luck
Force Powers Known (Use the Force +11): *dark rage, Force slam, Force thrust, rebuke*

Abilities Str 12, Dex 14, Con 10, Int 12, Wis 13, Cha 14
Talents Channel Aggression, Disciplined Strike, Equilibrium, Telekinetic Savant, Fool's Luck
Feats Force Sensitivity, Force Training (2), Improved Defenses, Point Blank Shot, Running Attack, Skill Training (Use the Force), Weapon Proficiency (lightsabers, pistols, simple weapons)
Skills Acrobatics +11, Deception +11, Perception +10, Persuasion +11, Stealth +11, Use Computer +10, Use the Force +11
Possessions lightsaber, heavy blaster pistol, code cylinder

Inquisitor Apprentice Tactics

The Inquisitor Apprentices are new to lightsaber combat and to their own Force powers and abilities. They use Fool's Luck as soon as possible to increase their skill checks (including Use the Force) by +5 for the entire encounter. Next, they fight in unison, one using *Force slam* to knock a target prone, then another using *Force thrust* to attempt to push the target over the edge or into a larger object. If other Imperials are in the affected area, they use *Force slam* with Telekinetic Savant. When forced into melee combat, they activate *dark rage*, using a Force Point to extend it until the end of the encounter. They may also take cover and shoot at the heroes using Running Attack, if needed.

Inquisitor Nolor

Inquisitor Nolor was a young Jedi who fell to the dark side while fighting Separatists at the end of the Clone Wars. He narrowly avoided Order 66 and was hunted down by the earliest Inquisitors. They recognized his potential and molded him into an adept interrogator. His skills were ideal for extracting knowledge from the designers of the Sarlacc Project.

> This lightsaber-wielding Human moves with the agility and speed of a Jedi. He is battle-scarred and wears black robes, trimmed in crimson, with no cape or hood.

Inquisitor Nolor   CL 13

Medium Human Jedi 3/scout 4/noble 2/Force adept 4
Force 6; **Dark Side** 14
Init +13; **Senses** Perception +13
Languages Basic, Bocce, Huttese

Defenses Ref 28 (flat-footed 26), Fort 26, Will 30; Dodge, Mobility
hp 84; **Threshold** 31

Speed 6 squares
Melee lightsaber +12 (2d8+6) or
    lightsaber +10 (3d8+6) with Rapid Strike
Ranged blaster pistol +12 (3d6+6)
Base Atk +10; **Grp** +12
Atk Options Rapid Strike
Special Actions Equilibrium, Force Interrogation, Inquisition, Power of the Dark Side, Swift Power
Force Powers Known (Use the Force +19): *dark rage, Force grip, mind trick, move object, rebuke* (2)
Force Techniques Improved Move Light Object, Improved Sense Surroundings

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Abilities Str 10, Dex 14, Con 10, Int 13, Wis 15, Cha 16
Talents Block, Equilibrium, Evasion, Force Interrogation, Inquisition, Power of the Dark Side, Swift Power
Feats Dodge, Force Sensitivity, Force Training (2), Improved Defenses, Improved Damage Threshold, Linguist, Mobility, Rapid Strike, Skill Training (Persuasion), Skill Training (Use the Force), Weapon Focus (lightsabers), Weapon Proficiencies (lightsabers, pistols, simple weapons)
Skills Initiative +13, Knowledge (Technology) +12, Perception +13, Persuasion +14, Use the Force +19
Possessions lightsaber (self-built), comlink, blaster pistol, datapad, credit chip

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Force Interrogation—When you deal damage to one or more creatures by using a Force power, you can immediately make a Persuasion check as a free action to intimidate a single target that you damaged.

Inquisition—You are particularly adept at dealing with Force-sensitive foes. You gain a +2 bonus to your Fortitude Defense (including your damage threshold) and your Will Defense against Force powers, and you gain a +1 bonus on attack rolls and deal +1 die of damage against targets that have the Force Sensitivity feat.

Inquisitor Nolor Tactics

When Inquisitor Nolor appears, he uses his move action to appear at the entrance, then uses Swift Power to use *move object* as a swift action to throw a Large-sized beam or metal plate into a group of heroes (or just

into one hero with a lightsaber). At the same time, he uses *Force grip* as a standard action to choke another target, and he tries to hold that target the next round. He also uses Force Interrogation whenever possible. In a following round, he may use *mind trick* to attempt to fill one target with terror. He engages in lightsaber combat, preferring to use Rapid Strike. However, he uses Improved Move Light Object to attack the heroes with small objects whenever he doesn't otherwise use his move action.

Conclusion

Just as Inquisitor Nolor is about to be defeated, he (or the last Inquisitor standing) triggers the building self-destruct and fights to the death. See the "Collapse and Descent" encounter (page 49). Captured Inquisitors are highly dangerous and will not reveal anything useful. They are killed in the building collapse in the next encounter.

Encounter Map

See the map of Level 188 on page 44.

Features of the Area

The construction zone is littered with building materials of all sizes, including Large-sized long metal beams, Large plates, and smaller materials. There are some welders and cutting equipment as well. There are temporary, widely spaced railings at the building edge and floor openings. They will collapse under the weight of combat and won't stop someone from slipping under the rail (such as a prone character pushed toward the edge). Characters falling to the level below take falling damage for a 5-meter drop (see page 255 of the *Saga Edition Core Rulebook*).

If a character falls or is thrown out of the building, the automated worker safety system kicks in. Every three floors, a small tractor beam attempts to pluck falling objects or people out of the air. Roll 1d20+10 versus the character's Reflex Defense (minus his Dexterity bonus). If successful, the character's descent is slowed, and he is pulled to the nearest floor of the building. If unsuccessful, the next tractor beam down makes an attempt. If several characters are falling, only one may be rescued per tractor beam, while the others fall to the next beam down. If a tractor beam grabs a character, it also makes a 1d20+5 attack against his Fortitude Defense. If the attack is successful, the character takes 2d6 points of damage and moves −1 step down the condition track. If the attack misses, the character takes only half damage and does not move down the condition track.

Collapse and Descent
Challenge Level 13

Setup

The building is collapsing under the heroes, but even now, all is not lost. The building's superstructure and prefabricated construction methods make the collapse relatively slow and create many voids that the heroes may take refuge in.

Read-Aloud Text

As the building begins to collapse, read or paraphrase the following aloud:

> Suddenly, you hear many loud explosions from the base of the building. The entire structure begins to shake and rumble, creating massive clouds of dust and debris as it begins to collapse! All around you, the floors buckle and tilt wildly.

The heroes must move quickly to save themselves. Allow those trained in Knowledge (physical sciences or technology) to attempt a DC 15 check to realize that the prefabricated rooms on any level may be strong enough to survive the collapse, given how slow it is proceeding. Heroes who make a DC 30 Perception check realize the same thing, and Force-sensitive heroes may use Search Your Feelings to try to discover if a particular location will be relatively safe.

Creative heroes may attempt to use one of the building's safety system tractor beams to somehow save themselves or reverse it to provide additional protection. Such attempts require a DC 30 Mechanics check and may reduce the damage caused to heroes, depending on how they use the beams.

Some heroes may attempt to get down to level 185, hoping to find an airspeeder in the hangar. If they hurry, they may be able to reach that level if they can get past the building hazards (see the Features of the Area sidebar). Unfortunately, only one speeder remains, which the Inquisitors used to get to the spire. Both it and its systems are locked down, and in the time it takes the heroes to break through to start the speeder, the building will have collapsed. However, play up the suspense and danger until the last possible moment, when they must finally run for cover.

As the collapse continues, read or paraphrase the following aloud:

> The noise of the collapse is deafening. Dust obscures your vision, and building materials fly dangerously through the air. Electrical systems spark and flare as they are ripped from their mountings. No matter where you run, you twist and turn to avoid colliding with jagged pieces of debris or flailing electrical wiring.

During the collapse, the heroes must deal with a series of hazards. Depending on their exact location at the start of the collapse, they may encounter several hazards. However, before the end of the encounter, they should deal with at least two crushing hazards and two electrical hazards.

Conclusion

The collapse takes more than five minutes. When the building finally settles, the heroes may attempt to dig themselves out. Select one or more areas on the map for their final location. If they chose safer prefabricated areas, place them in an intact area. If not, place them in the rubble. The surrounding debris is still quite dangerous, and Imperial aid workers and security began arriving on the scene almost immediately. See "Escape" (page 15).

Ad-hoc XP Award: Heroes should receive experience points equal to defeating a CL 10 encounter for each hazard they defeat, circumvent, or survive (minimum of four hazards per hero).

## Encounter Map

See the map of the encounter on the next page.

Features of the Area

The map for this encounter represents the end result after the collapse. Use the map for level 188 or your own map if the heroes are on another level when the collapse begins. As the building collapses, the entire area becomes difficult terrain.

Crushing Hazard: During the collapse, debris may fall from above or come from other directions as walls crack and floors buckle. Whenever a character is endangered by such debris, make a 1d20+10 area attack roll against her Reflex Defense. If the attack is successful, she takes 2d10 points of damage (which may be mitigated by talents such as Evasion). If the attack misses, she takes half damage.

Electrical Hazard: The building's electrical system is equally dangerous to the heroes because it is shredded in the collapse. Whenever unsecured electrical wiring endangers a character, make a 1d20+10 attack roll against her Reflex Defense. If the attack misses, she takes no damage. If the attack is successful, she takes 2d10 points of damage. If a successful attack also exceeds her Fortitude Defense, she moves −1 step down the condition track. If the attack does not exceed her Fortitude Defense, she does not move down the condition track.

Collapse and Descent Encounter Map
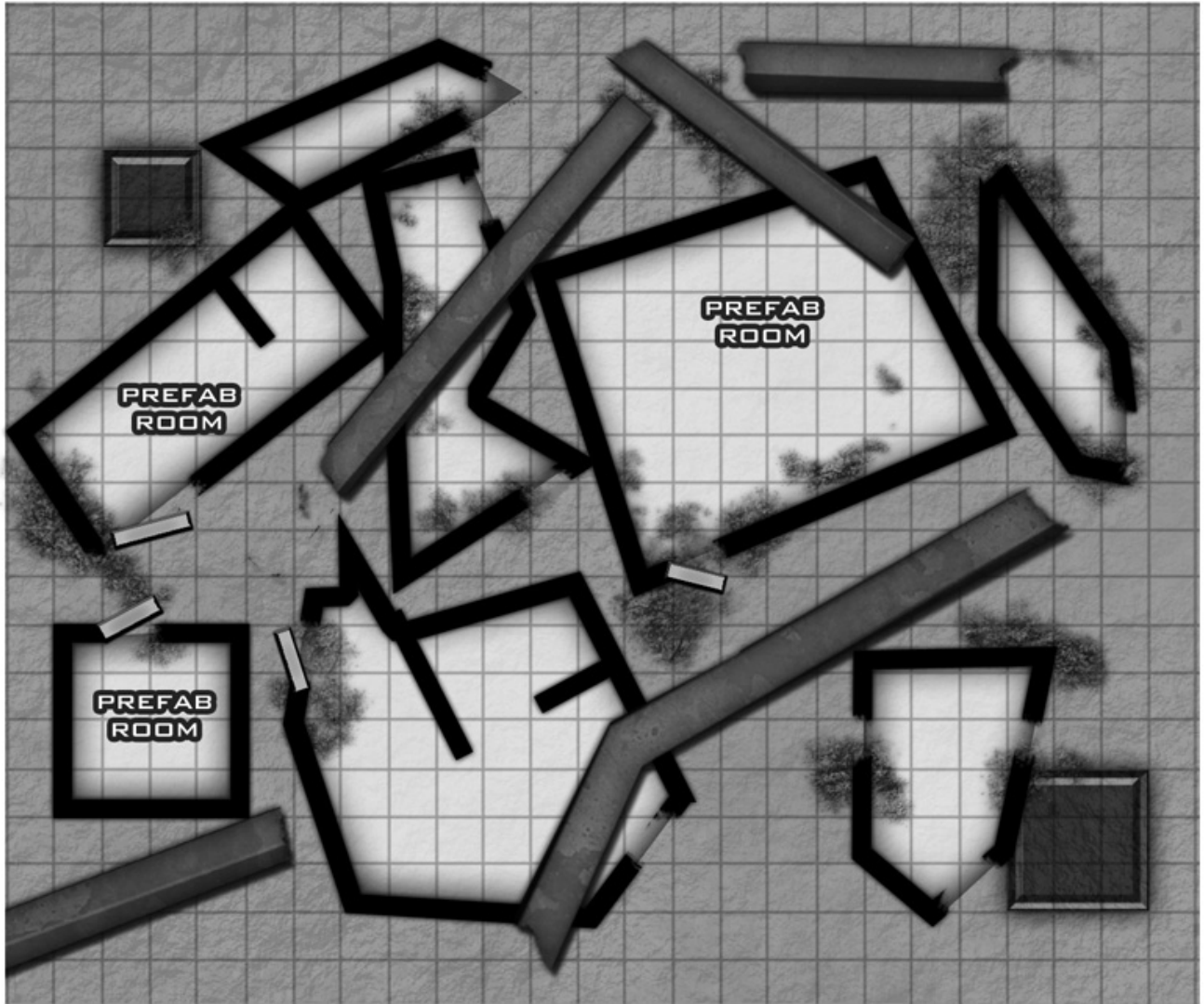
THE CORE OF CORRUPTION

Event Name: _____ Event Code: _____

Adventure Title: The Core of Corruption (Dawn of Defiance, Part 6) Session Number: _____

(For administrative use only.)

RPGA

SESSION TRACKING

Date of Play: ☐☐/☐☐/☐☐ Start Time: ☐☐:☐☐ Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

Month Day Year Hour Minute

A legal RPGA table has no less than four players, and no more than six players.

Player Name	RPGA Number
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GAMEMASTER

DM Name: _____

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