

This *STAR WARS Roleplaying Game* adventure is designed for four heroes of 3rd to 5th level. In it, the heroes uncover an insidious plot against the Wookiees perpetrated by an offworld consortium of slavers. They also face swarms of one of Kashyyyk's most devastating natural dangers: the explosive flame beetle.

Although this adventure is set in the Rise of the Empire Era, it can be adapted for other eras by replacing the main villain with a dark side Force-user (in the Old Republic era), an Imperial agent (in the early Rebellion era and New Republic era), or even Yuuzhan Vong infiltrators (in The New Jedi Order era).

"Kashyyyk in Flames" can be adjusted for larger or smaller groups of heroes, or higher or lower average levels of the heroes, by altering the encounters. Chapter 12 of the *STAR WARS Roleplaying Game* core rulebook has advice on how to determine an appropriate challenge for a group of heroes.

GETTING THE HEROES INVOLVED

The Gamemaster must decide what brings the heroes to Kashyyyk in the first place. Obviously, Wookiee heroes could be visiting

their homeworld. Non-Wookiee heroes might accompany a Wookiee on such a visit or simply be conducting business: buying, selling, trading, delivering, or picking up. Whatever the reason, the heroes should either have their own transport or have chartered one for their use.

Note that under no circumstances, in any era, will Trandoshan heroes be allowed to set foot on Kashyyyk.

ARRIVAL ON KASHYYYK

As the heroes approach Kashyyyk, read the following aloud to the players:

Arriving over Kashyyyk, you are treated to a majestic view of the Wookiee homeworld's lush forests and dark blue seas. You see some other traffic in orbit, but nothing approaches you, making your planetfall smooth and easy. Dropping down into the atmosphere, you pick up the landing beacon. Within a few moments, you soar through the massive limbs of the gargantuan wroshyr trees, under a canopy of verdant green. Soon you spy the amazing spectacle of your destination: a Wookiee

city suspended on interlaced wroshyr branches kilometers above the unseen ground. As your ship sets down on the surface of the landing pad—the flattened end of a cut-off wroshyr limb—a dark green protocol droid steps out of a nearby building and begins moving toward your ship's boarding hatch.

AN INTRODUCTION TO KASHYYYK

The protocol droid is K-27, and he waits patiently until the heroes are ready to speak with him. He introduces himself and explains that he will be their liaison with the Wookiees while they are on Kashyyyk:

"Despite the presence of Wookiees all over the galaxy," says K-27, "very few non-Wookiees are allowed on Kashyyyk for cultural reasons. While you are here, you will be expected to observe Wookiee customs, and it is my duty to ensure that you are familiar with those customs. Further, should you not be conversant in Shyriiwook, the most commonly spoken Wookiee language, I will be happy to act as your translator. It is, after all, my primary function."



The protocol droid K-27 is a recent transplant to Kashyyyk, having arrived with Turren Lonarr, the president of Temporary Droids, an offworld droid rental service with a local office. K-27 is on more-or-less permanent rental contract with the Wookiee authorities to help with offworld visitors. K-27 speaks Basic and Shyriiwook more than adequately and also speaks the obscure xaczik language of Kashyyyk's Wartaki Islands. He is overdue for a memory wipe and has acquired the quirk of using body language appropriate to the language he is speaking.

K-27, Walking Protocol Droid Dpl1: init +0; Def 11 (+1 armor); Spd 8m; VP/WP 0/13; Atk +0 melee (1d6, hand), +0 ranged; SV Fort +1, Ref +0, Will +2; SZ M; Rep 0; Str 10, Dex 10, Con 13, Int 16, Wis 10, Cha 10. Challenge Code A.

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

Skills: Computer Use +7, Diplomacy +7, Knowledge (Dosha) +7, Knowledge (etiquette) +7, Knowledge (galactic politics) +7, Knowledge (Kashyyyk) +7, Sense Motive +4, Speak Basic, Speak Shyriiwook, Speak Xaczik.

Feat: Skill Emphasis (Diplomacy).

A MYSTERY BLAZE

When the heroes begin to move out into the Wookiee city, read the following aloud:

You suddenly hear a loud noise, like a grenade exploding. Flames shoot from a nearby building, scattering debris. From inside the building, Wookiee voices howl in pain and fear.

The heroes are the only people anywhere close to the burning building, aside from a small group of maintenance droids. If they

	Wookiee Victim
	Debris
	Flames
	Dead Wookiee
	Window
	Door
	2M ²

do not rush to help, K-27 urges them to do whatever they can while he summons aid.

The heroes can help by trying to put out the flames, hauling injured Wookiees out of the building, or treating those who have already been pulled out.

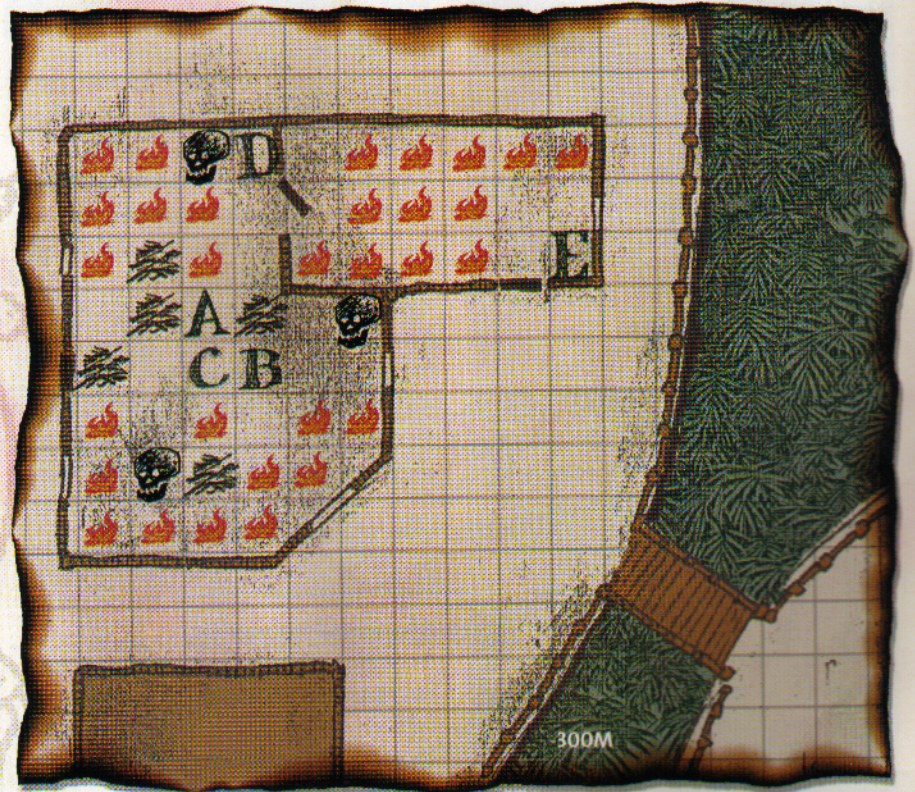
Entering the Building: The blast has blocked the door. Getting in requires either a Strength check (DC 15) or breaking down the door (Hardness 5, 18 wound points). Inside are two unconscious Wookiees (A & B), a third Wookiee trying to wake them (C), another Wookiee succumbing to the smoke (D), and one more Wookiee trapped by the flames (E), trying to beat his way through a wall. All five are Wookiee commoners who have lost roughly half their wound points. (Use the Wookiee Commoner statistics from page 253 of the *STAR WARS* Roleplaying Game.)

Once inside, the heroes begin to suffer from smoke inhalation unless they crawl, reducing their movement to 2 meters per round. (See the core rulebook, page 217, for rules on smoke.) Moving through a space containing flames deals 2d6 points of damage to the character doing so.

Putting Out the Flames: Heroes fighting the fire from outside need to make an Intelligence check (DC 10) each round to douse the flames effectively. Heroes fighting the fire from inside can make an Intelligence check (DC 5) for the same result. Each successful check puts out the flame in one space. (Start at the spaces closest to the hero putting out the flames.)

Helping the Wookiees: The unconscious Wookiees (A & B) merely need to be carried out, requiring three consecutive Strength checks (DC 8) to drag or haul them to a safe distance. The Wookiee trying to reach them (C) can assist. The Wookiee succumbing to the smoke (D) has only 6 wounds left, and if she can't be guided outside before she is reduced to 0 wounds, she will also have to be carried. Leading her outside will require four rounds.

The Wookiee trapped by the flames (E) will die unless he is helped quickly; his fur is already starting to smoke. In 1d4 rounds, he begins to burn, suffering 1d6 points of damage each round. After another 1d4 rounds, the damage increases to 2d6 points of damage per round. Clearing a safe path to him requires a Strength check (DC 15), but



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The Wookiee is also panicked, and a Diplomacy check (DC 15) is required to convince him to run through the flames to get outside. If a hero tries to force the Wookiee to leave, the Wookiee fights back. (Assume that he is raging.)

Treating Injured Wookiees: The heroes can use Treat Injury or Heal Another skills to stabilize a dying Wookiee (DC 15), or at the GM's discretion, to restore lost vitality or wounds to a character who has suffered from smoke inhalation. Obviously, these rules also apply to treating a hero who was injured while helping the Wookiees.

AFTERMATH OF THE EMERGENCY

Help arrives just after the last heroes vacate the building. Wookiee volunteer firefighters begin extinguishing the blaze and watering down other nearby buildings (to prevent the fire from spreading). If any Wookiees remain inside the building, the firefighters make attempts to get at them, but by the time they arrive, it is too late.

If the heroes didn't pull all of the Wookiees out of the building, the firefighters still rescue Urrurrowo, a female Wookiee who had succumbed to the smoke. Weak and barely conscious from inhalation, Urrurrowo tries to talk to the heroes. If none of them understand Shyriiwook, K-27 translates:

"It was flame beetles. I looked up, and there were hundreds of them, on the wall behind poor Murrwooro. I saw the first one start to explode—but before I could say anything, it was too late."

If the heroes are not familiar with flame beetles, K-27 explains:

"Flame beetles are a combustible form of insect life native to Kashyyyk. Measuring no more than 12 centimeters long, the flame beetle ordinarily poses no danger unless in a swarm, and even then, generally only if the swarm's hatchlings are threatened. Under those circumstances, a flame beetle 'king' will self-combust, followed by the stags, queens, and workers, resulting in a terrible blast of fire."

K-27 ponders this for a moment. "Oh dear. I wonder if the flame beetles have

been laying eggs in this area. It would explain the mysterious fire that occurred last week, not far from here. The building was gutted, as were four nearby buildings. For a while, Rruurrfhurra, the engineer in charge of extinguishing the blaze, was afraid the entire wroshyr limb might have to be sacrificed to save the city."

THE INVESTIGATION

As K-27 enlightens the heroes about flame beetles, a Wookiee approaches wearing a flame-retardant overcoat and carrying a large tank of fire suppressant foam. The Wookiee rumbles a friendly "Did I just hear my name?" and K-27 introduces Rruurrfhurra to the heroes. Rruurrfhurra asks the heroes what they saw before, during, and after the fire.

Allow the heroes to attempt Intelligence checks, and consult the following chart to see what they can remember:

INT CHECK	INFORMATION
5 or less	There was a cloud of flying insects nearby that could have been flame beetles.
6–10	No one was near the building before the blast.
11–14	The closest thing to the building was a group of maintenance droids.
15+	The maintenance droids were leaving the building that exploded.

If the heroes mention the presence of the maintenance droids to Urrurrowo, she confirms that the droids had been cleaning the office about five minutes before she noticed the flame beetles.

RRUURRFHURRA, WOOKIEE FIREFIGHTER

A Wookiee of middle years, Rruurrfhurra is a veteran firefighter, and his ability to determine the source of a fire has made him the coordinator of the city's firefighters. He is generally very friendly but becomes very withdrawn when a fire kills a Wookiee.

SEARCHING FOR CLUES

Once the heroes conclude that the maintenance droids were inside the building just before it exploded, they might want to track them down. Rruurrfhurra gladly welcomes

the help, but K-27 points out that the heroes are not duly deputized officials of Kashyyyk, and to interfere with the droids in the course of their duties constitutes a Class-1 misdemeanor—for which they can be fined and possibly deported off planet. Rruurrfhurra sadly agrees and asks the heroes whether they would like to help him investigate the ruins of the building instead. He growls, "If the maintenance droids really were involved, we're in luck. They're not very smart—certainly not smart enough to have covered their tracks."

Examining the remains of the burned-out building requires a Search check (DC 20) to rule out any other possible origin for the fire; it was definitely caused by flame beetles. Any hero who makes the check by 5 or

RRUURRFHURRA



Rruurrfhurra, Male Wookiee Exp4: Init -1 (-1 Dex); Def 10 (+1 class, -1 Dex); Spd 10 m; VP/WP 0/18; Atk +8 melee (1d3+5, punch), +2 ranged; SQ Wookiee rage; SV Fort +7, Ref +0, Will +6; SZ M; FP 1; DSP 0; Rep 5; Str 20, Dex 8, Con 18, Int 13, Wis 14, Cha 8. Challenge Code A.

Equipment: Flame-retardant overcoat (DR 5 vs. fire), fire suppressant foam.
Skills: Computer Use +4, Demolitions +8, Gather Information +6, Knowledge (Kashyyyk) +5, Profession (firefighter) +9, Read/Write Shyriiwook, Repair +8, Speak Basic (understand only), Speak Shyriiwook, Survival +9, Treat Injury +9.

Feats: Great Fortitude, Track, Weapon Group Proficiency (simple weapons).

more realizes that the flame beetles were present only on the walls; there are no signs of beetle combustion anywhere else. Note that scent is a factor here, so heroes who gain a bonus for scent-based situations can apply the bonus to this check.

The heroes can also approach this investigation from the opposite direction: Where were the flame beetles when they exploded? Any hero who specifically tries to determine the location of the flame beetles at the time of combustion can make a Search check (DC 15) to verify that they were only present on the walls—not the ceiling or the furniture.

Once the heroes discover that the flame beetles were present only on the walls, they might want to find out why. While they can make educated guesses about the presence of chemical attractants, they cannot confirm their guesses without analyzing the surface of at least one wall. Unfortunately, unless they came equipped with chemical residue analyzers, they'll need Rruurffhurra's help. The Wookiee firefighter has an analyzer but has never had to use it before. After fiddling with the device for a few moments, he asks whether any of the heroes knows how to use it and gladly allows one of them to "do the honors."

A hero trying to analyze the surface of a wall with the handheld scanner must attempt a Computer Use check (DC 20) but gains a +2 synergy bonus if he has 5 or more ranks in Knowledge (chemistry). A successful check indicates that the residue contains the carbonized remains of an insect pheromone. (A failed check cannot isolate the element.) A second Computer Use check, also with the synergy bonus for Knowledge (chemistry), as well as a +2 synergy bonus for 5 or more ranks in Knowledge (Kashyyyk), identifies the insect pheromone as flame beetle hatchling scent.

MORE QUESTIONS THAN ANSWERS

Even armed with the knowledge that the flame beetles were drawn to the walls of the building by what they took to be the presence of a large number of hatchlings, Rruurffhurra is still left scratching his head. He gladly talks the situation over with the heroes, and if they do not suggest it, he asks them to fan out and see whether they can determine where the droids went after they

left. He tells them to avoid interfering with the droids—the law is the law, after all—but gives them his comlink code. Should they find the droids, they should contact him immediately but take no other action.

Unfortunately, this is something of a dead end. The maintenance droids are long gone, having been picked up by Turren Lonarr and taken back to Temporary Droids. (See below for details.) The only real way to track them down at this point is to either wait for the injured Wookiees to recover enough to recall where they hired the droids, or to sift through the ruins of the building looking for the cleaning service's invoice. Either way, the heroes are looking at a day's work—and they certainly didn't come to Kashyyyk to investigate a fire.

After the heroes have regrouped and recovered from any injuries they sustained during the fire, a couple of disturbing incidents occur. The first should occur when the heroes have been away from their ship for a short time, but the Gamemaster can easily alter the encounter slightly so that rather than involving a cargo container coming from their ship, it involves a cargo container going to their ship.

The second encounter follows hot on the heels of the first, after the heroes have spent some time explaining their activities to the Kashyyyk authorities.

SIGNS OF FOUL PLAY

At some point, preferably when the heroes are concluding their business on Kashyyyk (such as when they're offloading cargo or taking on cargo from Kashyyyk), read the following aloud to the players:

After the excitement following your arrival, things have finally calmed down, and you are getting on with your business. Wookiee workers are taking care of the last of your cargo, but they seem to have taken an unscheduled break. Four of them have gathered around a cargo container and are examining it with some interest—and rising anger.

The four Wookiees have noticed the smell of a corpse—a Wookiee corpse—coming from inside the container, and they are getting quite agitated, suspecting the heroes of having perpetrated some foul play while

KASHYVYK FLAME BEETLES

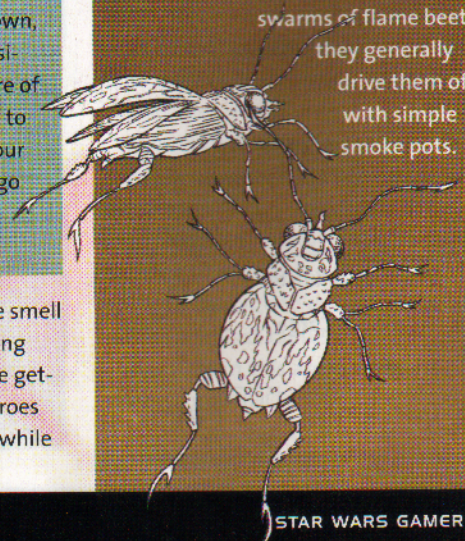
Flame beetles are a curious danger, fortunately confined to Kashyyyk. Measuring 4–12 centimeters long, these tiny creatures are pests in that they can deliver an extremely painful bite, though the pain is more the result of a mild venom rather than the strength of their mandibles. Most Wookiees go as long as 100 years without being bitten by a flame beetle; some are never bitten.

The real danger presented by flame beetles is the phenomenon that gives them their name. Certain chemicals in a flame beetle's body give it the ability to spontaneously combust, due to some stimulus that Wookiee naturalists have yet to determine (although many suggest that the reaction is triggered in extreme self-defense). Even so, this is a comparatively minor danger, since a lone flame beetle inflicts very little damage (1d3) when it explodes, in a very small area (a sphere about 0.25 m across).

Unfortunately, flame beetles almost never explode one at a time. In swarms of 100 or more, the insects can explode with a force similar to a fragmentation grenade. (See Chapter 7 in the core rulebook.) Immediately after a flame beetle swarm explosion, objects or characters in the immediate vicinity can catch on fire. See the "Catching on Fire" sidebar on page 217 of the core rulebook for more information.

Since flame beetles usually do not swarm except in the lower levels of the wroshyr forests, such explosions rarely pose a threat to the Wookiee communities. When Wookiees do encounter

swarms of flame beetles, they generally drive them off with simple smoke pots.



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they have been on Kashyyyk. If the heroes do not immediately approach the Wookiees to ascertain the source of their problem, the Wookiees argue loudly among themselves for another couple of rounds, then decide to open the container.

If the heroes approach the Wookiees at any point, two of them roar angrily at them while two more continue to poke around the cargo container. Should the heroes try to talk peacefully and calmly, they can convince the four Wookiees that they were not aware that the contents of the container were anything other than the cargo manifest indicates. If the heroes succeed at a Diplomacy check (DC 15), the Wookiees allow the heroes to approach the container and open it themselves. They do not allow the heroes to depart until the container has been opened, though. If the container holds what they suspect, the heroes have a lot to answer for.

If, on the other hand, the heroes try to prevent the Wookiees from opening the container or otherwise make threatening moves toward them, the Wookiees attack. Because they are already extremely suspicious of the heroes, the Wookiees immediately use their rage species ability to fight the heroes. Once a fight starts, another 1d4 Wookiee workers join the fray in 1d4+1 rounds, coming to the aid of their friends.

Workers, Male Wookiee Thg2 (4): Init -1 (-1 Dex); Def 9 (-1 Dex); Spd 10 m; VP/WP 0/19; Atk +6 melee (1d3+4, punch), +1 ranged; SQ Wookiee rage, Extraordinary recuperation; SV Fort +6, Ref -1, Will +0; SZ M; FP 1; DSP 0; Rep 1; Str 18, Dex 9, Con 16, Int 8, Wis 10, Cha 9. Challenge Code A.






Equipment: None.

Skills: Climb +6, Intimidate +8.

Feats: Power Attack.

OPENING THE CARGO CONTAINER

Once the cargo container is open, read the following to the players:

	Wookiee Teamster
	Suspicious Cargo
	Freight
	Loading Ramp
	2M ²

The stench from the open container is undeniably that of a corpse—a Wookiee corpse. The body of Rruurrhurra, the Wookiee firefighter, sits inside the cargo container, his body scorched in several places by blaster marks. In one hairy paw, he clutches his chemical residue analyzer.

With this grisly discovery, the heroes must immediately attempt another Diplomacy check (DC 20) to calm the Wookiee workers (unless they have already been subdued in a previous battle). If this check fails, the Wookiees attack the heroes, blaming them for the death of the affable Rruurrhurra.

Once the heroes deal with the Wookiee workers, the authorities arrive. Regardless of the heroes' explanation of the situation, the Wookiee authorities take the heroes into custody—all of them—especially if the heroes have been involved in a fight with the workers. Even if the heroes have comported themselves with the utmost restraint, the authorities still need to question them and advise doing so at the station, where an angry mob of Wookiees is less likely to gather.

Unless the heroes have been particularly surreptitious during their time on Kashyyyk, the Wookiee authorities do not see a reason to hold them for long. Still, they require full and individual accounts of the heroes' actions since Rruurrhurra was last seen, and the whole process takes at least a couple of hours—longer if any heroes try to mask activities they might have engaged in while on Kashyyyk.

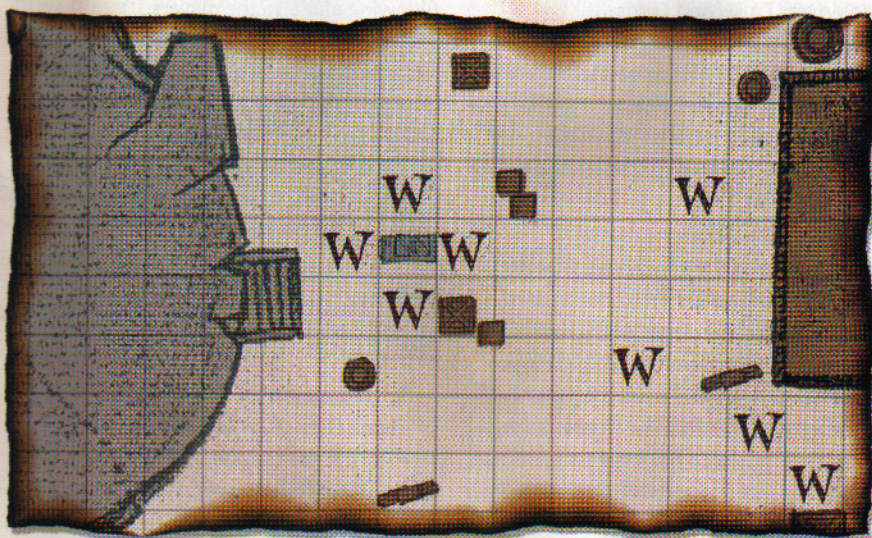
Eventually, the authorities release the heroes but warn them not to leave Kashyyyk just yet. If the heroes fought with the Wookiee workers, they are fined 500 credits for disturbing the peace. If they used any weapons in the altercation, the weapons are confiscated. (This includes lightsabers. Jedi are respected throughout the galaxy, but that accounts for little in a murder investigation. Besides, a Jedi who uses a lightsaber to subdue unarmed civilians isn't exactly an exemplary guardian of peace and justice.)

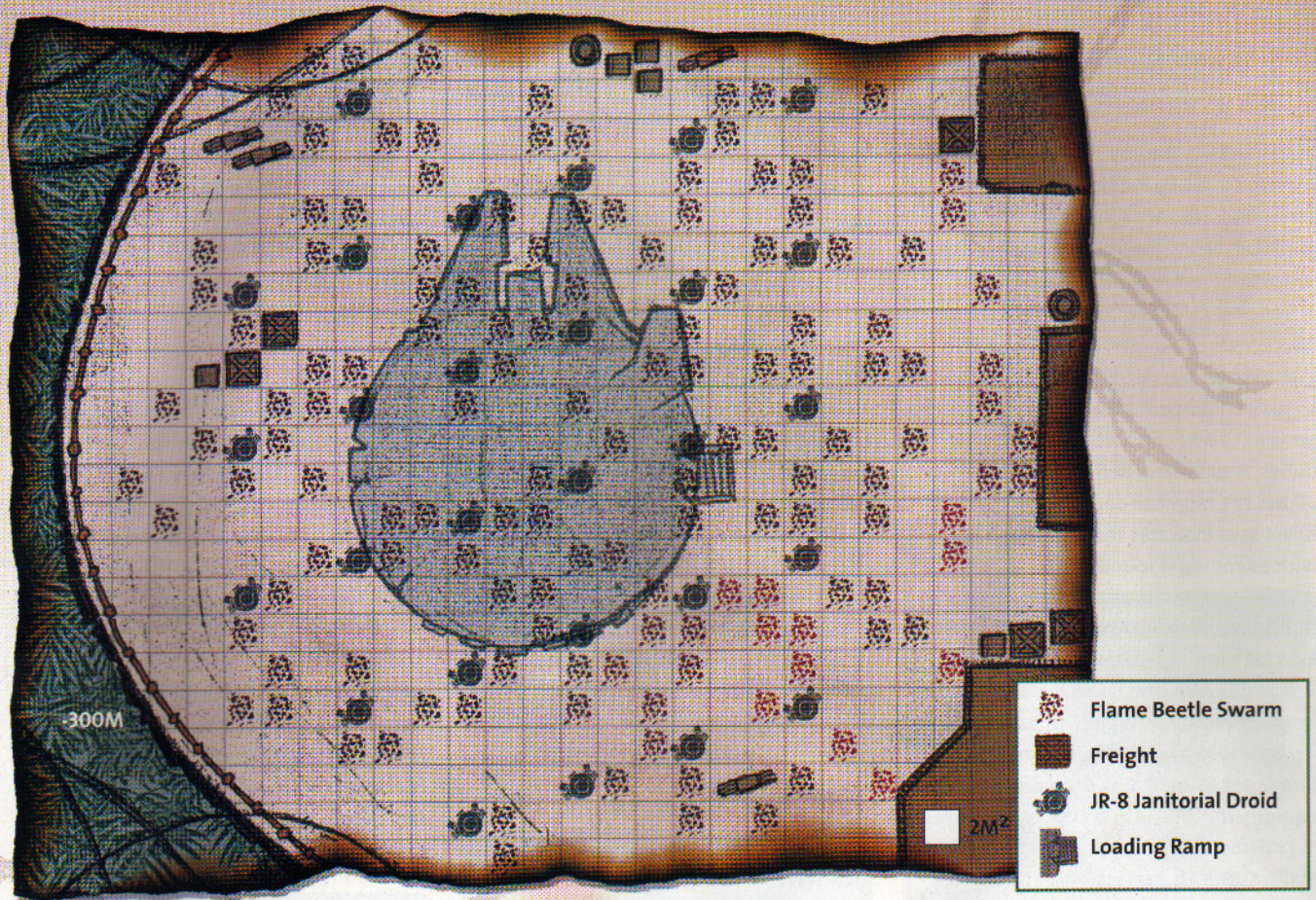
TROUBLE IN THE AIR

When the heroes return to their ship, read the following aloud:

Something is very, very wrong. Your ship is surrounded by a small army of maintenance droids, all busily washing down the landing pad. There are easily two dozen of them. Even more disturbing is the fact that there are thousands of flame beetles gathering around your ship. Most are on the landing pad itself, but hundreds if not thousands more are crawling over the hull of your ship.

It is only a matter of time before the flame beetle swarm explodes, and when it does, it could do massive damage to the ship (not to mention endangering a large part of the Wookiee city with the resulting flames). The heroes must scramble to either drive off the beetles, shut down the droids, move their ship, or otherwise prevent the conflagration. Whichever course of action they





choose, they must pursue it without inciting the flame beetles to explode.

Moving in the Swarm: The heroes can move through the swarm safely so long as they don't move too quickly—about 6 meters per round is the maximum safe speed. Moving faster disturbs the flame beetles and results in 1d4 points of damage as the beetles bite the “intruder.” Only armor (natural or worn) or Damage Reduction can prevent this damage; there are just too many beetles to avoid them all.

Lifting Off: If a hero can reach the ship, he or she can warm it up and move it without disturbing the beetles too much. The pilot must attempt a Pilot check (DC 20) to operate the ship's repulsorlifts on minimum power and nudge it slowly away from the landing pad. On a failed check, the beetles react angrily to the disturbance and explode in 1d4 rounds. If the pilot succeeds at the Pilot check before the beetles explode, the ship is not only safe but also the beetles calm down again and do not explode after all.

Powering Shields: Erecting the ship's shields will certainly protect the ship from the flame beetles by driving them away and putting a wall of energy between them and the vessel. It also incites the beetles to detonate immediately, which is unfortunate not so much for the ship, but for anyone in the blast radius—and the city.

Switching Off the Droids: Shutting down a droid without locked access (such as these JR-8 janitorial droids) is normally a Repair check (DC 10). Because these droids do not wish to be shut down—at least, not by unauthorized users—a hero must make a successful touch attack. If the attack succeeds, the hero can then make the Repair check to shut off the droid. There are 24 droids to shut off. To reach them, heroes must move through the swarm, as described above.

If a hero attempts to shut off a droid and fails, the droid reacts by squirting a jet of cleaning fluid laced with flame beetle pheromone. In addition to possibly being blinded (see below), the hero now attracts a small swarm of flame beetles. Because the

flame beetle king is not in this smaller swarm, though, the mini-swarm on the character will not explode unless the larger swarm does.

Driving Off the Beetles: As dangerous as it sounds, the safest means of driving off the flame beetles is to confuse their sense of smell by creating a lot of smoke. (This is how Wookiees deal with large swarms they encounter, as K-27 can explain.) Creating a sufficient quantity of smoke without upsetting the beetles is the trick, and the GM should reward creative thinking. Otherwise, a hero with a torch or similar source of smoke can clear a 2-meter square of flame beetles every round.

Should the heroes fail to deal with the flame beetles by the end of 20 rounds, the beetles finally decide the time is right to explode. The explosion deals 12d6 damage to everything within 10 meters and 6d6 damage to everything within the secondary blast radius of 20 meters. Anyone caught in this area can make a Reflex saving throw (DC 15); on a successful save, the damage dealt to the character is

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reduced to one-half rounded down.

MAINTENANCE DROIDS

Manufactured by PublicTechnic, the JR-8 series maintenance droid is an all-purpose janitor. It cleans, refurbishes, and even performs light repair work.

The JR-8 comes equipped with an internal cleaning fluid reservoir (with an integrated spray nozzle). JR-8s have been known to squirt detergent at anyone who tries to prevent them from accomplishing their duties. A successful Reflex save (DC 12) allows the target to dodge the spray; a failed save indicates that the target is blinded for 1d4+1 rounds.

JR-8 Series, Walking Maintenance Droid

Exp1 (24): Init -2 (-2 Dex); Def 8 (-2 Dex); Spd 4m; VP/WP 0/14; Atk +0 melee, -2 ranged (special, detergent nozzle); SV Fort +2, Ref -2, Will +1; SZ S; Rep 0; Str 10, Dex 6, Con 14, Int 6, Wis 8, Cha 6. Challenge Code A.

Equipment: Low-light vision, tool mounts (x2), rust inhibitor.

Skills: Climb +4, Profession (janitor) +6, Repair +2, Spot +3.





Feat: Skill Emphasis (Profession: janitor).

FIRM EVIDENCE

Unless the heroes were reckless or unlucky, they dealt with the flame beetles without causing an explosion. (If not, their part in this adventure might be over, as they spend time recovering from their injuries in Wookiee-sized bacta tanks.)

Once the danger is past, the heroes should have at least one droid either deactivated or detained for examination. The most obvious clue is the small stencil on the side of each droid, which reads:

TEMPORARY DROIDS
DROID RENTAL
FOR ALL PURPOSES
INQUIRE COM CHANNEL
RW00-99313

T	Trandoshan Thug
	Window
	Door
	Freight
	2M ²

If the heroes have Rruurfhurra's chemical residue analyzer, they can also sample some of the cleaning solution—either on the landing pad or directly from the droids' tanks—and with a successful Computer Use check (DC 15) confirm that it contains the flame beetle pheromone.

Assuming K-27 is still with the heroes at this point and the heroes inquire about "Temporary Droids," K-27 tells them that this is the droid rental agency that provided him. "Temporary Droids is a reputable firm in this city," he says, "and if you are inferring some connection between this unpleasantness and the agency that supplied my services, I am forced to declare that you are doing company president Turren Lonarr a grave disservice."

Though somewhat perturbed by the notion that his owner might be involved in the recent troubles, K-27 is also programmed to be helpful and readily supplies heroes with the following information concerning Turren Lonarr:

"Turren Lonarr is a Human droid specialist who came to Kashyyyk six months, seventeen days, thirteen hours, twenty-one minutes, and forty-four seconds ago. Master Lonarr imported a large number of much-needed droids to Kashyyyk to

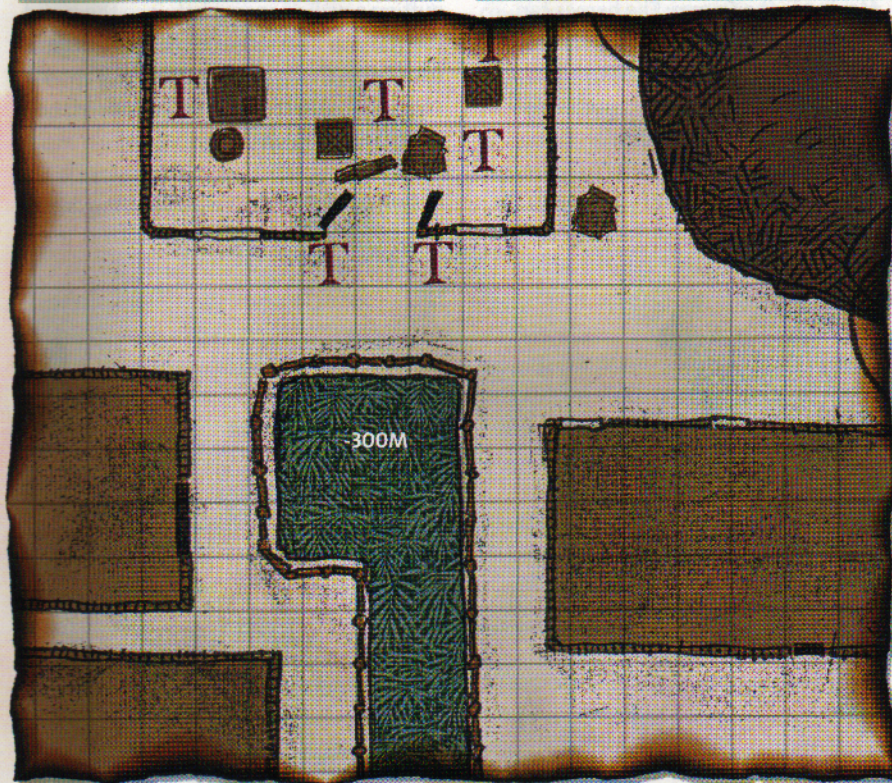
perform a wide variety of essential tasks, which the local Wookiee population was unable or unwilling to perform for itself. These droids include maintenance droids, labor droids, janitorial droids such as these JR-8 models, repair droids, and of course, protocol droids such as myself. Master Lonarr maintains friendly relations with the Wookiees and has never been involved in any improprieties."

If the heroes ask where Turren Lonarr came from, K-27 replies, "Why, the planet Dosh." K-27 does not understand why this might be suspicious. "After all," he adds matter-of-factly, "Master Lonarr employs six Trandoshans at his warehouse, to help maintain all of the droids in top condition."

SUSPICIONS CONFIRMED

Armed with the knowledge that Turren Lonarr has a small enclave of Trandoshans at his warehouse, the heroes might want to check out the warehouse/office of Temporary Droids. When they arrive, read the following aloud:

As you approach Temporary Droids, a group of six Trandoshans leap out of the dark warehouse interior and begin firing at you with blaster rifles.



The six Trandoshans are buying time for Lonarr to escape. Once they have the heroes' attention, they retreat to just inside the warehouse entrance, where they gain one-half cover (+4 to Defense, +2 to Reflex saves) and one-half concealment (20% miss chance). Their goal is to keep the heroes occupied as long as they can. They believe that Lonarr is fetching a transport to get them out of the city.

TRANDOSHAN SABOTEURS

The Trandoshans whom Turren Lonarr smuggled onto Kashyyyk from Doshia are soldiers-of-fortune employed by the Trandoshan government to stage commando-style raids on Wookiee cities. They are vicious and tenacious. In combat, they prefer to keep foes at a distance with their blaster rifles. They use their grenades to flush opponents out of cover or blast foes irresistibly bunched together. In close combat, they resort to their vibroblades.

FINAL CONFRONTATION

As the heroes are dealing with the Trandoshan warriors at the Temporary Droids warehouse, Turren Lonarr is escaping the back way. By the time they arrive, he is already on his way up the wroshyr tree, headed for the Wookiee nursery ring.

When the heroes have dealt with the six Trandoshans, read the following aloud:

A short distance behind the Temporary Droids warehouse, you hear a Wookiee roar in rage, followed by a blaster shot. A moment later, a liftcar carried by powerful kshyy vines begins smoothly ascending toward the Wookiee nursery rings—where dozens of Wookiee children spend their days. The figure riding inside the liftcar is Human.

If the heroes hurry to the liftcar platform, they can see a wounded Wookiee trying to reach the liftcar controls. They can easily operate the controls if they so choose, stopping the liftcar or bringing it back down (at their discretion). If they do, Turren Lonarr makes a desperate leap (and spends a Force point) to reach the wroshyr tree trunk and lands on a narrow ledge about 200 meters up. He can go neither up nor down, but he's well-protected from attacks from above or

below. The only ways to reach him are to climb 200 meters up the tree, ride up in the liftcar, or fly up to him in either an airspeeder or a ship.

AN INSIDIOUS DEVICE

If the heroes approach Turren Lonarr from any direction, he calls out to them. Read the following aloud:

The Human clinging to the tree calls out just loud enough to hear. "I came up here for a reason!" he yells. "Look above you—just under the nursery ring! Recognize those barrels? Those are full of the same stuff that was in those JR-8 droids! And do you see this thing in my hand? It's a dead-man's switch! If I let go, this entire limb will suddenly be very, very popular with flame beetles for kilometers around!

"Now," he shouts, "Let's talk about my demands!"

Turren Lonarr has realized that his time on Kashyyyk is over, and he wants off the planet. He demands a ship with a hyperdrive—the heroes' ship will do, if that's how they've approached him. He also wants a clear corridor to orbit—no planetary defense fighters piloted by vengeful Wookiees, thank you. If the heroes do not accede to his demands, he makes good on his threat, and within five minutes the heroes have a situation on their hands very much like what they faced earlier at their landing pad—only about a hundred times larger.

If the heroes attack Lonarr, he fights back with his blaster pistol until he realizes he's lost, then lets go of the dead-man's switch detonator unless the heroes figured out some way to keep the switch from releasing (such as by grabbing Lonarr's hand). Note that Move Object is not so finely tuned that it can prevent a detonator from activating.

With a successful Bluff check (opposed by Lonarr's Sense Motive check), the heroes can convince Lonarr that they are acceding to his demands, getting him to drop his guard long enough for them to overpower him. Similarly, a Diplomacy check opposed by Lonarr's Diplomacy check could get him to surrender peacefully, though only if the heroes promise that he will be remanded to Republic custody. (He has no desire to face

Wookiee justice.) Finally, the heroes could use Affect Mind to convince Lonarr to hand over the detonator without setting it off.

If the detonator goes off, the barrels burst, drenching the tree limb with the pheromone-laced cleaning fluid. The heroes have only five minutes to resolve the situation before a massive swarm of flame beetles arrives, and only two minutes (20 rounds) after that before the flame beetles decide to combust.

The heroes can use tactics similar to those described under "Trouble in the Air," above, to drive off the beetle swarm. If they have their ship and it is large enough, they could evacuate the children before the flame beetles combust. It takes 1 round to

TRANDOSHAN SABOTEURS



Saboteurs, Male and Female Trandoshan

Solz (6): Init +0; Def 17 (+1 natural, +6 armor); Spd 10 m; VP/WP 22/14; Atk +4 melee (2d6+2, vibroblade), +3 ranged (3d8/ crit 19–20, blaster rifle); SQ Darkvision (20m); SV Fort +5, Ref +0, Will +0; SZ M; FP 1; DSP 4; Rep 5; Str 14, Dex 10, Con 14, Int 8, Wis 10, Cha 10. Challenge Code B. **Equipment:** Blaster rifle, 2 frag grenades, padded battle armor.

Skills: Climb +2*, Demolitions +4, Jump +2*, Pilot +3, Speak Dosh.

*Includes armor check penalty.

Feats: Armor Proficiency (light, medium), Point Blank Shot, Weapon Focus (blaster rifles), Weapon Group Proficiencies (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

KASHYYYK IN FLAMES

reach the nursery ring and another two rounds to convince the Wookiee supervisors to begin the evacuation. The heroes can then load six Wookiees into their ship every round, to a maximum of their ship's passenger capacity times four. If the evacuation requires multiple trips, they can reach safety in 2 rounds, and unload six Wookiees

each round. There are a total of 115 Wookiees in the nursery ring. Heroes could also use the liftcar, though it is considerably less efficient. It can carry only six Wookiees at a time and takes one full minute to make the trip from the platform to the nursery ring, and vice versa.

TURREN LONARR

Turren Lonarr has no particular love of Wookiees, and his time among the Trandoshans has left him with distinctly anti-Wookiee sentiments. When a high-ranking Trandoshan official offered him a considerable sum of money to help smuggle Trandoshan commandos to the Wookiee homeworld, Lonarr didn't think twice.

After establishing himself as a good citizen on Kashyyyk, he began meeting Trandoshan shuttles in out-of-the-way spots and sneaking Trandoshans into key locations throughout Kashyyyk. He has managed to hide six Trandoshan warriors in his warehouse, and several more stay in small encampments throughout the forest.

Their overall goal is to destabilize Wookiee society and force Yaruua, the Wookiee senator, to return to Kashyyyk to deal with the problem. In his absence, the Trandoshan senator plans to ramrod legislation that will enable Doshia to operate a "limited" logging industry on Kashyyyk.

Rewards

If the heroes prevent the beetles from combusting, or at least rescue all the Wookiees in the nursery ring, the Wookiees are extremely pleased with them and give the heroes a state-of-the-art navicomputer (granting +4 to Astrogate checks) worth 15,000 credits. The heroes are now considered guests of honor on Kashyyyk and can expect VIP treatment whenever they return.

If the heroes did not save all of the Wookiees, they are still honored for having tried and are treated with respect whenever they return to Kashyyyk. They also find that unless they put Lonarr under their own guard, the Wookiees tear him apart in their rage and grief.

If the heroes made no effort to help the Wookiees in the nursery ring, they quickly discover that they are unwelcome on Kashyyyk and are strongly advised to leave immediately.

EXPERIENCE POINTS

For this short adventure, the heroes receive a base 1,000 experience points multiplied by the average level of the heroes. (Divide this total by the total number of heroes who participated to determine individual awards).

If the heroes were particularly brave in helping the Wookiees, the Gamemaster should consider awarding them each a Force Point. ☒

TURREN LONARR



Turren Lonarr, Male Human ScI 4/Nblz: Init +6 (+2 Dex, +4 Improved Initiative); Def 20 (+8 class, +2 Dex); Spd 10 m; VP/WP 22/11; Atk +4 melee (by attack type), +6 ranged (3d6, blaster pistol); SQ Illicit barter, Better lucky than good, Bonus class skill (Bluff), Call in a favor (x1), Inspire confidence (+1); SV Fort +1, Ref +6, Will +4; SZ M; FP 5; DSP 10; Rep 8; Str 10, Dex 14, Con 11, Int 14, Wis 12, Cha 15. Challenge Code C.

Equipment: Blaster pistol, detonator, droid caller, datapad, comlink, storefront, supply of droids, hovercar.

Skills: Appraise +9, Bluff +12, Computer Use +16, Demolitions +9, Diplomacy +12, Disable Device +9, Forgery +9, Hide +9, Intimidate +6, Knowledge (Dosh) +6, Knowledge (Kashyyyk) +5, Move Silently +9, Read/Write Basic, Repair +11, Sense Motive +7, Sleight of Hand +9, Speak Basic, Speak Dosh, Speak Shyriiwook.

Feats: Gearhead, Improved Initiative, Persuasive, Skill Emphasis (Computer Use), Weapon Group Proficiencies (blaster pistols, simple weapons).

